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 - Preview: Beasts of Chaos
 - Index Astartes: Space Wolves
 - Scenery Workshop: Saurus Spawning Pools



- WD284:**
- Free Eye of Terror Campaign Poster
 - Two Battle Reports: Battle for the Basilica The Seven Sigmarites
 - Bloodlands Campaign: Part One
 - Designer's notes: Beasts of Chaos
 - Scenery Workshop: Moria terrain



- WD285:**
- Battle Report: Beasts of Chaos vs Wood Elves
 - Index Malleus: The Lost and the Damned
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 - Scenery Workshop: Building a Barrow



- WD286:**
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 - Battle Report: Orks vs Imperial Guard
 - Preview: Fire Warrior
 - Bloodlands Campaign: Part Three
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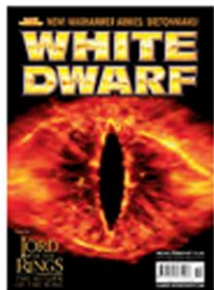
- WD287:**
- Two Battle Reports: High Elves vs Dark Elves Minas Tirith
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 - Designer's notes: The Return of The King
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- WD288:**
- Free Warhammer Armies: Kislev Booklet
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 - Index Astartes: Crimson Fists



- WD289:**
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 - Heroes & Villains: O'Shovah
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 - Chronicles: Cult of Ulric army list



- WD290:**
- Free Golden Demon Booklet
 - Battle Report: Necrarch vs Dwarfs
 - Designer's Notes: Bretonnians
 - Heroes & Villains: Ghazghkull
 - Chapter Approved: Ork Clan



- WD291:**
- Battle Report: Necrons vs Chaos Space Marines
 - Tactics: Death Guard
 - Olde Weirde's: Army of Sylvania
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 - Index Astartes: Techmarines



- WD292:**
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 - Warhammer: Scenario Generator
 - Epic: Armageddon: Steel Legions
 - Designers' Notes: Witch Hunters



- WD293:**
- Battle Report: Witch Hunters vs Tau
 - Warhammer: Storm of Chaos: Prelude
 - Index Malleus: Blood Pact
 - Art of Warhammer: Deployment



- WD294:**
- Battle Report: Tyranids vs Imperial Guard
 - Warhammer: Storm of Chaos: Eye of The Storm & Preparing for the Storm
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WD295

EDITORIAL

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EDITORIAL

Over the next few months you'll have access to some very special items. The Storm of Chaos summer campaign sees four superb special edition models become available. In addition to that we're going to be adding some exciting goodies to issues of White Dwarf in the run up to the end of the year...

Special Edition...

An event of the magnitude of Storm of Chaos really deserves something a bit special. On that premise, we have made four very nice special edition models available for you to collect (see right for more details). These splendid models will only be available for a limited period so, if you want one, you'd best not hang around...

More?!

Last issue we gave you a free Storm of Chaos novella, compiling the best of the Black Library's Storm of Chaos material along with an exclusive new story by Dan Abnett.

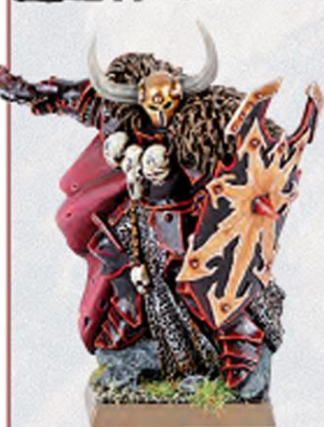
With this issue of White Dwarf you have the very nifty Storm of Chaos campaign map poster. This will help you plan out your strategy as you take part in possibly the biggest struggle the Warhammer world has ever had to face!

Not content to rest on our laurels, we have even more amazing stuff to give away with your favourite hobby magazine over the coming few months!

Next month we'll be giving you Warhammer Order of Battle. This handy 12-page booklet has all you'll need to record your army's details - from statlines to special rules, from enemy standards captured to character backgrounds.

Not had enough yet? Okay, we're giving you a free sheet of paint lid stickers in WD297. These colour-coded labels are immensely useful in identifying that elusive colour when your paints are spread across your paintstation. Once you've used these you'll wonder how you did without.

STORM OF CHAOS Special Edition miniatures



Archaon

Archaon, the Lord of the End Times, on foot will be available to anyone who attends Games Day on 3rd October this year, priced £8.



Valten

This dismounted version of the Exalted of Sigmar will be available to White Dwarf subscribers from late July for £8.

It will be available from 21st August by direct order on 0115 916 40000, in-store order point or via our webstore at:

www.games-workshop.com/ukstore



Chaos Marauder

This special edition Chaos Marauder will be available to buy for £5 at Warhammer World during June, July and August.



Chaos Sorcerer

This superb Chaos Sorcerer model will only be available, for £6, at the End Times Roadshow this summer. See page 23 for details of the locations this event will be running at.

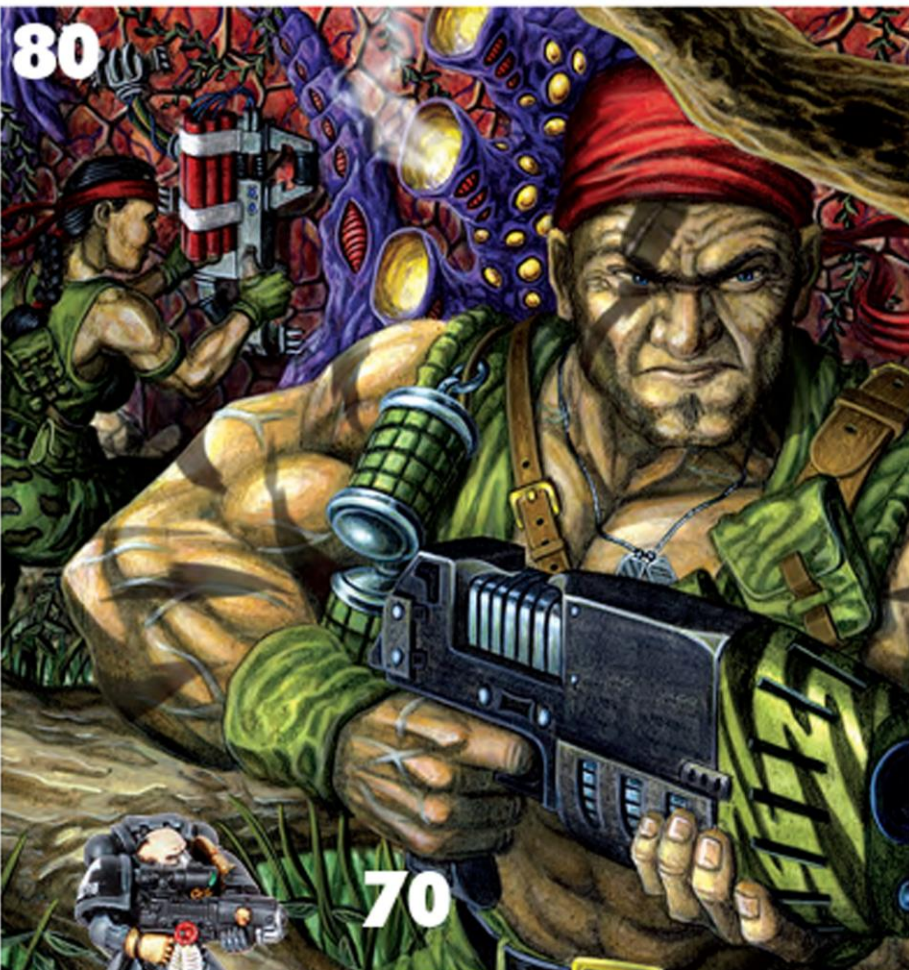
These models are available only while stocks last - they really are in limited supply!

We have plans for even more stuff but I'll save the surprises for a future issue...

Until next month,

Paul 'Fat Bloke' Sawyer
Editor





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THE HEART OF THE STORM

THE END FOR MIDDENHEIM?

This summer offers all Warhammer players the opportunity to contribute to the history of the Warhammer world by participating in the Storm of Chaos worldwide online campaign. Your decision is simple – will you defend the city of Middenheim or join the Dark powers in their attempt to destroy not only the city, but the god Ulric himself, granting Archaon powers beyond the ken of mortals?

Alternatively you could just play the Orcs and fight everyone!

Intrigued? Good – here's all you'll need to know to make your own mark on the background of the Warhammer world.

REGISTER NOW!

The campaign starts on 5th July. By visiting our website and registering you will have access to the fully

interactive campaign map and War-room forums where you can discuss tactics and strategies with fellow gamers across the globe. You will also find a wide selection of great hobby content and regular information such as daily updates as to the state of the war; miniature galleries, including a gamers miniatures section; and online painting and modelling competitions.

With Archaon gathering his forces in the North, time is a precious commodity – register now at: www.storm-of-chaos.com

MAIN BATTLE SITES

The interactive map on the Storm of Chaos website is the focal point for the whole campaign. All results will be logged here and you'll be able to see how each side is doing as the story unfolds. The map has 20 major battle sites. These will determine the pace and progress of the forces of darkness as they proceed towards their goal, Middenheim. The dogged defenders of towns and cities in Archaon's

path may hold up the host for some time, but the colossal size of the Chaos horde will ensure that it will ultimately reach its goal of Middenheim. However, the sorcery and steel of those who oppose Archaon's army will dictate when and in what state it will arrive at the walls of Middenheim. At this point the campaign will become the Siege of Middenheim, with the forces of Chaos intent on breaching the defences of the mighty city and despoiling the temple of Ulric. The defenders' objective is clear – a desperate struggle to hold the bloodthirsty Chaotic force from penetrating Middenheim's walls, all the time hoping for salvation in the form of the Emperor Karl Franz at the head of the army of the Conclave of Light. But it is your army's fortunes in battle that will decide the outcome of the war...

LOCAL BATTLE SITES

The UK and Northern Europe have several unique battle sites available to fight over. These are very important to the campaign as they directly affect the main battle sites.

For instance, a baggage train successfully defended by the forces of good at a special site may well let players at a certain main battle site take a war machine for free in all their battles! These battle sites can only be won and lost at certain events, including at specific Gaming Club Network games, at The End Times roadshow or in Games Workshop stores.

Prepare your forces for war. The Storm approaches.

The special edition Chaos Sorcerer model is only available at The End Times roadshows.



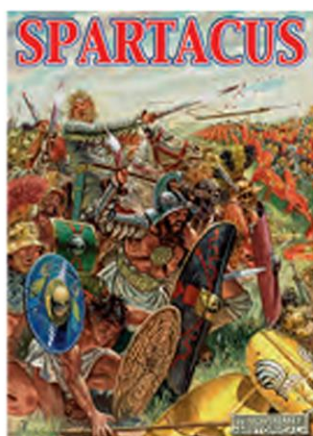
I'M SPARTACUS!

Spartacus is the latest release for Warhammer Ancients chronicles the rise and fall of the legendary hero Spartacus and his brave attempt to challenge the might of Rome.

Set in 1BC, the book features the historical background to Spartacus' uprising. Starting with his life as a gladiator, the book describes how he came to lead the largest slave revolt in the history of the ancient world, eventually becoming a renowned general as he fought the Empire for his freedom.

Included are full rules for fighting a campaign in the Roman Empire based upon Spartacus' most famous battles, described in great detail, and two new army lists: The Romans and Slave Revolt.

Released in late June and priced £13, this supplement is a great source of inspiration for your games, while the featured scenarios



provide an excellent narrative basis for a campaign.

More information and full ordering details for all Warhammer Historical products are available at: www.warhammer-historical.com

Or, you can contact Rob Broom directly on: 0115 916 8466.

GAMING CLUB NETWORK

The term Gaming Club Network is one you're going to hear a lot more in the future. This is a completely independent organization whose aim is to provide safe venues where players can regularly congregate to enjoy all aspects of the hobby. Games Workshop's involvement is restricted purely to providing support, such as helping clubs to promote themselves through the Hobby Centres.

Now about to fling its doors wide open and expand its membership, the Club Network would not have come about without the assistance of Laurie Stewart, a one-time model shop chain owner whose association with Games Workshop goes back 27 years. Laurie has worked tirelessly for the last six years, devoting large amounts of his own time and money to getting the framework for the Club Network in place. Now that it is all ready to go, he is stepping down as President of the GCN Council in order to concentrate on making sure all the systems he has implemented

work properly. "I was a business development manager for 10 years, so that's what interests me," says Laurie, an energetic chap who once held down four jobs at once. "Now it's time to separate the roles which govern gaming quality and the network systems, so I'm off to make sure everything runs smoothly so the new president can make the games and events bigger and better," he says.

Laurie fervently believes we have the best hobby in the world, and hopes that the Gaming Club Network will help people carry on enjoying it right through their lives. We believe he's right, so we'd like to say thanks to this mad-keen hobbyist – whose massive collection of armies fills 28 figure cases – for all the hard work he has done up to now, and the doubtless large contribution he will make in the future.

We'll be telling you more about the Gaming Club Network, and how your club can join, next month.

IMPERIAL ARMOUR

Coming soon is the awesome new Imperial Armour Volume 2 from Forge World. This hernia-inducing tome is crammed full of information focusing on Space Marines and the forces of the Inquisition. Weighing in at a mighty 256 pages, with 98 colour and black and white illustrations, it boasts an impressive 148 colour profiles and 136 technical drawings featuring the armoured might of the Adeptus Astartes and the Inquisitorial Ordos. As with the previous edition, Imperial Armour Volume 2 is of the large hardback, deluxe variety of book and is released in the summer, so start practicing your Litanies of Activation right now...

The new Forge World 2004 Catalogue is now available. To request this free catalogue send an email including your name and address to:

ForgeWorldCatReq@games-workshop.co.uk

Or call them on 0115 9168177.



MIRKWOOD ERRATA

Last month there was a slight omission in our The Elves of Mirkwood article. The Mirkwood Captain (Wood Elf) should have had Might, Will and Fate points. So, in the interests of completeness, here they are:

Mirkwood Captain
(Wood Elf)

Might: 2
Will: 1
Fate: 1

We could blame the pernicious influence of the One Ring for this, but you probably wouldn't believe us.

WARP ARTEFACTS

VALTEN SCULPTURE

Valten is to be released as an awesome sculpture by Warp Artefacts. This great, iconic hero of the Empire is the first in a new range to be released over this summer's Storm of Chaos Warhammer campaign. Detailed, pre-painted character busts and 60mm figures will be available in adversarial pairings, with work continuing apace on the evil Archaon, Lord of the End Times.

From the work in progress shot of Valten below, the characters are shaping up to be very special indeed. For more information visit:

www.warpartefacts.com



CAREER OPPORTUNITIES AT GAMES WORKSHOP

We are always looking for keen and enthusiastic staff to work for Games Workshop, both in our retail chain of 120 Hobby Centres in the UK and across Europe, as well as at our head office in Nottingham.

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A small example of the vacancies currently available are:

- Direct Sales Hobby Specialists
- Retail Trainee Store Managers
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GAMES WORKSHOP ONLINE

STORM OF CHAOS

The storm breaks this month as the Storm of Chaos campaign gets under way! Registration for the campaign is still ongoing, so if you haven't signed up go to:

www.storm-of-chaos.com

Look out as well for regular updates on the UK's own Storm of Chaos homepage including great hobby tips and frequent news updates and analysis on how the campaign is going!

www.games-workshop.co.uk/stormofchaos



WARHAMMER 40,000

The revised rulebook is being released soon and you can find official information about it straight from the horse's mouth online. You can also download a summary sheet of the revised rules for you to use. Take a look at:

www.games-workshop.co.uk/warhammer40k

NEWS

Every week Games Workshop Online brings you the latest news on what's happening in the Games Workshop hobby. Highlights include Sneak Peeks, Conversion



Corner, Event information and loads of fantastic hobby articles!

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Each month there is a range of links from articles in White Dwarf, they are compiled here for your convenience!

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www.games-workshop.co.uk/warhammer40k

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

ONLINE DATABASE

There is also a searchable database of White Dwarf articles online – ideal if you're beginning a new army, expanding an existing one or if you just have a burning desire for more information and can't quite remember which issue you saw a particular article in.



THE WHITE DWARF TEAM



Paul: Apart from a handful of Border Patrol games for our office Warhammer campaign I've spent most of my time

painting and converting. This month has been spent largely on a conversion of my Chaos Lord Vradchuk that will put him on a Daemonic Steed. This will give him more speed and a lot more manoeuvrability. With parts from 13 different models and plenty of Green Stuff. I'm very happy with it. Despite having a lot of Chaos stuff on my Paint Station ahead of Storm of Chaos I only seem to be finishing more Dwarfs! A Gyrocopter, a regiment of Warriors with great weapons and a regiment of Crossbowmen – all converted – have found their way into the White Dwarf army cabinets...

I also plan to return to my first Warhammer army and start a heavily converted Goblin raiding force – Kap'n Skabend's River Ratz.



Guy: I am, perhaps foolishly, working on six armies at once. My fuller armies, Empire, Orks and Imperial Guard,

are getting new units in strict rotation. The Men of Averland are soon to receive 25 Spearmen with shields who will form the core of my revamped Border Patrol force; my Imperial Guard are being resupplied with another Lemn Russ; while my Orks, when I have the chance, will soon be able to field their Tankbustas painted as opposed to the, ahem, Tinboy colour scheme they have so shamefully sported in so many battles. Meanwhile, work continues on my new Dark Elf army. Many of the models for the army's core have now been assembled, I just need to think of a suitable, and easy to paint, colour scheme that will do for both the Slaaneshi Cult and basic Druchii and we're away. As for the Relictors and my The Lord of The Rings warband, well, they'll have to wait...



Greg: My Lahmian Countess is slowly gathering a band of foul creatures from the darkness. One Vampire

will suffice at the moment – I'll need some Thralls later though – so now I'm fleshing out her bodyguards. First up I'm working on a new unit of Grave Guard to escort my lovely into combat where hopefully she'll be able to use her weapons of mass seduction to good effect. To further augment my Lahmian force I'm also painting some Ghouls.

As for my Eldar, I'm just finishing off my War Walker squadron. After I've finished the main paintwork on these long-legged Wraithbone constructs, I'll be adding various runes to enhance the individual vehicle markings. I recently suffered some heavy losses in battle against a Tau force and some more bright lance shots from these walkers might help fend off those highly annoying Hammerheads and Devilfish.



IN STORE THIS SUMMER

LEARN TO PAINT

Painting is one of the most satisfying aspects of our hobby, but it can also take a little time to master. This Summer sees a new series of painting workshops being launched nationwide at UK Games Workshop Hobby Centres. These one on one lessons each focus upon a particular aspect of painting or a specialised technique, from effective overbrushing or painting banners, to simply preparing your models for painting. There are ten different classes overall. The lessons will run throughout this year's school summer holidays.

THE BATTLE OF THE PELENNOR FIELDS

On 31st July we will be releasing our third major supplement for The Lord of The Rings strategy battle game, The Battle of the Pelennor Fields (see page 112 for a preview). This mighty book enables you to re-fight the climactic battles from the end of

For more details and booking information, get in touch with your local Games Workshop, details of which can be found from page 106 onwards.

The Lord of The Rings, where the fragile alliance of the Free Peoples of Middle-earth take on the burgeoning power of Mordor. Included in the book are rules for Mûmakil, Knights of Dol Amroth, Haradrim and Dunedain Rangers, plus a whole host of gaming ideas and new scenarios.

Next month White Dwarf will feature plenty of support material for the supplement, including a Battle Report and Designer's Notes. There is also going to be plenty of activity in Games Workshop Hobby Centres over the Summer Holidays, allowing gamers of all levels to get together and fight for the ultimate triumph of Good or Evil. Each week the Hobby Centres will focus on one scenario from the new book. The total number of victories for each side will determine how large the armies will be in the final scenario, The Black Gate Opens.

FANATIC MAGAZINE

In Issue 3 of Fanatic magazine:

- Doom of the Eldar – the Iyanden Craftworld is attacked by Hivefleet Kraken in Battlefleet Gothic.
- Return to the Pit – More rules and new warriors for Pit Fighter.
- Eversor – The Eversor Assassin in Inquisitor, rules and Masterclass.
- White Scars – New Epic army list
- The Province of Averland – Background and scenarios for Mordheim.
- The Cyclone and The Pain-Giver – Jordell Freshbreeze and Hubris Rakarth in Blood Bowl.
- The Battle of Krakjunov – Climatic Warmaster Storm of Chaos Battle Report.
- Gav Thorpe on wrestling (yes, really!)



DARK TALES FROM THE BLACK LIBRARY

Available this month is the omnibus edition of The Inquisition War, which collects Ian Watson's epic tale from the war-torn far-future together for the very first time! This trilogy is the action-packed tale of Inquisitor Jaq Draco and his desperate mission to uncover a plot that will bring mankind to its knees before the Dark Powers. The book contains the seminal trilogy of Draco, Harlequin, Chaos Child and two short stories. Inquisition War is priced £7.99.

The Ratmen are coming! The Black Library's latest foray into the background of the Warhammer world deals with the dark and dangerous Skaven! Written by Mitchel Scanlon, The Loathsome Ratmen And All Their Vile Kin takes an in-depth look into Skaven society, how they fight and their various weapons. This new background volume will also be available as an awesome limited edition. Further details can be viewed at www.blacklibrary.com as they become available!

Gaunt's Ghosts and Gotrek and Felix are to be immortalized in some cool mugs and mouse mats released from the Black Library! The first in a brand new range, these well-known and popular characters from the Black Library's range of books are a fitting addition to liven up any fan's dreary desktop. As well as mugs and mouse mats the new range will also include watches and lots, lots more...

Check out www.blacklibrary.com for more details.

LET CHAOS REIGN!

WarCry: Legions of Chaos is the first of two expansions for the popular collectable card game centred on the Storm of Chaos campaign. There are a whopping 120 new cards, which introduce new units and characters for both the Grand Alliance and the Hordes of Darkness, including some of the most renowned heroes and villains of the Warhammer World. With the new decks, and existing supplements, you can take part in the Storm of Chaos through the WarCry game and help decide the fate of the Old World! Legions of Chaos is released in June.

Hot on the heels of Legions of Chaos are Champions of the Grand Alliance and Champions of the Hordes of Darkness. Released by Sabertooth in July, these two binder sets for WarCry each feature six brand new cards highlighting the greatest heroes and villains of the conflict.

For more information check them out at www.sabertoothgames.com



Rudgie: Over the past few weeks, although it feels like months, I have been spending all of my spare time cutting and

shaping polystyrene. What am I building? A series of 2' x 2' modular terrain boards based on Moria for the *Battle Games in Middle-earth* serialised gaming supplement. Now that they are almost finished I am looking forward to painting my Army of the Dead and adding them to my The Lord of The Rings good force (Defence 8 and evoking terror in the enemy, very nice).

Not neglecting my Von Carstein army, I am also eager to paint my Grave Guard unit (see page 16).

So what next? A small collection of Empire plastics are starting to gather on my desk, an army I have always wanted to do but the thought of painting 40+ spearmen has always deterred me until now. Just ask Guy about that!



Nick: This month I have been mostly painting Dwarfs and Empire. These are actually two armies for Storm of Chaos;

my taciturn Dwarfs and Empire – specifically Aitdorf. Currently I've got an Empire general with Swordsmen and Greatsword pending. This is all geared towards raising a 500 point Border Patrol force, which segues nicely onto my other major activity of the month – Border Patrol battles. My Dwarfs have taken to the field on many occasions with much success (the Night Goblins of clan Mark Chambers have been severely tonked). But, more importantly, as I battled across the length and breadth of the Old World I had an epiphany – Border Patrols are a great way to test out new troops in your army. With such a small force, it really highlights each aspect of your army and it's a great way to gauge the pros and cons of a newly painted unit or test a part of the army you don't often use. Cool.



Christian: I've had my hands full this month with painting my Iron Warriors (see page 90 for the latest

results) and it really has taken an iron will to get them done in time! You'll also read in my article how the Iron Warriors have taken a few batterings on the battlefield. Though I've had a couple of victories, I'll need to start refining my tactics if I'm going to overcome all you lot out there at this year's Conflict tournament.

I've also managed to carry on painting a few more Elves for my my High Elf army which continues to grow apace. As well as that, I've managed to get some models for my new Warhammer Chaos army done. I love Chaos, and have had several Warhammer 40,000 armies, but this is my first attempt at one for Warhammer. I've gone for half-melted snow bases, which look really cool.

EVENTS DIARY WHAT'S ON AND WHERE

The White Dwarf Events Diary is the place to find out about events in your area or at Warhammer World in Nottingham. Whether it's a tournament, campaign day or painting competition the Events Diary has all the details you need to know.

Are you running an event? If you want to advertise it for free in this fine publication simply drop us an e-mail at:

eventsdiary@games-workshop.co.uk

The closing dates for receiving details for publication in the following issues are:

30 May for WD297 (August 2004)
14 June for WD298 (September 2004)

Please note all dates and details are correct at the time of going to print but are subject to change.

Events diary abbreviation guide

WHWarhammer
40KWarhammer 40,000
BBBlood Bowl
WABWarhammer Ancient Battles
WPSWarhammer Players' Society
WECWWarhammer English Civil War
EpicEpic Armageddon
LOTRThe Lord of The Rings
GWGames Workshop
GTGrand Tournament

JUNE

ARCON GAMING FESTIVAL

Date: 25th, 26th and 27th June, 2004
Venue: Vilhelm Bjerknes Hus, University of Oslo, Norway (travel directions are on the website).

Details: WH to be played on the Friday, 40K on Saturday. BB, BFG and Epic will also be played. See the website for specific rules and army composition. Food will be sold throughout the day. Register before 14th June: Nkr 250,- on the door; Nkr 320,- or Nkr 170,- per day. International tickets (for those that do not live in Norway) cost Nkr 200,- for the whole weekend.

Contact:
arcon@spillfestival.no
Espen Sortland - 0047 92442211.
Website:
www.spillfestival.no

SCULPTING AND MODELLING WORKSHOP - HOBBY MASTERCLASS

Date: 26th and 27th June, 2004
Venue: Warhammer World, Lenton.
Details: Spend two days in the

company of some of the greatest heroes of the Games Workshop hobby. The Games Workshop Masterclass series gives you a chance to hone your hobby skills over a whole weekend at Games Workshop's Lenton headquarters.

Top-class hobbyists from the Design Studio, Warhammer World and the Gaming Club Network will be on hand to offer guidance and advice on a range of modelling and painting skills. Tickets cost £100 each and there are 50 places available for competitors.

Contact:
events@games-workshop.co.uk
Website:
www.games-workshop.co.uk/events

CONFLICT LONDON

Date: 27th June, 2004
Venue: Alexandra Palace
Details: WH (1,500pts), 40K (1,000pts) and LOTR (500pts Good and Evil forces) tournaments. Also a wide range of hobby activities for non-tournament Open Pass ticket holders. Tickets are £25 for tournament players and £6 for the Open Pass ticket.

darkness. With Ostland banners raised, Valmir von Raukov, Elector Count of Ostland, rallies his troops as he and his allies set forth to stem this inexorable tide.

To join in this special campaign day, come along to GW Metro Centre, Gateshead, on the 29th August. All you need to take part is a fully painted 2,000 point Warhammer army. Call the store now on 0191 461 0950 to reserve your space in the game.

Contact:
events@games-workshop.co.uk
Website:
www.games-workshop.co.uk/events

A WAR OF GRUDGES

Date: 27th June, 2004
Venue: GW Newcastle Metro Centre Hobby Centre.
Details: The horns of war sound again. Now is a time for old scores to be settled and grudges avenged. This tournament is limited to 18 people and will follow all the rules from the recent Call to Arms event. It lasts from 10am-6pm. Please call the store to register.
Contact:
0191 2322418
Website:
www.games-workshop.co.uk/events

SIEGE OF GONDOR

Date: 27th June, 2004
Venue: GW Aberdeen Hobby Centre.
Details: Bring your painted The Lord of The Rings models and either muster to defend or gather to sack the cities of Osgiliath and Minas Tirith in this giant participation event.
Contact:
01224 649779
Website:
www.games-workshop.co.uk/events

JULY

BOLTGUNS AND BATTLEAXES

Date: 3rd and 4th July, 2004
Venue: Warhammer World, Lenton.
Details: The Gaming Club Network, in association with the Oxford Gaming Club and Leeds Night Owls, presents Boltguns at Beil IV: A 40K Campaign Weekend; and Battleaxes of Blood: A WH Campaign weekend.
All tickets are priced £35 and include meals on both days.
Contact:
Mike Sharp - 07902 764143
Stephen Thorpe - 07906 145025

THE SLAYER OF KINGS

Date: 3rd and 4th July, 2004

Venue: Northern Wasters Club, Adair Arms, Ballymena, Northern Ireland.
Details: The Northern Wasters Club presents a Warhammer tournament for a magnificent prize: The Slayer of Kings. Tickets are limited to 35 so be quick if you wish to enter.
Contact: Karl Windle -
karl@northernwasters.com.
Tel: 07742 454757

CALL TO ARMS

Date: 10th and 11th July, 2004
Venue: Warhammer World, Lenton.
Details: Two-day tournament for Warmaster. One-day tournament for Mordheim (Saturday). Tickets are £40 for Warmaster and £25 for Mordheim.
Full details for each system will be sent with your tickets. Tickets on sale now.
Contact:
specgt@games-workshop.co.uk
Website:
www.games-workshop.co.uk/gt

STORM OF CHAOS SPEED PAINTING COMPETITION

Date: 3rd and 4th July, 2004
Venue: Northern Europe.
Details: Northern Europe's Retail stores, Partnerships and Elites are hosting a Storm of Chaos Speed Painting competition. The stores taking part will be providing the model - one of the excellent new Chaos Warriors - and paints. Why not come along and test your skills? You even get to keep your efforts.

Check out our retail listings on pages 118-123 for your nearest Northern European store (the Northern European stores are to the rear of the section) for store details.
Contact:
Your local Northern European Hobby Centre.

MIGHTY EMPIRES CAMPAIGN DAY

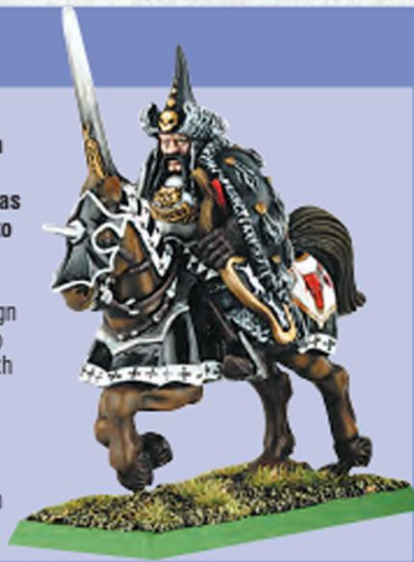
Date: 17th July, 2004
Venue: GW Carlisle Hobby Centre.
Details: A full day of plotting, backstabbing and bribery. Who will win the greatest empire? Phone GW Carlisle for more details.
Contact:
01228 598216
Website:
www.games-workshop.co.uk/events

AGRAM ARENA SUMMER 2004

Date: 17th and 18th July, 2004
Location: Museum of Technology, Zagreb, Croatia.
Details: International LOTR and 40K Tournament. 40K - 1,500pts, LOTR - 1,000pts of Good and Evil forces.
Tickets: € 10-20 (Lunch and Accommodation included.)
Contact:
ums-agram@net.hr
(+0038) 05917 620584
Website:
www.ums-agram.hr

EMPIRE IN FLAMES

The storm has broken. Like a comet, Archaon and his hordes have fallen upon the northern Empire. Yet before the Lord of the End Times can reach the city of Middenheim, where his ultimate goal lies, he must pass through the province of Ostland. The province's grim defenders refuse to abandon their homes and are ready to sell their lives dearly to stop Archaon. They will offer determined and stalwart resistance to the forces of



TOY SOLDIER 3

Date: 17th and 18th July, 2004
Venue: The University of Preston, Preston, Lancashire.

Details: Two-day tournaments for WH (2,000pts), 40K (1,500pts) and WAB (2,000pts). Tickets are £15 for entry and £20 for an en-suite single room per night. Free buffet on Saturday night. Full details will be sent with your tickets. For an entry form send an e-mail to the address below or write to: Tim Haslam, 164 Hereford Way, Middleton, Manchester M24 2NJ. The closing date for entries is 31st June, 2004.

Contact:
mm@seaford-corporation.ltd.uk
Mark Musiek - 07709 456555 or 01606 852580.

TANKS AND VEHICLES WORKSHOP – HOBBY MASTERCLASS

Date: 17th and 18th July, 2004
Venue: Warhammer World, Lenton.
Details: Spend two days in the company of some of the greatest heroes of the Games Workshop hobby. The Games Workshop Masterclass series gives you a chance to hone your hobby skills over a whole weekend at Games Workshop's Lenton headquarters. Top-class hobbyists from the Design Studio, Warhammer World and the Gaming Club Network will be on hand to offer guidance and advice on modelling and painting skills. This weekend will focus on modelling tanks and vehicles. Tickets cost £100 each and there are 50 places available.

Contact:
events@games-workshop.co.uk
Website:
www.games-workshop.co.uk/events

WARHAMMER DOUBLES TOURNAMENT

Date: 24th and 25th July, 2004
Venue: Warhammer World, Lenton
Details: Two players ally together to take on other doubles. With 500pts per player this tournament relies on skill and trust. The weekend will involve several games and the ticket price includes two lunches and Saturday's evening meal.

Tickets on sale from 24th April, 2004, and are priced £55 for each team.

Contact:
whgt@games-workshop.co.uk
Website:
www.games-workshop.co.uk/gt

THE TANELORN MORRIS DANCING POWER FIST TOURNAMENT

Date: 31st July to 1st August, 2004
Venue: Roding Valley High School, Alderton Hill, Loughton, Essex.
Details: Morris strikes back! This is a WH tournament. Players need a 2,000pts army. Tickets are £20 and include lunch on both days. Entry forms can be downloaded from: <http://www.tanelornwgc.org/events/download/twgc2004entry.pdf>
Contact:
conrad.gonsalves@mirageit.com
Website:
www.tanelornwgc.org/index.php?page=701

AUGUST

ONLY THE STRONG SURVIVE

Date: 1st August, 2004
Venue: GW Metro Centre Hobby Centre.
Details: As the Storm of Chaos

approaches, the armies of the Warhammer world make ready for battle. Only the strongest can hope to win total victory. If you have the courage to take up the challenge, then paint up a 1,500pts Warhammer army and call the store to register your place in this fantastic, three-game tournament.
Contact:
0191 2322418
Website:
www.games-workshop.co.uk/events

WARHAMMER GRAND TOURNAMENT 2005: HEAT ONE
Date: 7th and 8th August, 2004
Venue: Warhammer World, Lenton.
Details: You will need a 2,000pts painted Warhammer army. Full details will be sent with your tickets. The weekend will involve six games and ticket prices include two lunches and Saturday's evening meal.
Tickets on sale from 1st May, priced at £50 each.
Contact:
whgt@games-workshop.co.uk
Website:
www.games-workshop.co.uk/gt

WARHAMMER GRAND TOURNAMENT 2005: HEAT TWO
Date: 7th and 8th August, 2004
Venue: Warhammer World, Lenton.
Details: You will need a 2,000pts painted Warhammer army. Full details will be sent with your tickets. The weekend will involve six games and ticket prices include two lunches and Saturday's evening meal.
Tickets on sale from 1st May, priced at £50 each.
Contact:
whgt@games-workshop.co.uk
Website:
www.games-workshop.co.uk/gt

WARHAMMER 40,000 GRAND TOURNAMENT 2005: HEAT ONE
Date: 28th and 29th August, 2004
Venue: Warhammer World, Lenton.
Details: Fight for a place in the finals of this, the most prestigious tournament in the 40K gamer's calendar. To take part you need a 1,500pts painted 40K army. Full details will be sent with tickets. The weekend involves six games and ticket prices include two lunches and Saturday's evening meal.
Tickets are on sale from the 15th of May, priced at £50 each.

WARHAMMER 40,000 GRAND TOURNAMENT 2005: HEAT TWO
Date: 28th and 29th August, 2004
Venue: Warhammer World, Lenton.
Details: Fight for a place in the finals of this, the most prestigious tournament in the 40K gamer's calendar. To take part you need a 1,500pts painted 40K army. Full details will be sent with tickets. The weekend involves six games and ticket prices include two lunches and Saturday's evening meal.
Tickets are on sale from the 15th of May, priced at £50 each.

ASSAULT ON MIDDENLAND

Archaon has ordered a flank attack on the vulnerable left side of the Imperial army defending Middenland. The only obstacle to the attack is the beleaguered garrison of Castle Whealdorf. The scattered remnants of the Kislev relief force have fallen back there, rallying under the banner of Sigmar. Commanded by the Warrior Priest Wilhelm Saustus, Whealdorf must hold

at all costs. Friends of the Empire, now is the time to stand and be counted. Followers of Chaos, heed the call of Archaon.
Battle commences on 21st August in the Watford (01923 245388), St Albans (01727 861193), Hemel Hempstead (01442 249752), Bedford (01234 273663) and Milton Keynes (01908 690477) Hobby Centres, contact store staff for full details.



Contact:
40kgt@games-workshop.co.uk
Website:
www.games-workshop.co.uk/gt

WAR ROOM

Date: 28th August, 2004
Venue: GW Middlesbrough Hobby Centre.
Details: Enlist your army for this day long battle that could shape the future of the Warhammer world forever.

Contact:
01642 254091
Website:
www.games-workshop.co.uk/events

WARMASTER BIG BASH

Date: 29th August, 2004
Venue: GW Aberdeen, Hobby Centre.
Details: The armies of Chaos are pouring into the farmlands of the Empire. The Imperial forces must prevent the Chaos horde from penetrating too deeply into the Empire's heartlands. Play as either a defender or attacker. You will need a painted detachment of up to 2,000pts to participate in this event.

Contact:
01224 649779
Website:
www.games-workshop.co.uk/events

SEPTEMBER

PAINTING WORKSHOP – HOBBY MASTERCLASS

Date: 4th and 5th September, 2004
Venue: Warhammer World, Lenton.
Details: Spend two days in the company of some of the greatest heroes of the Games Workshop Hobby. Top-class hobbyists from the Design Studio, Warhammer World and the Gaming Club Network will be on hand to offer guidance and advice on a range of modelling and painting skills. Tickets cost £100 each. Places available are limited to 50 places.

Contact:
events@games-workshop.co.uk
Website:
www.games-workshop.co.uk/events

WARHAMMER GRAND TOURNAMENT 2005: HEAT TWO

Date: 11th and 12th September, 2004
Venue: Warhammer World, Lenton.
Details: Round 2 of the build-up to this prestigious tournament. 2,000pts painted WH army required. Full details

with tickets. Tickets on sale from the 26th of June, priced £50 each.

Contact:
whgt@games-workshop.co.uk
Website:
www.games-workshop.co.uk/gt

BLOOD BOWL ALBION CUP

Date: 25th September, 2004
Venue: GW Aberdeen Hobby Centre.
Details: The Second Far Albion Cup Annual Blood Bowl. There are places for up to 20 players. All approved teams welcome. Contact the Aberdeen store for further details.

Contact:
01224 649779
Website:
www.games-workshop.co.uk/events

OCTOBER

TERRAIN WORKSHOP – HOBBY MASTERCLASS

Date: 16th and 17th October, 2004
Venue: Warhammer World, Lenton.
Details: Spend two days in the company of some of the greatest heroes of the Games Workshop Hobby. The Games Workshop Masterclass series gives you a chance to hone your hobby skills over a weekend at Games Workshop's Lenton headquarters. Top-class hobbyists from the Design Studio, Warhammer World and the Gaming Club Network will be on hand to offer guidance and advice on modelling and painting skills. Tickets cost £100 each and are limited to only 50 places.

Contact:
events@games-workshop.co.uk
Website:
www.games-workshop.co.uk/events

WARHAMMER 40,000 GRAND TOURNAMENT 2005: HEAT TWO

Date: 23rd and 24th October, 2004
Venue: Warhammer World, Lenton.
Details: Fight for a place in the finals of this, the most prestigious tournament in the 40K gamer's calendar. You will require a 1,500pts painted 40K army. Full details will be sent with the tickets. Tickets on sale from the 24th of July, 2004, priced at £50 each.

Contact:
40kgt@games-workshop.co.uk
Website:
www.games-workshop.co.uk/gt

A HERO HAS ARISEN...

VALTEN, EXALTED OF SIGMAR

Sigmar reborn! Valten, Exalted of Sigmar rides out upon the Elven Steed Althandin to challenge the dark hordes of Archaon. Wielding Ghal Maraz, the Hammer of Sigmar, Valten gains +2 Attacks and inflicts D3 Wounds upon his foes. He is clad in the Armour of the Heldenhammer, presented to him by the Dwarfs, which gives him a 2+ Armour save and Magic Resistance (2). In his hand he holds the strength of a nation and in his heart lies their courage.

This boxed set contains enough components to make 1 complete Valten, Exalted of Sigmar, mounted on Althandin, designed by Alex Hedström.

This model requires assembly.



BE' LAKOR – THE DARK MASTER

Once known as the Dark Master, Be'Lakor has joined the army of Archaon after a millennia of maddening, insubstantial existence. Be'Lakor leads his daemonic legions from the Realm of Chaos, bent on destroying the realm of man and all who oppose his will. Be'Lakor is the Master of the Shadows and as such is a Level 4 Wizard. With his great wings he can fly, swiftly bringing terror and despair to his enemies. Surrounded by the Shadowshroud, all shooting suffers a -1 to hit against him.

This boxed set contains enough components to make 1 Be'lakor, designed by Juan Diaz.

This model requires assembly.



BLACK ORCS WITH GREAT WEAPONS

Black Orcs are the most powerful and disciplined of all Orcs, and their mere presence will quell animosity in the ranks of their unruly, bickering cousins. Now you can choose to field them armed with great weapons, making them an even deadlier menace in close combat.

This blister pack contains 2 Black Orcs with great weapons, designed by Colin Grayson and Brian Nelson.

These models require assembly.



BLACK ORC COMMAND

Black Orcs are the meanest and nastiest of all the warriors in a greenskin tribe. On grisly standards they display the bodies of their slain enemies and charge into battle, eager to crush their foes, to the beat of primordial drums.

This blister pack contains 1 Black Orc Command, including a Standard and a Musician, designed by Colin Grayson and Brian Nelson. These models require assembly.



ORC SHAMAN ON BOAR

When riding a vicious War Boar into battle, an Orc Shaman can move quickly around the battlefield. His snorting mount means he can put himself in the best position to invoke the anger of Gork and Mork, all the better to smite his enemies with green lightning and greenskin thunder.

This blister pack contains 1 Orc Shaman mounted on War Boar, designed by Colin Grayson. These models require assembly.



BORGUT FACEBEATER

Grimgor's right-hand Orc, Borgut Facebeater has a fearsome reputation, and rightfully so. Borgut carries 'Ardlad's Axe o' Doom, a massive weapon which adds +1 to Borgut's Strength and enchants him and any unit he joins with the *Gork'!! Fix It!* spell. Borgut can also launch a punishing 'eadbutt when fighting a challenge – a devastating Strength 7 attack that can reduce an opponent's Weapon Skill to 1!

This blister pack contains 1 Borgut Facebeater, designed by Colin Grayson. This model requires assembly.



SISTERS OF BATTLE SERAPHIM SUPERIOR

The Seraphim swoop from on high like angels of retribution to punish deviant and heretic alike. A Sister Superior leads these warrior women into battle. A shining example of faith and bravery, she can carry all manner of wargear into battle. Her choice of arms include a flesh-searing Strength 7 plasma pistol and armour-cleaving power sword.

This blister pack contains 1 random Sisters of Battle Seraphim Superior, designed by Juan Diaz and Jes Goodwin. These models require assembly.



SISTERS OF BATTLE WITH SPECIAL WEAPONS

The holy Sisters of Battle may be equipped with many instruments of divine retribution with which to punish the unbeliever. The storm bolter blows apart enemy infantry, the flamer burns a fiery swathe through deviants and mutants covering in defended positions, while the meltagun cuts through tank armour with consummate ease.

This blister pack contains 2 Sisters of Battle with special weapons, designed by Juan Diaz and Jes Goodwin. These models require assembly.



Necromunda Spyrers

Each blister pack contains 1 random Necromunda Spyrer.

These models require assembly.



Orrus Spyrer

Designed by Aly Morrison.



Jakara Spyrer

Designed by Aly Morrison.



Malcador Spyrer

Designed by Aly Morrison.



Yeld Spyrer

Designed by Aly Morrison.

PRICE LIST

VALTEN, EXALTED OF SIGMAR.....£15.00

Denmark kr 225.00 Sweden kr 270.00
Euro € 30.00

BE' LAKOR.....£15.00

Denmark kr 200.00 Sweden kr 250.00
Euro € 25.00

BLACK ORCS WITH GREAT WEAPONS.....£6.00

Denmark kr 70.00 Sweden kr 80.00
Euro € 10.00

BLACK ORC COMMAND.....£6.00

Denmark kr 70.00 Sweden kr 80.00
Euro € 10.00

ORC SHAMAN ON BOAR.....£7.00

Denmark kr 80.00 Sweden kr 90.00
Euro € 11.00

BORGUT FACEBEATER.....£7.00

Denmark kr 80.00 Sweden kr 90.00
Euro € 11.00

SISTERS OF BATTLE SERAPHIM SUPERIOR.....£5.00

Denmark kr 55.00 Sweden kr 65.00
Euro € 8.00

SISTERS OF BATTLE WITH SPECIAL WEAPONS.....£6.00

Denmark kr 70.00 Sweden kr 80.00
Euro € 10.00

NECROMUNDA SPYRERS.....£7.00

REIKLANDER CAPTAIN ON FOOT AND MOUNTED.....£9.00

SPACE MARINE DROP PODS.....£6.00

SPACE MARINE DROP SHIP.....£25.00

Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices. All information correct at time of going to press.

Space Marine Drop Pods

This blister pack contains 2 Space Marine Drop Pods, designed by Martin Footitt.

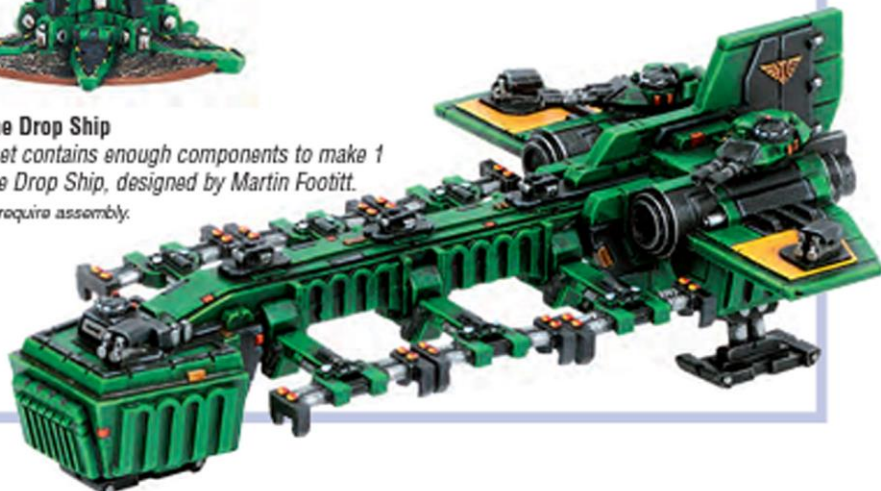
These models require assembly.



Space Marine Drop Ship

This boxed set contains enough components to make 1 Space Marine Drop Ship, designed by Martin Footitt.

These models require assembly.



Spyrer Patriarch

Designed by Mark Bedford.

Spyrer Matriarch

Designed by Mark Bedford.



Reiklander Captain on foot and mounted

This blister pack contains 1 Reiklander Captain on foot and 1 mounted Reiklander Captain, designed by Adam Clarke.

These models require assembly.



These models are available via the in-store order point, the website at: www.games-workshop.com/storefront or direct on 0115 91 40000.

All our Specialist Games have great websites full of free downloads, resources and up-to-date news! Check them out at: www.specialist-games.com

NEW THIS MONTH FOR
THE LORD OF THE RINGS



Witch-king on Fell Beast

Designed by Michael Perry, this boxed set contains the Witch-king mounted on a Fell Beast.

This model requires assembly.

WITCH-KING ON FELL BEAST ... £30.00

Denmark	kr 350.00
Sweden	kr 400.00
Euro	€ 50.00





STORM
OF
CHAOS

PREPARING FOR THE STORM

Like many of the hobbyists around Games Workshop HQ, the White Dwarf team have thrown themselves into the Storm of Chaos with great fervour. But for each of us it's meant something different. Many of us were gagging to get to grips with some of the awesome new armies and units, whereas others of us looked upon the gathering storm as a good excuse to add to our existing forces or finish off an old army. This is how we got on with modelling and painting our forces ready to battle for the fate of the Empire...

Besides copious amounts of painting, converting and general army-building related tomfoolery, we've been putting our respective armies through their paces on the battlefield. Some of us with very mixed results. While Nick's Dwarfs have been romping home to victory, Guy's Empire are more often seen running from the battlefield than fighting on it.

If you're just starting out with a new force or want to try out some new units, look no further than Border Patrol. Here at White Dwarf, we're busy little bunnies and we've all found that Border Patrol battles fit nicely into a

lunch hour and make for a great testing ground for our new models.

As always with war there have been some casualties. Most notable was the continual demise of Guy's Captain and his lacklustre band of ne'r do wells. But despite these setbacks, we have all learned something new and useful about how our new units perform on the tabletop and, perhaps more importantly, how they will fit in with our existing armies.

So, if you've got a hankering to start painting, take a look at what we've been up to...



LURE OF THE GODS

Paul Sawyer: Originally I started collecting this army each month with £25 to spend (chronicled in the Lure of the Gods series in WD271-282) and it's now grown to quite a size.

Despite the series ending after I took the army to Adepticon, a convention in Chicago, there were still one or two additions I wanted to add to the army. So, with Storm of Chaos looming large it was time to carefully push those Dwarfs on my paintstation to one side and add to the army of my Chaos lord, Vradchuk the Heinous...

As it turned out 'one or two additions' was a bit of an understatement as I wanted to add:

- 6 Daemonettes mounted on steeds.
- The superb new plastic Chaos Warriors to replace the tired old ones I currently have.
- Two Fiends of Slaanesh spawn.
- Another couple of ranks to my Marauders – 16 simply isn't enough to make them worthwhile

- Last, but most definitely not least, I wanted to take Vradchuk out of his trusty chariot and put him on a Daemonic Steed.

I'm working on the Daemonettes, but I'm not happy with how the steeds have turned out. I'll either start again or throw teddy out the pram and put them in a box until I can face redoing them!

The Spawn conversions are the last things I'll do as they aren't as crucial to the army as the other elements, so at the moment the Marauders are underway. I'm looking forward to their increased staying power now they have full rank, command and armour, plus a hand weapon and shield bonus to their saving throws in combat

The regiment of Chaos Warriors that will take the place of the old Undivided regiment I already had. I also plan to replace my Slaaneshi regiment, but having just painted one block of them I'm taking a break and am turning my attention to the warhorde's leader...

Vradchuk the Heinous started on foot way back when I started the army but as

the force grew it was clear he would be better served getting into combat sooner rather than later, so I converted him to ride in a chariot. This has given him more speed as well as more protection but now the army is so big it's clear he needs even more manoeuvrability. I've been thinking about putting him on a Daemonic Steed for some time but haven't found the inspiration to come up with a suitably impressive conversion that isn't based on the Archaon on steed model everyone seems to use.

Salvation is now at hand for the spikey one and with 17 components from 13 different models he's nearly ready to start painting...



A sneak peek of Vradchuk's new steed

Vradchuk the Heinous and his horde are spoiling for a fight...





MEN OF AVERLAND

Guy Haley: Storm of Chaos has given me an opportunity, or should I say kick in the backside, to get my long suffering Empire army finished.

The Empire's command of gunnery is admittedly an incentive for collecting them, but what I really like is the look of the army. Of all the Warhammer armies, the Empire is the least fantastical. Take out the Elector Counts on Griffons and obligatory wizards and you've got yourself a nice 16th century army of German Landsknechts. Not that I am a historical wargamer, far from it. What I like about the Empire is their realism juxtaposed with the fantastical. There's something inherently cool

about watching something so close to reality take on a horde of Goblins. In fact, this is why Warhammer is such an evocative game. No American high fantasy Timotei blondes riding giant weevils in unfeasible armour. The Empire, with their flamboyant late Renaissance garb, epitomise the gothic feel of Warhammer's game world.

Sadly, it is the flamboyant late Renaissance garb that means I have been painting my army on and off for six years. Ever since the first Soldiers of the Empire boxed set came out, in fact. Perhaps a quartered yellow and black colour scheme was not the wisest choice, as it takes a very long time



The plume of my Captain's helmet is from the Empire Knights boxed set. The model itself is an old classic.



After years of garrisoning carrying cases, the Men of Averland march to battle once again.



indeed to effect nicely. I also like to paint my men up to the best of my abilities, which doesn't help.

Thus the main problem right now for my army is a lack of core troops. I'm currently working on two units of 20 Spearmen and a unit of 20 Swordsmen to alleviate this manpower shortage, and am steering myself away completely from yet more quick to paint war machines and characters. I can then concentrate on the fun stuff. I've a unit of five Ogres which I want to make up to eight, a unit of Knights and more converted Pistoliers. There are also a couple of units of tactically sound Crossbowmen undercoated and ready to go. Say what you like about Handgunners, but I've found that the Crossbows' 30" range means they can fire earlier in the game, and become



The Battle Standard Bearer (left) is based on another old model with plastic additions. For details of how I made the Pistolier (below) visit Conversion Corner on the Games Workshop website: www.games-workshop.co.uk/conversioncorner



accurate more quickly because of their 15" short range.

I've also made a new general for smaller point games from a very old, yet very good, model. Unfortunately he has acquired the nickname Captain Pineapple, as his very fashionable helmet, bought in Altdorf, had an uncanny resemblance to the fruit before I painted him. Even now the name has stuck. He mustn't like this moniker, for every time he charges he fluffs his attacks. So henceforth he will be known as Joachim Von Stahl-Ritter. Not Captain Pineapple. Oh no.

My Battle Standard Bearer's banner (above) will be an involved project, so I'm waiting until after the Spearmen are done before I paint him. Worthy of note are the seals. These I made the same

way as the purity seals on the Relictors (page 76), though the parchment is double-thickness paper glued together with PVA/wood glue, not Green Stuff. He carries a shield, even though Battle Standard Bearers aren't allowed them, simply because it looks good. In the game he counts as wearing full plate armour.

This is my army as it stands right now. In future I'll be splitting up the Handgunner and Halberdier units and using them as detachments for my new Swordsmen and Spearmen units. I tend to play quite defensively, and Spearmen with detachments are brilliant at absorbing charges. I've already dropped Herr Kapitan Pineapple from my Border Patrol force, his place having been taken by my Warrior Priest, a dangerous proposition for those Chaos players.

LAHMIAN BEAUTY

Greg MacGregor: With the winds picking up and the Storm of Chaos looming on the horizon, I decided to start a new Lahmian Vampire Counts force. I've always had a hankering for the undead, (ever since our budgie died, in fact) and now was a great time to start collecting a new army. I decided to make it a Lahmian army as I haven't seen too many of these types of Vampire Counts around. And besides, I was really enraptured by the seductive powers of the Lahmians in the short

story on page 6 of the Vampire Counts army book.

For my Vampire Countess I decided that I would have her fighting in the front row of a large block of Grave Guard. This way she will be able to use her deadly charms to turn her opponents against their own comrades with the special Seduction Bloodline power. To make the countess look slightly different I've added a set of heads from the Zombie sprue to the model.



The Countess Neferata holds aloft a gruesome trophy.

THE ARMY OF SYLVANIA

Paul Rudge: On a similar line to Guy Haley I planned on using the Storm of Chaos as an excuse to finish my long suffering undead army but having received a copy of the Sylvania army list I found myself being tempted to do a little more. First up was a unit I have always wanted to make at the core of my undead force – a unit of 30 Grave Guard with halberds, shields, heavy armour and carrying the Banner of the Barrows. In the past I have never found a suitable set of models that I was

happy to represent these foul warriors with until the plastic Bretonnian Men-at-arms were released. These fellows combined with some spare Skeleton heads and the Coffin Shield sprue made the perfect Grave Guard unit.

After having looked at the variant undead list, the unit I knew I had to have next was Sylvania Levy. Zombies with light armour, spears, shields and causing *fear* at 8 points per model is simply too good to refuse. As I really like



Mercenary Captain Vespero makes for a sinister Vampire Thrall.



the plastic Zombie sprue the only thing I added was the coffin shields (available by direct order). The coffin shields will also help unify all the different blocks of infantry.

With the variant list-replacing Necromancers with Grave markers I was eager to test them in battle. So having assembled a 500 point Border Patrol list, I set about challenging all within earshot to lunchtime duels. One thing I quickly learnt was that I would always struggle against Dwarfs, simply because at 500 pts they get 4 Dispel dice which allowed them to dispel both Grave markers every turn. Against other forces with fewer dispel dice I could summon up at least one unit of Sylvanian Levy per turn. One very simple trick I use is to place a Grave marker as close to the enemies deployment zone as possible and then watch their indecision as they contemplate placing their forces anywhere near the Grave marker.



The dread Grave Guard, a forbidding sight fully-armoured and with shields.



Though slow in combat, Von Carstein Zombie Sylvanian Levy are a tough unit as they have shields, spears and light armour.



Essential for any Von Carstein army, I used a slightly larger base than usual (although I'll measure from the centre of the marker during games), as this allows me to have skeletons modelled rising from the earth.

The whole of my army is now converted, and I have begun to paint them.



THE SLAYERS OF KARAK KYME

Nick Kyme: Prior to the Storm of Chaos, I already had a large Dwarf army with a choice of various war machines. As something of an on-going project (I'm not the fastest painter) there was always new Dwarfs to paint, but I'd always had a hankering to do some Slayers. Nothing quite evokes the Dwarf spirit as a unit of Unbreakable, taciturn and frothing warriors. So, with the Storm of Chaos breaking across the Empire like a virulent plague, there seemed no better time to paint up a unit of Slayers.

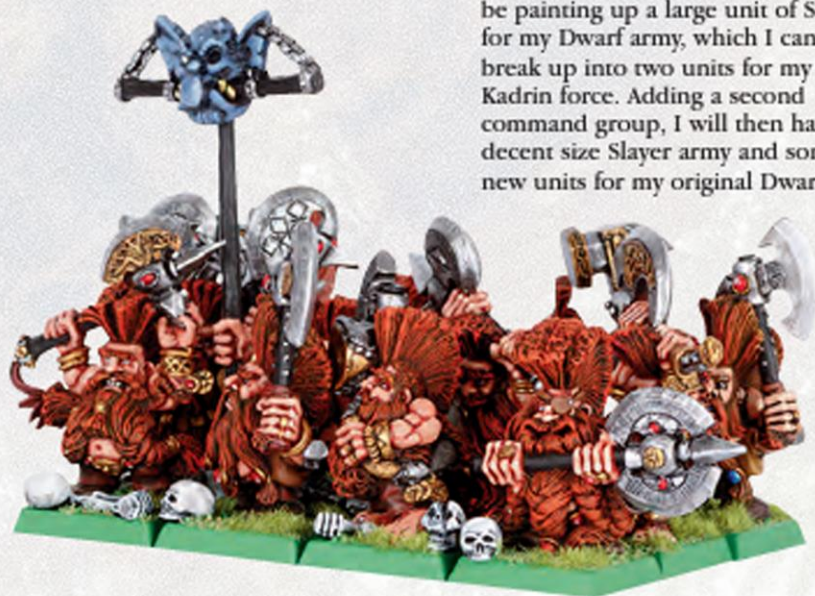
With the new Karak Kadrin list in the Storm of Chaos rulebook, I was tempted to opt for an army of these orange-haired loons but, in the end, I still wanted to use my existing Dwarf force. So, to retain a flavour of the conflict, I decided on a modest unit of 12 Slayers, comprised entirely of Giant, Dragon and Daemon Slayer models but using them as any type of Slayer as I saw fit. I really like the Slayer Champions and Heroes, as they are much bigger than Trollslayers and fit into what my idea of a Slayer is.

Very little conversion work went into these models, but I did do some additional modelling on the bases, adorning them with skulls, broken

shields and even an Elf head to convey the fact that these guys were always in the thick of the fighting. I opted for a fairly simple colour scheme with earthy colours for clothes (mainly just boots and pants!) and gold with red gemstones for the numerous bands, rings and chains that bedecked the Slayers (I plan to add tattoos later). I find that with detailed regiment models it's best to stick to an easily repeatable theme. When you try to individualise each model it can make the unit look a

little disparate. Considering each individual paint scheme can slow down the painting process.

Looking to the future, I still want to raise an all Slayer army. As well more Slayers, I am also painting up a Goblin-hewer. These units have the advantage of being usable in my current Dwarf army, while providing some great Slayer army units too. This way I don't have to paint up a load of models in one go but can develop my army gradually and test it on the tabletop. Looking forward, I'll be painting up a large unit of Slayers for my Dwarf army, which I can then break up into two units for my Karak Kadrin force. Adding a second command group, I will then have a decent size Slayer army and some great new units for my original Dwarfs.



The entirety of my Dwarf war-boss. Full of classic models, the army has a unique feel to it.



The High Elves as they look at the present, not too bad, but they tend to suffer a bit against more resilient races like Dwarfs.

ELVEN EMMISARIES OF DUSK

Christian Byrne: It's only been in the last year and a half that I have begun to really play Warhammer. Could this be due to a long-standing fascination with power armoured, daemon worshippers-maybe? But despite being mostly a Warhammer 40,000 player, I do find playing Warhammer to be a refreshing change. So when it came to choosing a Warhammer army, I opted for a force that was very different in style and look to what I had previously. I chose High Elves. Initially the army consisted of various units, without much cohesion (reflected in the army you see above). At the time of writing,

the High Elves are about to receive another 750+ points boost in the form of another chariot, a unit each of Swordmasters of Hoeth and Dragon Princes of Caledor, and finally a new mounted Battle Standard Bearer (based on the classic Silver Helm Standard Bearer), who will carry the Battle Banner for my newly painted Lord character. The High Elf Prince (below), is now ready for war, but won't be riding out to battle until he has a unit to lead, namely the Dragon Princes. I have opted to paint all models with golden Dragon

armour. The Prince will be joined by the Battle Standard Bearer with a Dragon Prince bodyguard (painted in the same colour scheme) and will form the core of my cavalry-heavy High Elf army. It is designed to barrel down the enemy's weaker flanks and hopefully smash through to the heart of the opposing army. The fact that the Battle Banner gives the possessing unit an extra 1D6 to combat resolution should go a long way to helping with this. The rest of my army will be deployed to create a strong centre to protect my war machines and wizards, with the Spearmen and Swordmasters of Hoeth advancing to stop straggling units that move too close to the line.

As well as a Prince, I have painted two High Mages in the colours of the army, spending extra time detailing things like the models' many jewels, weapons and cloth trims.

Now all I have to do is to get all these units finished and start putting my tactics to the test. There seems to be only one small problem – the lure of Chaos. I couldn't help myself, and have started a small Border Patrol force. Now I have to split my spare time between Chaos and High Elves. Good thing the core of the army is finished, and my Iron Warriors are all done!



The Mage's equipment and weapons, bedecked in jewels, really stand out.



The High Elf Prince is distinctive in his golden armour.

THE STORM IS UPON US

With Summer finally upon us, it is time to dust off those armies and crack open the paint pots as Games Workshop offers you a whole host of activities to keep you busy throughout July and August. A worldwide campaign, huge mega-battles, gaming leagues, hobby classes and painting competitions are just a few of the activities we have on offer. Feast your eyes on these pages to see what you can do!

The Storm of Chaos campaign is finally upon us... An enormous allied horde of evil armies has massed to the east of the Empire city of Middenheim. Led by Archaon, Lord of the End Times, this seemingly unstoppable army desires nothing less than the total destruction of the ancient fortress-city and everything else that is in their path. Emperor Karl Franz and Valten, a great champion many believe to be an earthly manifestation of the god Sigmar, rush to defend the city of Middenheim and the

Summer Gaming activities across the UK

lives of every member of the civilized races. Will Middenheim fall to the Forces of Darkness, or will the allied defenders hold strong?

Over the summer all of our Hobby Centres will be running special scenarios, painting and modelling tutorials, competitions, roadshows and much more. Every battle you fight will count towards the campaign's outcome, as the Hobby Centres will be entering their results on a daily basis. The battles fought in these Hobby Centres also decide the fate of key battlefields and to find out more information about this go to our website www.storm-of-chaos.com.

Contact your local Hobby Centre now and find out how you can participate.

Worldwide Web campaign

If you register online to the Storm of Chaos website, every battle you play will help decide the fate of the Empire and whether Archaon realises his plan. Visit the official Storm of Chaos website now to register. You can enter your results, view the action of the interactive map as the campaign evolves and access the forums to plan your strategy. There's also a wealth of other information about the campaign such as hobby advice, miniature galleries, background etc. and an online painting and modelling competition.

Do not miss out on the action – register now!



www.storm-of-chaos.com

If you are a Warhammer 40,000 or The Lord of The Rings fan we also have some great gaming and hobby activities for you too!



Though Storm of Chaos will soon be in full swing, we have not forgotten about our thousands of Warhammer 40,000 gamers out there. In every Hobby Centre you will be able to join in two great events, the Warhammer 40,000 League and the Cup. Using special scenarios and random events tables the best generals will be crowned hobby centre champion. **These champions will then go on to participate in a grand final, held at our very own Warhammer World, in Nottingham.**



WARHAMMER WORLD

Warhammer World are having two major events that will have a direct effect on the Storm of Chaos campaign, as well as a Warhammer tournament.

10-11th July: A CALL TO ARMS

Use your Warmaster armies to defend or destroy Middenheim.

24-25th July: WARHAMMER DOUBLES

A chance for you and a friend to bring along two allied Border Patrol forces and fight for the title of Doubles Tournament Champions.

21-22nd August: STORM OF CHAOS CAMPAIGN WEEKEND

Fought out over the last days of the war. Will your force help turn the tide? Keep your eyes peeled for ticket availability on our website:

www.games-workshop.co.uk/news

THE LORD OF THE RINGS STRATEGY BATTLE GAME

Battle of the Pelennor fields

This summer all our Hobby Centres will be recreating some of the many battle scenes from the amazing The Lord of The Rings trilogy. With the imminent release of the Battle for the Pelennor Fields supplement you will be able to refight such pivotal events as the charge of the Rohirrim and the arrival of the Haradrim. You will also be able to participate in a The Lord of the Rings mini-campaign and play in the final battle of the summer, The Black Gate Opens.





THE END TIMES ROADSHOW

As part of the Storm of Chaos global Warhammer campaign, the End of Times Roadshow will be sweeping into a store near you. Come along and battle it out for control of exclusive battlesites that only YOU can affect!

The End Times roadshow will be calling at the following places:

Bloodshed at Fort Denkh

- 3rd July - GW Aberdeen.
- 10th July - GW Edinburgh.
- 17th July - GW Glasgow,
GW Nottingham,
GW Cardiff,
GW Brighton,
GW Romford.
- 24th July - GW Harrow,
GW Maidstone,
GW Bristol,
GW Leicester,
GW Carlisle.

Ritual Terror at Grimminhagen!

- 28th July - Cycle Services
(East Lothian),
D&E Knowles & Sons
(Derbyshire).
- 29th July - Junners Toymasters
(Inverness).
- 31st July - GW Newcastle,
GW Derby,
GW Exeter,
GW Ipswich,
GW Richmond,
Marquee Models (Essex).

Death stalks the Middenstag

- 2nd August - Battle Honours UK
(Worcestershire).
- 3rd August - Static Games (Glasgow),
Miniature Merchants
(Berkshire).
- 4th August - S R Gladston and Son
Ltd (Tyne & Wear).
- 5th August - Westgate Department
Store (Cambridgeshire).

- 6th August - Dibs Toymaster
(Wales), Sports &
Fashions Ltd
(Cambridgeshire).
- 7th August - GW Uxbridge,
GW Norwich,
GW Poole,
GW Sheffield,
GW Metro.

Assault on Middenheim!

- 9th August - Greens Toymaster
(Nottinghamshire),
Artists Corner Ltd
(Monmouthshire).
- 10th August - Austins (Devon),
Byte Size (Lancashire).
- 11th August - K C's Games Shop
(Sussex), Krackers
(Somerset), Questing
Knight Games
(Shropshire).
- 12th August - Morningstar (Surrey),
The Battlezone
(North Devon),
M. S. Stugess
(Lincolnshire).
- 13th August - Chris Abbey T/A
Wargames World
(West Yorkshire).
- 14th August - GW York,
GW Manchester,
GW Oxford,
GW Milton Keynes,
GW Bromley.
- 16th August - Trinder Bros Ltd
(Oxfordshire).
- 17th August - Speeding Bullet
(Derbyshire).

- 19th August - Ottakers Bookshops
Bracknell (Berkshire).
- 20th August - Cuddlers (Bedfordshire),
Fareham Toys & Hobbies
(Hampshire).
- 21st August - GW Kingston,
GW Guildford,
GW Worcester,
GW Chester,
GW Leeds.
- 24th August - A.J. Blundell & Son (Kent).
- 27th August - B & M Cycles (Essex).
- 28th August - GW Watford,
GW Maidenhead,
GW Birmingham,
GW Liverpool,
GW Hull.

For more information and a full address listing about the Storm of Chaos Roadshow, look on the web at: www.storm-of-chaos.com, in your next White Dwarf or ask one of the Hobby Centre staff.

Chaos Sorcerer

The only way to get your hands on this awesome special edition model is by attending one of these roadshows!

Make sure you don't miss out!



From the frozen wastes of the north the hordes of Chaos pour forth. Archaon and his dark generals marshal their forces with cruel discipline – the Kurgan Marauder tribes, packs of viscous Warhounds slaving with bloodlust, towering Knights of Chaos blessed by Dark Gods and legions of Daemons summoned by evil Sorcerers.

THE STORM BREAKS

Building a Chaos army to fight in the Storm of Chaos



Marauders of Chaos

£15

This boxed set contains 16 plastic Marauders of Chaos.

Denmark...kr 200.00
Sweden...kr 250.00
Euro...€ 25.00



Champion of Chaos Undivided

£7

This blister pack contains 1 Champion of Chaos Undivided.

Denmark...kr 80.00
Sweden...kr 90.00
Euro...€ 11.00



Crom the Conqueror

£7

This blister pack contains 1 Crom the Conqueror.

Denmark...kr 80.00
Sweden...kr 90.00
Euro...€ 11.00



Sorcerer of Chaos and Familiar

£6

This blister pack contains 1 Sorcerer of Chaos and 1 Familiar.

Denmark...kr 55.00
Sweden...kr 65.00
Euro...€ 8.00



Spawn of Chaos

£10

This boxed set contains 1 Spawn of Chaos.

Denmark...kr 125.00
Sweden...kr 150.00
Euro...€ 17.50



Archaon, Lord of the End Times

£18

This boxed set contains 1 Archaon, Lord of the End Times.

Denmark...kr 225.00
Sweden...kr 270.00
Euro...€ 30.00



Warhounds of Chaos

£6

This blister pack contains 2 Warhounds of Chaos.

Denmark...kr 70.00
Sweden...kr 80.00
Euro...€ 10.00

Models shown at 75% actual size. Models supplied unpainted.



Chaos Furies

£6

This blister pack contains 2 Chaos Furies.

Danmarkkr 70.00
Sveoldekr 80.00
Euro€ 10.00



Horrors of Tzeentch

£6

This blister pack contains 3 Horrors of Tzeentch.

Danmarkkr 70.00
Sveoldekr 80.00
Euro€ 10.00



Mounted Sorcerer of Chaos

£7

This blister pack contains 1 Mounted Sorcerer of Chaos.

Danmarkkr 80.00
Sveoldekr 90.00
Euro€ 11.00



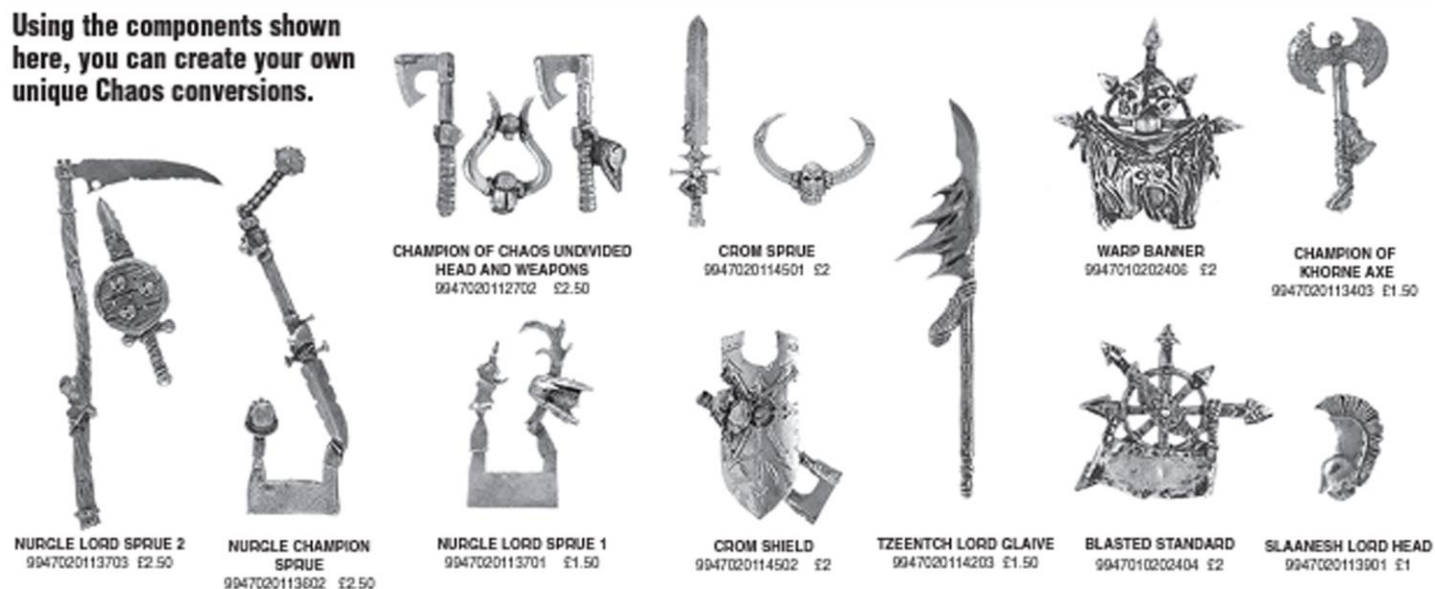
Knights of Chaos

£25

This boxed set contains 5 Knights of Chaos.

Danmarkkr 350.00
Sveoldekr 350.00
Euro€ 40.00

Using the components shown here, you can create your own unique Chaos conversions.



Models shown at 75% actual size. Models supplied unpainted.

Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices. All information correct at time of going to press.



STORM OF CHAOS

TACTICA

HALTING THE TIDE

With Archaon's Horde thundering toward Middenheim and slaughtering everything in its path, it'd be churlish not to get the writer of this intimidating army list to explain just how he expects players to go up against twice their own points value and face the hardest warriors Chaos has to offer, and live to tell the tale.

Phil Kelly: Well, the first thing that you have to do is admit to yourself that your forces are going to die. To a man. Once you've got your head

around that, you can concentrate on taking as many of those thrice-damned Chaos Warriors as possible screaming to the afterlife with you.

The Halting the Tide scenario pits you against Archaon himself (or Crom, his lieutenant) in a desperate bid to halt the forces of Chaos from reaching Middenheim. With the sheer number of Chaos troops at Archaon's disposal, it is a fool's dream to think that one small army can achieve this, but a canny general might just be able to hold back the forces of evil for a while and buy the good guys

a little more time. Well, help is at hand – the next few pages will give you a few handy hints and tips on how to ruin Archaon's day.

MAD, BAD AND DANGEROUS TO STAND IN FRONT OF

First of all, let's look at the Chaos forces that will be arrayed against you. If you've played against Chaos before and think you know what to expect, be advised that Archaon's Horde itself is quite different from a normal Chaos army, and boasts a few nasty surprises.

First off, Archaon's Horde is so numerous that almost the entirety of the enemy deployment zone will be filled with bad guys. This is a daunting spectacle, to be sure – more spikes than a porcupine but with the attitude of a charging rhino. It's important not to get intimidated, however, as this could cost you later in the game, when your attention's not as sharp as at the beginning of the game. Try not to be defeatist; after all, you already know that all of your forces are for the chop. By the manner of their death shall you know them...

KNOW THE ENEMY

Here are some of the main contenders in the Archaon's Horde army list. It's important to familiarise yourself with these units, as they all cost an awful lot of Victory Points. Kill these tough guys and you're halfway into the sagas of Middenheim already.

- **The Chosen of Chaos:** Archaon's Horde allows the Chaos player to take Chosen Chaos Warriors and Chosen Knights of Chaos as Special choices, rather than restricting you to having one of each. Coupled with the facts that Daemons are prohibited in Archaon's Horde (Daemons can be so boisterous sometimes), and that there are many Special choices available to the Chaos player fielding such a large army, you'll probably be going up against quite a few units of these deadly fighters. In a 2,000 vs 4,000 points game you could be facing



This map will become familiar to anyone involved in the Storm of Chaos campaign. It's your job to make sure those red arrows indicating Archaon's invasion move nice and slowly. If you don't Archaon will be knocking on Middenheim's door before teatime, and the temple of Ulric will be in no small amount of peril.



Chosen Chaos Warriors can be taken as Special choices in Archaon's Horde.

six units of high Strength, multiple Attack Chosen Knights. A truly scary prospect.

Luckily, both of these units have their weaknesses. Fully ranked up Chosen Warrior units are slow and relatively cumbersome, their movement easily slowed to a crawl by well-placed units of march-move inhibitors (see later on). It's not really worth pouring fire into these guys when there are so many easier Victory Points around – Marauder Horsemen, Chaos Hounds, Chariots, and characters on Daemonic Steeds are far easier kills to garner instead of wading through ten or so Toughness 4 Chaos Warriors with excellent saving throws before you begin to rack up the points. In short, ignore them until they're right upon you unless you have something powerful that can bypass their extremely good armour.

Even in Archaon's horde, Chosen Knights tend to be few in number – each one weighing in at a hefty 45 points even before upgrades, Marks of Chaos and so forth. That's only five points cheaper than an Empire Captain! It'll be tricky to kill a whole unit of these guys, so aim to reduce them to half strength before they hit your line, even by using the stand and shoot charge reaction if necessary. If a unit of 16 Handgunners can take out five or so Chosen Knights with a couple of rounds of shooting it'll have paid for itself twice over. Remember that fact when the Knights hit home and reduce them to a bloody paste.

• **The Hellcannon:** The Hellcannon is the most devastating piece of artillery in the Warhammer game. Although it has superficial similarities to a Stone Thrower, it's far more potent, as you'd expect from a cannon this big. It is a guess range weapon but can re-roll the Scatter dice if you get a result you're not happy with and, when the small Blast template is placed, everything underneath it suffers a Strength 10 hit doing D6 Wounds – about as destructive as you can get. Furthermore, a second template is then placed (the large

template) over the first – anything under it must pass a Leadership test or flee directly away from the Hellcannon. Just one of these shots can cost you a unit and send others fleeing for their lives, even though in the Halting the Tide scenario your units are immune to *panic*. With a Toughness of 7, a 3+ Armour save and six Wounds, it's also incredibly difficult to kill. The Hellcannon is truly one of the most potent weapons in Archaon's arsenal, and in the Horde, he can take more than one...



Crewed by the cruel Chaos Dwarfs the Hellcannon is a devastating war machine to face but fear not – it's not invincible...



Flayerkin ignore defended obstacles, so kill them fast in a siege.

So, how to deal with these monstrous daemonic machines? Well, there are a couple of pieces of good news under all that doom. Firstly, Archaon's Horde excels at one thing – close combat. The Chaos forces will try to close with you as quickly as possible, and once they are engaged, they prevent the Hellcannon from dropping any more salvos of hideous wailing doom on you – you'll have great spiky axes to worry about instead. Not much of a bright side but sometimes, when there's a couple of daemonic cannons growling at you, close combat doesn't seem so bad.

Secondly, and far more importantly, the Hellcannon has one major Achilles heel. The Rampage special rule forces the Hellcannon to roll 2D6 in the Compulsory Moves phase – if there is an enemy unit within that distance in inches then it must charge them. When it rumpages, it can't launch daemonic blasts of energy into your lines, and you can always flee from the charge, hopefully rallying in your next turn and forcing the Hellcannon to charge once again. In this way you can lead these behemoths on a merry little dance, growling and spitting as they attempt to sate their thirst for steaming flesh and blood laced with the taste of fear.

How best to go about this? Simple; use Skirmishers, Fast Cavalry and Flyers. All you need is to get a small, mobile unit close enough to the Hellcannon that it will Rampage (try nipping round the flank or flying over the Chaos battle line)

– 3" away is a good place to aim for. Then flee the charge and repeat the process – Fast Cavalry are very good at this, due to the fact they can move when rallying after voluntary flight. Tunnelling troops and those that enter play from a table edge, such as Dwarf Miners, are also very handy for this role.

Another tactic to employ against the Hellcannon is salvos of missile fire. You probably won't damage the machine much, but, as with many war machines, the weak point is the crew. The Hellcannon has a nasty habit of devouring its own Chaos Dwarf handlers on a misfire, and whether by shooting or misfire if it has no crew it will Rampage every turn from that point on, even to the extent of charging Chaos troops (basically whatever is nearest to it). In this manner you can stop it from firing normally and set it on the Chaos horse into the bargain – it'll need a fair bit of committed firepower to achieve this result though, which you may well need to use elsewhere.

Alternatively, if you play Empire or Dwarfs, you could just hit it with lots of cannon balls until the thing eventually comes apart...

• **The Flayerkin:** Good news on this one, provided you're not playing a siege. The Flayerkin – vile fusions of Chaos Marauder, Skaven, metal and chain – were created for Archaon by the evil Skaven genius Throt the Unclean in return for hundreds of slaves. They have

been created specifically to scale the walls of Middenheim with the climbing claws grafted to their wrist stumps; claws that can easily take off the heads of their foes in one clean sweep. As Skirmishers with Killing Blow, small units of these guys will do their level best to engage your characters and take them down. Luckily, they only move 8" a turn, have no armour and a Toughness of 3: one good volley or magic missile spell should see them off. Don't let them get into contact with any of your leaders though, or it'll be the Chaos player netting the easy Victory Points. Also, if you're playing a siege, kill them off fast – they ignore defended obstacles and can easily roll over a wall section on their own.

A GLORIOUS DEATH

Time for the good news. In the Halting the Tide scenario, your troops are just as aware of the fact they are all going to die as you are, and are hence immune to *panic*. This means you can count on your troops fighting to the last, and not running when the charges hit home.

Secondly, a force the size of Archaon's Horde isn't about to sneak up on anybody – as your forces are forewarned, you will always get first turn. This is invaluable for executing the battle plans below, notably the Refused Flank and Breakthrough tactics.

There are several tactics it is possible to employ against the Horde no matter which army you play. Firstly, the big one: the refused flank.

REFUSING YOUR OPPONENT'S ADVANCES

This is the classic refused flank manoeuvre. Easily the prime tactic when facing a force that outnumbers you. This tactic hinges on concentrating the efforts of your force on one flank of the enemy army, whilst leaving the other flank with a long walk before they can achieve anything useful. This works very well against an army of the same size but with Archaon's Horde being twice the size of your own points-wise it's trickier as the Chaos general is likely to have more units to deploy once you've finished.

Archaon's Horde is typified by the fact that it will almost always fill the entirety of the deployment zone, therefore it's easy to leave some units stranded or bottlenecked so they can't reach your forces. The scenario is balanced so that, in a fair fight where the Horde brings its full might to bear, you can still achieve a draw with a decent defence plan. If you deny the Horde the ability to play to its strengths, you'll turn a draw into victory.

How to execute this manoeuvre

● Unlike many Warhammer tactics, this one hinges on your deployment. A good place to start is to have several decoy units – small, inexpensive units and fast units, such as Skirmishers and Fast Cavalry – to deploy. These should be set up on the flank you intend to refuse (let scenery dictate which one this is; the one with the least in the way of obstructions is normally a good place to start).

● You might want to put them close to the centre, because firstly it doesn't pay to advertise what you're planning to do, and secondly, you can move these decoy units to rejoin your main battle force on the other flank of the deployment zone.

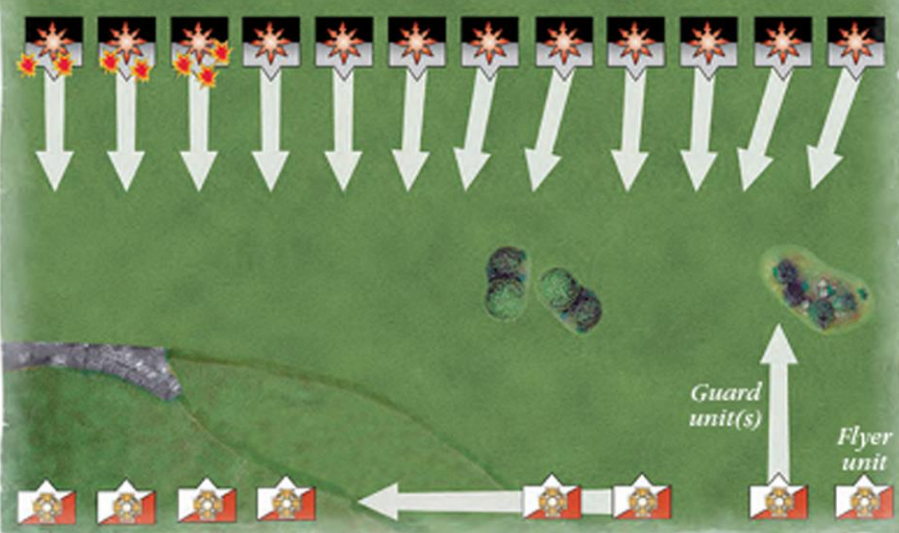
● I like to leave at least one inexpensive ranked up 'guard unit' in place on the far flank. Any stranded Chaos forces attempting to swing round to engage your main battle force on the opposite flanks will expose their own flank to a charge from your guard unit. If the Chaos forces take the bait and charge the guard unit, so be it – you'll probably lose a unit, but it'll distract a section of the enemy army long enough for your main force to take apart the section on their own flank.

● In this manner the bulk of your force can take on half of the Chaos troops whilst the others spend several turns trying to manoeuvre into position. When they arrive, you'll have dealt with several of the units on your own flank and should be able to redirect your fire and charges into the ranks of the newcomers.

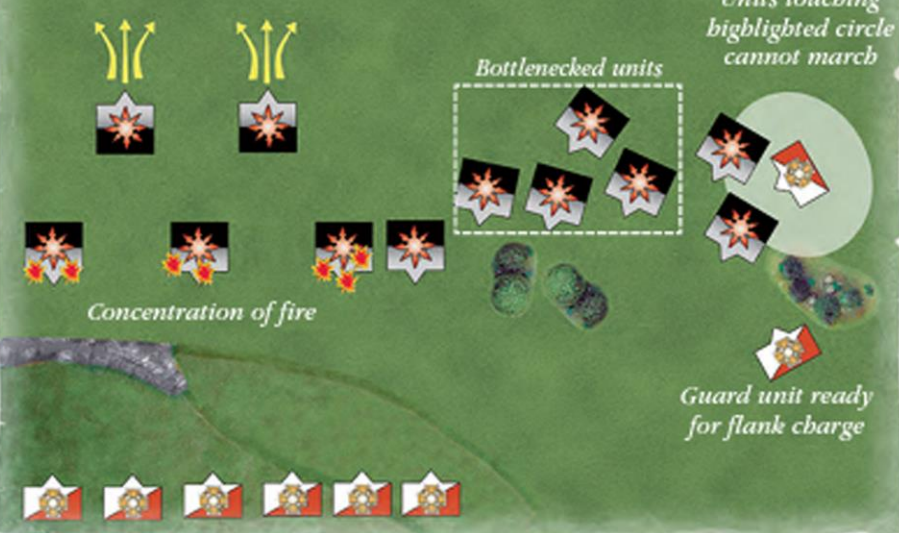
1. REFUSED FLANK - DEPLOYMENT



2. REFUSED FLANK - TURN 1



3. REFUSED FLANK - MID-GAME



BREAK ON THROUGH TO THE OTHER SIDE

Fed up with all this talk of shooting, cannons and magic missiles? Prefer to meet your foe face to spiky visor instead of all this lurking at the back? Well, there is a way to conquer the Horde that relies on force of arms.

This tactic is difficult to achieve, and takes several turns, but can win you upwards of a thousand Victory Points in one fell swoop. The first place to start is to have a couple of really hard cavalry units. I mean ones with a couple of toiled-up characters in the front rank, a magic 'Banner of Horrible Doom', and an ability not only to laugh in the face of death but also to spray his skull pink. These units will have to smash into the Horde battle line and out the other side. Over and over again.

The breakthrough tactic is simple enough – pick the weakest point in the enemy line (units of low armour, low Toughness Marauders are a good place to start), aim your hardest cavalry unit at that weak point and charge as soon as possible. DO NOT pick a part of the line where your enemy has a second line of units that could countercharge if you break through, as this will ruin the tactic. Move a unit or two up in support. This may mean getting into charge range of Chaos cavalry or chariots, so make sure your general and preferably battle standard are within 12" of this supporting unit.

You should win the combat by lots and break through easily, causing Panic tests in the densely-packed neighbouring units. With a bit of luck you'll run down the unit you charged and scare another off into the bargain.

Now your hard unit(s) are at the back of the enemy line, the fun really starts. You are not only restricting march moves, but the enemy cannot turn to face the threat at the back of their battle lines without presenting their rear to the rest of your army, still in front of the Horde battle line.

Next turn, manoeuvre your hard unit around so that it threatens the rear of as many Chaos units as possible, preferably those that have reached, or are about to reach, your supporting units in the main battle line. Snarl up any combat in your battle line by throwing as many units into the grinder as possible – the idea is to get the Chaos army to commit several units in return. If you can get an unbreakable unit in there so much the better, and a flank charge from Fast Cavalry might tip the balance even before the heavy cavalry hit home next turn.

The final part of this ploy is to plow your hard cavalry unit into the rear or flank of the Chaos units tied up in this combat. With the +2 for a rear attack, the fact you're negating ranks, the added unit strength and the deadly goodness of the cavalry unit, you should win the combat convincingly and (with a bit of luck) send several Chaos units running. One healthy 3D6 Pursuit roll and the big Victory Points roll in – all the points of those expensive Chaos troops plus a bonus hundred for each standard captured.

Admittedly, there are many ways the Chaos player can counter this tactic, but when it works, it really works. If you're taking on an army that excels in close combat, trust me, this gives better odds than a reckless charge...

THIS OUGHT TO SLOW 'EM DOWN

The oldest trick in the book for a shooty army is using a march inhibitor – whizz a flying unit over the heads of the enemy army and park it within 8" of as many enemy units as possible, restricting them from marching and buying your shooty units precious time. The enemy units will be slowed to a crawl (almost all the Chaos infantry in Archaon's Horde has a move of 4") and, purely by keeping the flying unit within 8", you will have bought yourself more time to redeploy or simply shoot the hell out of the units you've chosen to punish. This also combines well with the refused flank tactic. If you haven't got any flying troops in your army, tunnellers will do just as well, or even some Fast Cavalry at a pinch.

BOTTLENECKS

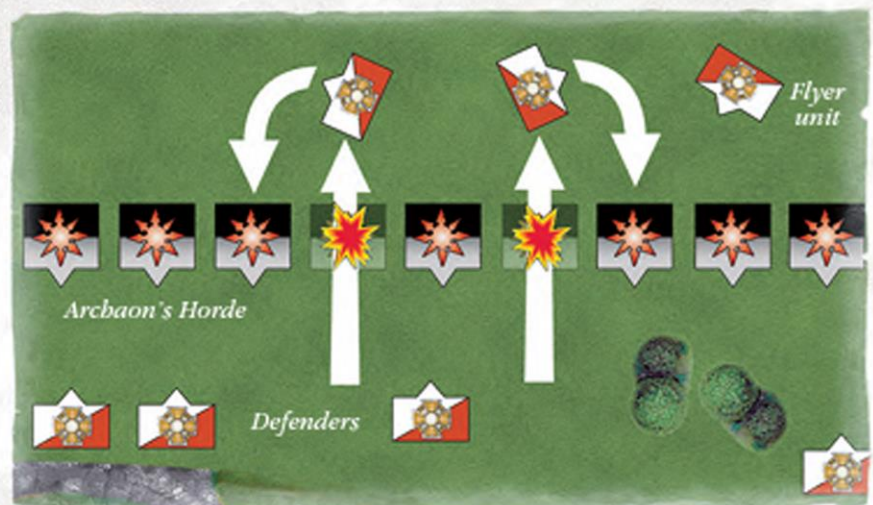
Another good trick to employ when you're up against seemingly overwhelming numbers is to use the terrain wisely. With a simple move, you can bottleneck your opponent's forces – this combines nicely with the refused flank tactic (see diagram three above – their advance is blocked by the woods and the other Chaos units). Your opponent will find that many of his units are forced to wait behind those units that are actually advancing or engaged in close combat. This will normally happen as a natural extension of the size of the Chaos force. However, by engaging with an unbreakable unit (swarms are perfect for this) you can force a bottleneck, halt the advance of a large section of the enemy battle line and concentrate your efforts elsewhere.

CONCENTRATE ALL FIRE

Whether you're shooting at your 'victim' unit or casting magic missiles at it, remember to concentrate your efforts on one particular target until it is damaged enough to either run away or give you a bunch of Victory Points. Causing Panic tests in the enemy is paramount – one flopped test and a unit is taken out of the running for at least two turns (one whilst it rallies and one whilst it gets back into position) allowing you to concentrate your efforts on the next nearest threat. It's a great feeling when part of the bad guy's battle line collapses, so don't get fazed by the enormous amount of threatening targets – take them out one at a time and in order of highest priority and they will become manageable pretty quickly.

PICK ON THE SOFTER BITS

You won't get too many chances to snaffle up quick and easy Victory Points against the Horde, but when you do, grab them with both hands. That means sending a cannon ball into that Chariot of Chaos (120 points), zapping the Spawn with a



*alternatively, go on and take on that Hellcannon – it's worth 270 pts after all, and suffers from Instability...

magic missile (60-75 points), and shooting those Marauder Horsemen (65-180 points). The added bonus this has is that a unit that is destroyed in a single phase will cause Panic tests in any unit within 6" of it – in Archaon's Horde, that's usually bound to be at least two units. With some good rolls and a bit of luck, you can collapse entire sections of the Chaos line. After all, it's unlikely you'll cause enough casualties on a large Chaos Warrior unit to drive it off, but shoot down the small unit of squishy Chaos Hounds next to them and not only have you killed off a unit but you've forced that Panic test on the Warriors (and possibly their mates) into the bargain. Remember you can force Panic tests in both the Magic and Shooting phases. In the Halting the Tide scenario, *panic* is your friend – force those tests as often as possible.

This tactic really comes into its own in the closing turns of the Halting the Tide mission, as you'll find stragglers galore and lone characters wandering about the battlefield. Hit 'em with everything you've got, even if it means losing a unit or two in the process.

Finally, don't be afraid of noble sacrifice. Has your unit of five heavy cavalry suffered a couple of casualties? Great – now it becomes the perfect character killing unit. Just charge them straight into a unit harbouring an enemy character (preferably a wizard) and you'll be spitting him on up to four lances, plus the often-lethal attacks of the horses. A gamble that could easily net you a couple of 100 points before your Knights run for the hills, and pull an enemy unit out of the battle line into the bargain. They may even rally in your next turn if you're lucky. It's important that you take these risks occasionally, or the Chaos line will run over you like a steamroller around Turn 4.

DON'T GET COCKY, KID

No matter how well things are going, it's generally an idea not to engage in combat until you've whittled away at least some of the Chaos units. You'll need every one of your units to make a difference if you want to win, so pick your fights. As you're immune to *panic*, you're well within your rights to set up toward the back of your deployment zone, or to back away in your Movement phase – both of these important tactics can buy you another vital turn of shooting/magic/not being cut apart and fed your own intestines.

On the flip side of this issue, when you're fielding an army twice the size of your opponent, it's easy to get complacent.

Your opponent's mind will likely be filled with visions of his glorious Chaos legion running roughshod over your paltry defenders, pillaging and burning merrily, and I have to say having fielded the Horde a couple of times it really does affect your game. Jump on any mistakes your opponent makes, capitalise on any openings he's left in his line, and you'll find his demeanour change soon enough.

TACKLING THE BIG FELLA

Okay, so we've tackled the Horde. One small detail remains – tackling Archaon. The easiest way to do that is to make sure that he doesn't reach the hard centre of your lines – effectively ignore him and feed him cheap units so that he can't bring that 855 points of killing power right into your most prized unit and pay off some of the investment he represents to the Chaos player. Unfortunately, as your enemy will be setting down his characters long after your deployment is complete, Archaon will usually be opposite the juiciest part of your lines. As the venerable scholars in Altdorf would say, this is a bad thing.

The baddest horsemen of them all, Archaon is a virtually indestructible killing machine capable of slapping the Four Horsemen of the Apocalypse back

into their stable. Luckily, his horse is not. Dorghar is a Daemonic Mount, and as such takes separate hits to Archaon himself – in fact two thirds of the hits that thud into Archaon will actually hit his steed. Although the damned thing has a Toughness of 5, 3 Wounds and a 5+ Daemonic Ward save, it's still far easier to kill than Archaon – a good volley of firepower and a few magic missiles should send the Lord of the End Times tumbling to the floor. Once he's trudging towards your lines on foot, he's a hell of a lot easier to cope with.

IN CONCLUSION

Well, that little lot should get you started and make sure that you get less of a sinking feeling when your gaming buddy puts down those eight units of Chaos Warriors. Taking on the Horde in the Halting the Tide scenario really is the ultimate challenge, and you'll need to play a tight game and have luck on your side to get a decent win. However, if you do manage to get a win, you can truly impress your friends with tales of heroism and derring-do, the Storm of Chaos may yet be held at bay. Now get out there and take down as many of 'em as you can before the guy with the scythe shows up, and remember, have the spray paint ready...



Archaon is a lot easier to deal with if you kill his Daemonic Mount. Of course, having Valtan on your side doesn't hurt either.

HALTING THE TIDE

Welcome to this month's Battle Report where we'll be playing the Halting the Tide scenario from the Storm of Chaos book, pitting a contingent of stalwart Empire troops and warriors of the Kislevite army against a massive horde of Chaos spilling southwards toward their position in the Oblast. These allies will fight to the death to defend the land of Kislev, buying time for the defenders of the Empire to prepare for the coming invasion.

This will be a bloody and heroic stand in the snow-covered Steppes. With 3,000 points of Empire and Kislev, led by Graham McNeill and Ken Kennedy, versus 6,000 points of Chaos, led by Anthony Reynolds and Adam Troke, the scene is set for a truly titanic conflict with no mercy expected on either side. Such a vast horde of Chaos is a scary prospect at the best of times, but when led by Archaon himself, it's even more terrifying.

Now swirled around the lonely watchtower, an upthrust crag of black stone against the leaden sky. Dawn was minutes old and the tramp of marching feet already disturbed the quiet of morning. Smoke curled from the braziers set beside the cannon positions as soot-stained gunners, sweating despite the cold, hauled their bronze charges forward. Horses whinnied as they smelled the rank stench of the approaching army, the scent of hideous beasts carried on the cold air from the north. Shouting men and officers chivvied scared, pale-faced soldiers into regiments, the drums beating a mournful tattoo as the combined army of Empire soldiers and Kislevite warriors prepared to meet this day's battle with heavy hearts.

All knew that there would be no running from this battle, that there was no choice but to turn and fight; making as glorious an end for themselves as might be remembered in song and legend for years to come. Fierce Kislevites painted the colours of war upon their horses' flanks, fixing their magnificent, feathered back banners to their saddles as Empire standard bearers unfurled their battle flags, the colourful silk rippling in the stiff morning breeze. Captain Goscik licked his lips, his mouth dry and his blood chilled at the thought of facing his certain death. He was no stranger to war, having spent the better part of the last year and a half in the harsh, unforgiving land of Kislev, but felt his fear rise in a suffocating wave unlike anything he had known before. He had survived the massacre at Zhedevka and fought at the great victory at Urszabya, both battles he would never forget for very different reasons. Each time he had felt fear, but had quashed it, knowing that there was always a chance of survival.

But now now there was no chance. Rumour spoke of a horde at least twice the size of their force, with wild horsemen and armoured knights behind them, cutting them off from the road south. They would fight and die here or they would fight and die somewhere else. But at least here they stood a chance of inflicting some damage on the horde. Even as he formed the thought, the enemy came into view, marching across the crest of the hillside before them in a never-ending tide of armoured warriors. On and on they came, rank upon rank of tribesmen in bloodstained armour, hundreds of them, warriors on foot, warriors on dark, stamping horses, and hellish beasts that bayed in lunatic hunger for blood. Goscik felt his limbs shake in terror as he saw the monstrous rider atop a vast stallion of terrible aspect, with burning coals for eyes. Horned and cloaked with darkness, Goscik knew he looked upon Archaon, the Lord of the End Times himself.

He felt the fear of Archaon's coming spread like a plague through the army and turned to face the men loading the cannons.

Straining to keep the fear from his voice, he shouted, "Fire!"





Artwork from Graham McNeill's novel 'Ursun's Teeth', courtesy of Black Library Publications.

THE HORDES OF ARCHAON



Anthony Reynolds: With a total of 6,000 points at our disposal, we could have a lot of Chaos troops. And I mean A LOT. As we could only take the same

number of characters as available to the enemy, instead of spending loads of points on expensive characters, we would be spending most of our points on basic troops (not that there is anything basic about Chaos troops, of course), so this really was going to be an army with loads of warriors in it.

As I was in command of the Undivided part of the force, it just had to be led by Archaon himself. He is an absolute killing machine – I just hoped that I didn't roll too many 1s to hit, and end up striking myself in close combat. For other characters, I took a Level 2 Sorcerer (Skardrol) to provide some magical support, and an Exalted Champion (Thorcan) to add some serious fighting ability to whatever unit he joined.

I also took an Aspiring Champion (Raskath) carrying the Battle Standard which I decided would be the magical Banner of the Gods. This nasty little standard makes all Chaos troops within 6" *stubborn* – ideal for making units hold against the charge of hard-hitting units for long enough to get support. The one thing I feared in this game was a big unit of Inner Circle Knights or Gryphon Legion Lancers picking on our foot troops – if they rode through one of our units and punched through our line, they could easily cause enough damage to quickly rack up the points required to force a draw. Therefore, this Aspiring Champion would be positioned where he could stem any such breakthrough.

The choice of what units to take was surprisingly straightforward – I merely picked every Undivided model in our Studio army! Every Warrior of Chaos was used, every Knight, every Marauder and every Chaos Hound! Added to this was two of the mighty Hellcannons, and the total was just about right for the army with some minor tweaking of magic items and banners.

Adam and I really had to be careful in this game. I know that sounds strange as we so clearly outnumbered (and could outfight) the Empire and Kislev forces, but it's true. With such an overwhelming force, it is easy to become complacent and start losing units – these quickly add up, and then you find to your surprise that you have lost the game. We had to be vigilant against this. Also, because of the sheer number of units we had in the army, we had to be careful that they were used effectively and didn't cause problems by units getting in each other's way as we closed on the enemy.

We also had to be fairly careful with our deployment. If I were on the Empire side, I would want to deploy with a big refused flank, so that I would only have to fight half of the Horde. I fully expected Graham and Ken to do the same, so we had to make sure our key units were in the right place and didn't spend all game getting into position. I see Archaon and his Swords of Chaos being my main unit for dealing out the pain, so would try and make sure they were able to get into combat as soon as possible without getting shot to pieces on the way in. I'm confident that if I deploy the Swords of Chaos in the right place, that they should be able to tear the heart out of the Empire army by themselves – and hopefully Graham and Ken will be so distracted by such hard hitting and fast units as the Swords of Chaos and Adam's

Chosen Khorne Knights that all our big units of ranked up Chaos Warriors and Marauders will get to their lines almost intact, and be able to destroy anything that remains in our path...



Adam Troke: If you ever happen across a game of Warhammer that I am playing, you will almost always see me desperately trying to marshal the warriors

of my Empire army. For years I've fought on the side of Karl Franz, throwing knights and hot lead at my foes in equal amounts. Not today however. Today, in my first ever Battle Report, I am taking dual command of Archaon's Horde with Ant. While Ant takes control of Archaon and the Undivided part of the horde, I get the undeniable joy of using a 2,000 point Khorne force, fantastically painted by the 'Eavy Metal team.

A Lord of Khorne riding a Daemonic Steed was the order of the day, armed with the Great Fang to negate Armour saves. I gave him the Crown of Everlasting Conquest, granting him the regenerate ability so that he could ride at the vanguard of the army soaking up vast amounts of punishment and keep going strong. I backed him up with an Exalted Champion wearing the Helm of Many Eyes allowing him to always strike first with his great weapon even if charged. After choosing ten Chosen Knights of Khorne and a unit of Chosen Warriors of Khorne, a block of Marauders, a Khornate Chariot and a Bloodbeast, I was just shy of 2,000 points.

I wheedled and whined until Anthony agreed to let me use one of the Hellcannons and that was me set. I had a strategy and a personal mission. My Lord of Khorne was going to race forward with the Khornate Knights and drive a hole through the Empire battle line. The remainder of my warriors would rush forward at full pace and split the hole my cavalry would make wide open. Simple and effective.

Surveying the battlefield with a careful eye I laid the challenge down. My Khornate Lord would take more skulls than Archaon. Ant looked doubtful. But there would be no stopping me. The gore-soaked warriors of Khorne would lead the way south, carving a bloody path to the very heart of the Empire. I hope.



Adam and Anthony devise a diabolical plan.

EMPIRE AND KISLEV ALLIANCE

**Graham McNeill:**

Against such a vast horde of Chaos, there was no way they were going to do anything but steamroller us into the ground – that

was a given, but by the manner of our deaths shall ye know us! Just because we were all going to die was no reason to be downhearted. With Ken playing the Empire army, I would be in charge of the Kislev allied contingent.

Our strategy was going to have to revolve around a refused flank and large blocks of infantry that would be able to stand up to a charge of frothing Chaos lunatics long enough for a countercharge of cavalry to take them in the flank.

Pinning units in place and hopefully running them down was the only way we were going to rack up enough points to force a draw, or, if Sigmar and Ursun were with us, a victory. Picking the Kislevite contingent was simplicity itself. I had 1,000 points to spend, and the bulk of that went on two large units of Kossars, with Boyar Leontov to lead one of them (and make them *stubborn*). A unit of Ungol Horse Archers would hopefully slow the Chaos advance and give our artillery more time to inflict some serious damage. A unit of Winged Lancers and one of the feared Gryphon Legion were next up, and I knew they'd be more than capable of dishing out some damage to our abominable foe.

We arranged our army in a refused flank on the eastern side of the table in a staggered formation; infantry blocks forming the first wall against the Chaos foe, and the cavalry slightly further behind with enough space to charge out and hit a pinned enemy unit in the flanks. It's not the most foolproof plan in the world, but what plan ever is?

**Ken Kennedy:** I must admit that I was full of fear and anxiety when I was told that I would be playing a 2,000 point Empire army in a desperate

battle against a massive, 6,000 point Chaos horde led by Archaon himself! I'm a Dwarf player of old and have only ever played with Empire troops once when a crazy tournament scenario forced me to fight against my own troops. The only thing that I remembered about that battle was that the Volley Gun reduced an unfortunate unit of Miners into

hamburger, and that I won. What was I worrying about, I had been battling 100% with Empire: I couldn't lose!

I felt much less concerned when I discovered that Jim had selected the Empire troops that I would use in the battle. Jim has an intimate knowledge of the Empire army and I was guaranteed to have a great army to field. Even better, I now had a scapegoat if things went poorly for me.

As for a plan, Graham put things in perspective with his realistic observation that all of our troops were assured to die horribly gruesome deaths and that no one actually expected us to win. That made things easier. Adam and Anthony had equally great outlooks. They were there to have fun first and destroy the

Empire second. If some work got done at the same time, so much the better.

Our deployment and strategy would be more Dwarfish; set up on a hill on one half of the table and shoot. Hopefully we would destroy the nasty fast units first and then maybe panic a few units of Marauders before our line got assaulted by the harder Chaos troops. Graham and Jim had a devilishly clever scheme of counter-attacks worked out, so all we had to do was wait to see what Chaos would do. Everything was falling into place... the vastly superior Chaos horde was falling into our trap. We would be victorious!

By Ghal Maraz and the bears (yes, bears) of my ancestors, we will choke our rivers with their dead!

**Jim Butler:** Since Ken was only in the UK for a few days, I agreed to help out with choosing the army. Graham sorted out the Kislev contingent, which left just under 2,000 points for the main Empire force. We had to bear in mind the victory conditions for the scenario: utter annihilation was assured; we just had to take as many of the cursed hell-spawn with us.



First on the roster were several war machines, as these would have the best chance of punching big holes in the Chaos lines. Two Cannons, a Mortar and a Helblaster fitted the bill nicely, with two units of Handgunners to bolster their firepower. We also needed a solid 'bastion' of infantry to hold the horde up for a turn or two. As well as a big block of Spearmen, we went for some Greatswords, who are *stubborn*, and some Flagellants, who could be relied upon to hold till the last man.

No self-respecting Empire army marches to war without a Griffon Standard, so an Elector Count (allowing us to give the banner to the Spearmen unit, and not need an Army Standard Bearer) was the obvious choice, and we also took a Captain with the Rod of Command to stiffen up the big unit of Handgunners. We decided against wizards, guessing Ant and Adam would plump for a hefty Khornate contingent, but a Warrior Priest seemed a must-have, considering the foe. Finally, we opted for an Engineer, to give us more chance of those cannon balls denting some Chaos armour.

Seasoned Empire generals might be surprised that we didn't include any detachments. This was down to a couple of factors. The main reason was that we wanted as dense a deployment as possible. By concentrating our forces, we hoped to make the massive Chaos Horde get in its own way, and 'channel' the army into a (slightly) more manageable lump. Secondly, close combat detachments, like Halberdiers or Swordsmen, are useful for negating enemy rank bonuses when you are charged, even if they rarely cause much damage themselves. However, we figured the Chaos Horde would be numerous enough to charge both the parent unit and the detachment simultaneously, and even if they did get to countercharge, Chaos troops are often so deadly in combat that the idea of bringing more troops into contact voluntarily just didn't seem like a good idea. Also, fleeing detachments don't cause *panic*, so they are often useful for drawing out charges, but in this scenario we were immune to *panic* anyway.

Essentially, then, the army was a fairly traditional mix of infantry, missile troops and artillery, with a unit of Knights and one of Pistoliers to provide counter-attacking options. We were a little heavier on the big guns than usual, but given the defensive nature of the battle this seemed entirely appropriate.

LORDS

-  Archaon **855 pts**
-  Kulkoth, Khorne Lord with Mark of Khorne, Great Fang, Crown of Everlasting Conquest, shield & Daemonic Steed **403 pts**

HEROES

-  Thorkan, Exalted Champion of Chaos Undivided with great weapon, Armour of Damnation & shield **136 pts**
- Raskath, Aspiring Champion of Chaos Undivided with Army Standard Bearer & Banner of the Gods **230 pts**
-  Skardrol, Level 2 Sorcerer of Chaos Undivided with 2 Dispel Scrolls **170 pts**
- Murdru, Exalted Champion of Khorne with Mark of Khorne, great weapon & Helm of Many Eyes **164 pts**

CORE UNITS

-  20 Chaos Warriors with hand weapons, shields, full command & Flesh Banner **350 pts**
-  20 Chaos Warriors with additional hand weapons & full command **340 pts**
-  20 Marauders with light armour, shields & full command **165 pts**
-  20 Marauders with light armour, shields & full command **165 pts**
-  20 Marauders with light armour, flails & full command **165 pts**
-  16 Marauders with light armour, shields & full command **137 pts**
-  5 Marauder Horsemen with shields & full command **105 pts**
-  5 Marauder Horsemen with spears, shields & full command **110 pts**
-  6 Chaos Hounds **36 pts**
-  6 Chaos Hounds **36 pts**
-  6 Chaos Hounds **36 pts**

SPECIAL UNITS

The Swords of Chaos

-  8 Chosen Knights of Chaos Undivided with full command & Warbanner **435 pts**
-  Chariot of Chaos **120 pts**
-  16 Chosen Warriors of Khorne with Mark of Khorne, additional hand weapons & full command. **443 pts**
-  10 Chosen Knights of Khorne with Mark of Khorne & full command **545 pts**
-  Chariot of Chaos with Mark of Khorne **150 pts**
-  RARE UNITS
-  Hellcannon **270 pts**
-  Hellcannon with Diabolic Splendour **290 pts**
-  Spawn of Chaos **60 pts**
-  Bloodbeast of Khorne **75 pts**
- TOTAL 5991 pts**

Note: In the Archaon's Horde army list command groups are free in Chaos Warrior units containing 16 or more Warriors. Also, the restriction of 0-1 Hellcannons does not apply in Archaon's Horde.



THE HORDES OF ARCHAON



LORDS

The Prince of Talabheim, Elector Count with great weapon & Armour of Meteoric Iron
116 pts

HEROES

Brunnel, Engineer with light armour & repeater pistol
67 pts

Kreiger, Warrior Priest with heavy armour, great weapon & barded warhorse
117 pts

Goscik, Captain with full plate armour, shield & Rod of Command
110 pts

CORE UNITS

20 Spearmen with shields, Griffon Standard & full command
215 pts

7 Inner Circle Knights of the Blazing Sun with full command
222 pts

11 Handgunners with standard & Marksman with Hochland long rifle
123 pts

10 Handgunners
80 pts

SPECIAL UNITS

1 Great Cannon
100 pts

1 Great Cannon
100 pts

1 Mortar
75 pts

6 Pistoliers
114 pts

15 Greatswords with full command
210 pts

RARE UNITS

Hellblaster Volley Gun
125 pts

16 Flagellants with Prophet of Doom
188 pts

KISLEV ALLIED CONTINGENT

HEROES

Leontov, Kislev Boyar with heavy armour, & great weapon
98 pts

CORE UNITS

20 Kislev Kossars with full command
205 pts

20 Kislev Kossars with full command
205 pts

6 Ungol Horse Archers with full command
137 pts

7 Winged Lancers with full command
208 pts

SPECIAL UNITS

5 Gryphon Legion Lancers with full command
170 pts

TOTAL
2985 pts





The Chaos horde vastly outnumbers the allied forces.

ALLIED TURN 1

Graham: Given that idea of advancing towards the Chaos forces didn't seem too clever, we decided that the best course of action would be to sit tight and wait for them to come to us. The majority of our units stayed where they were, though on the eastern flank the Pistoliers moved forwards, hoping to tempt the Chaos Hounds forward into a volley of well-aimed pistol fire. If we could get these guys round the back of the Chaos army, then they could wreak havoc, charging the rear of units and getting us that vital +2 combat resolution. The Ungol Horse Archers moved into position as well, ready to use their bows to harry the approaching foe. We didn't expect much of these guys' missile fire, but you never can tell – sometimes a battle will be won or lost on the fate of a single wound...

With our Movement phase a fairly short affair, and the Magic phase an even shorter one (what with us only having a single Warrior Priest and the partly

Khornate enemy owning the monopoly on Dispel dice), it was time to move onto the really fun part of our turn – the Shooting phase. First up were the cannons, and even though the field before our army was very definitely a target-rich environment, there was one unit that truly stood out as needing a good cannon-balling. Following Admiral Akbar's advice, we concentrated all our firepower on our equivalent of the Super Star Destroyer: the Chosen Knights of Khorne. The first cannon ball smashed two of the Knights to their doom, though the second overshot and slammed through a unit of Undivided Chaos Warriors and Marauders, killing two from each unit. The silver lining of being outnumbered so badly was that no matter where our shots landed, it was entirely likely that even our misses would still hit something. Of course, that was then disproved when the Mortar completely failed to hit anything. Our Handgunners in the centre blew another Knight from the saddle, and the Champion with his Hochland long rifle came close to killing the Knights' champion. Elsewhere, the Handgunners on the eastern flank, together with the Kossars, were able to cut down

four of the approaching Hounds. Unfortunately, with Archaon standing next to them, they didn't run off with their tails between their legs as we'd hoped. We'd killed some expensive models, but needed to kill a lot more if we were ever going to claw enough points back to avoid being horribly massacred.

CHAOS TURN 1

Anthony: Having weathered the first Empire Shooting phase without terrible casualties (and there were certainly plenty more devotees of Chaos to fill in for those who were killed), we ordered our forces to advance. The Empire and Kislev generals visibly quaked as rank upon rank of Chaos Warriors, Marauders and Knights closed on their position. Archaon and his Swords of Chaos moved rapidly towards the Kislev lines on the Chaos left flank, eager to get into combat as soon as possible. Also choosing the typically Chaotic and less-than-subtle route, Adam moved his Chosen Knights of Khorne in a direct path towards the



The Chaos horde marches towards the embattled Empire lines.



heart of the Empire army, ready for a charge next turn. The rest of the Chaos army moved forwards as quickly as possible (which was not very quick for my Spawn as I rolled a double 1 for its movement).

In the Magic phase, Archaon unleashed the Red Fire of Alteration upon the Pistoliers lurking near the edge of the table, killing one of their number. He followed this up with a Yellow Fire of Transformation. This gave his unit a 5+ Ward save which could prove very handy when the inevitable cannon balls started heading their way.

We were rubbing our hands with glee when they got to the Shooting phase. A Chaos army, and they had something to shoot with! Hurrah! And not only that, they were the brand new, spiky and very scary (for Graham and Ken anyway) Hellcannons... Adam made a perfect guess aimed at the cluster of artillery

on the hill – however, his shot was not quite on target, and scattered into just about the only place in the Empire and Kislev lines where there was nothing to hit! Nevertheless, the smirks were soon

wiped from Graham and Ken's faces when the other shot landed right in the middle of the Empire Greatswords, killing almost half the entire unit!

VICTORY CONDITIONS

While this game looked like it would be an easy win for the forces of Chaos, as they had 6,000 points of troops against a paltry 3,000, this was one of the special scenarios in the Storm of Chaos book – the Halting the Tide scenario especially designed for Archaon's Horde. Basically, the Empire troops were resigned to their fate, and it was just a matter of how long they could last and how much damage they could inflict before being utterly overrun. If the Chaos forces lost between 1,500 points and 3,000 points, then the scenario would be regarded as a draw. If the Chaos forces lost over 3,000 points of their army, then it was considered a victory for the Empire troops. If the Empire troops managed to kill over 4,500 points of Chaos, then it was a Massacre for the Empire (even if all their own troops are killed in the process). This simulates the intentions of the Empire army – to try and cause significant damage to the advance of Archaon, and stall them for as long as possible. By doing this, they are buying valuable time for the Empire to continue to gather its defences. The allied forces automatically get the first turn, and all their troops are immune to *panic* as they are so determined to stand fast. This makes for an interesting game, and it is quite a challenge for both sides. The Chaos generals had to be careful in this game not to lose too many of their own units, because the result could easily become a draw – especially when there were some juicy targets, such as the Khorne Chosen Knights. If just that one unit was destroyed, the allied force would be a third of the way towards achieving a draw...



ALLIED TURN 2

Graham: Ouch! We hate Hellcannons! Our proud Greatswords unit reduced to almost half their starting strength in one fell swoop! But they stood firm and, as the hordes of Archaon advanced, we knew that there was no way we were going to be able to stop them by shooting alone. Again, the only real movement was over on the eastern flank, though the Flagellants on the far west strung themselves out in a long line to cover the flanks against some rapidly moving Hounds and Marauders. Boyar Leontov's Kossars attempted to charge Archaon's Swords of Chaos, while the Pistoliers charged the battered group of Warhounds next to the Lord of the End Times. Backing up the charge of the Pistoliers, the Gryphon Legion moved into position behind the Kossars and the Ungols moved into a better firing position (and one that would hopefully lure the Undivided Chaos Chariot into a charge). We were banking on the Kossars and Leontov holding firm and thus allowing the Gryphon Legion to take Archaon in the flank – if we were lucky...

Unfortunately our luck was out as the Hounds fled our charge and the

Pistoliers slammed into the edge of the Swords of Chaos. That might not have been so bad if the Kossars hadn't been a gnat's whisker out of charge range, leaving the Pistoliers to face the wrath of Archaon and his mightiest warriors alone. Right... that'll work out well.

Once again, our Magic phase was non-existent, so it was straight into the Shooting phase. Our guessing was a little off with the Mortar (again), the shell deviating slightly and only managing to kill a single Marauder. However, the cannons did quite a bit better, both cannon balls smashing through the ranks of the Chosen Knights of Khorne, despite cries from the other side of the table that we were being mean by picking on them. The cannon balls killed three Knights and five Chaos Warriors from the following unit and the Knights' Champion was shot from the saddle by the Handgunner Champion with his Hochland rifle in a bravura display of marksmanship. When the rest of the Handgunners joined in there was nothing left of the Knights at all, they had been totally blown away by our massed shooting. Now that's how the Empire's firepower is supposed to work! Even if we went on to lose this

game horribly, it was worth it to see the look of horror on Ant and Adam's faces as they realised how many points we'd just earned from killing that unit. Feeling confident, we then unloaded the Helblaster at the Khornate Lord on his Daemonic Steed. Upon rolling 14 hits, we were pretty confident that he'd be filled with more holes than a fine Swiss cheese. Unfortunately that proved not to be the case, as of the ten hits on his mount and four on him, not a single wound was actually caused. Damn that Daemonic Ward save!

Predictably, the Close Combat phase was bloody and painful for the Pistoliers. We counted as charging and had hoped maybe to do at least a wound or two to Archaon's unit, but such hope was in vain and two Pistoliers were hacked down. The Pistoliers fled from this unequal struggle and managed to avoid being chased down, though the Swords of Chaos pursued into the Kossars who had tried to charge them earlier. Not exactly the outcome we'd hoped for, but at least the Pistoliers had got away and the Kossars had a chance of holding fast long enough for the Gryphon Legion to save them from doom.



Archaon leads his Swords of Chaos against the Kislev allies.



The barrage of Empire fire wipes out the Knights of Khorne, while the rest of the Chaos army closes.

CHAOS TURN 2

Anthony: Ok, now that was a bit more of an impressive display of shooting from the Empire. The Chosen Knights of Khorne being killed to a man was particularly painful (that unit was almost 550 points!). Nevertheless, we were still feeling rather confident, and were looking forward to getting their troops involved in combat. On the left flank, Archaon and his Swords of Chaos had overrun straight into the big unit of Kossars led by a Boyar, and we were pretty certain that the Kislevites would soon be butchered. We were not let down either, as Archaon hacked left, right and centre (fighting with 10 Attacks as he had unleashed the power of the Daemon bound within his weapon, the Slayer of Kings), killing a swathe of Kossars. Showing complete disdain for his foe, Archaon let his Daemonic Steed fight the Boyar, who was promptly slain beneath its infernal hooves as the Swords of Chaos hacked down even more of the Kossars. Unsurprisingly, the Kislevites fled (having lost their Boyar's ability to make them *stubborn*), and were run down. Next in line was the Gryphon Legion, and Archaon and his Swords of Chaos ploughed straight into them in their pursuit. We laughed in a suitably villain-esque manner. Graham and Ken looked very worried.

The Undivided Chariot on the left flank charged at a unit of Ungol Horsemen that had got a little too close, sending them fleeing from it. On the other side of the woods, and determined to make up for the loss of the Chosen Knights of Khorne, Adam sent his Khorne Lord, Kulkoth, (who was feeling invincible

after shrugging off 14 shots from the Helblaster without losing a single wound!) charging into the Handgunners. They responded by firing a volley at him as he closed on them, which he brushed aside, though his steed was wounded. Elsewhere along the battlefield, the Chaos army continued its advance en masse. On the far right, the Hounds of Chaos and the mounted Marauders swept across the snow-covered Steppe to try and encircle the outnumbered allied troops. Ant's Spawn continued its sluggish advance, managing to move a whole 3" this turn.

The Sorcerer of Chaos Undivided, Skardrol, managed to cast Pit of Shades upon a unit of Empire Spearmen, hitting an impressive 21 of them, but only managing to kill 6. To aid the Khorne Lord (like he needed it), the Sorcerer then cast Steed of Shadows upon Thorkan, the Undivided Exalted Champion, who flew through the air and straight into combat with the Handgunners – specifically to target the Empire Captain.

The Hellcannons readied themselves to launch their infernal salvos once more (making Graham and Ken wince again). Adam's Hellcannon misfired and sucked one of its Chaos Dwarf crew into its furnace. My Hellcannon shot, however, landed right on top of one of the cannons. Not only did it kill all the cannon crew, it completely destroyed the cannon itself, turning it into a hissing pool of molten metal.

The Chaos players had a suspicion that the Captain had some magical do-da

that would affect that combat, so decided to kill him before he had a chance to use it! This trick worked a treat, and the Captain was butchered by the Undivided Champion Thorkan. The Khorne Lord Kulkoth did what Khorne Lords do best, and butchered a truckload of the Handgunners, who promptly fled. The Khorne Lord's pursuit roll took him straight into the flank of the depleted unit of Greatswords. Meanwhile, Thorkan raced up the hill in his enthusiastic pursuit, and ended up standing in a rather unenviable position – in front of a cannon and with a Hellblaster Volley Gun pointing right at him.

Battle had well and truly been met this turn, and the Empire and Kislev army was starting to feel the strain.

HELLCANNONS

Hellcannons are massive Daemon engines built for Archaon by the Chaos Dwarfs. They are massively destructive machines – anything under the small Blast template suffers D6 Wounds at Strength 10, and anything beneath the large Blast template must pass an immediate Leadership test or flee. Scary stuff indeed! However, being Daemons, they particularly like to kill and maim up close and personal. As such, if an enemy unit gets close enough to a Hellcannon, then it might break free of its bonds and rampage towards them to engage them in close combat. Not always quite what the Chaos player had in mind...



Hand-to-hand combat erupts all along the defenders' lines.

ALLIED TURN 3

Graham: Right, the bumper turns we'd enjoyed where nobody was hacking at us with great big swords and axes were well and truly over. Casualties were mounting and we were running out of units that could dish out the hurt. We still had the Knights of the Blazing Sun held in reserve, but couldn't do much with them just yet as our foes had not got close enough to attack. Having seen first hand the horror of Archaon in combat, the Pistoliers were in no hurry to stick around and fled off the table, as did the surviving crew from one of our cannons. The Engineer was still alive and could crew the cannon on his own, but whether Ant and Adam would allow him the chance to do so was another matter entirely. The Ungol Horsemen rallied and the Winged Lancers raked back their spurs and charged the Khornate Lord who was hacking the Greatswords apart.

Readying themselves for a charge, the Flagellants shuffled sideways to better block the approaching Warhounds and Chariot. It didn't look good for the Flagellants, but we hoped they'd be able to hold up the Chaos flanking force long enough for our Knights to do some damage when the time came. As usual, our Magic phase was a non-starter, but the Shooting phase got off to a much better start with our guess for the Mortar landing spot on a unit of Chaos Warriors, killing four of them, including the Champion. Realising that we had to get some more points on the board, we then fired with the Handgunners into the nearby Undivided Chariot, but only managed to take a single Wound off it. Then came the bit we'd really been looking forward to – the Helblaster Volley Gun. Ant's Undivided Champion

was standing right in front of this lethal piece of kit and if we could just avoid rolling a Misfire, then his days were surely numbered. The nearby Engineer had a pop with his repeater pistol, failing to score any wounds, but then the Helblaster opened up...

Sixteen Strength 5 hits later and there wasn't much left of the Chaos Champion except a red smear on the landscape, which cheered us up no end. As we went into the Close Combat phase, we were overjoyed when the Winged Lancers spitted the Khornate Lord on their lances... but then things turned a little sour to say the least. The Khornate Lord managed to regenerate a Wound and survive before escaping the pursuing Lancers! Then Archaon's Swords of Chaos smashed through the Gryphon Legion and sent the last two survivors fleeing towards the board edge. Archaon's pursuit didn't catch them, but with only two men left in the unit, there didn't seem like there was much they'd be able to achieve, even if they did rally later. Also, given that it was the Chaos side's turn next, the second unit of Kossars was looking at receiving a charge from Archaon, which, let's face it, was going to be ugly.

CHAOS TURN 3

Anthony: Right, now that wasn't particularly impressive behaviour for a mighty Lord of Khorne! Archaon will be having words with him after the battle! Determined to show him how things were done, the Lord of the End Times and his Swords of Chaos charged another unit of Kossars, looking forward to brutally hacking apart yet more Kislevites. The Kossars failed their Terror test and fled before a blow was struck. Ken

groaned when he rolled the distance to see how far they fled, watching in dismay as the entire unit was trampled into a bloody smear under the hooves of the Swords of Chaos, who ended up right beneath the watchtower.

The Undivided Chariot charged once again towards the Ungol Horsemen. Now that the Chariot was not at full Wounds, Ken decided to gamble and responded with a Stand and Shoot reaction. Unfortunately, the valiant Horsemen failed to wound the mighty Chariot and it in turn obliterated them. It hurtled up the hill in its overrun move, rolling to a stop just in front of a cannon.

To support their brother unit of Undivided Warriors of Chaos, a second fully ranked-up unit of Warriors charged in against the somewhat over enthusiastic Winged Lancers. The Undivided Sorcerer flew out of combat, born aloft by his Steed of Shadows spell, just so that he was out of any possible danger. Both sides inflicted several casualties, but the Winged Lancers fled from the combat, overwhelmed by the sheer number of the brutal warriors. They were closely pursued by both units of Warriors who were now almost in the enemy's deployment zone.

Determined to make up for their Lord's disgraceful behaviour and the loss of the Knights, the Chosen Warriors of Khorne launched themselves at the unit of Empire Spearmen who dared to stand in their path. With glee, Adam picked up his handfuls of dice (frenzied Chosen Warriors with two hand weapons have lots of Attacks!). He killed a swathe of the Spearmen, yet three of his own number were subsequently killed by the Elector

Count. The Empire troops proved resolute despite being beaten, and held fast for now. We knew it was only a matter of time before the Empire troops and the Kislevites were routed completely, but we also had to be careful not to lose many more of our own troops in order to come out as the victors of this battle.

Unfortunately, the Exalted Champion of Khorne who was leading the Marauders and the Battle Standard, failed his Stupidity test, and became overcome by bizarre visions induced by his Helm of Many Eyes. This meant that he forced his unit to lumber forwards a measly 2", and would keep them out of the main battle for now. I felt a bit guilty, for I had encouraged Adam to take this item – but only then did I remember that I usually give it to an Undivided character (because with Undivided characters you can re-roll failed Psychology tests – such as *stupidity*).

After a bit of deliberation, We decided that the best way to tackle the human

screen of Flagellants was to throw everything on that side of the board at them. Adam's frenzied Chariot of Khorne and his unit of Mounted Marauders charged the Sigmarite lunatics, killing an impressive ten of them. A pair of Hounds of Chaos units and the

Bloodbeast of Khorne closed in as well so that they would be able to join in the fight in the next Chaos turn.

Another unit of mounted Marauders ran up beside the Chosen Khorne Warriors so that the Knights of the Blazing Sun could not charge their exposed flank. Also, if the Knights of the Blazing Sun ran down the Marauders, it would put them into a position where they could possibly get countercharged – or plough into the Khorne Marauders (who were *stubborn* because of the magical Battle Standard). It's very enjoyable having more units than the enemy!

We did not have a great turn with our Hellcannons this time around. Firstly I misfired when I tried to shoot at the Volley Gun, and the disturbance this caused in the Chaotic winds of magic inflicted an automatic wound on all wizards on the tabletop! As there were no wizards on the Empire and Kislev side, this meant that only Skardrol and Archaon himself took a wound! Ah, the fickleness of Chaos... Adam's shot was less self destructive, though it scattered off the table causing no damage.



The Chaos forces begin to encircle the hopelessly outnumbered defenders.

ALLIED TURN 4

Graham: With the amount of charges coming at us in the last Chaos turn, we didn't have a lot of units to move any more. The proximity of the Lord of the End Times proved too much for our last remaining unit of Handgunners, who fled from his diabolical presence. Unfortunately, this meant that they ran in the direction of the Chaos lines...

Denied the chance of charging the flank of a unit of Chaos Warriors, the Knights of the Blazing Sun were instead forced to charge a unit of Marauders. We hoped that if we could do enough damage to break them quickly, it would be some nice, easy points for us; points we sorely needed. With no magic to speak of, the Mortar again did us proud, killing another four Marauders, bringing them close to half strength and the prospect of more Victory Points. The Undivided Chariot

that had overrun after killing the Ungol Horsemen was sitting right in front of the Engineer and Helblaster, so, hoping to repeat the same trick we'd pulled on the Undivided Champion, we opened up on it. The Engineer failed to wound it, but the Helblaster riddled it with bullets and turned it to matchwood before spectacularly self-destructing itself. Oh, well, at least it went out in a blaze (literally) of glory.

The Knights of the Blazing Sun did sterling work in the Close Combat phase, skewering Marauders left, right and centre on their lances. The Warrior Priest's ability to confer re-rolls on failed to hit rolls proved exceptionally useful, and five Marauders were killed.

Unsurprisingly, they broke and fled from the combat and we pursued with the Knights, running them down in our eagerness to claim their Victory Points. This pursuit carried them into the following unit of Khornate Marauders and we hoped to repeat their success in the following turn. The Flagellants were faring poorly on the western flank, being butchered almost to a man without any casualties being caused in return. Once again, they weren't going anywhere, but there wasn't much hope of them surviving much longer. We were running out of models, and it was only a matter of time until it was all over. There were still some points to be claimed, however, and we could still achieve an honourable draw if we played well.

The Knights of the Blazing Sun enter the fray.





The last remnants of the alliance hold out against the tide of Chaos.

CHAOS TURN 4

Anthony: The Empire forces were almost completely encircled now. To give Archaon a better line of sight for a possible charge in the next turn, I moved him out of the Swords of Chaos while they manoeuvred themselves back towards the battle. The Undivided Sorcerer, Skardrol, charged the fleeing Handgunners, forcing them to run once again, ending up right in front of the deadly Swords of Chaos. Perhaps not the best place to run to...

The Undivided Warriors fighting against the Greatswords continued to hack down the resolute Empire troops, but once again they stubbornly refused to run – it looked like they would have to be killed to a man.

The recently rallied Winged Lancers in the middle of the battlefield stood their ground as they received a charge from a now rather depleted unit of Undivided Warriors, while the *frenzy* of the Chosen Warriors of Khorne compelled them to charge into the Winged Lancers' flank. Adam threw his eager fistful of dice, and all the once-proud Lancers were removed from the table.

The Hellcannons did not really have a lot to shoot at, and we were tempted not to shoot them to avoid any further Misfires (or heaven forbid their lethal salvos scattering and landing on one of the Chaos units). We quickly saw the folly of our ways (because 1: not shooting wouldn't be as much fun; and 2: we were mercilessly mocked by our opponents and the countless

standers-by). One of the Hellcannons landed square on top of the Empire Mortar, melting it into the snow and killing all its crew, while the other one scattered and landed ineffectually in an open area of the table.

The Khorne Marauders prepared themselves to suffer the lances of the Knights of the Blazing Sun who had overrun into them. However, before the lances struck home, the Khorne Exalted Champion, using his mighty great weapon and Helm of Many Eyes, struck

first inflicting 5 Wounds on the Warrior Priest leading the unit, slaying him with great fury. The Knights only managed to slay a single Marauder, and fled from the combat, closely pursued by Adam's madly screaming Marauders (or was that Adam himself screaming in blood lust?).

In the combat involving the Flagellants, the last of the frothing lunatics were treated to oblivion, hacked to pieces by the frenzied, halberd-wielding Chaos Warriors atop the Khorne Chariot.





The alliance is wiped out.

ALLIED TURN 5

Graham: With only a couple of units left alive now, our turns were getting shorter and shorter. The noose was closing in and we only had a couple of last, desperate gambits left to try. The Knights of the Blazing Sun rallied from their shameful rout last turn and reformed facing their foes, knowing that this was likely to be their last stand. The Handgunners, showing more pluck than good sense, rallied in front of Archaon and loaded up for one last volley. There

was one chance we had of scoring a sizeable chunk of Victory Points and that was – daft as it might seem – by charging Archaon. If we could wound Archaon on the charge with lances (not an unreasonable prospect) or force his Daemonsword to strike the Chaos Lord himself (perhaps more likely if we're being honest...) and cause a wound, then we'd gain a whole lot of Victory Points for getting Archaon down to half Wounds – since he'd already suffered one at the hands of a Hellcannon misfire.



So, knowing it was their deaths, the two surviving warriors of the Gryphon Legion charged the Lord of the End Times...

The combats drew to a bloody close as the last of the Greatswords were cut to pieces – the defiant Standard Bearer finally going down under a flurry of blows – but the combat that really mattered, the pivotal moment in the battle, was the fight between Archaon and the Gryphon Legion. Archaon was wounded by a lance strike, but his damned armour saved him from harm and as he unleashed the full fury of his Daemonsword against the Kislevites. We were dismayed to see that of all his many attacks, only one had struck the Chaos Lord himself.

We rolled the dice: Archaon was wounded. We dared hope that we might get him...

Ant picked up a die, needing only to score 3 or more to pass his Ward save...

All we needed was him to roll a 1 or a 2 and a whopping 393 Victory Points would be ours...

The die tumbled across the table before finally coming to rest next to Archaon himself.

And we leapt about cheering as we saw that Archaon had failed his Ward save and suffered a wound! The Gryphon Legion were slaughtered, but they had done exactly what we wanted them to and there was now a good chance that we'd achieved a draw!

CHAOS TURN 5

Anthony: Well, there weren't a lot of Empire troops left. In fact all that remained on the table of them was a unit of Handgunners standing right in front of the Swords of Chaos and the recently rallied Knights of the Blazing Sun before the Khorne Chariot, a Spawn of Chaos, Warhounds in their rear and the Khorne Marauders (with two characters in its front rank) that had already made them flee. We declared our charges, and both enemy units were, predictably, crushed.

A great cheer went up – the only models left on the table were those of the Chaos army. Nevertheless, there was a moment of tension as calculators were produced and the process of adding up Victory Points began. Had the allied Empire and Kislevite army caused enough damage to win the game for them, or force a draw? Or was the Horde just too powerful?

RESULT: DRAW!



The Slayer of Kings turns upon its master.

Kulkoth, champion of Khorne, fell to his knees as the terrifying form of Lord of The End Times drew near, borne upon his hellish midnight steed. Archaon's colossal beast snorted violently, iron-shod hooves, snow steaming, as its master walked it closer. The enormous figure dismounted, casting Kulkoth into shadow. The Everchosen of Chaos towered above Kulkoth, exuding an aura of unearthly power, and he lowered his head, unable to hold the gaze of the awesome Lord of Chaos.

"You failed, Kulkoth," said Archaon, his voice mocking and dripping with venom, filling his skull with agony. The Lord of the End Times continued, each syllable tearing at his sanity and causing blood to run from his eyes and ears.

"Of all the warriors at my command, only you fled. Only you."

Kulkoth knew in that instant that his fate was sealed. The enemy warriors had fought hard and long: too long. Archaon's orders had been simple: attack swiftly and leave none alive. But their enemies had slowed the attack and the Lord of the End Times would tolerate no failure. Instead of crushing all before him, and speeding the

horde on its way south, Kulkoth's warrior heart had quailed before his foes and he had fled. The battle had dragged on and precious time had been lost. He had failed in the eyes of his god and his lord and there could be only one terrible outcome.

Kulkoth watched Archaon raise his mighty blade, its edge rippling with dark energy and power. As the weapon rose higher, the Everchosen of Chaos roared, "Cities will burn, armies will be destroyed, and the Old World will fall into darkness."

He shuddered with terror as Archaon stepped closer to his kneeling form.

"The gods of Chaos will delight in the slaughter and devastation, but you will play no part in it!" bellowed Archaon as the blade descended, sweeping effortlessly through Kulkoth's neck.

The warriors of Chaos roared their approval as Archaon raised the head of the disgraced Khornate warlord high, blood streaming down his arm and spattering across the snow.

"Learn from this, all of you!" he shouted,

his voice echoing in every skull. "We march to glory! There can be no faltering, no failure! We are the heralds of the gods!"

His deafening voice reverberated across the valley, amplified into a raging bellow. "We take our message south!"

He tossed his former champion's head aside and climbed into the saddle of his monstrous steed. As though at some unseen signal, the warriors of his horde gathered their weapons, raised their banners high and mounted their steeds as the feral hounds bayed madly.

"Archaon!" With one voice the warriors of Chaos cried his name as he turned his mighty steed southwards, baleful energies rippling about him.

"ARCHAON!" Thousands of warriors fell in behind their infernal master, screaming his name until their throats were raw.

The Storm of Chaos surged southwards and the End Times drew nearer.

ALL HAIL THE EVERCHOSEN OF CHAOS!



Anthony Reynolds: Curses! We had them in the palm of our hand, and but for a few dice rolls it would have been a glorious victory to Archaon and his

Horde. As it was, it pretty much came down to the last dice roll – if Archaon hadn't wounded himself in that last Close Combat phase, then Graham and Ken would not have got half his points for him being at half strength, and we would have won. It's always cool when a battle comes down to incidents like this. I'm sure my wail of disbelief when I failed that 3+ Ward save was heard all over Games Workshop.

This was a fantastic game, great fun to play and played in just the right spirit by all involved. It's a great change from the usual pitched battle, and quite a challenge. Graham and Ken were gracious opponents, and Adam a good teammate to scheme with in classic super-villain style (despite the appalling show put on by his 'mighty' Khorne Lord). It was almost worth playing this game just to see the reaction on Graham and Ken's faces when they saw the Chaos army fully arrayed – it really was an awesome looking sight. Walking around to their side of the table to look at things from their perspective, I pitied the poor

humble Empire soldiers whose duty it was to face such a menacing horde.

Suitably, and despite hitting himself over the head with his sword at the worst moment, Archaon was still the man of the match in my mind. None could stand before him and the Swords of Chaos, who romped through the Empire and Kislev army with barely a scratch. They took on and slaughtered everything in their path – just what you would expect from the dread Lord of the End Times, and fitting the narrative for the Storm of Chaos build-up perfectly. All in all, a fantastic battle, one of the best games of Warhammer I have played in a long time (and I do play quite a lot of Warhammer – it goes with the job).



Adam Troke: You would think, after decades of slaughter and destruction, blessings from the Blood God, and a mighty Daemonic

Steed, that Kulkoth, Lord of Khorne, could hold his own against a few paltry Kislevites? Archaon will not tolerate this abject failure for long I hope!

In many ways my first Battle Report seemed like a comedy of errors: Kulkoth running away with his tail

firmly between his legs; the Knights of Khorne being shot into a bloody ruin; my Hellcannon's repeated failure to hit stuff (in defiance of my genuinely brilliant guesswork!). Despite this, there were some excellent moments as my Khornate warriors did what they do best. Anvulf, my Exalted Champion, scything down Ken's Warrior Priest, and the bucket loads of dice that Chosen Warriors with additional hand weapons allowed me to roll not least among them. Did I enjoy the game? Absolutely! The most epic game of Warhammer I recall playing: 6,000 points of beautifully painted Chaos, thundering towards the Empire and Kislevite line!

The highlight of the game for me was the resilience of Kulkoth as he shrugged off the blistering fire of the Helblaster Volley Gun. Shame on him for fleeing a turn later! The game had so many great moments that singling out one is almost a pity. The last charge of the Gryphon Legion was thrilling and tense as they desperately hurled themselves at the Lord of the End Times. It had all the stuff great games are made of.

Ken and Graham played a sterling game, orchestrating a determined and tactically sound defence. The Empire fought long and hard, but against the horde of Archaon, death was inevitable.



BY THE MANNER OF OUR DEATHS SHALL YE KNOW US!



Graham McNeill:

What a game! It was a long slog and our army was butchered to a man, but what an ending they made for themselves. Though the snowy steppe is

covered with the blood of our men, it is also stained with the foul gore of the followers of Chaos. We managed to score a draw, no mean feat when you think of the vast force Ant and Adam had arrayed against us. The steamrolling hordes of Archaon smashed through our lines with pretty much contemptuous ease, and there wasn't a lot we could do about it, as our cunning plans got well and truly scuppered early on. The Captain in the western Handgunners with his Rod of Command was a neat trick that we hoped to pull – holding a unit up that thought it would munch through them in a single turn, then countercharging them with a unit of Winged Lancers – but Adam and Ant got wind of the plan and squished the Captain emphatically with a Champion of Chaos Undivided before it could come to fruition... oh well.

Our guys pretty much held up as well as could be expected in the face of such horrendous odds, some units performing above and beyond the call of duty in the face of such terrible bloodshed. The Greatswords holding to the last man was



The players shake hands after a hard fought battle.

particularly characterful, especially since it was the Standard Bearer who was last to fall. The Gryphon Legion's heroic last charge was very cinematic, two brothers in arms riding to their deaths for the greater cause and effectively gaining us the draw. The initial volleys of Cannon fire and Helblaster shots were particularly effective, though as the game went on they became less and less about stopping the enemy than seizing Victory Points by cutting units down to half strength or below.

This was a cracking game of Warhammer to play, perhaps because there was no feeling that we had to play for a win, knowing that, from the outset, all our men were going to die, but had to meet their deaths in as glorious way as possible. Truly, they were Warriors of the Dead, already mourned as lost before the battle had even begun. Though our army is gone, their deaths have bought the defenders of the Empire and Kislev who will come after them more time with which to prepare the defences of their land. Archaon may be coming south, but the lands of the Empire will be ready for him.



Ken Kennedy:

Playing in a White Dwarf Battle Report was a real blast, and the result of the game came down to the very last roll of the dice like any great

game should. If I hadn't been there to see Anthony fail Archaon's 3+ Ward save and thus wound himself and fall to half strength, I would never have believed it. Also, The Empire troops turned out to be made of much sterner stuff than I would have thought. To my amazement, many units held their ground turn after turn. The Empire has earned my respect and can fight alongside my Dwarfs anytime.

Another thing I couldn't believe was the dreaded Lord of Khorne's resilience. Kulkoth took a whole volley from the

Helblaster in the face and by all rights should have been waiting on the other side for the Chaos Champion that got cut in half by it a few turns later. True, the Daemonic mount took the brunt of the blast, but not a single wound? Engineer Von Meinkopt is rolling in his grave! All in all, the Helblaster lived up to my wildest dreams, spreading hot lead and death across the landscape... before it blew up.

The strategy of this game came down almost entirely to the army selection and the deployment, the two things that I had very little to do with. When it came to playing, there were not a lot of movement choices for either side. Adam and Anthony sallied forth as even the slightest manoeuvre would cause their units to overlap. Graham and I were forced to sit tight and defend. The Pistoliers' failed charge on the Warhounds was one of the few moves we made in the early stages of the game and it turned out to be a rather poor one in hindsight. We probably should have tried to slow down Archaon and the Swords of Chaos with our Ungol Horse Archers instead of speeding up their slaughter by accidentally charging them. It all worked out in the end though.

Anthony and Adam were great to play against. They were very challenging opponents, but fun-loving and easy-going; even when the unexpected happened. Graham was an amazing ally and was very understanding when I rolled poorly or made questionable decisions. Jim was awesome for designing my Empire army and letting me take his place in the Battle Report. Honest, Jim, I rolled much better when you weren't watching.

Considering the opposition that Graham and I faced, I am very pleased with a draw. We'll field a few more Helblaster Volley Guns next time and see if we can pull out a win.





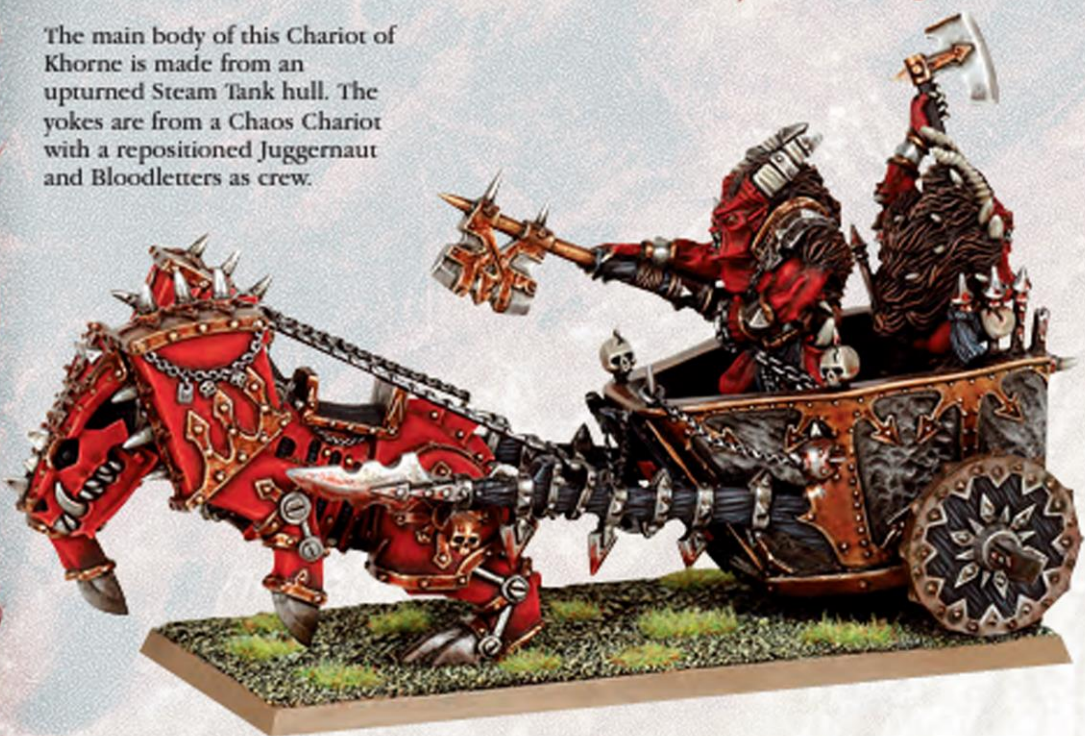
STORM OF CHAOS

DAEMON

The Daemonic Legion's army list in the Storm of Chaos book is a brilliant opportunity for modellers to show off their skills. Though we don't produce Daemon chariots, we have dozens of components suitable for constructing your own fiendish war machines. We present these examples by the 'Eavy Metal team to inspire you.

Chariot of Khorne by Neil Langdown

The main body of this Chariot of Khorne is made from an upturned Steam Tank hull. The yokes are from a Chaos Chariot with a repositioned Juggernaut and Bloodletters as crew.



Component List

- * Juggernaut of Khorne
- * Side, front and top armour plates of old Steam Tank
- * 2 x Chaos Chariot wheels and scythes
- * 2 x Chaos Chariot hafts
- * Chaos Warrior shield
- * Bloodletter
- * Bloodletter Champion
- * 2 x Chaos Terminator trophy racks



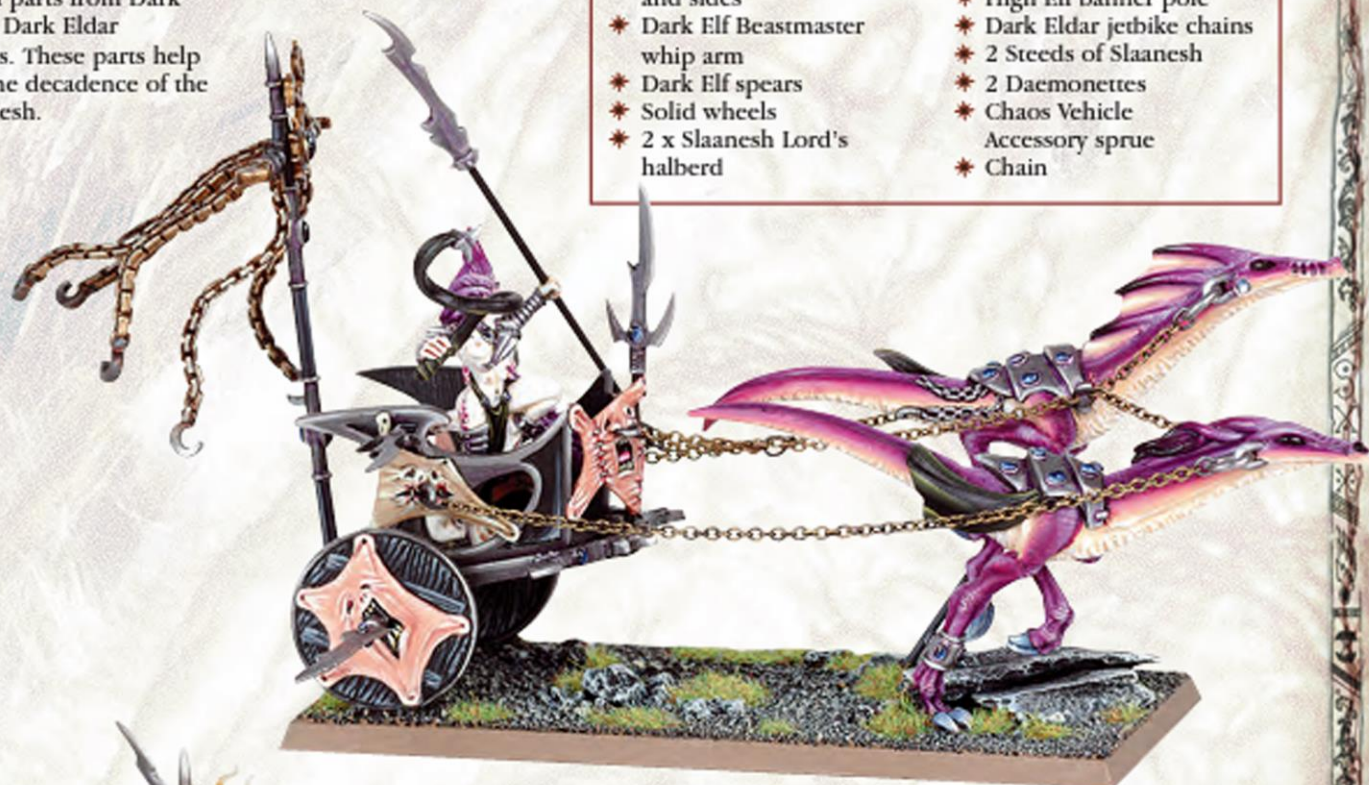
CHARIOTS

Chariot of Slaanesh by Kirsten Williams

This delicate but deadly transport is based on the Dark Elf Chariot with additional parts from Dark Elves and Dark Eldar miniatures. These parts help conjure the decadence of the god Slaanesh.

Component List

- * Dark Elf Chariot base and sides
- * Dark Elf Beastmaster whip arm
- * Dark Elf spears
- * Solid wheels
- * 2 x Slaanesh Lord's halberd
- * Chaos Tank Accessory sprue
- * High Elf banner pole
- * Dark Eldar jetbike chains
- * 2 Steeds of Slaanesh
- * 2 Daemonettes
- * Chaos Vehicle Accessory sprue
- * Chain



Chariot of Tzeentch by Kev Asprey

A large round base and two large flying bases make up the platform of this flying chariot. The flames were cut from three Discs of Tzeentch to give it a sorcerous feel.

Component List

- * 2 Flamers
- * 2 Screamers
- * 1 large round base
- * 2 large flying bases
- * 4 Disc of Tzeentch Spine sprues
- * 3 Discs of Tzeentch
- * Chain



Chariot of Nurgle by Seb Perbert

Based on a combination of parts from an Orc and a Beastmen Chariot and crewed by Plaguebearers, Seb's model is pulled by a huge Beast of Nurgle Chaos Spawn.



Component List

- * Orc Chariot
- * Chariot base
- * Beastmen Chariot sides and haft
- * Orc banner
- * Spoked wheels
- * 2 Plaguebearers
- * 3 Nurglings
- * Nurgle Lord's scythe and shield
- * Chaos Spawn body
- * Legs from a Great Unclean One



CHARIOTS OF HELLFIRE

Models and components for converting your Chaos Chariots

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THINKING BIG!

Rules for making your games of Warmaster even larger

Warmaster is the game of BIG battles and awesome conflicts across nations. Within the rich background of the Warhammer world there's no shortage of such immense, and oft history changing, battles: the Battle of Blackfire Pass, where all the human tribes of the Old World united under Sigmar and took to the field with their Dwarf allies to crush an Orc horde so huge that its approach was heard for days beforehand; the Battle of Hel Fenn where Man, Elf and Dwarf joined to defeat the previously undefeated Manfred von Carstein. Matt Keefe tells us how to recreate such mighty conflicts using Warmaster...

Matt: With so much inspiration available, fighting out really big battles should be easy, shouldn't it? Sometimes the difficulty is in representing these kinds of battle on the tabletop. Here I shall present you with a couple of solutions.

BIG GAMES

Obviously, the most straightforward way of representing a really big battle is a really big game. Huge games, with several thousand points of troops per side is something most gamers aspire to, and will occasionally find the time to play. Warmaster benefits from being a very straightforward and quick game to play, so that even very large battles can be fought in a reasonable amount of time (certainly less time than a huge

game of Warhammer or Warhammer 40,000 would require), but big battles are nonetheless great undertakings. Such wars need hundreds of figures, a large area to play on and require a great deal of time, both to plan and to play. Subsequently, big games are a rare occurrence for most gamers.

There are, however, a number of ways of playing particularly large engagements without driving yourself to the very point of insanity...

MULTI-PLAYER GAMES

One of the easiest ways of organising a really big game is as a multi-player game, where each player controls a different character with whom they can issue orders to nearby units. One player on each side is then appointed as the overall commander who will take control of the army's general. Very large armies can thus be easily accommodated, since each individual player will only need to worry about a limited number of units, and other players are on hand to help move the hordes of figures about the tabletop. If all the players are familiar with the rules (and, just as importantly, well acquainted with each other), you'll also find that large games can be speeded up by allowing the players to issue orders and move units simultaneously (apart from the general, of course).

The disadvantage with this kind of multi-player game is that the whole army still shares a single break point, and some players may find their forces stranded through bad luck or poor Command rolls while the casualties mount up elsewhere on the battlefield, leading to the army breaking before some players really get a chance to get stuck in.

ALLIED ARMIES

Like multi-player games, battles can be fought with each side composed of a set of allied forces, each commanded by a different player. The difference here is that each army will have its own general, will withdraw independently of the other armies and so on. Armies can still be of the same race, representing a force drawn from different kingdoms, provinces, tribes or whatever, or can be of different, allied races, perhaps arranged roughly down the lines of





Mighty armies of the Empire and High Elves clash in open battle.

'good versus evil'. This has the advantage of allowing each player to bring their own favourite army.

The Confederacy of Sigmar scenario from the rulebook is a good example of a game using allied armies, but as before, the trick is actually managing to get enough players together for such a large game.

LESS IS MORE

The thing to remember is that Warmaster is a game of big battles, and while very big games, fought over vast tables with hordes of troops inevitably represent such epic conflicts very easily, the beauty of Warmaster is that even relatively small games can create an impression of a very great conflict indeed. You don't need to worry about arranging a 15,000 points-a-side slaughter fest with half a dozen of your mates in order to play a game that feels like a battle the size of Hel Fenn or the Battle of Middenheim.

The large number of figures included in a typical Warmaster unit mean that even

quite small armies (say 1,500-2,000 points) instantly have the look and feel of very great armies indeed. Likewise, when the average model is only 10mm tall, even a relatively small table represents an area covering many leagues of land. This area can encompass a wide variety of scenery, with different areas of the battlefield posing completely different challenges. Perhaps one entire flank of a board might be forested, whilst the other end might see a fortress atop an almost unassailable rocky peak.

In short, a great big, epic Warmaster battle can be played using modestly sized armies, in a manageable amount of time (an evening or afternoon, say) on the kind of playing surface most of us could probably fit into our houses without too much of a struggle.

THE SHAPE OF BATTLE

Battles, like armies, have a shape to them. They can be brutal, claustrophobic affairs where the armies clash and butt up against one another in inelegant, cumbersome battle lines or

they can be sweeping, where fliers and swift cavalry race about one another, surrounding and outmanoeuvring their counterparts on foot in a constantly shifting sea of carnage.

Large battles tend to have more open shapes, with the battlefield spread over a wide area, many separate forces contesting dozens of individual key objectives across the field. Victory in these separate engagements will allow victorious forces to march upon their enemies' flank, surround and isolate them or otherwise invalidate an important defended position the enemy may have held.

SCENARIOS

Some scenarios naturally create these characteristically epic battles. You can use particular combinations of scenery to separate the armies out and force them to fight separate engagements. In such battles, victory won't come from success in a single, isolated engagement, but no area of the battlefield can be overlooked lest it provide the enemy with the chink in the armour he needs.

At other times a scenario might specify that the army deploys across several separate deployment zones, perhaps with some units arriving from different directions, undertaking a flank march or arriving later on in the battle. Games of this kind instantly appear massive in scope, since one can well imagine the huge armies arriving from numerous locations, several separate forces all engaging in laborious marches to go to the aid of their allies in far distant lands. But, time being what it is, not all games can be fought to a specially designed scenario prepared in detail beforehand.

FROM FAR AND WIDE

One way of easily creating the shape of a very large battle is to break the armies up into different contingents. An army might be made up of two or three separate contingents and each of these contingents will contain a different mix of units and characters. This has the advantage of being something that can be done without planning and doesn't affect the way players pick their armies,

so is well suited to quick, 'pick-up-and-play' style battles.

We can imagine that these contingents represent the retinues of different lords, musters drawn from different parts of the world, or armies from neighbouring states, drawn together into one huge army by way of some kind of grand alliance. Breaking armies up in this way naturally makes the army appear epic in scale, since it represents a force so large that it could only possibly be mustered by the coming together of contingents from several different provinces, dukedoms, clans, tribes or whatever.

These contingents can be represented visually, perhaps by painting units in the army in a variety of different colours and liveries so that the units from one contingent all share the same colour scheme whilst varying from other units in the army.

Below, we present some rules for contingents in Warmaster, which you

can use to achieve this feeling of 'big' battles (with, admittedly, very small men, monsters and war machines).

CONTINGENTS IN WARMASTER

Whilst Warmaster armies always fall under the command of a single general, the army may well be composed of troops led by other, subordinate characters in the army. The size of such armies is so great that there are few individuals who could ever muster such a huge army alone – even the Emperor commands only the few thousand men of the Reiksguard and Altdorf regiments, and instead relies upon the armies brought by his subordinates, the Elector Counts, the Knightly Orders and so on, for the bulk of his forces. We can imagine that most of the characters in a Warmaster army are not simply there as fortune-seekers, adventurers and tag-alongs, but rather most of them are part of the army, having chosen to lead their own contingent of troops to the battle in person.

RIVERS AND STREAMS

As these examples from Tony Hardy demonstrate, making rivers for Warmaster follows many of the same principles as those used for Warhammer. By applying these on a smaller scale you can make rivers ranging from raging torrents to streams.



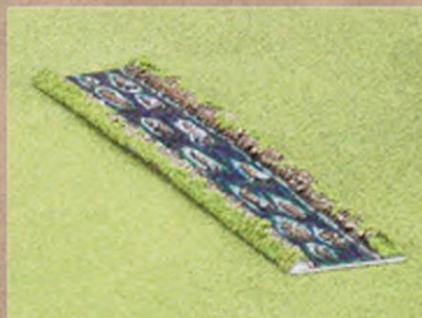
Modelling rivers for Warmaster is very quick. Start with a flat piece of card and build up two banks using a thin strip of foam. Shape the foam with a modelling knife. The shaped foam banks are covered with sand and the whole thing painted. Flock is added last to the river bank. These techniques can be used to make rivers for any games system, but it is only Warmaster that allows you to make huge rivers like those that criss-cross the Empire. This one is quite narrow, try making one a foot wide!



A finished river section. Note the gravel details on the banks.



Sand glued onto the river is a quick way of making a ford.



This river section has modelled rapids, again made of sand.

VILLAGES AND FORESTS



Village: Large battles require large terrain pieces. With Warmaster, it's often a good idea to think in terms of basing what would be, in a larger scale, separate elements on one base. This impressive village section consists of several key buildings with walls and a bridge delineating the edge of the terrain. The composition of your piece is very important when considering this kind of modelling project, ensuring the scenery looks authentic.



Forest: Trees also benefit from collective basing, to make small forests such as this. The forest is made up of small Citadel trees. Tony Hardy has modelled the base up, incorporating a rocky crag to vary the height of the trees and make them appear more naturalistic. A pathway through the middle allows troop stands to be placed within.



Forge: A forge is a characterful piece of terrain that could be used as an objective in your games.



Monolith: The addition of a rickety fence around this stone monolith helps define it on the battlefield.



Baggage cart: This baggage cart, with its upset barrels, goes to show that small does not mean undetailed!



Skeletons: These staked skeletons act as a salient reminder to your enemies of the fate that awaits them.



Gibbet: A gibbet with its unfortunate occupants adds some extra detail to a crossroads.

USING CONTINGENTS

A Warmaster army can be divided into several separate contingents, representing distinct divisions of troops within the army, each with their own commanders but under the overall control of the army's general. When using contingents, the army is selected as normal, and only later broken up into its contingents – you don't need to pick the army specially or pick it from different 'blocks' of points or anything like that.

After selecting the army, but before deployment, divide the army up into as many contingents as you want. Each contingent must include at least one character and at least one unit, but other than this there are no restrictions on the size of individual contingents. Once this is done, you can go ahead and deploy and play the game as normal.

The units must remain as part of the same contingents throughout the game. You cannot break-up, reorganise or merge contingents during a game – they will stay exactly as they started for the entire duration (barring any casualties, of course).

CHARACTERS & ORDERS

Each contingent has their own leaders

and their own chains of command. Hence units can only receive orders from characters within their own contingent and can never be given orders by characters from a different contingent. The only exception to this is the army's general who, fittingly, can give orders to any unit in the army. The rules for a character failing an order (can attempt no further orders that turn), or for a general failing an order (the Command phase ends), apply as normal.

BRIGADES

Contingents do not replace brigades, and shouldn't be confused with them. Indeed most contingents are large enough to include several brigades for purposes of orders and movement. However, units can only be brigaded with units from the same contingent – units from different contingents are unfamiliar with each other, and would find it difficult to move or act in unison.

WITHDRAWALS

Contingents are in effect independent forces in their own right, each with their own commanders. Because of this a contingent will withdraw when it has lost half the number of units

with which it started the game (in essence, each contingent has its own Break point). A contingent will also withdraw when it has lost all characters, or all units (since you can't have a contingent with only units or only characters).



DAMAGED TOWN HOUSE



This battle-ravaged town house has obviously had the attention of some depraved Chaos raiders or belligerent greenskins. Although small cardboard boxes such as matchboxes often suffice for a quick and easy Warmaster house, scenery master Tony Hardy (who made all the scenery in this article) goes the whole hog, adding a level of detail so fine it would make a sharp-sighted jeweller squint.

As with most Warmaster scenery, the same techniques used for Warhammer scenery can also be applied, only, as you may expect, in smaller terms. The house is thin card, with thin card and balsa wood details, including the roof and the timberwork.

Several such houses can be grouped together to form a village or small town, and in fact it is often best to make rows of them in one piece, especially for towns.

This burning example, however, is intended to stand alone, representing a pillaged farmhouse or inn. Tony Hardy has gone so far as to build a half-destroyed interior, complete with burned through first floor. But it is the smoke that finishes the building off, and this is made from painted cotton wool, an old wargamer's trick that works a treat no matter what game you play.



The insidious Dark Elves form into battle lines before a coming conflict.

TOM WEBSTER-DEAKIN'S DARK ELVES

Tom: Dark Elves have always been my favourite army in the Warhammer world, so I was a bit disappointed when I discovered that my beloved Druchii were not to be one of the initial six armies to be released for the game. However, I got over my bitterness by collecting a Middenheim-themed Empire army and racking up a large number of defeats. Fortunately, the Fanatic Studio came to my rescue and released the Dark Elf army for Warmaster and so it was that I began work on my second army for this great game.

The nature of the Dark Elf Warmaster army with its devastating short ranged shooting and powerful magic forces you to play aggressively. Repeater crossbows firing twice at ranges of under 15cm can break up brigades and even wipe out

units wholesale and the Dark Riders are arguably the finest light cavalry in the game. However, just like Elves (the old) world over Dark Elf armies are fragile, brittle things that can dish it out but not soak it up, so it's vital to seize the initiative and get stuck in.

My basic force consists of a solid core of two brigades of infantry made up of a mix of Spearmen and Crossbowmen. I then back this up with a mixed brigade of Cold One Knights and Dark Riders. Add in some characters (one on a Manticore is essential just because the model is so nice), Bolt Throwers and Harpies and you're well on the way to 1,500 points. For larger battles I take more cavalry and add some Witch Elves into the mix. I'll usually advance quite rapidly with the infantry, preferably

seizing terrain, and rain shots into his brigades. Meanwhile the cavalry brigade will attack one flank or the other, with the hero on Manticore throwing in his weight when combat is joined.

So I now have a large Dark Elf army just like I always wanted (although my loss ratio remains impressively high), so what next? Well, I've recently converted a Sorceress to ride on a Dark Pegasus and painted up a unit of the chariots from the character pack, which will count as a unit of Cold One Knights. However with the Storm of Chaos starting up, including the new Cult of Slaanesh list and Fanatic fortuitously releasing the lovely new Daemonettes for Warmaster I'm thinking about adding a few units of these to my army and working up a Cult list for Warmaster.

RICK PRIESTLEY'S WARMASTER ARMIES



This mighty Chaos warhost has a strong red colour scheme throughout, unifying the army.



Rick's Lizardman spawning has a powerful Slann Mage Priest at its core with many large and deadly beasts like Stegadons and Carnosaurs.

Rick Priestley is the esteemed author of Warmaster and has many armies in his collection. His favourites are the Orcs and Goblins, an army he takes to the field so often that it is too battle-damaged to make an appearance on these pages! As well as his greenskins, Rick has a fully painted army of Chaos and Lizardmen displayed, here.

CHAOS

Rick's, mighty Chaos horde consists primarily of mortal troops with large

units of Chaos Warriors, Marauders and Knights. Of these three units, Chaos Warriors and Chaos Knights pack the greatest punch and are an awesome shock attack force. These units can be further augmented by powerful Chaos Chariots, creating a single assault. The army also contains a number of gibbering Chaos beasts, including Dragon Ogres and Chaos Spawn. The rest of the horde comprises of Harpies, Marauder Horsemen, Chaos Hounds and a host of Chaos characters.

LIZARDMEN

Rick's Lizardmen army is led by a mighty Slann Mage Priest and has large units of Kroxigor, Saurus Warriors and Saurus Cold One cavalry to get stuck into close combat with the enemy. Like his Chaos force, Rick has also painted a large number of monsters including Stegadons, Salamanders, Terradons and a fearsome Carnosaur, with the diminutive, but points-cheap, Skinks making up the numbers in the rest of the army.

ERWIN JACKSON'S CHAOS HORDE



A Chaos force that marries mortal Chaos forces with Daemons, demonstrating the flexibility and potential of this army.

Erwin Jackson is a veteran Warmaster player who has just recently moved out to Australia. Before he went we managed a daring, if foolhardy, raid on the Specialist Games offices and snatched away his brilliant Warmaster Chaos force for this picture.

Erwin's army really has to be seen to be believed, being absolutely beautifully painted. He's probably even painted the eyes on his models, but we can't tell, as no-one on White Dwarf has eyesight good enough to see.

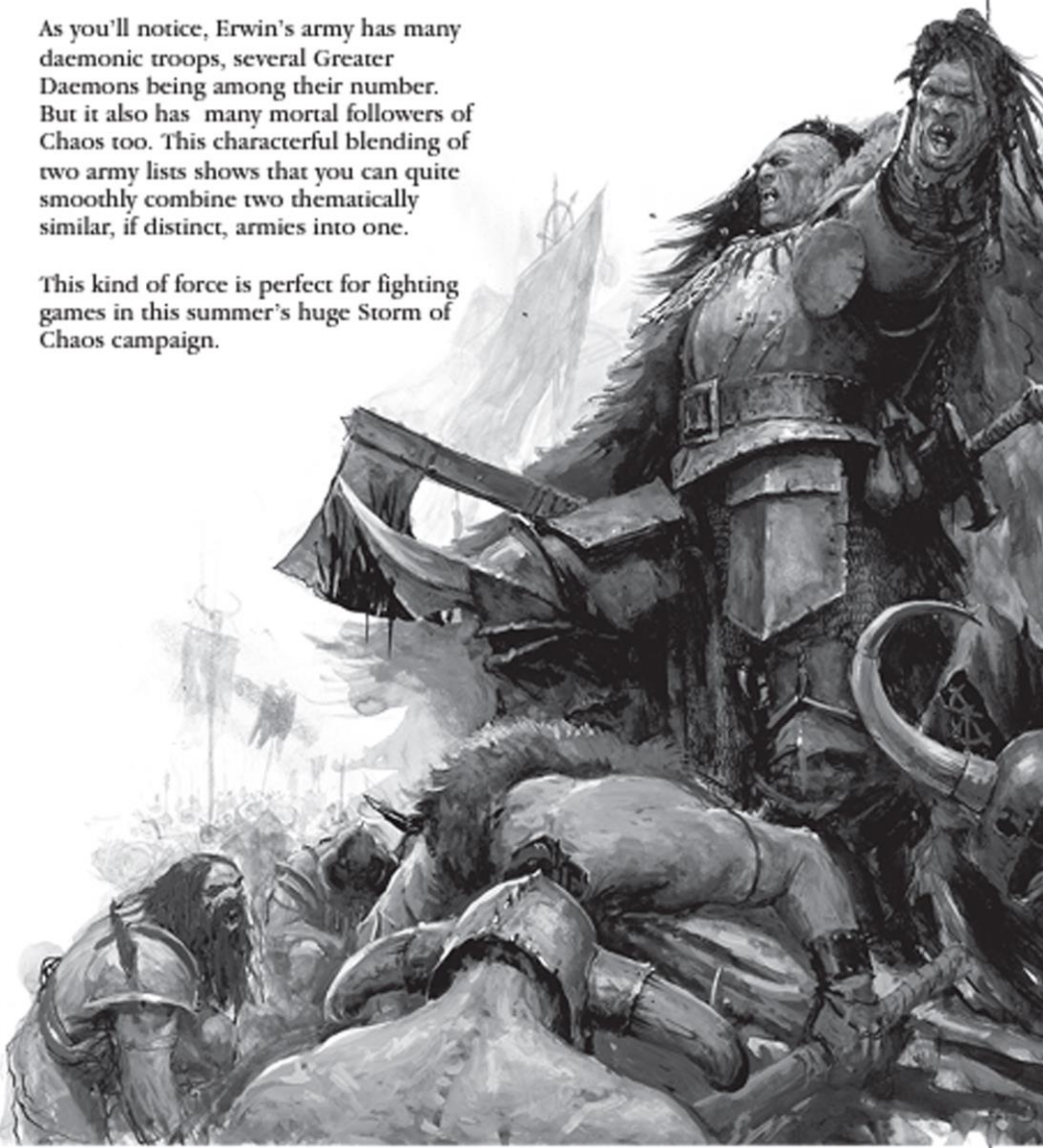
As you'll notice, Erwin's army has many daemonic troops, several Greater Daemons being among their number. But it also has many mortal followers of Chaos too. This characterful blending of two army lists shows that you can quite smoothly combine two thematically similar, if distinct, armies into one.

This kind of force is perfect for fighting games in this summer's huge Storm of Chaos campaign.

WARMMASTER ARMIES

The following armies are available for Warmaster and can be ordered via the in-store order point, the web-site at: www.games-workshop.com/storefront or direct on 0115 91 40000.

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- Kislev
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- Daemons of Chaos
- Lizardmen
- Orcs and Goblins
- Skaven
- Dark Elves
- High Elves
- Tomb Kings of Khemri
- Vampire Counts
- Bretonnians



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This army includes the following:

- 2 units of Orc Warriors (6 stands)
- 1 unit of Black Orcs (3 stands)
- 2 units of Goblins (6 stands)
- 1 unit of Trolls (3 stands)
- 1 unit of Orc Boar Boyz (3 stands)
- 1 unit of Goblin Wolf Riders (3 stands)
- 1 unit of Goblin Wolf Chariots (3 stands)
- 1 Giant (1 stand)
- 1 Rock Lobber (1 stand)
- 1 Orc Character set

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High Elf Reavers (3 stands) £6



Dragon Rider (1 stand) £7

High Elf Army £70

This army includes the following:

- 2 units of High Elf Spearmen (6 stands)
- 2 units of High Elf Archers (6 stands)
- 1 unit of High Elf Bolt Throwers (2 stands)
- 2 units of High Elf Silver Helms (6 stands)
- 1 unit of High Elf Reavers (3 stands)
- 1 Dragon Rider (1 stand)
- 1 unit of High Elf Chariots (3 stands)
- 1 High Elf Character set



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- 2 units of Dwarf Thunderers (6 stands)
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- 1 unit of Dwarf Cannons (2 stands)
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- 1 Gyrocopter (1 stand)
- 1 Flame Cannon (1 stand)
- 1 Dwarf Character set

INCOMING |



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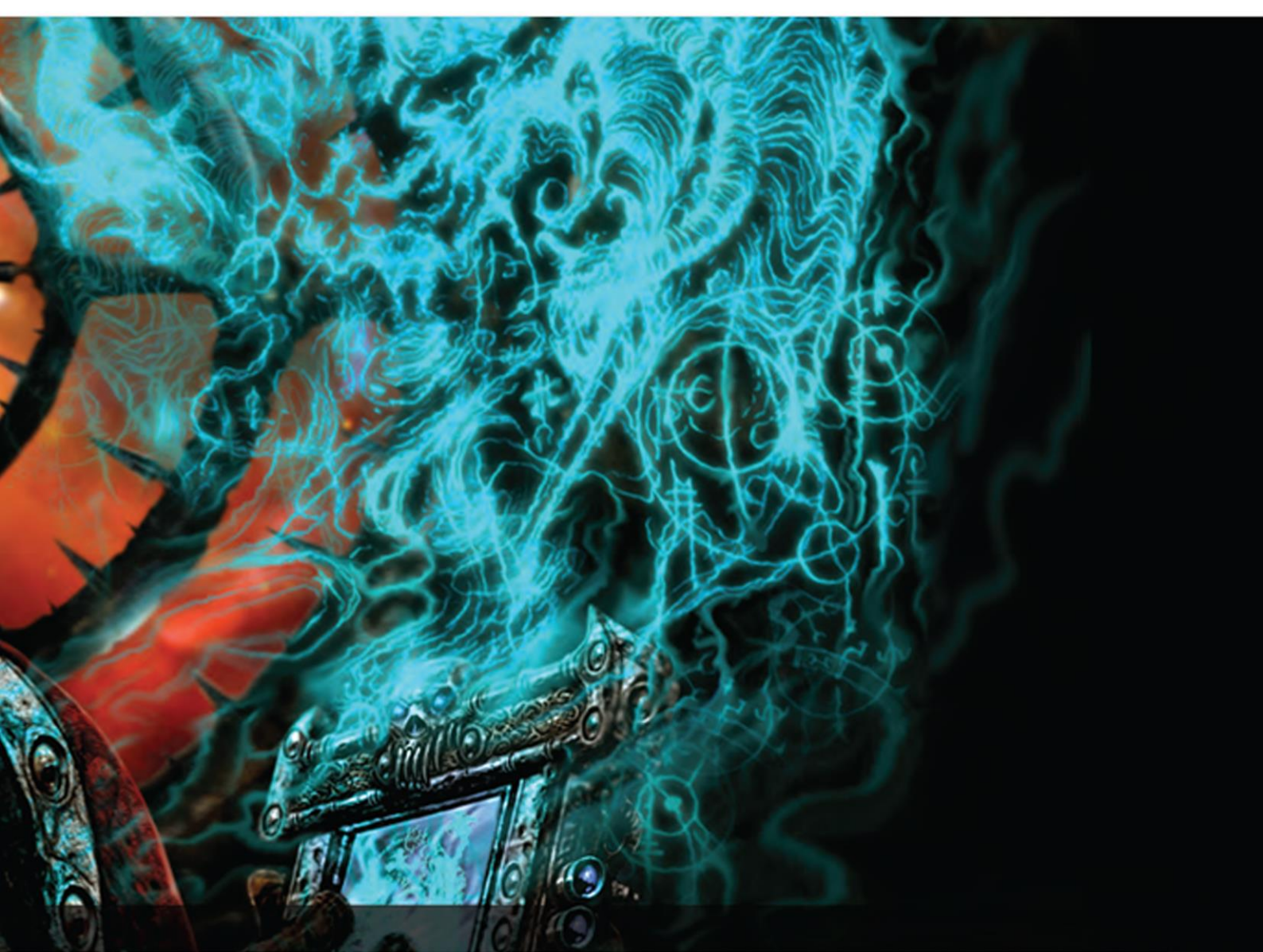
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THE BLACK LIBRARY. READ TILL YOU BLEED

The tale of the sinister Relictors Space Marines continues. Weakened by The Eye of Terror campaign, the chapter is easy prey for those who would drive them from the Emperor's light...

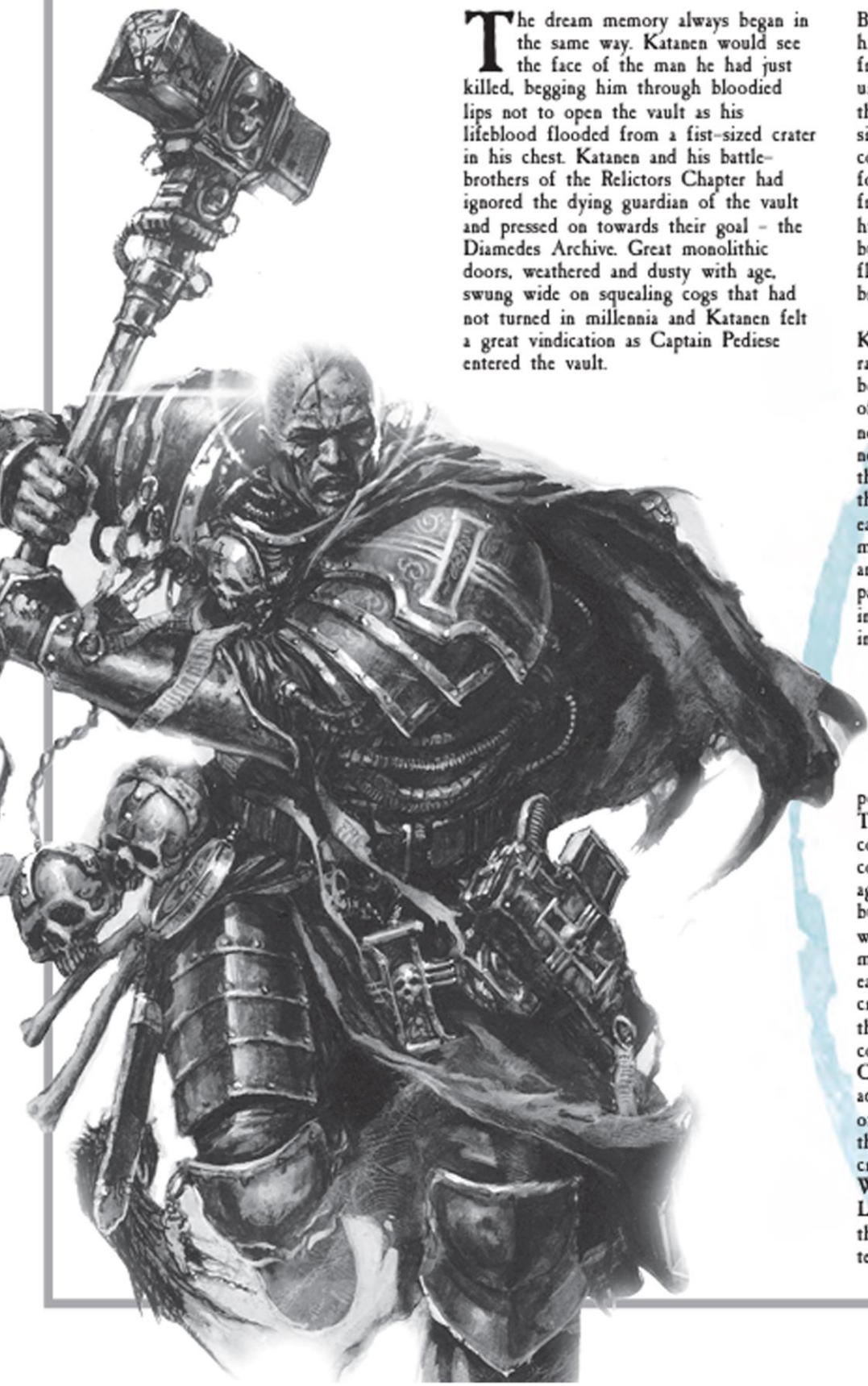
EXTREMIS DIABOLUS

The dream memory always began in the same way. Katanen would see the face of the man he had just killed, begging him through bloodied lips not to open the vault as his lifeblood flooded from a fist-sized crater in his chest. Katanen and his battle-brothers of the Relictors Chapter had ignored the dying guardian of the vault and pressed on towards their goal – the Diamedes Archive. Great monolithic doors, weathered and dusty with age, swung wide on squealing cogs that had not turned in millennia and Katanen felt a great vindication as Captain Pediese entered the vault.

But then his dream no longer mimicked his memories as a bright light shone from the depths of the vault, searing and unbearable in its intensity. It burned through him, darkening to become a sickly yellow glow that reeked of corruption and evil. A laughing face formed from the etheric storm that blew from the vault, its features cruel and hungry. It turned its gaze upon him, burning eyes stripping the armour and flesh from his body even before he had breath to scream.

Katanen awoke, instantly alert, his senses razor sharp. For the briefest instant, he believed he could still smell the stench of scorched flesh, but dismissed the notion as ludicrous. A Space Marine did not dream. He did not know what these things he was experiencing were, but they could not be dreams. The hour was early, he still had some time before morning devotions and prayer, so he rose and donned his exercise garments, padding silently from the dormitory and into the attached gymnasium. Katanen eased into his morning ritual of devotional callisthenics, stretching and working his muscles in time to catechisms of ritual obeisance. Though he knew it was impossible for a Space Marine to dream, the images of the mission to Fremas kept intruding on his rest period.

The Diamedes Archive had been constructed, as near as the Techmarines could deduce, almost four thousand years ago, though how it had come to exist buried in the heart of a mountain top, with no obvious way in or out, was a mystery they had no answer to. An earthquake some five centuries ago had cracked open one of the deep tunnels that led within and soon after its contents had been sealed by order of the Ordo Malleus. No one, save the highest adepts on Terra, truly knew the contents of the Archive. No one, that is, until the Relictors had captured a newly-created daemon blade from a warband of Word Bearers on Subiaco Diablo. The Librarians of the Chapter had coerced the bound entity to translate ancient texts known to have been penned by its



servants thousands of years ago. The text had spoken of the Diamedes Archive and the secret held in its hidden vault; a secret that had been sealed away for all time.

Time had made its guardians complacent and it was a simple matter for the six Space Marines to overwhelm the company of Guardsmen stationed within the fastness and open the vault. Inside was a treasure of the Ruinous Powers, a treasure that groaned with the weight of ages and dark knowledge. Reverently placed within a stasis chest before being transported in great secrecy to the Chapter's fortress-monastery, it now sat in the warp-sealed Reliquarius, studied by the most powerful and pure Librarians of the Chapter. The secrets of the Immaterium it could unlock would make the deaths it had taken to retrieve it worthwhile and, though there would be those who would persecute them for their chosen path, the Relictors were careful to leave none alive who could speak of what they did.

* * *

Inquisitor Cyarro watched the burning wreck impassively from the bridge of the battle barge, Hammer of the Unrighteous, his breath wheezing from the gurgling machinery attached to his back. Thick pipes coiled from the machine, sutured to his flesh and piercing his ribcage with puffs of steam venting from the artificial pumps that now breathed for him. His own lungs had been destroyed by the strike of a daemon weapon on Subiaco Diablo and only the swift attention of an Ordo Malleus Medicae team had saved his life. That and his own determination to hunt down those who had killed his men and left him to die in the blasted ruins of the defiled cathedral. The Relictors Chapter of the Adeptus Astartes.

The ship burning in space before him was one of their vessels; a rapid strike cruiser ambushed and destroyed while refuelling at an outer-rim waystation. The Hammer's Astropath had detected no outgoing messages from the stricken vessel, and Cyarro was confident the element of surprise had been maintained. Another three days travel would see his fleet detachment reach the core systems where his spies had informed him the Relictors' fortress-monastery was anchored, badly damaged after the fighting in and around the Eye of Terror during Abaddon's devastating invasion. The Relictors' fleet was depleted, their cursed base weakened; there would never be a better time to enact retribution on these traitors. Following the Relictors'

treachery on Subiaco Diablo, Cyarro had woken upon the medicae slab in Nemesis Tessera, the finest Chirurgeons of Inquisitor Lord Cotiaz having rebuilt his shattered body with prosthetics, bionics and vat-grown plasflesh. Upon his recovery, Cyarro had convened a gathering of the most senior Inquisitors who had survived the relentless assaults of the Ruinous Powers on the Inquisition fortress, and petitioned the Secret Masters of his Ordo to have the Relictors declared Extremis Diabolus and their lives forfeit. The decision was swift and unanimous. The Relictors had turned from the Emperor's Light and were to be hunted down and destroyed; their gene-seed wiped from the galaxy and all record of their deeds expunged from Imperial history.

The thought made Cyarro smile.

* * *

Katanen felt a shiver of premonition as he lifted his bolter from the racking and slid a magazine of shells home. He whispered the Prayer of Armaments and completed the seven Rites of Ordnance before kneeling and offering his strength-at-arms to the Emperor's shrine that sat at the end of the armoury. He and his fellow battle-brothers were hardened veterans, who had fought with courage and determination during the titanic conflict that had raged around the Eye of Terror, but they had lost a great many of their number and their beloved monastery had been badly damaged during the recapture of Fiarecht. It had taken all the skill of the Chapter's Master of the Fleet to secretly move them to anchor in the Tacloth systems, where they could recover their strength and make use of the knowledge they had gleaned from the dark treasure within the Diamedes Archive.

* * *

"Will they be aware of us?" asked Cyarro, his voice rasping and cold.

"No," said the Hammer's Master of Surveyors, confidently. "I have brought us in on the far side of the planet to which the Ramilies is anchored. They will not know we are here."

"What of their Astropaths?"

"We dropped out of Warp space much further out than normal. If they have felt our arrival at all, it is likely that they will believe it to be navy ships passing through to Chinchare or Jubal."

Cyarro nodded, sure that the silver

armoured Master of Surveyors was correct, but needing to hear the words spoken aloud. He had suffered too much and the Relictors had committed too many atrocities for him to fail now. His fresh skin, pink and raw from surgery was now stippled with dark inks, tattooed with the names of those men who had been murdered by the Relictors while under his command on Subiaco Diablo: Chouan, Kaotsu and many more. His heart burned with hatred for these traitors who had betrayed their oaths of loyalty to the Emperor. Cyarro himself had once crossed the line into what many amongst his Ordo termed Radicalism, but he had suffered for that mistake with the blood of innocents and had paid his penance. He had returned to the path of righteousness and though the temptation of his former path still gnawed at him daily, he would persecute those who had fallen with the fiery passion of a zealot.

"All ships report that they are in position and ready to commence the attack," said the Master of Surveyors.

Cyarro turned to the captain's pulpit, where an armoured giant in blue-steel armour nodded solemnly.

"Commence the attack," Cyarro said simply.

* * *

The first lance strikes from the two Retributor battleships smashed through the outer hull of the Relictors' fortress monastery, blowing whole decks into space and venting crystallizing oxygen like glittering blood. A flurry of torpedoes, launched from half a dozen smaller vessels roared from their launch bays and ponderously gained speed as they slashed towards their target. Ruby red explosions rippled across the surface of the fortress-monastery and it shuddered like a wounded beast. Though weakened and damaged, a Ramilies starfort is a terrifying enemy to fight and once its defenders overcame their surprise, a deadly tracery of fire erupted from its guns. One of the attacking vessels was crippled almost immediately, its shields overloaded and its engines blasted from the hull. The attacking fleet scattered, the larger ships concentrating their fire upon the damaged sections and manoeuvring to take advantage of the dead zones in the starfort's coverage. Space between the attacking ships and the starfort was criss-crossed by torpedo trails and streaks of battery fire, a lethal web of explosions that lit up the stars around Tacloth with dazzling explosions. The Hammer of Righteousness surged



forwards to a sagging, firelit wound in the side of the starfort, her prow launch bays rumbling open and disgorging a host of Thunderhawk gunships that flocked towards the fortress-monastery like hunting birds of prey.

* * *

Katanen stumbled as the fortress monastery shook under another barrage of explosions. Klaxons blared and warning bells chimed, sounding for all the world like his sacred home was screaming in pain. An explosion ripped through the basalt corridor before him, knocking him to the ground and filling the air with fire and smoke. Crackling vox contacts in his helmet told him that their fortress-monastery was dying, breaches were being blasted all across its structure and boarding parties were penetrating deep into its sacred depths. Shadowy figures moved through the haze, firelight gleaming from long bladed polearms. He picked himself up, shouting, "Up, brothers, up! The enemy is upon us!" before firing a hail of shells into the fiery maelstrom before him.

Sparks flew from the impacts of his shots, but none of the figures fell. Internal recyc-units fought to clear the air and Katanen could see the attackers clearly for the first time. Armoured in burnished suits of Terminator armour that gleamed with a blue-steel sheen, the warriors were figures of awe and terror. Covered in embossed scriptwork and with a multitude of purity seals fixed to their armour, the warriors were the very image of the Emperor's fiery retribution. Katanen was transfixed as he recognised the attackers for what they were: Grey Knights; scourge of daemonkind and the corrupt. The lead Terminator, a magnificent warrior with a crimson, fur-edged cloak swirling about him raised his bulky gauntlet and spat, "Trafficker with daemons, prepare to die."

Katanen dived to the side as a storm of gunfire and flame filled the corridor, hearing the cries of wounded men behind him. He rolled to his feet and deflected a blow from a crackling blade that would surely have decapitated him, but succeeded only in tearing his helmet free of his gorget. The blade bit into the wall, flaring sparks leaping from its

energy-wreathed edge. Katanen dragged free his own sword and hacked through the polearm's shaft as a gauntlet hammered into his chest and sent him sprawling. He reached for his weapon, hearing the sounds of desperate battle behind him, the clash of steel and the roaring of bolters filling his senses, but an armoured boot slammed down on his arm and pinned it in place. He tried to pull himself free, but a hissing blade touched his neck and he froze, feeling the heat from the power sword scorch his skin.

He looked up into the face of the man who held the blade, a hairless, scarred individual wreathed in voluminous red robes stitched with gold Inquisitorial rosettes. He bore hissing machinery upon his back and was surrounded by faceless, hooded adepts and servitors. A trio of Grey Knights kept their storm bolters trained on him and a flitting skull with a burning red eye buzzed around the Inquisitor. The man's skin was covered with swirling text that Katanen realised were names, scores upon scores of names. It was the face of a fanatic. Worse, it was a fanatic he recognised.

"I know you," he said. "You were on Subiaco Diablo."

The tattooed man's eyes narrowed. "I was, yes," he said slowly. "You murdered my men."

"We had no choice," said Katanen. "They had seen the daemon blade."

"You are a murderer and a trafficker in blasphemous magicks. I will see you and your kind wiped out for your crimes against the Imperium!"

"Crimes?" snapped Katanen, the skin of his chin blistering and raw from the heat of the Inquisitor's sword. "You dare accuse me of crimes? We seek to preserve the Imperium by whatever means necessary. If that means shedding blood then I am not afraid to see it spilled."

"You consort with daemons and slay the true warriors of the Emperor," snapped Cyarro, forcing the blade lower. "You are a traitor with no right to live and I will no longer bandy words with a traitor."

Katanen closed his eyes and said, "Do what you will, you merely doom yourself to an earlier extinction without the knowledge we have gained."

The inquisitor's sword sliced downwards.

* * *

Cyarro watched as the fleet he had assembled at Belis Corona hammered the dying remains of the Relictors' fortress-monastery with concentrated fire from their gun batteries. A Ramilies starfort was a massive edifice and took time to fully destroy, but they would leave only when no stone was left upon another and every trace of the Relictors was reduced to dust. He felt a grim satisfaction as he watched another powerful explosion rip through the remains of the starfort, his fingers drumming upon a carved wooden box, locked tight with silver chains and inscribed with powerful pentagrammatic wards. He heard armoured footsteps behind him and turned, drawing a black cloth over the box to hide it from view. "What news, Captain?" asked Cyarro.

"Some of their ships managed to fight their way past our picket line," said the Grey Knight Captain. "The starfort is no more, Inquisitor, we must give chase to those who escaped its destruction before we lose them in the Eye."

"Yes..." said Cyarro at last, resting his hand atop the cloth covered box.

"It is almost certain that whatever the Relictors stole from the Diamedes Archive is aboard one of those ships. We cannot afford to let them get away."

"Very well," said Cyarro. "Weigh anchor and give pursuit. Indeed you are correct, Captain Pelega, the prize must be with one of the traitors who fled like cowards."

The Grey Knight Captain bowed and retreated from the Inquisitor's chambers.

Cyarro ran his hands across the black cloth covering the sigil-carved box.

And smiled.

USING A RELICTORS ARMY IN WARHAMMER 40,000

A Relictors force is selected using Codex: Space Marines, with the following additions and amendments. You will also need Codex: Chaos Space Marines to use the wargear options.

SPECIAL RULES

Daemon weapons: One character in the army may be designated the bearer of a single Daemon weapon at a cost of 25 points from his wargear limit. Note that the rule requiring a character to bear a specific Mark of Chaos is waived in this case. Daemon weapons come in many forms. Their effects may vary a great deal, but the weapons described in Codex: Chaos Space Marines are a good cross-section representing the type of weapon the Relictors might use. Roll a D6 before the game begins to determine what type of weapon he carries. Rules for these items can be found in Codex: Chaos Space Marines.

Chaos relics: Just as the senior members of the Relictors bear Daemon weapons to war, so too does the Chapter make use of captured banners, icons and standards, believing the unholy powers bound within these relics can be turned upon their erstwhile masters. A single Standard Bearer (ie, a member of a Command Squad) may be equipped with a Chaos standard, at the cost of +50 pts. Roll on the following table before the game to determine which relic is available.

Outcasts: A Relictors force may not take allies (such as Deathwatch, Assassins etc), with the exception of Radical Daemonhunters from Codex: Daemonhunters. Inquisitors that are not accompanied by ANY type of Grey Knight Space Marines may be designated Radical (Grey Knights will not fight alongside those who dabble in the Dark Arts). They may take Daemonhosts in their allied force and use the artefacts printed overleaf.

D6 roll	Weapon
1	Dark Blade
2	Dread Axe
3	Axe of Khorne*
4	Pandemic Staff
5	Needle of Desire
6	Warp Blade

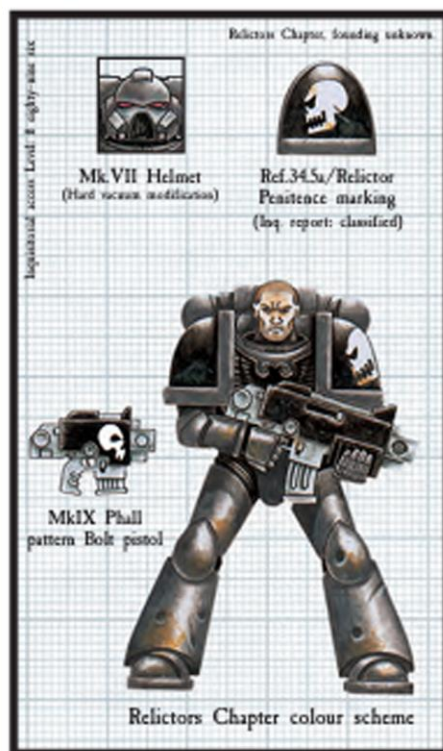
D6 roll	Relic
1	Icon of Chaos Undivided**
2	Icon of Chaos Undivided**
3	Banner of Rage
4	Plague Banner
5	Rapturous Standard
6	Blasted Standard



Daemonhunters players of a Radical bent will no doubt have considered the potential power they could wield with a full chapter of Space Marines devoted to their cause. No doubt the shadier members of the Ordo Malleus are very glad that instead of asking awkward questions and screaming about heresy, the Relictors actively further their forbidden research. As a result, we've brought a few more tainted artefacts utilised by senior ranking Relictors and the Radical factions of the Ordo Malleus alike out of their thrice-consecrated confinement chambers for those (ahem) open-minded players out there who are not averse to toying with the dark path. But remember, be careful where it leads...

DARK ARTEFACTS

These artefacts are legendary in their rarity, kept safe in stasis chambers deep within heavily fortified reclusiama and lead-lined sacristies. There exists only one of each of these artefacts, so only one of each type may be taken in any given army.



Books of Pain 25 pts Inquisitors and Inquisitor Lords only

The fabled Books of Pain contain every word that has ever been used to describe sensation from discomfort to screaming agony. In times of dire necessity, a few words from these blasphemous texts can cause all those within earshot to fall into paroxysms of suffering.

The Books of Pain can be used once per game, at the beginning of any movement phase. All units, friend or foe (including the bearer's own) with a model within 3" of the bearer count as pinned until the beginning of the owner's next turn.

Artekus Scourge 25 pts Relictors only

The Artekus Scourge is a flail tipped with balls of pure energy in the form of screaming daemoniac faces. Originally wielded by the Chapter Master of the Relictors, Artekus Bardane, the flail snaps and gnashes at the souls of those it hits.

The Artekus Scourge is a daemon weapon, and follows the appropriate rules from Codex: Chaos Space Marines. If the Scourge wounds a model with more than one wound, that model must roll under its Ld on 3D6 or be removed as a casualty. The Scourge is a power weapon.

Sword of St. Aquitaine 25 pts

The Sword of St. Aquitaine was recovered by the Relictors immediately prior to its debasement and subsequent possession by a daemoniac entity, and contains a nightmarish creature of such power it can turn day into night.

If the Sword of St. Aquitaine causes a wound, and the bearer passes his Mastery test, he may force the entirety of the next game turn to be fought using the Night Fight rules. The Sword of St. Aquitaine is both a daemon weapon and a power weapon.

Shard of the Monolith 20 pts Relictors only

Recovered from the twisted, debased Monolith at the heart of the Equatorial Jungle on Armageddon and set into an ornate chain of consecrated lead, this

shard of obsidian imbues the wearer with great speed and strength, but at a price...

The bearer gains +1S and +1I. He must always move towards and assault the nearest enemy if possible and must always perform a sweeping advance if at all possible.

Grimoire Pandaemonica 25 pts

This daemoniac Grimoire weighs heavily with the sacrifices made in its name, and has the power to greatly augment the power of dark ritual. When read backwards, passages from within its pages can cause tidal waves in the ether, disrupting any control over daemoniac summoning.

The bearer can force his opponent to re-roll Daemoniac Possession or a single Summoning roll each game turn.

Blade of Phaeron 15 pts

Inside the Blade of Phaeron lies the seething soul of a daemon possessed of a great enmity for all its kin. Although it is unremarkable when employed against a living thing, against a daemon the blade will blaze white with the pure heat of the captive daemon's rage.

The Blade of Phaeron wounds all Daemons on a 2+, and adds +D3 to the bearer's Attacks characteristic when charging a Daemon instead of the usual +1. The Blade of Phaeron is a daemon weapon.

NEW MISSION

This mission, Daemonhunt, is along similar lines to the Terminate the Daemonvessel mission from Codex: Daemonhunters, but with more of a Radical bent. It is ideally played with a force of Space Marines (the Relictors) versus a Chaos force (Lost and the Damned or Chaos Space Marines), although enterprising players may like to use the Adversaries rules on page 49 of Codex: Daemonhunters so that they can use an army of their choice. If you haven't got a copy of Codex: Daemonhunters, rules for Inquisitors can be found in the Chapter Approved section of White Dwarf 275 and rules for Daemons can be found in WD 272. Now grab a forbidden tome and a nice sharp daemon weapon and get ghostbusting...

DAEMONHUNT

ATTACKER'S OVERVIEW

You have located the Chaos worshipper's stronghold, but moments too late! The worst possible fate can only be avoided by turning the tools of Chaos against the foul apparition before you.

DEFENDER'S OVERVIEW

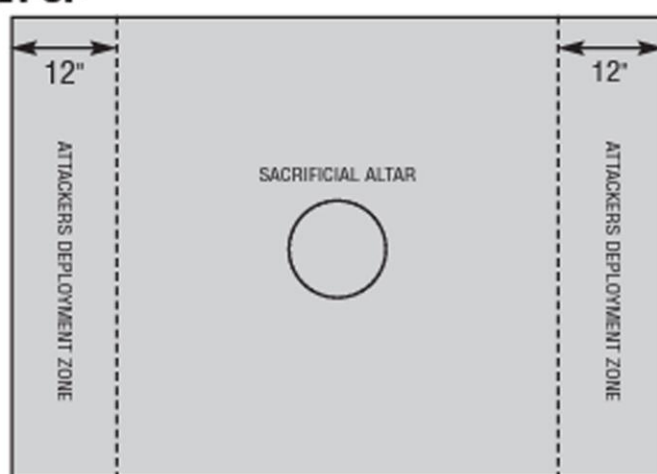
The ritual is complete. Only mere seconds stand between you and the incarnation of your god, provided you can contend with the meddling fools of the Ordo Malleus and their Astartes lackeys. Kill them all!

SCENARIO SPECIAL RULES

Daemonhunt uses the *Deep Strike* and *Infiltration* special rules.

SET-UP

- 1 Place a suitable terrain piece in the table centre. This is the sacrificial altar and will take the place of the Daemonvessel when the Greater Daemon emerges.
- 2 The defender deploys his forces anywhere entirely within 12" of the Altar.
- 3 The attacker's forces are deployed anywhere in the areas marked on the map.
- 4 Roll a dice, whoever rolls highest gets the first turn.



MISSION OBJECTIVE

The attacker must slay the Greater Daemon to achieve victory. Any and all other considerations are irrelevant. If this is achieved it is a victory to the attacker.

The defender must keep the Greater Daemon alive by any means necessary. If this is achieved it counts as a victory to the defender.

The attacker counts as having 1 Inquisitor Lord in addition to his normal force (player's choice). This Inquisitor may spend a free 150 points on any wargear, Henchmen, psychic powers, transports and weapon upgrades. The Inquisitor Lord is automatically equipped with the Blade of Phaedron (see opposite page) in addition to the 150 pt bonus.

The attacker counts as having a Greater Daemon of his choice in addition to his force, held in reserve. Use the normal Reserve rules for the Greater Daemon instead of the usual Summoning rules.

RESERVES

When the Greater Daemon becomes available it will appear directly on the sacrificial altar (which cannot be destroyed) and may move and fight as normal. Note that this bypasses the usual rules for Daemonvessels.

GAME LENGTH

The game lasts for six turns.

LINE OF RETREAT

Units that are forced to fall back will do so towards the nearest board edge, using the normal Fall Back rules.



THE DARKER PATH

PAINTING AND MODELLING RELICTORS



Guy Haley

Guy Haley has spent much of his free time painting these Space Marines. But don't worry, he loves it, and has become so inspired by the Relictor's shady ways that he's planning an entire army of these unusual Astartes.

Guy: Over the last few years there have been many fine articles printed in this magazine detailing various forces of the Adeptus Astartes. No longer do you have three or four distinct chapters with the other 996 being distinguished from each by the odd story and different coloured battle gear, but over a dozen unique and characterful fighting organisations, each with their own special rules twist. And not all of them are quite so squeaky clean...

Though the savagery of The Flesh Tearers, a Blood Angels successor chapter who have

succumbed almost entirely to the Black Rage (WD251), seemed appealing, it was not until we needed a few Relictors painting that my inspiration was sparked. True scions of the Emperor, the Relictors have begun to plumb depths that perhaps should not be plumbed. In their quest to protect humanity, these noble defenders of the Imperium have done something few chapters would countenance, turning the weapons of Chaos against itself. They're good, but they're also a bit bad, and ruthless to boot, doing anything to anyone to get their hands on Chaos artefacts.

Though they are cutting a swathe through the diabolical enemies of mankind, it appears obvious to all but themselves that they are on the turn. This makes them a very interesting prospect indeed.

GREYER KNIGHTS

As befits such shadowy figures, Relictors are grey with black shoulder pads. As my Imperial Guard are also grey, I didn't want to be stuck exclusively with the colour, so I decided a rich, antique gold would provide a

good contrast (thankfully there has been so little shown of the chapter I am quite free to decide this! Such is the power of the hobby). This denotes Veteran Space Marines (gold helmets), as well as helping to bring a bit of life to the armour of less exalted Battle-Brothers. An individual Space Marine is not just an enhanced bloke in armour, but more akin to a saintly knight. Through long decades he will have gained many honours, whereas the Space Marines' habit of refurbishing ancient equipment means even the armour of a newly promoted neophyte will be richly decorated. Time dictates that you can't spend hours making every single one unique, but a couple of remarkable models with especially ornate armour and markings helps to make a squad look like it is comprised of individuals. To this end the judicious use of Chaos breastplates and legs makes the armour of some appear more heavily customised, while a mix of older armour styles and helmet types further individualises them. This ties in with the Relictors' beliefs, for, as Games Developer Phil Kelly tells me, they venerate all relics.



In the ruins of an Imperial City, Brother-Librarian Vortigem challenges a Chaos Lord.

RELICTORS TACTICAL SQUAD



SQUAD MARKINGS

Apart from using Chaos weapons, the Relictors follow a Codex organisation, so I used standard Tactical squad markings. To emphasize individuality, I mixed different types in the unit, customising them with battle honours.



BACKPACKS

My high-ranking Relictors have backpacks made from those of Chaos Space Marines. The thermal vents were cut off, leaving the piping, and replaced with plastic. To make them fit, I shaved the rear of the skulls flat with a knife.



PURITY SEALS

These are made from Green Stuff. For the parchment, I rolled the putty flat and cut it to shape before attaching it to the models. The seals started as small blobs. I stippled round the edges of these, then pushed the outside edges in a bit.



THE CHAPTER BADGE

Originally a badge of penitence, the mark of the Relictors is a grimacing skull. Where I painted the symbol, I opted for a larger version than that of the Space Marine in Codex Armageddon, following the illustration on page 74.



HONOUR BADGES

Some of the squad have shoulder pads with a moulded skull, which I use as honorial badges. These come again from the Chaos Marine sprue, with Chaos symbols pruned off carefully with a knife.



PALE SKIN

The skin is Elf flesh with a thin Flesh Wash highlighted up to almost white. I imagine the Relictors to be a little pasty-faced. Toiling in a cell transcribing heretical texts is not going to give you a nice healthy tan!



SQUAD MARKINGS

These Relictors are from the second squad of the second company. As per the Codex Astartes, this is denoted by red kneepads with a white Roman numeral "II".

TACTICAL SPACE MARINES

Tactical Marines are the backbone of all Space Marine armies, able to fulfil a very wide range of battlefield roles. And this is not just the case in the Warhammer 40,000 background, Tactical Marines really are among the best troops in the game. Although this is my first attempt at a Space Marine army for a very long time, I've seen enough instances of Humanity's greatest defenders in action to know that this is the case. That is why I've gone for the full squad size of ten. Forget all your fancy tanks, three or four Tactical squads backed up by a couple of units of Devastators is a frightening prospect for any enemy. They don't even really need Rhinos.

RELICTORS LIBRARIAN

The Relictors have a higher than average number of Librarians, so I had to feature one of these mighty heroes in my initial force. Librarians of all but those chapters most deviant from the codex wear blue armour. The gold also offers good contrast with deep blue and, along with his black shoulder pads, tie him in with the rest of the army. He carries the Book of True Names, one of the forbidden artefacts that the Relictors possess. Like his Battle Brothers, the Librarian has several purity seals. Though condemned as heretics by the Imperium, the Relictors still believe themselves to be pure.



FORBIDDEN LORE

The book comes from the Mordheim accessory sprue, and is held in an arm from the Chaos Space Marine boxed set.



PAINTING BLUE

The blue is Regal Blue edged with Ice Blue that was blended into the basecoat with a 50/50 Regal Blue/ Blue Ink mix.



RELICTORS COMMAND SQUAD

I used the bodies of Dark Angels veterans for the basis of the Librarian's bodyguards, adding a variety of Warhammer 40,000, Warhammer and Inquisitor model parts to give them even more of a pseudo-medieval appearance. The censer bearer and standard bearer reflect both the piety and waywardness of the Chapter. In game terms the Standard Bearer carries a Holy Relic, while in friendly games I intend to equip the censer bearer with Sacred Incense from the Daemonhunters Codex. In fact, I am planning to use much of the wargear from this book. This kind of thing can really help to personalise your army, provided you do not compromise the character of the force and you agree with your opponent beforehand. It is, after all, the way a lot of new army lists are born.



HEROIC SERGEANT

The sergeant for the squad is a hero himself, and his Cyber-Eagle, a living Imperial Aquila, marks him out for greatness. The arms came from Inquisitor Coteaz, who was lying about in my bits box. I did not plan this conversion, but when my eyes alighted on the arms, inspiration struck.



KEEPER OF THE FAITH

Though the standard bearer carries a Holy Relic, he also bears a sword from the Chaos Space Marine Command sprue to show the Relictor's confused beliefs. This squad has Terminator honours, the extra Attack the Holy Relic grants when revealed makes them very dangerous.



HOLY SMOKE

This Space Marine carries a censer made from the top of an Imperial Priest's weapon. I attached the chain to the model by bending very thin brass wire into a u-shape and slipping it through a chain link. The wire was then clipped short and pushed into two closely-drilled holes.

RELICTORS DREADNOUGHT

The Dreadnought follows the look of the rest of the Relictors in having plenty of purity seals, and in due course I shall be adding more. Lots more. After all, the occupants of these mobile sarcophagi have resisted the taint of Chaos for longer than the rest of the chapter. I also see Dreadnoughts filling a special roll in the Relictors belief system as they are, in effect, living relics. Now their Fortress-Monastery is gone, and a large part of their chapter destroyed, I can imagine that the remaining Dreadnoughts have become very important to them.

Later I'll sculpt extra detail onto the large armour plates. This will include a relief chapter symbol and, of course, more skulls.



IRON HONOUR

In life, the pilot of this Dreadnought was awarded the Iron Halo. This comes from the Chaos Vehicle Accessory sprue. I cut away the spike with the impaled skull, replacing it with another to lessen the Chaos feel. Relictors might use skulls in their iconography, but I don't see them as headtakers.

ENERGY WARD

To represent an Extra Armour upgrade, the Dreadnought has a small energy field generator contained within this shield from the Soldiers of the Empire boxed set. The jawless plastic skulls from the Skeleton boxed set sitting atop the sarcophagus help to tie it into the army visually.

WEAPONS OF THE ENEMY

Relictors are not the only one to dabble with the dangerous powers of Chaos. Many within the ranks of the Inquisition also believe that only by turning Chaos against itself can it be defeated. These Radicals are often spurned by Space Marine chapters, if not hunted outright, but the Relictors are different. Their mutual sympathies means these agents of the Imperium often band together...

Nick Kyme has made this Radical Inquisitor and this large and impressive Daemonhost to accompany the Relictors into battle. Here he explains how.



DAEMONHOST

For this model I wanted a really imposing and grandiose beast, as befits a Daemonhost's impressive stat-line and cool special rules. I still wanted the creature to be human in appearance, so I went for the Necron C'Tan the Deceiver as a basis for the body. This I then bent and shaped a little to make it appear like it was struggling. I used a Strigoi vampire's head and model boat rigging from a local hobby shop for the chains. Carpet tacks hold the chains in place.



RADICAL INQUISITOR

My Inquisitor Radical is based on the body of a Dark Angel Space Marine with additional Inquisitorial rosary and iconography. I used a Necron Pariah's arm for the right arm, to make it look like the Inquisitor had some high-grade bionics, and a Space Marine Sergeant's head to finish the body off. The sword-arm is from the Emperor's Champion and the grimoire comes from a Daemonhunter. I completed the model with some Chaos Space Marine shoulder pads and a cloak from the original Fay Enchantress model to make my Inquisitor look archaic and a little sinister.

REFERENCE

Among the many publications by the Black Library are several extremely handy tomes which provide excellent reference for modellers and painters. Written by Alan Merrett, guardian of Games Workshop intellectual property, *Insignium Astartes* is one such book, and I found it very useful when painting the squad markings of the sinister Relictors.

The book focuses on fields as diverse as battle honours, army badges, variant markings and the uniforms of specialist Space Marines such as Chaplains, Librarians and Techmarines. The history of Space Marine insignia is also covered, as is how to apply it to power armour in a Codex-approved manner.



Insignium Astartes is £15 from all Games Workshop Hobby Centres, Direct Sales, or from www.blacklibrary.com

THE FUTURE

Seeing as I've invested a good deal of time in painting these grey ne'er do-wells, I've decided to do an entire army of them. I'm aiming for 1,000 points to start with. The initial army will have no tanks at all, as I want to use the Drop Pods special rule to represent the fugitive Relictors swooping in to snatch Chaos artefacts before disappearing back into space.

The 1,000 points will include a Devastator squad, a Landspeeder Squadron, an Assault squad and another Dreadnought. If I can, I'll squeeze in another small Tactical squad. This may have to wait until I build it up to 1,500 points though, and much of that extra 500 will be reserved for a radical Inquisitor Lord, his retinue and a couple of Daemonhosts.

I'd like to be more precise, but as I intend to modify the army list a bit I haven't actually sat down to work out what I intend to take. My plans are grander than just taking than odd item of Daemonhunters wargear. I'm going to be creative!

My aim is to make a unique army, and to this end I want to include a Librarian-Dreadnought, complete with special rules. I feel this will exemplify the Chapter's character, and will make a cool conversion. What could be more awe-inspiring than a psychic war engine armed with a Dreadnought-sized Daemon weapon?

IMPERIAL GUARD

Useful tactics
for ranged
Imperial Guard
Armies

Veteran Imperial Guard player Corey Somavia has kindly agreed to share with us the experience he has gained upon countless battlefields. Corey is a hardened commander of humanity's most prolific fighting force, his preference being for the humble Infantry company. Here he tells us how he employs the superior numbers and numerous heavy weapons of the Imperial Guard to deadly effect. His tactic, Split Deployment, concerns dividing your army into two to create a deadly crossfire...

The mainstay of the Imperial Guard is a mere human being like you or I. He has a mediocre stat-line, poor armour and a weak gun. He is an underdog, expended in vast numbers by callous commanders throughout the galaxy. The challenge of succeeding with these grunts is reason enough to play. And when you do win, it'll be because of your tactical skill, not because your army is full of power-armoured supermen.

There are many kinds of Imperial Guard

regiment available to the defenders of the Imperium, all thanks to the new codex's Doctrine system. Now you can play an infantry company one game and, with the addition of a few Chimeras, a mechanized one in the next. You can also collect Drop Troops, light infantry, or elite soldiers from technologically advanced worlds. In this tactica, however, we're going to look at what the Imperial Guard does best – shooting things. As an example, I'll be using my army, the Mordian Home Guard, 442nd Artillery to illustrate my ideas.

BUILDING A SHOOTY ARMY

When building a shooty army, there are three things to consider: Doctrines, infantry weapons, and your counter-assault force.

Before you begin building your army, you must decide whether you're going to go with the basic list or spend your Doctrine points. I recommend that new players start with the basic shooty Guard. Earn your stripes there then progress onto some of the more advanced stuff. Doctrines are great, but they can handicap you. Certain Doctrines in particular should be approached with caution.



Imperial Guard advance on the Black Legion.

MORDIAN HOME GUARD, 442nd ARTILLERY

The 442nd Artillery is part of the Mordian Home Guard, the first, last, and only line of defence for the colonies of Mordia. A professional core of soldiers, it relies on discipline and static defence. The Home Guard is where young, adventurous officers go to earn fame and glory, hoping to catapult themselves up the ranks. Often, the Home Guard drafts colonial forces as auxiliaries. These include the Highland Dragoons (Ogryns), Colonial Marksmen (Ratlings) and Gurkhan Lancers (Rough Riders).

Regiment Doctrines

Close Order Drill, Iron Discipline. Restricted Troops: Ogryns, Ratlings, Rough Riders.

- HC Command HQ** 146 pts
The General (Heroic Senior Officer) – plasma pistol, power weapon, Carapace Armour, Bionics, Iron Discipline.
Command Squad – lascannon team, plasma gun, Veteran with Company Standard.
- R Colonial Marksmen** 66 pts
6 Ratlings.

- O Highland Dragoons** 218 pts
5 Ogryns – Chimera, Turret multi-laser, Hull heavy bolter, Smoke Launcher, Extra Armour.

Blue Platoon

- GC Blue Command** 81 pts
Lieutenant Dalton – bolt pistol, close combat weapon, Iron Discipline.
Squad – autocannon, 2 meltaguns.
- G1 Blue One** 83 pts
Autocannon, grenade launcher.
- G2 Blue Two** 95 pts
Lascannon, plasma gun.
- G3 Blue Three** 85 pts
Autocannon, plasma gun.

Green Platoon

- BC Green Command** 90 pts
Lieutenant Hamilton – laspistol, close combat weapon, Iron Discipline.
Squad – lascannon, 2 plasma guns.
- B1 Green One** 83 pts
Autocannon, grenade launcher.
- B2 Green Two** 95 pts
Lascannon, plasma gun.
- B3 Green Three** 85 pts
Autocannon, meltagun.

- AF The Royal Lancers** 174 pts
Armoured Fist squad – missile launcher, flamer, Chimera, Turret multi-laser, Hull heavy bolter, Smoke Launcher, Extra Armour.

- AF The Queen's Own Hussars** 174 pts
Armoured Fist squad – missile launcher, flamer, Chimera with Turret multi-laser, Hull heavy bolter, Smoke Launcher and Extra Armour.

- RR The Gurkhan Lancers** 84 pts
6 Rough Riders with hunting lances.
Dafadar Singh – Veteran Sergeant with hunting lance, close combat weapon.

- Basilisk** 125 pts
Indirect Fire.

- Leman Russ** 160 pts
Hull heavy bolters, Sponson heavy bolters, Extra Armour.

Total 1,844 pts

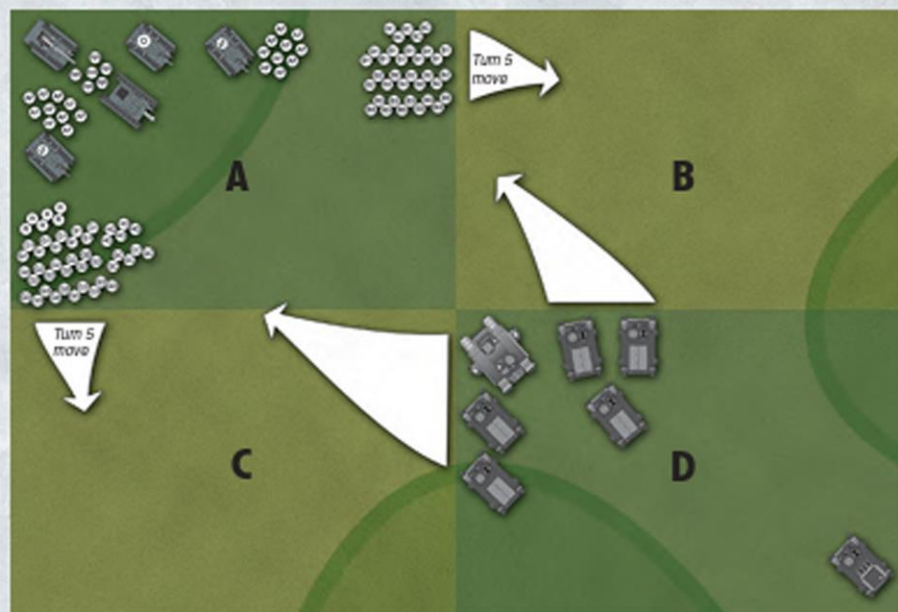
SPLIT DEPLOYMENT IN ACTION

Blue Platoon has the sad duty of being the sacrificial flank. It is has deployed on the border of table quarters A and B. Meanwhile, Green Platoon, the Command HQ and Ratlings have are set up on the border of table quarters C and D. In the centre are the vehicles, deployed further back to avoid blocking line of sight. The Leman Russ has a clear field of fire and



shields the Basilisk from incoming fire. By the Leman Russ are Armoured Fist squads and the Ogryns. The Ogryns are aboard their Chimera so they can counter-assault against the enemy. The Armoured Fist Squads are outside their Chimeras so they can shoot. The Rough Riders have taken cover until they are needed to bolster the Ogryns or the victory flank (the flank opposite the sacrificial one).

If you have the chance to deploy first, you could deploy the Leman Russ far forward to push back the enemy's deployment.

The enemy has chosen to split his forces. Obeying proper fire discipline, shoot the Rhinos going for the victory flank. The sacrificial flank takes the enemy charge, and are supported by the Ogryns, the Rough Riders, and if needed, an Armoured Fist squad. This holds the attackers up long enough for you to finish destroying the Rhinos. Now it's time to mop up the surviving enemy.



Black Templar Map Key

-  **Land Raider Crusader**
with 15 Space Marines
-  **Whirlwind**
-  **Rhino**
with 10 Space Marines

DOCTRINES

The Doctrine system allows an Imperial Guard player to customize his army. If you choose to use the Doctrines you are given access to lots of specialist pieces of equipment and unit abilities, like Cameleoline or Light Infantry. Taking these two together, for example, would help you recreate Gaunt's Ghosts on the tabletop.

There is a snag, however. You only have five points to spend, each Doctrine costs one point and a great many of the cool units in the main army list – Engineeer Techpriests, Ratlings or Storm Troopers for example – are counted as Doctrines.

As there are ten of these Restricted troops, you can see that if you make your own

specialised regiment, it will be less diverse than one chosen from the main list.

If you're just getting started with an Imperial Guard army and you want to use the Doctrines, think about how you want your army to play. Regiments with Doctrines from the Alternative Organisation section require a definite plan. A good approach for a shooty Imperial Guard player is combined arms. What about taking Drop Troops and Deep Striking a platoon while two other platoons sit and shoot? Or how about an army where one platoon sets up as normal, but the second platoon has Light Infantry and thus can Infiltrate.

Another, perhaps easier, option for players new to the Guard is to concentrate on the

Skills and Drills section. This allows you to tailor your shooty army for only a few extra points. Give Sharpshooters to heavy weapon squads. Hardened Fighters makes your Veterans nastier in hand-to-hand. Die-Hards is great for Rough Rider squads that will be charging headlong (and alone) into the face of the enemy.

The Doctrines of the 442nd Artillery are: Close Order Drill (models in base-to-base contact in infantry units get +1 Initiative and +1 Leadership) Iron Discipline (any unit using the Leadership of an Officer or Senior Officer may regroup even if under half strength and ignore the -1 morale modifier for being under half strength for Morale and Pinning tests), and restricted troops: Ogryns, Ratlings, and Rough Riders.

The Mechanized Doctrine, for example, requires most of your army to be mounted in Chimeras. Similarly, special equipment such as Carapace Armour requires your entire force to buy it, and at 20 points a unit, that gets expensive pretty fast. This is not to say that these armies cannot be effective, but when building a shooty army, troop numbers are of paramount importance. Doctrines use up valuable points that can be better spent on

achieving these aims. Other Doctrines force a regiment into a specialised role, for example, any Imperial Guard army using the Drop Troops Doctrine playing a mission without Deep Strike starts at a serious disadvantage. With this in mind, we'll look at Doctrines separately.

The most important element in any Imperial Guard force is the 'poor bloody infantry'. The

mighty Leman Russ may strike fear into the heart of your enemies, but it is the humble infantry squad that wins games. And you'll need infantry by the bucket load. In an Imperial Guard army based round massed fire the general's rule of thumb is one squad per 250 points plus an extra squad for good measure. These are ten-man infantry squads, either in platoons or Armoured Fist squads, not Command squads or HQs or special

Tanks need not block your path to victory.



TOP GUARD TIP

A cunning trick for games with alternating deployment – you put one unit down, your opponent puts one unit down – is to deploy all your vehicles one after another. I sometimes place my Leman Russ (Heavy Support) and Basilisk (Heavy Support) then my two Armoured Fist squads (both Troops). Four units is a good chunk of your opponent's army, so the enemy reveals his battle plan before you've placed a single, and vitally important, platoon.

weapon teams. So, in an 1,850 points list like mine, you'll want eight squads. The 442nd Artillery brings two platoons of 30 men plus two Armoured Fist squads to every engagement.

When arming your shooty infantry, two heavy weapons stand out, the autocannon and the lascannon. The autocannon is your workhorse gun, with its two shots, Strength 7 and 48" range, it has the strength to crack most vehicles (even the Leman Russ treads softly, lest it reveal a flank) and wounds most things on a 2+, while still having a high enough rate of fire to take down horde armies like Orks or Tyranids. Roughly half the heavy



weapons in the 442nd Artillery are autocannons. Lascannons provide the high Strength/low AP firepower for dealing with heavily armoured tanks, Terminators and large monsters. The remaining heavy weapons, mostly heavy bolters and multi-lasers, concentrate on infantry.

The next element is your counter-assault force. The Assault phase is a question of when and where, not if, even though Imperial Guard players would love to avoid hand-to-hand fighting. Even if your battle plan is to stop the enemy entirely with shooting, you'll still get into trouble. Assault is inevitable; prepare for it. Luckily, the Imperial Guard has a selection of units that can hold up an

assaulting enemy. Storm Troopers, Ogryns and tooled-up HQs are all good choices to either stymie the enemy assault or retaliate.

TACTICS: SPLIT DEPLOYMENT

Your tactics are determined by the type of army you'll be facing. These can be roughly separated into three types: assault, combined arms and other shooty armies. As the Warhammer 40,000 universe is heavily populated with armies that like to get up close and deadly, we'll talk first about how to neutralise them.

I developed 'Split Deployment' as a method to defeat the Space Marine 'Rhino Rush' tactic, where Space Marines charge up the

LONG TABLE EDGE DEPLOYMENTS

In a mission like Recon, Split Deployment is altered slightly. There is no specified victory flank or sacrificial flank. In diagram 2, Green Platoon has set up with the HQ and would normally be the victory platoon. However, the Tyranid player is clearly going after Green Platoon. So now, Green Platoon and the HQ are to be sacrificed, as it's unlikely you'll stop three massive squads of Gaunts, Infiltrating Genestealers and Gargoyles. Hey, there's no pension plan in the Imperial Guard, so it's not like the CO is missing out.

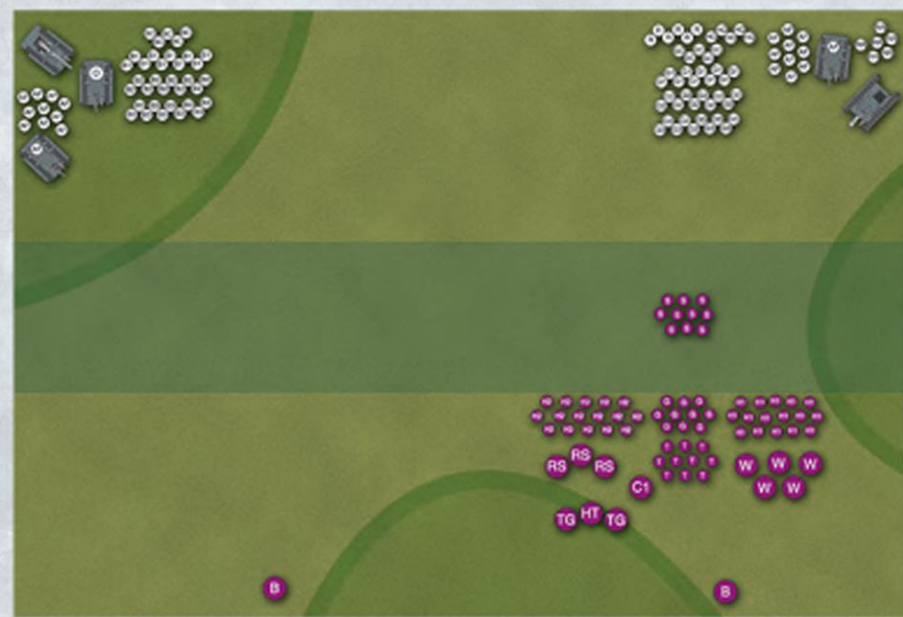
Here, the vehicles are on the flank. This is because the long table edge deployment zone lacks the depth of a Cleanse mission, so your vehicles would block line of sight between your two forces. You'll also have to dedicate the Ogryns and Rough Riders to a flank.

As you can see, the Russ is deployed where it has a good view of the battlefield and the Basilisk is in a corner, shielded by the Chimeras. Another Armoured Fist provides a shield for the Rough Riders. This provides

open lines of fire and a strong counter-assault force for each flank. Otherwise, the tactics remain the same.

Tyranid Map Key

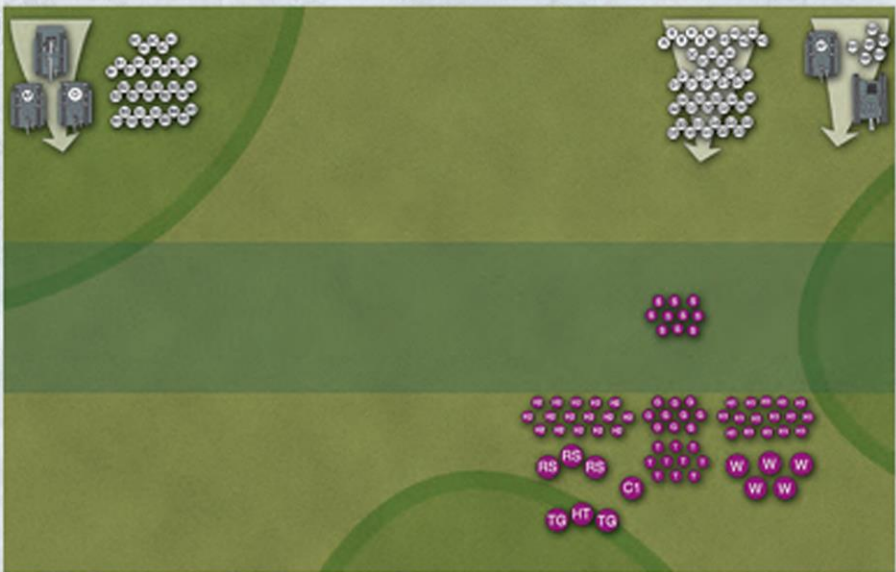
- HT** Hive Tyrant
- TG** Tyrant Guard
- S** Genestealers
- W** Tyranid Warriors
- H** Hormagaunts
- T** Termigaunts
- RS** Ripper Swarms
- G** Gargoyles
- C** Carnifex
- B** Biovores



RESERVES AND L-SHAPED DEPLOYMENT

In the case of Reserves, such as in a Patrol Mission, the key here is to have a picture in your mind of how you would deploy if this weren't a mission with reserves. Leave spaces for them, and simply fill in the blanks as the reserves arrive. You can see here that Green Platoon deploys on one flank and then, as the remainder of the forces arrive, you filter them in to set your split deployment.

On the odd occasion, you'll have the L set



up, where your troops deploy in opposite corners. In this situation your deployment is very similar to Cleanse, infantry on the ends of the 'L' and tanks in the crook of the 'L'. However, it's not always best to deploy right up to the ends of the 'L' as in certain missions you may want to put your reserve units here. For example, in a Rescue mission, instead of starting the Armoured Fist squads in the crook of the 'L', you start them in Reserve, leaving room for them to roar onto the flanks later. The Armoured Fist squads can then head out for the objective, while your infantry blasts away.

DISTANCE

field in their armoured transports – usually in Cleanse missions. But I found this to be effective against most assault armies, under most circumstances. It is not so much a rote formation as a way of thinking, a tactical doctrine characterized by the use of sacrificial units and distance to blunt the attack of an assaulting enemy. Remember: Distance and Discipline.

Take your army and divide it into two parts: the sacrificial flank and the victory flank. The two flanks are roughly similar with the same number of squads, about one platoon to each flank. The difference is that the HQ with the Standard goes with the victory flank.

On deployment place these two flanks so they are 24"-36" apart, making sure they have a clear line of sight to each other. Having clear line of sight is the more important of the two conditions. It is okay to deploy squads close to each other, rather than keeping 3" between them – to prevent enemy consolidation – as some people recommend. There's simply not enough space to do that with 70 plus guys.

Your tanks should go where they have the best shooting position, provided they do not block line of sight between the two flanks. Your counter-assault units should be within

one or two turns of movement of either of your flanks, to neutralize any threats or tie down the enemy on the sacrificial flank for as long as possible.

DISCIPLINE

This deployment forces an assault-orientated enemy to choose: split his forces or concentrate on one side and try to roll up your flank.

If he chooses to split his forces, direct all your firepower into stopping the vehicles going after the victory flank. Even the units of the sacrificial flank shoot vehicles going after the other flank – even if they're in danger of being overrun. There is a reason it is called the sacrificial flank.

Then, once the vehicles menacing your victory flank have been dealt with, take out the vehicles going after the sacrificial flank. Finally, open fire on enemy infantry units getting close to the victory flank. Once they're finished off, go for the enemy models approaching or, more likely, have killed, your sacrificial flank. It may be necessary to send in your counter-assault units to make sure the enemy on the sacrificial flank stays put long enough.

It sounds complex, but you'll get the hang of

it. This is the discipline part of split deployment – fire discipline.

If the enemy goes after one flank and tries to roll up your army, pour all your fire into his vehicles. Try to make your sacrificial flank look appealing by putting it closer to the enemy than the victory flank. You'd be amazed how eager some people are to assault you.

The two key things to remember are Deployment and Discipline. You simply don't have the time to reposition your forces for the perfect shot. You also cannot afford to split your forces only to have some trees in the way. Without clear lines of sight, you're fighting with only half your army at a time. So before you start putting stuff down, think about what you're going to do. Look at fire lines. Think about where you're going to place your vehicles.

Fire Discipline is the key to victory. It bears repeating: in order to be a successful Imperial Guard player you must maintain fire discipline. Too many players think anyone can just sit and shoot, but it takes real willpower to keep your head. When you've got a Land Raider Crusader full of Black Templars 15' away, it's easy to think that you have to stop that Land Raider and start pouring fire into it when you should be stopping those Rhinos hurtling towards your victory flank.

At the start of your phase, decide what you absolutely need to take down this turn. Shoot with one or two squads at enemy targets, then pause and look at the scene. Are you directing your shots where they need to be? Repeat this process when you have a demoralizing dice roll, for instance, if you hit with the Demolisher cannon, but fail to penetrate. At those moments, it's especially easy to lose your discipline, so take a moment to gather yourself. Remember, fire discipline is victory.

ASSAULT TROOPS

The counter-assault force of the 442nd consists of a squad of five Ogryns in a Chimera and eight Rough Riders with Hunting Lances. I love my Ogryns. At three wounds apiece, they can tie up even the hardest enemies for some time. The Rough Riders are also brilliant. This cheap 84 point squad can deliver 15 Strength 5 power weapon attacks and has the charge distance of Hormagaunts (up to 24"). The Ogryns exist to whittle down large mobs of Gaunts, Orks, or Kroot while the Rough Riders are a good one-shot weapon against squads of expensive Terminators, Assault Marines, and Necron Flayed Ones. Even if these guys don't always win combats, dying slowly and tying up the enemy is just as important.



DEALING WITH SHOOTY ARMIES

Looking at this battle, you can see the Space Marine player has set up in a straight line across his deployment zone whereas the Imperial Guard is set up heavily weighted on the edge of table quarters A and B. The two platoons pour fire into the nearby Space Marine units, and a third to half of his units cannot fire back as they are out of range. The Leman Russ and Basilisk assist in

whittling down enemy units capable of returning fire. Again, the Ogryns and Rough Riders keep near the platoons, ready to act as a counter-attack force in case the Space Marine player gets any aspirations of an assaulting nature. In this situation, the Space Marine player is forced to undergo a costly redeployment, all the while being bombarded with weapons fire from your well placed Guard units.

Dark Angels Map Key



Dreadnought

T1 Tactical Squad 1



T2 Tactical Squad 2
With Librarian and Rhino

T3 Tactical Squad 3



T4 Tactical Squad 4
With Rhino



T5 Tactical Squad 5
With Razorback



T6 Tactical Squad 6
With Razorback

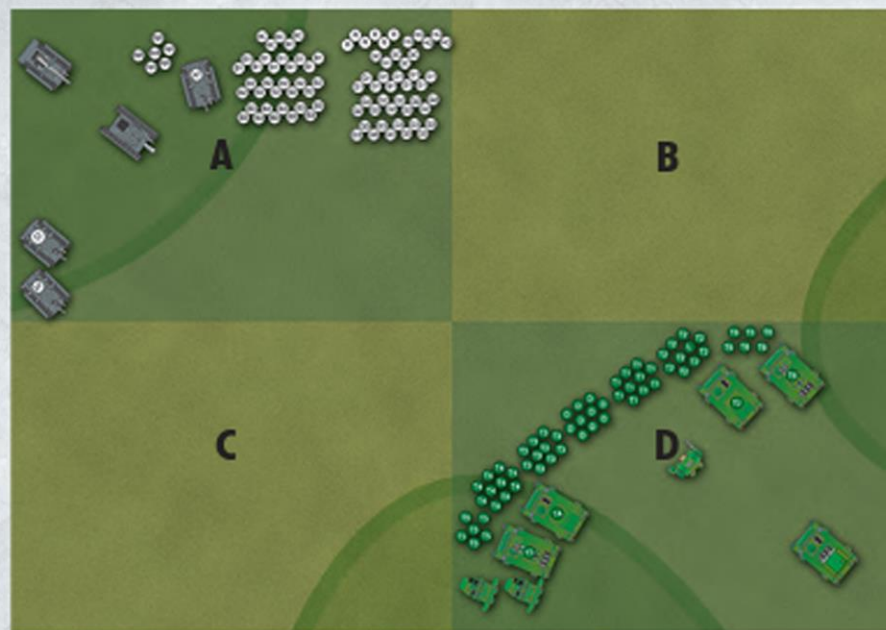


Land Speeder

D Devastator Squad



Whirlwind

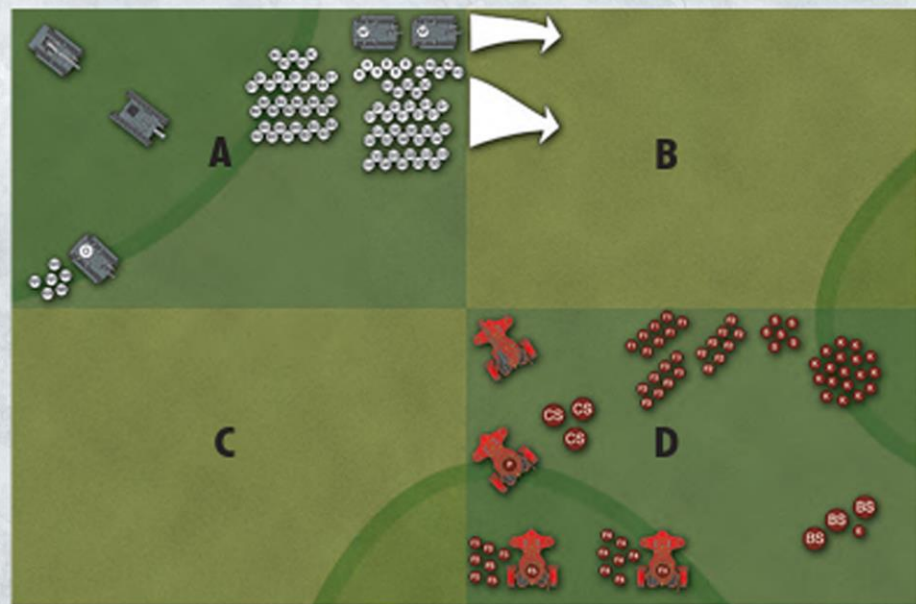


THE TERRIBLE TAU...

The Tau are different as they are an army that also specialize in massed firepower, but are unfortunately rather better at some aspects of it than the Imperial Guard. Any fight against the Tau is going to be bloody. The winner being the player with something left on the table as opposed to nothing.

To beat the Tau your forces must be just under 24" away from the Tau or more than 30". This is because the Tau have the nastiest firearm in the game, yet the Fire Warrior squad lacks long range heavy weapons. You must either be beyond the range of their pulse rifles, where you can still use your heavy weapons, or within the range of your lasguns, where you can bring your numerical superiority to bear.

Realistically, you're not going to keep your entire army 36" away from his army, so concentrate on overwhelming one of his flanks entirely. You will then be out of range of the rest of his force, thus increasing your numerical superiority.



You can see that the Tau player has also heard about the Split Deployment. However, this gives the Imperial Guard player an even better opportunity to overwhelm a flank. Both Blue and Green platoons are set up on the border of table quarter A and B. Also, both Armoured Fist squads are to the rear of the platoons, ready to move in. The Leman Russ shields the Basilisk. The Ogryns and Rough Riders are ready to move, occupy a quarter and force the Tau to pay attention to that flank.

On the first turn, the Guard player will move all of his army to bring the bulk of his forces to within lasgun range of the Tau. The Armoured Fist squads can either join the firefight or run down those pesky Stealth Battlesuits. The Basilisk and Leman Russ focus their fire on the Tau being targeted by the platoons. Finally, lascannons attempt to bring down the Hammerhead, which can cause all manner of pain for your lines. As always, fire discipline must be maintained.

This tactic is quite painful. You must endure

a couple of rounds of Tau shooting before you can strike back. Stick it out. If you get pulled into even one round of a heavy weapon versus pulse rifle duel, then it could cost you the game. If you move immediately you can whittle down the Fire Warrior squads, while those with Devilfish redeploy. If you wait, then you give the Devilfish squads the chance to move to a more advantageous position.

Tau Map Key



TYRANIDS...

While we're talking about assault armies, Tyranids deserve a special mention, for they are a foe to be feared. Able to move faster than Rhinos, Fearless when in Synapse range, and able to pile on the attacks, Tyranids are rightly feared. However, you can use the same Split Deployment formation. The axiom of Distance remains the same; it's the Discipline that you alter.

Most players' first reaction is often to take advantage of the 'Shoot the Big Ones' rule and, well, shoot the big ones. Doing this is not as wise as it would seem, as many Tyranids have high Armour saves. Instead you should treat fast Tyranids like vehicles. They are a much more immediate threat than the relatively slow 'Big Ones'. You should

focus your fire on Gaunts and Infiltrating Genestealers, then Warriors, and finally the Monstrous Creatures. While a Hive Tyrant is scary, it will only kill 2-3 Guardsmen a turn, whereas 20 Hormagaunts can kill an entire Guardsman squad every turn, and once amongst your lines, will just keep going.

Remember, when the Hive Tyrant finally reaches combat, all is not necessarily lost: Strength 3 lasguns and Guardsmen still have a chance of wounding. Even when wounding on 6+ and the monster saves on 2+, rapid firing lasguns add up.

COMBINED FORCES

Combined forces are armies that might be predominantly shooty but have a strong assault force, or vice-versa. A good example

is the Necron army. The firepower of 40-60 Necron Warriors is nothing to scoff at, while their stats make them extremely durable in combat. They also have the likes of Flayed Ones. Another combined force is the Biel-tan Eldar army with its Wave Serpents full of Aspect Warriors backed up by War Walkers, Vypers, and Support Weapon batteries. Even Speed Freaks Finally, the quintessential all-rounders, the Space Marines, can field four to five versatile Tactical squads with heavy weapons and Rhinos backed up by more vehicles and Assault Marines.

Clever combined forces players will set some bait for you. The Space Marine player, for example, might advance with his Assault Marines and maybe a Tactical squad to draw your fire, while his firebase moves into bolter



Even the might of the Great Devourer cannot stand up to such concentrated firepower.

range. The Eldar player may use the War Walkers to draw attention away from the Wave Serpents flanking your line. The trouble is, if you shoot at one the other gets you. So, the question is how to spread your fire so that you can get them all.

The answer is don't; because you can't. You simply can't kill everything in a single turn of shooting. He who defends everything, defends nothing. The question is, again, one of *discipline*. Identify what is most likely to win the game for the opponent and destroy it.

Those Eldar War Walkers might have blasted your lines but chances are you'll still have something left to take them down. Once those three squads of Aspect Warriors reach your lines, will you get a chance to unload on them with your mass firepower? Similarly, those Assault Marines may be bearing down on you, but what will happen when 40 Tactical Marines open fire with their bolters? In that case, perhaps it's better to direct some fire into the Rhinos moving the Tactical Marines into their firing position and send your counter-assault force to tie up the Assault Marines.

SHOOTY ARMIES

Split Deployment is not as necessary against a shooty opponent. For the sake of caution, some distance between flanks is a good idea, but not as much, maybe only 12"-18". The key is still to overwhelm one part of the enemy with firepower. This is not a game where you simply line up and shoot. If that's

your thing, you probably also like silly hats and resting your hand inside your shirt.

Again, *distance* and *discipline* come into play, but of a slightly different sort. The distance we're talking about now is keeping out of range of their basic guns. Even the really shooty Space Marine armies are manageable provided they're only firing heavy weapons. If the Space Marine player can bring his bolters into range, then it's a much closer battle. The key is to maintain a good distance on deployment. Make your opponent advance forward for two or three turns, thus negating his heavy weapons. This gives you time to whittle down his numbers.

Much the same is said for shooty Necron or Eldar players. Overwhelm a flank and try to make them work for those close-range shots. Imperial Guard can generally go toe-to-toe with anyone in a heavy weapon duel.

THE GOOD NEWS AND THE BAD NEWS

As is traditionally fitting, the latter first. The bad news: what you've read is just an introduction. The good news: what you've read is just an introduction. If the Imperial Guard could be summed up in such a short space, it wouldn't be worth playing! This article is merely a primer in basic tactical thinking. Your challenge will be adapting it to your army, specific scenarios, battlefields and enemies through trial and error. Remember, put your faith in the Emperor, and trust in the not-so-puny lasgun.

SPLIT DEPLOYMENT MADE SIMPLE

Here's the short and easy method of dealing out shooty death:

- Divide your army into two roughly equal parts – the victory flank and the sacrificial flank.
- Place your command HQ with the victory flank.
- Deploy the two 24"-36" apart.
- Make sure the two flanks have a clear line of sight to one another and to the enemy.
- Place your counter-attack units out of sight of the enemy and close enough to your flanks so they can attack should things get hairy.
- Choose good positions for your tanks and artillery.

If the enemy splits his forces;

- Shoot the enemy vehicles going after victory flank.
- Shoot the enemy vehicles stationed at the sacrificial flank, waiting for troops to kill your sacrificial flank.
- Shoot enemy models advancing towards victory flank.
- Shoot enemy that are where the now-dead sacrificial flank was.

If he attacks one flank en masse;

- Move your sacrificial flank closer so that it looks tempting, goading him to assault. A few well-placed taunts probably wouldn't go amiss here.
- Shoot his army to bits.

Of all the defenders of humanity, it is the Imperial Guard that are the broadsword of the Imperium. Marching to war in great platoons of solid Guardsmen, tank companies and mechanised convoys, they are the backbone of the Imperium's armies. Dour foot sloggers, they are the true soldiers of the Emperor.

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WILL OF IRON

PART 2 OF ONE MAN'S QUEST TO BUILD A TOURNAMENT ARMY FOR WARHAMMER 40,000



Christian Byrne

White Dwarf's Christian Byrne adventures into the realm of Warhammer 40,000 tournament play. He's been working hard on the implacable warriors of Iron, so this month

there's a whole load of new twisted Chaos madness to show you. These include his hard-hitting Havocs and Basilisk, two Heavy Support choices capable of laying down the withering fire the Iron Warriors are so rightfully feared for.

Christian: So far all I can really say about my Chaos Lord Vathek's background is that he is small time. There are definitely bigger and nastier Chaos Lords and Daemon Princes out there, with plenty more Chaos Space Marines and Cultists at their disposal. But Vathek is smart enough to bide his time until an opportunity presents itself. With only a limited amount of men and vehicles at his disposal he can't afford to do anything more than besiege small settlements along the fringes of the Eye of Terror. He'll need all his wits and resources for when that time comes. So I decided that Vathek's fate would be decided on the small Imperial world of Hierodon VI. While flying about looking for unsuspecting convoys to raid, Vathek's crew picks up a distress signal from an Imperial facility on Hierodon VI. Some accident has befallen the inhabitants of

the base, but the Iron Warriors are unsure of exactly what it could be, as the communication ends as suddenly as it began. Feeling as if his time may finally have come, Vathek orders his ships to make all haste to the stricken world. Once in orbit he selects some of his best troops to form a small expeditionary force and takes several shuttles to the mysterious planet's surface...

THIS MONTH...

But now it's onto the heavy hitters, The first being Chaos Havocs, able to crack open enemy tanks or rain down death on lightly armoured troops. Following them is the awesomely destructive Basilisk, stolen Imperial ordnance now used to bring down the solid walls of those bastions it was designed to defend.



Vathek leads shock troops into battle, while the Basilisk and the Havocs lay down a lethal barrage of firepower.

CHAOS HAVOCS

Havoc 1 is the most extensive conversion in the squad. I sawed off the upper torso of an archive Space Marine dressed in the old Crusade armour and filed the bottom down. I then took a plastic Chaos Space Marine torso, glue it to the legs, and carefully cut it in half above the belt. I then filed down the legs and torso pieces so they fit each other properly then pinned them together. For the autocannon I used the heavy stubber from the Imperial Guard Vehicle Accessory sprue as it looked like it would match the heavy bolter arms from the Chaos Space Marine Command sprue. I cut the hand off the back of the heavy bolter and glued it and the heavy bolter's ammo belt to the heavy stubber, then filed the Imperial Aquila off the weapon. Once this was dry, I pinned and glued the assembly into place. I used Green Stuff to fill the gaps.



Havoc 2 was a bit more straightforward. The head and torso are from the Khorne Berserker sprue with the headdress and Khorne icons cut and filed off. The rest of the components are the standard Chaos Havoc with autocannon. As I want these guys to look archaic rather than daemonic, I cut off the monster-faced muzzle and replaced it with the larger meltagun nozzle from the Chaos Space Marine biker. I also cut away the skull adorning the weapon. Pinning was useful here for matching all the pieces up (see box).



Havoc 3 was very straight forward, being made of standard Space Marine parts with an Iron Warrior torso. The missile launcher itself was customised with a monstrous head taken from the Chaos vehicle accessory sprue.



The next conversion (Havoc 4), was a bit more involved. Firstly I used an old Space Marine Devastator body which I cut in half. I filed the top flat and removed the Imperial insignia on the legs. The body is a plastic Space Marine torso. I cut the belt away, leaving the front intact so it would overlap the metal leg section and cover the join at the front. The other components are the Chaos Havoc missile launcher arms and backpack. The missile launcher was modified to lessen the demonic look by cutting away the head. The front section of the Havoc missile launcher was then filed down to fit.

Lastly, Havoc 5 is an Imperial Space Marine with Chaos Space Marine shoulder pads. He contrasts nicely by looking the most like an Imperial Space Marine. It is easy to imagine that a force like Vathek's would scrounge various armour sections after battle to replace those that had worn out over many thousands of years of war.

All of the Chaos Havocs have been painted with the same methods used to paint Vathek and the first unit of Chaos Space Marines, described last issue. It is always important to establish early on how you want to paint the army, so when it's all done, it looks unified.

PINNING

Dry Run: After pinning, put the pieces together without gluing them. This dry run will let you see if all the pieces fit together and what the finished model will look like, enabling you to make any necessary alterations without getting glue everywhere.

Red Doting: A good trick to help you to get your components to match up is to apply paint to the end of the pin. While the paint is still wet, place the pinned piece where you intend it to eventually go. The paint will mark out on the point you should drill.



PIN VICES ARE POINTY!

Whenever you pin models always be careful, especially on metal. One slip and you could stab yourself in the hand, and that's not nice. To avoid this, I normally gently score the point I'm going to drill with a modelling knife.

CHAOS BASILISK

The Basilisk is one of the main reasons to play the Iron Warriors. The model is already an awe-inspiring piece of kit, so the modifications are cosmetic, things like filing off Imperial insignia, gluing on spiky bits and replacing the Imperial Guard crew with Iron Warriors. In keeping with the rest of my army, I wanted the conversions to make this look more like the Imperial version's evil twin as opposed to a daemon-warped engine of destruction. The really dramatic thing about this vehicle is the painting. The important thing to remember is that the vehicles in this army are painted using exactly the same techniques as the Chaos Space Marines (see last issue) with a few extra touches to give them a war-torn appearance.



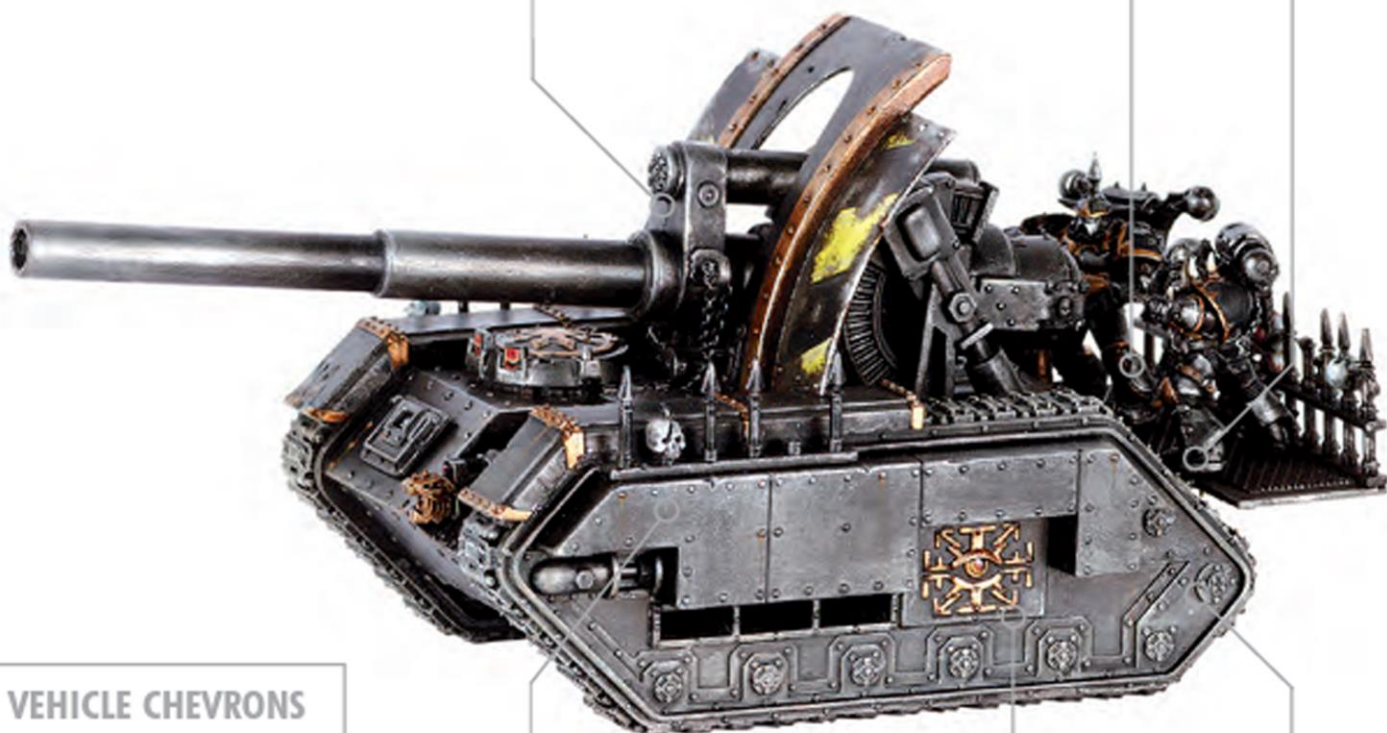
Weathering: To make the vehicles look used and abused I use weathering powder. This product is usually used on model railways and does exactly what it says – makes the model look weathered. Once applied you just use a brush to spread it into the recesses and over the brightest areas. You can also get a similar effect through drybrushing, but you have to take care that most of the paint has been wiped off the brush.



Shells: These shells, and the gun's breach, are a part of the Basilisk upgrade kit available from Forge World. I cut the shells from their pallet, separated one off for the loader and glued the remaining three onto the vehicle. I then painted the shells with a mixture of Brazen Brass and Tin Bitz, before a final drybrush of Brazen Brass.



Trophies: Whenever I come to paint these I try to use colours that will stand out from the rest of the vehicle, but will not clash too much. I also like to use watered down paint and inks to show signs of weathering, as well as dried blood.



VEHICLE CHEVRONS



To make life easy when painting large scale Chevrons, I carefully cut lengths of tape in half to mask the different areas to be painted, once the first colour is laid down it's easy enough to remove the tape and paint on the next colour. It makes it look a lot more convincing, though you need to make sure the tape is straight.



Hatches: The side hatches on a Basilisk bear the Imperial Eagle, and it was going to be hard to remove them. Looking around, I discovered that this panel from the Chaos vehicle sprue would be perfect. A bit of filing round the edges made it fit.



Dust: Everything in the army has been made to look like it has been moving through wasteland. To accomplish this I drybrush Graveyard Earth, then Bleached Bone followed by Skull White. Each layer is progressively lighter than the previous one. I also use this technique on the Chaos Space Marine bases.



Side Panels: Like the rest of the armour trim these are painted the same way as the Chaos Space Marines. The rust stains running down from the bolts are very easy, first mix up one part Brown Ink with one part Fiery Orange and run an irregular strip of paint from the base of the bolt, going down. Then use watered down Fiery Orange around the base of bolt, but keep within the area of the first wash.

BASILISK CREW

I designed these two Chaos Space Marines to detach easily from the Basilisk (this enables them to be transported like the rest of the army) by means of an extra length of wire in each foot that fits onto the rear platform. I wanted the loader to look as if he is carrying a fresh shell to the breach. The next thing I did was to take the bionic arm from the Iron Warrior Warsmith (left over from converting Vathek), and reverse it so it would hold the resin shell from the Forge World upgrade kit. The nose of the shell rests on a metal hand from the Iron Hands boxed set that I gently bent until it was open. The rest of the loader's components are an Iron Warrior's torso and a Chaos Space Marine Biker head.



The Basilisk Commander (shown below) is the Chaos Havoc Champion, with legs from the Khorne Berserker sprue. The model is then positioned to look as if he's signalling to the loader to prepare the next round.



RUNNING THE GAUNTLET

True to my word, I have embarked upon a campaign to test out my fledgling army. I resolved to march to war, after reminding myself of the tournament rules before launching myself into my first encounter.

Game 1: Guy Haley's Ork Speed Freaks.

This first match promised to be educational. I haven't played that much against Orks, and can't remember ever having played this particular variant. Needless to say, I was outmanoeuvred by Turn 2 and had to desperately try to immobilise the Ork's Battlewagon, Buggies and Trukks. Unfortunately for me none of my three Heavy Support choices killed a single Ork, which kind of went against my original plan of attack. Oh well. The good news for me was that my two Chaos Space Marine Squads performed admirably in both shooting and assault, I even managed to kill most of the Orks. But while my men were tied up in combat the remaining Ork vehicles seized two table quarters and contested the rest. Sadly for me, as the tournament scenario awards 200 extra Victory Points for each table quarter that meant a decisive victory for Guy, a result only slightly less terrible than a Massacre. But all is not lost, as I learnt some valuable lessons from the battle. For a start the Speed Freaks are potentially one of the most lethal close combat armies in the game, able to pin down less numerous armies like Space Marines very swiftly. Their natural excellence in combat means that even if they are not able to defeat an enemy, they are able to hold enemy squads in assault, thereby allowing their vehicles to seize table quarters.

Game 2: Paul Scott's Tau

You might remember Paul from White Dwarf 293's Battle Report. He's not only a Tau maniac, but a seasoned tournament veteran, so I was in for a tough fight. After trading some heavy munitions fire (with me having some luck with the Basilisk), Vathek and his assault troops charged into the Broad-sides and proceeded to do some reasonable damage. But the unrelenting firepower of Paul's Crisis Battlesuits and Hammerhead gunship did critical damage that eventually broke the Iron Warriors, though the Dreadnought and the Basilisk did a good job of knocking some much-needed holes in the Tau lines. Turn 6 was close, but the destruction of my Rhino by two advancing Crisis Battlesuits lost me a much-needed table quarter and I was defeated. Great game though. Paul is a good player and an even better sportsman. Let's hope that at my first tournament I come across players who are equally as fair.

Game 3: Guy Haley's Imperial Guard

After being slapped around by his Speed Freaks, I decided to try Vathek's luck against Guy's Imperial Guard. My first mistake came when I deployed my Infiltrators to strengthen

my left flank rather than to harass some of the vulnerable Guard on the right. Guy, however, was not so blind and placed his Infiltrators where I probably should have placed mine. I had real trouble with them the whole game, as they would not die no matter how much I shot at them. There was also an unfortunate encounter with 20 Conscripts that managed to make back twice their points cost in Iron Warriors (ouch), but I had to smile when Vathek charged in, killed two and then wiped out the rest as they ran away. In the centre of the table, I felt my heart skip a beat when the Dreadnought suffered from a Blood Frenzy, enabling it to suddenly move within assault range of a Lemn Russ Demolisher. This it subsequently destroyed. The rest of the army performed well, except my Basilisk, which was destroyed by Guy's infiltrating Hardened Veterans. By the end of the battle I had captured and contested more ground than the Guard. The Iron Warriors had their first victory, but they really had to bleed for it.

There are a couple of things to be addressed with my army list, small tweaks that should strengthen some important areas. The biggest changes will be to the squads themselves. The Havocs, for example will lose the ability to infiltrate in favour of the staying power offered by the Mark of Chaos Undivided. Another change is to the last Chaos Marine squad, reducing its number from nine to seven. The extra points can be spent on upgrades to either Vathek or the Dreadnought. I'll test these out between now and next issue and let you know what works.



NEXT MONTH

In the conclusion to Will of Iron, I'll unleash the last two elements in Vathek's arsenal, more Chaos Space Marines, armed with a lethal combination of plasma guns and the daemonic Kai Gun, and another Dreadnought. The metal monster is piloted by one of Vathek's former aspiring champions, Dakroth, who, after an unfortunate run in with a power axe, found himself in this new iron body.

PAINTING SUPPLIES

There are many ways to enjoy the Games Workshop hobby, including painting, modelling, gaming, collecting and making scenery. If you are new to wargaming, collecting and painting an army can seem like a daunting task. However, putting together a great looking army isn't difficult, it just requires a little patience and the right tools...

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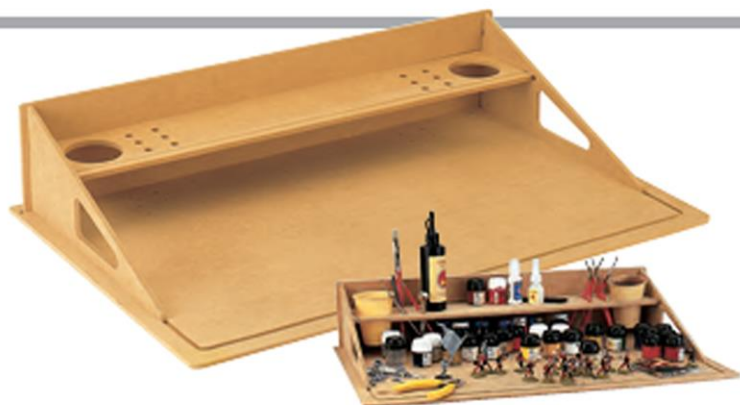
Basecoat Brush £2.50
Denmark...kr 30.00
Sweden...kr 35.00
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Large Brush £2.50
Denmark...kr 35.00
Sweden...kr 40.00
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Small Drybrush £2.50
Denmark...kr 35.00
Sweden...kr 40.00
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Large Drybrush £2.50
Denmark...kr 35.00
Sweden...kr 40.00
Euro...€ 5.00

Tank Brush £4
Denmark...kr 50.00
Sweden...kr 60.00
Euro...€ 6.50



Paint Station

£18

Self assembly modelling & painting area.
Models & paints etc. not included.
Dimensions: 60cm x 40cm approx.

Denmarkkr 225.00
Swedenkr 270.00
Euro€ 30.00



Paintbrush Set

£6

Detail Brush, Standard Brush, Small Drybrush.

Denmarkkr 70.00
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Euro€ 10.00



*Be careful when using glue.
Make sure you read and follow the
instructions on the packaging.*



Plastic Glue £3

Denmarkkr 40.00
Swedenkr 45.00
Euro€ 5.50

Superglue £3

Denmarkkr 40.00
Swedenkr 45.00
Euro€ 5.50

Mixing Pot

£0.50

An empty 12ml paint
pot ideal for mixing
new colours.

Denmarkkr 7.00
Swedenkr 10.00
Euro€ 1.00

Citadel Colour Paints and Inks - £1.75 each

Denmark kr 30.00 Sweden kr 30.00 Euro € 2.50

Scab Red	Dark Angels Green
Red Gore	Snot Green
Blood Red	Scaly Green
Blazing Orange	Goblin Green
Fiery Orange	Scorpion Green
Golden Yellow	Camo Green
Sunburst Yellow	Kommando Khaki
Bad Moon Yellow	Rotting Flesh
Scorched Brown	Fortress Grey
Graveyard Earth	Codex Grey
Bestial Brown	Shadow Grey
Snakebite Leather	Space Wolves Grey
Desert Yellow	Chaos Black
Bubonic Brown	Skull White
Vomit Brown	Mithril Silver
Bleached Bone	Boltgun Metal
Dark Flesh	Chainmail
Terracotta	Tin Bitz
Vermin Brown	Dwarf Bronze
Tanned Flesh	Brazen Brass
Dwarf Flesh	Burnished Gold
Bronzed Flesh	Shining Gold
Elf Flesh	Red Ink
Liche Purple	Magenta Ink
Warlock Purple	Yellow Ink
Tentacle Pink	Chestnut Ink
Midnight Blue	Brown Ink
Regal Blue	Flesh Wash
Ultramarines Blue	Purple Ink
Enchanted Blue	Blue Ink
Ice Blue	Dark Green Ink
Hawk Turquoise	Black Ink
Catachan Green	Gloss Varnish

Hobby Tip: Painting Armour



Begin with a basecoat of Boltgun Metal, watered down slightly to allow the paint to cover better.



Use watered down Black Ink to paint into the recesses of the armour. This gives you some extra depth.



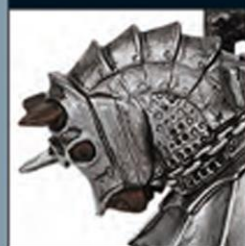
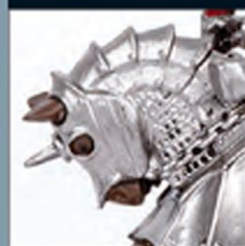
Then paint Chainmail onto the raised areas of armour. Again water the paint down slightly.



On the most extreme edges of the armour, (which also includes the rivets), paint on some Mithril Silver.



Watered down Scorching Brown can be painted in the crevices to replicate dirt. Finally Shining Gold is used on the rivets.



The Art of Warhammer

CLOSE

COMBAT

Tactics for winning Close Combat in Warhammer



Jeff Leong

Jeff Leong continues his step-by-step look at playing Warhammer. A veteran of several Grand Tournaments, Jeff won most recently with an army consisting

mainly of Chaos Marauders (*a tactica will be forthcoming – Fat Bloke*). This month, he focuses on that most critical, and potentially game-winning, phase of Warhammer – Close Combat.

Jeff: The Close Combat phase is the most action-packed and brutal part of the game. A single good round of fighting can break the spirit of an enemy unit and send it scurrying to the safety of its deployment zone or even rip the heart out of an enemy battle line. But though it is terribly important, it's actually fairly straight forward. You roll to hit, then to wound, and your opponent makes (or hopefully doesn't make) his Armour saves. However, you must keep one thing in mind: combat resolution. While killing your opponent's forces in close combat is

good, combats are won, and your foes eventually beaten, through combat resolution. No matter how tough they are, or how numerous, all it takes is one failed Break test to run your enemies down and wipe them out.

Combat resolution is added up at the end of each round of hand-to-hand combat for each side, as per the chart on page 73 of the Warhammer Rulebook (for a summary of the chart see below). The side which scores the highest combat resolution wins combat and the loser must then take a Break test modified by the difference in the scores.

To enhance your chances of winning the round know your combat resolution before combat starts. Rank bonus and Higher Ground (ie. a hill) are set at the beginning of combat, so you can count them before the fighting even starts. You probably know if either side will have a flank or rear bonus at the end of combat, and you know who starts the combat with a Standard. The Outnumbering bonus can be a bit trickier, but you can estimate which way it might go. The only thing left to consider is the number of Wounds caused in the actual battle, and that's where smart choices can have a real impact on the outcome.

Remember, combat resolution wins combats. So, let's look at ways to ensure that combat resolution turns in your favour.

THE BEST DEFENCE IS DEFENCE

One of the first things to consider in close combat is the weapon your troops will use. All troops have a hand weapon, such as a club or sword, but some also have a special weapon such as a halberd (which requires two hands to use and adds +1 to a model's Strength) or spear (which only requires one hand and allows an additional rank to attack when not charging). While you may normally opt to use whatever special weapon your unit is armed with, it's not always the best idea. Let combat resolution help you decide.

If your warriors are equipped with a shield, you may want to 'turtle up' by using a hand weapon and shield instead of your special weapon, as a soldier on foot gets an extra +1 to their Armour save when they use a hand weapon and shield together in close combat. This is because they can defend more easily, which can significantly reduce the combat resolution bonus that your opponent gets from killing your troops.





A unit of Reiksguard Knights crash headlong into a wall of Dark Elf Spearmen.

Diagram 1.1

Empire Knights

M S C

M S C

Dark Elf Spearmen

DARK ELVES VS EMPIRE KNIGHTS

BASIC COMBAT RESOLUTION

In the example above (Diagram 1.1), a unit of six Empire Knights with full command (Champion, Standard, and Musician) have charged a unit of 20 Dark Elf Spearmen with full command. The Empire Knights can be certain of the bonus for their Standard Bearer, and so start with a combat resolution of 1. The Dark Elves, on the other hand, can be certain that they will receive a bonus of +1 for each of their ranks (a total of +3 for three ranks of at least four models in width behind the first) and a further +1 for their Standard Bearer, and so begins the battle with a total combat resolution of 4. It is also probable that the Dark Elves will outnumber the Empire unit, even after combat, which gives the Dark Elves an additional +1. With a starting Unit Strength of 20 versus the Knights' Unit Strength of 12 (each cavalry model has a Unit Strength of 2), the Dark Elves can be confident that the Knights will not outnumber them at the end of combat, as the Knights would have to kill 9 Dark Elves to do so. So, we can be fairly sure, barring some outrageous dice rolls, that the Dark Elves start with a combat resolution of +5 versus the Empire unit's +1. This leaves the Empire Knights needing to kill 4 Dark Elves just to tie the combat.

SPEARS AND LANCES

The Dark Elf Spearmen (with their Strength of 3) will be hard pressed to cause a wound against the Empire Knights (with their 1+ Armour save), and so must limit the casualties caused by the charging Knights to win the combat. Choice of weaponry can make that difference. In this example, the Knights hit four times. With the Strength bonus from their lances, they hit at Strength 5, and every hit wounds. Their Warhorses hit another three times and, with Strength 3, wound twice. Now, the Dark Elves must make four Armour saves at -2 (due to the Knights' Strength 5) and two Armour saves at no modifier (since the Warhorses are only Strength 3).

If the Dark Elves use their spears, they cannot save the Wounds caused by the Knights, as their 5+ save (for light armour and shield) is cancelled by the -2 modifier. They can only save the two wounds from the horses on a 5+. Only one of these Wounds is saved, and five Dark Elves die. The Dark Elves started with a combat resolution of +5 versus +1 for the Empire Knights. As the remaining Dark Elves are unable to unhorse a 1+ Armour save Knight, they now lose by one, since the 5 Wounds caused by the Knights puts their combat resolution score above that of the Dark Elves.

HAND WEAPON AND SHIELD

In an alternative scenario, the Dark Elves use their hand weapon and shields, increasing their Armour save to 4+, and save one of the lance hits (on a 6+) and one of the Wounds from the horses (on a 4+). Without causing a Wound, the Dark Elves tie with the Empire Knights and remain locked in combat. The Empire Knights, having spent their charge, will struggle to win combat next round without the +2 Strength bonus for their lances.

Remember, you must continue to use a weapon chosen throughout the duration of a combat. Should you decide to use hand weapon and shield on the first turn of combat, you must use them until that combat is over – you cannot switch back to spears. It's a tradeoff. If you use your hand weapon instead of a special weapon you increase your Armour save but reduce either your Attacks (foregoing the additional rank with spears), or additional Strength (from a halberd or great weapon). In this example, the Dark Elves had little chance of wounding the Knights, so the tradeoff was worthwhile. This will not always be the case, however. Just remember that timely reduction of enemy combat resolution can win you the battle just as surely as causing Wounds.

CLOSE COMBAT RESULT BONUSES

Bonus	Situation
+1	Extra Rank
+1	Outnumber Enemy
+1	Standard
+1	High Ground
+1	Flank Attack
+2	Rear Attack
+1	Overkill

I'VE GOT TO SEE A MAN ABOUT A HORSE

It is sometimes better to have your Champion or character retired to the back rank of your unit than to accept a challenge. If you refuse a challenge, your opponent may select one of your characters and move him to the back rank of your unit. In a challenge your opponent can receive a total combat resolution bonus equal to the remaining Wounds of your character plus 5 for Overkill (it's disheartening for your troops to watch their leader get chopped to ribbons). Consider this choice carefully. It's not always about keeping your character or Champion alive. With thought, sacrificing a character can often work to limit your opponent's combat resolution.

Some characters, such as Crom the Conqueror, have special abilities in a challenge. Crom's ability allows him to take another Attack for each of his initial Attacks that successfully wound (before Armour saves). This means that he can have significantly more Attacks than the 5 Attacks on his profile (or 6 with his additional hand weapon) when he is fighting in a challenge.

CROM VS EMPIRE ELECTOR COUNT

In this example, (Diagram 1.2) Crom's Chaos Warriors have engaged the Empire Elector Count's unit of Swordsmen. The Empire General accepts Crom's challenge with the unit Champion. Crom continues to rain down Attacks on him until he is wounded more than six times (the maximum that counts for Overkill – initial Wounds + 5), and counts all 6 Wounds towards combat resolution for the Chaos Warriors. However, had the

Some characters carry weapons that can cause multiple Wounds, such as the Rending Sword (which multiplies each unsaved Wound to D3 Wounds), meaning that a single Wound might cause double or triple the amount of damage once it gets through your armour. Let's say an Aspiring Champion of Chaos with the Rending Sword challenges the Champion of an Empire Spearman unit. In a challenge, the Aspiring Champion can potentially cause 9 Wounds! (3 Attacks at D3 Wounds each), six of which would count towards combat resolution. If the Empire Champion declines the challenge, the most the Aspiring Champion could cause would be 3 Wounds, again, a swing of three points in combat resolution in favour of the Spearman. Any Wounds in excess of their starting value on rank-and-file troops are not counted towards combat resolution, but if you accept a challenge against such a monster, you will quickly find you have a significant deficit in combat resolution if your Champion is overkilled.

Stay focused on combat resolution, and you can't go far wrong. Don't let your Champion be foolish in the name of bravery – remember what they say about he who fights and runs away...

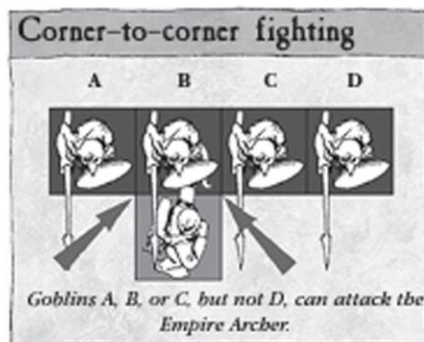
YOU CAN'T HURT ME... OUCH!

Whether they are heroic warriors, dreaded villains or powerful wizards, characters rule the battlefields of the Warhammer world. However, while they can potentially tip the balance of the fight in your favour, they are not as invulnerable as they may first appear. It's true that Combat Characters can cause a disproportionate number of the Wounds in a fight, as their greater number of Attacks combined with their higher Weapon Skill and Strength allows them to kill many enemies. Even Champions kill more than the other fighters in their unit. In many cases, however, these characters aren't that much harder to kill than the troops

beside them, and it's a sweet victory when your lowly troopers bring down an enemy hero.

Remember that a trooper can target any enemies in base contact with him, including corner-to-corner contact (see Diagram 1.3 below). This means that two to three rank-and-file soldiers will usually be in contact with a character or Champion and are allowed to direct their Attacks at him. Outside a challenge, no extra Wounds will be counted towards combat resolution, but it's often worth taking the risk to remove a powerful character. Here are some things that you should consider when deciding if you want to attack them.

Diagram 1.3



Unit Champion: This guy is just as easy to kill as any other member of his unit, if you remember to allocate Attacks against him. In combat, I will always allocate one of my Attacks against the unit Champion, because it's a no-lose situation. If I miss him, I would have missed him anyway, but if I am able to kill him, it hurts my opponent that much more.

Wizards: Wizards are also an easy target. They normally have the same Weapon Skill as the basic troops (making them just as easy to hit) and no armour. This combination means that it is easier to cause Wounds against a wizard than

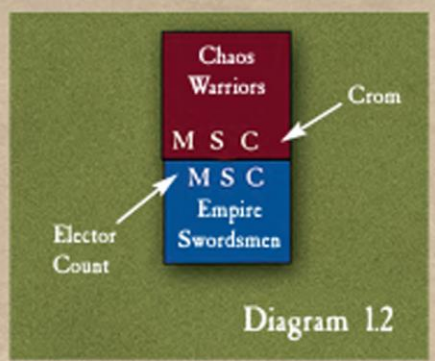


Diagram 1.2

against normal rank-and-file troopers, who are usually armoured. I generally allocate as many attacks as possible against a wizard, up to the number of Wounds he has remaining. Again, it's a no-lose situation. He isn't any harder to hit or wound, plus he has no armour to save him. Removing a wizard reduces the enemy's Magic phase while allowing my magic to be more effective – a double benefit.

Combat Characters: These guys are the fighters, the ones who can really cause some serious damage. However, they are often quite susceptible to damage themselves. While characters usually have access to a wide range of protective items, not all players take advantage of this. In addition, most Combat Characters do not have significantly higher Weapon Skill than their base troops (their WS is usually two to three points higher). This means that they are

not usually much harder to hit than the basic troops around them.

There are times it may not be a good idea to allocate Attacks against Combat Characters, but it is always worth considering. Take a moment to figure out if it's harder to hit the character than it would be to hit a rank-and-file model, determine if he has a better Armour save, and then make the decision. Even if it turns out to be a bit risky, it can have a significant reward.

Battle Standard Bearers: Essentially a subset of Combat Characters, the Battle Standard Bearer is often less protected than his core combat peers (a Battle Standard Bearer cannot take a shield). Additionally, if he carries a magic banner he won't be able to use any protective magic items. Unlike unit Standards, no one can pick up the Battle Standard, should it be slain, and the ability to

reroll failed Break tests within 12" will be gone. This makes the Battle Standard Bearer a valuable target in Close Combat – most scenarios give you an additional 100 Victory Points for killing it. I almost always make the enemy Battle Standard Bearer a high priority in any combat.

THE FINAL THRUST

Close Combat is the deciding factor in most games of Warhammer. There is nothing more enjoyable than a game that comes down to the final epic confrontation, between the players' best units, as the battle is decided. By keeping combat resolution foremost in your mind, you can make sure that those dice favour you and that your forces stand victorious at the end of the day, as the dust of battle clears. Next month, we'll take a look at the **Shooting** phase, and see how to make it work for you. Until then, may your arm be strong and your sword sharp.

CHAOS WARRIORS VS EMPIRE KNIGHTS

In this example, (see Diagram 1.4 below) an Exalted Champion of Chaos with a great weapon is part of a unit of 16 Chaos Warriors with full command that are charged by six Empire Inner Circle Knights. Since the Chaos Warriors are using hand weapons and shields, they have an Armour save of 3+ (heavy armour, hand weapon and shield) in close combat versus the 4+ Armour save the Exalted Champion gains from his Chaos Armour. The Chaos Warriors' WS of 5 means that the Empire Knights (with a WS of 4) will only hit them on a 4+, which is exactly the same score it will take to hit the Exalted Champion, even with his WS of 7 (it takes a WS more than twice that of the attacker to require a 5+ to hit). In this case, it is obviously preferable to allocate as many Attacks as possible to the Exalted Champion – he is hit just as easily as the Chaos Warriors around him, and has a worse Armour save to boot! Not to mention that the chance to kill him before he swings that great weapon is just too good to pass up.



Diagram 1.4



Chaos Warriors led by an Exalted Champion meet the charge of the Imperial Knights.

GAMESDAY & GOLDEN DEMON 2004

10am to 4pm on Sunday 3rd October 2004.

Birmingham National Indoor Arena (NIA). Ticket price £20.

Tickets on sale for White Dwarf Subscribers and Store Club Members from June 5th 2004.

Tickets are on general release from July 3rd 2004, order yours by calling
0115 91 40000.

GAMES WORKSHOP'S PREMIER PAINTING COMPETITION

Golden Demon is Games Workshop's premier painting competition. Each year thousands of entries are received, all vying to win the coveted Golden Demon statuettes. There are gold, silver and bronze trophies to win in each of the 11 categories at Golden Demon and the model judged to be the best of all the Golden Demon entries wins the coveted 'Slayer Sword', a uniquely forged item that only the very best possess. The Young Bloods competition showcases the very best efforts of our younger enthusiasts. The Open Competition is our special 'free-for-all' tournament. Anybody can enter, but beware – even the Games Workshop staff can have a go, so the standard is always very high indeed!

After the success of moving Golden Demon downstairs at the NIA last year, this time round we've chosen to take a look at the categories and rules for the competition. As a result, we have altered some of them. Rest assured we've kept most of the format and categories the same, however we have made a few significant changes. Please read the details below even if you are an experienced Golden Demon competitor (in fact, especially if you are an experienced competitor!). In all cases, the judges will be looking for models that are, above all, well painted and well presented. In addition, we will pay attention to how well the model or models fit in with the published concept of our game backgrounds. That isn't to say that we won't reward innovation and creativity, but this must be demonstrated within the atmosphere and spirit of the worlds we present in our games.

Remember that all entries must be Citadel miniatures, Forge World models, Imperial Armour vehicles or scratch-built models of your own devising. Conversions are welcome! Warhammer 40,000 categories include entries for Necromunda, Epic 40,000 and Battlefleet Gothic. Warhammer includes Mordheim, Warhammer Quest, Warmaster and Blood Bowl. Inquisitor models should be in the Large Scale model category.

CATEGORIES

As last year there are eleven main categories of Golden Demon, together with two extra categories, the Open Category and Young Bloods. There is a minor change to Category 9, which moves from being a Battle Scene to a Diorama category. We wanted to give modellers the opportunity to use their skills to create pieces based on all aspects of our worlds, not just the clash of steel or the rattle of

bolter fire. Of course, we still expect a lot of entries featuring battles, but the dark backgrounds of our games give plenty of scope for interesting dioramas outside the battlefield. A major change is in Category 11, which changes from being The Lord of The Rings Film Scene to The Lord of The Rings Single Miniature.

LORD OF THE RINGS MODELS

In order to give The Lord of The Rings enthusiasts as broad a scope as possible when entering Golden Demon we have opened up the Duel and Diorama categories to The Lord of The Rings models as well. This reflects the importance and growth of The Lord of The Rings branch of our hobby in the last few years. However, please note that you may not mix models or model components from our The Lord of The Rings ranges with models from our other ranges in any of the categories. For example if you are entering the Diorama, Duel, The Lord of The Rings Single Miniature or Open category based on The Lord of The Rings background you must use models or components from the Games Workshop The Lord of The Rings range only, you may not include models or components from our Warhammer or Warhammer 40,000 ranges. Similarly you may not mix The Lord of The Rings models or components into any category entries based on the Warhammer or Warhammer 40,000 backgrounds. Entries which mix models or model components in this way will be disqualified.

BASES

There was some debate last year over base sizes in certain categories. We have therefore chosen to use the words "appropriate sized gaming base" in several descriptions. The intention here is to allow a little flexibility whilst keeping to the spirit of the competition. So, if you want to mount your Terminator on a 40mm base because it "looks nicer", you can still enter it in the Warhammer 40,000 single model category. Similarly if you prefer to base your fantasy model on a round base instead of a square one you will not be penalised. However, please note the judges reserve the right to move models that are not on appropriate bases into a category they deem more fitting.

SCENIC DISPLAY BASES

Many people like to mount their models upon large scenic display bases or plinths. This is permitted providing the individual model can be removed and stand upon an

appropriate sized gaming base. If the scenic base is integral to the model your entry will only be eligible for the Diorama category. Although display bases can add to the impact of a unit, our judges do not take such bases into consideration when making their decisions. In fact models on display bases are usually removed from the base when being judged.

ARTEFACTS

Golden Demon is all about painting Citadel miniatures. As a result we will no longer permit the inclusion of artefacts based on our games in the competition.

JUDGES DECISIONS

The Judges decisions are final. All the judges we employ are experienced employees and know exactly what they are looking for. The judges reserve the right to move models into a different category if it is entered inappropriately or disqualify a model if they feel it breaches the rules of the competition. We will not enter into discussion about the judges' decisions.

GOLDEN DEMON CATEGORIES

CATEGORY 1

Warhammer 40,000 Single Miniature

CATEGORY 2

Warhammer 40,000 Squad

CATEGORY 3

Warhammer 40,000 Vehicle

CATEGORY 4

Warhammer 40,000 Monster

CATEGORY 5

Warhammer Single Miniature

CATEGORY 6

Warhammer Regiment

CATEGORY 7

Warhammer Monster

CATEGORY 8

Duel!

CATEGORY 9

Diorama

CATEGORY 10

Large Scale Model

CATEGORY 11

The Lord of The Rings Single Miniature

COMPETITORS' GUIDELINES

You can only enter once in each category, and all entries to Golden Demon, Young Bloods and the Open competition must be painted Citadel miniatures, Forge World or Imperial Armour models or scratch-built models that you have sculpted yourself.

We welcome conversions and scratch-built models, based upon our Warhammer and Warhammer 40,000 game worlds (ie, original designs of your own making) in all categories, but these should be consistent with the atmosphere of the game worlds and spirit of the miniatures ranges that we produce. At this time, due to the nature of our license, we cannot accept scratch built models based upon The Lord of The Rings intellectual property. Conversions made entirely from our The Lord of The Rings range are acceptable. Overall, the judges will be looking for well-painted models that adhere to the imagery and ethos of the worlds represented in our fictional worlds of Warhammer and Warhammer 40,000. All single miniatures must be mounted on the appropriate gaming bases. Read the category descriptions carefully. It is your responsibility to enter a miniature in the correct category. When models are being booked in, it is impossible for us to check that every single entry has been entered correctly. Whilst judging, we may spot such anomalies but we simply won't have time to correct these and models will be marked down or excluded accordingly as we see fit. We reserve the right to refuse entry.

All entries must be personally handed in and registered at the National Indoor Arena, Birmingham, on 03/10/04. All entries must be collected from the show stands at specified times by the entrant in person. These times will be published in the Games Day Programme and will be announced over the PA system on the day. All competitors will be fully responsible for the transport of their own entries to and from the competition, and for storing their own transport and packing materials on the day. Please don't ask us to look after carrying cases and giant cardboard boxes. We simply will not have the room behind the stands to store these nor the staff to look after them. We will all be busy looking after the entries themselves (rather more precious, you'll agree!).

Once entries are booked in we will, of course, undertake to look after them as carefully as we can. However, we can accept no responsibility for loss or damage to individual entries. Models are entered at the competitor's own risk.

Entry to any of the competitions gives Games Workshop the right to photograph and publish details of models entered as we see fit. Finally, remember that the point of the painting tournaments is to showcase the efforts of all those who paint miniatures in our hobby and to have some fun. You may not agree with the final outcome, but please bear in mind that the judges' decisions are final and we will not enter into any correspondence regarding them.

CATEGORY 1: WARHAMMER 40,000 SINGLE MINIATURE

Any single human sized Warhammer 40,000 miniature mounted on an appropriately sized gaming base. This category includes Grey Knight Terminators but other models supplied with 40mm and larger bases should be entered in the Warhammer 40,000 monster category. Models on larger bases should be entered into another category. Note that bike-mounted character models must be entered in the Vehicle category.



CATEGORY 2: WARHAMMER 40,000 SQUAD

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

This category DOES include squadrons of bike-mounted models provided they are organised into a unit of five or more models. Larger vehicle models should be entered into Category 3. All models should be mounted on an appropriately sized gaming base.

CATEGORY 3: WARHAMMER 40,000 VEHICLE

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



CATEGORY 4: WARHAMMER 40,000 MONSTER

This category is for any single large Warhammer 40,000 model mounted on an appropriately sized gaming base. This covers models like the Avatar, Ogryns, large Tyranids, Ork Warbosses, etc.



CATEGORY 5: WARHAMMER SINGLE MINIATURE

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



CATEGORY 6: WARHAMMER REGIMENT

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



CATEGORY 7: WARHAMMER MONSTER

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

CATEGORY 9: DIORAMA

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



CATEGORY 8: DUEL

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



CATEGORY 10: LARGE SCALE MODEL

This is the category for large-scale gaming or display models. The entry should be a single model and it may be mounted on a plinth or display base. Scratch-built models may be entered in this category, as should Inquisitor models. Note that Imperial Armour models should be entered in Category 3. Models from the Forge World Collector series, Showcase series and busts should be entered in the Open category.



CATEGORY 11: THE LORD OF THE RINGS FILM SCENE

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

THE YOUNG BLOODS COMPETITION 2004

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

Models must be single foot figures – no mounted models or groups/teams. The judges will be looking for well-painted and well-presented models. Paint schemes should demonstrate originality, imagination and consistency with the spirit of the game worlds.

THE OPEN COMPETITION 2003

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

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

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

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



NEW PRIZES

Last year we included two new prizes for the first time. As they were well received we'll be including them in all future Golden Demon competitions. You cannot enter models for these prizes – they are awarded by the judges to the best models entered across all the categories.

FORGE WORLD BEST IN SHOW

This prize is awarded to the best Forge World model in any Golden Demon category.

FANATIC MORNING STAR

This prize is awarded to the best model from any of the Specialist Games Ranges entered in any Golden Demon category. Models from the Blood Bowl, Mordheim, Epic, Warmaster, Battlefleet Gothic, Necromunda and Inquisitor ranges are all eligible for this prize.

1. Make a separate copy of the entry form shown here for each one of your entries. You can photocopy this form as many times as required. Remember to fill out a different form for each entry.

2. Decide which category you want the entry to be entered into and mark it on the form – put the name of the category and the number of the category in the space labelled.

HOW TO ENTER

3. Fill in the rest of the form in BLOCK CAPITALS.

4. Bring all of these forms with you when you register the models on the day of the competition. Note: we will not accept any entries without these forms, so don't forget them!



Entry
Number

For official use only

OFFICIAL ENTRY FORM

IMPORTANT: Please fill in a separate entry form for each entry!

Name:

Address:

Postcode:

Telephone Number:

Category Name & Number:

Description of entry:

FOR OFFICIAL USE ONLY:

Category Number

1	2	3	4	5	6	7	8	9	10	11	YB	OC
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The Games Workshop hobby takes many forms – playing great games of Warhammer, Warhammer 40,000, The Lord of The Rings or one of our other games systems, converting and painting miniatures or collecting and refining a powerful army.

Your local UK Games Workshop hobby centre is the perfect place to try all these things, as well as getting expert advice from our staff. Here's a look at all the different services your local centre can offer you...

WHAT'S IN STORE FOR YOU?

A Games Workshop hobby centre is more than just a shop...



FREE GAMING AND TACTICS ADVICE

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



FREE PAINTING AND MODELLING ADVICE

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



FULL RANGE OF PRODUCTS

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



IN-STORE ORDER POINT

All of our stores are fitted with an in-store order point which you can use to get your hands on all of our Specialist Games products, plus many components and classic models with which to customise your armies.



BEGINNERS

Our special Beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs throughout Sundays, so whether you want to learn how to charge your Knights into your opponent's battle line or lead a squad of Space Marines into battle, all you need to do is come along!



HOBBY ACTIVITIES

Games Workshop hobby centres provide support and expert advice on all aspects of the hobby. They feature loan participation battles for you to take part in, painting workshops to develop your painting skills, and a forum for gamers to talk about the hobby. On Sunday evenings many stores run specific activities for those who have graduated from the Beginners' Programme.



VETERANS

Many Games Workshop hobby centres run evenings (usually Tuesdays and Thursdays) for veteran gamers. They are aimed at older gamers with plenty of experience on the battlefield. You can share ideas about all aspects of your hobby, play games against equally experienced opponents, and also play Games Workshop's more specialised gaming systems well into the evening.



HOBBY CENTRE GAMING ROOMS

A growing number of our hobby centres now have additional space in the normal shop floor in the shape of Gaming Rooms. This makes it perfect for meeting fellow hobbyists and arranging larger games, playing campaigns or just painting and modelling. On Monday to Friday these rooms are reserved for veterans over the age of 16 but the weekend is free for all veteran gamers and those who have been through the Beginners' programme. These centres are marked by a cross. Go there a ring to find out what's going on and to avoid disappointment! The following Games Workshops all have Gaming Rooms: Gill Aberdeen, Gill Bromley, Gill Burton, Gill Carlisle, Gill Chester, Gill Exeter, Gill Ipswich, Gill Macclesfield, Gill Maidenhead, Gill Middlesbrough, Gill Newcastle, Gill Newport, Gill Poole, Gill Shrewsbury, Gill Uxbridge, Gill Worcester.

HOBBY CENTRES & INDEPENDENT STOCKISTS

Games Workshop products are sold by a large number of shops spread throughout the UK. What follows below is a complete listing of all the stores that sell Games Workshop products. Alternatively, you can find a list of all our retail outlets on our website at: www.games-workshop.co.uk

We also have Games Workshop hobby centres in 16 different countries across the world (and independent stockists in even more). Call 0115 91 40000 to find out where they are. Most Games Workshop stores are open seven days a

week and open late for gaming evenings, but please contact your local store for more details. Stores highlighted in yellow indicate new stores.

Just to be sure they will have exactly what you want in stock, we recommend you give them a quick phone call before visiting. If you're still unsure as to where your nearest stockist is located, why not give us a call on 0115 916 8200.

Hobby centres marked with a cross (x) have Gaming Room facilities.

AVON

GW BRISTOL (CENTRAL):
13 Broad Walk, Tel: 0117 925 1023

GW BRISTOL (TRIBES CAUSEWAY):
Unit 129, The Mall, Tel: 0117 939 2528

BRISTOL, Area 51:
Tel: 0117 9244655

PORTISHEAD, Makki:
Tel: 01275 844 751

YATE, Hoggosaurus Toys:
Tel: 01454 202066

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, Tel: 01234 273 663

LEIGHTON BUZZARD, Cuddlers:
Tel: 01525 217415

LUTON, Ortolans:
Tel: 01582 490669

BERKSHIRE

GW MAIDENHEAD:
Unit 2, 17 Market Street, Tel: 01628 621 747

GW READING:
111 Broad Street Mall, Tel: 0118 959 8002

GW SLOUGH:
101 High Street, Tel: 01753 575 675

BEACKNELL, Omakars:
Tel: 01344 483124

NEWBURY, Miniature Merchants:
Tel: 01628 528176

NEWBURY, Swampy:
Tel: 01628 36225

SANDHURST, Toyworld:
Tel: 01352 873267

WINDSOR, Ortolans:
Tel: 01753 855 456

WINDSOR, W.J. Daniels:
Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
116 Corporation Street, Tel: 0121 226 7680

GW DUDLEY:
Unit 36, Merry Hill Centre, Tel: 01264 481 818

GW SOLIHULL:
690 Warwick Road, Tel: 0121 705 7997

GW WOLVERHAMPTON:
Unit 88, Mander Centre, Tel: 01902 292 466

GW WALSALL:
Unit 27, Old Square Shopping Centre,
Tel: 01902 725 207

ACOCKS GREEN, Jeff's Games and Workshop:
Tel: 0121 706 5175

GREAT BARR, Gaming CRYPT:
Tel: 0121 350 5080

EDGECASTON, Wayland's Forge:
Tel: 0121 687 0105

PERRY BAR, Toy Revolution:
Tel: 0121 355 8250

RUBERY, Roy's Hobbies & Toys:
Tel: 0121 457 3399

SUTTON COLDFIELD, Digital Dragons:
Tel: 07941 827 793

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
Unit 28, The Octagon Centre, Tel: 01494 521 404

GW MILTON KEYNES:
Unit 2, West End Robinson, 522 Sibbury Boulevard,
Shopping Centre, Tel: 01908 890 477

BUCKINGHAM, Absorb Toys:
Tel: 01290 821815

GERARDS CROSS, Howard Marshall:
Tel: 01753 882662

MILTON KEYNES, Doorn's Books:
Tel: 01908 598669

PRINCES RISBOROUGH, Trems:
Tel: 01944 274 785

CAMBRIDGESHIRE

GW CAMBRIDGE:
8 Wedge Street, Tel: 01223 313 330

GW PETERBOROUGH:
3 Wenborough Street, Tel: 01733 850 052

ELY, City Cycle Centre:
Tel: 01223 831311

HUNTINGDON, Spens & Fashions:
Tel: 01480 454 541

PETERBOROUGH, Westgate Department Store:
Tel: 01733 562151

ORTON, FN Hobbies:
Tel: 01733 562151

SAWSTON, The Toy & Medal Centre:
Tel: 01223 535052

SAWSTON, Toys Plus:
Tel: 01223 817656

ST. NEOTS, Weagene Department Store:
Tel: 01480 473242

TEVERSHAM, Invocation Ltd:
Tel: 01223 293492

WISEBACH, Weagene Department Store:
Tel: 01336 203255

CHESHIRE

GW ALTRINCHAM:
Unit 1, 17 Graffon Street, Tel: 0161 929 8899

GW CHESTER:
112 Fosgate Street, Tel: 01244 311 957

GW MACCLESFIELD:
Unit 38, Cheekleegate Mall, Grosvenor Centre,
Tel: 01625 619020

GW STOCKPORT:
32 Marney Square, Tel: 0161 474 5427

CONGLETON, Deans Toys & Cycles:
Tel: 01260 273277

CREWE, ABC Models Sport:
Tel: 01270 503246

NANTWICH, Fantasy LTD:
Tel: 01270 833346

NORTHWICH, Level 1:
Tel: 01606 402633

NORTHWICH, The Medal Shop:
Tel: 01606 47740

EUNCOEN, Hoban Daemons:
Tel: 01606 215591

STOCKPORT, Goallings Toysman:
Tel: 0161 4272599

WIRRAL, Iste:
Tel: 0151 695 1188

WIDNES, R G Marsh Ltd/ Widnes:
Tel: 01514 241947

CLEVELAND

GW MIDDLESBROUGH:
Unit 33, 39 Dundas Street, Tel: 01642 254 091

HARTLEPOOL, Weagene Department Store, Co. Durham:
Tel: 01420 261777

HARTLEPOOL, Illusions:
Tel: 01420 229199

CORNWALL

GW TRURO:
Unit 1, Bridge House, New Bridge Street,
Tel: 01872 320 947

BOHEIN, Bricks&Be:
Tel: 01202 277088

FALMOUTH, Wanderland Falmouth:
Tel: 01326 312371

HAYLE, Elewens of Hayle:
Tel: 01736 752012

HELSTON, Eddy & Son:
Tel: 01306 572097

NEWQUAY, Planet Hobbywood:
Tel: 01307 850641

ST AUUSTEL, Mad for Minis:
Tel: 01738 72258

COUNTY DURHAM

GW DARLINGTON:
79 Skirringale, Tel: 01325 382 403

BISHOP AUCKLAND, Windrock Models:
Tel: 01388 609 705

CONSETT, Kwikpart:
Consett, Co. Tel: 01207 581024

DARLINGTON, Lamb's:
Tel: 01325 462042

TEESDALE, Toy Shop:
Tel: 01653 627366

CUMBRIA

GW CARLISLE:
Unit 2, Sads Lane, Tel: 01238 588 216

BARROW-IN-FENNESS, Heath:
Tel: 01228 820 435

BOWNESS-ON-WINDERMERE, Ernest Robinson & Sons:
Tel: 01539 442647

BRAMPTON, The Card Centre:
Tel: 01687 72267

COCKERMOUTH, The Toy Shop:
Tel: 01660 825855

COCKERMOUTH, Playtimes:
Tel: 01660 825298

KENDAL, North West Warriors:
Tel: 01524 731666

KENDAL, O'oughlins':
Tel: 01524 722694

KESWICK, J B Dizen Limited:
Tel: 01768 772 391

PENRITH, Harpurs Cycles:
Tel: 01768 864475

WHITEHAVEN, Robinson's Model Shop:
Tel: 01946 66525

WORKINGTON, KSA Models and Hobbies:
Tel: 01660 872558

WORKINGTON, Toyman:
Tel: 01660 872522

DERBYSHIRE

GW DERBY:
42 Sadder Gate, Tel: 01332 371 657

ELSPER, Froarsons:
Tel: 01773 823 244

BURTON ON TRENT, Toyman Kingdom:
Tel: 01285 544505

BUXTON, DAE Knowles & Sons:
Tel: 01256 24209

CHESTERFIELD, Cooperative Society:
Tel: 01246 220300

CHESTERFIELD, Speeding Bullets:
Tel: 01246 224665

DERBY, Toyman Kingdom:
Eagle Centre, Tel: 01332 386226

ILKESTON, Illusion Co-op:
Tel: 01159 227777

MATLOCK, Shows LTD:
Tel: 01629 582482

SWADLOWCOTE, Silpleam Models:
Tel: 01285 552500

DEVON

GW EXETER:
31a Sichel Street, Tel: 01392 460 325

GW PLYMOUTH:
84 Cornwell Street, Tel: 01752 254 121

GW TORQUAY:
12 Market Street, Tel: 01893 201 036

BARNSTAPLE, The Barlexons:
Tel: 01221 321544

BIDFORD, Bidelford Toys:
Tel: 01257 477664

BOSCOMBE, Marcella Toyman:
Tel: 0202 292755

BRIDGEND, Paraphernalia:
Tel: 01626 664562

DARTMOUTH, WG Piller & Co:
Tel: 01803 822159

EXETER, PJ Hawkins and Sons:
Tel: 01392 202635

EXMOUTH, Gamesco Models:
Tel: 01392 267723

HONITON, Horizon Toy Shop:
Tel: 01454 423741

KINGSBRIDGE, The Trading Post:
Tel: 01548 652 923

NEWTON ABBOT, Austins:
Tel: 01628 252444

PAIGNTON, The Medal Shop:
Tel: 01803 553355

PLYMOUTH, Medal Shop:
Tel: 01752 291 851

TAVERSTOCK, Kafeloscope:
Tel: 01832 615 236

TIGNMOUTH, Jacksons Toybox:
Tel: 01626 778755

TIVERTON, Wings 'N' Wheels:
Tel: 01884 243819

TOTNES, Kaboom:
Tel: 01803 863049

TOXBINGTON, Angling Pastimes:
Tel: 01825 623889

DORSET

GW BOURNEMOUTH:
24 Post Office Road, Tel: 01202 219 260

GW POOLE:
Unit 12, Tonggate Centre, Tel: 01202 685 634

BOURNEMOUTH, Barrie-Scar:
Tel: 01202 258194

BOURNEMOUTH, Marcella Toys:
Tel: 01202 770500

BOURNEMOUTH, Robers Toys & Games:
Tel: 01202 480031

BRIDPORT, Frosts Toyman:
Tel: 01308 422899

GILLINGHAM, Mervyn's Toys & Medals:
Tel: 01747 822 888

SHAFTSBURY, Hardings:
Tel: 01747 852155

SHAFTSBURY, Howards:
Tel: 01747 852155

SHERBORNE, Pursells:
Tel: 01935 816072

SWANAGE, Leonards:
Tel: 01929 426095

WEYMOUTH, Rozzoman:
Tel: 01305 780021

ESSEX

GW CHELMSFORD:
The Meadows Centre, Tel: 01454 460 048

GW COLCHESTER:
2 Short Wyre Street, Tel: 01206 767 279

GW SOUTHEND:
12 Southchurch Road, Tel: 01702 461 251

GW THURROCK:
Unit 415B, Level 3, Lakeside Shopping Centre, Tel: 01768 867 133

BRENTWOOD, B&M Cycles:
Tel: 01277 214342

CLAFTON ON SEA, Clacton Am & Craft Centre:
Tel: 01255 456345

COLCHESTER, Toyman Kingdom:
Tel: 01206 544344

HARLOW, Marquee Models:
Tel: 01279 423334

LEIGH-ON-SEA, Collier Books:
Tel: 01275 473885

MALDON, Colin Ellis Models:
Tel: 01621 651327

RAYLEIGH, Toys N Tuck:
Tel: 01288 775031

SAFFRON WALDEN, Game On:
Tel: 01799 506 070

SOUTHEND-ON-SEA, Toyman Kingdom:
Tel: 01702 543454

GLOUCESTERSHIRE

GW CHELTENHAM:
16 Priory Street, Tel: 01242 259 419

GW GLOUCESTER:
25 Clarence Street, Tel: 01452 505 033

BOURTON ON THE WATER, Bourton Medal Railway:
Tel: 01451 620685

STROUD, Alan Tyndall:
Tel: 01453 764487

STROUD, Arvica:
Tel: 01453 764487

STROUD, Cyberdync:
Tel: 01453 757222

STROUD, Palsah Games:
Tel: 0670 2427438

TWYKESBURY, Toy Zone:
Tel: 01684 295 776

HAMPSHIRE

GW BASINGSTOKE:
3 Pipers Walk, Tel: 01256 466 050

GW PORTSMOUTH:
34 Arundel Street, Tel: 02392 870 200

GW SOUTHAMPTON:
23 East Street, Tel: 02380 321 962

GW WINCHESTER:
6 St George's Street, Tel: 01962 860 199

ALDERSHOT, The Game Shop:
Tel: 01252 311443

ALTON, Alton Model Centre:
Tel: 01420 542244

ANDOVER, Hoggosaurus Toysman:
Tel: 01264 262 262

BASINGSTOKE, Omakars:
Tel: 01256 466046

FARHAM, Farham Toys and Hobbies:
Tel: 01329 262183

FARNBOROUGH, Darkstar:
Tel: 01252 376593

FLEET, Fleet Toys:
Tel: 01252 612494

HANTS

GOSPORT, Comucopia:
Tel: 02342 503 241

NEW MILTON, Toys of New Milton:
Tel: 01423 617935

PETERSFIELD, Folly Models:
Tel: 01793 287 602

PETERSFIELD, Fun for All:
Tel: 01793 282271

PORTCHESTER, Wicar Models:
Tel: 02342 351160

RINGWOOD, Toys of Ringwood:
Tel: 01425 479444

ROMSEY, Roundabout:
Tel: 01794 512145

SOUTHSEA, Southsea Models:
Tel: 01705 733200

WATERLOOVILLE, Paul's Hobby Shop:
Tel: 01705 258180

HEREFORDSHIRE

HEREFORD, Hereford Medal Shop:
Tel: 01432 252800

LEOMINSTER, Martin's Models & Crafts:
Tel: 01568 613 782

ROSS ON WYE, Little & Hall:
Tel: 01899 562 039

HERTFORDSHIRE

GW HEMEL HEMPSTEAD:
16 Bridge Street, Tel: 01442 249 752

GW ST ALBANS:
18 Heritage Close, off High Street,
Tel: 01727 851 159

BARNET, Murray & Brand:
Tel: 0208 4490277

BERKHAMSTED, Hemlins:
Tel: 01442 864642

BISHOP'S STORTFORD, Beardman:
Tel: 01279 654 033

CHORLEYWOOD, Chorleywood Models:
Tel: 01823 284 213

HARPENDEN, F&D Enterprises:
Tel: 01824 622154

HATFIELD, Mr Games:
Tel: 01707 586699

HERTFORD, Marquee Models:
Tel: 01982 504718

HITCHIN, Hainly Models:
Tel: 01462 423203

LETONWORTH, Comics Unlimited:
Tel: 01462 480118

ROYSTON, Toyshop:
Tel: 01763 242770

STEVENAGE, KS Models:
Tel: 01438 749516

WELWYN GARDEN CITY, Toys Toys Toys:
Tel: 01707 291319

ISLE OF MAN

DOUGLAS, Jaz Distribution:
Tel: 01624 622154

RAMSEY, Medal World:
Tel: 01624 810548

ISLE OF WIGHT

NEWPORT, Toy & Models:
Tel: 01983 582558

NEWPORT, Wight World of Wargames:
Tel: 01983 535200

RYDE, The Sports & Model Shop:
Tel: 01983 862454

RYDE, Fun, Fact and Fantasy:
Tel: 01983 617323

SANDOWN, Toyman:
Tel: 01983 404182

SHANKLIN, Toyman:
Tel: 01983 866024

KENT

GW BLUEWATER:
Unit 0229, Upper Thames Walk, Bluewater
Greenhills, Kent, Tel: 01522 427 930

GW CANTERBURY:
Unit 5, Iron Bar Lane, Tel: 01227 452 880

GW MAIDSTONE:
7a Pudding Lane, Tel: 01622 677 435

GW TUNBRIDGE WELLS:
4A Camden Street, Tel: 01892 525 783

ASHFORD, Omakars:
Tel: 01223 667450

ASHFORD, GZ Computers Ltd:
Tel: 01223 663996

BEXLEY HEATH, Kix Krazy:
Tel: 0208 286 7577

BROADSTAIRS, Time & Space:
Tel: 01590 713298

DOVER, Turners Models:
Tel: 01304 203711

GRAVESEND, The Stamp Centre:
Tel: 01474 534166

MARGATE, Toyman Kingdom:
Tel: 01843 225400

ROCHESTER, Miniature World:
Tel: 01634 613980

SEVENOAKS, JH Lorimer:
Tel: 01732 453840

SEVENOAKS, Markklovs:
Tel: 01732 454952

SITTINGBOURNE, AJ Elundell & Son:
Tel: 01795 424 271

TONBRIDGE, Kids Surf:
Tel: 01732 263 166

LANCASHIRE

GW BLACKPOOL:
8 Birley Street, Tel: 01253 752 066

GW BOLTON:
Unit 27, 36 Acresfield Mall, Tel: 01204 262 121

GW PRESTON:
15 Miller Arcade, Tel: 01772 621 825

ACCRINGTON, Twin Stars.
Tel: 01254 368555

ASHTON UNDER LYNE, Eye Size.
Tel: 0161 343 7336

BLACKBURN, Harcor & Sons.
Tel: 01254 387393

BLACKPOOL, Toyman.
Tel: 01253 626401

BOLTON, Greens Toyman.
Tel: 01204 368330

BOLTON, Toyman.
Tel: 01942 212399

BOLTON, Whisker's Toyman.
Tel: 01204 368348

BURNLEY, Arthur Beers.
Tel: 01282 422 546

BURY, Toyman.
Tel: 0161 701 6206

CHORLEY, A & B Games.
Tel: 01257 261833

CHORLEY, Hobbies Toys & Nursery World.
Tel: 01257 263045

CLITHEROE, Cawfills of Clitheroe LTD.
Tel: 01200 423587

KIRKHAM, RK Boyes.
Tel: 01772 671900

LANCASTER, Lewsons Toyman.
Tel: 01524 645 58

LANCASTER, Micro Markets.
Tel: 01524 940485

LEIGH, Strickton Limited.
Tel: 01942 671116

LEIGH, Toyman.
Tel: 01942 571116

MORCAME, Richard Lancaster.
Tel: 01524 410 204

OLDHAM, Ortolano.
Tel: 0161 620543

PRESTON, Toyman.
Tel: 01773 887759

ROCHDALE, Microshop.
Tel: 01706 711838

ROSENDALE, Rosendale Models.
Tel: 01706 255307

THORNTON-CLIFVELLY, Toyzone Collectables.
Tel: 01253 853935

WIGAN, Sophie.
Tel: 01942 700356

WIGAN, Wigan Model Centre.
Tel: 01942 245 683

LEICESTERSHIRE

GW LEICESTER.
Unit 2, 1625 Silver Street. Tel: 0116 253 0610

GW LOUGHBOROUGH.
22 Ripon Street. Tel: 01509 298 107

ASHBY-DE-LA-ZOUCH, Steve's Models.
Tel: 01509 418827

COULVILLE, Geoff's Toys.
Tel: 01509 892765

HINCKLEY, Penelope Model Shop.
Tel: 01455 236622

LOUGHBOROUGH, Geoff's Toys.
Tel: 01509 216965

LINCOLNSHIRE AREA

GW GRIMSBY.
9 Wood St Mary's Gate. Tel: 01472 347 757

GW LINCOLN.
Unit 25A, Salfordgate (on outside of Waterdale Centre). Tel: 01522 548 027

BOURNE, GT Collectable Cards.
Tel: 01776 422324

GAINSBOROUGH, Toyman.
Tel: 01427 676300

GRANTHAM, Urban & Warr.
Tel: 01924 855393

GRANTHAM, Access Models.
Tel: 01476 560 061

LOUTH, Carolina.
Tel: 01507 632149

MABLETHORPE, Belas Toyman.
Tel: 01507 473326

QUARRING, MS Sturgess.
Tel: 01775 821967

SCUNTHORPE, Shermans Model Shop.
Tel: 01724 942 439

SCUNTHORPE, Toyman.
Tel: 01724 271520

SCUNTHORPE, Weagore Department Store.
Tel: 01724 281888

SKEGNESS, The Model Shop.
Tel: 01754 763439

SPALDING, Mason's Models.
Tel: 01775 722456

SPALDING, Weagore Department Store.
Tel: 01775 713424

STAMFORD, Howleys.
Tel: 01760 762125

MANCHESTER AREA

GW MANCHESTER (central).
Unit R35, Madison Way South, Arndale Centre. Tel: 0161 824 6821

LEIGH, Toyman.
Tel: 01942 671116

MANCHESTER, Waresomes.
Tel: 0161 837 3550

WARRINGTON, Soreo Webb Models & Hobbies.
Tel: 01526 756225

MERSEYSIDE AREA

GW LIVERPOOL.
47 Lord Street. Tel: 0151 258 1454

GW SOUTHPORT.
Unit K2, Marble Place Shopping Centre. Tel: 01704 501 255

GW WARRINGTON.
Unit 20, Three Squares. Tel: 01925 651 894

WALLASEY, Firestone Miniatures.
Tel: 0151 891 1682

WIRRAL, RS Models.
Tel: 0151 348 4363

MIDDLESEX

ENFIELD, Jennings Stores.
Tel: 0208 8041834

UXBRIDGE, & Bevil Wright.
Tel: 01895 402 304

NORFOLK

GW NORWICH.
12-14 Exchange Street. Tel: 01603 767 655

CROMER, Medland Toys.
Tel: 01263 512177

DISS, Toyman.
Tel: 01279 641743

EAST DORSET, Youngsters World.
Tel: 01895 562 372

GORLESTON, Toyman.
Tel: 01483 440667

HOLT, Starlings-Toyman.
Tel: 01263 712161

HUNSTANTON, Hussareen Models.
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ISTANBUL, Sibir.
Bilalmandere C, Alibaltas sok 27A.
Tel: 0090 212 227 9665

DENMARK

GW KOBENHAVN.
Friederichsgade 5K1, 1300. Tel: 0045 3312 22 17

GW AALBORG, Aalborg Hobby Service.
Hornegade 18, 9000. Tel: 98751315

GW AALBORG, Bog & Idd Aalborg, Nyhavn.
Nyhavn 5, 9000. Tel: 98 11 66 11

GW AALBORG, Guss & Games.
Danmarksvej 45, 9000. Tel: 98154280

GW AALBORG, Serman Bog & Idd Aalborg.
Skovvej 15, 9000. Tel: 98 12 05 90

GW AALBORG, Vejlgaard Bog & Idd.
Horsdalvej 24, 9000. Tel: 98 10 62 90

GW AALBORG SV, ER Games.
Hobrovej 452, 9000. Tel: 98157520

GW ARHUS C, ER Games.
Vedervej 58, 8000. Tel: 86121788

GW AAS, Ting og aegne.
Søndergade 6, 8600. Tel: 86122171

GW AARHUS, Legokæden.
Storegade 17, 8000. Tel: 74822425

GW ALBERTSLUND, Albertslund Bog & Idd.
Skolestrøget 2, 2600. Tel: 43 64 68 77

GW ALBORG, BA O Begov Ålborg.
Ålborg St. Center, 6000. Tel: 98291545

GW ALBORG C, ER Games.
Bjerggade 10, 9000. Tel: 98115543

GW ALERØD, Bog & Idd.
M.D. madsenvej, 3450. Tel: 07400144

GW ARHUS C, Bog & Idd.
Clemens St. Clemens Torv 8, 8000. Tel: 85 13 33 52

GW ARHUS C, ER Games.
Friederichsgade 26, 8000. Tel: 87416913

GW ARHUS C, Dragons Lair.
Åboulevard 33, 8000. Tel: 86106030

GW ARHUS C, Hobby House.
Hornegade 51, 8000. Tel: 86120302

GW ARHUS C, Svend & Larsen Bog & Idd.
Sønder Ålv 4, 8000. Tel: 86 12 05 91

GW ASNÆS, Bog & Idd.
Aarslev Søvej 3, 4650. Tel: 59283014

GW BÅLLEUP, ER Games.
Sølleup Center 1, 2750. Tel: 44974422

GW BILLUND, MicaBene.
Sulkestræde 14, 7190. Tel: 75322525

GW BJERRINGEBØ, Bog & Idd.
Storegade 4, 8850. Tel: 86581077

GW BRABAND, ER Games.
Gudstavevej 7, 8090. Tel: 86258699

GW BRONDRØSLEV, Bog & Idd.
Bæverdrøesvej 14, 9700. Tel: 58282200

GW BRONSHØJ, Charlotes Legenej.
Friederichsvej 148, 2750. Tel: 38059260

GW CHARLOTTENLUND, Bog & Idd.
Jørgensen Alle 5, 2600. Tel: 3644340

GW ESBJERG, E.O. Begov.
Kongensgade 33, 6710. Tel: 75121177

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GW CAPE TOWN, The Boys and Mens Hobby Shop.
Tel: 0027 21 914 6683

GW CAPE TOWN, Wizards Warehouse.
Tel: 021-8620300

GW LINNIEYS, Dragons Den.
Tel: 0027 083 804 134

GW PRETORIA, The Smelly Trail.
Tel: 0027 083 93107

GW JOHANNESBURG, Swaxex Recalls.
Tel: 0027 11 8830119

GW JOHANNESBURG, Wizards Warehouse.
Eden Vale. Tel: 0027 21 683 0390

GW DURBAN, Durban Novelty.
Tel: 0027 031 2128271

GW DURBAN, Durban North, The Hobby Specialist.
Tel: 0027 031 544 9795

ESBJERG, Jankens Banker.

Kongensgade 10, 8700, Tel: 75101599

ESPERGÅRDE, B&O Bøger Espergårde.

Espergårde Cent., 3050, Tel: 46121546

ESPERGÅRDE, Lægskanden.

Vester Torv 15, 5050, Tel: 49112911

F&BORG, Onkel Ole Lægskanden.

Dalgade 10, 5600, Tel: 66111489

F&SE, Fokus B& I Idé.

Toregade 14, 4645, Tel: 55 71 30 13

F&UM, Bog & Idé.

Fanum Byvej 64, 3250, Tel: 44951225

FREDERIKSBORG, EE Games.

Faktorer Alle 46, 2000, Tel: 26363800

FREDERIKSBORG, EE Games.

Faktorer Alle 30, 2000, Tel: 26380069

FREDERIKSHAVN, Frederikshavn Bog & Idé.

Søndstgade 4, 9000, Tel: 98 43 25 04

FREDERIKSHAVN, Emma Boghandel.

Søndstgade 41, 9000, Tel: 9841544

FREDERIKSHAVN, Onkel Bach.

Kongensgade 31, 3000, Tel: 47323569

FREDERIKSHAVN, Rosers Bog & Idé.

F. L. Lund Christiansen 2, 47101045

FREDERIKSVÆK, Hobby & Legeset.

Næstvedgade 30, 5300, Tel: 47211653

GILLELSE, Lilla Legeset.

Vester Enggade 8, 3250, Tel: 48320090

GRIND, Bog & Idé.

Torvet 8, 8300, Tel: 98321833

GRV, R.O. Bøger.

Hundige Stenemærk, 2670, Tel: 43906008

HAGERSLEV, Lægskanden.

Næstvedgade 20, 4100, Tel: 74320285

HADSTEN, JIN Ceram.

Killevang 1, 6370, Tel: 66380039

HÅNDLUND, Lonez Nielsen Bog & Idé.

Helsinggade 14, 5950, Tel: 98 57 18 33

HELSINGØ, Schwartz Bog & Idé.

Helsingø Dalgade 17 - 1, 15, 3200, Tel: 40 79 40 21

HELSINGØ, R & O Bøger.

Skærså Plads 1, 3000, Tel: 49151800

HELSINGØ, Hobby & Fritid.

Rosentårnvej 2, 3000, Tel: 4914542

HERLEV, Bog & Idé Herlev.

Herlev Bygade, 2720, Tel: 44 94 04 77

HESENING, B&O Bøger Hesening.

Bredgade 6, 7400, Tel: 97120747

HILLERØD, Lægskanden.

Skolegade 27, 3700, Tel: 46043205

HILLERØD, Lille Eventyrland.

Skolegade 10, 3400, Tel: 20677095

HJØRRING, Bog & Idé Hjørring.

Skolegade 1, 9800, Tel: 98 82 89 99

HJØRRING, Rosala Boghandel.

F. Palmegade 4, 9800, Tel: 98621744

HOLBÆK, Gøppals Legeset.

Smørumvej 27, 3700, Tel: 34411888

HOLBÆK, Sportfair Bog & Idé.

Holbæk Allé 21, 4300, Tel: 58 43 00 74

HOLBÆK, Wulf Bog & Papir.

Ansgade 24, 4300, Tel: 59430045

HOLSTEBØ, Lægskanden.

Næstvedgade 50, 7000, Tel: 07412038

HORSNØ, Bog & Idé Hornsno.

Søndstgade 30, 8700, Tel: 75 01 17 11

HORSNØ, Lægskanden.

Horsnøvej 70, 8700, Tel: 75618011

HORSNØ, Bog & Idé.

Horsnøvej 50, 8700, Tel: 75618040

HUMLEBÆK, Bædes.

Torevej 4, 3050, Tel: 46191230

HVIDOVRE, Frihedens Bog & Idé ApS.

Søndstmarkvej 20, 2000, Tel: 36 78 22 74

KALUNDBORG, Kochs Bøger & Papir.

Kordigade 9, 4400, Tel: 58510054

KBH 5, EE Games.

Arne Jacobsen Alle 12, Bulev 102, 2300, Tel: 30523067

KBH V, EE Games.

København Strandvej 59, 1500, Tel: 32121712

KBH V, EE Games.

Nygade 3, 1504, Tel: 32322040

NGS 1, EE Games.

Lørdag 2750, 2800, Tel: 45870209

KJELLERUP, Legesæt.

Søndstgade 5, 8020, Tel: 68934800

KØBENHAVN, Søsternes Bog & Idé ApS.

Næstvedgade 100, 2200, Tel: 35 55 52 77

KØBENHAVN K, Feroas Cigaren.

Skolegade 27, 1157, Tel: 33222211

KØBENHAVN K, Fomark.

Skt. Pedersstræde 10, 1452, Tel: 20838208

KØBENHAVN K, Bog & Idé.

Faktorervej 133, 1500, Tel: 32659100

KØBENHAVN MK, Anemo.

Barnemærvej 100, 2400, Tel: 28335700

KØBENHAVN MK, Bog & Idé.

Næstved Bycenter Lygten 2, 2400, Tel: 2845 4541

KØBENHAVN S, Midgård Dianterren.

Njalsgade 19, Byg. 1 D, 2500, Tel: 23569232

KØBENHAVN S, Ansgar Bog & Idé A/S.

Ansgar Centret 103, 2200, Tel: 32543666

KØGE, Køge Bog & Idé.

Næstvedgade 17, 4950, Tel: 56 65 00 82

KOLDING, EE Games.

Skolegade 43, 6300, Tel: 75501570

KOLDING, R & O Bøger Kolding.

Skolevej 52, 6300, Tel: 75528564

KOLDING, GK Legeset.

Dalgade 19, 6000, Tel: 75228403

KOLDING, Munk Bog & Idé, Kolding.

Helligkongsvej 5, 6000, Tel: 75 52 03 77

LEMVIG, Lægskanden.

Torvet 13, 7020, Tel: 67021511

LYNGBY, R & O Bøger.

Lyngby Stenemærk 547-2600, Tel: 43270445

M&R, Lægskanden.

Skolegade 3, 8000, Tel: 67402521

N&UM, Navum Bog & Idé.

Navum Vænge Torv 56, 2850, Tel: 45821045

N&V, Bog & Idé Anshov.

Næstved Anshovvej 10, 4700, Tel: 55 72 20 24

N&V, Høved Bog & Idé.

Næstved Skolevej 16, 4700, Tel: 55724241

N&V, Langs Bog & Idé.

Torevej 13, 7100, Tel: 55 72 01 16

NAKSØV, Legesetcentrum.

Søndstgade 127-4005, Tel: 54923937

NYBØDING F, Nylæbning F. Bog & Idé.

Jernbanegade 8, 4800, Tel: 54 85 23 73

NYBØDING M, Marso Boghandel.

Alngade 1, 7050, Tel: 97720129

NYBØDING SJ, Nylæbning Bog & Idé.

Nygade 28, 4825, Tel: 59 84 70 18

ODDØR, Kjeldens Bog & Idé.

Kongensgade 2, 6200, Tel: 65 24 10 50

ODDØR, Lægskanden.

Rosens Gade 32, 8300, Tel: 66544276

ODENSE C, EE Games.

Kongensgade 43, 5000, Tel: 66129929

ODENSE C, Dragons Lair.

Kongensgade 71, 51th, 5000, Tel: 65916701

ODENSE C, B&O Bøger Odense C.

Vestergade 59-61, 5100, Tel: 66114233

ODENSE SD, Bog & Idé Odense.

Rangergade 23, 51th, 5000, Tel: 65 15 11 25

ODENSE SD, EE Games.

Odensvej 70, 5200, Tel: 63950070

ODENSE, Podberg Bog & Idé.

Næstvedgade 10, 6300, Tel: 78 07 31 98

RANDERS, Børge Sørensen Hobby.

Rådhusvej 4, 8900, Tel: 66425014

RANDERS, Randers Hobby Import.

Aldergade 13, 8900, Tel: 86432622

RINGE, Fjords Bog & Idé, Ringe.

Nydalsvej 2, 3700, Tel: 56 52 00 91

RINGKØBING, GK Legeset.

Alngade 4, 6250, Tel: 07252000

RISKOV, Vejby-Raskov Bog & Idé.

Vest Central Friemørbogvej 5, 8400, Tel: 96 21 53 23

RODovre, R & O Bøger.

Roskilde Centrum 110, 3610, Tel: 36415485

RODovre, Dømhø Hobynna.

Lindvej 14, 3710, Tel: 56494949

RODovre, Willem Dam Bog & Idé.

Skolevej 30, 3700, Tel: 56 45 01 67

ROSKILDE, EE Games.

Skolecentervej 2, 4000, Tel: 46371516

ROSKILDE, Fiersberg Bog & Idé.

Skolecentervej 4, 4000, Tel: 46 35 30 98

SKJERN, Bog & Idé Skjern.

Jernbanegade 14, 6900, Tel: 97 35 16 65

SILKEBORG, Bog & Idé.

Vestergade 23, 9500, Tel: 96020287

SILKEBORG, Bog & Idé - Torver ApS.

Torvet 9, 8300, Tel: 66 52 00 91

SILKEBORG, Byens Hobby & Fritid.

Bredgade 44-11, 8300, Tel: 66315815

SKAGEN, Lægskanden.

Skt. Laurimvej 40, 6900, Tel: 98445465

SKANDERBORG, Hobbymagasinet.

Aldergade 118, 8050, Tel: 85571820

SKANDERBORG, Schmidt Bog & Idé.

Skolevej 14, 7050, Tel: 75520027

SKIBBY, Skibby Bog & Idé.

Rydalsvej 2, 4000, Tel: 47 51 25 02

SKIVE, Jydsk Boghandel.

Næstvedvej 19, 7800, Tel: 97325566

SLAGELSE, EE Games.

Vestergade 20, 4300, Tel: 58521120

SLAGELSE, Bog & Idé Slagelse.

City 3 Jernbanegade 7, 4300, Tel: 58 52 00 15

SLAGELSE, Ulthømen.

Nygade 2, 4200, Tel: 58526035

SØNDERBORG, Bogcentrum.

Perlegade 77, 6400, Tel: 74422071

SØNDERBORG, Sønderborg Bog & Idé.

Perlegade 13, 6400, Tel: 74 42 80 20

ST. HEDDINGS, Hobbylandet.

Løjtnantvej 10, 4900, Tel: 56550010

STENLØSE, Sejrstræppen.

Skolecentervej 2600, Tel: 47173220

STRUER, Marso Medias Bog & Idé.

Skolevej 14, 7050, Tel: 67 83 14 08

SVENDBORG, B & O Bøger.

Guldvej 58, 5700, Tel: 59103223

SVENDBORG, Færve & Hobby Hjørnet.

Kongensgade 4, 5700, Tel: 662 74 14

TÅLSTRUP, Genbrugsbøger.

Kongensvej 55, 2050, Tel: 47121511

TÅSTRUP, Bog & Idé.

City 2 Bulev 307, 2800, Tel: 40690267

THISTED, Bog & Idé.

Thorvald Vestergade 14, 7700, Tel: 87 82 03 06

THISTED, GK Legeset.

Vestergade 4, 7700, Tel: 07821893

TØNDER, Jønen Bog & Idé.

Skolegade 5, 6270, Tel: 74 72 23 41

TØRSBØ, P/F Thomas Dam Wholesale.

Boks 2148, F&O ISLANDS, Tel: 311400

V&S, V&S Bog & Idé.

Skolevej 47, 47 2600, Tel: 44 48 82 82

VEDBÆK, Træd Bog & Idé.

Torvald Torvaldsvej 70, 2950, Tel: 45 68 10 20

VIEN, Vjen Bog & Idé.

Vejst. Centret, 6000, Tel: 75 38 00 23

VEJLE, B&O Bøger.

A O Centret 10, Søndstgade 24-26, 7100, Tel: 75603544

VEJLE, Bog & Idé.

Rindvej 11, 7100, Tel: 75620544

VIORG, Hobby World.

Skt. Mathiasvej 45, 6300, Tel: 66221740

VIORG, L. K. Bog & Idé.

Viborg Sct. Mathias Marked 202, 8300, Tel: 96 62 77 62

VIORG, Schvas Bog & Idé.

Viborg Sct. Mathiasvej 50, 8300, Tel: 66203868

VIEY, Byens Bog & Idé Viby Å.

Viby Centret, 8000, Tel: 66 11 44 30

VORNINGBORG, Thiel Legeset.

Alngade 60, 4700, Tel: 55340451

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NORSEKOPING, Hobbyhärman.
Drottning 18, 652 24, Tel: 01121210

NORSEKOPING, Lekhuset.
Norgegatan 21, 652 23, Tel: 01120270

NORSEKOPING, Traditioner.
Hälsöns Torv 145 62, Tel: 0802175100

NORSEKOPING, Leka Toy Spel.
Ostra Skogsgatan 20, 61104, Tel: 0155281000

NYPKÖPING, Berra Spel o Hobby.
Byrågatan 35, 611 30, Tel: 0155208070

NYNÄSHAMN, Sverstelaka Hobby.
Stadsfullmäktige 4, 540 30, Tel: 0652010691

OKAJA, Tradition.
manfredsvägen 9, 20230, Tel: 42232140

ÖSERÖ, Tradition.
Åstamans Drottninggatan 27, 732 22, Tel: 04120540

ÖRNKÖPING, Sound & Vision.
Svevgatan 11, 691 20, Tel: 090319320

ÖSTERSUND, Hobbyboden.
Korsnäsgränd 11, 621 20, Tel: 063512010

PITEÅ, Barnens Hus.
Bäckväg 50, 941 47, Tel: 09119910

SÄFFLE, Hobbykällaren.
Västra Skogsgatan 4, 661 30, Tel: 063214594

SALA, Elena Leksaker.
Pålsnågatan 10, 733 30, Tel: 022410314

SALTSJÖBOO, Tarmellen.
Ornvingegatan 1, 12020, Tel: 087158061

SIGUNA, Ide Hus.
Stora Garan 52, 193 30, Tel: 089525706

SKÄRHOLMEN, EB Games.
Skolors väg 6, 127 48, Tel: 087405100

SKELLEFTÅ, Barnens Hus.
Uppfrånsväg 5, 931 42, Tel: 091013660

SKÖVDE, Tv-spelbutikken.
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SÖDERHAMN, Barnens Hus.
S-Center 602 42, Tel: 071014520

SÖDERTÄLJE, EB Games.
Södergatan 1, 151 21, Tel: 0852016232

SÖDERTÄLJE, Kirngläns Leksaker.
Box 612, 151 27, Tel: 0855233070

SÖLUNTA, Barnens Hus.
Bakstamsvägen 1, 192 78, Tel: 080259940

SÖLNA, Gameshop.
Hälsönsvägen 157, 199 38, Tel: 087304030

SÖLNA, EB Games.
Hälsönsvägen 4, 171 45, Tel: 087405200

STENUNGSUND, Barnhuset.
Barnhusetorgans 444 33, Tel: 032828304

STOCKHOLM, Tradition.
Hannegatan 37, 111 52, Tel: 084112151

STOCKHOLM, EB Games.
Kastelgatan 13, 115 20, Tel: 089620310

STOCKHOLM, Science Fiction Bekhandeln.
Västerlång Gatan 48, 111 27, Tel: 08215662

STRÅNGNÄS, Tv Spelbutikken.
Trädgårdsgatan 20, 545 21, Tel: 015210191

STRÖMSTAD, Kjele Lek & Hobby.
Södra Hannegatan 8, 402 30, Tel: 062015589

SUNDSVÄLL, Tradition.
Hälsönsväg 20, 662 30, Tel: 090238473

SUNDSVÄLL, Orion Spel.
Korsnäsgränd 11, 621 20, Tel: 063152947

SVEDALA, Eba Lek.
Sveväg 2, 144 30, Tel: 045400318

TÄBY, Hobby & Frykt.
Hälsönsväg 1F, 68150, Tel: 082156248

TÄBY, EB Games.
Storängsvägen 150, 183 24, Tel: 0885447400

TOMTEJILLA, Zita Leksaker.
Norgegatan 6, 273 30, Tel: 041710008

TROLLHÄTTAN, Paraj.
Lagastadsvägen 12, 401 70, Tel: 062079489

TROLLHÄTTAN, EB Games S&S Husen.
Lagastadsvägen 12, 401 70, Tel: 062051870

TUMBE, Leksakerbutikken.
Tumbe Torv 7, 147 30, Tel: 0852039300

TUMBE, Kem & Lek.
Byrågatan 5-7, 147 35, Tel: 085203210

UDVÄLLA, Tradition Toys.
Sveväg 2, 451 70, Tel: 062283803

UDVÄLLA, Alldreda.
Torv Kåpstenarna, 451 70, Tel: 062283889

UMÅ, Barnens Hus.
Årjov 11, 668 40, Tel: 0606777732

UMÅ, Tradition.
Wassgatan, 602 20, Tel: 060701590

UMÅ, Föreningen.
Skogsgatan 44, 602 20, Tel: 090779230

UPLANDS VÄSBY, Lekis.
Drögnav 86, 194 00, Tel: 0895903920

UPPSALA, Prillynnet.
Kungälvsgatan 75, 753 21, Tel: 0181016027

UPPSALA, Tradition.
Skogsgatan 4, 753 21, Tel: 018141015

UPPSALA, HobbyGames.
Skogsgatan 2, 750 52, Tel: 018711590

UPPSALA, Barnens Hus.
Bolandsgatan 15a, 753 23, Tel: 018622073

VÄRSERÖ, Spelbutikken.
Norgegatan 10, 432 41, Tel: 042037880

VÄRNAMO, Gammanzoo.
Skogsgatan 34, 201 21, Tel: 027019046

VÄSTERÅS, Zenerlekens.
Skogsgatan 20, 722 12, Tel: 021104494

VÄSTERVIK, Karusell Hems.
Härrn Gatan 38, 583 30, Tel: 046036171

VÄSTRA FRÖLUNDA, Toys.
Box 20, 421 21, Tel: 041459401

VÄXJÖ, Helges Håls.
Vaxjöväg 4, 350 20, Tel: 047281802

VETLANDA, Leksakerbutikken.
Larsvärdsgatan 21, 574 40, Tel: 038210690

VIMMERBY, Karusell Hus.
Södra Indragstigen 15, 568 40, Tel: 046231188

VISEY, Lekaregatan.
Hälsönsväg 10, 521 57, Tel: 042621920

YSTAD, Lekbutikken.
Skolors väg 14, 271 43, Tel: 041116283

YSTAD, Tv Spelbutikken.
Tobaksgatan 10, 271 41, Tel: 041166680

BELGIUM
GAESCHOT, Casert.
Lindendreef 47, 3200, Tel: 016 588220

ANTWERPEN, Game Garden, The.
Bosboom 215, 2170, Tel: 03 6823773

ANTWERPEN, Toys 4 All Antwerp Toys Shop N.V.
Bosboom 215, 2170, Tel: 03 2481058

BRUGELHOUT, Modelbouw Centrum Beilien.
Tushoutbaan 240, 2140, Tel: 03 2359708

BRUGELHOUT, Play Play.
Spoorwegstraat 182, 8200, Tel: 050 385183

BRUSSEL, Toys 4 All Brussels Toys Shop S.A.
Grafstrasse 35, Rue Marché aux Herbes, 1000, Tel: 02 5022556

DONDERMONDE, Christofaansen Dendermonde.
Sint-Gillisstraat 75, 9200, Tel: 052 211759

DIEST, Toys 4 All Jody Toys.
Kaleidwiel 10, 3200, Tel: 043 335201

DIOGENIOS, War/Hoosie Games.
3 Rue de l'Église, 1620, Tel: 02 3703000

GIEL, Modelbouw Centrum.
Stationsstraat 141, 2440, Tel: 014 560827

HALLÉ, Mishra Playground.
Rue de l'Église 1620, Tel: 02 3615883

HALLÉ, Toys 4 Toys Hallé.
Rue de l'Église 1620, Tel: 02 3650403

HESSEL, D-Store.
Kampelenweg 43-45, 2620, Tel: 011 320285

HERENTALS, Toys 4 All Vobropel N.V.
Hofvater 23, 2200, Tel: 014 216193

KOERTRIJK, De Cascade.
Boulevard 40, 3520, Tel: 056 27665

LEOPOLDSBURG, NV Meesmans.
Meesmans-Corcoran 20, 3070, Tel: 011 302848

LEUVEN, Toys 4 All Leuven N.V.
Dooitstraat 173-175, 3000, Tel: 019 225701

NICHELEN, De Speltoets.
Kortestraat 14, 2640, Tel: 016 201745

NICHELEN, Top Licos.
Nichelestraat 50, 2620, Tel: 015 419419

NOL, Christofaansen H&L.
Groot de Broekpannelstraat 9, 2400, Tel: 014 320024

OSTENDE, Top1 Cosmetics.
Kapellestraat 80, 8400, Tel: 059 754608

OSTENDE, Vanzoyden.
Aafse Parkstraat 88, 8400, Tel: 059 515795

SINT-TRUIDEN, De Gelfien.
Boulevard 50, 3420, Tel: 011 871733

ST. NIKLAAS, HQ.
Aankersstraat 4, 9110, Tel: 03 770245

CHARLEROI, Full Optien.
Galijf Bernard, 6000

WAVRE, Le Couvre du Dragon.
Rue des Brasseries 5, 1300, Tel: 010 229094

WILMINGEN, Toys 4 All Wilmingen Toys Shop.
Wilmingen Shopping Center, Willem 222, Tarnhölzchenstr. 5, 2191, Tel: 03 3021494

NETHERLANDS

GW AMSTERDAM.
Rokin 56, 1012 KJ, Tel: 020 20 622 3883

GW ROTTERDAM.
Van Oudekerkplein 452, 3012, Tel: 020 10 280 2556

GW DEN HAAG.
Schoolstraat 128, 2511 AX, Tel: 020 70 392 7036

GW HAARLEM.
Gulkenstraat 20, 2011 GA, Tel: 020 21 251 7877

ALKMAAR, Bookers & Strippers.
Bosman 19, 1811 AP, Tel: 020 5 121213

BLIJSLDE, Sernberg Modelbouw.
Kerkstraat 128, 2007 CW, Tel: 024 6012981

KILDE HAVEN, Ferenzo.
Kilgracht 41, 1254 AE, Tel: 036 5318017

ALPHEN A/D RIJN, Segs.
Rheinstraat 7A, 2406 GS, Tel: 017 2481020

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- The Battle of the Pelennor Fields. White Dwarf presents an in-depth look at the latest supplement for The Lord of The Ring strategy battle game with Designer's Notes, a painting guide and a Battle Report.
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THE LORD OF THE RINGS

STRATEGY BATTLE GAME™

• Battle Royale: The Battle of The Pelennor Fields Preview

• The Biter Bit: New Scenario

• Conversion Showcase: Making New Heroes

• Battle Companies: Campaign Rules

• A Tale of Good & Evil (Part Six)

BATTLE

It's nearly upon us! Next month sees the arrival of the third expansion to The Lord of The Rings game. The Pelennor Fields supplement contains a wealth of additional rules and scenarios, to add new depth to your games of The Lord of The Rings. This book details the Haradrim Invasion of Gondor as they march to the fields of the Pelennor, swelling the ranks of the Dark Lord. Players have a wealth of new Heroes and Warriors to add to their Good and Evil armies and some thrilling scenarios in which to pit their wits against their foes!

Where the Siege of Gondor concerned itself primarily with the fighting between the forces of Mordor and the White City, this expansion deals with two quite different protagonists. Fighting for Good is the noble Prince Imrahil. Well known to readers of The Lord of The Rings, Imrahil is a valiant and mighty leader of Men who rallies to the aid of Gondor, bringing his bold knights with him. Eagerly awaited by many Good players, the Swan Knights of Dol Amroth are an exciting addition to the forces of the Free Peoples in their fight against the darkness.

Testing Imrahil's resolve and prowess to its very limit is the Serpent Lord, Suladân, a Haradrim chieftain of enormous charisma and prowess. Suladân must pit his abilities against not only the forces under the control of Imrahil, but the murderous and manipulative Hâsharii, secretive agents serving the will of the Haradrim's dark masters. Without giving the game away on

this exciting sub-plot, I cannot really say more about them, other than watch your back! The army of Harad boasts ranks of deadly Haradrim Warriors, armed with spears or lethal bows complete with poisoned arrows. Racing ahead of the main force are the Haradrim Raiders, skilled horsemen from Harad's desert plains.

The Mûmak deserves a mention all of its own. The largest plastic kit Games Workshop has ever produced, the Mûmak is a faithful representation of the towering Oliphaunts seen in The Two Towers and The Return of The King films. Utterly deadly, the full rules for using these behemoths in your own games are contained within The Battle of The Pelennor Fields expansion.

Last, but by no means least, on our list are the Rangers of the North. Those dour-handed Dûnedain warriors who came to Aragorn's aid in the book are yours to command with The Battle of The Pelennor Fields. Each a Hero in his own right, the Rangers of the North are a company worthy of a king. Having lived a life of hardship in the wilds of Eriador, they excel in all aspects of warfare.

The book itself contains new scenarios and rules to enrich your own battles in Middle-earth, a history of Harad and its relationship with Gondor, and much more besides!

The forces are mustering for the greatest battle of the Third Age, the survival of the Free People hangs in the balance. On the fields of Pelennor the War of The Ring will be won or lost.



“The board is set, the pieces are moving. We come to it at last – the great battle of our time.”

Gandalf, from The Return of The King

ROYALE



The Pelennor Fields supplement introduces several new troops and characters to the game. Included are the Rangers of the North, (far left); and the Knights of Dol Amroth and their leader Prince Imrahil (left). The forces of Evil receive reinforcements from the deserts of Harad, including the Haradrim's terrifying war beasts, the Mûmakil. This is the largest kit ever produced by Games Workshop! (Below).



The Biter Bit

A New Scenario for The Lord of The Rings by Mat Ward

Sauron's forces gather apace. With risks becoming a necessary evil, Damrod and his men find themselves very much between a rock and a hard place.

Description

Sauron has not yet launched his war and is still gathering forces to Mordor. Hundreds of warriors flood through the Morannon each day and the might of the Dark Lord swells to seemingly irresistible proportions. The Rangers of Ithilien do what they can to stem the tide, ambushing isolated columns of troops and driving them to flight – but their assaults are mere pinpricks to the armies of Mordor and their numbers too few. Slowly but surely the tactics of the Rangers become more and more desperate and their ambushes more reckless. One such ambush, led by Damrod, quickly turns into

a desperate fight for survival as the Rangers find themselves caught between an Orc tracking party and the Easterling column the Rangers had themselves hoped to strike. Penned in, outnumbered, and with the advantage of surprise lost, can Damrod and his men escape the servants of the Enemy?

Participants: Good

Damrod
12 Rangers of Gondor
(if you have suitable models up to 6 Rangers can be equipped with spear in addition to their bow).

Evil

1 Easterling Captain
1 Orc Captain
3 Easterlings with spear and shield
6 Easterlings with shields

4 Orcs with spear
4 Orcs with shield
2 Orcs with bow
2 Orcs with two-handed weapon

Points Match

If you want to play this game with other forces, choose 150 points of troops for the Good side and 300 points for the Evil side. No more than 33% of the Evil force may be spent on warriors with bows.

Layout

This game is played on a board 48"/120cm x 72"/180cm. The Rangers have been attacked in an area of marshland north of Emyr Armen. Accordingly, approximately half the board should be covered with marsh terrain – this counts as difficult terrain for the purposes of movement. The remainder of the board should have the odd tree or rocky outcrop but no hills.

Starting Positions

The Good player deploys his force in the Good deployment zone (see map). The Evil player may then deploy his Easterlings within 12" of one short table edge and the Orcs within 12" of the other table edge.

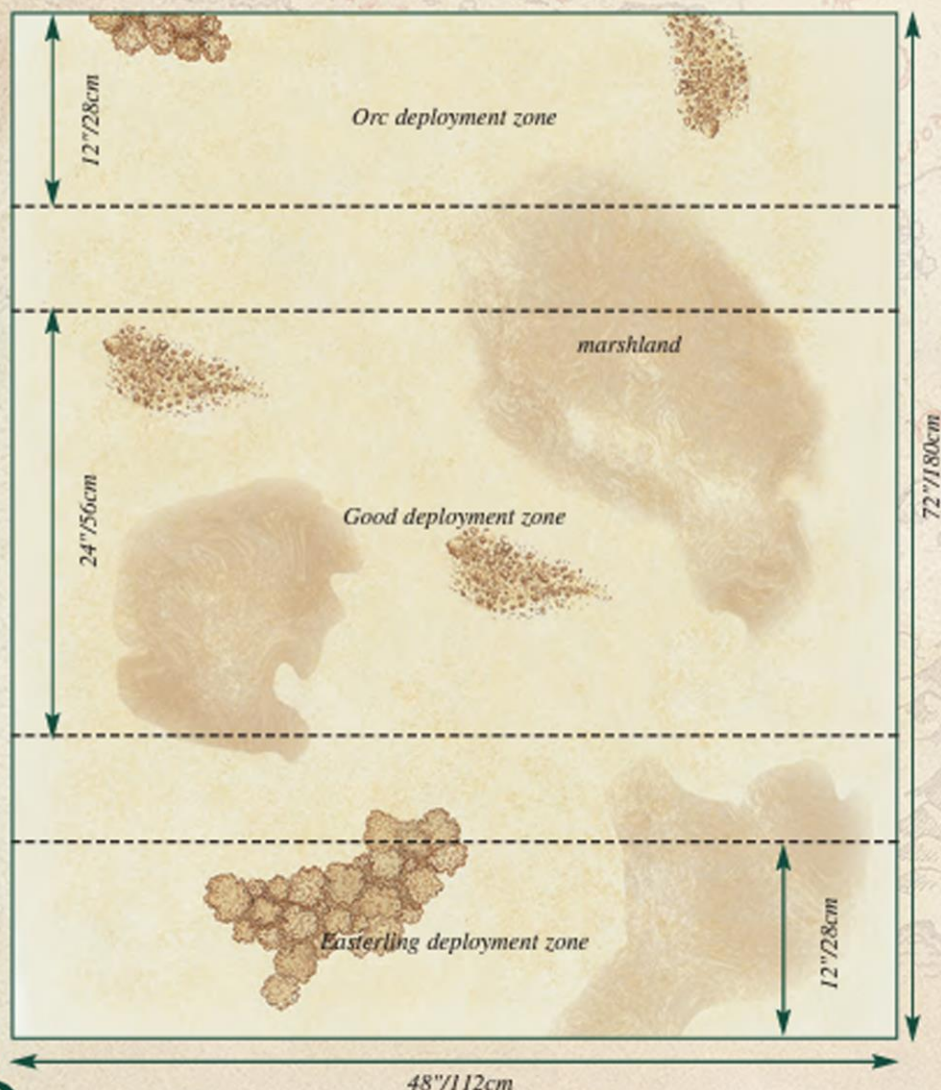
Objectives

The Good side wins if Damrod and at least four Rangers escape from the board by moving off one of the short table edges. The Evil player wins if the Good player fails to meet his objectives.

Special Rules

The Marshes: The thick mud of the marshes makes footing treacherous. To represent this, if a model loses a combat the controlling player rolls a D6 to see if the model loses its footing and falls. On a 4-6, the warrior manages to keep upright and backs away without harm. On the roll of 1-3, however, the cloying mud trips the fighter and he goes sprawling into the mire; treat the model as if it had been 'knocked to the ground' by cavalry.

Stealth: Even caught wrong-footed, the Rangers of Ithilien are resourceful opponents and able to move through the boggy terrain quickly and quietly. After the Evil player has deployed his troops, the Good player may move 2D6 models up to 6"/14cm. This move may not take them outside their deployment zone or into impassable terrain (should there be any).



48"/120cm



The forces of Evil encircle the brave band of warriors.

Conversion Showcase

Personalising your The Lord of The Rings miniatures

Conversions are, without doubt, the best way to add individuality to your The Lord of The Rings forces. Mat Ward has been out and about to see how gamers from around Games Workshop have personalised and converted their forces.

More so than any other game, The Lord of The Rings really does lend itself to making every model as distinctive as possible. Whether it is the lowliest of Goblins or the mightiest of Elven lords, each model deserves to be given a character all of its own. This can seem a little daunting at first but, with a little practice and a good measure of inspiration, there is no limit to what you can do to make your models really stand out.



Mat Ward based this Goblin Captain on one of the Moria Goblin Drummers. The arms have been bent into a new position, while the shield and sword have been taken from a plastic Goblin Warrior.



Often the most effective conversions are the simplest, as shown by this Captain of Mirkwood by Mat Ward, where Haldir's sword has been exchanged for a Rohan Royal Guard's spear.



Haldir's Elves can easily be converted into Spearmen with a little time and patience. This one has literally had the blade from his sword repositioned and the tang of the sword lengthened with a section of brass rod.



Never underestimate the power of an alternate paint scheme. This High Elf has been painted in pale blue tones and washed with Blue Ink. This gives it the appearance of one of the corpse candles of the Dead Marshes – a perfect substitute for a Barrow-wight.



Mark Bedford's Gil-galad conversion is a fantastic example of what you can achieve with a little practice, patience and Green Stuff. The head and both arms have been repositioned and the robes remodelled to give the figure a more dynamic pose.



The second is a little more complicated, but only a little. The right arm has been carefully removed and replaced with one from a plastic High Elf to give the model a more dynamic pose. A little Green Stuff has been used to extend the Elf's hair, covering the site where the arm was attached to the body.



To give a little more variety to his Evil force, Rob Wood has used all manner of bits and pieces from across the whole The Lord of The Rings range of Orcs to customise his Warg Riders using different heads, alternate weapons, and shields.



Rob Wood has used a Gondor Spearman as the basis for his Gondor Captain conversion. The sword is taken from a plastic Gondor Warrior and the head used to belong to Gamling. To disguise the join Rob has sculpted on hair using Green Stuff.



Mat Ward's Thranduil is a converted Radagast that uses elements from several other models, including Haldir, Gandalf, and a High Elf swordsman.



Another straightforward but effective conversion, Mark Latham's Aragorn has simply had his arms modelled into a new pose with a little Green Stuff.



Never one to shy away from tweaking his models to give them a little individuality, Mark Bedford repositioned the check flaps on this Troll's helmet, adding a little Green Stuff to complete the effect.



Mark Bedford has added Flaming Ammunition and Severed Heads upgrades to his Orc War Catapult. The straw bales are made from brush bristles, while the pile of heads have simply been 'liberated' from a sprue of plastic Warriors of Minas Tirith. As a final touch, Mark has created a new crew member for the Siege Engine, fashioned from a plastic Mordor Orc whose spearhead has been replaced with a small amount of Green Stuff modelled to look like flames.

Siege Engines

Siege of Gondor allows you to upgrade your Siege Engines with all manner of modifications, from flaming ammunition, to severed heads and faster reload times. All of these modifications need to be shown on the model, but there are some simple ways that you can get the desired effect.



Mark has added Swift Reload to his Avenger Bolt Thrower by simply modelling an extension to the magazine of the weapon. This is a simple but effective upgrade to model, requiring only a little plasticard and Green Stuff.



The tip of the bolt for this Siege Bow has been remodelled with Green Stuff to give the impression that it is on fire. As with the War Catapult, Mark has given one of the crew a flaming brand by replacing the tip of his weapon with sculpted Green Stuff.

THE MUSTER OF MIDDLE-EARTH

A Guide to Themed Forces

Theming your force around a particular race or event is a great way of adding character to it. Here, Alessio Cavatore provides guidelines for creating pure and allied armies.

Alessio: the last Grand Tournament I had quite a few conversations with players who were asking advice about what constitutes a "themed" The Lord of The Rings force.

You see, in tournaments we often encourage people to decide the composition of their forces by following a specific theme. This is normally done by awarding them bonus points if their force is "themed" rather than just a generic, and often ugly, pick-and-mix of the strongest elements available to Good or Evil. I'll give you a few examples of what I'm talking about, just to clarify what I mean. Let's say that Player A has a Good force consisting of High Elf archers and Riders of Rohan led by Aragorn and Elendil, while Player B has Haldir, and Théoden leading a force of Wood Elves and

Warriors of Rohan, and finally Player C has Boromir and Faramir leading a mix of Warriors of Minas Tirith and Rangers of Gondor. It seems pretty clear to me that Player A has picked very powerful models to get a very competitive force, without paying the slightest regard to how plausible his force is in the history of Middle-earth. We all know that Aragorn and Elendil lived several thousand years apart and that High Elves of the Second Age have probably never fought alongside the relatively young race of the Rohirrim.

If we consider Player C's pure Gondor force it's actually easy to see that, differently from Player A, he has made perfectly reasonable choices, obtaining a force that is strongly themed and quite effective in gaming terms as well.

The last example is different from either one, since Player B's force is a mix of Wood Elves and Rohirrim, but is clearly themed to the defence of Helm's Deep (the film's version of it at least...).

Some people would prefer only 'pure' forces (ie. those made of Warriors and Heroes of the same race) to score the Themed points, but I disagree as I think that would be too limiting and I like the freedom offered by the ability of mixing allied forces. I also think it's more in keeping with Tolkien's own positive message of the Free Peoples joining forces against the Darkness.

One of the problems that arise with such freedom is that some people embark in strange and far-fetched explanations and stories in order to justify what really is just a riff-raff of powerful models. This sometimes puts the players in the odd position of facing an opponent that is pushing things a bit too far and having to decide for themselves if the line of good taste has been crossed ("No! It's perfectly acceptable that Shelob could have led a force of Barrow-wights and Mordor Trolls in the right circumstances, as explained in my background text").

Unfortunately there is no definitive and precise way of deciding when a force is



Rob Wood's force is themed around the Last Alliance.



Alessio Cavatore's Isengard force.

themed and when it's not. Different people will have different opinions regarding this matter and the Themed points can become a potential for misunderstanding and tension, something nobody really wants...

I have therefore decided to give you a series of guidelines, or rather examples of what can be considered a themed force, in order to allow you to make up your own.

I will first show you some 'pure' forces, consisting of models of the same race or culture (eg. all Dwarves, all Gondor, all Rohan), and then proceed to show you some allied forces, made by combining warriors from two or more pure forces. When making up an allied force, it's normally a good idea to make sure that if you include warriors from a certain force you also include at least a Hero from the same race or culture. For example, if you mix Wood Elves and Warriors of Rohan, it should be better to include at least one Wood Elf Hero and Hero of Rohan. This is needed to make an allied contingent feel like two or more different forces fighting together on terms of parity as true allies. It also helps reinforcing the idea that these warriors would travel around Middle-earth

on war errands under the guidance of a charismatic leader.

Enough said, let's have a look at these forces:

Note: the Fellowship/Special list includes some Good Heroes that do not belong to any one specific force or culture, either because they spent their lives travelling around Middle-earth (like Gandalf) or because they live in regions we have not explored in our books as yet and therefore they have no list to sit in (like the Hobbits, until we do a Shire supplement). In the future they might get a list, but as they can also be fielded in allied forces and even alongside most Good pure forces, using a bit of common sense (Aragorn with a Minas Tirith force, for example).

IN CONCLUSION...

This article is not an exhaustive and complete summary of all the themed forces that can be created with the LOTR strategy battle game. Also, with the publication of new supplements for the game, the possibilities available to people are destined to increase more and more. On top of that, the book and the film sometimes offer

different views on the troops present at a battle (Helm's Deep, Pelennor Fields...), giving the players the choice of fielding either the film or the book's version of a force.

Players should then use the lists published here as examples and as an inspiration to theme their own forces. Please feel free to submit your ideas to us for a themed Good and Evil force and some might even be published (especially if they have some nice photographs of your finished forces included with them).

In tournament conditions you know that if you stick to these lists you are sure to get those composition points, but they shouldn't stop you from personalising your army even more. As a great example of a themed force I always remember playing against Matteo Cocco's impressive Gladden Fields force, which features a host of Warriors of Gondor led by Isildur and his three sons Elendur, Aratan and Ciryon (they use Captains of Gondor's profiles).

So delve into Tolkien's huge wealth of material and come up with a suitable theme for your army, and then see for yourself how much better it is to play with a themed force!

The Lord of The Rings Pure Force Lists

	Minas Tirith	Rohan	Lothlorien	The Faithful	Erebor	Rivendell	Eregion (2nd Age)
WARRIORS	<ul style="list-style-type: none"> Warriors of Minas Tirith Knights of Minas Tirith Guard of the Fountain Court Citadel Guard Avenger Bolt Thrower Battlecry Trebuchet Warriors of Gondor 	<ul style="list-style-type: none"> Warriors of Rohan Riders of Rohan Rohan Royal Guard 	<ul style="list-style-type: none"> Wood Elf Warriors 	<ul style="list-style-type: none"> Warriors of Gondor 	<ul style="list-style-type: none"> Khazâd Guard Dwarf Warriors 	<ul style="list-style-type: none"> Wood Elf Warriors 	<ul style="list-style-type: none"> High Elf Warriors 
HEROES	<ul style="list-style-type: none"> Captain of Men (Gondor) Denethor Faramir Captain of Men (Gondor) Kings of Men Beregon of Gondor Boromir 	<ul style="list-style-type: none"> Captain of Men (Rohan) Theoden Eomer Eowyn Gamling Kings of Men 	Heroes <ul style="list-style-type: none"> Galadriel Celeborn Elven Captains (Wood Elf) Haldir 	<ul style="list-style-type: none"> Isildur Elendil Kings of Men Captain of Men (Gondor) 	<ul style="list-style-type: none"> Balin Dwarf Kings Dain Gimli 	<ul style="list-style-type: none"> Elrond Glorfindel Elven Captains (Wood Elf) Arwen Elladan and Elrohir Bilbo Rangers of the North Halbarad 	<ul style="list-style-type: none"> Gil-Galad Elrond Elven Captains (High Elf) Celeborn Galadriel Glorfindel

The Lord of The Rings Allied Force Lists

	Pelennor Fields (Good)	Pelennor Fields (Evil)	Morannon (Good)	Helm's Deep	Last Alliance
PURE LIST	<ul style="list-style-type: none"> Minas Tirith Rohan Dunharrow Dol Amroth 	<ul style="list-style-type: none"> Mordor Harad 	<ul style="list-style-type: none"> Minas Tirith Rohan 	<ul style="list-style-type: none"> Rohan 	<ul style="list-style-type: none"> Eregion The Faithful
EXTRA MODELS	<ul style="list-style-type: none"> Aragorn Gandalf The White Legolas Gimli Merry Pippin Elladan + Elrohir 		<ul style="list-style-type: none"> Aragorn Gandalf The White Legolas Gimli Merry Pippin Elladan + Elrohir Gwaihir Rangers of the North 	<ul style="list-style-type: none"> Aragorn Gandalf The White Legolas Gimli Wood Elf Warriors Haldir Elven Captain (Wood Elves) 	

Mordor	Isengard	Moria	Dunharrow	Mirkwood	Angmar	Harad	Dol Amroth
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- Orc Warriors
- Uruk-hai (Mordor)
- Mordor Trolls
- Warg Riders
- Morannon Orcs
- Orc Warriors
- Orc Trackers
- War Catapults
- Siege Bows
- Easterlings

- Mouth of Sauron
- Gothmog
- Orc Shamans
- Grishnákh
- Shagrat
- Gorbag
- Shelob
- Easterling Captains
- Sauron
- Ringwraiths
- Orc Captains
- Mordor Troll Chieftains
- Uruk-hai Captains (Mordor)

- Uruk-hai (White Hand)
- Warg Riders
- Demolition Teams
- Siege Assault
- Ballistae
- Uruk-hai Berserkers
- Warg Riders

- Dunlendings
- Saruman
- Grima
- Uruk-hai Captains
- Dunlending Chieftains
- Sharku
- Orc Captain
- Lurtz
- Uruk-hai Shamans

- Goblin Drums
- Cave Trolls
- Goblin Warriors

- Durbûrz
- Goblin Shamans
- Goblin Captains
- Balrog

- The Dead

- King of the Dead
- Legolas
- Gimli
- Aragorn
- Elladan and Elrohir
- Rangers of the North
- Halbarad

- Wood Elf Warriors

- Elven Captains (Wood Elf)
- Legolas

- Orc Warriors
- Warg Riders

- Witch-king
- Barrow Wights
- Orc Captains
- Orc Shamans

- Haradrim Warriors
- Haradrim Raiders

- Hâsharii
- Suladân
- Haradrim Chieftains
- Mûmakil

- Knights of Dol Amroth
- Warriors of Gondor (Fiefdom Warriors)

- Captains of Gondor
- Prince Imrahil
- Kings of Men



Fellowship/Special

- | | |
|-------------------|-----------|
| Gandalf | Sam |
| Aragorn | Merry |
| Boromir of Gondor | Pippin |
| Legolas | Treebeard |
| Gimli | Gwaihir |
| Frodo | Radagast |

Siege of Lorien

- Lothlorien

- Treebeard
- Radagast
- Gwaihir

The White Council

- Lothlorien
- Mirkwood

- Gandalf the Grey
- Radagast
- Gwaihir

Battle of the Five Armies

- Mirkwood
- Erebor
- Rivendell

- Gandalf the Grey
- Bilbo
- Warriors of Rohan (Men of Esgaroth)
- Captains of Rohan (Men of Esgaroth)
- Kings of Men (Men of Esgaroth)
- Gwaihir



A Tale of Good & Evil

Part Six – Assault on Minas Tirith

This month, both of our collectors have decided to go for something a little different. Having studiously avoided using any named characters in his force, Steve has decided to give them a try, adding several models from all three films. Meanwhile, Adi has decided to try some troops with a brighter and more uniform appearance.

especially true of smaller scale games, where the exceptional power of someone like Aragorn or Boromir could decide the outcome of a battle.

As both our armies have grown, they've reached a size where we can play quite substantial battles. With the possibility of playing more epic encounters, the idea of using suitably epic heroes to fight them began to seem more natural to me.

version to choose? I'd already used the model from The Heroes of The West set to make my Ranger captain. While I could simply have procured another one, I don't want my heroes to look too similar. I decided to go with my next favourite, the model of Aragorn charging at the siege of Helm's Deep.

The second idea is to pick characters in line with the theme of my army. That would mean sticking to characters present at the Siege of Gondor. I decided not to include any characters with strong ties to Rohan, as I had ideas about adding some of these warriors later.

For these, I decided to raid The Heroes of The West boxed set. The most obvious of these was Faramir in heavy armour, painted to match the rest of my army, with Pippin in armour a close second. Given that I'd already used Aragorn for a conversion, I decided to use any other character not in the uniform of Rohan. This would add Gandalf, Gimli and Legolas to my army.

Steve: What you may be wondering is, why have I avoided using characters for the first six months of collecting my forces? After all, they are some of the best models we've made for The Lord of The Rings game, and in battle, their extra special rules and abilities would have been handy on more than one occasion.

The answer is that I've always found the victories and defeats of ordinary warriors to be more exciting than watching a great hero wade through the enemy ranks. This is

CHOOSING CHARACTERS

When it came to deciding which models to include, I had two ideas in mind. The first was simply to pick models that I'd always liked. The model that came straight to mind was Boromir, from The Fellowship of The Ring boxed set. Not only was he my favourite model from the Fellowship, but as the favoured son of the Steward of Gondor he fitted in perfectly with my army.

In my opinion, you really can't have an army of Gondor without including Aragorn in its ranks. The question was, which



Steve's seven Heroes prepare for the coming siege.

Boromir

The model of Boromir is mostly dominated by his black coat. What brings life to the model are the other details like his face and The Horn of Gondor. In the film, the red sleeves of his shirt are patterned with yellow gold threads. I decided to simplify this to a single yellow band around the rim of the sleeve, which maintained the lively quality of the colour without having to try to create such a detailed effect on such a small space.



Aragorn

In his charging pose, Aragorn is probably the most dramatic of the characters, conjuring up the moment when he leads the charge against the Uruk-hai at Helm's Deep. I decided to keep the colours on this model as simple as possible and used a blend of Scorched Brown and Bestial Brown for any leather on the model. The muted red of his shirt and grey on his trousers was enough to breath some life into the colour scheme without distracting attention from the face and sword.



Pippin

With his small size, I decided to give Pippin a more elaborate base than the other characters. His pose suggested that he's carefully picking his way along, so I decided to build the remnants of a wall looming up behind him to increase that impression. Like Faramir before him, most of the decisions about what colour to paint him were pretty easy as he wears a variation of the Gondor uniform.



Gimli

With Gimli, the most important thing was keeping all of his different layers of leather armour different enough to stand out from each other (not to mention his red beard). My first attempt at painting his body armour – using Terracotta highlighted with Blazing Orange – turned out to be too bright. A quick wash of Chestnut Ink, however, toned down the colour nicely.



Gandalf

The most obvious thing about Gandalf the White is that he really is white. All of him. That makes it a bit tricky to give focus to the model. With most colours, you could simply use a lighter or darker shade of the same colour for different parts of the model, but there's no such thing as bright black or dark white, so to get a difference in tone you have to use a different coloured

basecoat to build up to the final layer. In this case, I chose to use Codex Grey for his staff and Graveyard Earth for the cloak. The result was a cold white staff and a warmer feel to the cloak, giving the model enough of a difference in tone.



Faramir

Given that he wears a suit of armour almost identical to the armour of his men, there really wasn't much decision making involved in painting him. I decided to keep his base fairly simple, to avoid distracting

too much attention from the model itself, and instead concentrated on taking more than usual care with his armour. After painting so many similarly armoured warriors, I've begun to improve the way I paint silver surfaces. The layers are now pretty smooth and not quite as glaring as before.



Legolas

Legolas is clothed in varying shades of green and grey. He's the first member of the Fellowship that I've painted who still has his Elven cloak. I decided on Catachan Green as the basecoat for the cloak,

gradually adding Kommando Khaki to bring out the folds and creases. I went for a hair colour based on Bleached Bone, rather than one of the yellows, to get a colour closer to white than blonde.



EASTERLINGS

Adrian: Easterlings, with their distinctive appearance, give me a nice, elite band of fierce human warriors to add to my forces and an interesting contrast to the undisciplined Mordor Orcs.

Aside from their ornate looking armour, the nice thing about Easterlings is that, for all intents and purposes, they wear a uniform. Unlike Orcs, who are all completely individual in appearance, Easterlings wear identical clothing. To enhance this effect, and speed up painting, I decided to paint them in batches of four models.

This is a good way to paint uniformed models, applying one colour at a time to a small group of models. I didn't even bother to convert any of them, so a lot of the models look the same, which adds to the regimented look of the warband. To begin with I painted the skin behind the visor Dark Flesh and, as it was such a small area, there was no need to add highlights.

It didn't take me long to paint up a whole warband of Easterlings. I painted four batches of models in total, three of troops, and the Captain and Standard Bearer. The only difference between the characters and the rest of the troops was that I spent a little more time painting them. Specifically I painted the raised detail on the banner and applied a little Bestial Brown to both models' noses and cheekbones.



Gold Metal

I applied three coats of Shining Gold to make a solid colour, and decided to leave the weapon blades as they would be painted a different colour. I was pleased that the models looked quite nice even at this stage.



1. I was now able to look at the models as a group and decide what other effects I wanted to apply. The sections of metal needed to look more defined so I applied a wash of Chestnut Ink, which brought out all the detail of the armour, as well as shading the model.



2. Now the models' armour looked a little too dark so I overbrushed it with Burnished Gold, which helped to brighten the armour again, whilst retaining the definition.



3. The final touch was to overbrush the weapon blades with Chainmail and apply a coat of Brown Ink, as well as finish the bases to fit in with the rest of my forces.



Cloth

Easterlings feature two elements; dark red cloth and gold armour.



1. After undercoating the miniatures black, I began with the cloth, painting it a coat of Scab Red.



2. It was then a small matter to paint a layer of Blood Red onto the raised areas of cloth to finish it off. I left the cloth around the face, the spear shaft, boots, gloves and any straps or sashes on the model Chaos Black.



Having battled across rivers, hills and flat plains with their growing armies, it seems like a good time to try a siege. Next month the guys take time out to build a fortress for Adi to launch his Ores against, while Steve takes the opportunity to build a siege engine to fit a specially designed bastion in the castle walls.



THE BEACONS ARE LIT!

New troops for *The Lord of The Rings*

Mat Ward introduces details for including warriors from the further reaches of the realm of Gondor. For this is the mightiest of Men's kingdoms, whose possessions are located far and wide. There are many people who pay allegiance to the Steward of Gondor, and many warriors who are prepared to rally to the banner of the White City.



The fief of Lamedon lies to the east of Minas Tirith, nestled in the shoulders of the Ered Nimrais. The swarthy Men of this land are not of the blood of Númenor; their heritage traces back to the days before the voyage of Elendil. Though they are subjects of Gondor and stand as one with the other fiefs in time of war, the clansmen of

In the movie of *The Return of The King*, the beacons are lit to summon Rohan to Gondor's aid. In the book, the beacons also summon troops from the various fiefdoms of Gondor, a truly vast realm that stretches from the mountains of Mordor to the Great Sea. In this article we'll take a

look at these diverse lands, united in their allegiance to the empty throne of Gondor. Also included are some profiles and conversion ideas for troops and Heroes from those lands that you can use in your games. Just remember to get your opponent's permission first!

LAMEDON

Lamedon remain fiercely independent in all else, trading little with the neighbouring fiefs of the Morthond and Ringló vales. The foothills of the Ered Nimrais have always proved a harsh place to live, for little grows in the rocky soil, but it is not simply the trials of day-to-day life that make Lamedon a difficult home. In the middle years of the Third Age, the mountains teemed with Orcs who would prey upon the uplands of Lamedon. Though their numbers are now much reduced, raids upon the settlements of Lamedon are more common than not. Faced with this threat, each farm or village in the fief will always respond to a cry for help from its neighbours. Worse yet, upon a hill on Lamedon's border with Morthond, lies the stone of Erech, a jet-black globe sunk into the ground. This stone, brought by Isildur out of Númenor, has become the trysting place of the Shadow-men of the Dwimorberg, whom Isildur cursed as

oathbreakers in ages past. This forgotten people and their king are doomed to await the day when an heir of Isildur releases them from the curse. Until then, the lands about Erech remain the home of those who are dead, and the living go there not.

There are few chieftains amongst the people of Lamedon, for the Men of that land must be self-sufficient to survive. Rather, all Men of Lamedon are bound to the command of their liege-lord, Angbor, whose bravery has more than once kept his people safe from invasion. Angbor aside, the Men of Lamedon follow the commands of others reluctantly. Across Gondor, their grim and indomitable nature is well known, as is their desire to be left alone and, for the most part, they are left alone. Few would willingly exchange their comfortable lives in the lowlands of Gondor for a rugged existence in the wild hills.



Clansman of Lamedon

Points value: 7

	F	S	D	A	W	C
Clansman	3/-	3	4	1	1	4

Wargear

Clansmen of Lamedon carry a shield and a hand weapon.

Special Rules

Independent. The folk of Lamedon are strong-willed and intolerant of those in authority. They do not benefit from any Hero's Stand Fast! ability other than Angbor's.

Mat Ward made this Clansman from a Wildman of Dunlending. The axe was taken from a Rider of Rohan, and the shield from a Warrior of Gondor.



Angbor of Lamedon

Points value: 60

	F	S	D	A	W	C	Might:	3
Angbor	4/-	4	5	2	2	6	Will:	1
							Fate:	1

Wargear

Angbor carries a hand weapon and wears armour.

To make Angbor, Mat Ward replaced Théoden's head with that of Isildur, sculpting a beard from Green Stuff as he did so.



ANFALAS



The Langstrand, or Anfalas, sits between Pinnath Gelin and the Bay of Belfalas, and between the Lefnuir and Calenhir rivers. Much of this land's wealth comes from the fishing fleet that trawls the waters of the clear bay, the bounty of the sea then traded with the neighbouring Green Hills. The people of the Langstrand are simple folk. Largely unaccustomed to the ways of war on land, they are poor combatants when called upon to fight. In truth, they rely on the forces of their trading partners in Pinnath Gelin to keep them from any

invasion that comes overland, but against threats from the sea they are better prepared. Being a coastal province, Anfalas is often preyed upon by the Corsairs of Umbar, whose black fleet raids all along Gondor's southern coasts, and it is this threat against which they have learned to fight. Their ships, though neither as mighty nor as numerous as the great vessels of Dol Amroth, are handled with great skill by sailors who will fight like men possessed if boarded. It is a bold Corsair captain indeed who raids the Langstrand.

Hunter of Anfalas

Points value: 5



	F	S	D	A	W	C
Hunter of Anfalas	2/4+	3	3	1	1	2

Wargear

Hunters of Anfalas carry bows and hand weapons.

This Hunter's body is that of a Warrior of Rohan. The left hand has been replaced with that from a Warrior of Minas Tirith, while the sword in his right hand has been clipped shorter in length to form a dagger. The head was carefully reshaped with a craft knife before having some hair sculpted on with Green Stuff.

MORTHOND VALE



The Morthond river flows out of the Ered Nimrais and into the Bay of Belfalas, its headwaters forming on the slopes of the infamous Dwimorberg. Its name, which literally means 'blackroot', comes from the fact that in the early stages of its course, its path lies ever under the shadow of the mountains from which it springs. As the river lives in this shadow, so too do many of the people of Morthond. As their fellows in Lamedon, the people of the Blackroot valley strive against the attacks of the Orcs

that live amongst the snow-capped peaks to their north, but the Morthond vale is a far more forgiving land than that of Lamedon and supports a far greater population. Because of this, there are enough able-bodied Men for the people of Morthond to fight back against their attackers. In the extreme north, upon the foothills of the Ered Nimrais, it is common to see Orcs vie with the warriors of the valley below, fighting fiercely for supremacy by the headwaters of the Blackroot river.

Bowman of Morthond

Points value: 7

	F	S	D	A	W	C
Bowman of Morthond	2/4+	3	4	1	1	2

Wargear

The Bowmen of Morthond wear leather armour and carry longbows (Elf bows).

This Bowman of Morthond, by Sam Lee, has had the horsehead crest of his helmet removed with a file before being painted in a striking new colour scheme.



The Fiefdoms answer the call of Gondor.

PINNATH GELIN



Upon Gondor's western periphery, between the Calenhir and Lefnui rivers, lie the Pinnath Gelin, the Green Hills of Gondor. Sundered as it is from both the Ered Nimrais and the Bay of Belfalas by many leagues, it is a rare thing for either Orcs or Corsairs to set foot upon the Green Hills. Even so, the lords of the fief have ever maintained a sizeable force of warriors-at-arms. Even more warriors guard the trade wagons that journey eastwards to Morthond Vale, Dol Amroth, and Pelargir, and northwards to Rohan, and thence to Eriador. It is here that the Men of Pinnath Gelin receive most of their training, defending vulnerable traders from bandits and Orcs. Though relatively inexperienced in battle,

their armour is amongst the finest available in Gondor, purchased with the profits from the goods that they guard.

As the beacons were lit to signal that war had come to Minas Tirith, Hirluin, the lord of Pinnath Gelin, resolved to ride to the aid of the White City, even though scant days before he had beheld a premonition of his death in battle before its walls. Mustering as many warriors as he could spare from the defences, Hirluin travelled for many days through the southlands of Gondor, until at last arriving at the Tower of Guard. In the great battle outside the city walls, he fell alongside many of his folk, fighting bravely in defence of his home.



Warrior of Pinnath Gelin

Points value: 8

Clansman	F	S	D	A	W	C
	2/-	3	6	1	1	3

Wargear

Warriors of Pinnath Gelin carry a shield, a spear, and wear heavy armour.

Sam Lee's Warrior of Pinnath Gelin is made from a Warrior of Minas Tirith, whose head has been replaced with that of a Warrior of Rohan.

LOSSARNACH



City itself. The one element in which they differ from their comrades is in their weaponry, for they wield massive broad-bladed axes instead of the more commonplace sword or spear.

The Men of Lossarnach take great pride in their axes, some have been handed down from father to son for many hundreds of years. Indeed, the tradition of their use goes back to the earliest days of Gondor. As the tale is told in Lossarnach, the first lord was granted dominion over the land for his valorous deeds at Anáron's side whilst the High King's son held Osgiliath against Sauron's forces. The battle went ill, and the prince was forced to flee down the Anduin. Though he escaped the besieged town he was set upon by Orcs as soon as he reached

the shore. Anáron was a prince from out of Númenor, one of the mightiest Men of his age. But powerful though he was, the Orcs were too great in number. Anáron would have fallen but for the intervention of a small watchtower garrison who had seen his plight from afar and hastened to his aid. Many of the warriors fell in Anáron's defence, but their captain, Brandil, fought without pause with skill and courage. Taking up a great axe from a slain Orc chieftain, he tirelessly struck down those who would assail his wounded liege until the valour of the Orcs crumbled, and they fled before a man they seemingly could not kill. When Anáron returned to Osgiliath, he did not quickly forget the deeds done in his defence and gifted Brandil with the lordship of Lossarnach.

Axeman of Lossarnach

Points value: 7

Axeman of Lossarnach	F	S	D	A	W	C
	3/-	3	5	1	1	3

Wargear

The Axemen of Lossarnach wear heavy armour and carry two-handed axes. They may carry a banner at additional cost:

Banner 25pts (maximum of one per hero per force)



Mat Ward's Axeman of Lossarnach is made from a spare siege engine crewman whose arms have been set in a new position. The axe is made from a brass rod and the head of a Khazâd Guard axe.

DOL AMROTH



The city of Dol Amroth lies between the Gilrain and Ringló rivers. Dol Amroth's great strength is belied by the beauty of its form – the slender towers that look out over

the sea and the walls that bound the city are as strong as the earth in which their foundations are set. Indeed, in the middle days of the Third Age, a place of lesser endurance could not have survived, caught as it was between the Orcs of the Ered Nimrais and the Corsairs of Umbar. The lands belonging to Dol Amroth stretch for many leagues along the windswept peninsula. Though many Elf-ruins of the Elder days are encompassed within the boundaries of the land, it has been claimed as part of Gondor since the Men of Númenor first settled here. These Men were Elendili, the Faithful of Númenor, whose allegiance to Elendil and his sons saved them from the sundering of their land. Under their rule, the lands prospered and

soon Dol Amroth was home to a great port, rivalling the Elven havens at Lindon.

In the closing days of the Third Age, Dol Amroth is subordinate only to Minas Tirith in importance and influence. Its current prince, Imrahil, holds a seat on the council of Gondor at the right hand of Denethor. It is said that the princes of Dol Amroth have Elven blood flowing through their veins – the result of a rumoured union between the first prince and a survivor of the Elf-queen Nimrodel's ill-fated expedition. None can prove his claim for, if this Elf ever existed, she has long since passed into history. Regardless of its source, none can deny the noble spirit that is the hallmark of the lords of Dol Amroth.

Men-at-arms of Dol Amroth

Points value: 8

	F	S	D	A	W	C
Man-at-arms	4/-	3	5	1	1	3

Wargear

Men-at-arms of Dol Amroth wear heavy armour and carry hand weapons. They may be given additional equipment at the following cost:

Shield	1pt	Banner	*25pts
Spear	1pt	*maximum of one per Hero in the same force	

A Warrior of Minas Tirith with the Dol Amroth heraldry of a white ship replacing the White Tree.



RINGLÓ VALE



The River Ringló pours endlessly into the Bay of Belfalas, sundering the lands of Dol Amroth to its south from the hills of Lamedon in the north. Though in title the Ringló Vale is a fiefdom in its own right, in reality it is an extension of the lands of Dol Amroth, for the two lands act as one in most things and bow to the wishes of the Prince of Dol Amroth. The verdant valley provides much of the sustenance for Dol Amroth and its domain, while in exchange the fabled knights of the haven train the warriors of Ringló Vale. No warmer accord

in all of Gondor exists than that between Dol Amroth and Ringló Vale, a tradition that goes back to a time before the fiefs of Anfalas and Pinnath Gelin were established. In the early days of the city of Dol Amroth, it alone bore the brunt of ceaseless Corsair raids, and its strength was thinly spread to confront this threat. Had the men of Ringló not vied with the growing numbers of Orcs to the north, then Dol Amroth would surely have been enveloped and destroyed. This unity forged a friendship that would endure for a thousand years and more.

Warriors of Ringló Vale

Points value: 7

	F	S	D	A	W	C
Warrior of Ringló Vale	3/-	3	5	1	1	2

Wargear

Warriors of Ringló Vale wear armour and carry hand weapons and shields. They may carry a banner at additional cost:

Banner	25pts (maximum of one per hero in the same force)
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Special Rules

Warrior Bond. Warriors of Ringló Vale receive a +2 bonus to their Courage if any Men-at-arms of Dol Amroth are present on the battlefield.

This model uses the body of a Warrior of Gondor, and the head and shield of a Warrior of Rohan.



PELARGIR & LEBENNIN



There are few great havens where large vessels can make berth scattered throughout Middle-earth. The Grey Havens of Lindon, the abandoned quays of Edhellond, the Corsair city of Umbar, and the harbours of Dol Amroth are some of the most famous, but one of the greatest havens is that of Pelargir. The largest and oldest of all the havens established by the might of Númenor, and chief amongst the Havens of the Elendili, Pelargir has seen much of the history of Gondor. Plague, kinstrife, war and famine have all left their mark upon Elendil's kingdom, but Pelargir has endured it all.

As Gondor's primary seaport and home of her fleet, Pelargir has enjoyed great wealth but, as the southernmost of Gondor's fiefdoms, has also always borne the brunt of attacks from the lands of Harad. Despite their position of constant danger, the people of

Pelargir have always maintained the traditions of Gondor with pride and dignity. Yet, although they dwell on days gone by, the hosts of Pelargir are not to be easily discounted, for Harad has ever been a troublesome neighbour and its belligerence provides excellent training for young warriors. Where all other hosts of Gondor have changed their heraldry to reflect ten centuries of Steward rule, the ships and Pelargir still bear the heraldry of Elendil. So too do the warriors of Pelargir, known as Wardens – a term that has long since passed from use elsewhere, carry the White Tree and seven stars upon their shields. Their armour and weaponry is preserved from the time of the Last Alliance and is bequeathed from generation to generation. To see the forces of Pelargir assemble is to look upon an army out of ages past, mustered below the banner of the High King.



Warden of Pelargir

Points value: 7

	F	S	D	A	W	C
Warden of Pelargir	3/4+	3	4	1	1	4

Wargear

Wardens of Pelargir wear armour and carry hand weapons, they may be given additional equipment at the following cost:

Shield	1pt	Banner*	25pts
Bow	1pt	*maximum of one per Hero in the same force	
Spear	1pt		

This Warden of Pelargir is fashioned from a Warrior of Rohan, with a head and shield taken from a Warrior of Gondor. The end result is something that perfectly represents a soldier of Pelargir.



Corinir of Pelargir

Points value: 60

	F	S	D	A	W	C	Might:	Will:	Fate:
Corinir of Pelargir	4/-	4	6	2	2	4	3	1	1

Wargear

Corinir of Pelargir wears heavy armour and carries a Númenórean longsword (Elven blade).

Corinir of Pelargir is the opposite of Angbor, using the head from Théoden atop Isildur's body.



Of course, these are simply the fiefdoms that earn renown in the book of The Lord of The Rings. There are many others that haven't been covered here. For example, the inhabitants of the isle of Tolfalas, south of Pelargir, or the inhabitants of Anórien. There are fiefdoms to be explored further north, perhaps at Tol Brandir or in the Brown Lands. The north kingdom of Arnor and its successor kingdoms of Rhudaur, Cardolan, and Arthedain also beckon, with histories and tales all of their own.

DARK & LIGHT

A Painting Guide to the Armies of Middle-earth

Painting large forces need not be a drawn out affair. Here are two warhosts which were painted relatively quickly using simple techniques and basic colours.

Dave Taylor's Minas Tirith warhost was painted over a period of three days. To complete his force quickly, he used a number of simple painting techniques. Rather than showing how he painted each miniature, we have broken

down the techniques he used on different areas of each Warrior of Minas Tirith.

- **Flesh:** Basecoat of Tanned Flesh, highlights of Dwarf Flesh and then Elf Flesh.
- **Armour:** Basecoat of Boltgun Metal, wash with thinned-down Black Ink, final highlights of Mithril Silver.
- **Leather Harness and Boots:** Basecoat of 50/50 mix of Scorched Brown and Codex Grey, highlights with Bleached Bone added to the basecoat mix.
- **Horses:** Basecoat of Scorched Brown, highlights with Bestial Brown.

Warriors of Minas Tirith

Chaos Black, Boltgun Metal, Mithril Silver, Codex Grey, Burnished Gold, Bronzed Flesh and Scorched Brown.



Knights of Minas Tirith
Chaos Black, Boltgun Metal, Mithril Silver, Codex Grey, Bronzed Flesh, Scorched Brown, Bestial Brown & Burnished Gold.
Note: The banner was first painted with a mix of Chaos Black and Codex Grey. It was then highlighted with Codex Grey before the relief detail was painted on.



Citadel Guard

Chaos Black, Boltgun Metal, Mithril Silver, Codex Grey, Skull White and Burnished Gold.



Captain Faramir

Chaos Black, Boltgun Metal, Mithril Silver, Codex Grey, Catachan Green and Bronzed Flesh.



Dave Taylor's Warriors of Minas Tirith, a 400 points warhost!

The Orcs of Mordor are a ragtag bunch, with no two Orcs looking or dressing alike. They are often armed, armoured, and clothed from what they can scavenge from their victims. By simply swapping colours around on your Orcs, you can paint a host of them quickly, even though their appearance will vary slightly from model to model. Our sample warhost is from the Games Workshop US Glen Burnie Hobby Centre and was painted the night before a big event for The Lord of The Rings.

- **Flesh:** Orc Flesh varies from model to model from brown to green. The models in this warband have a predominately green sheen to them. Below is a description of how the Glen Burnie staff painted Orc Flesh. You can darken the tones from model to model by adding more Codex Grey to the mix or by using a darker green like Catachan Green.

The flesh was basecoated with a 50/50 mix of Goblin Green and Codex Grey, highlighted with a 50/50 mix of Goblin Green and Rotting Flesh, and finished with a final highlight of Rotting Flesh.

- **Armour:** The armour was basecoated with Tin Bitz, drybrushed with Mithril

Ringwraith

Chaos Black, Codex Grey, Chainmail, Mithril Silver, Burnished Gold and Snakebite Leather.



Silver, and washed with a thinned-down 50/50 mix of Black Ink and Chestnut Ink.

- **Leather and Fur:** Here are some of the colour mixes used by the Glen Burnie Hobby Centre staff to paint these parts of the models.

Dull Red: Basecoat of Scab Red, highlights of Red Gore.

Dull Green: Basecoat of Catachan Green, highlights of a 50/50 mix of Catachan Green and Rotting Flesh.

Brown: Basecoat of Scorched Brown, highlights of Snakebite Leather.

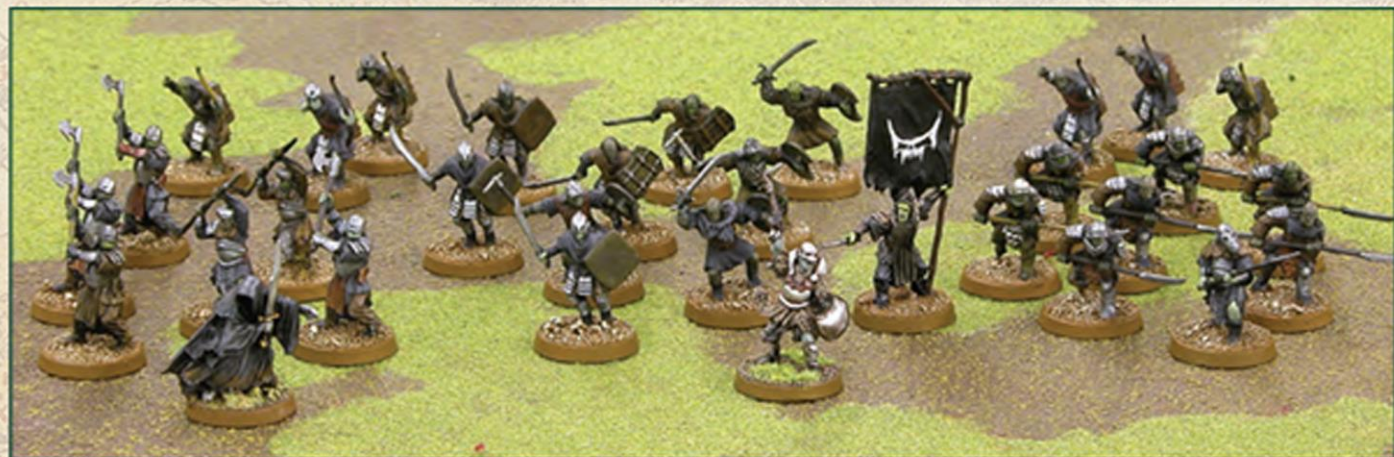
Light Brown: Basecoat of Bestial Brown, highlights of Snakebite Leather, final highlights of Bleached Bone.

Mordor Orc Captain
Chaos Black, Codex Grey, Tin Bitz, Chainmail, Scorched Brown, Snakebite Leather and Catachan Green.



Mordor Orcs

Chaos Black, Codex Grey, Tin Bitz, Chainmail, Scorched Brown, Snakebite Leather and Catachan Green.



A 365 points warhost of Mordor Orcs led by a Ringwraith and an Orc Captain.

THE LORD OF THE RINGS

STRATEGY BATTLE GAME

The Light versus the Dark

A mighty realm, Gondor stretches from the mountains of Mordor to the Great Sea and its peoples are split into many fiefdoms. It is the enemy in the lands of Mordor that unites these lands in a common cause. From this dark and terrible realm huge legions of Orcs march forth, alongside hulking Trolls and the other servants of the Dark Lord. Gondor must be strong in these uncertain times, lest the dire armies of Sauron eclipse the light of the Free Peoples and blanket all of Middle-earth into a second darkness.

The models on the page below can be used as a basis for converting your own Gondor fiefdom troops as shown in this issue in *The Beacons are Lit* (page 126), whereas as the models on the opposite page can be used as evil adversaries in your battles.

These models are available from direct sales only.*



Helm's Deep Gamling & Théoden £9



Wild Men of Dunland

Contains 3 random models.

£6

Denmark kr 20.00
Sweden kr 80.00
Euro € 10.00



Men of Gondor Spearmen

Contains 3 random models.

£6

Denmark kr 20.00
Sweden kr 80.00
Euro € 10.00



Isildur & Elendil

£9

Denmark kr 175.00
Sweden kr 140.00
Euro € 75.00

This model is available from direct sales only.*



Heroes of the West: Faramir £5



Beregond £5

Denmark kr 45.00
Sweden kr 45.00
Euro € 8.00



Warriors of Minas Tirith Command

Contains 1 random Captain and 1 random Standard.

£6

Denmark kr 75.00
Sweden kr 80.00
Euro € 15.00

This model is available from direct sales only.*



Orthanc Saruman £5



Two Towers Saruman £5

Denmark kr 55.00
Sweden kr 65.00
Euro € 8.00



Mordor Orcs Boxed Set

Contains 24 plastic models.

£15

Denmark kr 125.00
Sweden kr 150.00
Euro € 17.50



Mordor Orc Command

Contains 1 random Captain and 1 random Banner Bearer.

£6

Denmark kr 70.00
Sweden kr 80.00
Euro € 10.00



Mounted Ringwraith

Contains 1 random model.

£6

Denmark kr 75.00
Sweden kr 85.00
Euro € 10.00



Mordor Troll Boxed Set

Contains enough parts to make 1 Mordor Troll.

£15

Denmark kr 200.00
Sweden kr 250.00
Euro € 25.00



Ringwraiths

Contains 1 random model.

£5

Denmark kr 55.00
Sweden kr 65.00
Euro € 8.00



Next Month:

THE BATTLE OF THE PELENNOR FIELDS

THE
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