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GAMES-WORKSHOP.CO.UK

WHITE DWARF

299 November 2004

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EDITORIAL

Back in WD298 I reminisced about the heritage of Games Workshop and took a nostalgic look back at some of our models down the years.

But it's not just our models that have a depth of history, as the next issue of White Dwarf is a momentous milestone – issue 300.

We've been planning this issue for some time and we're all sure you'll love the end product...

Size isn't everything...

One of the things we really wanted to do for WD300 was to increase the page count to a colossal 300 pages! However, the romantic ideal of 300 pages for issue 300 was beyond our physical capabilities and we've had to settle for a - massive 208 pages – as many pages as we could possibly produce within our deadlines!

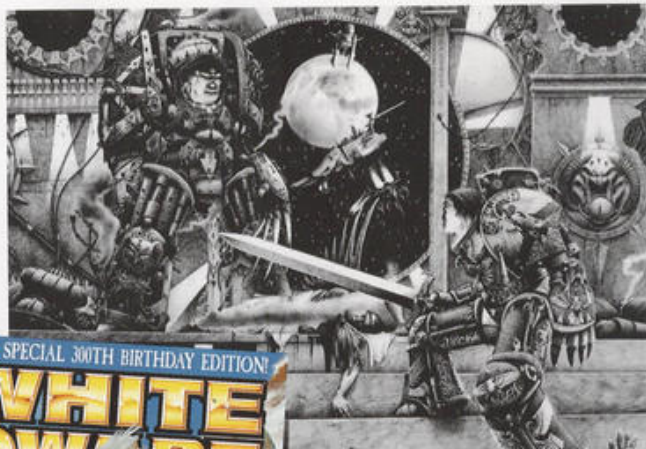
This has been a huge undertaking and the White Dwarf team have thrown themselves into the task with incredible enthusiasm.

That's not all...

Not content with almost doubling the number of pages of the mag for issue 300, we also have some superb freebies that no serious hobbyist will want to miss out on.

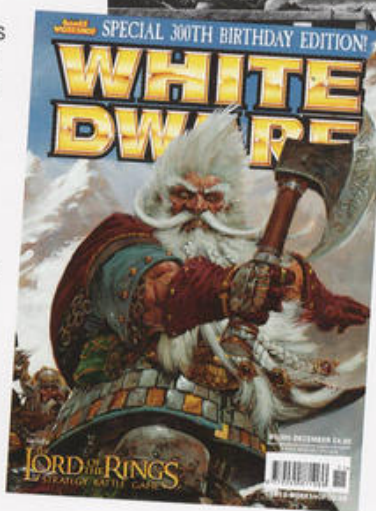
We're planning three (yes, THREE!) freebies with WD300:

- A card reference sheet for the updated Warhammer 40,000. No need to flick through the rulebook for tables or stats – with this baby it'll all be easy to find!
- A double-sided poster. On one side will be the awesome artwork of the White Dwarf himself by artist Adrian Smith (part of which which will also



Above: One of the classic pieces of Warhammer 40,000 artwork. Adrian Smith has rendered a new, full colour piece which will adorn next issue's free poster.

Left: A figure of remarkable power, the White Dwarf only appears when Dwarfkind is in great peril. Or when we reach issue 300! A new model, updated rules and artwork for the legendary bearded one arrive next issue!



form the cover of WD300). On the reverse will be a map of the entire Warhammer world, revealing in full such places of legend as Cathay, Ind and Nippon as well as the more familiar regions.

- Not able to decide between our options for the poster we decided to do two! This second double-sided poster will be home to the incredible Horus vs the Emperor artwork. Once again Adrian Smith is the creator, faithfully revisiting his classic old black and white version (see above). This piece is truly amazing and big thanks must go to The Black Library and Sabertooth Games for allowing us to use it as a poster. On the reverse of this is a campaign map for use with the full Warhammer campaign in WD300.

On the subject of the articles contained in the mag check out our Coming Next Month page on page 102, as I've used all my space for this month.

I do have just enough space for a shameless plug for subscriptions though! Make sure you don't miss out on what will be a very sought after edition of your favourite hobby mag. Go to the inside back cover and subscribe (or Christian's pet Platypus gets it, capiche?).

Until next month,



Paul 'Fat Bloke' Sawyer
Editor

64



58



36

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Product Code: 60249999299
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CONTENTS

FEATURES

- 12 Bugman's Lament (Warhammer)**
Continuing the campaign featuring the most famous Dwarf in the Old World, wherein a Dwarf watchtower falls under attack.
- 20 The Enemy's Line is a Glorious Mark (Warhammer)**
War machines, wonderful war machines... What's that? Another misfire... @X?! it! AAARRGGHH!
- 36 Battle Report: Death in the Drakwald (Warhammer)**
Beastmen ambush a Dogs of War company making their way home after fighting in the Storm of Chaos.
- 58 Choose Life (Warhammer)**
Why this unfashionable set of spells may be the key to your next Warhammer victory.
- 64 Angels of Death: Codex: Space Marine Designers' Notes (Warhammer 40,000)**
Graham McNeill and Pete Haines talk us through the changes they've made in the new Codex: Space Marines.
- 72 Create A Chapter (Warhammer 40,000)**
Can't decide on what colour or name your new Space Marine Chapter will have? Turn here for help.
- 78 The Emperor's Finest (Warhammer 40,000)**
Tips and techniques for converting your Space Marines.

REGULARS

- 02 Games Workshop News**
All the latest news and information.
- 06 New Releases**
All of this month's latest releases.
- 32 'Eavy Metal Showcase**
Some amazingly painted and converted miniatures from our North American friends.
- 84 Army Building: Heart of Orkness (Warhammer 40,000)**
More Ork talk as George Dellapina continues his gorgeous new army of wild Orks.
- 94 Events Diary**
Upcoming tournaments and events.
- 103 The Lord of The Rings**
Featuring two new scenarios, Ruggie's Mûmak masterclass part two, a Wood Elf and Moria Goblin Army Showcase and conversions of different breeds of Orcs.

MAKING WAVES

NEW ELДАР WAVE SERPENT!

They say save the best until last. We have. Finally the Wave Serpent is in production and soon to be released, much to the joy of Eldar players everywhere. "When designing the new Wave Serpent, we looked at the Forge World version and consulted Jes's sketches for the model," Martin Footitt, designer of the new plastic kit tells us. Based upon the Falcon Grav-Tank, the Wave Serpent has much to distinguish itself.

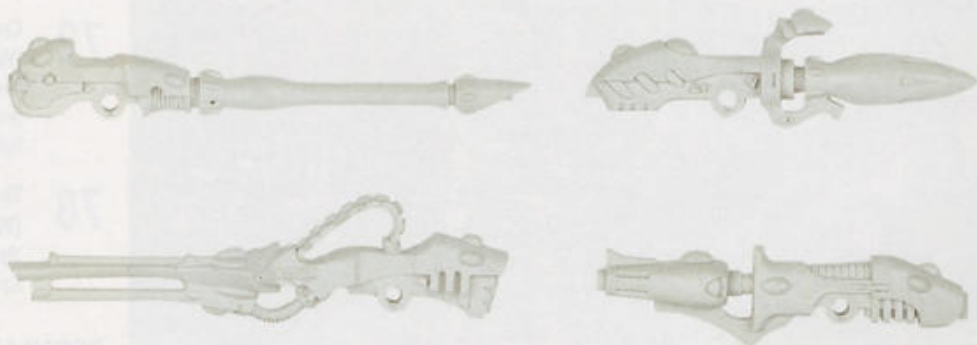
"We originally thought about increasing the size of the hull, but decided against it because we didn't want it to be bigger than the Falcon, as it just didn't seem right." Instead the Wave Serpent has been extended with a new crew compartment at the rear.

"I think one of the things that really makes the Wave Serpent stand out are the Energy Field projectors at the prow," Martin says. "Then of course, there's the crew compartment and the turret for the heavy weapons." The Wave Serpent kit will come with a new frame of twin-linked heavy weapons to represent all the variants in the codex, such as bright lances and the dreaded starcannons.

This new heavy weapon frame is something of a milestone in the Eldar range as Martin explains, "Going forward with the range, we'll be looking to bundle the heavy weapon frame into the other Eldar plastic kits, like the Falcon."

This is Martin's first plastic kit, and what a model to start with, and it looks great. "I was quite nervous with this being my first plastic kit, but I'm really pleased with the finished model," he confesses. It's no secret; the Wave Serpent has been a long time coming, but definitely worth the wait. "It was just one of those kits that kept getting pushed back in the schedule," Martin says "and we really wanted to wait this long so we could get it right." The evidence shows that this is certainly the case. The Wave Serpent kit is the first in a whole new range of great plastic models coming soon in the future.

Right: The prototype plastic kit version of the Wave Serpent, equipped with twin-linked scatter lasers.



Left: They might look like white chocolate, but they are in fact the large three-up scale resin versions of the Wave Serpent's arsenal of weapons. Clockwise from top: bright lance, starcannon, Eldar missile launcher, shuriken cannon, and scatter laser.

THE DYING ARE REBORN!

EPIC: SWORDWIND

Work has begun on the first supplement for Epic. The Swordwind book introduces the Eldar into the game in a campaign, the format which future Epic releases will follow.

"It was an early decision with the Epic game system not to re-release all of the previous Epic races in one go as this would simply be

unfeasible. Instead, we decided to focus upon 'theatres of war' like in Armageddon. In that case that meant Space Marines, Orks and Imperial Guard of the Steel Legion." Matt Keefe, co-author of the supplement with Jervis Johnson, tells us. "This is a trend we have followed with the new supplement and in doing so, it allows us to introduce new races and revisit old ones."

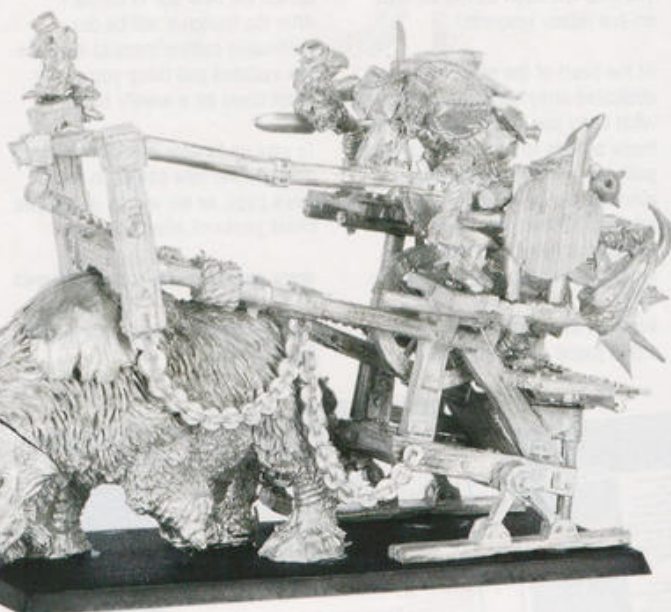
Swordwind is set during the Baran War, a brutal conflict involving the Eldar and two other variant armies; the Imperial Guard Baran Siegemasters and Feral Orks. It features some stunning new models including the Eldar Revenant Titan, designed by Martin Footitt, and the Orkeosaurus, designed by Michael Anderson both of which we hope to have pictures of soon.

WALKING WITH BEASTS

The Scrap Launcher is the bizarre creation of the Gnoblar, the diminutive servants of the mighty Ogres that feature in the forthcoming Warhammer Armies: Ogre Kingdoms. The Scrap Launcher is dragged into battle by a mighty Rhinox, a beast of burden of the Ogres' inhospitable homelands. "The Rhinox is the Ogre Kingdoms equivalent of a bad-tempered bull," Phil Kelly, author of the book, explains. "The idea came from the fact that the Ogre Kingdoms is very much a pre-historic landscape. Everything there is BIG and the Rhinox is no exception."

The war machine is crewed by Gnoblars called Scrappers. "They are part of a guild organisation, in which status is determined by how shiny their scrap is," Phil explains.

The Scrap Launcher is unusual in that it is a stone thrower that is part chariot. It can cause impact hits so, with the Rhinox, it is handy in a fight. The ramshackle design hints at the symbiotic relationship between Ogres and Gnoblars in the army. "Ogres re-use everything they take from the bodies of their victims, they can't create," Phil



says. "One of the Gnoblar's roles is to gather the fallen equipment, weapons and valuables of the enemy after a battle. This is used to make a Scrap Launcher and serves as the ammunition for it too, so the enemy can expect to have helmets, axes and swords flung at them." Because of the unique nature of its ammunition, the Scrap Launcher is the only war machine to have the

Killing Blow special rule, despite its low Strength of 3. "This represents the chance of a sword flying just right to impale a hapless victim or a spear striking down through an enemy's skull," Phil explains.

This fantastic model is but one of the many that will be released for the Ogre Kingdoms range. It is merely the tip of a mighty iceberg.

TAU TECHNOLOGY

The enigmatic Tau get an upgrade with some new turret weapons from Forgeworld for the Hammerhead tank. These new turrets, designed by Daren Parrwood, carry heavier versions of the Crisis Battlesuit weapon systems.



Tau plasma cannons



Twin-linked fusion cannons.



Missile pods.



Long-barrelled burst cannons.

IPSWICH HOBBY CENTRE

The Ipswich Games Workshop Hobby Centre is the latest in a growing number to become a Gaming Room store. Ipswich now has a full complement of gaming tables and cool artwork. So, if you're in the area, get over there and see what great gaming events the guys have to offer.

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49 Buttermarket
Suffolk
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Sunday	11-5

FANATIC

LIVING RULEBOOKS

Those crazy kids at Fanatic have recently been updating the Specialist Games websites. One of the most popular pieces of content at the new sites are the Living Rulebooks. These are the fully updated, electronic versions of the rulebooks that are absolutely free to download! At the time of writing, the Inquisitor and Warmaster rulebooks have just gone online while the Mordheim, Epic and Blood Bowl rulebooks have been available for some time. Expect to see LRBs for all seven Specialist Games very soon.

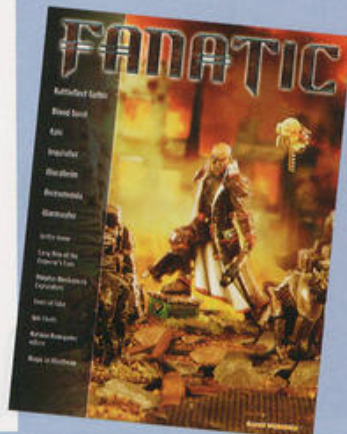
www.specialist-games.com



FANATIC MAGAZINE 5

The new Fanatic magazine should be out by the time you read this, featuring:

- Ork fleets make war amongst the stars in *Battlefleet Gothic*.
- Army building in *Epic: Armageddon*.
- The Adeptus Arbites Judge prepares to punish the guilty in *Inquisitor*.
- Ratskin Renegades scurry through the Underhive in *Necromunda*.
- Magic in *Mordheim*.
- The Tears of Isha Campaign for *Warmaster*.
- The Gouged Eye *Blood Bowl* team.



GAMES WORKSHOP ONLINE

OUT OF CHAOS COMES ORDER!

The UK hobby website rebuild continues apace...

It is a hectic time in the UK web-team at the moment. Behind the scenes we are busily putting together a brand new 'Hobby Support' website which we hope will provide great content no matter whether you are just starting out in the hobby or are a gnarly veteran of many years. Our priority is to make the website easy to use, to make articles easy to find and to have lots

of things to see and do on the site. The web will soon be the ultimate on-line hobby resource!

At the heart of the new site are our dedicated army sections. No matter what army you collect, we'll have many articles to browse, such as art galleries, a miniature gallery of every model available for the army, reference sheets, the latest FAQ's and errata, gaming, painting and modelling articles and much more.

We have already finished over a 1,000 pages of content and we still

have a lot more to add before we launch the new site in January. After the launch it will be our continuing commitment to keep the site updated and bring you all the latest news on a weekly basis.

To stay up to date with all the latest news on the new site go to our news page, as we will be giving you sneak peeks of what is to come.

www.games-workshop.co.uk/news

Next month we'll have a preview of the new site.

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THE WHITE DWARF TEAM



Paul Sawyer

Paul: It seemed such a good idea at the time, one that has returned to haunt me...

When I volunteered to convert and paint the Goblin river raiding force for part three of Nick Kyme's Bugman's Lament campaign I didn't want to use the plastic Warhammer Goblins. This is mainly because I really like the metal Gretchin models from our Warhammer 40,000 Orks range – surely converting a handful of these sneaky little greenskins wouldn't be too much hassle. Would it?

Well, one broken pair of clippers, numerous cuts to fingers and more expletives than I was aware I knew and I've almost finished the converting. Just Kap'n Skabend himself to go and I'll be breaking the paints out.

Now, if only my car would stay working for two days on the trot I may just get them painted in time...



Guy Haley

Guy: I've been on holiday for much of this month, visiting my good lady's granny in Sweden. An even larger part of the month

has been spent avoiding her (the missus, not granny) as she tries to give up smoking. Never the sweetest tempered of lasses, the withdrawal of the evil weed has sent her into a Viking bezerker fury.

This has left little time for hobbing, but even so I've squeezed in a bit of painting here and there. Trolls and yet more Goblins continue to infest my paint stations at work and at home. That would be Kyme's fault.

Thankfully, I now feel like I'm getting somewhere so the task is becoming more of a pleasure with each greenskin that I complete.

And believe me, until those cravings go away, I'm staying locked in my painting room, so I should get plenty more done.



Greg MacGregor

Greg: Returning to the battlefield this month to get in some games of the updated Warhammer 40,000 I've experienced

mixed success. In a game against Paul Foulkes from the UK studio my Eldar triumphantly crushed his puny Catachans – helped by a third turn that saw my Seer Council weather a barrage of around 50 shots for only 4 Wounds. Strange also that his Jungle fighters didn't use the jungle. In a quick rematch Paul exacted a small measure of revenge, killing off my Guardians with some Heavy Bolter shenanigans from his now tree-hugging Jungle Fighters. Next time we'll be playing in a desert...

My good old Guardians have been earning craftworld honours by dispatching numerous Guardsmen by charging in close and laying down some shuriken love, baby. Despite only having a 12' range they're much more potent than the weedy Imperial lasgun.



NEW RELEASES

PROTECTORS OF HUMANITY



CODEX: SPACE MARINES

In the darkness of the 41st millennium, Mankind is assailed on all fronts by degenerate aliens, perfidious traitors and treacherous rebels. There is no escape from the horror and slaughter; these threats must be met and defeated. This is the destiny of the Space Marines of the Adeptus Astartes, fearless champions of Humanity and unforgiving crusaders against the multitudinous enemies of the Emperor of Mankind.

Space Marines are one of the best armies available in Warhammer 40,000. Why? Because they're as hard as nails! A Space Marine's characteristics equal or better those of the elite troops of other forces, combining both excellent hand-to-hand combat skills and shooting accuracy with a zealous determination to never give way before the vile and corrupt foes of Humanity.

This 80-page book contains background, painting and modelling guides, and full rules for fielding a Space Marine force.

CODEX: SPACE MARINES		£12.00
Denmark	kr 125.00	Sweden kr 150.00
Euro	€ 17.50	

SPACE MARINE ATTACK BIKE

Attack Bikes often accompany Bike squads to provide heavy weapons support. When fielded as squadrons, they are highly mobile units with enough firepower to destroy even the largest enemy units, or blow apart tanks with their short-ranged multi-meltas.

This boxed set contains 1 plastic Space Marine Attack Bike, armed with either a multi-melta or heavy bolter designed by Martin Footitt, Tim Adcock and Jes Goodwin.

This model requires assembly.

SPACE MARINE ATTACK BIKE		£10.00
Denmark	kr 125.00	Sweden kr 150.00
Euro	€ 17.50	



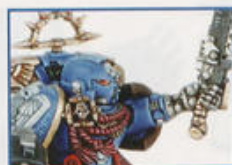
SPACE MARINE COMMANDER

Space Marine Commanders have led their warriors through the heat of battle for centuries, with a depth of faith and self-belief unmatched by lesser men.

They are able to coordinate units under their command with ruthless efficiency, therefore all Space Marine squads may use his Leadership for Morale, Pinning or Leadership tests.

This multi-part boxed set contains 1 plastic Space Marine Commander, with various weapons options. Designed by Jes Goodwin, Dave Thomas and Mark Harrison.

This model requires assembly.



SPACE MARINE COMMANDER.....£8.00

Denmark kr 100.00 Sweden kr 120.00
Euro € 13.00

SPACE MARINE ARMY SET



Humanity's greatest defenders have access to the very best wargear the Imperium can provide. Mobilised as an army they are a dread prospect for their enemies, refusing to balk and flee in the face of insurmountable odds. Augmented with ancient technologies, they are capable of performing incredible feats of daring. Highly organised and used to deliver surgical and devastating strikes into the heart of enemy resistance, they are warriors that know no fear.

This army set contains 1 Commander, 1 Command Squad, 1 Razorback, 10 Tactical Marines, 10 Assault Marines, 6 Scouts, 1 Attack Bike, 3 Bikes and a Special Edition Veteran Sergeant. Designed by Jes Goodwin, Juan Diaz, Dave Thomas, Mark Harrison, Martin Footitt and Tim Adcock.

These models require assembly.



Also includes this Special Edition Space Marine Veteran Sergeant.

SPACE MARINE ARMY SET.....£130.00

Denmark kr 1550.00 Sweden kr 1900.00
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Deadly warriors of a hundred campaigns, Veteran Space Marines are the elites of the Adeptus Astartes. They are chosen for the most dire of missions and the toughest opponents. Veterans have access to many kinds of specialised equipment in light of this fact, and their great experience grants them special skills with which to achieve their objectives and crush the enemies of the Imperium.

*This boxed set contains 5 Space Marine Veterans. Designed by Juan Diaz, Felix Paniagua and Seb Perbet
These models require assembly.*

SPACE MARINE VETERANS£15.00

Denmark kr 200.00 Sweden kr 250.00
Euro € 27.50



SPACE MARINE COMMAND SQUAD

It is usual for Space Marine characters to be accompanied by a cadre of highly disciplined veterans. A Command squad often includes honoured warriors such as the Company Standard Bearer, Apothecary and Company Champion. Apothecaries are skilled medics who can perform battlefield surgery allowing the Command group to ignore one failed save a turn. The Company Standard Bearer holds aloft the banner that bears the company's heraldry and which allows any Space Marine unit within 12" to re-roll a failed Morale or Pinning test. The Company Champion is armed with a power weapon, bolt pistol and combat shield and will fight to the death to uphold the Company's honour.

*This multi-part boxed set contains enough parts to make 1 Space Marine Veteran Sergeant, 1 Apothecary, 1 Company Standard Bearer, 1 Company Champion and 1 Space Marine Veteran.
Designed by Jes Goodwin, Dave Thomas and Mark Harrison.*

These models require assembly.

SPACE MARINE COMMAND SQUAD£18.00

Denmark kr 250.00 Sweden kr 270.00
Euro € 30.00



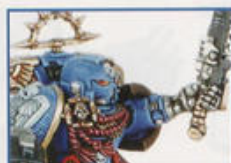
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CHAPLAIN CASSIUS OF THE ULTRAMARINES

Cassius is amongst the oldest members of the Ultramarines Chapter. His impassioned words have carried the Ultramarines forward into battle on a thousand worlds. As a veteran of the first Tyrannic war, Cassius has become an expert at fighting this foul alien threat, therefore any unit he leads benefit from the Veteran skill Preferred Enemy (Tyranids). Also, because of his inspiring presence, Ultramarines units within 6" may re-roll their Morale checks.

This blister pack contains 1 Ultramarines Chaplain Cassius. Designed by Dave Thomas.

This model requires assembly.

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These models require assembly.

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This blister pack contains 2 random Ratskins, 1 random Brave plus 1 Two-handed Weapons sprue, 1 Pistol sprue, 1 Close Combat Weapon sprue, 1 Long Range Weapons sprue per blister. Designed by Adam Clarke.

These models require assembly.

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS

The Mouth of Sauron

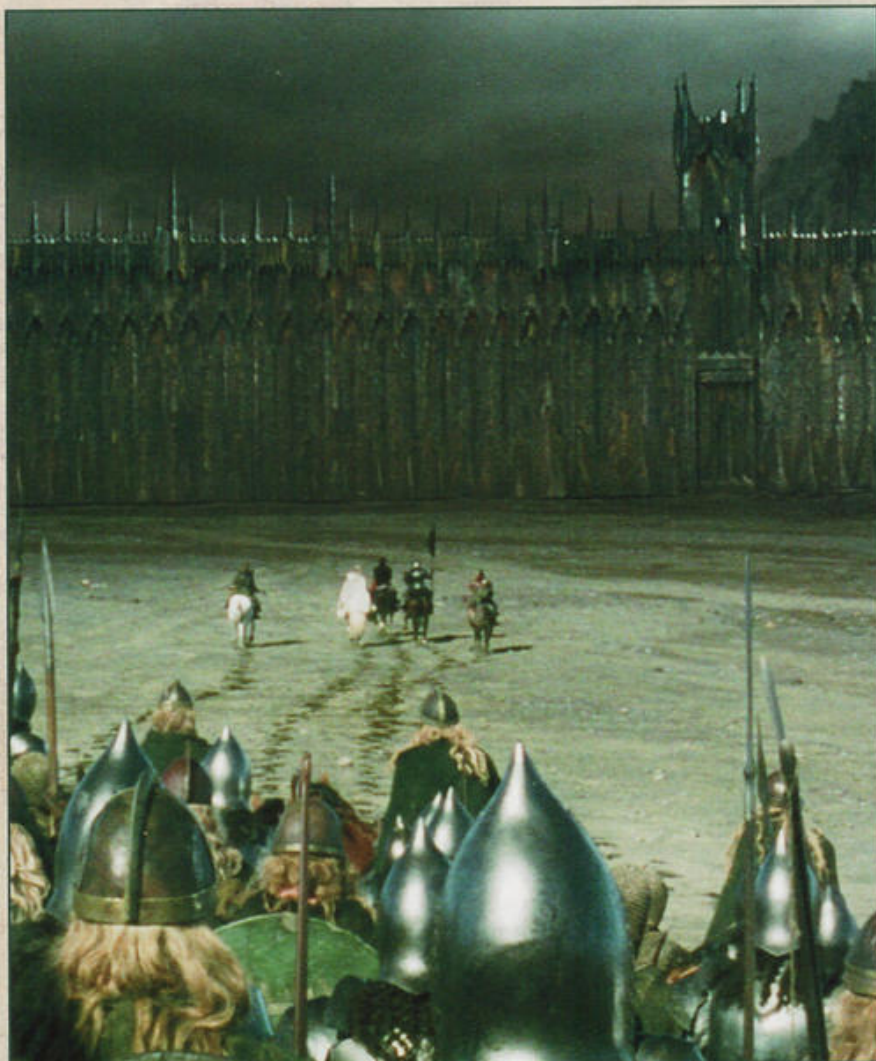
Designed by Gary Morley, this blister pack contains 1 mounted Mouth of Sauron and 1 Mouth of Sauron on foot.

THE MOUTH OF SAURON £9.00

Denmark kr 75.00
Sweden kr 85.00
Euro € 10.00



This model requires assembly.



Troll Chieftain

Designed by Alan Perry and Michael Perry, this boxed set contains 1 Troll Chieftain.

TROLL CHIEFTAIN £15.00

Denmark kr 200.00
Sweden kr 250.00
Euro € 27.50



This model requires assembly.

Mûmak Mahûd

Designed by Alan Perry, this blister pack contains 1 Mûmak Mahûd.

MÛMAK MAHÛD £5.00

Denmark kr 60.00
Sweden kr 70.00
Euro € 8.00



This model requires assembly.

BUGMAN'S



Nick Kyme

In his mountain lair Goblin King Git Guzzler schemes.

Goblins gather in the woods, readying an army for the sole purpose of destroying the Bugman's Brewery. A train of beer carts has already been ambushed and now, in the second part of this Warhammer campaign, a Dwarf watchtower must stand against a horde of greenskins and warn the brewery of the impending invasion.

Bugman's Lament is a campaign that charts the historic fall of Bugman's Brewery by a band of Goblin raiders and the events that lead up to it. This is part two of that campaign, a desperate struggle for a Dwarf outpost.

In each of the battles the battlefield itself is preset according to the scenario being played. We recommend players should represent it as faithfully as possible, though maybe you won't want to go to quite the same lengths as Rudge! It is important to read each scenario carefully before playing as they often have specific victory conditions and a bearing on future battles.

Bugman's Lament also provides rules for all the main protagonists of the campaign as well as a number of unique units as part of a specific army list. Unless otherwise noted, all the restrictions given in the appropriate army book apply to that force too.

These special characters and special units are only intended for use with these scenarios but players should feel free to adopt them for their own games. Note that any special characters **MUST** be used as they are presented here and may not be given any additional equipment and/or magic items. Furthermore, unless otherwise noted, players cannot take any additional characters in their force, even if their army list normally allows them to.

THE STORY SO FAR

The great master brewers of the Dragonback settlement founded by Josef Bugman have a reputation throughout the Old World as the purveyors of the finest brews known to Man and Dwarf alike. These prized beers are ferried up the river Sol and by road to the settlements of the Empire and beyond. It was Bazrak Boglan, Dwarf Master Brewer, who was leading a group of beercarts along the Old Dwarf Road for trade with the Empire, when a band of Goblin Wolf Riders launched an attack upon the wagon train. Such attacks upon Dwarfs are common, yet the ambush of Bolgan was no mere raid, but the first attack in a plan by King Git Guzzler to destroy Bugman's Brewery and gain favour amongst the disparate Goblin tribes of the region.

Many of the larger expatriot Dwarf communities have erected stout stone watch towers in order to warn the larger settlements of raiders. It is one of these towers, to the southeast of the Brewery, that faces an assault now. As we return to the saga of Bugman's Lament it is the turn of Skeggi, the captain of this tower to pen his chapter in Dwarf history...



WARHAMMER

LAMENT



SCENARIO TWO: SKEGGI'S WARNING

Without the natural defences of the mountains the Dwarfs who dwell in the Empire are in need of other ways to guard their lands and settlements. The expatriot Dwarfs built great stone watch towers around their over-ground holds to survey the outlying lands. Should raiders be spotted by the vigilant Dwarf guardians they could be driven off or, if too numerous, a great beacon could be lit atop of the tower, its fiery signal a warning to the Dwarfs to expect an attack.

It was the duty of Skeggi Threkkson, Bugman's captain and loyal kinsmen, to garrison one of the many watchtowers around the settlement that had grown up around the Brewery, Skeggi. His warriors knew not of the ambush against Bazrak Bolgan and his beer wagons, nor are they aware of a greater threat that lay in wait for them within the forest.

Grabnatz Sourbelly and his Goblins gathered in the thick woodlands, evil eyes

fixed upon the Dwarfs in their tower of stone. A shaman of dubious repute, Grabnatz was to destroy the tower to prevent a warning reaching any Dwarfs so that Git Guzzler's main force might launch a surprise attack against Bugman and his brewery. Within the gloom of the woods about them, Grabnatz ordered his horde to creep forward. They would topple the tower and crush the Dwarfs sheltering within with magic and an evil Goblin secret weapon.

THE ARMIES

Skeggi's WatchTower Garrison

Skeggi's Dwarf force is 1,000 points. It is led by Skeggi Threkkson, the Dwarf Captain, who is the army general. The army must be chosen from the list below:

CHARACTERS: 0-1 Dwarf Engineer (may be given up to 50 points of Runes as described in the Dwarf army book).

CORE: Warriors, Crossbowmen, Thunderers.

SPECIAL: 0-1 unit of Slayers, 0-1 unit of Longbeards, EITHER 0-2 Bolt Throwers OR 0-1 Cannon OR 0-1 Stone Thrower (the Longbeards and war machines may be inscribed with Runes as normal).

Grabnatz Goblin Sappers

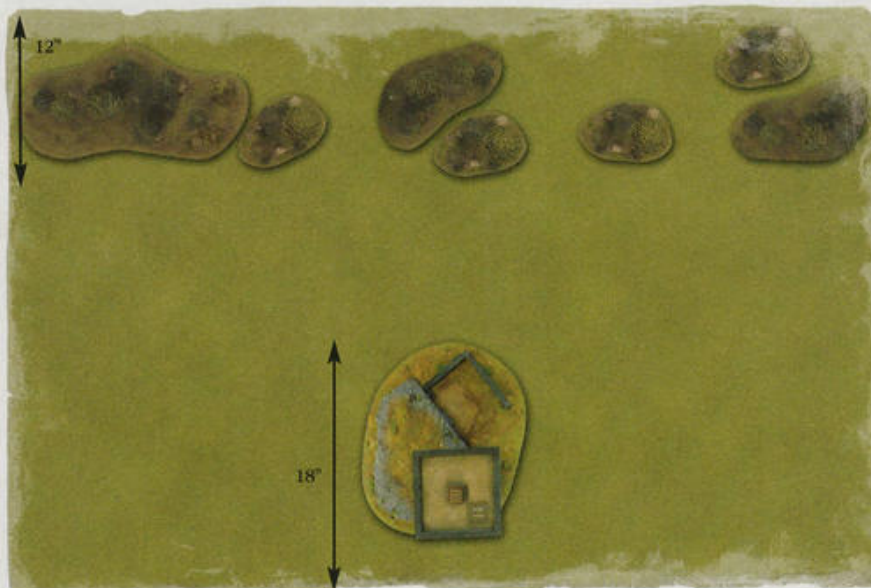
Grabnatz's horde is 1,250 points. It is led by Grabnatz, the Goblin Shaman, who is the army general. The Goblin horde must be chosen from the list given below:

CHARACTERS: Gulag, Orc Bodyguard, 0-1 Goblin Bigboss (the Goblin Big Boss may be given 50 points of Magic Items as described in the Orcs and Goblins army book).

CORE: Goblins, 0-1 swarm of Snotlings, Goblin Wolf Riders.

SPECIAL: 0-1 unit of Goblin Fungus Loons (see special rules), 0-2 Goblin Rock Lobbers (the Rock Lobbers may not take Orc Bullies).

RARE: 0-1 Giant, Trolls.



SURPRISE ATTACK

Grabnatz and his Goblins are sneaking up to the watchtower, trying to get as close as possible to the Dwarfs before they launch an attack. Grabnatz is wily and knows that destroying a Dwarf watchtower will not be easy. He has concocted a foul smelling volatile brew, which when exposed to a naked flame is potent enough to even rupture stone. If he can get the barrels of this stuff to the tower then the Dwarfs won't stand a chance.

Ever vigilant behind the defences of the tower, Skeggi surveys the forest border. Dark shapes loom into view and Skeggi realises suddenly, they were under attack. Crying out the call to arms, the beacon blazing into life behind him, Skeggi takes aim with his crossbow. He knows that Bugman is currently on his way down the River Sol and if he sees the beacon can warn the other Dwarfs in the Dragonback settlement of an incoming attack.

The Battlefield

The battle is fought over a 6'x4' table. The Dwarf watchtower should be set-up in the middle of the table 18" from the north edge as shown in the map opposite. No matter what surrounds your tower it is the centre of the model itself that must be positioned according to the rules above. The south edge of the table is heavily forested, which should encroach no further than 12" in. The rest of the table is clear of any terrain, the Dwarfs having cleared the area round the watch tower.

Deploying for Battle

The Dwarf force is defending the watchtower and must be set up within 6" of the tower or within the structure (see special rules).

The Goblins will be trying to sneak up to attack the Dwarfs by surprise. If the Dwarfs won the previous battle they are forewarned of Goblin raiders in the area and Grabnatz' horde may only set-up 6"

from the south table edge. If the battle was a draw they set-up 12" in and if the Goblins won they may set-up 18" in and gain an extra +1 to see who gets the first turn, as the Dwarfs are less prepared for an attack.

The Dwarf force is deployed first.

Special Rules

The following special rules apply during the battle.

Watchtower. The Watchtower is a solidly built construction and counts for all purposes as a tower as described in the siege rules in the Warhammer rulebook.

The Watchtower has a parapet at the top where the brazier sits but there is also enough room for up to 10 Dwarfs. The tower also has arrow slits in the lower levels and a unit of 5 Dwarfs may occupy this level and shoot out of the arrow slits. All models in or on the tower are in Skirmish formation as per the Warhammer siege rules.

The tower is fortified further by a shallow wall running along the front and one edge as shown in the map. This counts as a defended obstacle behind

which the Dwarfs can position units to make their defence.

Giant. If the Goblins decide to take a Giant it may automatically use its 'Thump with Club' attack to batter against the Watchtower.

THE BATTLE

First Turn

Roll a D6 to decide who gets first turn, the Goblins get +1 to the roll. The Dwarfs light the beacon immediately, so the Goblins must destroy the tower and stop Bugman seeing the warning fires.

Game Length

Skeggi's Warning lasts six turns but ends immediately if one side is wiped out.

Victory or Defeat

At the end of the battle count up the Victory Points to determine who has won. If the Goblins manage to destroy the Watchtower they gain an extra +250 Victory Points. No points are awarded for table quarters or captured standards. If the Goblins damage the watchtower (either a rampart destroyed or partial collapse result) they only gain +125 Victory Points (not cumulative).

If one side wins the battle by a clear 200 Victory Points then they are the winner. Any other result is a draw.

Victory Bonuses

If the Dwarfs win, Bugman is warned of the danger of a Goblin attack and makes haste across the Sol to reach his brewery, lessening the time the Goblins have to ambush him on the river. The next battle will only last 5 turns instead of 6 and Bugman will automatically get the first turn.

If the Goblins win then they will have more time to stop Bugman. The next battle will last 7 turns and the Goblins automatically get the first turn.



MODELLING SKEGGI THREKKSON

By Nick Kyme

Skeggi Threkkson is based on the Champion model from the Dwarf Ranger Command Group. All I needed to do was saw off his peg leg and replace it with a leg from a Dwarf drunk – in this history Skeggi didn't lose his leg until after this battle. Finally, I added a pipe, tankard and shield to the model to give him a little extra detail.



Skeggi Threkkson

Skeggi is one of Bugman's oldest and most trusted lieutenants. Many years older than the master brewer, Skeggi is a veteran of many battles, and knew Bugman's father Zannil. Much like Bugman, he took a new name when he settled in the Empire. Travelling as a mercenary and trader in his lifetime, several identities proved useful and Skeggi has been known as 'Owd' Tom Thyksson and Jjorg Ruddle over the years. But Skeggi is too old and cantankerous to care about such matters now and has re-adopted his true Dwarf heritage and become Skeggi Threkkson once more. Skeggi lost his eye fighting against Orcs in the migration of the Dragonback clan from the mountains but it has done nothing to impair his legendary aim with his trusty crossbow. So accurate is the venerable Dwarf that he can kill a Goblin at over a thousand paces.

	M	WS	BS	S	T	W	I	A	Ld
Skeggi Threkkson	3	6	4	4	4	2	3	3	9

Cost: 129 points

Equipment: Skeggi has a crossbow, Rune Axe and wears light armour and shield.

Skeggi is a Dwarf Thane and uses up one of your Hero choices.

Special Rules

Eagle Eyed: Skeggi has incredibly keen eye-sight, despite his injury. He has been hunting in the forests around the Dragonback settlement for many years. As such he may add +D6" to the maximum range of his crossbow at the start of each Shooting phase, which may alter the to hit roll if it takes his crossbow below long range. He may also re-roll any miss each time he shoots.

Magic Items

Forest Hewer: Skeggi's Rune axe is an heirloom of his family, passed down through many generations of Threkkson. Its edge has never lost its sharpness and the axe itself has been inscribed with the Rune of Might, Rune of Fury and a Rune of Speed (see page 20 of the Dwarf army book).

MODELLING GRABNATZ & GULAG

By Guy Haley

Grabnatz is the Goblin Shaman with a couple of additions. To make him look more important I replaced his staff with that of the Night Goblin Shaman, and gave him a wolfskin cloak taken from the Goblin Regiment command sprue. To get this to fit behind Grabnatz' hair I had to clip the left-hand brooch off. A bit of Green Stuff fur covered the join. I also had to clip the model's original hood off, but I sculpted a new, larger one the top of the cloak to replace it and disguise the gap. After all, important Goblin chiefs have big helmets, so I figured an important Goblin Shaman may sport a big wizardly hood.



Gulag, on the other hand, is not converted at all, as I love the model and, let's be honest, wizardly hoods aside, Brian Nelson is a much better sculptor than I'll ever be. Gulag is the Classic metal Big 'Un Boss, a few years old now, with a new shield from the Orc Regiment set.



Grabnatz Sourbelly

Grabnatz regards himself as the 'Gratist Goblin Mind of Iz Time'. He is obsessed with experimentation, in particular the concoction of potions. He watches the Dwarfs and the men of the Empire with jealous eyes with their mastery of the fabled black powder. Lately, inspired by the forthcoming attack on the brewery, he has concocted a number of fungus brews. Trying many of the brews upon himself has had adverse effects on his digestive system. Not all his potions are useless, and certain among them have proven to have an explosive, if unpredictable, potential.

	M	WS	BS	S	T	W	I	A	Ld
Grabnatz Sourbelly	4	2	2	3	3	2	2	1	7

Cost: 140 points

Equipment: Grabnatz carries a hand weapon.

Grabnatz is a Goblin Shaman and uses up one of your Hero choices.

Special Rules

Wizard: Grabnatz is a wizard and uses spells of the Little Waaagh. He is a level 2 Shaman and as such has two spells.

Gut Rot: The foul smelling brews Grabnatz has inflicted upon himself have meant he is troubled by a constant, chronic belly ache and is prone to noxious emissions from drinking his fungus brew. At the start of each of Goblin turn roll a D6, on a 4+ Grabnatz emits a foul stench. All models, friend and foe within D6" suffer a -1 to hit in close combat and shooting.

Magic Items

Grabnatz carries the Staff of Sneaky Stealin' and wears Dangly Wotnotz (see page 32 of the Orcs and Goblins army book).

Gulag

Gulag is Grabnatz's faithful bodyguard. Dim-witted at best, Gulag is employed purely for his muscle and seldom leaves the Shaman's side, such is Grabnatz paranoia that someone will try to get at him for his inventive ideas.

	M	WS	BS	S	T	W	I	A	Ld
Gulag	4	5	2	4	4	2	2	2	7

Cost: 41 points

Equipment: Gulag carries a choppa and wears heavy armour with a shield.

Gulag always accompanies Grabnatz and as such the two of them count as one Hero choice.

Special Rules

Bodyguard: Gulag is Grabnatz's bodyguard. Not the brightest of Orcs, he suffers being bullied and pushed around by Grabnatz quite gladly. Gulag must always remain in base-to-base contact with Grabnatz and the two of them count as a single skirmishing unit for the purposes of movement, charging etc, though they can join a unit together. If they do this, place them both in the front rank. Gulag is immune to Grabnatz noxious emissions - he's used to them!. If Grabnatz is ever attacked in close combat or hit by missile fire roll a D6, on a 4+ Gulag gets himself in the way to protect his master and takes the hit himself. Note: in both close combat and shooting Gulag may only protect Grabnatz from the first missile or attacks from a single model.

Dead 'Ard 'Ed: Gulag's head is the toughest and emptiest part of his body. Whenever he suffers a Wound roll a D6, on a 6+ the Wound is ignored as it hits his head and he shakes it off.



SPECIAL UNITS

Fungus Loons

The Fungus Loons are Grabnatz' own specially trained greenskins that have the dubious task of blowing up the watchtower with barrels of the Shaman's volatile brew.

They are utterly demented creatures whose sense of self-preservation has been obliterated by the mind-addling concoctions of Grabnatz.

Fungus Loons are a Special choice and only one unit of them may be taken in a Goblin army. They are also a special unit only available in this scenario and the final battle, The Battle for Bugman's Brewery.

Fungus Brew: Fungus Loons are the Goblins Grabnatz has 'trained' to carry a barrel of his Fungus brew. It takes two Goblins to carry a barrel and they must be bought in pairs. If a Goblin dies then the remaining Goblin may drag the barrel at half their movement rate (i.e. 4" for marching and 2" for normal movement).

0-1 FUNGAS LOONS

Points/model: 10

	M	WS	BS	S	T	W	I	A	Ld
Fungus Loon	4	2	2	3	3	1	2	1	6

Unit Size: 10

Weapons and armour: Hand weapon and light armour.

Special Rules

Unbreakable, Fungus Brew (See opposite).

Fungus Loons, although they work in pairs, are classed as single characters on foot and follow all the normal rules for these kinds of models. Furthermore each pair may be used independently on the battlefield and do not form a unit with the other Fungus Loons.

At the start of any Goblin Movement phase the Fungus Loons may light the fuse to the Fungus brew. The fuse will last until the end of the Goblin's next Movement phase (so they'd better get out of there if they don't want to get blown up!). At the end of the phase the Fungus Loons are removed from the table (they've run off). The brew cask will then explode, the results of which

are often unpredictable. The blast has a radius of D3" and while Dwarfs inside the tower won't be affected those outside could be. Roll an Artillery dice. The brew has a Strength equal to the number rolled (a misfire means the barrel was a dud and nothing happens but a showering of foul smelling brew) and causes 2D6 Wounds on each model.

Note that no Victory Points are awarded for Fungus Loons who have left the battlefield in the above fashion.

If two or more barrels set around the tower go off at the same time, roll for each barrel, take the highest roll and add +1 Wound per extra barrel.

MODELLING FUNGAS LOONS

By Nick Kyme

→ To make this Fungus Loon I used two Goblins from the Spear Chukka, clipping off the arrow heads and flights from the bolt they were carrying and replacing each end with part of a plastic Goblin standard. For the rack I glued two square plastic Goblin shields together and topped this off with an ale barrel from the old Orc and Goblin Giant.



↘ The two Fungus Loons dragging the barrel are some of the crew from the the Goblin Doom Diver. A simple conversion, all I had to do was clip off the hook at the end of the rope they were pulling and glue on an ale barrel.



→ I used the classic siege equipment wheelbarrow for this conversion. A plastic Goblin with slightly modified arms (i.e. the weapons were clipped off) was used to push the Fungus Brew barrel, whilst the Snotling perched on top came from the Goblin Rock Lobber.



SKEGGI'S DEFENCE

Nick relates how he and Guy battled for Skeggi's watchtower

Skeggi Threkkson and the dwarfs guarding the watchtower must have laid off the sauce the previous night, as they were alert enough to let me take the first turn.

I gave the Goblins a solid battering with my Crossbows and Thunderers. One unit of Goblins had seen enough and legged it from the field (a wise move). However, after a couple of turns of missile supremacy, Haley came back, or rather his Giant did...

The big beast stomped up and down upon my hapless Warriors, turning them into toe-jam. Guy also upped the ante in the missile duel too, landing a couple of well-aimed boulders on my tower. With the sound of crashing rock ringing in their ears my doughty dwarfs dusted themselves off and dug in to repel the Goblin assault.

In the bloody turns that followed, my Trollslayers were butchered to a dwarf by some enthusiastic Goblins and both of Guy's war machines were destroyed. At the final throw of the dice, Grabnatz and Gulag were both out of the game, while Skeggi was wounded. The tower still stood, but only just, so the game ended in a draw.

NEXT MONTH..

Arrr me hearties! Bugman battles his way down the River Sol as he sails upon the mighty Dwarf barge of Grim 'Deadye' Grunsson. While travelling home, he is attacked by a scurvy band of Goblin raft pirates. The sneaky greenskins are led by the infamous Kap'n Skabend and will not stop until Bugman sleeps at the bottom of the river!



MODELLING THE WATCHTOWER

By Paul Rudge

Mock up



I made a mock up model of the watchtower, using Foamboard with masking tape to hold it together. This helped me to get the correct scale for the model..

Rock layers



Using my mock up as a guide I assembled the large rock from four layers of 25mm thick polystyrene. To texture the rock, I took the model outside and used a hot soldering iron to create the textured effect. But you could use a variety of methods such as picking out chunks of polystyrene with your finger or a knife..

Tower



For the tower itself, I made a very simple box from Foamboard. However, at the corners I wanted to add heavy wooden beams made from strips of balsa wood. So rather than joining the sides together I used pieces of polystyrene to hold the walls together from the inside, leaving a gap on the outside for the beams.

Entrance



I carefully planned the entrance to my dwarf tower before removing areas of polystyrene to allow my two dwarf rune smiths, who I was using as statues, to sit within the rockface.

Tower detail



I attached metal arrow slits and doors before cladding the entire tower in a brick-textured plasti-card and adding a Foamboard parapet.

Final details



Here you can see all of the details, such as the dwarf half-sunk in polyfiller and the metal studs which adorn all the woodwork. These are simply small squares cut from plasticard.



◀ To provide a means of access to the roof I added a small trap door. I made this from a piece of balsa wood. I used a pen to mark out the planking and the metal hinges are made from two strips of paper, the metal studs from plastic rod.



◀ The small stone pillar is a small box clad with plasticard. The beacon is garden cane cut into small strips.



◀ I used a metal fortress door to add an access point onto the rock. You can, of course, make your own doors from balsa wood but using metal doors saves time.



Ordering Direct
 For all the doors, arrow slits and other decorative components Rudge used to make the Dwarf Watchtower turn to Ordering Direct on page 91.



◀ For the decorative corbels beneath the parapet, I used the bolt quiver from the Dwarf sprue. I removed the flights with clippers.



◀ Dwarfs in Carbonite. I'm talking Han Solo here! I painted the rock with a basecoat mixture of Chaos Black and Codex Grey, then drybrushed it Codex Grey. Over this I applied a brown wash (Bestial Brown, Brown Ink and water) and drybrushed it again with Fortress Grey.

The Enemy's Line

Love 'em or loathe 'em, war machines can be one of the decisive



is a Glorious Mark

factors in your games of Warhammer.

Big guns, big bows, and things that drop rocks on people's heads to their immediate detriment... You certainly can't beat the thrill of using artillery. The thought of one cannon ball ripping through your opponent's line of Chaos Chosen Knights or blasting a whole regiment of 40 Night Goblins to bits with a perfectly placed Mortar shot is an exciting one. John Connor from Games Workshop US knows this well. Here he reveals the art in artillery.

John Connor: I've been a big fan of artillery for years, ever since I turned the tide of battle against my buddy Sean with a lucky barrage from my Helblaster Volley Gun – an experience that many Empire players have no doubt experienced.

Helblasters have been tempered somewhat since those heady days when the crazy guns of Von Meinkopt could do a potential 90 Strength 5 hits in one go, but my love of artillery has not diminished. Artillery, when used strategically and with the blessings of the dice gods, can win games for you. Used poorly or with bad luck (or both if you're Guy Haley), war machines are an enormous waste of your army's resources and provide easy Victory Points for your opponent in the final tally. Here are a few suggestions for using artillery effectively.

GOOD PRACTICE

Practise. No artillerist worth his black powder would take to the field of battle without a good bit of practice beforehand (or his 'lucky' extra supportive underwear – *Fat Bloke*) and no Warhammer general should either. When you have a few minutes, place a war machine on a table, set up a few target models, don your leather smock and practice guessing ranges.

Most game boards are 48" across, and in most scenarios, armies will set up 24" away from one another. You can use these fixed lengths to help you estimate

Continued overleaf...

John Saffer's Cannon model shows how misfires can shorten the lifespan of your war machine crews.



your ranges. Your guesses can become even more accurate if you keep track of where your last shots landed and how far enemy troops moved in the intervening turn.

Some players find it useful to break up the distance between war machines and potential targets into 12" chunks before guessing the final range, eg, "Let's see, the distance between my war machine and his unit is about three 12" chunks and another couple of inches; I think I'll guess 38", as it is easier to gauge short distances. Practise makes perfect here. Your aim is to become able to judge the distance between any two points on the battlefield – the true method of the most accurate Warhammer artilleryists.

EMPIRE

With three main war machines available to Empire armies, Great Cannon, Mortars, and Helblaster Volley Guns, the Empire is an artilleryist's dream. The varied and destructive capabilities of these weapons ensures that war machines are always an integral part of an Empire army.

Perhaps more than any other artillery piece, Cannon require you to become expert at guessing ranges. I try to guess the range between my Cannon and the target as accurately as possible and then deduct 6-8' for my guess. Remember that even if everything goes to plan and you roll no misfires, the cannonball will travel an

additional 2-10' and then bounce an additional 2-10'. Choosing between 6-8' leaves a bit of room for error on either side. Generally this method of guessing range has served me well and taught my opponents to fear my Cannon.

Empire Mortars fire much like Stone Throwers but benefit from using the larger 5' template, allow an armour save, and strike with only a Strength of 3 (except for the model actually hit by the Mortar shell itself). I usually use my Mortars to target large, lightly armoured units with a Toughness of 3 or lower. Mortars are ideal for dealing with horde armies with large blocks of troops



Terrain Set up/Choosing Sides:

Depending on the method you and your opponent use for setting up terrain, make sure you place scenery to the advantage of your war machines if possible. Large hills and other terrain in the centre of the board will obscure your lines of sight and thus your war machines' effectiveness, whereas large hills in your deployment zone can raise your war machines, give them line of sight to the enemy, and enable them to shoot over friendly troops.

When placing terrain and choosing sides, consider the difficult and impassable terrain on the board. Strive for a situation in which your opponent must choose either to foolishly advance

in line of sight of your artillery or to guttlessly use the terrain as cover, take the long way around, and thereby miss much of the battle (as most Elves do).

Deployment: Most war machines do well on elevated terrain as far back from the enemy as possible, but a few war machines benefit from being closer. For example, Helblaster Volley Guns are most effective within 12" of the enemy. I often forsake higher ground in order to place my Helblasters further forward – generally in between two solid blocks of infantry for added reassurance.

Try to deploy Cannon and Bolt Throwers on the far flanks of your deployment zone. From these positions,

it is likely that some enemy units will present their flanks to your war machines as they move forward toward your strong centre. When you fire your Cannon or Bolt Throwers into a unit's flank, you can hit all the files, rather than the ranks domino-style. Thus, you can get multiple hits on units that are only one rank deep – a tactic particularly effective against Knights or other expensive, heavily armoured troops likely to adopt such a formation. (Check out Gav Thorpe's Arcane Lore article in WD259 for clarification on how to target units with war machines.)

Keep in mind that it is often difficult to defend war machines deployed on the flanks. However, if the enemy wants to

Continued overleaf...

with low Toughness and Leadership like Skaven or Goblins. By my reckoning, the 5" template can hit up to 45 models on 20-mm bases. A lucky and accurate shot can thus decimate enemy units, and whenever you do 25% or more casualties to a unit, it may Panic. The template is also so large that, when targeting armies like this whose units tend to be tightly packed, you will often hit two units. However, Mortars can be a bit random, so it is perhaps best to use them to soften enemy units before they enter combat with your troops. Anything else they achieve is a big bonus.

To my mind, no Empire army should take to the field without a Helblaster Volley Gun or a "macro-mainspring of multitudinous precipitation of pernicious lead." Your enemy has to respect a war machine that can do 30 Strength 5 hits in a single turn – enough to destroy almost anything in the game. However, the machine is very unreliable. For every game in which the Helblaster scores 15–30 hits, you'll have four games in which it self-destructs. Because you're generally rolling three artillery dice per turn for the Helblaster, the likelihood of misfires is high. However, as with other potentially devastating artillery pieces, the Helblaster can have a decisive effect on the game without ever firing a shot. Use your Helblaster to deter enemy troops from advancing toward objectives in scenarios like Capture. You can also use a Helblaster to guard your other artillery, or protect a vulnerable flank.

Empire Engineers are double-edged swords. I'm always grateful to have one when a war machine misfires on the first turn, but an Engineer uses up a Hero slot and costs valuable points. At 55 points, they're not that expensive, but the Hero slot might be better used for a Captain, Battle Wizard, or Warrior Priest. In larger games, I sometimes take a Master Engineer with a Hochland long rifle to pick off odd characters here and there and to help out a Cannon or Mortar crew. However, an Engineer so equipped costs 75 points, and for that I can take another Mortar instead. To my mind, two Mortars are much better than one with a re-roll, and allow you to saturate the battlefield with a withering barrage. Save engineers for big games.



Guy puts all his war machines on scenic bases like this, as they make attractive dioramas.



BLACK POWDER

Guy Haley: With Nuln the capital of science and engineering in the Old World, it's small wonder the Empire have such a variety of war machines. My favourites are the old workhorses of the list, the Great Cannon and the Mortar. The former's Strength and capacity to cause large numbers of wounds means it is capable of ruining cavalry formations and killing large monsters with equal efficiency. The grapeshot a valuable deterrent to enemy scouts creeping up on my batteries. Usually I ignore large monsters with my Great Cannons until they are close as I find their ability to kill many troops at a distance with one shot a preferable option, especially early in the game.

But it is the Mortar which is my current favourite, and I usually take these over cannon. They can still deal with large monsters, and their capacity for the destruction of large infantry units is amazing. In recent battles, I've found them to be effective against even tough armies. In one battle against Gav Thorpe's Dwarfs I was crushing 10–12 Dwarfs a turn with a couple of Mortars.

DWARFS



A Dwarf army, perhaps even more so than the Empire, is THE artillerist's force. With the Flame Cannon, Dwarf players have one of the most feared war machines in the whole game. Like the Helblaster, it can dictate how your opponent deploys and moves, never a bad idea for the slug-footed Dwarfs. It's also great at weakening enemy units as they approach your lines and forces a Panic test whenever it causes casualties. Preferred targets with the Flame Cannon are large units with deep ranks as well as Flammable and Regenerating targets. Unless you have no other shot, never waste such a potent hit on Skirmishers, save perhaps large units of Beastmen, and try to position your Flame Cannon where you expect the enemy will approach to pose them a dilemma when deciding where to advance. The Flame Cannon's range is limited (maximum of 22' plus the length of the template); thus the enemy must be allowed to get pretty close to shoot at them effectively.

The Flame Cannon's drawbacks are that it uses up a Rare choice and, at 140 points, is tied for first as the most expensive war machine in the game. As the device takes damage, the Misfire Chart becomes less forgiving, making self-destruction more likely.

waste an entire unit, character, or large monster on a search and destroy mission against an isolated 35 or 45-point Bolt Thrower or even a 100-point Cannon, more power to him. It will take at least one of his units out of the game for some turns, so this kind of distraction can work to your benefit in the long run.

Consider also how to position your war machines defensively, or they will soon be dispatched. Hills are great for defence but so are towers and other large buildings and the tops of impassable cliffs. Forests can be double-edged swords for your war machines though. When deployed within 2" of the

forest's edge, war machines can still shoot while taking advantage of soft cover from enemy missile fire. As woods are Difficult Terrain, enemy charges directed at your war machines will be slowed. Flyers have to land before entering the forest and thus cannot make flying charges against your artillery crews. However, use caution when positioning your artillery in the woods. Forests can restrict your lines of sight and limit how the war machine can move. Remember also that no model, including war machines, may be deployed in impassable terrain.

War machines like Helblasters and Flame Cannon are justifiably feared, and most

The Longbeards among us may remember a more powerful Organ Gun from years past, but this weapon can still dish out 2-10 Strength 5 hits with a save modifier of -3. The Organ Gun doesn't require you to declare your range, relieving you of some guesswork but it only has a range of 18', costs a weighty 125 points, and uses up a Rare choice. Against slow-moving armies, consider taking one, but for just 15 points more, you can choose the generally more effective Flame Cannon. For 35 points less, you can buy two Bolt Throwers and save a Rare choice to boot.

Dwarf Engineering Runes are largely a matter of personal taste. I tend to use them sparingly, because I don't want to increase the points value of my war machines, which are already unreliable gambler's weapons. Still, there are a few Engineering Runes worth consideration that are used by many a player. The Rune of Penetrating, which raises a war machine's Strength by +1, is a good buy, particularly for Bolt Throwers, which when raised from S6 to S7, means they can automatically destroy chariots. The Runes of Forging and Fortune can help offset those dreaded misfire rolls, and the Rune of Burning, for 5 points, is a must have when you're facing Flammable or Regenerating enemies.

armies will avoid them like Nurgle's Rot. By placing one of these weapons on one side of the board, you can almost be certain that your opponent will deploy most of his troops on the flank furthest away from your machines, as no-one wants to walk down the barrel of a gun.

Be wary though, if your opponent does do this, you will need to counter your opponent's concentration of forces by deploying some heavy hitters of your own to oppose them, giving him a tough choice. In this manner, even if your war machine never lands a single hit on the enemy during the entire game, it can still have a decisive effect on the outcome of the battle.

Other Runes can be useful, depending on your particular style of play, the scenario at hand, and your overall strategy. Just remember that the more runes you add to your war machines, the more expensive they become and you'll hand over more Victory Points to your opponent when the artillery piece is destroyed.

Gyrocopters can be manoeuvred close to the advancing enemy's flanks to provide harassment fire and prevent march moves. Gyrocopters, however, are vulnerable to missile fire, particularly from S4 weapons like handguns and crossbows as well as from stronger weapons like Bolt Throwers. Make sure to deploy and move your 'copters such that the enemy cannot shoot at them. As Gyrocopters cost 140 points and use up a Rare choice, it is essential that you use them with caution. Gyrocopters are best used in concert with your other war machines; preventing enemy march moves with the 'copter will buy more time for your other artillery to fire. You can also use the 'copter's steam gun to soften up and possibly even destroy vulnerable targets like enemy war machines and small units of Fast Cavalry.

Dwarf players, however, are faced with the same conundrum that plagues Empire players: do I take an Engineer, or are the points and Hero slot best used elsewhere? This question should be answered by your style of play, how accurate you are at guessing ranges, and how much you want to gamble with your artillery. Personally I include a single Dwarf Engineer only in the largest of games, say, 3,000 points or more.



FIRE AND SMOKE

Nick Kyme: The Dwarf Flame Cannon and Organ Gun can be devastating. Like so many of the so-called 'wonder weapons' of the Warhammer World, they do have their drawbacks but man can they dish it out. Take the Flame Cannon; the 12' range might seem a bit meagre, but add on a potential 10' from the artillery dice and the 8' long template and you're packing some serious long-range heat!

I use these deadly engines as more of a deterrent than an outright army-basher. Most opponents worth their salt will try to avoid these bad boys because they know what they are capable of, so I use them to usher my enemy where I want them. They've got a choice; either go for the hard as nails unit of Ironbreakers, Longbeards etc. or face the wrath of my mightiest war machines, mu wa ha ha! For this reason and taking into account their short range, both the Flame Cannon and the Organ Gun are great at holding flanks and prevent or at the very least, delay your Dwarf core being outmanoeuvred and ensnared. I just sit solid in my blocks and watch the enemy turn to toast - Burn baby, burn!

Nick's Dwarf Flame Cannon is an archive model and the second incarnation of this awesome war machine.



CHOOSE A ROLE FOR YOUR WAR MACHINES

Throughout all stages of the game - selecting your army list; deploying your troops; firing your war machines in the Shooting phase; tearing your hair out in frustration at the end of the Shooting phase; collapsing in tears in the Close Combat phase; and drowning your sorrows and pulling apart your models in the Tactical Debriefing In The Pub phase - try to keep in mind the role your war machines play. Are they meant to be offensive forces able to take out entire enemy units? Or are they intended to soften up units before your troops engage them? Whatever you decide to do with your war machines,

The provision of light comic relief is not an acceptable battlefield role for them.

If used offensively, make certain you select your targets carefully. Chariots make excellent targets for war machines that hit with Strength 7 or higher, as any wounding hit will automatically destroy them. Giants, large monsters and enemy war machines are also tempting targets.

Tough, heavily armoured, and expensive units with small numbers like heavy cavalry are also viable targets. If you want to destroy enemy units with war machines, concentrate your fire and direct several war machines against a single target. Even if you can't destroy

the target, you may to cause *Panic* and force the target to flee. Obviously, this tactic is most effective against targets with low Leadership or at the start of the game, when your targets are close to their own board edge and likely to flee off the battlefield in one move.

Generally, war machines will be more effective in weakening enemy units than in destroying them outright. Let us take, for example, a unit of 20 enemy infantry advancing against a similar, 20-strong unit of your own. In a fair fight, whoever charged and the luck of the dice will likely determine the outcome of the combat. By firing but a single artillery shot at the enemy unit prior to the

Continued overleaf...

charge, you will likely kill a few enemy infantrymen. By doing so, you reduce the enemy's unit strength and rank bonus, and your unit will have the advantage in combat next turn.

Whichever role you choose for your war machines, you should not be inflexible. Always be prepared to take advantage of opportunistic fire.

Template weapons that are likely to scatter are more effective fired at clusters of enemy units. As if you're lucky you might be able to hit and *Panic* two units at once. The same principle

applies to two or more units positioned in a straight line from your Cannon. Hitting multiple targets in one go is what these weapons do best.

Where possible, target character models in units with your war machines, particularly with your Cannon. While the "Look out, Sir!" rule will save characters targeted in this manner most of the time, some of these rolls will fail. There's nothing more satisfying to a seasoned artillerist than taking out an enemy officer with a well-placed shot. Especially if he happens to be the general of an undead army

FOCUS ON HOCUS-POCUS

Magic can also cause the problems for your war machines. Spells like *Uranon's Thunder Bolt*, *Foot of Gork*, and *Gork's Warpath*, which have an unlimited range, can destroy war machines and their crews outright or cause *panic*. The Lore of Life spell *Rain Lord* is nasty against all artillery (see page 58 for more), particularly the black powder machines of the Dwarfs and the Empire. When defending your artillery against magic, apply the usual rules of thumb for counter-magic. Attempt to dispel the magic that will destroy or neutralize your war machines. Have a couple of

Continued overleaf...



The Warp Lightning Cannon. Just one of the many horribly nasty things in the Skaven army.

SKAVEN

While the Skaven have but one true war machine, the Warp-Lightning Cannon, they have many other weapons that act much like war machines in terms of range and hitting power, including the dreaded Warplock Jezzails, Ratling Guns, and Warfire Throwers.

Warplock Jezzails are a bit pricey in terms of points but hit with S6, are armour piercing, can fire in a 360 degree arc, and have a range of 36'. Plus, they're great offensive weapons. Jezzail teams can also weather enemy missile fire, as they are Skirmishers with a save of 4+ against ranged attacks. A sizeable unit of Jezzails can devastate a small, heavily armoured unit with their -4 save modifier or soften up larger enemy units before the Skaven hordes charge in. Don't bother firing the Jezzails at Skirmishers; with BS3 and the penalty for shooting at individual models, you aren't likely to hit much. Exceptions include flying Skirmishers, which are worthy recipients of the Jezzails' attentions.

Ratling Guns are among the best offensive weapons in the game. They don't need to roll to hit, aren't too expensive, can roll as many dice as the controlling player wishes (though about two or three are ideal), have a forgiving Misfire Chart, can stand and shoot when charged, and gain some protection from shooting and a Leadership bonus if they stay close to their parent unit. However, they are vulnerable when charged (a situation that often results in their destruction and the enemy overrunning into the parent unit). Also, the Skaven player should be wary of spells that can target any unit, as these magicks will often be directed at the Ratling Guns.

The Warfire Thrower is very effective weapon. It is essentially a mobile Dwarf Flame Cannon with a slightly reduced range that also benefits from being able to stand and shoot when charged. For 75 points, it's a bargain compared to the Flame Cannon's 140. A lot of Skaven players prefer the cheaper Ratling Gun nowadays, but the potentially devastating Warfire Thrower should not be overlooked. It suffers the same liabilities as the Ratling Gun - so make sure to position them cleverly when approaching the enemy to avoid charges and missile fire.

The Warp-Lightning Cannon is potentially the most devastating war machine in the game and also the least reliable. It leans

toward expensive, has an unforgiving Misfire Chart, and has a randomly determined range and Strength. Also, its crew must flee when charged. However, any weapon that can potentially do S10 hits to every model under a 48' line is a weapon that is rightly feared. The Warp-Lightning Cannon is one of those weapons that can dictate an enemy's initial deployment as well as his movements throughout the game. A Warpstone Charm that allows you to re-roll a misfire would be a smart choice. Like Cannon, the Warp-Lightning Cannon can be effective when hitting enemy units of one or two ranks in the flanks - so try to deploy it on one of the far flanks of your deployment zone.

WARP BOLT AND LIGHTNING



Asger Granerud: You wouldn't think man-sized rats could be so inventive. But the Skaven have some of the most potentially destructive war machines in the game. The Warp-Lightning Cannon is great, mainly for the fact that it doesn't need line of sight, as it effectively shoots through cover, intervening units and so on. I use the Warp-Lightning Cannon to pick out characters outside units.

Although, I actually find that because of the threat of the Warp-Lightning Cannon, most of my opponents put their characters in units to protect them from, as though I can't rely on it causing damage, my opponent can't rely on it not causing damage either. This has the effect of making those characters less manoeuvrable, which particularly hampers wizards. So, it's really the psychological effect of the Warp-Lightning Cannon that's its main strength and the reason why I take it, although of course it is capable of damaging units too.

Because of its unique nature the Warp-Lightning Cannon can be effective against a variety of units. It acts like a Bolt Thrower against knights if they show it their flank, which can be awesome. It has a one in three chance of automatically destroying a chariot if you can roll Strength 8 or 10 on the Artillery dice. And if deployed on the flanks, if you're lucky, it can fire a devastating blast down the entire enemy's battle line as they advance and charge. Unlike other war machines, it can even fire into hand-to-hand combat, so if you can hold enemy units up you can really punish them.

The Warp-Lightning Cannon is a key tool in Asger's Skaven arsenal. Used as a threat rather than to directly attack units, it is still a powerful infernal device, capable of wreaking terrible havoc.

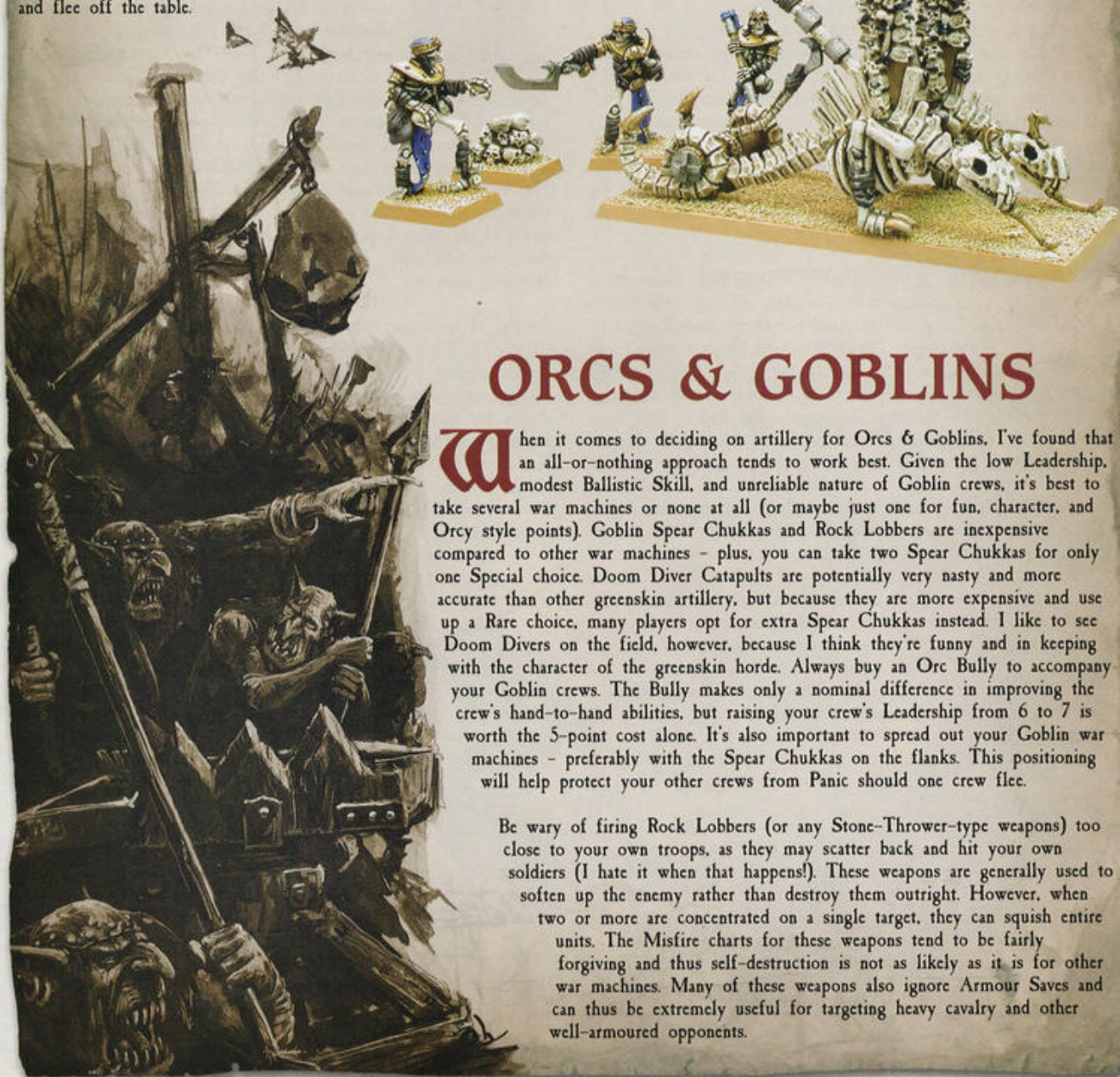


SCREAMING SKULL CATAPULT

The Screaming Skull Catapult of the Tomb Kings works just like a Stone Thrower except that it hurls skulls at the enemy instead of rocks. A Panic test is forced when the Catapult causes 1 or more Wounds. Unless you're fighting an army largely Immune to Psychology or panic, it's worth the extra 20 points to purchase Skulls of the Foe to increase the enemy's chances of failing Panic tests. Cast Righteous Smiting on your Catapults as often as possible to allow them to shoot twice per turn too. This Incantation will increase the effectiveness of your war machines, eat up your opponent's dispels, or both.

The Screaming Skull Catapult breaks one artilleryist's rule of thumb. You may not want to concentrate your fire. Because the machines are likely to cause panic, it's okay to spread your shots around and try to panic as many of the enemy's units as possible. As mentioned earlier, causing panic is most effective on the first turn of the game. When you have the choice, ALWAYS take the 1st turn and fire your Catapults at the units most likely to panic and flee off the table.

The terrifying Screaming Skull Catapult is the bane of armies with low-Leadership. Causing a Panic test each time it inflicts a casualty it is deadly. If equipped with Skulls of the Foe, the enemy will suffer a -1 Leadership to this test, making it capable of cracking even the most disciplined of troops.



ORCS & GOBLINS

When it comes to deciding on artillery for Orcs & Goblins, I've found that an all-or-nothing approach tends to work best. Given the low Leadership, modest Ballistic Skill, and unreliable nature of Goblin crews, it's best to take several war machines or none at all (or maybe just one for fun, character, and Orcy style points). Goblin Spear Chukkas and Rock Lobbers are inexpensive compared to other war machines - plus, you can take two Spear Chukkas for only one Special choice. Doom Diver Catapults are potentially very nasty and more accurate than other greenskin artillery, but because they are more expensive and use up a Rare choice, many players opt for extra Spear Chukkas instead. I like to see Doom Divers on the field, however, because I think they're funny and in keeping with the character of the greenskin horde. Always buy an Orc Bully to accompany your Goblin crews. The Bully makes only a nominal difference in improving the crew's hand-to-hand abilities, but raising your crew's Leadership from 6 to 7 is worth the 5-point cost alone. It's also important to spread out your Goblin war machines - preferably with the Spear Chukkas on the flanks. This positioning will help protect your other crews from Panic should one crew flee.

Be wary of firing Rock Lobbers (or any Stone-Thrower-type weapons) too close to your own troops, as they may scatter back and hit your own soldiers (I hate it when that happens!). These weapons are generally used to soften up the enemy rather than destroy them outright. However, when two or more are concentrated on a single target, they can squish entire units. The Misfire charts for these weapons tend to be fairly forgiving and thus self-destruction is not as likely as it is for other war machines. Many of these weapons also ignore Armour Saves and can thus be extremely useful for targeting heavy cavalry and other well-armoured opponents.

Dispel Scrolls (or your army's equivalent) on hand for the really nasty spells. Attack enemy spell casters where possible. As the old saying goes, dead wizards don't cast. Above all, don't sweat the small stuff. A few spells will get through, and they will destroy, break, or neutralize your war machines. It happens, but the battle needn't be lost as a result.

THOSE PESKY MISFIRES

War machines can be their own worst enemies, such is the ontology of war machines in the Warhammer world. Sooner or later, artillery will blow itself to bits and leave the crew covered in big black soot marks. Here are a few things you can do to soften the blow of those dreaded misfire rolls

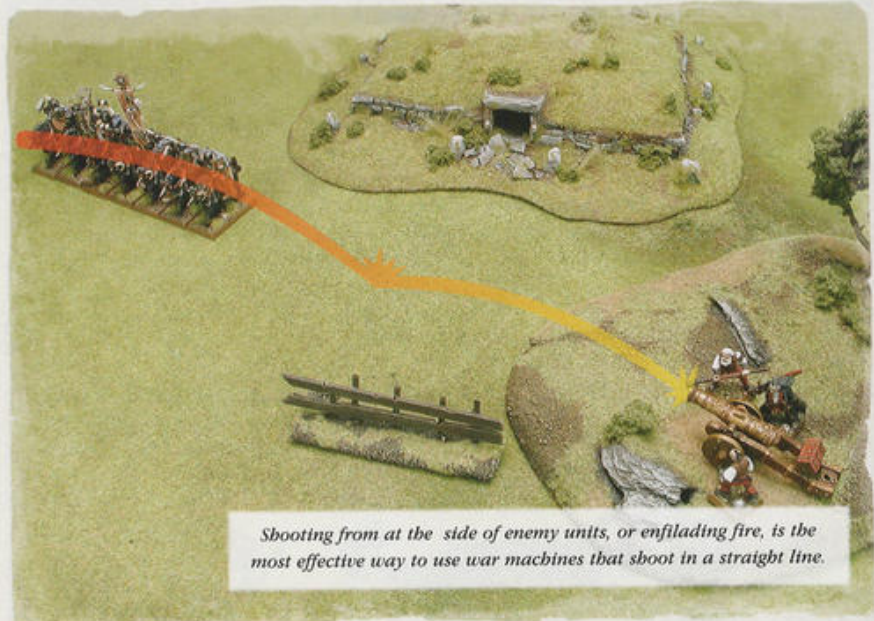
There are magic items and spells that allow re-rolls, including the *Second Sign of Amul*, Dwarf Runes of Luck, and Skaven Warpstone Charms. Note that some of these magical re-rolls allow you to re-roll only the results of a D6 (i.e., a die numbered 1-6, not an Artillery die). Other magical re-rolls allow you to re-roll any die roll, including Artillery die rolls. Generally, it's better to re-roll the Artillery die, but in either case, you can always use magical re-rolls to try for a more favourable result on the Misfire Chart. The Dwarf Engineering Runes of Fortune and of Forging have similar effects but will only work on the war machines on which the runes have been inscribed. Also, Empire Master Engineers

enable you to reroll the artillery die when the Engineer joins a Great Cannon or Mortar Crew (Dwarf Engineers do not have this ability). Engineers of both types are discussed in more detail within the relevant sections.

PARTING SHOTS

This discussion of war machines is far from exhaustive. We haven't even touched upon the dreaded Empire Steam Tank, and there are many things in Warhammer that act much like war machines – Banshees, Salamanders and some of spells, to name but a few. But

hopefully, this article has given you some food for thought. Just remember, as with all aspects of Warhammer, war machines will not win you the game on their own. They are but a part of your army, and need to be used effectively with the rest of your force's elements to secure your victory. Sometimes this will mean raking your enemy with a hail of lead or bolts, but other times it may mean sacrificing them for the greater good. Do not be disheartened if your war machines do not fire in the game. If they distract the enemy, they will have served their purpose well.



Shooting from at the side of enemy units, or enfilading fire, is the most effective way to use war machines that shoot in a straight line.

BRETONNIANS

Nothing, save perhaps misfires, can be more frustrating to a dedicated artillerist than the curse from Bretonnia, known in that black-powder-deprived kingdom west of the Grey Mountains as The Lady's Blessing.

This special rule means that each war machine and missile-equipped unit can only shoot at Bretonnian knights and characters on a D6 roll of 4+.

Almost all Bretonnian players will invoke The Lady's Blessing when facing an army that includes war machines, but there are a few options that can help you to counter this dastardly rule.

- ❖ Don't take war machines when facing Bretonnians. This option isn't always possible, of course (eg, in a fixed-list tournament or when you don't have a lot of models to choose from), but it's a good strategy in most games.
- ❖ The Lady's Blessing helps only Bretonnian knights and characters. You can still fire on the commoners at will. Blast 'em to bits.
- ❖ Use your re-rolls (from Second Sign of Amul spells or magic items) to re-roll failed The Lady's Blessing rolls.

- ❖ Target knights with war machines that ignore Armour Saves. Even though your artillery will shoot only half the time, this reduction in your rate of fire is a fair price to pay to get past the formidable armour to the squishy centre of Bretonnian knighthood.
- ❖ Don't ignore the psychological and tactical effects of a big nasty war machine like a Helblaster, Warp-Lightning Cannon, or Flame Cannon. Just because such models can only shoot half the time doesn't mean that they can't dictate how the Bretonnians will deploy and move.
- ❖ Try to force the Bretonnians to lose The Lady's Blessing. A lot of players forget that the Blessing is not a permanent thing and that it can be taken away. Arguably, the easiest way to do so is to capture the Bretonnian Battle Standard. There are other, less likely ways for the Bretonnians to lose the Blessing as well (see Warhammer Armies: Bretonnians for more details).
- ❖ Remember that when your war machines shoot half the time, they'll misfire half as often. Cold comfort, I know, but at the very least, artillery is less likely to self-destruct against Bretonnians.

BOLT THROWERS

Bolt Throwers are outstanding war machines available to many armies of the Warhammer world. They don't cost many points, are brutally effective at softening up enemy units, ignore Armour saves, and can take down large monsters and other big targets in a pinch when their fire is concentrated. There is also a sweet sadistic pleasure in using words like "skewer" and "shish kebab" when describing the effects of your Bolt Throwers on the enemy's forces.

Preferred targets are units with deep ranks as well as heavy cavalry and other well armoured troops. At S6, Bolt Throwers can't automatically destroy chariots with wounding hits - so leave the chariots for your other war machines.

Repeater Bolt Throwers require a slightly different approach. They are more expensive, use up a Rare choice, and must be carefully defended. Use Repeaters like regular Bolt Throwers against heavily armoured targets and, where possible, hit them in the flanks. Use the Volley rule to shoot six bolts against large blocks of enemy infantry that need a little softening up or against small, lightly armoured units of Fast Cavalry. When Fast Cavalry units are reduced to unit strength 4 or lower, they are next to useless and cannot charge your unit's flanks effectively and take away rank bonuses in combat.

One word of caution though. Repeaters are served by a crew of two, instead of three like most war machines. These crews are lightly armoured Dark Elves or unarmoured High Elves with Toughness 3. As such, they are vulnerable to just about everything. Protect them well.

Best of all, BOLT THROWERS NEVER MISFIRE!

Christian has painted his Repeater Bolt Thrower and the crew in a dark colour scheme to represent the fact they hail from the Citadel of Dusk.



STEEL-FANGED DEATH

Christian Byrne: If there's one thing you can say about High Elves, it's that they're reliable. Little wonder then that their only war machine, the Repeater Bolt Thrower, has no chance of misfiring, and this is actually one of its greatest strengths. While it might lack the sheer punch of a Cannon or destructive potential of a Stone Thrower, the Repeating Bolt Thrower boasts six guaranteed Strength 4 shots per turn with a decent -2 save modifier. Against



Toughness 3 or less opponents they are devastating but are also well served to take on war machine crews or even small units of armoured knights because of their accuracy (with the High Elf Ballistic Skill of 4) and reliability. Add to this a well-timed Curse of Arrow Attraction and that enemy unit that's a real thorn in your side will soon be kebab meat.

I find Repeater Bolt Throwers are best used in pairs, handy, as you can have up to two as a single Rare choice. They can double-up on targets and sit at the back of the line, out of range of crossbows, handguns and the like, using their 48' range to its maximum potential. I've always been told that you should play to your strengths - for High Elves this is their speed. With my Repeater Bolt Throwers I can effectively neutralise my opponent's war machines, which would otherwise damage my fast units of cavalry and chariots and soften up the enemy's cavalry, which could potentially outmanoeuvre my units, thus negating my speed advantage.

DEFEND

Unfortunately, your opponent destroy or neutralize them as *terror, panic*; Fast Cavalry; help you to protect them for

Whilst being positioned on the flanks the Dwarf Cannons and Bolt Throwers can fire down the files of the enemy as they advance, significantly increasing their destructive potential.



The High Elf Mages and Repeater Bolt Throwers are a significant threat to your war machines with spells and missiles from distance. Missile troops like the Crossbowmen can be used to minimise these threats by firing at them first.

ING WAR MACHINES

will know the potential destruction your war machines can wreak and will make an effort to soon as he can. War machines are particularly vulnerable to enemy flyers; Scouts; missile fire; overruns; magic; and enemy war machines. But a few inexpensive units and clever tactics can long enough that you can use them to their full and deadly effect.

To avoid having your war machine crews fall victim to overruns and pursuing enemies, take care when positioning units fighting nearby. Here the Dwarf Warriors are wheeled in such a direction that if the High Elf cavalry were to break them, they would overrun into the Longbeards, rather than the nearby war machines. When you expect to receive an enemy charge on the next turn, make a clever wheel with units proximate to your war machines to redirect subsequent pursuits away from your vulnerable artillery.

Small units of Skirmishers, Fast Cavalry, or missile troops can be deployed near your war machines to defend them. Often, these troops can add a bit of shooting punch to your artillery and can provide a screen that prevents the enemy from charging or shooting at your war machines. Such troops can be deployed at the foot of the hill on which your war machines are deployed or nearby to react to enemy manoeuvres. Here a small unit of Dwarf Thunderers can bolster the missile power of the Cannon, whilst the Slayers can hold up units attacking the Flame Cannon despite their small size, because they're Unbreakable. Be wary of using units in this role however. They may lose the combats they enter or be wiped out, and when they do, the results can cause the crews of your war machines to panic. Enemies pursuing such units can also overrun into your war machine crews.

A character such as a Dragon Slayer or Dwarf Engineer can be an effective deterrent against enemy Scouts attacking your war machines. Here the Dragon Slayer should be enough to tip the scales against the advancing Shadow Warriors. In fact, they better not even think about it.

By protecting your war machines with units immune to panic like Slayers and Longbeards there is less chance of the war machine crews panicking and fleeing from the battlefield.

A terror-causing High Elf Dragon can cause your war machines' crews to flee without even having fired a shot. Even if they rally, the time lost getting back to their machine could be crucial. But with the war machines spread out the Dragon can only cause terror against one war machine at a time.

Deployed on the flanks, Shadow Warriors, Ellyrian Reavers and Great Eagles can be a significant threat to the longevity of your war machines. By positioning protective units nearby, your war machines stand a better chance of survival.

'EAVY METAL SHOWCASE

Thalander, Ulthwé Farseer

Adam Rantz, Slayer Sword Winner
Gold, Warhammer 40,000 Single Miniature
Games Day Canada 2003



Carnifex with barbed strangler

Tyson Koch
Bronze, Warhammer 40,000 Large Miniature
Games Day Los Angeles 2003



Kotos, Tzeentch Dreadnought

Mario Rocha
Bronze, Warhammer 40,000 Large Miniature
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Praetor Chaplain

Chris Boer
Bronze, Warhammer 40,000 Single Miniature
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Ushabti Guardian

Earl Mark
Gold, Warhammer Large Miniature
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Dark Elf Repeater Bolt Thrower

Noel Meyer
Gold, Warhammer Large Miniature
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Eldar Swooping Hawks

Alan O'Bryan
Silver, Warhammer 40,000 Squad
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‘EAVY METAL SHOWCASE FEATURES SOME OF THE FINEST PAINTED MINIATURES IN THE WORLD. THIS MONTH WE PRESENT SOME OF THE BEST GOLDEN DEMON ENTRIES FROM 2003’S NORTH AMERICAN GAMES DAYS.

Lucius the Eternal

Joe Orteza
Gold, Warhammer 40,000 Single Miniature
Games Day Los Angeles 2003



Vampire Lord Hatsuseptra

Liliana Troy
Silver, Warhammer Single Miniature
Games Day Baltimore 2003



Black Templars Emperor's Champion

Matt Verzani
Silver, Warhammer 40,000 Single Miniature
Games Day Chicago 2003



Inquisitor Lord

Garrick Eisenbers
Silver, Warhammer 40,000 Single Miniature
Games Day Los Angeles 2003



Emperor's Champion

Scott Bowser
Honourable Mention
Games Day Baltimore 2003



Sword Masters of Hoeth

John Rantz
Bronze, Warhammer Regiment
Games Day Canada 2003



Daemon Prince of Nurgle

Tim Lison
Silver, Warhammer 40,000 Large Miniature
Games Day Chicago 2003



Prince Tyrion

Jason Phillips
Silver, Warhammer Single Miniature
Games Day Los Angeles 2003



DEATH IN THE

Fiendish Beastman ambush a troop of battle-weary Dogs

Though the Storm of Chaos is passing over, the Old World remains infested by the creatures of Chaos, and pockets of conflict can still be found the length and breadth of the Empire. After weeks of fighting Archaon's horde a mercenary band are making their weary way through the Drakwald Forest back to the south, but there are unfriendly eyes amongst the trees...

Joe Sturge and Pete Scholey battle it out as the Dogs of War attempt to escape an ambush set for them by Beastmen of Khorne.

Daniel von Brentzingen, ambassador from Middenheim and Paymaster to the mercenaries aiding his city, is accompanying this small force of Dogs a small force of mercenaries through the Drakwald forest. Their leader, the Duke Louis di Burgundum of Tilea, has offered the ambassador protection as he travels to see how the southerly parts of Middenland have fared during the war.

The mercenaries themselves are tired, long days of fighting the minions of Chaos have taken their toll, and now their thoughts turn to spending their hard-won coin on fine Tilean wines to drown out the memories of the nightmares they have seen.

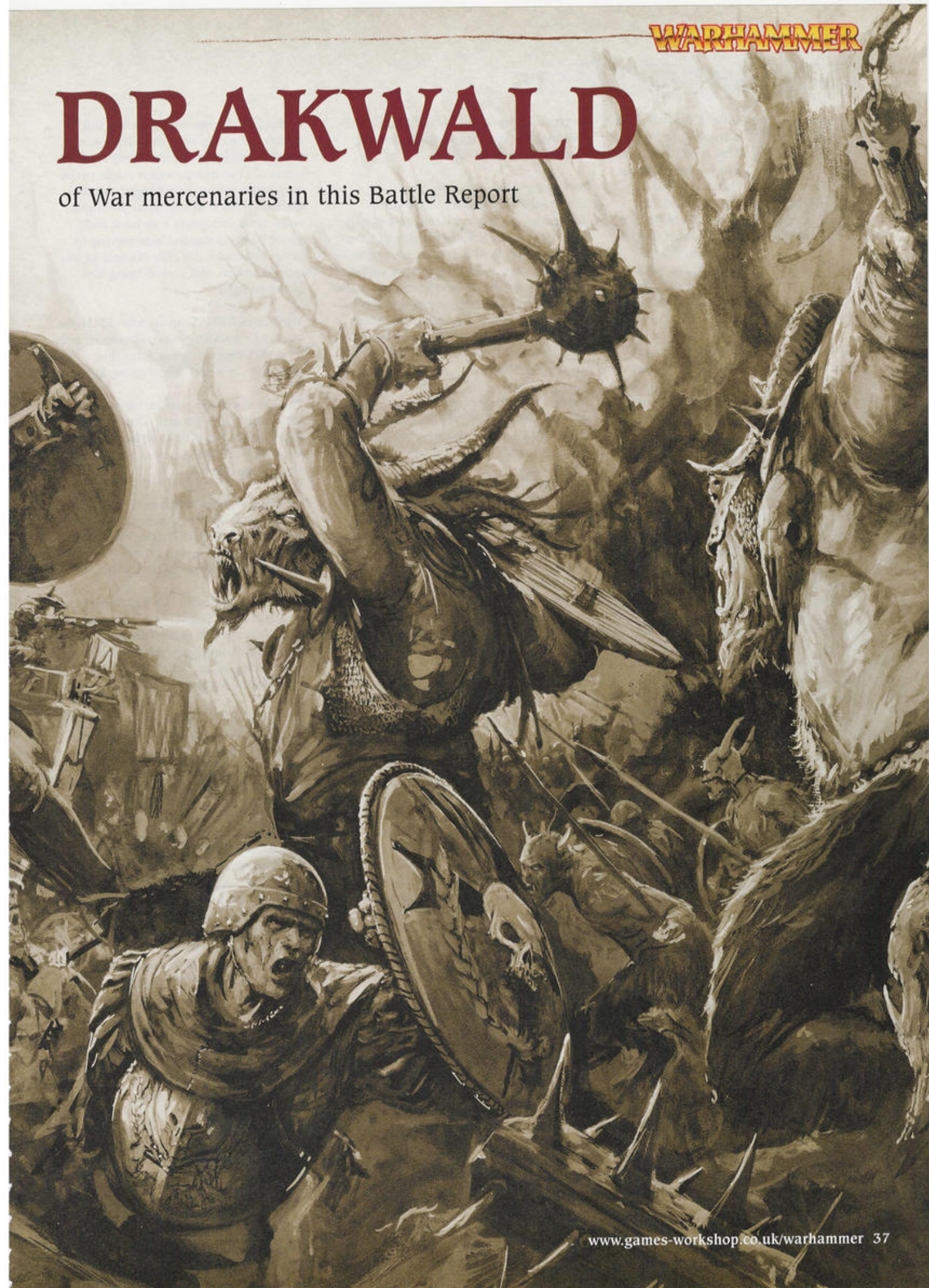
But their fight is not quite over. Their passing scent has been picked up by a Khornate Beastman warband.

As the army passes through a clearing on the outskirts of the forest, desperate shouts go up from the rearguard. They are beset by foul creatures on all sides. Used to fighting for money, the Dogs of War must now fight for their lives.



DRAKWALD

of War mercenaries in this Battle Report



UNLEASH THE BEASTS



Pete: I have to make a confession here. This is the first time I have ever played a battle at 1,200 points, let alone have it published in White Dwarf. I even had to look at the

army composition chart to see what units I could use: no Lords, only three Special choices and one Rare. Blimey it's going to be hard!

My Khornate warband has been very eager to join in the Storm of Chaos fun. I have been collecting a Beastman army for a while now and when I was

asked to fight in this Battle Report it seemed the ideal opportunity for the boys to earn their 'mark'.

I've been using a 2,000 point tournament style army in my club's campaigns and when deciding what to use for this battle I knew I would have to pick a similarly balanced generic army that would be able to deal with anything in the 'Dogs' list. Speaking to Joe I knew he wouldn't be using any Regiments of Renown. When you consider that the 'Dogs' have a very flexible set of troops to pick from, I knew I had to be careful with my selection.

I have one very strict rule when playing Khorne, NO MAGIC ITEMS... Khorne doesn't like magic and who am I to disagree with the Blood God.

With only three hero choices and one of them being the Paymaster, I knew Joe would not have much magic to throw at me either though. But you can never be certain, and the advantage of troops with the Mark of Khorne is that they give you a dispel dice each. So whatever configuration of troops Joe came up with, I would be able to deal effectively with magic.

One thing I really wanted was to have lots of troops on the table. Joe would surely be taking lots of pikes and I didn't want to get lured onto their spikes. With them fighting first and gaining +1 Strength bonus against cavalry and monsters I would have to be very careful attacking them with my Minotaurs, Chariots and Centigors.

So to the plan. You always need a plan when picking any army and this would be doubly important now since we would be using the new Scenario Generator as published in White Dwarf 292. Usually in Battle Reports you can tailor your army to fight a specified opponent, but using the Scenario Generator turned that on its head. Each unit would have a specific role.

A couple of Beast Herds, Furies and Centigors were the first on my list. I would be using one of the Herds to ambush whilst the other would occupy a flank or make use of any difficult terrain. Since I didn't know how the battlefield would look their flexibility would be

useful. The Herds would have a full command group with the addition of the Foe-render giving the Herd an extra point of Leadership, which might prove vital when rolling to emerge from their ambush. Plus it would make Joe think twice about adopting a sit back and shoot policy. I wanted him moving in order to reduce the effectiveness of any missile troops and also to bring him closer to fight.

The Furies had one main role: STOP the Cannon, providing Joe took one. At only 85 points they are great value and would obviously be a real threat to my chariots.

The Centigors are perfect for dealing with enemy Fast Cavalry. They can even stand up well to a Fast Cavalry charge since they are Toughness 4 and have a 4+ Armour Save.

My usual army is very fast, well let's face it, Khorne does one thing really well and that's close combat. There's no point in standing around getting shot, you need to close on your foe as fast as possible.

The Warhounds with their movement of 7" would have a dual role – act as a screen for my Khornate warriors to stop them from being dragged all over by being *frenzied*, as well as acting as pincushions for any missile fire.

The Wargor and his bodyguard of Khorngor would be the focal point of the army. Unfortunately my armies Leadership is a lowly 7 with the Khornate Minotaurs coming in at a whopping 8. But like the Khorngor they are easily *frenzied* and so really don't care about Leadership. I was hoping not to make many failed Leadership tests and designed this army with this in mind. The Tuskgor Chariots have the mark of Chaos Undivided and so can re-roll failed psychology tests and whilst the Warhounds could die quickly to shooting and set off Panic tests in their neighbours, I was reasonably confident that my army would be under my control and not running off all over.

I had plenty of Strength 6 great weapons in the army, in fact all my *frenzied* troops carried the mighty axes which meant I would kill anything I wounded apart from heavy cavalry.

I started to think I had a good chance of adding to the growing tide of Chaos victories across the Storm of Chaos. The only thing we had to do now was roll on the Scenario Generator...

DOING IT FOR THE MONEY



Joe: The dark days of the Storm of Chaos are a desperate time for mankind. Everywhere in the Old World, humanity is struggling to survive

against an implacable and seemingly innumerable foe. What a great opportunity to make money!

In step the Dogs of War: I figured that at some early point in the Chaos invasion, someone in Middenheim must have had the bright idea of dispatching a suitably foolhardy individual south with a wad of cash to hire a few reinforcements. This was where my guys came in. Having played primarily 2,000 and 500 point games of Warhammer, the greatest pearl of wisdom I could take into constructing my very first 1,200 point army is that the fewer points that you have to play, the greater the importance of rank and file troops.

From an early stage in planning the game, I knew that Pete's attitude to army selection was to field as many warm bodies as possible. This gave me the perfect excuse to dispense with the services of any pointy-hatted robe-wearing troublemakers – they'd be next to useless against Pete's huge pool of Dispel dice, and their pay demands are absolutely outrageous!

However, the character of the army still demanded some suitably colourful leaders: cue Daniel von Brentzingen, ambassador from Middenheim, Paymaster to the army, and the only individual present with any trace of moral fibre in him. It was he who had been given the job of recruiting mercenaries to the Empire cause, and it's just his bad luck that he bumped into Duke Louis di Burgundum. Louis the Brave to him and his friends, Louis the Rash to the troops.

The fact that we'd be using the excellent Scenario Generator made it important to choose an army that could handle any eventuality. However, knowing Pete's choice of army in advance, I could make a few predictions about what he would be fielding. First things first, Pikemen and *frenzy* get on very well indeed. Only a lunatic would charge the front of a block of pikes, so it was handy that Pete would be fielding an entire army

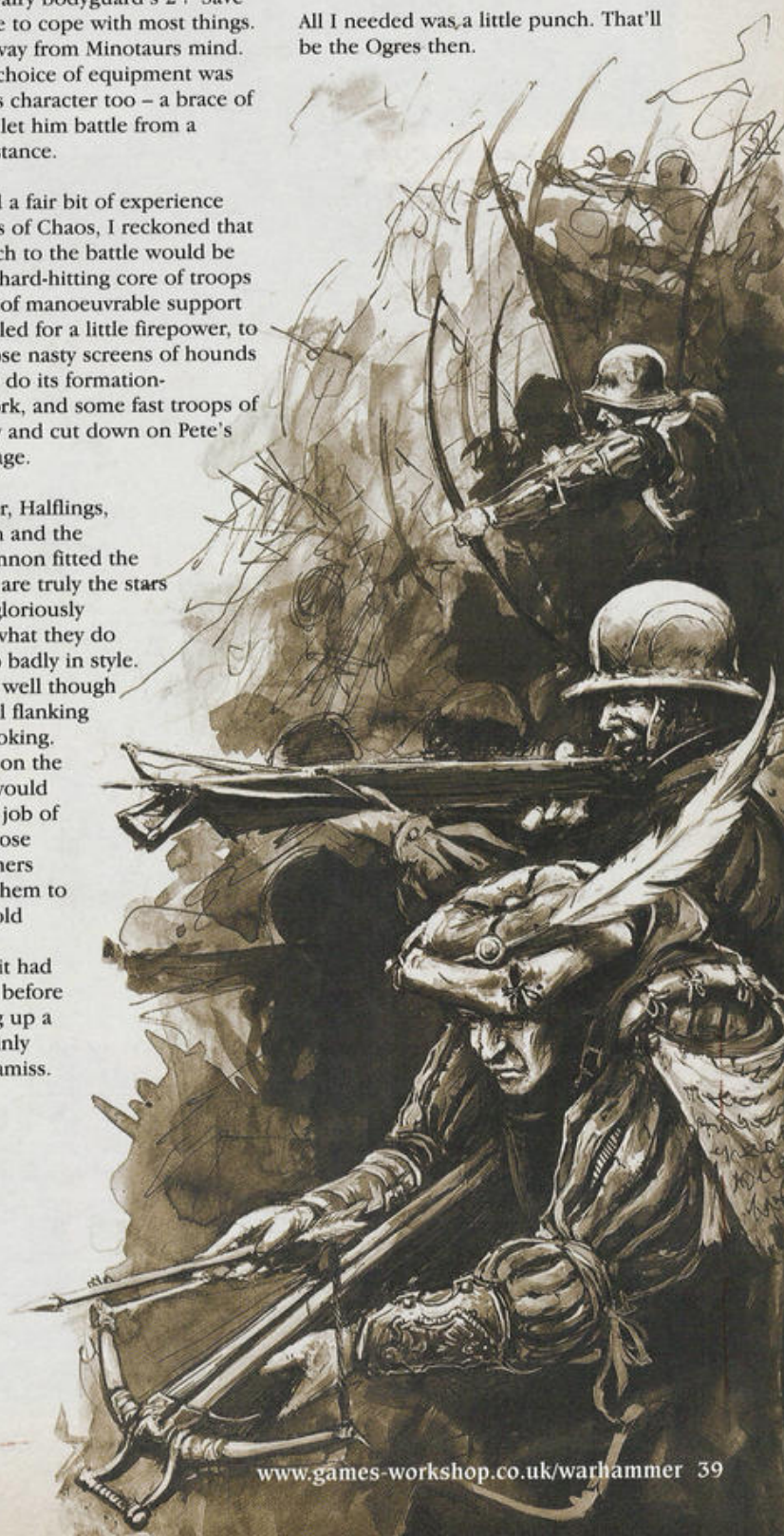
of them. Twenty brave and fiscally prudent individuals should be able to hold their own. The second priority would be finding somewhere nice and safe for the Paymaster to hide. Hailing from the City of the White Wolf as he does, it's hardly in character for Count Daniel to cower at the back of the army. The next best thing was to surround him with as much armour as possible. His Heavy Cavalry bodyguard's 2+ Save should be able to cope with most things. Best to stay away from Minotaurs mind. Duke Louis's choice of equipment was dictated by his character too – a brace of pistols would let him battle from a civilised 3" distance.

Having gained a fair bit of experience fighting Beasts of Chaos, I reckoned that Pete's approach to the battle would be to combine a hard-hitting core of troops with a variety of manoeuvrable support units. This called for a little firepower, to strip away those nasty screens of hounds and let *frenzy* do its formation-disrupting work, and some fast troops of my own to try and cut down on Pete's speed advantage.


For the former, Halflings, Crossbowmen and the obligatory Cannon fitted the bill. Halflings are truly the stars of the army: gloriously expendable, what they do badly, they do badly in style. What they do well though is killing small flanking units. And cooking. The Cannon, on the other hand, would have the vital job of waiting for those pesky ambushers and treating them to a little good old fashioned grapeshot. If it had any free time before then, blowing up a Chariot certainly wouldn't go amiss.

As for support troops, the one certain thing I can say about Duellists with pistols is that people only ignore them once. The Light Cavalry, on the other hand, get all the best jobs. Need someone to divert a unit of rabid Minotaurs? Send in the Light Cav. What about charging *frenzied* Khorngors to make them overrun in the wrong direction? The Light Cav are your guys!

All I needed was a little punch. That'll be the Ogres then.




Beastman Host

 TUSKGOR CHARIOT


 CHAOS WARHOUNDS


 CENTIGORS


 CHAOS WARHOUNDS

 BEAST HERD

HEROES	Wargor: Mark of Khorne, great weapon and heavy armour	103pts
CORE	Khorngor Herd (14): Great weapons, hand weapon, heavy armour, Gouge-horn, Musician and Standard Bearer	243pts
	Beast Herd (15): 8 Gor (2 hand weapons), 7 Ungor (spears), Foe-render, Musician and Standard Bearer	119pts
	Beast Herd (15): 8 Gor (2 hand weapons), 7 Ungor (spears), Foe-render, Musician and Standard Bearer	119pts
	5 Warhounds of Chaos	30pts
	5 Warhounds of Chaos	30pts
	5 Warhounds of Chaos	30pts
SPECIAL	Tuskgor Chariot	85pts
	Tuskgor Chariot	85pts
	5 Chaos Furies	75pts
	5 Centigors: Spears, hand weapon, light armour and shields	95pts
	3 Minotaurs: Mark of Khorne and great weapons	183pts
TOTAL:	1,197pts

 MINOTAURS

 CHAOS FURIES

 TUSKGOR CHARIOT

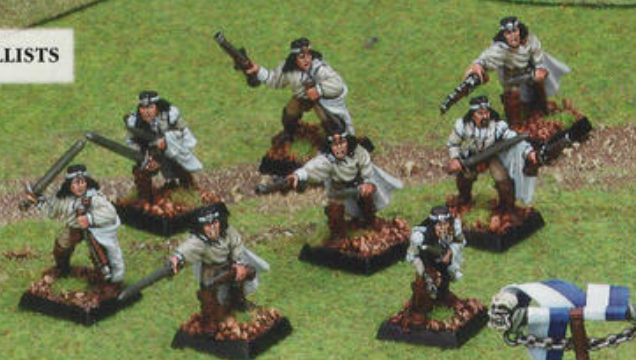
 BEAST HERD

 KHORNGOR  KHORNGOR HERD AND WARGOR

 CHAOS WARHOUNDS

HEROES	Duke Louis di Burgundum (Mercenary Captain): Brace of pistols and light armour	66pts
	Count Daniel von Brentzingen (Paymaster): Barded warhorse, heavy armour, shield and great weapon.....	79pts
CORE	20 Pikemen: Hand weapon, light armour, pikes, Champion, Musician and Standard Bearer	230pts
	5 Heavy Cavalry: Hand weapon, heavy armour, lance, shield, barding, Champion and Standard Bearer	135pts
	12 Crossbowmen: Hand weapon and crossbow	96pts
	5 Light Cavalry: Hand weapon and spear	60pts
	5 Light Cavalry: Hand weapon and spear	60pts
	8 Duellists: Hand weapon and pistols	72pts
	8 Duellists: Hand weapon and pistols	72pts
SPECIAL	4 Ogres: Hand weapon, great weapon, Champion and Standard Bearer	184pts
	10 Halflings: Hand weapon and bow	60pts
RARE	1 Cannon	85pts
TOTAL:	1,199pts

D DUELLISTS



C CROSSBOWMEN



C MERCENARY CAPTAIN



O OGRES


C LIGHT CAVALRY 2



P PAYMASTER




Warriors of Fortune

 CANNON




 HALFLINGS




 HEAVY CAVALRY



 PIKEMEN



 LIGHT CAVALRY 1



 DUELLISTS



BEASTMEN DEPLOYMENT

Pete: Having sorted my army out into a Vanguard and Main force, I decided not to bother with a Rearguard. These choices can influence how your army is deployed and can also affect who gets first turn in some scenarios. I decided on keeping things simple and took the maximum choices for my Vanguard. However, the units I had chosen, a Herd and a unit of Warhounds, were fast moving and would be able to negotiate anything ahead. The rest of the army would then be deployed as determined under the scenario we would be playing.

After rolling on the remainder of the charts in the Scenario Generator we settled on Pitched Battle 2 (this was good since some of my fast moving units would be half way across the table before we had started).

Joe's objective was 'Conquest' – normal Victory Points for units, standards and table quarters, whilst I rolled double one and had 'Do as you see fit'. I could now pick my objective and keep it secret. Well there can be only one for the Blood God, 'Kill 'em all...' All I had to do was kill, kill and kill again to gain double Victory Points for all destroyed units... This was going to be great fun!

After setting up the terrain it was established that there would be fog blowing across the battlefield this day. Yes, we had rolled double one for the special circumstances and so shooting, charging and magic would be affected. At the start of each turn we had to roll an Artillery dice and multiply this by four. This would then give a range between 8-40" over which we could see. But if a misfire was rolled, the fog would suddenly clear as a lovely sunny day ensued. With the game set for five turns of arduous battling I started to deploy my troops.

Joe's deployment zone was going to cause me problems. He had a large central hill which would allow him to set up his missile troops to maximum effect whilst two pieces of difficult ground, one on either flank, meant he had a solid base from which to set up a pincer trap. The central wood could offer me some cover but I had a feeling this would be a very important feature for the battle. I didn't want to get drawn into the wood through *frenzy* – getting bogged down and reduced in movement could prove fatal.

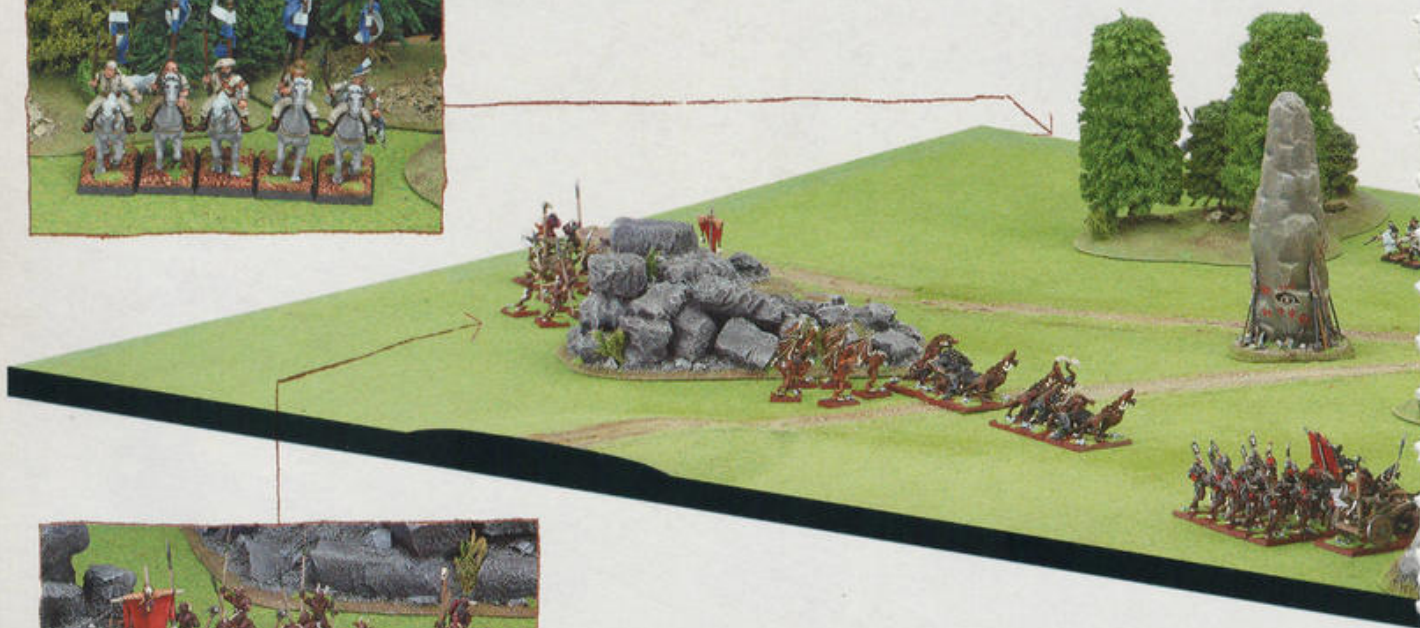
With that in mind, I decided to try and outfox him. A Beastman Herd on my left would be supported by a Chariot whilst

the three units of Warhounds would be sacrificed in the centre to draw all the missile fire he had.

As we placed our units on the table it was evident that Joe was hoping to reduce my numbers with the missile fire and then use his Pikemen, Ogres and Heavy Cavalry to finish me off. I had to react and decided to go for his flanks.

The Minotaurs and Centigors would take my right hand side, with the Centigors acting as a *frenzy* screen for their monstrous cousins as well as being able to deal with any Fast Cavalry or other light troops. With the Herd on the left aiming to hold up the threat of Joe's Heavy Cavalry I was hoping that some of the Warhounds would survive long enough for my Khorngor unit to cross the central line, past the wood, and be in a position to charge Joe's main units. Stacking my right flank with these and a further Chariot, I felt confident that I could take Joe's left side before he had time to re-deploy.

Of course, I always had the threat of the ambushing Herd on Turn 2 and whilst the five Furies could fall prey to the bullets from the Duellists, I would do my best to manoeuvre them to take on the Cannon.



DOGS OF WAR DEPLOYMENT

Joe: After splitting out my army into Van, Main and Rearguards as required, it was time to think seriously about deployment. My two Light Cavalry units usually watch over a flank each, and have plenty of movement to re-deploy if necessary, so were perfect Vanguards. First to deploy, therefore, were the ruffians of the army, one unit on each flank. I was quite surprised that Pete put down his Beast Herd in response, especially as it was opposite my Light Cavalry, seemingly out on a limb on his extreme left. The question now becomes – do I try to play aggressively on that flank and roll it up, or play defensively and try to hold it up while I break through the centre? It really depends on what support units the Herd is blessed with.

The units of Duellists went down next, and I placed one on each flank so that they could help out either the missile troops I'd be deploying on the hill, or team up with the Light Cavalry squadrons on the flanks.

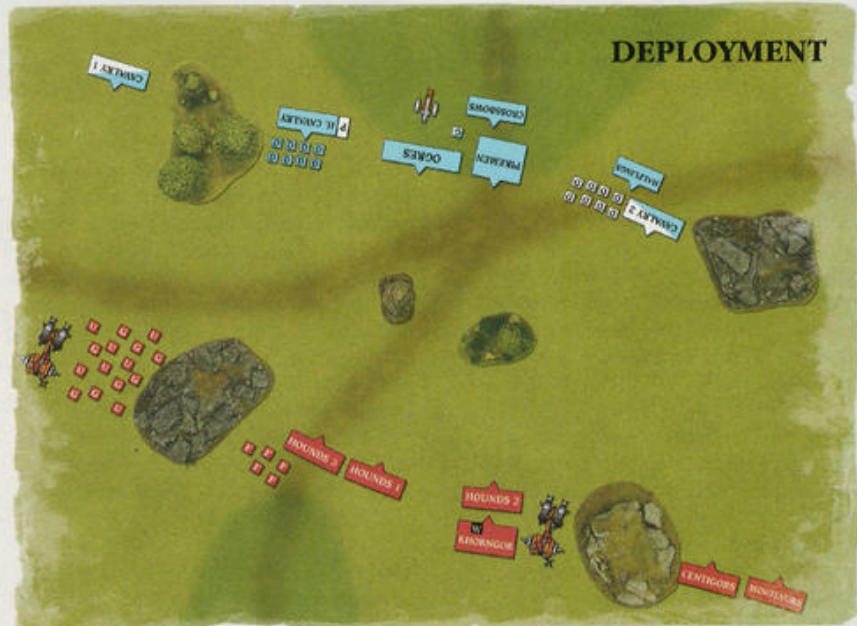
Unfortunately, this is the point at which I have to start making big deployment decisions, and Pete's still placing Warhound units. Still, one of the keys to my plan is getting rid of his hounds early, so the Crossbows take

advantage of their long range to sit on the hill and fire in two ranks, while the Halflings, who would have to advance in order to engage on the first turn take on the Warhounds menacing my left flank.

Looking at the table at this point, a plan starts to emerge. If I can get a unit of Duellists into the wood in the middle of the table, the Pikemen (Enzo's Wall) can take up station on one side, the Ogres on the other, and hopefully force the Beastmen to engage before their ambushers turn up. *Frenzy* can often work to both players' advantages.

The last unit to deploy is the Heavy Cavalry, which can be the mailed fist of my right flank, with the Paymaster on the left side of the unit to help out the fighting in the centre if necessary. Duke Louis always seems to get flattened if I put him in the front ranks of the Pikemen, so he can sit next to the unit for the time being, and use his unimpressive Leadership of 8 to help out where required.

After winning the roll to see who got first turn my forces began to march on their beastly foes.



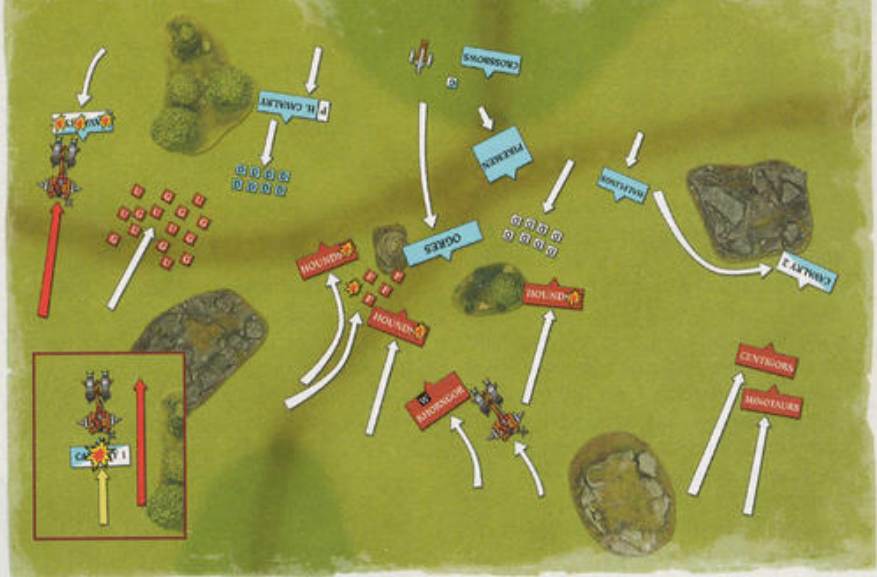
DOGS OF WAR TURN 1

Well, with the mists parting to allow 32" lines of sight, I have to do a little redeploying. As Pete's put his most hard-hitting units facing my rather weak left a little second guessing is in order. It all depends on whether the Khorngors go the long way around the central wood, or if they turn towards the centre and go through the gap between the Herdstone and wood. Either way, the Light Cavalry on the right moved up 6" to threaten the Herd and Chariot, keeping well out of charge range though. The Ogres should make a bit of a dent in Pete's Khorngors if they get to charge, so they were sent to plug the gap between the wood and Herdstone, with the Pikemen held in reserve should anything go wrong. The Duellists on the left dived for cover in the trees, with some vague ideas of setting up a flee-trap for the Khorngor next turn, while the Heavy Cavalry bided their time.

At this point everything looks fairly promising. The Minotaurs and Centigors should spend most of the game chasing Light Cavalry, and the three units on my right looked to have Pete's entire flank bottled in, while the Khorngors would struggle against Ogres, Pikemen and Duellists. All that remained was to panic a few Warhounds.

The Shooting phase, however, was a complete washout. Despite managing a good number of hits, I managed to kill a grand total of three Warhounds, one from each unit, plus a stray Fury which got a little too close to a cannonball. That is pretty much the worst result possible – no Panic checks at all. A couple of fleeing Warhound units would have given me a turn of softening up Pete's main battle line before engaging. Now, however, I would have to finish them off next turn, before facing an otherwise unscathed Beastmen army.

TURN 1



BEASTS OF CHAOS TURN 1

Before the game I had been talking to Joe and he had informed me that he was a History student, well actually something a bit more impressive, he was mumbling something about doctorates and degrees, nevertheless he had a brain the size of a planet... But, he wasn't any good at maths, (his words) and I had listened to Miss Greenhoff in Form 3C when she talked about Pythagoras and in particular geometry and angles... (*bear with him folks, it's just the onset of old age – Fat Bloke*).

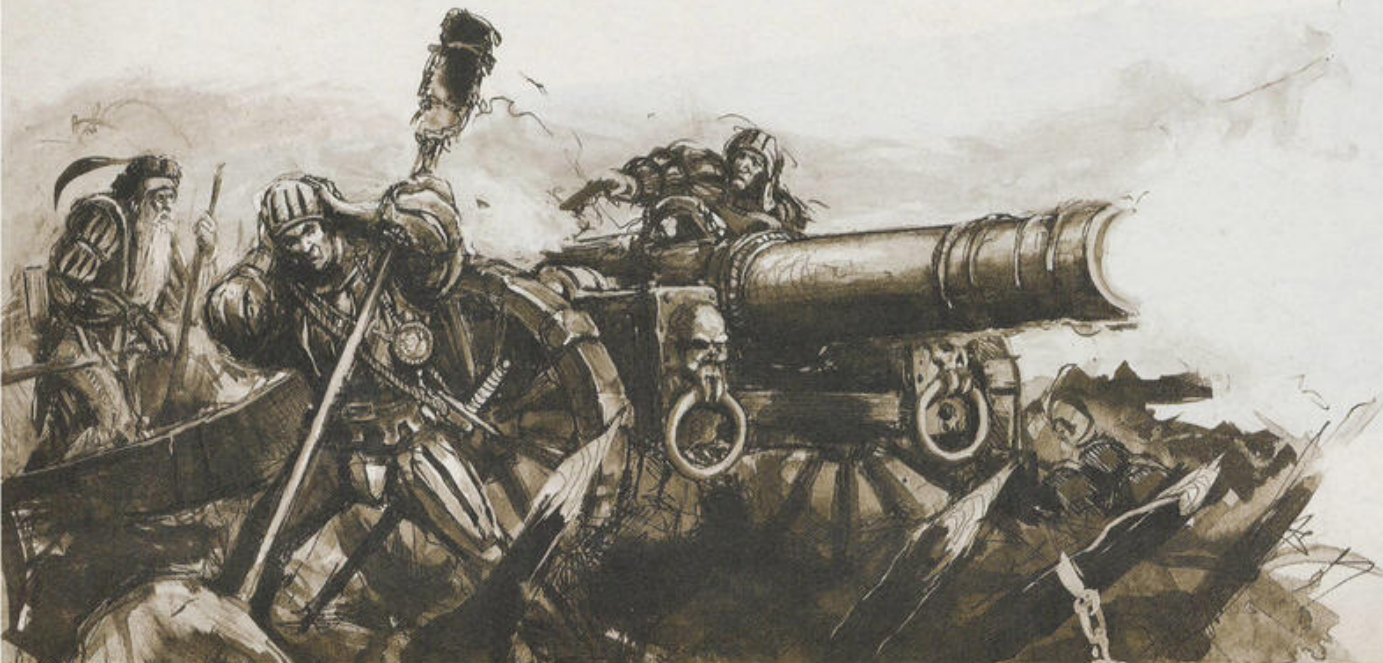
You see, that Fast Cavalry unit Joe had moved on his right flank really did look within charge range of my chariot... Declaring the charge after I had passed my infighting and stupidity tests, I found I was 13" away... Joe had decided to hold since he was convinced he was out of charge range; he should have listened to Pythagoras.

Although you have a deployment zone which is 24" apart, the fact that players are set up almost on the centre line on one flank and almost on their table edge on the other, means that units can be closer than they appear, especially if they move diagonally across the table. And I think this is what Joe did, moved the Fast Cavalry too far – forgetting to take account of the angles.

With no other chargers I set about trying to combat Joe's hastily realigned formation. He wasn't going to let my flanking force have all their own way.

The Ogres had taken up position between the central features of the Herdstone and wood and with the Duellists and Pikemen coming up behind, I felt a trap coming on.

But I had my Warhounds to block the Ogres and sent the central unit



The Light Cavalry smash into a Tuskgor Chariot.



marching forwards to confront the fearsome creatures. Angling them slightly so that if Joe took the bait and charged them next time, they would align towards the Warhounds, who would, of course, flee and being ready for a countercharge by the Khorngor and chariot following behind. But I didn't expect someone of Joe's experience to fall for this old tactic...

Having lost a Fury to shooting I was determined to hide the daemons as best as possible whilst still making progress towards the cannon. They took up position behind the Herdstone out of any obvious line of fire, but to make doubly sure I was going to sacrifice the left hand unit of Warhounds. These were marched as far forward as possible to the left and slightly forward of the Herdstone shielding the Furies from the Duellist. Together with the Beast Herd who had also marched down the left flank, I had presented Joe with several targets for his missile troops. But there was a reason.

The Duellists on Joe's right flank were blocking any possible charge by the

Heavy Cavalry behind. I was convinced that I could withstand the charge of the 8 Duellists since I had worked out (good old Miss Greenhoff again) that if he did charge the Herd then I would start the combat on +4 (standard, two ranks and outnumber). If, on the other hand he decided to shoot the herd then again I was fairly happy that I wouldn't suffer too many casualties and Panic. Even if they were all killed the daemons wouldn't panic since they are immune to psychology.

The right hand unit of Warhounds set off forward to the right of the central wood, again putting themselves in the line of fire and protecting the Khorngor and Chariot from the pesky Halflings' accurate bow fire. I am always amazed how Halflings seem to fire their bows with such strength and accuracy. Being shorter than their bow, you would think was a detriment....it must be something in their food.

Finally, on my right hand flank Joe had sent a unit of Fast Cavalry right onto the table edge presumably in an attempt to lure the frenzied Minotaurs off on a

merry dance around the table and away from the main fight...

With this eventuality in mind I sent the Centigors out in front of the blood crazed monsters, screening them and keeping their *frenzy* in check, for the moment at least.

We moved on to combat and the fight between the Chariot and Joe's right hand Light Cavalry. It was similarly a quick affair with the Chariot causing 3 kills and sustaining none in return. Breaking from combat the remaining members of the Light Cavalry were run down by the pursuing Chariot. This was a risky move on my part because if I rolled high on my pursuit roll I would present the flank of the Chariot to Joe's Cannon....But I had to do it, I was playing for double Victory Points for destroyed units, and many a game I have left units with a couple of figures only for them to run rings around me and survive. Not this time. The Blood God had ordered death. And yes, the Chariot rolled a perfect 12, just enough to keep it on the table and in perfect line of fire for the cannon. Damn.

themselves within 2" of the edge of the wood and consequently visible. That is visible to the Warhound but more importantly visible to the *frenzied* Khorngor containing the general. Joe was going to use the Duellist to activate my *frenzy*, lure the Khorngor into the wood and then countercharge with a flanking attack from his Ogres and a frontal assault by the Pikemen. This would be disastrous for my boys. The Chariot could see the Duellists but it couldn't do anything to help since you can't voluntarily order a Chariot to enter a wood. Hmmm, how to get out of this?

The Warhound This was his big chance to prove his worth, save his general and to bring up that rules discussion that I mentioned before.

Frenzy is something that happens in the compulsory Movement phase and takes place before charges. The rules say you can order a *frenzied* unit to charge instead of just relying on its *frenzy* to take it forward. However, convention dictates that you move chargers in the order that they were declared and this is something I was going to rely upon to save my Khorngor. Knowing I had no option I declared that the dog and then the Khorngor would be charging the Duellist in the wood, in that order. Since the Warhound was just to the left of the wood he would move towards the nearest skirmisher and then the skirmishing Duellists would align to the Warhound. This would have the effect of moving the remaining Duellists in the wood to my left and preventing the charging Khorngor from moving towards the main body of the wood and therefore getting stuck in it. We

discussed how the whole thing would end up but decided that we had played it correctly. But to top it all Joe decided to flee, causing both units to fail in their charges, the Warhound being stuck in the wood and the Khorngor perilously short, and in dire peril of the oncoming Ogres. But at least it would be a frontal charge and not in the flank.

The remaining Tuskgor Chariot, seeing the threat in the next turn to the Khorngor, positioned itself on their flank ready to join in the fight should the Ogres charge the general. The Furies flew a full 20" behind the Paymaster and his Heavy Cavalry but again outside the range of the Cannon's grapeshot. With the Herd on my left moving backwards to the safety of the rough ground, (they were just outside the charge of the Heavy Cavalry), I was pleased that they were holding up my left flank.

Combat was again a brutal affair and the Centigors beat the Light Cavalry relatively easily although they did lose one of their number to a lucky horse bite. However, I made a silly mistake in deciding not to pursue after the fleeing Cavalry. Joe was right on the table edge and so had to leave the table. By restraining from the pursuit I left my Centigors on the table and in range of the Halflings' bowfire, but more importantly they would be spending part of their next Movement phase turning around before moving to get back into the battle. Had I pursued off the table after the Light Cavalry then in my next turn they would have reappeared and I could have marched them back into a more threatening position. Oh well, we all make mistakes.

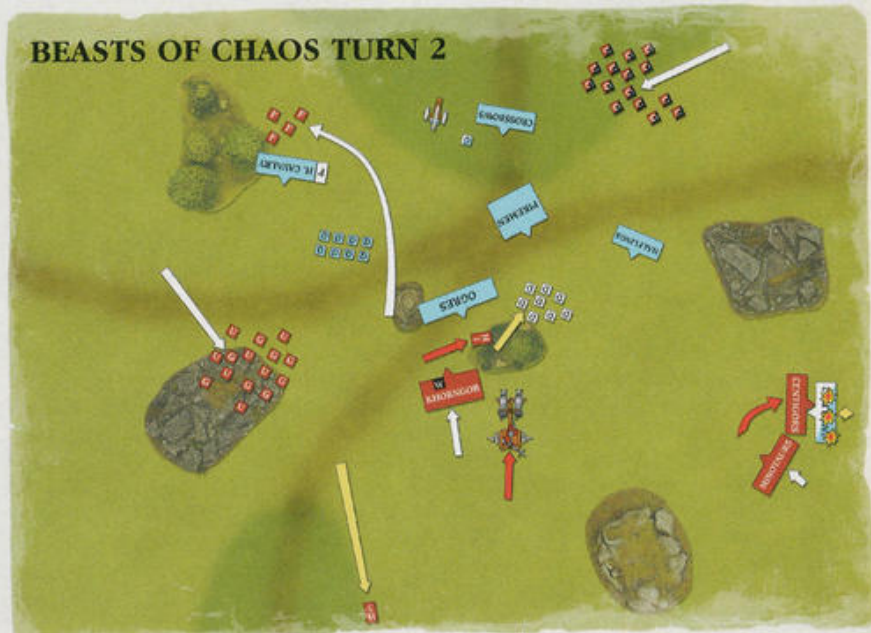
with the offending item by a well-aimed and guessed cannon ball. Amazingly I still had one doggy left and he was going to prove very valuable as well as being the cause of a little rules discussion. But first things first and the ambushing Herd... Yes, I wanted it to emerge in Joe's deployment zone behind the Crossbowmen and the Halflings and outside the grapeshot range of the cannon. The horror of rolling a 9 for the Leadership test to allow them to emerge where I wanted was replaced with glee as the scatter dice pointed in the very area I had indicated. The Blood God was being kind today.

Infighting and drunken tests were passed and the charges were declared.

After declaring the charge by the Centigors the Minotaurs could not wheel round enough to contact Joe's Light Cavalry, hitting the back of the Centigors in the attempt. Consequently the Minotaurs being unable to fulfil the charge through the compulsion of *frenzy* were free to move normally.

But now to the big one and the discussion involving that lone Warhound. You see Joe had very cleverly set up a trap and I was going to do my best to avoid it. I knew that central wood was going to be important and Joe knew it too. The Duellists had taken the wood in Joe's last turn and were spread out throughout it, a few of them finding

BEASTS OF CHAOS TURN 2



Rather sensibly, Pete's Wargor placed a hoof firmly in the back of his unit's Champion, who challenged Skag and got butchered. This cut down the number of attacks I could put on the Wargor, and left me in a bit of a dilemma. If I could kill him, the combat was as good as mine. However, the worst case scenario would be to waste attacks and just wound him, effectively using up three valuable attacks without diminishing in any way the return blows coming my way. I went for glory, and the Ogre standard bearer hit the Wargor, but only wounded once. Curses. The rest of the unit finished off just two more. Four wounds from thirteen attacks is a pretty poor return, and when the Khorngors butchered one Ogre in return, I was not at all surprised to watch them break and flee. However, they did manage to get away, and could feasibly live to fight another day should Pete go for the Pikemen instead of running them down.

I have to say, that round of combat was disappointing, but hardly a disaster. Bad dice rolls are in the nature of Warhammer, but all I had to do now was watch my contingency plan slot neatly into place.

BEASTS OF CHAOS TURN 3

Everybody passed their compulsory tests and I was in full control of my army, well almost full control since the Khorngor had a *frenzied* charge to declare. The fog had well and truly lifted this turn and there was nothing to stop the Furies declaring a charge against the Cannon and its crew.

After successfully repelling the charge of the Ogres and as usual not running them down, the Khorngor were exactly 1" behind Skag and his bodyguard (the Ogres). However, there was a more dangerous proposition awaiting my Khorngor and that was the big block of Pikemen just behind the fleeing Ogres. The Pikemen were situated about 4" in front of the Ogres and therefore about 5" from my Khorngors.

I had a choice. I had to declare a charge at the Ogres because of my *frenzy*, the Ogres since they were fleeing had no option but to flee. However, if they fled far enough to take them down the side of the Pike block I would have the choice of following after the Ogres to try and catch them and run them down, or smash into the revealed Pikemen. And I really didn't want to hit those pikes since that would be around 20 hits striking first. Ouch!

But the decision was taken out of my hands as Joe rolled a pathetic 3" to flee.

Consequently I ran the Ogres down and continued with my full momentum to smash into the now revealed Pikemen. Oh dear!

The ambushing Herd seeing the hated Crossbowmen declared a charge. Fortunately, I had 4 models within charge range of the Crossbowmen and hence the charge was legal.

As you need at least 25% of a Herd to be within charge range of its target in order for the Herd to be able to declare the charge, my unit being 15 strong, meant I needed a minimum of 4 models within 10" of the Crossbowmen.

But the Crossbowmen fearing the worst decided to flee. It was becoming very congested in the centre of the table now.

The Minotaurs and the Centigors moved menacingly around the right hand difficult ground to threaten the Halflings next turn. The Chariot moved to its left to threaten any further advancement of the Paymaster and his cavalry unit, whilst the remaining Herd scurried over their broken ground and further out of the range of the Paymaster's charge. Turning to the Close Combat phase I feared the worst for my Khorngor.

I saved the big combat till last and swiftly moved to where the Furies were fighting with the Cannon. It was a marginal victory for the daemons who, inflicting one killing Wound on the crew did not suffer any in return and with the Cannon gaining the +1 combat resolution for being uphill it came down to the old outnumbering by a *fear-causer* to autobreak the Cannon crew.

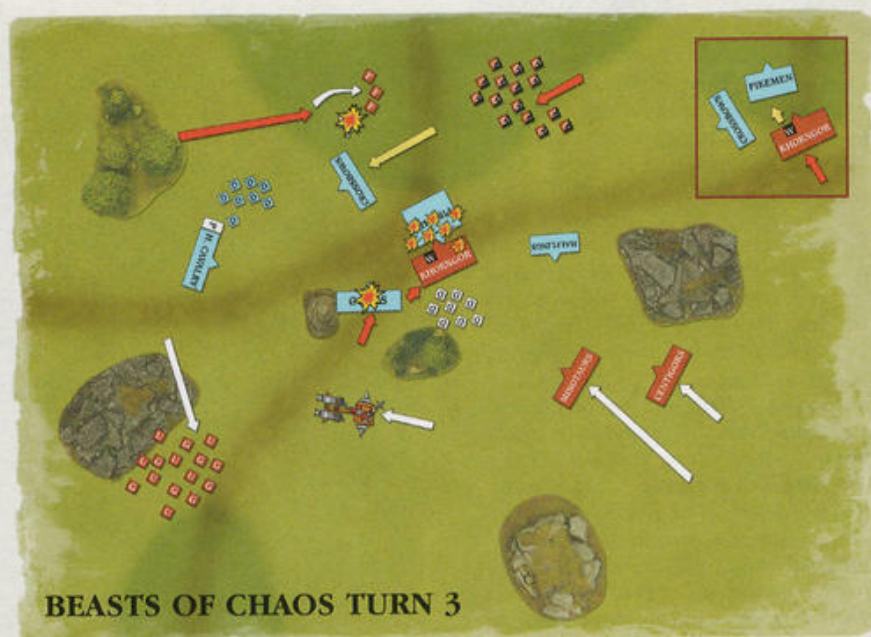
The fact that the unit strength of a cannon is measured in terms of its crew is important to bear in mind here. Because the Furies killed one man meant that that the Cannon's unit strength was two whilst the three Furies, who are flyers, have a unit strength of three (one each). Hence they get the outnumbering bonus by 3 to 2.

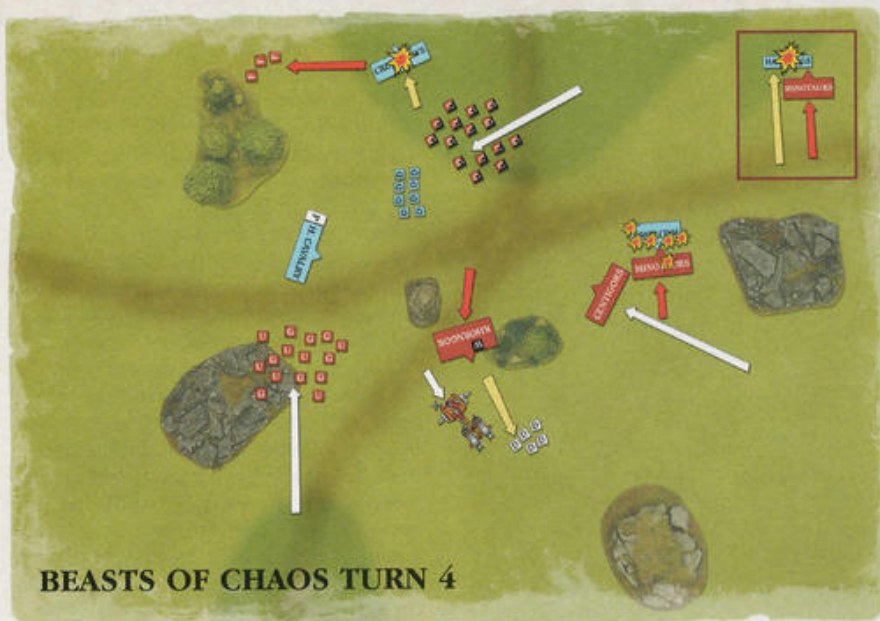
The Furies ran down the hapless crew as they fled away... more double Victory Points for the Blood God.

Back to the important combat between the Khorngor and the Pikemen. I sat back and winced as Joe picked up a massive pile of dice. Watching him segregate them to target some on the Wargor, I couldn't believe my luck as the dice tumbled and only one Khorngor fell to its death. That was that, I had most of my front rank still alive and with only his Captain still to fight, I was determined to inflict maximum damage.

With no challenges I was able to inflict a massive 10 Strength 6 Attacks into the Pikemen. One lowly Khorngor managed 2 wounding blows on the Mercenary Captain killing him outright, whilst the others killed a further four men. The Wargor in full *frenzy* dispatched the unit champion. In the end I won the combat by a healthy margin and pursued the fleeing Pikemen as they made for the table edge... Once again I came up short giving Joe the opportunity to rally next time. That *frenzy* was really taking it out of the legs of my Khorngor.

It was looking really good for the servants of Khorne, but Joe could still turn it around.





The Furies had an easy kill. With the Crossbowmen still fleeing they easily outdistanced their compulsory flee move as they charged a full flying 20" overrunning the petrified mercenaries. The Centigors marched a full 14" towards the centre of the table to threaten any advancement of Joe's Heavy Cavalry. I was trying to box the cavalry in, in order to set up a combined charge in my last turn.

As part of my plan I moved the two Herds towards the cavalry also. It was touch and go whether the Paymaster and his unit could get around the Herdstone in his next turn to charge the flank of my Khorngor. If that failed I would have him surrounded. With only the chariot to move he turned around and went after the fleeing Duellists. If Joe rallied them next turn then there was little they could do but reform and wait for the onslaught of a rampaging Tuskgor Chariot.

There wasn't much actual combat. The Minotaurs killed 5 Halflings who immediately fled and were run down and destroyed. That brought my fourth turn to an end. We would now find out if the Paymaster could reach the Khorngor.....

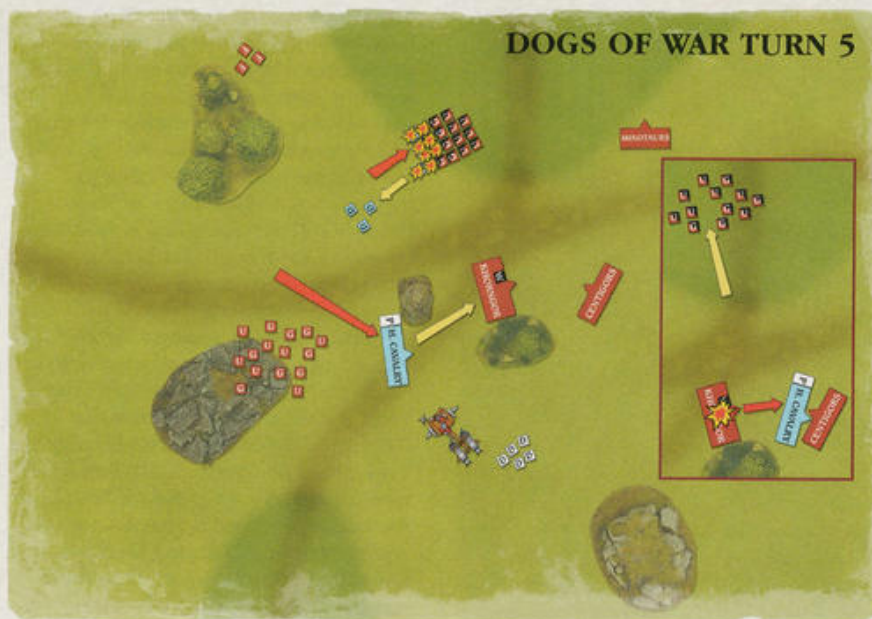
BEASTS OF CHAOS TURN 4

Suddenly I had a lot of charges and there was nothing I could do about it. The Khorngor had to charge the fleeing Duellist near to the wood who in turn fled far enough away to cause the general to flounder in frustration in the centre of the table. The Minotaurs had

to charge the Halflings who, declaring to stand and fire, managed to inflict the one remaining Wound on one of the beasts killing it outright. As the remaining two members of the unit crashed into their diminutive foe their blood greed was in full flow as they readied themselves for Halfling pie.



DOGS OF WAR TURN 5



no exception, as despite shooting the Foe-render in the face, sheer weight of Attacks broke the few remaining Duellists. Running, however, seems to be something this army does well, as yet again they outdistanced their pursuers. Pity about those Furies lurking nearby though. On to the more important combat, and five dice for the riders, four for the warhorses on the Khorngors, well that'll be no wounds. I really can't say I'm surprised. Thankfully, while their lances might be useless, the Heavy Cavalry had pretty good shields, withstanding Pete's return attacks, running the Khorngor down and using the pursuit move to make the Centigor wish they really hadn't wandered up for a closer look. As a happy bonus, the Beast Herd happened to be just within Panic range, and rolled a 7, at which point I was rather pleased to have killed the Foe Render. Off the table went the Herd, and things didn't look quite as bad as they had at the start of the turn.

DOGS OF WAR TURN 5

With the battle winding down, I only had a few things left to do. Formidable as they are, without help my small units of Duellists would stand very little chance against a Beast Herd. Still, there didn't seem to be a great deal to lose at the time, and while they could have backed off and saved their skins, I really didn't see the point. Not, I suspect, filled with enthusiasm, the Duellists

charged. Wheeling nimbly around the Herdstone, I had more hope for the Heavy Cavalry against the hitherto invincible Khorngor. The other unit of Duellists picked now to helpfully demonstrate how to pass Leadership tests, rallying right in front of a Tuskgor Chariot. Well done there guys.

I've played out quite a few Duellists versus Herd combats in the past, and have lost each and every one. This was

Luco cursed – be'd had enough of this nonsense. He and his boys had been told to keep close to the money man, and that he would do, but as he took another crude axe blow on his shield, this was definitely it. He was absolutely, definitely going to quit this time be resolved. Just as soon as he got paid.





The Heavy Cavalry try their luck against the now seemingly-invincible Khorngor.

BEASTS OF CHAOS TURN 5

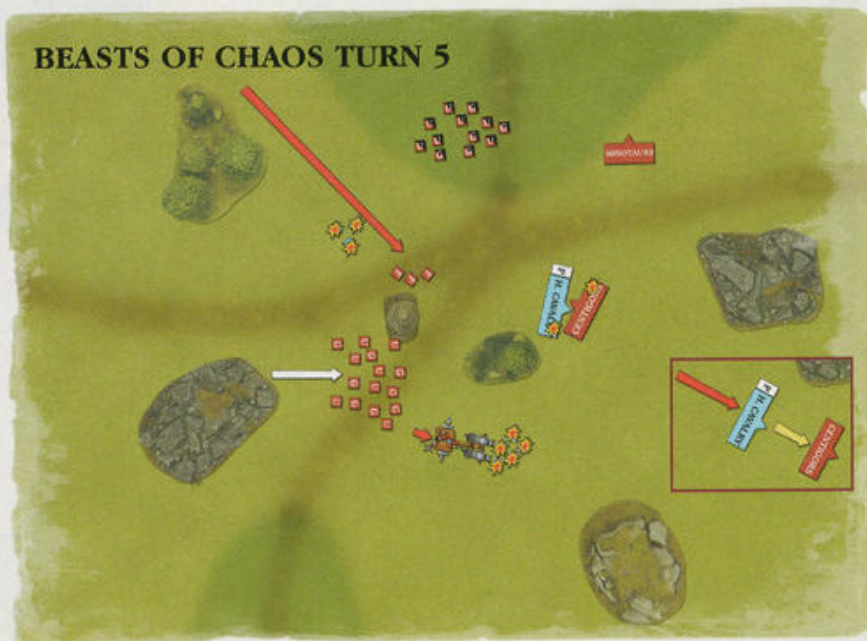
Well, the Khorngor had died an ignominious death after such great feats against the Ogres and the Pikemen. After a multitude of kills they get run down by a hired band of vagabonds and thieves. Still, looking across the battlefield I was certain to mop up most of Joe's remaining force. I was counting on the Centigor to hold up the charging cavalry, I would at least have a save against those Strength 5 lances.

The Chariot did what it does best and charged the recently rallied Duellists. The Furies again picked on an easy target and charged down the other unit of Duellists as they fled away from the Herd. With not much left on the battlefield the remaining Herd decided to enter into a bit of midsummer maypole dancing and headed for the Herdstone in gay abandon. Way to go boys, you really did a sterling job keeping out of the fight. I looked closely at them to see if they were the unit that had kept me from my bed in recent nights whilst painting them... warriors of Khorne indeed.

The Chariot wiped out the Duellists but the story was something completely different for the Centigors, who had the awesome prospect of halting the charge of the Heavy Cavalry.

The actual combat saw each side lose one model, the warhorse biting the head off one of the Beastmen but not before he in turn managed to slice through the heavy mail armour of a rider. Losing combat on resolution and failing their Break test the Centigors fled towards the table edge being run down in the confusion. It was just too little too late for the lessened but richer Dogs of War.

And with that final act the battle was over. With his hired army in tatters, the Paymaster looked over his shoulder and saw through the mist the emerging shape of a unit of Minotaurs. Realising that there was always others who would fight for a coin, he tipped his hat and conceded defeat. The Blood God was satisfied with the offering bestowed upon him this day.



MONEY FOR NOTHING



Joe: Having the Captain join them really does seem to be the kiss of death for my Pikemen. It must be his hat that distracts them...

Looking back over the battle, I can honestly say that the only thing wrong with my plan was that it failed miserably! Both units of Light Cavalry were something of a write-off, as my irritation at losing the first unit led to a mistake that cost me the other. This wasn't a major problem, as my centre had ignominiously collapsed long before the flanks rolled up. Failing to cause any Panic checks on the Warhounds in the first turn cost me a turn of firing at the Khorngor, but two ranks of them would surely have steamrolled their way through my army just as surely as one. If nothing else, shooting a few of their friends might have made them really angry. The real problem for me was the two rounds of combat that happened in the third game turn.

With hindsight, my initial plan, if the Khorngors were to head straight down the middle as they did, was to back both Enzo's Wall (the Pikemen) and the Ogres up slightly, then set up Skag and crew for a flank charge, maybe in Turn 4. When that one hound

scuppered the flee-trap with the Duellists, my reaction was to throw my units at the Khorngor in a piecemeal fashion. I wasn't realistically expecting the Ogres to win their combat, but next turn one wound from 20 Pikemen, then having the Captain bludgeoned to death before he could attack was, to put it mildly, a little improbable. Still, I can just imagine the sense of general relief among the Pikemen when it appeared that the Ogres would be doing the bulk of the fighting, turning into barely concealed panic when a bunch of red-clad apparitions came storming through the mist towards them instead. Fine as a story, frustrating as a general in a game of Warhammer.

The Heavy Cavalry, on the other hand, did just what they were supposed to. Even with their longer charge range, I really didn't want to risk the Paymaster against Pete's Beast Herd. The fact that none of the cavalry themselves killed a single enemy in combat, yet broke and ran down two units, reassures me that fighting isn't their thing: hiding behind several inches of plate steel and hoping that the enemy runs away on their own accord seems to be the way to go in future. I dread to think what could have happened had they encountered an enemy unit with an actual rank bonus to speak of..:

So, was Leadership the bane of my

army? Well, out of about a dozen tests, I believe I passed a grand total of two. Once a human (or mostly human) army starts running, it doesn't ever seem to stop. Pete on the other hand was well protected by his *frenzy* and only had cause to take a couple of tests all game, but with his even worse Leadership failed most of those anyway. In small games then, the principle would seem to be one of he who takes the fewest tests wins.

Apart from congratulating Pete on a well fought game, all that remains is to salvage a little of the storyline. Seeing as Count Daniel survived, and as there actually wasn't anyone else left at the end of the battle for him to pay, he shouldn't have too much trouble recruiting a new army. It's not too improbable that Skag might have gotten away from the Khorngor as well. More Ogres, anyone?

Count Daniel smashed through the last line of beatbens, pausing to wipe a little of the blood from his armour. He'd seen at least one of his fellow horsemen cut down, but apart from that everything had gone swimmingly. "For Ulric! For Middenheim!" he raised his mace triumphantly, and turned to look behind him. "Ob."

Joe is disconsolate, Pete cannot bide his joy. 'Tis the nature of Warhammer.



RUNNING WITH THE HERD



Pete: "Like a good wine – getting better with age."

You know it's funny how games of Warhammer turn out. Was it because I was a year older or had I got lucky dice? Who knows, but by a quirk of fate we had to play the actual battle a week after we had first met to have our warm up games. This is usual in White Dwarf Battle Reports so that you can get to know one another and familiarise yourself with each others troops and special rules. But during the intervening period I had celebrated another birthday and so I put my victory down to being a little bit older and a little bit wiser.

That, of course, is a load of rubbish but it makes for a good story as in those warm up games we had won one each and so the outcome of this battle could have gone either way.

Looking back over the game I think things went mainly to plan. The Warhounds did a sterling job surviving into the third game turn and allowing me to have my main units virtually intact and ready for the rigours of combat. Indeed I think it was the lone Warhound who managed to charge the Duellist that probably won me the game. Joe had set up a perfect trap to entice my Khorngor into the wood but didn't anticipate the resilience of my lowest troop. Being able to charge the Duellists with the Warhound certainly saved my Khorngor from a combined attack from the Ogres and Pikemen. And who would have thought that those two units would have spectacularly failed to dent the advance of the *frenzied* Beastmen.

I don't usually take Furies, but these proved extremely versatile and indeed managed to perform the very task I had picked them for – stop the cannon. Having a unit of flyers is a really good tactical option in any army since they can, with their extended movement, be very useful in running down fleeing troops. That extra movement can prove to be absolutely invaluable at times.

The Herds too are invaluable. Ok, one unit didn't really do much in terms of killing, but their very presence caused Joe all sorts of problems – especially

when the ambush was sprung and they emerged in his deployment zone.

So overall I was very pleased. I had the advantage since I knew what Joe's objective was and he didn't know mine. I could have been almost wiped out and still have won since all my Victory Points were doubled for the kills. But that's the beauty of the Scenario Generator as it adds an extra dimension to the game and suddenly you have more things to think about other than a straight forward battle.

Joe fought a very good battle but was let down by some outrageously bad dice rolling and an inability to rally at the appropriate time. Better luck next time.

Finally watching the performance of Joe's Heavy Cavalry reminded me of a line in *Independence Day* when Will Smith tries flying one of the alien spacecraft: "I GOTTA GET ME ONE OF THESE." Yep, that's the way to go, charge at things, do minimal damage and cause everything to run away. Anyone got any cavalry for hire?



Choose Life

Lore of Life, rubbish, eh? With unsighted magic missiles, easy to cast spells and devastating effects – think again!

Magic – an eldritch force that mere mortals should not trifle with for fear of their minds being torn apart by unnatural energies. Those who dabble in the arts can be scarred forever but for those successful a life of fame and fortune beckons (though presumably not through being suspended in a box over the River Reik without food for three months). Alexander Tulloch lays down the lore on one of the more unfashionable types of magic.

It always happens. I'm pulling my models out of my figure case, my opponent reminds me we need to roll up spells and announces he's going for the Lore of Heavens. I tell him I'm going for the Lore of Life. I'm sure I hear him snigger.

I'm not sure why because Lore of Life is a wonderfully tactical choice of magic. It allows you to dictate where your opponent's troops go, protects your own troops from attack, oh, and it splatters the opposition into little stains on the battlefield. What more do you want from your magic? Life spells have several features that make them stand out from the other lores. Uniquely none of its spells require line of sight. Life wizards can hide behind woods, hills or anything else that will stop them being shot at by angry archers. And the unusual way the ranges work on Life spells means that a mage can stand at one end of a football pitch-sized battlefield and still roll a hill over a target at the far end.

It's not as if they're hard spells to cast, either. Half of them are cast on a 7 or more, which on three dice should succeed nine times out of ten. When



you get spells that can be cast on a 7+ that can potentially dish out 12 Strength 5 hits I think you're getting real value for money.

All this comes with only one small proviso. Half of the spells have to be targeted at units that are near, in or on certain scenery pieces. A lot of people shy away from Life magic because of this restriction but it is not nearly as big a problem as it sounds. Most battlefields come with trees and hills, which are needed for the two most potent damage-dealing spells. Indeed, the need for the enemy to be within 12" of the terrain piece to be effective can be a weapon in itself. If your opponent wants to avoid taking the maximum amount of damage he can, but only by avoiding certain areas of the battlefield. Choose life, and you'll dictate which parts of the battlefield are safe from enemy troops.

If your opponent dreads whole chunks of the battlefield then you know things are working. Only the other day, I had my opponent horrified when his Tomb Scorpion killed a Bolt Thrower crew only to realise its charge had left it halfway into a wood. A few more games and I'll have him scared of every twig. Then there'll be no more sniggering.

BY ROOT, EARTH AND WATER

Life spells are strange yet potent manifestations of nature. Here are some tips on using them effectively.

MISTRESS OF THE MARSH

One of the most important spells on any list is the first one, the spell that you can trade any other spell for. Life Magic's *Mistress of the Marsh* turns the ground to swamp, halving enemy movement. Some players look at this and sniff at the lack of damage, but in a game where manoeuvring is the key to victory, the ability to hold an opponent in place can be crucial. Look at how useful it can be when facing an opposing unit with a higher Move rate, like Elves or cavalry. These units, under the command of a player who can guess ranges with supernatural skill, can position themselves just outside your charge range, but easily inside theirs. It's risky but with this spell you can move to within your charge range, hit them with soggy ground and then get the charge on them. It can be just as useful when dealing with those annoying Skirmishers and Fast Cavalry that run around the back of your units and stop you from marching. And they are very hard to catch. But if you turn

the ground to swamp beneath their feet they'll still be pulling themselves out of the mud when your unit is ready to charge next turn.

This spell has to be cast on units within 12" of a river, a marsh or other watery feature. Maybe it's just the boards I play on, or the lack of an Old World Ground Force team, but water features seem to be in short supply. If there are none you can still cast the spell, but the range is a short 12", meaning my mages have to go closer to the front of the battle line than is healthy. Of course if you have a river you're laughing. Rivers can cover a large area of the board, enabling you to cover a whole flank with this spell. And if the spell is cast on a unit trying to cross the river you can really reduce them to a crawl. In one game I hit a Bretonnian lance formation with this spell two turns in a row as it tried to cross a river. With their movement reduced to 2" a turn it was nearly impossible to get the formation across.

Continued overleaf...

LIFE TRIUMPHANT!

The races that wield Life magic are many, and its energies aid them in different ways. Nick Kyme examines how the Lore of Life can help your army.

Wood Elves

The sylvan ones' mages can only use this spell list and that of the Lore of Beasts, so it's unsurprising that Wood Elf armies have a predilection for Life magic, which they use to bolster their shooting attacks. With their affinity with nature, Master of the Wood is one spell that deserves a special mention. The pointy-eared tree-huggers are unusual in that they can guarantee a wood on the table whenever they go to war which they can place anywhere on the table, so this spell is a must-have.

Master of the Wood becomes really deadly when it is used in conjunction with the Tree Singing spell, which all Wood Elf mages get as a matter of course. By Tree-Singing your woods all over the battlefield, the Wood Elves have effectively got a mobile magical weapons platform. Use Tree Singing to engulf your enemies in the green and they'll suffer 2D6 strength 5 hits in from Master of the Wood. That's really going to chafe. This combination becomes even more effective when the Wood Elf tree taxi harbours some Dryads or a Treeman. These animated buddies of the trees can pop out to lay the smacketh down.

Bretonnians

There's an unofficial alliance between Bretonnia and the denizens of Loren forest and this shows in their sensibilities to the land and nature. The Lore of Life is a really useful spell list for the Bretonnians, who like Wood Elves, can only use the lores of Life or Beasts. Spells like The Rain Lord are really handy for

protecting Bretonnian Knights, which are quite brittle against most war machines and black powder volleys. A reduced roll to hit for the enemy during the game, as well as a 50% chance of an Artillery dice based war machine not working, can help your knights reach the enemy. Combine this with a Lady's Blessing and those knights are looking pretty safe.

Enemy lines can be disrupted by the Master of Stone spell. Think of all those Dwarf and static Empire armies taking a punishing 3D6 Strength 4 hits from their hill.

A special mention should go to the Fay Enchantress, who's simply the daddy (or the mummy) of the Lore of Life. So attuned is she to the land that she adds +2 to all attempts to cast, which makes casting even The Rain Lord, a doddle.

Continued overleaf...



SNEAKY GIT!

There is one very dirty tactic I've used in the past. Take two wizards, one with Life, and one with Shadow magic. You can always take the number one spell, *Steed of Shadows*, and send your Life wizard hurtling in amongst the enemy units. One wizard can not only stop the enemy marching but also reduce the

bulk of the enemy army to a crawl with *The Howler Wind*. The downside is the enemy are now immune to missile fire of Strength 4 or less, and you have to roll up the spell in the first place. But if you're lucky enough to get *Howler Wind*, what this tactic does mean is that outmanoeuvring the units in the windzone should be child's play.

Though it is not a very useful missile defence, it is excellent at stopping charges. Opposing units treat the whole area around the mage as difficult ground, meaning only units on the fringes of the wind zone can be charged. And chariots are neutered completely as they cannot enter difficult terrain. The enemy only gets one chance to dispel it before it affects their movement. When you use the spell in this way you will need to think carefully about placing your mages. Look at where the chargers are likely to be coming from, especially chariots, and try to move the mage to where he can protect as many units as possible. When using this spell it is best to leave your mages out of units to give them maximum mobility.

MASTER OF THE WOOD

Prayers to Keirnu Oakclub can rouse the trees themselves to crush any foes with branches and roots causing D6 Strength 5 hits to a unit anywhere on the tabletop within 12" of a wood, and an additional D6 Strength 5 hits if the target unit is actually inside one. Without woods on the table the spell only has a 12" range but as they are pretty common sights on the battlefield this is not a major worry. The usual targets for this spell are Skirmishers,

FATHER OF THE THORNS

With a little whispered entreaty to Bheortaine Briartangle the Life wizard can cause plant strands to burst from the ground, wrapping round the target and ripping them to shreds with thorns and briars. This unsurprisingly hurts a bit, causing 2D6 Strength 3 hits. It looks like half-a-dozen other magic missiles. But it is not a magic missile...

For starters this means you can forget about having to see the enemy. Units hidden behind skirmish screens are not safe, nor are those trying to sneak up behind the mage and his unit. Lone characters are valid targets, even those lurking within 5" of friendly units. Wizards often hide just behind the main battle line, but a few castings of this spell should make them run for the

cover of friendly units. It can also be used on other difficult to target units like Skaven Warpfire Throwers and Ratling Guns.

THE HOWLER WIND

The spirit of the wind surrounds the mage with a swirling gale, blowing away the enemy's missiles and slowing their advance. At first glance it seems obvious what this spell is used for. Immunity to shooting from anything short of a Dwarf Organ Gun sounds perfect for any of your advancing units. Unfortunately there is a serious downside. As Magic comes before the Shooting phase your opponent will get two chances to dispel *The Howler Wind* before shooting starts. The second attempt, in his Magic phase, is on the spell's base casting value making the spell difficult to keep in play.

Lizardmen

The ancient ones can pretty much pick whatever magic they want, including all eight lores and even High magic. Like the Empire, there are many choice magical cuts to tempt the Lizardmen away from choosing Life. But consider the spell *Mistress of the Marsh*. The Lizardmen are the only army to include aquatic creatures ie. Skinks and Salamanders. These troops when positioned in a river,

spawning pool or some other water feature can be employed as a lure to drag expensive enemy units within range of the spell. Then, as the Skinks scarp, the enemy unit gets bogged down in the newly formed mire and is given a quick one-two knockout punch with a combined charge from a Stegadon or meaty Saurus unit and some Terradons. You can rely upon the Stegadon or Saurus Warriors to supply the punch while the Terradons who,



particularly Scouts, who love to hide in or near woods. With this spell you can either punish them for doing so, or drive them out into the open where they are far more vulnerable. If no enemy units wander into the woods you can't get the best out of the spell so it might



A Jade Wizard: the Empire's Alan Titchmarsh.

be necessary to lure them in. Position a bait unit; flyers or fast cavalry are best, between the enemy and the woods. Then flee from the resulting charge and their failed charge should land them close enough to the woods to be hit by this spell. *Frenzied* units are best for this as they have to charge your bait units, and they are just the kind of dangerous unit you want to eliminate at a distance. You can also drive units into woods with potent combat units. I once got a cavalry charge on a Dark Elf Sorceress who unsurprisingly fled. She ended up in the centre of a wood, just in time for Irresistible Force and a messy end.

MASTER OF STONE

High-level spells are brilliant. *Drain Life*, *Unseen Lurker* and *Conflagration of Doom* are all classy. I think *Master of Stone* stands up alongside them. Hills will collapse, ruins will explode and rocks will be generally unpleasant. Any unit caught in or on the right piece of terrain will be hit by 3D6 Strength 4 hits. No spell I can think of is quite as good at trashing war machines and archer units. In order to get the best line of sight most of them will gravitate to any piece of scenery with a bit of altitude, and Master of Stone can trash a low-Toughness or lightly armoured

missile unit in one go. Against war machines the large number of hits mean a large amount of hits on the crew leaving the machine as a pretty bit of scenery. It goes without saying that this is the spell I hope for every time.

THE RAIN LORD

With a casting value of 10+ the Rain Lord spell is the only one I find difficult to cast on three dice. I think this spell is really best left to the level 3 or 4 wizards as they are the only ones who can expect to cast it without resorting to Power Stones. It's missile troops who suffer the most from this spell. With wet bowstrings and damp gunpowder they suffer a -1 to hit for the rest of the battle. How useful this soaking proves depends on the opponent. Chaos and Vampire Counts will just ignore it, having no missile troops, while Tomb Kings might as well be dry as a bone thanks to their Arrows of the Asp. Other armies with plenty of archers or gunners will be just as smug because they have too many missile units to dampen. Only when your opponent has one or two key missile units would this spell have any real impact. I haven't found any cunning uses for this spell yet - the high casting value and limited effectiveness mean I'll always swap it for *Mistress of the Marsh*.

because they are flyers, are unimpeded by the boggy ground and can run down the sluggish unit as it flees from the attentions of your beefier units. This tactic is particularly useful against smallish units, which tend to rely upon the charge to do some damage, such as cavalry, but if they get out of position can usually escape to fight another day. By halving their flee distance they are suddenly vulnerable and likely to be caught and destroyed.

Lizardmen-themed boards are also a bit of a playground for Lore of Life wizards too. In this setting Jungle Trees are prevalent and can be used to facilitate a Master of the Woods, while the ubiquitous temple ruins are ideal for the dreaded Master of Stone - suddenly there's nowhere safe to hide.

Empire

The Empire aren't as restricted in their magical choices as Wood Elves or Bretonnians and while the oh-so-original Lore of Heavens (yawn) or Fire are tempting options, spare a thought for the Lore of Life. Jade wizards are the exponents of this art in the Empire and a particularly noteworthy spell is The Howler Wind. This is ideal for protecting war machine batteries and missile troops from enemy Scouts and flyers. By preventing Scouts shooting and reducing flying movement by half, your war machines will usually get an extra round of shooting. By this point your wizard will have cancelled the spell and can unleash fiery, metal-spewing death.

Other spells perform a similar function, like *Mistress of the Marsh*, delaying faster units giving your war machines and missile troops extra rounds of shooting. The spell *Father of Thorn* is also a great help for defensive Empire armies dealing with problematic hidden or sneaky troops. As line of sight is not needed targetting units hidden behind skirmish screens or even lone characters is legitimate too.

High Elves

Lore of Life is one of the last spell lists that High Elves would consider using before a game. But spells like *Father of Thorn* and *Master of the Wood* are useful to augment the shooting attacks of bowmen and Repeater Bolt Throwers. High Elves can also benefit in a similar way to Lizardmen from the *Mistress of the Marsh*, as they too have some relatively cheap flyers, in the form of Great Eagles that can be used in combination with shock units like Dragon Princes or Silver Helms to run down the enemy. One aspect that the High Elf list has going for it is its list of Honours, specifically Seer. By being able to choose which Life spells to take, a High Elf Mage or Archmage can select the magic that best suits the terrain of the battlefield. If there's a predominance of ruins go for Master of Stone. If you're surrounded by forest, Master of the Wood will be most effective. And we don't need to tell you what to take if there's a river...

The Seer ability used in conjunction with Life magic really comes into its own for low-level wizards who can ensure they have a very useful and damaging spell or two which complement the features of the battlefield.



High Elves sometimes bug trees, but their wizards (above) can also throw them at you.



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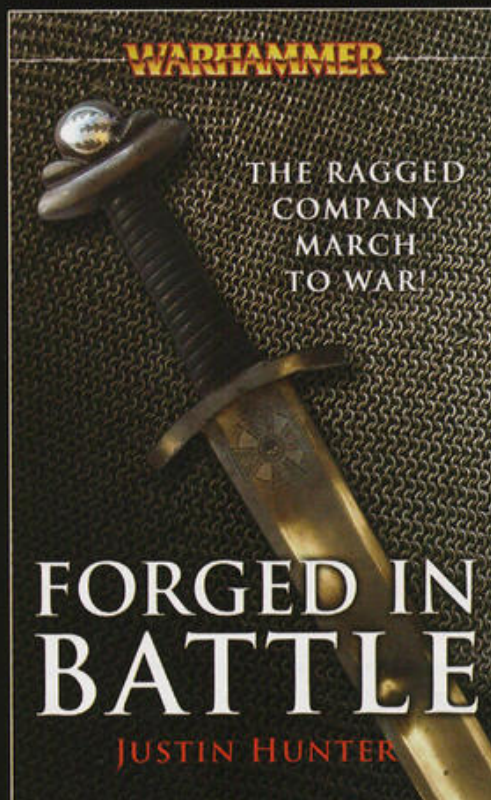
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Angels of Death

The eagerly anticipated **Codex: Space Marines** is also the first new codex since the **Warhammer 40,000** rulebook was revised. **Graham McNeill** and **Pete Haines** reveal what the new book has in store for players...

Graham: Space Marines. There is no more iconic image of the Warhammer 40,000 universe. Everyone loves Space Marines (and if not, why not?). For me, the warriors of the Adeptus Astartes are what makes the universe of the 41st millennium the totally unique, dark, gothic place we all love. Genetically-enhanced superhumans, the Space Marines are ultra-religious, armoured warrior-knights who stand resolute before the horrors of the hostile galaxy and keep the Emperor's realm safe. Or at least as safe as it can be in the grim darkness of the 41st millennium...

Codex: Space Marines is the first of the codexes for the revised edition of Warhammer 40,000 and, as such, was always going to be a bit special. Looking back at the original Third edition codex, it was time for a spruce up. While the old codex has faithfully served its time, and provided much fun for gamers, it didn't go into the background in quite as much depth as we would have liked.

The new codex is substantially longer. At 80-pages, the sumptuous book is full of rules, background and fantastic pictures of new models. We've really gone to town on the Space Marines. The new codex tells you everything you need to know about Space Marines, their legendary origins and glorious history of battle as well as their methods of recruitment and the varied heroes and war machines that make up the forces of a Space Marine chapter.

Naturally there is a full army list for the Space Marines in the codex, and though it hasn't changed much it brings a few new tricks to everyone's favourite army. There are also new items of wargear and new psychic powers as well as five special characters. Perhaps the biggest, and most exciting, departure is a system of Chapter Traits that allow you to personalise your Space Marines army, giving it a little unique flavour that makes it definitively yours. As if that wasn't enough, there's a wealth of hobby information to guide you in collecting your army, with tips on how best to go about painting them and guidelines on how to apply squad and chapter markings to your models.

GENETICALLY ENGINEERED WARRIORS

Pretty much as soon as the initial work was begun on Space Marines, I was desperate to be involved in the project. It was the idea of Space Marines that first got me into Warhammer 40,000... I mean, how cool are they? Seven-foot tall, genetically engineered killing machines that live only for war. As much as the art and miniatures were all incredible, it was the dark, brooding, heroic nature of these warriors that struck a chord within me and which still has me enthralled.

Ever since I began playing Warhammer 40,000 in the dim and distant days of Rogue Trader, I'd always played Space Marines and written reams of stories about them to give the battles a narrative. That's something that's continued to the present day, with the stories about Space Marines getting longer and turning into novels...

I've always found the Space Marine characters to be exceptionally noble and I think therein lies a large part of their appeal. Space Marines are beyond Humanity, elevated through ritualised science to become something else entirely. But they do this



Space Marines Designers' Notes by Graham McNeill And Pete Haines

THE GOTHIC AND THE ELDRITCH

Graham: Space Marines epitomise the Warhammer 40,000 universe, the gothic darkness and time of eternal war. Which is why, when we came to write the book, that fact was uppermost in our minds. Through the past years, it felt to me like this had become less core to them, making them into sci-fi space soldiers rather than the baroque, knightly warriors of the dark, gothic future. This just seemed wrong: these were warriors whose every deeds were legends, figures of terrifying awe and grandeur, where even the least amongst them was a mighty hero whose name would strike fear into the hearts of the enemies of Mankind. In writing the book, I wanted the tales of the Space Marines to read like mythic legends and stories from the dawn of the Imperium. Everything about the Space Marines was to be characterful, their history, their weapons, their day-to-day lives – everything!

From the very beginning, we knew that the book had to focus primarily on the Ultramarines, as they are the very image of what a Codex Chapter is all about. Though there would be mention of other chapters, the Ultramarines would form the heart of the book. All of which suited me fine, as I've always had a bee in my bonnet about the Ultramarines (as some of you might know from reading the Uriel Ventris novels) and really felt that they'd had short shrift in the minds of some gamers, who felt that they weren't as characterful as some other chapters. Wrong, wrong, wrong, I say! The Ultramarines are, without doubt, my favourite Space Marine chapter. They capture the indomitable warrior spirit of the Space Marines. Guarding the Eastern Fringe of the Imperium, they are the first line of defence against threats from beyond the galaxy and though they endure constant warfare, their realm of Ultramar prospers as the very model of human civilisation.



willingly, sacrificing their humanity to become the guardians of their race, though they can never be part of it again. That sacrifice was what ennobled them to me and gave them a real depth of character that really appealed. The idea of a monastic, warrior chapter that maintained its traditions and fought an endless war against the enemies of Mankind was what made Space Marines such a characterful army to play and read about.

Well over a year ago, I had a chat with Jes Goodwin about Space Marines and his ideas for them when it came time to begin the project. I was still busy on Codex: Witch Hunters, though the work was coming to a close and I was keen to start thinking about the next project. I obviously made enough of a pain of myself, since I was put to work on Space Marines along with Pete Haines.

The first thing we were very clear about was that this was not going to be a simple revision of the book, but a full-fledged project that was going to go through the same processes as every other book. There would be new art, new miniatures and a wealth of background material that would make anyone who looked at the book want to collect Space Marines. That was our brief, and we got to it with a passion.

THE ANGELS OF DEATH

Pete: When we started to consider how to develop the Space Marine army list we quickly came to a couple of conclusions. The first was that fundamentally, the army worked very well. The second conclusion was that, because the list is the oldest currently in use it had been analysed into predictability by gamers, resulting in very standard compositions. Clearly the task would be to introduce some exciting new possibilities without seriously disrupting what was already in existence.

Space Marine armies are made up of heroic personalities in a way the Imperial Guard never can be. Each Space Marine is exceptional, even at the time he is recruited, without any enhancement or any special equipment. Were these men recruited into the Imperial Guard instead, their courage, skill and zeal would make them superb soldiers. As Space Marines however, they have the training, weapons and, above all else, the physical attributes to be legendary heroes. We wanted to bring this out more in the way the army functioned by making more of the Space Marine leaders and veterans.

We decided that we wanted each type of leader to have distinct specialisations that related to their role in the chapter. Thus Commanders would be able to direct and command their troops in a way that reflected their decades (or even centuries) of experience. Chaplains would be able to rouse the righteous fury of their battle brothers,

inspiring them to greater valour. Librarians would be true warrior mystics, combining their psychic abilities with their personal prowess to deadly effect.

Similarly veteran Space Marines needed more attention. In the existing list the main role of veterans seemed to be to provide a unit that could replace its bolters with bolt pistols and chainswords. It felt right that they should have access to special skills that emphasised their experience. We did, however, keep the range of skills quite tight. These are not Chaos Space Marines who have had millennia to develop their abilities.

The skills we included do put some clear water between a normal Space Marine and a veteran though. Looking at some of the other variant Space Marine armies we realised that players liked having an elite within an elite, be it Blood Angel Honour Guard or Space Wolf Guard. In game terms the ability to have a unit equipped for assault is especially useful. It seemed fair enough that Codex: Space Marines should have a similar option.

WARRIORS OF THE CHAPTER

Having revamped the leaders of the Space Marine army, we did a little bit of fiddling with their Command squads. The main change here was to remove the Techmarine from the squad and make him an Elite choice. The reason for this is simple, Techmarines do not form part of the normal company establishment, instead they are assigned from the Armoury as required. The Techmarines' place in the Command squad is instead taken by the company champion, which seemed far more appropriate. By separating the Techmarine we were able to give him some interesting options for servitors and wargear that might otherwise have been tricky.

Talking about wargear we changed the approach to some pieces of kit for this codex. Where equipment is central to a type of Space Marine, that equipment has been built into their profile and basic points cost. Thus Librarians always have force weapons and psychic hoods, Apothecaries always have nartheciums and reductors and so on. Often in the past players either eschewed this sort of equipment for perceived efficiency reasons or included it on a point of principle only to find it disadvantaged them. Where a character gets set equipment he will often get that equipment for less points than selecting it from the armoury, that seems to be a fair compromise with the loss of total choice. As a convenient benefit it does mean that the figures we produce can be equipped with characterful items that help define them, such as a Techmarine's servo-arm, knowing full well that the model will always have them in the game, so what you see is what you get.

When it comes to Veterans there is nothing more veteran in a Space Marine army than its

THE TECHMARINE

Before a miniature is sculpted the Studio artists produce numerous concept drawings as ideas are played with and new ones thought-up. Here we see how Dave Gallagher's Techmarine and Mark Gibbons' servo-harness concepts inspired the final model.

Dreadnoughts. Combine this with their brilliantly evocative background and it is no mystery that Dreadnoughts are one of the coolest things in the whole of Warhammer 40,000. This all helped steer us into adding an option to upgrade Dreadnoughts to Venerable Dreadnoughts, which all Space Marine players should appreciate. Space Wolves players shouldn't lament, however, there is still a bit of room between their Venerable Dreadnoughts and the ones available to Codex chapters, at least for now!

By closely monitoring the compositions used at Grand Tournaments and Conflicts we had a pretty shrewd idea what units Space Marine armies consist of. This led to a few tweaks intended to give a bit more incentive to include certain troop types. Terminators, Assault Marines and Bikers have all received a small point break. Scout Bikers were given the Scouts special rule instead as it only seemed right that they should, after all, it's their job.

Inevitably there were a few areas where the countless games played using the Space Marines had revealed that the Space Marines were getting things a little cheaply. One of these was their tanks, so you'll find a small points hike on the Vindicator and Whirlwind. The Predator escaped as it appears in Chaos Space Marine armies and it would be unfair to make one more expensive than the other. Another frequent complaint made by the opponents of the Space Marines concerned Attack Bike squadrons consisting of a single bike. Clearly squadron was a deceptive term here! Making two bikes the minimum size for a squadron was an easy fix.

It would take rather too long to list the other simple changes that were made. An example of the type of thing we did is to introduce a special entry for Terminator Command squads with a minimum strength of four so that they and their commander can actually fit into a Land Raider. The main thing to realise is that no one will find their army invalidated by the new list, it is a logical progression from the previous list, but includes some very characterful new options and just enough changes to make you think about what you use, and maybe (just maybe) encourage you to adopt a more distinctive type of army.

MIND GAMES

Graham: Space Marine Librarians in second edition Warhammer 40,000 were terrifying figures on the battlefield, and it was rare indeed to see a Space Marines army without a Terminator armoured Librarian carrying a thunder hammer running around. Third edition hamstringed them, reining in their powers quite severely, perhaps a little too far. Most Space Marines armies in the last edition tended to be led by Chaplains and not Force Commanders or Librarians – which was a



Techmarine with full servo-harness.

Servo-arm

Flamer

Plasma cutter

pity, since the idea of a Librarian leading a force of warriors into battle seemed like a cool idea to me. In this version of Warhammer 40,000, we've tried to redress the balance, making Librarians potent battle psykers, but not the all-powerful killers they were before. They have access to a great many new powers and I think we've made them into the figures of awe and power they ought to be.

The Space Marines' Librarians can now manipulate the energies of the Warp to greater effect, treading a fine line between

utilising the awesome power of the Immaterium in service of their chapter and eternal damnation. I wanted the powers the Space Marine Librarians wielded to be devastating, evocative powers that reflected their place in the Imperium as some of the most powerful battle psykers in the galaxy. Let the Eldar have their tricky, subtle powers... the Space Marines use their abilities to tear their enemies apart in a flurry of powerful energies or send them screaming to their maker in a blaze of psychic pyrotechnics. I think we'll be seeing a lot more of them on the battlefield.



Ultramarines Whirlwind.

I preferred to move the story of an existing hero forward than go about creating a new one and the previous Codex: Space Marines included a Veteran Sergeant named Lysander who had never been depicted as a miniature and was therefore an excellent candidate. When you think of the Imperial Fists, their history makes the word 'siege' leap to the forefront of your mind. What better way to break open enemy defences than to have a mighty Terminator champion lead the way, smashing through the enemy's fortifications with a thunder hammer. It was simple enough to chart Lysander's career as he ascended to the rank of Captain of the First Company, using him to explain what makes the Fists tick. Lysander believes in being the first onto the battlefield and the last to leave it. To him, there is no such thing as a lost cause or an impossible mission. He leads by example and disregards his own survival in the pursuit of victory. His approach is dangerous in the extreme, but with the Emperor's protection he has survived. For how long this will continue is uncertain, but he will never relent or take a backwards step, as to do so would be to defame his chapter and dishonour the name of Rogal Dorn. By comparison, death holds no fear for him.

CREATING CHARACTERS

Special characters are a fundamental part of any Warhammer 40,000 army, exemplifying an aspect of a race or particular part of an army. In the Space Marines codex, we knew we wanted to include plenty of cool Ultramarines characters, namely the Chapter Master, Marneus Calgar (complete with swanky new suit of Terminator armour), Chief Librarian Tigurius and the Master of Sanctity, Cassius. Taken together, these characters highlight key points about the Ultramarines and form a balanced trio of character archetypes. So when it came to the characters we wanted to do for other chapters, we wanted to pick archetypes that went well with the ones we'd created in the Ultramarines. Two very differing ones were an Imperial Fist and a Raven Guard. Pete wrote the background and rules for the Imperial Fist character and I wrote Kayvaan Shrike, the Raven Guard Captain.

The Raven Guard specialise in deadly strikes behind enemy lines, striking from the shadows and spreading fear through their foes. Shrike had to highlight this aspect in his background and the deadly nature of his swooping killers came through in his rules, where his Command squad is equipped with jump packs and lightning claws. A deadly, though points-heavy, unit that can carve through many an opponent with ease.

Pete: The Imperial Fists are a Chapter that has, on a couple of occasions, almost lured me away from my cherished Iron Warrior Chaos Space Marines back into the ranks of

the Adeptus Astartes. Their role in defending the Emperor's Palace during the Horus Heresy gives them an illustrious history few other Chapters can match. When we were considering Special Characters I was very keen that we should include an Imperial Fist. The thing I like about the Fists is that they have a subtle flaw, they prove their piety through trial and ordeal. Literally for them there is no gain without pain. This was something that a special character would help to convey.

AN ETERNITY OF WAR

Graham: So there you have it, a bursting-at-the-seams, shiny new codex full of Space Marines goodness. The codex contains everything you need to know about the background and rules of the heroic warriors of the Adeptus Astartes to begin smiting the enemies of the Emperor with fire and steel. The enemies of the Imperium fear many things. They fear discovery, defeat, despair and death. Yet there is one thing they fear above all – the wrath of the Space Marines!



Ultramarines Librarian.



Ultramarines Apothecary.



Ultramarines Chaplain.



CREATING YOUR OWN CHAPTER

Pete: When I first started playing Warhammer 40,000 the thing that caught my interest immediately was the concept of the Space Marine chapter. With a thousand of them in existence and only a few designed officially, this gave an opportunity for me to add my own bit of flavour to the setting. As a result, I built my Harbinger Chapter; drop assault specialists from the hives of the Black Planet (you can find a cryptic reference to it in the Rogue Trader book). Part of personalising a Chapter is being prepared to limit your own choices so that what you use is tightly themed. So that's what I did.

This experience came in very useful when developing the Chapter Trait rules in Codex: Space Marines. It doesn't take extreme special rules or radical new troop types, in fact, such things would be counter to developing a Codex Chapter. Instead, all that I felt was needed was a way of slightly amending the choices available, removing some whilst at the same time adding a few others. The approach we took with Traits was to balance advantages and drawbacks, making sure that there were no free lunches. The object of Traits is not to permit players to design more powerful Space Marine armies but to create THEIR Space Marine army.

As an added benefit, Traits gave me a way of quickly and simply, defining the characteristics of known Codex Chapters such as the Imperial Fists and the White Scars, not so that they were as radical as extremely divergent chapters like the Blood Angels or the Space Wolves, but so that they were true Codex Chapters but with a slightly different emphasis to represent their unique backgrounds and different methods of fighting.

It's time for all you Space Marine players out there to begin filling in that list of a thousand Chapters...



The sweet aroma of incense filled the Severian's launch bay, drifting in lazy coils from the incense burners carried by the Chaplaincy Hierophants who followed Chaplain Clausel. The scent reminded Captain Agemman of the northern highlands of Macragge and he experienced a moment's nostalgia for his homeworld before his thoughts returned to the skull-masked Chaplain's prayers. He and a score of his fellow warriors of the Ultramarines' First Company knelt to receive Chaplain Clausel's blessing before climbing into their drop pods to begin the assault on the Tau colony below. Techmarines and expressionless servitors ministered to the drop pods, using silver aspergillum to anoint their charges with blessed oils and removing the sacred warding pins that chained them to the Severian's deck.

"Into the fires of battle we go," intoned Clausel.

"Unto the anvil of war we strike," replied

the Space Marines.

"We are the Ultramarines, warriors of the Emperor and our bravery is beyond question! It is the stuff of the soul-forge, stronger than adamantium and enduring as the Immortal Emperor Himself. The fires of battle are our places of worship, the roar of bolters our prayers and the slaughter of our foes an offering to the gods of battle!"

"Our bolters are charged with death," promised the assembled Space Marines, "they are the divine wrath of the Emperor!"

Clausel nodded and stopped before the opening of the nearest drop pod, turning as his acolytes approached with his Crozius Arcanum and Rosarius borne within vermilion-lined reliquary boxes. The Crozius glittered as Clausel lifted it from the box, torchlight winking from the blood-red eyes of the winged skull atop the weapon. Clausel leaned forward and allowed a hierophant with a gold facemask to place the Rosarius around his neck, the heavy chain of the protective

amulet contrasting starkly with the black of his armour.

Agemman rose to his feet and the warriors of his company followed suit, the launch bay echoing to the crash of booted feet slamming to attention. He marched to stand beside Clausel and turned to his assembled warriors.

"Look to your weapons, brothers," he said. "We go to war!"



The sky above the Tau outpost on Nimbosa was a dirty, smudged mess of contrails and flak, batteries of pulse cannon painting the sky with traceries of fire. Streamers of fire streaked the sky as the Space Marine drop pods slashed downwards towards their targets. Smoke from burning buildings twisted in the wind and flames crackled hungrily as they devoured the fledgling xeno outpost. Tau tanks glided through the ruins as the first of

the drop pods impacted on the surface of the planet in great wash of flaring rocket engines. The armoured sides of the drop pod clanged open and Captain Agemman swiftly debarked from the pod onto the surface of Nimbosa, his Terminators following him out and forming a perimeter.

"All squads, converge on my position, wedge formation. Target dead ahead!"

Scrambling teams of alien soldiers opened fire on the newly-arrived Terminators, but the blessings placed upon them held firm and not a single warrior fell. The answering fire of the Terminators ripped through the Tau warriors, shredding them in a hail of mass-reactive bolts. More and more drop pods were landing, the blue-armoured Space Marines spreading out in a pre-arranged pattern to secure the landing zone and push onto the Tau battery position. Thunderhawk gunships were en route with yet more warriors and the Tau anti-aircraft guns had proven uncannily adept at shooting down Imperial aircraft. That could not be allowed to continue. Agemman watched Chaplain Clausel cut down Tau warriors like wheat before the scythe, his Crozius Arcanum a blinding, golden arc as it clove through alien armour and flesh. His bellowed Litanies of Hate spurred those around him to greater effort and the slaughter was magnificent to behold.

Explosions and gunfire filled the air, the whine of pulse rounds and the chatter of bolter fire mingling in an all-consuming crescendo. Agemman and his Terminators smashed through the barricades protecting the makeshift entrance to the battery. An actinic pulse of blue light lit up the landscape as the guns fired and Agemman knew they did not

have much time. A trio of mechanised battlesuits, the elite warriors of Tau, came into view, powerful weapons spitting bright bolts of death at his warriors. Brother Helion, the veteran of the Gabalas Crusade fell, his arm a bloody ruin, the flesh and armour fused in a molten mass. But the doughty warrior picked himself up, pain balms dispensed from his armour, allowing the veteran to carry on fighting despite such a horrific wound.

"Jantine!" shouted Agemman. "Assault cannon!"

Brother Jantine swung the multiple barrels of his weapon around, the whine of the motor cutting through the barks of gunfire and crump of explosions. Shells spat from the barrel of the assault cannon, kicking up plumes of powdered rockcrete and alien blood as hundreds of shells tore through the battlesuits in a matter of seconds. Shells continued to rip the alien warriors apart long after they were dead.

"Enough!" called Agemman. "To needlessly expend ammunition is wasteful. Assign yourself three days fasting for lax targeting rituals."

"Yes, brother captain," said Jantine, bowing his head. "It will not happen again."

Agemman accepted Jantine's contrition and said: "I know that, but let us push on. The xenos' battery is not going to destroy itself."



Agemman watched as the last of the charges detonated and the huge barrels of the gun battery came crashing down. Flames leapt skyward and the noise of Imperial transports

inbound for the conquered airfields was deafening. He and his warriors gathered in a circle to give thanks for their victory and to offer their prayers to the war spirits of their battle gear. The number of alien dead was unknown yet, though Agemman knew it would be high. They had left no survivors and the site had been well defended. But not so well defended that it could stand before the might of the Space Marines of the Ultramarines chapter.

He finished the Litany of the Warrior and rose to his feet as Chaplain Clausel approached, the wings and skull of his Crozius Arcanum stained red with the blood of his foes. The two Space Marines shook hands in the warrior's grip, wrist-to-wrist.

"Your men fought with courage and honour," said Clausel.

"Aye, that they did, your courage was an example to us all."

Clausel nodded, "In these difficult times, warriors need an example to follow."

Agemman nodded; as well as exhorting the Space Marines to greater and greater feats of courage, it was a Chaplain's sacred task to minister to the spiritual well-being of his company. The recent loss of the 4th Company's captain and its senior sergeant had inflicted a serious blow to its warriors' morale and Clausel had spent many long days in prayer and fasting with them.

"Will you take prayer with my men?" asked Agemman, changing the subject.

"That I will, Captain Agemman," said Clausel. "I would offer them the Benediction of Battle."

"We would be honoured for you to speak it," nodded Agemman.



Assault Squad Solinus launches a devastating assault on the Tyranid horror

Creating a Chapter



Howling Serpents or Sons of Taurus? Black and white or red all over? Creating a Space Marine chapter can be a bewildering process. These simple guidelines can help you make some decisions when making your own unique army.

There's more to inventing a chapter of Space Marines than thinking up a cool name, choosing a battle-winning force, or dreaming up a detailed background history. The colour of the armour and the icon that goes on the shoulder pads, as well as the company and squad markings, are all important elements to consider when creating the look of a Space Marine chapter.

In order to help pick each element we've created some simple guidelines that present the choices you need to make to create a unique chapter, using heraldry as a starting point for choosing the colours of your troops.

USING THE CHECKLIST

Using this article is very straightforward; it is split into two distinct sections: Primary and Secondary Decisions. The Primary Decisions will help you choose the foundations of the Chapter: the colours of the army, its name and symbol. The Secondary Decisions are more concerned with the organisation of the army represented by its iconography.

PRIMARY DECISIONS

The first decisions you need to make concern your army's colour, name and symbol.

COLOURS

Good army colour schemes are based on two or more contrasting colours. The example colours here are split into two groups: 'non-metal' and 'metal'. Any non-metal colour will contrast with a metal. This idea is based on the heraldry used by knights, which suits the Space Marines' character completely, being as they are knightly characters themselves. So, we need to pick one colour for the Space Marines armour and a second contrasting colour for their iconography, which consists of their chapter symbol and squad markings.

NON-METAL AND METAL COLOURS

The non-metal colours are red, blue, black green and purple. The 'metal' colours are yellow, white, gold, silver and copper (not all metal colours are metallic). White is a good choice for iconography as it creates a strong contrast to the non-metal colours. If you prefer to choose a metal colour for your army colour, any non-metal colour can be used for the iconography, especially black.

APPLICATION

There are many ways to apply a colour scheme to Space Marine armour but we've shown five to get started: all over; halved; quartered; picking out the greaves and shoulder pads; and the pack and helmet.

A NOTE ON COLOUR THEORY

As well as using the principles of heraldry to

create an effective colour scheme, you can also put contrasting colours together. Red and green look good next to each other.



For greater contrast you can add black to one of the chosen colours, and white to the other.



Compare the burgundy to the pale green. The dark red colour contrasts with the more neutral pale green. This is called a discord and can be applied to non-metal and metal colours.



CHAPTER NAME





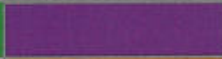
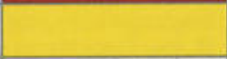
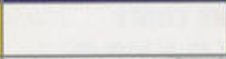
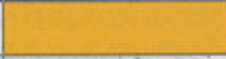
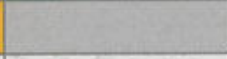

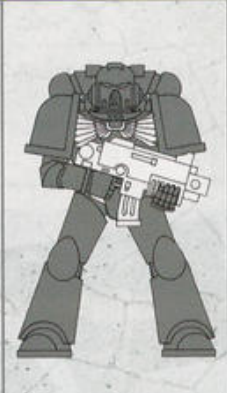


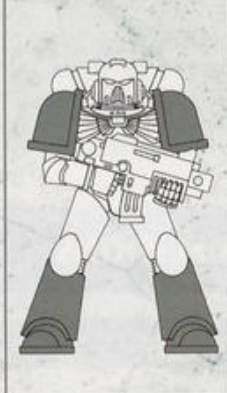
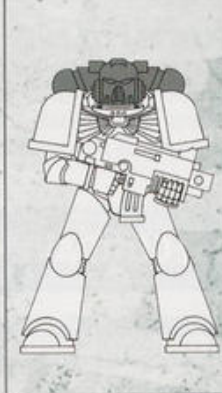
The example names we've included are split into five groups: Elements, Colours, Creatures, Warrior Titles and Weapons. Pick one or more names. Matching an element or a colour name with either a creature, warrior title or weapon works particularly well; eg, Black Lions, Crimson Guard or Sons of Fire. You can, of course, add more to this list.

CHAPTER SYMBOL

In a similar way to the chapter names the symbols we've chosen are split into elements, creatures and weapons. These graphic symbols are a starting point for a chapter symbol. Choose a single shape or a combination to match your chapter name.

PRIMARY DECISIONS

COLOURS Two or more colours can be applied to different areas of the Space Marine's armour

Non-metallic					
Metallic					
Application					

CHAPTER NAME

Elements	Iron	Silver	Storm	Brazen	Fire
Colours	Crimson	Dark	Black	Red	White
Creatures	Wolf	Dragon	Eagle	Bull	Gryphon
	Lion	Raven	Tiger	Hawk	Panther
Warriors	Hunters	Warriors	Marauders	Sons	Knights
	Lords	Emperor	Guard	Masters	Templars
Weapons	Fists	Claws	Hands	Talons	Swords

CHAPTER SYMBOL

Derived from chapter name

Symbols					
					
Creatures					
					
Weapons					

Adrian Wood's guide to creating your own Space Marine Chapter

SECONDARY DECISIONS

Now you need to define your chapter's iconography to represent how it is organised into companies and squads. Firstly, you'll need to decide if your chapter is a Codex or a Non-Codex Chapter. Codex Chapters – the Ultramarines for example – follow the Index Astartes recommendations for applying iconography. Non-Codex Chapters, such as Space Wolves, have unique iconography.

COMPANY COLOURS: CODEX

Once you've chosen the company colour you need to decide where you want that colour to appear. This is usually applied to a specific area such as a kneepad or the Imperial crest.

COMPANY COLOURS: NON-CODEX

The Space Wolves and Blood Angels are good examples of original systems of Company iconography. In the Space Wolves, for example, each Great Company is denoted by the respective Wolf Lord's marking against a coloured background.

SQUAD ICONOGRAPHY: CODEX

The standard symbols for squad types are:

Tactical:	Arrow
Assault:	Crossed Arrows
Devastator:	Triangle
Veteran:	Cross
Command:	Skull

SQUAD ICONOGRAPHY: NON-CODEX

If you want to create a Non-Codex force, you can adapt standard iconography, as with Dark Angels, or come up with a set of tribal markings, as in Space Wolves. There are other alternatives, for example the Blood Angels use helmet colour to distinguish them. With Non-Codex chapters, only your imagination limits what you can do. It is, after all, your Space Marine chapter.

Turn to the following two pages for a number of examples of chapters that have been created by applying a selection of these principles.

SECONDARY DECISIONS

COMPANY COLOURS: CODEX

Index Astartes	1st Company	2nd Company	3rd Company	4th Company	5th Company
	6th Company	7th Company	8th Company	9th Company	10th Company (no colour)
Application					

COMPANY COLOURS: NON-CODEX

Space Wolves Space Wolves' Great Companies are divided up according to their respective Wolf Lords					
Dark Angels	1st	2nd	3rd	4th	5th
3rd-9th shown on right kneepad	6th	7th	8th	9th	10th Scout Company No markings
Blood Angels	1st	2nd	3rd	4th	5th
	6th	7th	8th	9th	10th Scout Company No markings

USING TRANSFERS



It's a good idea to use an existing icon as the basis for your own chapter symbol, particularly if there is a transfer available. You don't have to just use Space Marines either. Symbols can be chosen from any transfer sheet, the Empire and Bretonnian transfers are particularly good. Also, rather than apply the whole transfer you can just use part of it. If you do choose to do this it's a good idea to cut out the part you want whilst the symbol is still on its backing paper.



A few deft strokes of the paintbrush can be enough to change a symbol slightly. This Dark Angels symbol was cut down before additional details were added.



You can go the whole way and change its colour entirely.



Alternatively, two transfers can be combined together: First spray the transfer with some purity seal to seal it in place before putting on the second.



Emblems from the Warhammer range of Bretonnian transfer sheets are a great source of new chapter icons. However, you will need to cut most of them down to fit the shoulder pad.



MOULDED SHOULDER PADS



As well as transfers, there are lots of shoulder pads with moulded chapter icons on them. These can be easily adapted by painting it in the colour scheme you prefer.

SQUAD ICONOGRAPHY: INDEX ASTARTES

	1	2	3	4	5
Tactical					
Assault					
Devastator					
Veteran					
Command					

SQUAD ICONOGRAPHY: NON-CODEX

	Blood Angels	Space Wolves	Dark Angels
Tactical	2nd 		
Assault	7th 		
Devastator	10th 		
Veteran	No markings		
Command			

SQUAD NUMBERS: CODEX

Numbers style	I II III IV V VI VI VIII IX X
	1 2 3 4 5 6 7 8 9 10
These are just some of the various lettering styles that can be used for squad numbers	1 2 3 4 5 6 7 8 9 10
	1 2 3 4 5 6 7 8 9 10
	1 2 3 4 5 6 7 8 9 10

Original Chapters

THE SONS OF JAGHATAI by Chris Blair

The overall colour of Chris' models is a dark purple with the shoulder pad and other markings painted in bone, a good example of a discord. The chapter symbol is a crescent shape with a tiny alpha symbol. This is repeated in much larger form on the right shoulder pad as a squad marking and on the sergeant's banner. The Company marking is a number painted on the right kneepad.



KNIGHTS OF DORN by Andy Brown

The most striking feature of Andy's colour scheme is that the armour is painted in two halves; bone contrasting with dark brown metal. He's used a skull army badge from the Space Marines transfer sheet as a chapter icon and painted the company marking on the rims of the shoulder pads. The squad markings are Codex tactical symbols and a few of the models have an honour marking painted onto the right kneepad.





THE HOSPITALERS
by John Fitzsimons

The Hospitalers are a Non-Codex Chapter with unusual check-pattern iconography on the shoulder pads and right leg. The red cross chapter icon is repeated on the right kneepad and the Company marking is on the left. The overall armour colour is white with silver helmets.



THE EMPEROR'S SHADOWS
by Victoria Lamb

Victoria's colour scheme is based on the Black Templars, with contrasting details in red and turquoise. Some of the details have a subtle samurai flavour to them, which is carried over onto the chapter and squad iconography. The Company marking, which also exhibits the oriental theme, is on the right kneepad.



The Emperor's Finest

Space Marines miniatures are incredibly versatile multi-part kits. Although they look great straight off the sprue, a little extra work can make them look absolutely amazing, as Adi Wood tells us.

"Do not ask me to approach the battle meekly, to creep through the shadows, or to quietly slip on my foes in the dark. I am Rogal Dorn. Imperial Fist. Space Marine. Emperor's Champion. Let my enemies cower at my advance and tremble at the sight of me."

Adi: Quotes like this sum up the power of the Space Marines, and really inspire me when I'm putting together squads, which is handy as multi-part kits offer huge flexibility when it comes to assembling individual models. You can make hundreds of different poses straight off the sprues. Without any need to use any further modelling techniques. But if you're willing to go a little further, more advanced models can be created by cutting and repositioning limbs, using Green Stuff to fill any gaps and replace details this may remove, as well as creating new parts. We're going to look at how these techniques can be used to create truly distinctive models for your army.



POSING SPACE MARINES

Think about what weapons your Marines are going to carry and what action they are to be engaged in. A trooper with a boltgun can be firing, cautiously advancing or reading an auspex – you name it. Take the squad shown above, the pose of each model tells a story. Armed with close combat weapons, the sergeant is in an aggressive fighting stance. The first trooper advances cautiously, bolter

ready, whilst the second spots the enemy and fires. The flamer trooper would look cool stood next to a building, ready to douse his foes with red hot promethium. The missile launcher Marine stands with legs braced, looking down the viewfinder as he fires. Exaggeration can make a particular action look dramatic. But don't get too ambitious, if you over-exaggerate you can end up with a pose that's not anatomically correct.

FLEXIBILITY



Space Marines offer so much flexibility that you can make radically different poses with the same parts. Even the simplest changes can produce different results. The position of the head can make all the difference. Above are three identically posed models, with the legs square on to the body and the gun held in a relaxed position.

The first model appears to be carefully picking his way through terrain on patrol; the second is defiantly squaring up to the enemy and the third is firing from the hip.

Above: Here, the position of the head and legs is consistent; the orientation of the body and the position of the arms have changed. The first model looks like he is shooting whilst the second as if advancing towards the enemy lines.

ADVANCED MODELLING: REPOSITIONING THE ARMS



To get certain poses, you may need to cut and reposition the arms on a model. The arms are particularly good for this as they are made up of distinct armoured sections, the boundaries of which you can use as a guide to cut through.

Right (top): The arm can be articulated into any position you like. Here is an example showing the arms uncut and another with the arms cut and repositioned to create a more dramatic pose. The bolt pistol arm was cut at the shoulder and swivelled away from the sergeant's body. The chainsword arm was cut at the wrist and angled wider.



Right (bottom): Here the left arm is at its original angle. The second example below shows the arm cut at the elbow and, after a small wedge of plastic was trimmed away, the arm was glued in place, elevating the position of the bolter.



WHERE TO CUT SPACE MARINE ARMS



THE SHOULDER



THE ELBOW

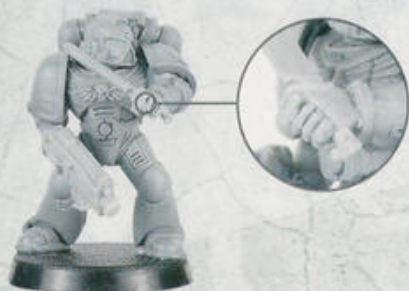


THE WRIST

ADVANCED MODELLING: REPOSITIONING THE ARMS

Right: Here are more poses where the arms have been cut or even swapped with another model to create poses that tell a story.

Below: The wrist on the left arm of this Space Marine has been repositioned to hold the knife in a natural fighting position. The angle of the head makes a big difference too, if it had faced forward or in the opposite direction it would have appeared less dramatic.



Combat



Sentry



Sniper



Reloading the missile launcher

ALY MORRISON'S SPACE MARINES

Miniature sculptor Aly has created a set of miniatures with a strong narrative feel. To get the poses he wanted, he has cut and repositioned more than the arms. The legs have been split and repositioned on these models to get the running pose and to give one the appearance of having been shot.

The Space Marine tending the wounded soldier has had the most repositioning of all the models. The Space Marine's legs have been cut so he can kneel down and the hands on both models have been swapped for other Space Marine arms to give the right look.



ARM SPRUES

Remember that the arms come in pairs. You can see which ones go together by the forearm detail.



GREEN STUFF AND BRASS ROD

It's possible to create exciting new poses for your Space Marines just with a modelling knife and plastic glue. But as you get more adventurous you can become more inventive by using additional materials such as brass rod for pinning, Green Stuff for filling gaps, and also parts from other kits (many of our kits, including all Space Marine variants, are interchangeable). For example, the Space Marine to the right is in the process of being reposed to look like he is receiving orders on his comm-link. His legs have been cut and repositioned into a standing pose. The legs have been cut at the hips, knees and feet and then drilled through the middle with a pin vice. Brass rod was used to pin these bits together in a standing pose. Some of the larger gaps were filled with Green Stuff and detail re-sculpted, while the feet, which were damaged, had to be completely remade. The final touch to the model was to add an antennae to the comm-link, using plastic rod and thin brass wire.



Shown here are more examples of the possibilities available when you introduce further materials to your modelling.



Kneeling



Using Auspex



Running



Steadying the hand



Running



Charging



Two bolt pistols



Reloading



Assault



Sentry

PAINTING TECHNIQUES

Certain painting techniques suit particular colour schemes. For instance, light colours can be effectively shaded with inks, while darker schemes suit layered or drybrushed highlights. Which technique you use depends on the colour scheme you choose and the look you prefer the models to have.

FLAT COLOUR

If you want a quick approach to painting your squads, apply a single colour to the armour. This works particularly well with an opaque colour such as Ultramarines Blue, painted neatly over a black undercoat. Avoid streaks by applying two or three thin coats of paint to get as solid a coverage as possible.



EXTREME HIGHLIGHTING

An effective way of highlighting black armoured Space Marines is to apply thin lines of paint along the very edges of the armour plates to create extreme highlights.

In this example, Codex Grey has been thinned and applied to those edges that would naturally catch the light falling from above. This can work with any strong, dark colour.



LAYERING

Start with a dark base colour and then apply a lighter shade over the top, leaving a little of the original colour showing in the recesses. The two layers give depth when seen at a distance. A layer of Shadow Grey was applied over the surface of this armour, avoiding the cracks between the armour plates. An equal parts mix of Shadow Grey and Space Wolves Grey is then layered on top.



INK WASH

An ink wash is effective on light colour schemes applied over white undercoats. The ink wash shades the light colour, drying with intense colour in the recesses, and leaving the raised detail closer to the original. Here, Red Ink has been applied to shade Blood Red. The final effect can be unpredictable as the ink can create a patchy appearance that is quite shiny.



DRYBRUSHING

This technique is a good way to quickly highlight dark colour schemes. Here, Skull White is mixed into the original Dark Angels Green base colour and applied all over the model, picking out the raised detail. The final appearance is quite dusty looking.



PAINTING CHEST EAGLES



1 Start with a watered down base colour of Snakebite Leather over a white undercoat.



2 Lightly overbrush Skull White onto the raised detail.



3 Finally, apply a wash of Yellow Ink all over the emblem.

LITURGY

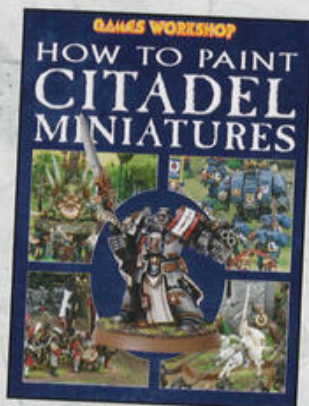
A nice way to personalise the look of your Space Marines is to apply liturgy: prayers and sacred words written onto purity seals, scrolls and shoulder pads. Use a brush with a fine tip and water down the paint so it flows easily. Then paint thin lines across the purity seal. Below are four examples from the new Studio Ultramarines army.



HOW TO PAINT CITADEL MINIATURES

For a wealth of ideas on painting models, read *How to Paint Citadel Miniatures*. The book takes you through several different techniques in great detail, including many mentioned here. It tackles the different ways individual painters approach the hobby, which is useful in helping you develop your own style of painting. There is also, of course, a detailed guide to painting Space Marines.

How to Paint Citadel Miniatures is available from Games Workshop Direct, Hobby Centres and at the web store for £12.00



TRANSFERS

Water slide transfers, or decals, are a great help when it comes to applying Chapter symbols and squad markings to Space Marines.



There is a wide range of transfers to choose from.



Cut the transfer from the transfer sheet.



Soak in water for 30 seconds.



Carefully apply to model. When dry, paint over matt varnish.

Heart of Orkness

Heed the beat of the Orky drums of war! The Feral Orks are amassing. George Dellapina is part man, part Ork and he continues to delve into his Orkish id with the wholesale conversion of his Feral Orks army. In the second article in the series, George polishes off his Boarboyz then turns his attentions to something big...

Last month George began his exploration into the deepest, darkest recesses of Orkiness with his brutish Cyboars. With the aid of his trusty Pigdok, his boars became true pigs in space after having a 500cc engine attached to their rump! Anyone for apple sauce? After a fairly complicated, surgical procedure involving a bike wheel, plasti-card and copious amounts of Green Stuff George could turn his attention to the Boar's Orky riders.

WILD BOYZ FOR WILD BOARS

"Before I started building da Boyz for my Cyboars I gathered together all the components I would need to make the conversions," George begins.

Feral Orks are unlike the other Ork variant lists and clans, in fact they are unique amongst all the races of the 41st millennium. Because of their backward culture and use of beasts they are more akin in many aspects to a Warhammer army than a Warhammer 40,000 one. For this reason George used a lot of components from the Warhammer Orc sprues in converting his troops. The Boyz for his Cyboars were no exception.

"The first thing I needed was some legs and I used the ones from the Warhammer Orc Command sprue. They're really bulky with loads of armour plates, but because there's only one pair on each sprue I had to dig about for some extra teef to get a pair for all my Boyz."

The bodies and arms were a mixture from the Warhammer 40,000 and Warhammer range. I

used all the bodies from the Orc Command sprue 'cause dey is bigger, like Nobz' bodies," George says.

Because they're riding Cyboars, Feral Ork Boarboyz have a 4+ Armour Save and George reflected this by covering his Boyz with armour plates from Warhammer 40,000 and Warhammer plastic sprues. He finished the armour off with the addition of the metal shoulder pads from the 'Ard Boyz. This extra armour even extended to their heads.

"I used Black Orc heads, with the large horns from the Orc Warlord," George explains, "but for the Warboss I stuck to the plastics and used the Warlord head from the plastic Orc Command sprue with the huge plastic jaws wrapped around it – nice."

Then it was a case of gathering a load of skulls, knives, bits of meat and other trophies and weapons to adorn the Boyz with which reflect their savage ways. "They're all hunters," George says, an unnerving glint in his eyes as he licks his lips, "and kill food to take it back to eat."



George (left) continues his rampage across the galaxy with the addition of a mighty Squiggoth to the ranks of his Feral Ork army.



Some examples of how George has used different components to give his Feral Orks a unique look.



TOOLIN' UP DA BOYZ

"My Boyz were part of my Warboss's Bodyguard and because he was riding a Super Cyboar, they all had to be upgraded to be riding Cyboars. My Warboss got the Da Big Red Knob upgrade, which is like a Cyboar stimm allowing him and his unit to use Fleet of Foot," George explains. "My Nob got a burna and a choppa to make him a right old close combat monster and I gave the unit Flash Furs which count as two models for Mob Size tests." George's Pigdok was on

hand to flex his surgical muscles to enhance the Boar Boyz further still. "To really soup up da Boyz, I'll get Pigdok to dope 'em, which, if he's lucky, will add +1 to their Strength."

TROPHIES

"Because my Boyz are all hunters, they've got loadsa trophies, skins and skulls. I used the Kroot Carnivore plastic sprue for much of this. It's full of pieces of meat, skins, knives and other grisly bitz for my Boyz. I also used the Chaos Marauder plastic sprue for the

flails and chains which I attached to my Boarboyz to represent the jingly, jangly Shiny Bitz – an item of wargear in the Feral Orks list that allows them to re-roll one failed Armour Save once in a game. For Feral Orks, the best hunter is the one to take down the biggest prey and my Warboss has the largest skull trophy, the one wrapped around his helmet. I also used loads of Warhammer weapon components. These were hacked up good and proper with a blade to look rough, with blood painted on – Orks never clean their axes!"

George Dellapina continues to build his Feral Ork army

PINNING

George: When pinning get one of your components and drill in your hole wherever it is desired. Now, put in the wire that you're going to pin the joint with and cut just proud of the hole. Now push the two components you're pinning together – you'll see a mark in the other piece. Remove the small piece of wire and put in the appropriate length for the joint. With the mark as a guide you'll be able to line up the holes perfectly.



MODELLING RESIN

This is not for the inexperienced modeller, it's tricky and time-consuming. Firstly, and this is especially important when modelling with large models like the Squiggoth, sand and clean up the model. Ensure you do this in a well-ventilated area and wear a dust mask. Then wash the model in warm water with a mild detergent and scrub it with a toothbrush. This will make the paint more likely to adhere properly to the model. Leave it 24 hours to dry and once dry give it a coat of 'Ard Coat Varnish, because this will help the paint stick. Once this is dry apply multiple coats of your paint undercoat."



PIGDOK'S SURGERY

Time for a few more greenskin surgery tips from George and his Pigdok

BOAR BOY BODIES



The first stage of building the Boyz was to sit the legs on the boar. Then I set one of the lever arms in place on the boar and affixed the body to the legs, using the lever arm as a guide.

THE FINER DETAILS



The head I added last, followed by details like the armour plates and trophies. The trick is to use what you want. If you want to use Space Marine shoulder pads for armour, do it. The fun is in the creativity.



I pinned both arms in place, even though they were plastic, to make the model more durable – they are going to get used a lot! – I then filled the gaps with Green Stuff.



I used the classic Snake-bite back banner as a basis, then made the Glyphs from plasti-card. They're just a square with a design stuck on. The Nobs' banners are more elaborate to show off their rank.

MODELLING THE WARBOSS



Da Warboss has also got a power claw and I used Abaddon's for this. The rest of the model was mainly plastic but with more trophies and a bigger banner than the other Boyz.

The Warboss was a bit trickier than the Boyz, but then he's more important. Because he rides a Super Cyboar, I had to split his legs down the centre and widen them. I then re-sculpted the groin area and saddle with Green Stuff. The effect made him look much bigger than the other Orks because he was higher up, which is how he should look.



BEAST OF BURDEN

George's mighty Squiggoth is from Forge World, but he has converted it extensively with additional extras. "My Boz is going to be a nomadic tribe, moving from place to place, picking fights and huntin'. The Squiggoths are where they live so I decided to make the howdah bigger on the back of the beast to reflect this.

"I wanted a tottering tower of Orkiness, so I scratch-built two more levels for the howdah. I made these from cardboard, cutting random shapes and then used plasti-card for the plates and rivets (this was very time consuming, I cut over 1,000 rivets!). To be practical and for ease of transportation I made the howdah in three separate sections that could be stacked and lifted off. By modelling the howdah like this you can get in there and have a look, it also made painting the model a lot easier too.

In keeping with the trophy theme I added banners from the Orc Warriors and Chaos Marauders sprues, with loads of additional gubbinz like Marauder shields, chains and other objet d'art," says George, although to an Ork this means gruesome skulls, skins and gaudy trinkets. Perhaps 'Objet D'Ork would be more appropriate.

"To finish off any good Squiggoth you need some gunz," George informs me. "I use my Squiggoth as the large one from the army list by Pete Haines – you can find this in the Warhammer 40,000 2004 Annual – and as such it must carry two large guns. I chose two twin-linked Rokkit Launchers. Dey is dirty coz my Boz can shoot. Not as thick as uvva greenskins, DAKKA, DAKKA, BOOM!

"To make my Squiggoth look more like part of a wandering caravan," George continues, recovering his composure, "I wanted to add some additional crew. I kept it simple – like any true Ork – and gave them spears and arranged the models so they looked like they were repelling the enemy. Oh yeah," George pipes up suddenly, laughing, "I also modelled two Night Goblin fanatics, hanging on to its legs, trying to keep the big hulking beast on a straight course."

"It took 150-170 hours to complete," George admits, "but this is just the baby! The Big One is on its way, and it'll be equipped with a canteen, toilet and other assorted bits of extreme Orkiness..."

MEET MAD GEORGE!

George is available for Hobby classes at Warhammer World. Call **0115 916 8410** or e-mail warhammerworld@games-workshop.co.uk for information. Make sure you leave your contact details so we can get back to you. If you're lucky he'll teach you something and not eat you.



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They can also provide assistance with making an army list, from devising a starting force to expanding an existing one. They're also available to give helpful advice on how various units work on the tabletop, discussing any special rules and tactics for using them in a battle and assessing their relative strengths and weaknesses.

Our Hobby Specialists are also a great source of gaming knowledge. If you have any rules queries they are happy to help and suggest solutions to ensure you get the best out of your gaming.

SPECIALIST PROFILE

Name: Rachel Duffy.
Specialist: Warhammer.
Armies: High Elves and Chaos.
Tactical tip: With High Elves, because they are so brittle, always try and get the charge.



GAMES WORKSHOP DIRECT

• COMPONENT PART SERVICE

All hobbyists love to personalise their armies. With Direct you can order individual models from boxed sets and blisters or even individual components from multi-part kits. So if you want to create a fantastic conversion using Archaon's sword and a Griffon's head, Direct is the place to go.

• CLASSIC AND COLLECTOR'S MODELS

The Games Workshop range of models is constantly evolving. Due to limited space, we cannot stock Citadel Miniatures' full array of models in our Hobby Centres. From alternative marks of Space Marine armour, to different models of dragons or even models for the enigmatic Eldar Harlequins, Direct has a dazzling selection of figures you won't find anywhere else.

• ADVANCE ORDER

Can't wait for the latest book or model? Direct allows you to order them in advance, delivering them to your address as soon as they are released.

• EXCLUSIVE MODELS

Available only through Games Workshop Direct, these models, like the awesome Gotrek Gurnisson, make excellent army centrepieces or painting projects. Call the Hobby Specialists to see what special edition models are currently in stock.

• NEW RELEASES

Get all the latest releases as soon as they are available!

• SUBSCRIPTIONS

Get your essential hobby purchase every month guaranteed with a subscription to White Dwarf. You can also place an order for our other periodical publications, including *Inferno!* and *Fanatic* magazine.

• DELIVERED TO YOUR DOOR

No need to leave the comfort of your home or brave the elements to get your Games Workshop goodies. And there's just one standard postage charge no matter how much you order.

• HOBBY SPECIALISTS

All our Games Workshop Direct staff are Hobby Specialists. They can answer all of your gaming questions and provide tips on modelling and painting techniques.



Get exclusive models like Gotrek Gurnisson only from Direct.



Components and classic miniatures are only a phone call away.



Subscribe to White Dwarf, Inferno! or Warhammer Comic.

e-mail: hobbyspecialists@games-workshop.co.uk

call: Telephone 0115 91 40000

website: www.games-workshop.co.uk/storefront

CONTACTING DIRECT

There are numerous ways of getting directly in touch with our crack squad of Hobby Specialists. Lines are open from 9am-9pm Monday to Saturday and 10am-6pm on Sunday. Faxes, e-mails and letters will be answered immediately. Whether you want to order a new army or just chat about how to get the best out of your Necromunda gang, drop us a line.

• ON THE INTERNET

Visit our well-established store at: www.games-workshop.co.uk/storefront

• IN-STORE

Order from any Games Workshop Hobby Centre at the in-store order point.

• BY PHONE

Call the Hobby Specialists on: **0115 91 40000 (UK)**, **0044 115 91 88506 (Denmark)**, **0044 115 91 68255 (Netherlands)**, **0044 115 91 88507 (Sweden)**

• BY E-MAIL

E-mail the guys on: HobbySpecialists@games-workshop.co.uk; or for customers in Northern Europe: NEMO@games-workshop.co.uk

• BY FAX

Fax your order on: **0115 916 8002 (UK)** or **0044 115 916 8162 (NORTHERN EUROPE)**

• BY POST

Or the old-fashioned way: **Games Workshop Direct Sales, Willow Road, Lenton, Nottingham, NG7 2WS**

COLLECTOR'S GUIDES

Collector's guides are an amazing resource for gamers and collectors alike. Each book focusses on the models for one Warhammer or Warhammer 40,000 race. Within its pages, you will find nearly every model we have ever produced for that particular range. Dozens of exciting models gathered together in logical order so you can build the force you really want without scrabbling through a load of old catalogues.

Also included are fantastic examples of painted armies and individual models and, for the sake of completeness, ancient models that are no longer available anywhere.

Collector's Guides now available from your local Games Workshop include:

- Chaos Space Marines
- Imperial Guard
- Empire
- Orcs and Goblins
- The Lord of The Rings
- Space Marines
- Warhammer Chaos
- The Specialist Games Catalogue

QUESTION OF THE MONTH

Every month the Hobby Specialists deal with hundreds of hobby-related queries. Whether it's how to make the most from your Snotling Pump Wagon, suggesting a fitting colour scheme for your new regiment of the Knights of the Blazing Sun, or finding out the Strength of a Railgun, the Hobby Specialists have all the answers. Here's a recent question that keeps cropping up.

Q: In the Beasts of Chaos book under the entry for the Horn of the Great Hunt, it states: "All ambushing units may add +1 to their Leadership test for arriving on the

battlefield". Surely this makes it more difficult to pass the test!

A: Unfortunately the text wasn't very clear here. In this case the item improves the result you have rolled favourably by 1 (making the dice roll one point easier to achieve) rather than making the test harder, ie, add one to your Leadership temporarily making it more likely that your ambushing unit will arrive exactly where you want.

The rules for the Enchanted Shield and the Lore of Death spell *Doom and Darkness* operate the same way.



Grabnatz and Gulag

Grabnatz Sourbelly is the Goblin Shaman special character featured in part two of Bugman's Lament, and Gulag is his dim-witted Orc Bodyguard. Full details on how to convert both of these special characters can be found on page 16.



NIGHT GOBLIN SHAMAN STAFF
9947020905002 £1.00



2000 GOBLIN SHAMAN
WITH SWORD AND STAFF
9947020911701 £3.00



ORC BIG 'UN CHAMPION
9947020901901 £3.00



ORC SHIELDS SPRUE
99360299004 £1.00

Sprues shown at 30%

Skeggi Threkkson



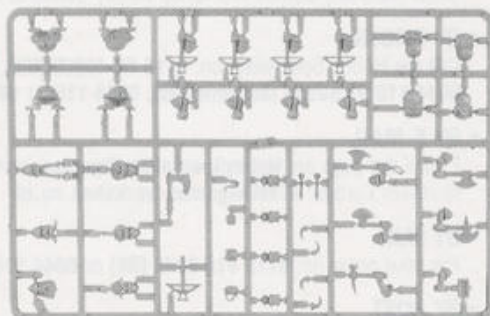
Skeggi Threkkson is the Dwarf special character featured in part two of Bugman's Lament. Full details on how to convert him can be found on page 15.



BUGMAN'S CHAMPION
9947020503503 £3.00



DRUNKEN DWARF 1
9947020501902 £2.50



DWARF REGIMENT SPRUE
99380205001 £5.00

Sprues shown at 30%

Fungus Loons

The Fungus Loons have barrels of brew that go BOOM! Find out how to create your own on page 17 in Bugman's Lament.



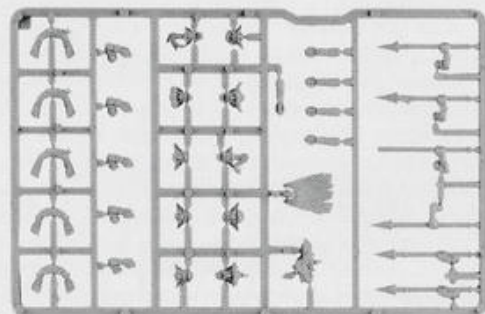
DOOM DIVER SNOTLING PULLERS
9947020910905 £4



2000 GOBLIN SPEAR
CHUKKA CREW 2
9947020911802 £2.00



GIANT'S ALE BARREL
9947020904605 £1.50



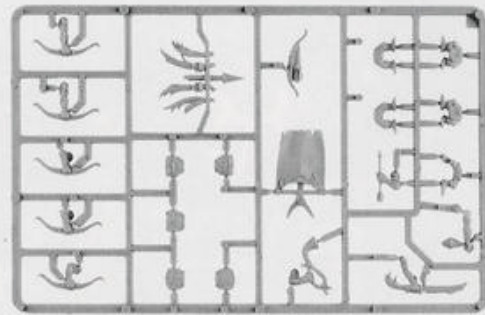
2000 GOBLIN WOLF RIDERS SPRUE
99380209006 £4



ROCK LOBBER CREW 4
9947020912307 £2.00



WHEELBARROW
9947029901008 £1.00



2000 GOBLIN REGIMENT SPRUE
99380209005 £4

Sprues shown at 30%

Artillery Accessories

Over the years we've produced a massive range of war machines. Many of the components for these are still available, allowing you to customise your own weaponry of destruction. Check out the catalogues in-store or the web store for more bits for your bits box.



2000 HELBLASTER BARRELS
9947020210906 £2.00



FLAME CANNON CANNON
9947020500308 £2.00



WARP CANNON BARREL
9947020605402 £2.00



STEAM TANK STEAM CANNON
9947020204210 £2.00



DWARF CANNON BARREL
9947020501406 £2.00



FLAME CANNON LEVER
9947020500311 £0.50



BOLT THROWER LOWER BOW
9947021000803 £2.00



BOLT THROWER UPPER BOW
9947021000804 £2.00



WARP CANNON SIGHT
9947020605401 £1.50



STEAM TANK BEDROLL
9947020211720 £1.00



WARP CANNON WHEELS
9947020605405 £2.00



STEAM TANK SMOKE STACK 2
9947020211739 £1.00



DWARF ORGAN GUN COUPLING
9947020504108 £0.50



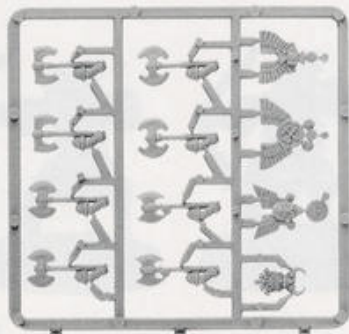
FLAME CANNON STEAM WHISTLE
9947020500312 £0.50



STEAM TANK SMOKE STACK 3
9947020211740 £1.00

Dwarf Watchtower

Here are some of the parts used to create the Dwarf watchtower featured in this month's Bugman's Lament. Paul Rudge explains how he built the tower in detail on page 19.



DWARF REGIMENT COMMAND SPRUE
99380205002 £3.00



DWARF DOOR 2
9947029902102 £4



FORTRESS DOOR
9947029902103 £4.00



ARROW SLIT 3
9947029902003 £1.50



ARROW SLIT 1
9947029902001 £1.50



KRAGG THE GRIM'S BODY
9947020500801 £5.00



ANVIL GUARD 2
9947020507318 £3.00



ANVIL GUARD 1
9947020507317 £3.00



ANVIL OF DOOM RUNEPRIEST
9947020500202 £5.00

Sprues shown at 35%

LEGIONS OF THE EYE

In Legions of the Eye Mat Ward discusses the various Orc denizens of Mordor that make up the bulk of Sauron's forces. To give you some inspiration for creating your own Orc force unique to one of the dark regions of Mordor we've put together a collection of Orc models from The Lord of The Rings range. With these models as a starting point, you'll be able to paint and model Orcs from such diverse areas as Dol Guldur and the slave fields of Nurn.



Orc Warriors

This blister pack contains 3 random Mordor Orcs.

£6

Denmarkkr 75.00
Swedenkr 85.00
Euro€10.00



Orc Trackers

This blister pack contains 3 random Orc Trackers.

£6

Denmarkkr 75.00
Swedenkr 85.00
Euro€10.00

Orc Bowmen

This blister pack contains 3 random Mordor Orc Bowmen.

£6

Denmarkkr 75.00
Swedenkr 85.00
Euro€10.00

MINAS MORGUL

The Morgul Guard shown on page 107 can be converted using a plastic Warrior of Minas Tirith. Remove the emblem from his breastplate and replace the head with that of a plastic Mordor Orc. The sword should then be removed and replaced with Mordor Orc weapon blades to make a two-handed weapon.





Morannon Orcs £6

This blister pack contains 3 random Morannon Orcs.
Denmark.....kr 75.00
Swedenkr 85.00
Euro€10.00

Mordor Uruk-hai

This blister pack contains 3 random Mordor Uruk-hai.

£6

Denmark.....kr 75.00
Swedenkr 85.00
Euro€10.00

BARAD-DÛR

Dûrghaz-nar Warriors shown on page 106, can be converted using a plastic Fighting Uruk-hai. Remove the top of the helmet and use Green Stuff for the skull.

Green Stuff £4

Denmark.....kr 50.00
Swedenkr 60.00
Euro€8.50

DOL GULDUR

► A simple variant colour scheme can be used to represent the Dol Guldur Shaman, shown on page 105.

► Use a plastic Fighting Uruk-hai for the Great Uruk of Dol Guldur, shown on page 105. Simply remove the top of the helmet.



Uruk-hai Warriors

This blister pack contains 3 random Uruk-hai Warriors.

£6

Denmark.....kr 75.00
Swedenkr 85.00
Euro€10.00

Orc Shaman

This blister pack contains 1 random Orc Shaman.

£5

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

GORGOROTH

The Orcs of Gorgoroth shown on page 108 can be converted using a combination of plastic Fighting Uruk-hai and Mordor Orcs. Simply swap the heads over and clip off the top of the Uruk-hai's helmet. For even further variety, cut down the Uruk-hai's pikes and replace them with weapons taken from Mordor Orcs.



Uruk-hai Bowmen

This blister pack contains 3 random Uruk-hai Bowmen.

£6

Denmark.....kr 75.00
Swedenkr 85.00
Euro€10.00



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:

14 November for WD302 (February)

14 December for WD303 (March)

14 January for WD304 (April)

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

Events diary abbreviation guide

WH Warhammer
 40K Warhammer 40,000
 BB Blood Bowl
 WAB Warhammer Ancient Battles
 WPS Warhammer Players' Society
 WECW ... Warhammer English Civil War
 Epic Epic Armageddon
 LOTR ... The Lord of The Rings
 GW Games Workshop
 GT Grand Tournament

NOVEMBER

THE LORD OF THE RINGS BATTLE DAY

Date: 6th November, 2004

Venue: Warhammer World, Nottingham.

Details: A day of hobby workshops for terrain building, Bring-and-Battle tables and ten participation games to enjoy! Guests from the GW Design Studio will reveal future developments, and 'Eavy Metal painters will be on hand to offer their expert advice.

Tickets cost £10, and are available from Games Workshop Direct on 0115 9140000. The day lasts from 10am-5pm, and is open to gamers aged 12 and over.

Contact: events@games-workshop.co.uk

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

40K DOUBLES TOURNAMENT

Date: 6th November, 2004

Venue: GW Chester.

Details: Standard force organisation tables to be used in this 1,000 points competition. Doubles partners will be determined randomly!

Contact: 01244 311967

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

HOBBY MASTERCLASS

Date: 6th November, 2004

Venue: GW Coventry, Leicester, Burton on Trent, Macclesfield, Stoke, Northampton, Coventry, Leamington Spa, Peterborough.

Details: Come along and build some 40K scenery to use in your 40K Battle

for Macragge games! Build something from the new Dawn of War computer game! Covering simple trenches to tank outposts and medical bays.

Contact: See p98 for Hobby Centre details.

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

IT'S A KNOCKOUT BLOOD BOWL DAY

Date: 6th November, 2004

Venue: GW Wakefield.

Details: A Blood Bowl tournament with standard starting team rules – 1,000,000 gold pieces available. One skill per player between matches. Referees' decisions on the day are final. Register at the Hobby Centre by 31st October, places are limited.

Contact: 01924 369431

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

LANCASHIRE OPEN WARHAMMER TOURNAMENT

Date: 6th November, 2004

Venue: Wargames World, 22 Cooper Street, St Helens.

Details: A WH 2,000 points Swiss pairings tournament, running from 10am to 5pm. All armies must be painted. Participants must bring a piece of terrain themed to their army. Points are awarded for players' armies and terrain pieces. There are 32 places available with prizes for 1st, 2nd and 3rd place and Best Painted Army. Entry is £10.

Contact: info@wargamesworld.com

Or send a large SAE to: Wargames World, 50-52 Skipton Road, Ilkley, West Yorkshire, LS29 9EP.

Website: www.wargamesworld.com/events.htm

THE HORROR

Date: 6th November, 2004

Venue: GW Middlesbrough.

Details: As reports of a Tyranid Hive Fleet reach Imperial commanders, forces are immediately dispatched to deal with the grave threat. Join the Middlesbrough Hobby Centre in a massive 40K multi-table battle to test every budding tabletop general.

Contact: 01624 254091

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

WARHAMMER DOUBLES

Date: 6th November, 2004

Venue: GW Dumfries.

Details: Two player teams take on other doubles. With 500 points per player this tournament relies on skill and trust.

Contact: 01387 249702

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

FANATIC TOURNAMENT

Date: 7th November, 2004

Venue: Hotel Mercure, Breda, Netherlands.

Details: WH 1,500pts and 40K 1,500pts tournaments. Also a Youngbloods 500pt tournament for both WH and 40K.

Contact: 076-5218596 – Modelbouw bliek

Website: www.bliekmodelbouw.nl

VETERANS OPEN DAY

Date: 7th November, 2004

Venue: Warhammer World, Nottingham.

Details: An Open day designed for experienced gamers looking to learn new systems and hobby skills. It features specially designed scenarios for the Specialist Games Range as well as, WH, 40K and the LOTR. Warp Artefacts, Black Library, and Forge World will be there and our Hobby Heroes will be on hand to teach you new tricks. Tickets cost £10, and are available from Direct Sales on 0115 9140000, and the event is open to those aged 16 or over.

Contact: events@games-workshop.co.uk

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

40K DOUBLES

Date: 13th November, 2004

Venue: GW Dumfries.

Details: Two players ally together to take on other doubles. With 400 points per player this tournament relies on skill and trust.

Contact: 01387 249702

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

TOOTH AND BOLTER

Date: 13th November, 2004

Venue: GW Richmond, Romford, Thurrock, Kensington, Bromley.

SILENCE THE GUNS

The Tyranid threat looms once more. Vital Imperial planets are falling and being consumed. One planet must not fall.

A fortress world, home to an important mechanicus STC factory supplying astartes tank parts to the Ultramar system, must be saved. Tyranid forces have been all but wiped out and the world can now be secured. As Ultramarine Kill Teams move in to take strategic landing zones the Great Devourer stretches his claws once more. Rumours are

circulating that the alien menace has developed some kind of biomorphic tank guns. Help to neutralise the sector to allow the main forces to cleanse the planet once and for all.

The action takes place on Veterans' Evenings at:

Loughborough – 2nd November

Nottingham – 4th November

Derby – 9th November

Doncaster – 11th November

Stockport – 16th November

Lincoln – 17th November

Grimsby – 18th November

Hull – 23rd November

For further details contact your local GW Hobby Centre (turn to p98 for

contact details). The Hobby Centres above will also be holding special army building days on 20th November too.



Details: Join in these one day linked Cityfight campaigns as Imperial forces tackle a Tyranid invasion. Bring along 1,000 points of your Imperial forces to take part.

Contact: See p98 for Hobby Centre numbers.

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

WARHAMMER GRAND TOURNAMENT 2005: HEAT THREE

Date: 13th and 14th November, 2004

Venue: Warhammer World, Nottingham.

Details: Strive to qualify for a place in the Grand Final of the most prestigious tournament in the Warhammer season. To play you will need a fully painted and legal 2,000 points Warhammer army and be at least 16 years old.

Tickets are available from Games Workshop Direct on 0115 9140000, and cost £50.

Contact: whgt@games-workshop.co.uk

Website: www.games-workshop.co.uk/gt

GENERAL SEGMENTUM ALERT

Date: 18th and 19th November, 2004

Venue: GW Newport.

Details: Join in with this 40K campaign weekend. Planetary Governor Kar-duniesh has issued an urgent alert after Imperial forces found Fabius Bile and renegades in their sector. An Imperial Naval blockade has been set up to try to capture Bile and his foul brothers. However Enemy reinforcements are on the way. Bring along your Imperial or Chaos models to take part.

Contact: 01633 256295

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

40K TOURNAMENT

Date: 20th November, 2004

Venue: GW Chester.

Details: Start preparing for Conflict now in this 40K warm-up competition. This tournament follows all the Conflict rules, format and scenarios. Contact the Chester Hobby Centre for further details.

Contact: 01244 311967

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

40K WARZONE TOURNAMENT

Date: 20th November, 2004

Venue: GW Wakefield.

Details: 1,000 points 40K competition. Bonus points awarded for army selection and painting. All lists to be handed in to the Hobby Centre by 13th November. Follow the standard force organisation rules. Only 30 places, tournament play. During all games warzones will be declared where bonus objectives and special play cards will be available to further affect games.

Contact: 01924 369431

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

BEHOLD THE SOUL DEVOURERS

The Imperial mining world of Bahja finds itself under attack simultaneously from the horrifying forces of a Tyranid Hive Fleet and the mysterious and ancient Necrons. The motives of these menacing Xenos creatures are unknown, and they attack relentlessly.

With little time to act the Imperial forces of the planet have gathered to stage a desperate defence. Can the combined might of the local Imperial forces hold off the attack, or will the planet fall? The fate of a whole world rests in your hands.

Battle commences in this Warhammer 40,000 Campaign Weekend on the 20th and 21st November at Warhammer World in Nottingham. To play you will need a fully painted 1,500 point army of either an Imperial faction, Tyranids or Necrons.

Players must be at least 16 years old. Tickets cost £40, and include lunch on both days, and an evening meal on the Saturday. To get your ticket, or for more information call Games Workshop Sales on 0115 91 40 000.

For further details contact:

events@games-workshop.co.uk



PAINTING LESSONS

Date: 20th November, 2004

Venue: GW Plaza.

Details: Book in the morning for an hour-long painting lesson with the resident painters at GW Plaza.

Contact: See p98 for Hobby Centre details.

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

THE RIGHT TO BEAR ARMS

Date: 20th November, 2004

Venue: GW Middlesbrough.

Details: Join in this second Warhammer tournament being held in the Middlesbrough Hobby Centre to prove who truly has the right to bear arms. Ask in the Middlesbrough Hobby Centre for further details.

Contact: 01624 254091

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

THE RUINS OF ERENGRAD

Date: 20th November, 2004

Venue: GW Carlisle.

Details: Bring your warband to pillage what loot remains in the ruins of Erengrad in this one day Mordheim campaign. Register your warband at the Carlisle Hobby Centre.

Contact: 01228 598216

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

EASTERN EUROPE WARHAMMER AND WARHAMMER 40,000 GRAND TOURNAMENT 2004

Date: 20th and 21st November, 2004

Venue: Warsaw, Poland.

Details: In order to participate in this event you will need a fully-painted 2,000 points WH army OR a fully-painted

1,800 points 40K army respectively. The weekend involves five games in total. Full details and an entry form will be sent by e-mail. There are limited places available. Tickets are priced at 10 per entry.

Contact: Poland - skaurus1@poczta.onet.pl
Eastern Europe - darekw@games-workshop.co.uk

LAHTI FANATIC 2

Date: 20th and 21st November, 2004

Venue: Kasisali, Sammonkatu 8, Lahti Finland.

Details: Featuring a LOTR one-day tournament, and WH and 40K two-day tournaments (with finals on the second day). 180 tickets available. Demo gaming, intro painting and more.

Contact: Puolenkuun Pelit num: +358 (0)3 751 5151

Website: www.puolenkuunpelit.com/tieto/lukusali/fanatic2.HTM

WARHAMMER PLAYERS' SOCIETY WARHAMMER GRAND TOURNAMENT

Date: 20th and 21st November, 2004

Venue: The Gateway Hotel, Nottingham.

Details: On campus WH event. Entry fee variable for entrants which include accommodation for one/two nights - twin or double room or tournament only. Places may be booked by submitting a deposit. See entry form on the WPS website for further details. WPS members get priority entry to WPS events over non-members.

Contact: tourneinfo@players-society.com

Website: www.players-society.com (Check the Upcoming Events from the main menu for more details, including entry forms).

BATTLE OF THE CLUBS

Date: 21st November, 2004

Venue: Universiteit van Tilburg, Sporthal, Academielaan 5, Tilburg, Netherlands.

Details: Club teams from all over the Netherlands will compete in WH, 40K and LOTR tournaments.

Contact: 040 2468316

gw.outriders@chello.nl
Website: www.games-workshop.co.uk/events

WARHAMMER 40,000 GRAND TOURNAMENT 2005: HEAT THREE

Date: 27th and 28th November 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 cost £50 each.

Contact: 40kgt@games-workshop.co.uk

Website: www.games-workshop.co.uk/gt

ONLY THE WORTHY WILL SURVIVE

Date: 28th November, 2004

Venue: GW Newcastle (central)

Details: Baron Rudger von Tarnus requires an escort through the city of Mordheim. Any mercenaries willing to take up the challenge will have to prove their skills by fighting in a gauntlet-style tournament.

To take part bring your fully painted starting warband.

Contact: 0191 2322418

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

STORE FINDER

GAMES WORKSHOP HOBBY CENTRES & INDEPENDENT STOCKISTS

Games Workshop products are sold by a large number of shops in 16 different countries across the world. What follows is a large listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the UAE. Most Games Workshops are open seven days a week and late for gaming evenings. Contact your local store for more details. You can find a list of all our retail outlets on our website at:

www.games-workshop.co.uk/storefinder

If you're still unsure as to where your nearest stockist is located, why not call Games Workshop Direct on **0115 916 40000**. Stores highlighted in yellow indicate new stores. Stores in **green** are elite Northern European stores; stores in **blue** are Northern European partnership stores. To be sure they will have exactly what you want in stock, we recommend you give them a quick phone call before visiting.

Hobby centres marked with a cross (x) have Gaming Room facilities.

A Games Workshop Hobby Centre is much 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 team 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 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. Give them a ring to find out what's going on and to avoid disappointment! The following Games Workshops all have Gaming Rooms: GW Aberdeen, GW Bromley, GW Burton, GW Carlisle, GW Chester, GW Exeter, GW Ipswich, GW Macclesfield, GW Maidenhead, GW Middlesbrough, GW Newcastle, GW Newport, GW Poole, GW Shrewsbury, GW Uxbridge, GW Wakefield, GW Worcester.

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GW GUILDFORD:
Unit 1, 9/12 Tunbridge, Tel: 01483 451 799

GW WOKING:
Unit 2, Clary Court, Tel: 01483 771 675

CAMBERLEY, Morningstars:
Tel: 01276 585160

COULSDEN, Taylors Toys and Sports:
Tel: 02086 660 0710

DORKING, Dorking Models:
Tel: 01306 881747

EPSOM, Ottokers:
Tel: 01372 742533

EPSOM, Masters of Epsom:
Tel: 01372 366373

FARNHAM, Elphicks:
Tel: 01252 716222

REDHILL, Gomers Guild:
Tel: 01737 789123

REIGATE, The Toy Shop:
Tel: 01737 246300

WALTON ON THAMES, Noseam:
Tel: 01252 282640

WALTON ON THAMES, Treehouse Toys:
Tel: 01952 252272

SUSSEX AREA

GW BRIGHTON:
7 Mile Street, Tel: 01273 203 333

GW CRAWLEY:
11 Broadway, Tel: 01293 552 072

GW EASTBOURNE:
13 Tennyson Road, Tel: 01323 641 423

BEXHILL ON SEA, Matek Models and Hobbies:
Tel: 01424 810089

BOGNOR REGIS, Trains Models and Hobbies:
Tel: 01243 684722

BURGESS HILL, Kid's Stuff:
Tel: 01444 287 724

CARFAX, Goodcores Toymaster:
Tel: 01403 252930

CHICHESTER, Chickmaster Toys:
Tel: 01243 284949

HASTINGS, Judo Martial Arts:
Tel: 01424 720 330

HAYWARDS HEATH, Heath Models & Toys:
Tel: 01444 469785

HORSHAM, Gentle Gallery:
Tel: 01403 298567

HORSHAM, Ottokers:
Tel: 01403 298567

LEWES, The Hobby Shop:
Tel: 01273 472344

STEYNING, Gentle Gallery:
Tel: 01903 812933

UCKFIELD, Kid's Stuff:
Tel: 01825 706498

WORTHING, KC's Games Shop:
Tel: 01903 237983

TYNE AND WEAR AREA

GW NEWCASTLE (Central):
Unit 6A, Newgate Shopping Centre, Tel: 0191 232 2418

GW METRO (METRO CENTRE):
Unit 51A, First Floor (near the Mediterranean Village), Tel: 0191 461 0950

METRO CENTRE, Gateshead, Toymaster:
Tel: 0191 460 2200

NORTH SHIELDS, SR Gladstone & Son:
Tel: 0191 257 0585

SOUTH SHIELDS, Coats Models:
Tel: 0191 427 7644

SUNDERLAND, Ekcoys:
Tel: 0191 5147900

SUNDERLAND, The Toy & Computer Shop:
Tel: 0191 5655196

SUNDERLAND, Joppings:
Tel: 0191 5102195

WASHINGTON, Toymaster:
Tel: 0191 415 5444

WARWICKSHIRE

GW COVENTRY:
Unit 39, Upper Level, Cathedral Lanes Shopping Centre, Tel: 02476 227 311

GW LEAMINGTON SPA:
22 Park Street, Tel: 01926 435 771

BEDWORTH, Railway & Modellers Junction:
Tel: 02476 218285

KENILWORTH, Abracorr Arts & Pictures:
Tel: 01908 511294

WARMINSTER, Raw Models:
Tel: 01695 215418

LEAMINGTON SPA, Trinders Toy Town Ltd:
Tel: 01926 470501

RUGBY, Joto Railways & Models:
Tel: 01798 562 372

STOCKINGFORD, Whittleford Post Office:
Tel: 054 7628 3749

WILTSHIRE

GW SALISBURY:
19 Winchester Street, Tel: 01722 330 950

GW SWINDON:
50 Feet Street, Tel: 01793 436 036

DEVIZES, Hoggosaurus Toystore:
Tel: 01380 728 841

MARLBOROUGH, H Duck:
Tel: 01672 512170

MELKSHAM, The Toyshop:
Tel: 01225 394115

SWINDON, Spot On Models:
Tel: 01793 522996

WARMINSTER, Raw Models:
Tel: 01985 215418

WARMINSTER, Tymeogain Ltd:
Tel: 01885 840036

WORCESTERSHIRE

GW WORCESTER:
23 Lychnage Mall, Cathedral Plaza, Tel: 01905 616 707

BROMSGROVE, Kids Cottage:
Tel: 01527 509121

DROITWICH, Toyworld:
Tel: 01925 774265

EVESHAM, Battle Honours UK:
Tel: 01386 45875

REDDITCH, Hoggosaurus Toy Store:
Tel: 01527 66 002

STOURPORT ON SEVERN, TP Activity Toys:
Tel: 01299 872900

WORCESTER, Electronic Dungeon:
Tel: 01683 891819

YORKSHIRE

GW BRADFORD:
4 Huddersley, Bradford, Tel: 01274 739 430

GW DONCASTER:
Unit 10, The Colonades, Tel: 01302 320 936

GW HARBROGATE:
29 Beulah Street, Tel: 01423 564 310

GW HULL:
30 Paragon Street, Tel: 01482 569 576

GW LEEDS (central):
12-16 Centre Road, Tel: 0113 842 0834

GW LEEDS (WHITE ROSE):
Unit 28D, White Rose Centre, Tel: 0113 272 3470

GW SHEFFIELD (central):
16 Fitzwilliam Gate, Tel: 0114 275 0114

GW SHEFFIELD (MEADOWHALL CENTRE):
Unit 618, High Street, Upper Mall (next to entrance near
Bookers), Tel: 0114 256 9639

X GW WAKEFIELD:

90 Kirkgate, the Ridings Centre,
Tel: 01924 628 614

BARNLEY, Kirkcra:

Tel: 01929 200090

BRADFORD, Toy Master:

Tel: 01274 794730

BRIDLINGTON, Croppers:

Tel: 01262 677727

HALIFAX, Halifax Modellers World:

Tel: 01452 349157

HALIFAX, Magazine World:

Tel: 01422 330247

HALIFAX, Toy Master:

Tel: 01422 353086

HARROGATE, Toy Master:

Tel: 01423 604 305

HUDDERSFIELD, Collectmania:

Tel: 01484 644684

HUDDERSFIELD, Toy Master:

Tel: 01484 699294

HUDDERSFIELD, Something Wicked:

Tel: 01484 503226

HULL, Mayfair Toy Master:

Tel: 01482 385 777

ILKLEY, Wargames World:

Tel: 01943 607900

KEIGHLEY, Toy Master:

Tel: 01535 604045

LEEDS, The Hobby:

Tel: 0115 2660263

LEEDS, Toyworld:

Tel: 0113 2438000

LEEDS, Royal Armouries Museum:

Tel: 01132 201990

NORTHALLERTON, T & FM Grover Ltd:

Tel: 01939 773204

OTLEY, Toy Master:

Tel: 01937 465065

POCKLINGTON, Chydex Play:

Tel: 01759 306041

RICHMOND, Anything Goes:

Tel: 01325 376225

SCARBOROUGH, Maison Millaire:

Tel: 01753 300251

SCARBOROUGH, Space, Myth and Magic:

Tel: 0945 544113

SELBY, A1 Sports and Toys:

Tel: 01757 705115

SHEFFIELD, Atkins Toy Master:

Tel: 0114 276 1295

SHEFFIELD, Toy Master:

Meadowhall Shopping Centre, Tel: 0114 256 9979

SHEFFIELD, Wargames Emporium:

Tel: 0114 2754826

WAKEFIELD, Model & Craft Centre:

Tel: 01924 374267

WHITBY, John Anderson - Toy Master:

Tel: 01947 602213

WALES

GW CARDIFF:

31 High Street, Tel: 02920 644 917

X GW NEWPORT:

25 Skinner Street, Tel: 01633 256 095

GW SWANSEA:

45 Princess Way, Tel: 01792 403 969

ABERGAVENNY, Richards of Abergavenny:

Tel: 01873 652499

ABERYSTWYTH, Albitross:

Tel: 01870 617136

BANGOR, ACME Computers:

Tel: 01248 371457

BRECON, J Clark Toys & Gifts:

Tel: 01874 622 865

BRIDGEND, Nelson Toys & Hobbies:

Tel: 01696 661616

CARDIFF, Disc and Disc, Computer and Video Vision:

Tel: 02920 232122

CARMARTHEN, Good News:

Tel: 01867 227760

CARMARTHEN, Headings:

Tel: 01866 650044

CHEPSTOW, Artists Corner:

Tel: 01291 627 393

DYFED, Clorice Toys:

Tel: 01824 842423

HAYESFORDWEST, Merlin Models:

Tel: 01457 702033

LAMPETER, Lomox:

Tel: 01570 422539

LLANDUDNO, Dibs Toy Master:

Tel: 01978 758451

LLANTWY MAJOR, Rainbow Plaza:

Tel: 01446 794110

PEMBROKE, Dragon Alley:

Tel: 01646 621450

RHYL, Lightfoot Models & Toys:

Tel: 01745 331 564

SWANSEA, Comix Shoppe:

Tel: 01792 642097

WRXHAM, Brito Ideas:

Tel: 01978 758451

SCOTLAND

X GW ABERDEEN:

Unit 1, 12-14 Upper Kirkgate, Tel: 01224 643 779

GW ATE:

10 Arnan Mill, Tel: 01292 610 673

GW BRAEHEAD:

115 Braehead Shopping Centre, Kings Inch Road,
Tel: 0141 885 9440

GW DUMFRIES:

44 High Street, Tel: 01387 249702

GW DUNDEE:

110 Commercial Street, Tel: 01382 202 382

GW EDINBURGH:

136 High Street, Tel: 0131 220 8540

GW EAST KILBRIDE:

41 Finghead Gate, (at the back of M&S),
Tel: 01855 224 880

GW FALKIRK:

12 Cow Wynd, Tel: 01324 624 653

GW GLASGOW:

61 Union Street, Tel: 0141 2211879

ABERDEENSHIRE, Buchan Collectibles:

Tel: 01558 751774

ABERDEENSHIRE, Robertson Sports:

Tel: 01779 472564

ABERDEENSHIRE, Toyworld

Tel: 01969 766333

ANGUS, Gardiners:

Tel: 01356 822297

ANGUS, J Yule & Sons:

Tel: 01241 672195

DINGWALL, Sports and Model Shop:

Tel: 01349 662345

EDINBURGH, Marionville Models:

Tel: 01313 177019

ELGIN, Junners Toy Master:

Tel: 0143 542 492

FIFE (CUPAR), The Nappy Pini:

Tel: 01334 653 160

FORT WILLIAM, The Granite House:

Tel: 01897 703651

GALASHIELS, Books Plus:

Tel: 01546 732643

GLASGOW, Static Games:

Tel: 0141 2265414

GLASGOW, Toys Extra:

Tel: 0141 5780141

HADDINGTON, Cycle Services:

Tel: 01220 226668

INVERNESS, Junners Toy Master:

Tel: 01463 233234

KINCARDINE, Banchory Toy & Gift shop:

Tel: 01330 625586

KINROSS, The Hope Chest:

Tel: 01577 862518

KIRKCUDBRIGHT, SW Computers:

Tel: 01557 331622

KIRKCALDY, The Hope Chest:

Tel: 01592 600116

KIRKWALL, George Leonard & Co:

Tel: 01856 977769

NORTH BERWICK, Laws Cycles:

Tel: 01506 825443

ORKNEY, Melannan Toy Master:

Tel: 01856 877788

PETERHEAD, George Donald:

Tel: 01779 474737

SHETLAND, Harrys Dept Store:

Tel: 01753 625243

STIRLING, Do It @ Your Leisure:

Tel: 01786 836975

STRATHCLYDE, Toytown Strathclyde:

Tel: 0141 887 3395

THURSO, J Allan:

Tel: 01841 823235

WEST LOTHIAN, Toy Works:

Tel: 01505 432200

CHANNEL ISLANDS

JERSEY, ST. HELLIER, The Little Shop:

Tel: 01481 720203

GUERNSEY, ST. PETERS PORT, Creasys Toy Master:

Tel: 01481 720203

GUERNSEY, ST. PETERS PORT, Carousel:

Tel: 01481 721721

NORTHERN IRELAND

GW BELFAST:

20A Centre Court (Towards back of the Centre),
Tel: 02890 23 36 84

CO. ANTRIM, Modelmania:

Lisburn, Tel: 048 262849

CO. ANTRIM, Camerons:

Tel: 048 2654821

CO. ANTRIM, Camerons:

Ballymena, Tel: 0266 46821

CO. ANTRIM, World of Wonder:

Tel: 048 262849

CO. ARMAUGH, D. Jeffers:

Portadown, Tel: 0782 359889

CO. DOWN, Replay Games:

Bangor, Tel: 048 91452210

CO. DOWN, Stewart Miller & Sons Ltd:

Tel: 048 9532267

CO. DOWN, Stewart Miller & Sons Ltd:

Bangor, Tel: 048 9532267

CO. FERMANAGH, Modellers Corner:

Enniskillen, Tel: 048 6522367

CO. TYRONE, Whites Toy Master:

Dragh, Tel: 0662 242427

PORTADOWN, D. Jeffers:

Cork, Tel: 048 36350889

EIRE

GW BLANCHARDSTOWN:

Unit 249a, Blanchardstown Shopping Centre, Dublin, Tel:
00 303 1823 3869

GW DUBLIN:

Unit 3, Lower Lily Street, Tel: 00 353 1872 5791

CO. CLARE, World of Wonder:

Cork, Tel: 065 6846697

CORK, World of Wonder:

Tel: 021 421045

CO. CORK, Coughlan Educational Supplies:

Tel: 023 33068

CO. CORK, Mary's Toy Master:

Maaroon, Tel: 026 42491

CO. CORK, Murphy's World of Wonder:

Malton, Tel: 022 21197

CO. CORK, Murphy's World of Wonder:

Blackpool, Tel: 021 4230445

CO. CORK, World of Wonder:

Tel: 022 21197

CO. CORK, Noddy's Toy Master:

Cork, Tel: 021 279646

CO. CORK, Other Realms:

Cork, Tel: 021 4222224

CO. DUBLIN, Banba Toy Master:

Don Lacro, Tel: 01 2804011

CO. DUBLIN, Nimble Fingers:

Sillanog, Tel: 01 2860788

CO. DUBLIN 1, Banba Toy Master:

KOENHAVN, EB Games:

KOENHAVN, Felxo For Barn
Amagertorngade 20, 2300, Tel: 33951716

KOENHAVN, Steenbergs Bog & Idé ApS:
Nemaløkkevej 63, 2200, Tel: 35 85 52 77

KOENHAVN K, Farosø Cigaretter:
Skindergade 27, 1157, Tel: 33322211

KOENHAVN K, Fantasi:
Skf, Pedersenstræde 18, 1453, Tel: 33935538

KOENHAVN K, Bog & Idé:
Fæløvej 135, 1350, Tel: 33660700

KOENHAVN NV, Arena:
Herdenslevvej 60, 2400, Tel: 38035700

KOENHAVN NV, Bog & Idé:
Næstved Bycenter Lygten 2, 2400, Tel: 3585 4541

KOENHAVN S, Amager Bog & Idé A/S:
Torvet Centret 103, 2300, Tel: 32543666

KOGE, Kage Bog & Idé:
Nærmølle 12, 4650, Tel: 56 65 00 82

KOLDING, EB Games:
Skovvænget 42, 6000, Tel: 75901070

KOLDING, B & O Bøger Kolding:
Storcenter 55, 6000, Tel: 75503834

KOLDING, OK Legetøj:
Søndergade 19, 6000, Tel: 75538433

KOLDING, Munk Bog & Idé, Kolding:
Helligtorngade 5, 6000, Tel: 75 52 03 77

LÅSBYGADE, Good Games:
Lamblysgade 13, 6000, Tel: 75 50 03 04

LEMVING, Legokøben:
Torvet 13, 7200, Tel: 73720700

LYNBY, B & O Bøger:
Lyngby Storcenter 54, 2000, Tel: 45870445

LYNBY, EB Games:
Løngårdsvej 2750, 2000, Tel: 45870509

MARIBO, Legokøben:
Søndergade 9, 4950, Tel: 54782321

MÅRUM, Narum Bog & Idé:
Narums Vænge Torv 10, 2950, Tel: 45601348

NÆSTVED, Bog & Idé Axeltorv:
Næstved Axeltorv 10, 4700, Tel: 55 72 20 24

NÆSTVED, Holsted Bog & Idé:
Næstved Storcenter 16, 4700, Tel: 56734241

NÆSTVED, Langes Bog & Idé:
Tornemølle 13, 4900, Tel: 57 21 18

NAKSJØV, Legetøjcenter:
Søndergade 12, 4900, Tel: 54922697

NYKØBING F, Nykøbing F. Bog & Idé:
Jernbanegade 9, 4000, Tel: 54 90 23 73

NYKØBING M, Marsø Boghandel:
Alster 1, 7500, Tel: 57720700

NYKØBING SJ, Nykøbing Bog & Idé:
Albani 32, 4600, Tel: 59 91 00 05

ODDER, Kjeldsens Bog & Idé:
Roserogade 8, 8300, Tel: 86 54 10 50

ODDER, Legokøben:
Rosenvej 32, 8300, Tel: 86544278

ODENSE C, EB Games:
Kongensgade 42, 5000, Tel: 66129829

ODENSE C, Drogens Lær:
Kongensgade 71, 51. str., 5000, Tel: 65919701

ODENSE C, B&O Bøger Odense C:
Vestergade 59-61, 5100, Tel: 86114030

ODENSE SO, Bog & Idé Odense:
Røvergadescenter 53 Gul Dalgade, 5200, Tel: 66 15 39 28

ODENSE SO, EB Games:
Ørnbølvej 75, 5200, Tel: 63960070

PADBORG, Padborg Bog & Idé:
Hærvej 16, 6330, Tel: 74 67 63 08

RANDERS, Byrge Sørensen Hobby:
Rådhusstræde 4, 8900, Tel: 86425814

RANDERS, Randers Hobby Interiør:
Adelegaade 13, 8900, Tel: 86433323

RINGE, Fjords Bog & Idé, Ringe:
Kongelundsvej 2, 5750, Tel: 57 62 11 25

RINGKØBING, GK Legetøj:
Alster 4, 6950, Tel: 87206646

RINDSTED, Bog & Idé:
Sct. Hans Gade 9, 4100, Tel: 57610010

RISKOV, Vejby-Risikov Bog & Idé:
Vest Centeret Fæløvej 135, 8240, Tel: 86 21 83 29

RODØVE, B & O Bøger:
Rødovre Centrum 116, 2610, Tel: 36410485

RODØVE, Mr Games:
Rødovre Stationscenter, 2610, Tel: 36720256

RONNE, Dorthea's Hobbytøj:
Lillevov 14, 3700, Tel: 56598449

RONNE, William Dam Bog & Idé:
Søndergade 36, 3700, Tel: 56 55 01 67

ROSkilde, EB Games:
Stationscenteret 2, 4000, Tel: 46371916

ROSkilde, Fantasi:
Altehlægvej 15, 4000, Tel: 46 363548

ROSkilde, Fiensberg Bog & Idé:
Stændertorvet 4, 4000, Tel: 46 36 50 06

ROSkilde, Onakleje:
Agoria 365, 4000, Tel: 46 323443

SKJERN, Bog & Idé Skjern:
Jernbanegade 14, 6900, Tel: 97 35 16 56

SILKEBORG, Bog & Idé:
Vestergade 33, 8600, Tel: 86828207

SILKEBORG, Bog & Idé - Torvet ApS:
Torvet 5, 8600, Tel: 86 92 05 99

SILKEBORG, Byens Hobby & Fritid:
Borgvej 49-51, 8600, Tel: 86815815

SKAGEN, Legokøben:
Sct. Laurentsvej 40, 5900, Tel: 98445465

SKANDERBORG, Hobbymageren:
Åboulev 118, 6650, Tel: 89521828

SKANDERBORG, Schmidt Bog & Idé:
Stationsberg Allé 82, 8600, Tel: 86520027

SKIBBY, Skibby Bog & Idé:
Byen 2, 4000, Tel: 47 51 25 02

SKIVE, Zydak Boghandel:
Næstvedvej 15, 7800, Tel: 97512589

SLAGELSE, Bog & Idé Slagelse:
City 2 Stationscenter 2, 4000, Tel: 36 32 00 15

SLAGELSE, EB Games:
Vestjyllandscenteret 4, 4000, Tel: 58521120

SLAGELSE, Fantasi:
Skovvej 6A, 4200, Tel: 58544808

SLAGELSE, Ulfhønter:
Nyvej 2, 4200, Tel: 58530328

SØNDERBORG, Regencenter:
Perlevej 77, 8400, Tel: 74422071

SØNDERBORG, Sønderbog Bog & Idé:
Hærvej 15, 8400, Tel: 74 42 18 20

ST HEDDINGE, Hobbystalden:
Hærvej 15, 8400, Tel: 96509810

STENLØSE, Snurretaget:
Stationscenteret, 5000, Tel: 47132020

STRUER, Hanne Madsen Bog & Idé:
Ostergade 14, 7800, Tel: 97 85 04 08

SVENDBORO, B & O Bøger:

Gentingegade 28, 5700, Tel: 62210323

SVENDBORO, Farve & Hobby Hjørnet:
Skovvej 4, 5700, Tel: 62213121

TÅSTRUP, EB Games:
City 2 B&O, 341 Tel: 02530 43992245

TÅSTRUP, Genbrugsbøger:
Kægevej 5, 2630, Tel: 43716115

TÅSTRUP, Bog & Idé:
City 2 B&O, 301, 2630, Tel: 43990387

THISTED, Bog & Idé:
Vestergade 14, 7700, Tel: 97 92 03 09

THISTED, GK Legetøj:
Vestergade 4, 7700, Tel: 97921933

TØNDER, Jensen Bog & Idé:
Storøvej 5, 6270, Tel: 74 72 23 41

TORSHAVN, P/F Thomas Dam Wholesale:
Bovs 21-65, 7492 ISLAVGÅS, Tel: 51 1400

VARLOSE, Varlose Bog & Idé:
Byvindvej 45, 47, 3600, Tel: 44 48 02 82

VEDBÅK, Trøred Bog & Idé:
Trøred Torv Trøredvej 70, 2550, Tel: 45 89 13 28

VEJEN, Vejen Bog & Idé:
Vejen Center, 6950, Tel: 75 36 00 22

VEJLE, B&O Bøger:
A.O. Centret 10, Søndergade 24-26, 7100, Tel: 75620544

VIBORG, Hobby World:
Sct. Mathiasgade 45 C, 8800, Tel: 86601740

VIBORG, L. K. Bog & Idé:
Vibyvej 301, Mathiasgade 202, 8800, Tel: 86 62 67 62

VIBORG, Søhus Bog & Idé:
Vibyvej 301, Mathiasgade 50, 8800, Tel: 86626888

VIBY, Rybner Bog & Idé Viby J:
Viby Centeret, 8620, Tel: 86 11 99 30

VORDINGBORG, Tivoli Legetøj:
Albani 60, 4760, Tel: 55340431

ESTONIA

TALLINN, Kultuuriteltsid:
Kuzibarski 1-111, 10128, Tel: +372 6019001

TALLINN, Precard Baltic:
Tallinn stnt, 17, 10117, Tel: +372 6988078

FINLAND

GW HELSINKI:
Simonskatja 9, 00100, Tel: 00358 975 514 525

ESPOO, Pelimats:
Keskuskatja 1, 00520, Tel: +358 9 8133283

FORSSA, Fun Stuff & Cards:
Hämeneentie 7, Torikatu, 00101, Tel: +358 9 4356585

HÄMEENLINNA, Levy ja kosetti:
Päikönnant katu 11, 13100/Tel: +358 3 6823300

HANKO, Heibly Jobi:
Vinkkari 10, 10920, Tel: +358 19 2485498

HEINOLA, Taksuunmövä ja lelu:
Kauppakatu 19, 18100, Tel: +358 3 7153905

HELSINKI, Fantasiopellit Helsinki:
Vihoranta 40, 00100, Tel: +358 9 650803

HELSINKI, Fantasiopellit Varasto:
S. Linja 1-4, 00520, Tel: +358 9 7734798

HELSINKI, Sineopertit Itäkeskus:
Itäkeskus, 00500, Tel: +358 9 3431935

HYVINKÄÄ, Royal Toys:
Torinkatu 1, 09600, Tel: +358 19 430370

ISALMI, Talkatalo:
Sevoniemi 12, 74100, Tel: +358 17 826358

JÄMSÄ, Kirjo-Lohje Alex Ky:
Munkkikatu 1, 55100, Tel: +358 5 4319255

JÄMINKIPIHJÄ, Vanha Kaerri:
Sahanatie 5, 34450, Tel: +358 9 4702886

JÄMSÄ, Jaakko Soori:
Välisä 1, 42100, Tel: +358 14 7497215

JÄRVENPÄÄ, Bille:
Helsinginkatu 13, 04100, Tel: +358 50 413 42 40

JOENSUU, Fantasiopellit Joensuu:
Torinkatu 24 2, A:n, 80100, Tel: +358 13 2843144

JOENSUU, Pöytäväände:
Kauppakatu 30, 80100, Tel: +358 13 128207

JYVÄSKYLÄ, Fantasiopellit Jyväskylä:
Kauppakatu 2, 40100, Tel: +358 14 219629

JYVÄSKYLÄ, Sineopertit Jyväskylä:
Vapaajärvi Katu 49-51, 40100, Tel: +358 14 4490023

KEMIÄRVI, Poopero:
Kirjakaatu 8, 98100, Tel: +358 16 813908

KERÄVÄ, Antikvariaatti Kerso:
Pi. 38, Postatu 1, 04201, Tel: +358 9 2944210

KOKKOLA, Pirkkälä:
Kauppala Katu 21, 67100, Tel: +358 6 8022880

KOTKA, Eagle Card:
Kauppakatu 8, 48100, Tel: +358 5 214238

KOUVOLO, Muovipepp:
Välisäti 3, 45100, Tel: +358 5 3117965

KUOPIO, Crazy Station:
Kauppakatu 45-47, 70100, Tel: +358 17 2688550

KUOPIO, Kirjo ja Lehtiliina:
Kinninkatu 23, 70100, Tel: +358 17 2619795

KUUSANKOSKI, Kirjo Sovinen:
Kauppa-eräkö 1, 45700, Tel: +358 5 3748271

LAHTI, Puolenkunnan Pelti:
Rudolfinkatu 16, 15110, Tel: +358 3 7515151

LAPPEENRANTA, Sineopertit Lappeenranta:
Brahmankatu 3, 53100, Tel: +358 3 5411 444

LOJJA, Lohjan Kirjakauppa:
Laurinkatu 48, 08100, Tel: +358 19 334150

MAARIFAHMINA, Dillen:
Torinkatu 7, 22100, Tel: +358 18 15578

MIKKELI, Muggel:
Pöytäväende 21, 50100, Tel: +358 15 361611

NUMMELA, Kimmon Peli & Lehti:
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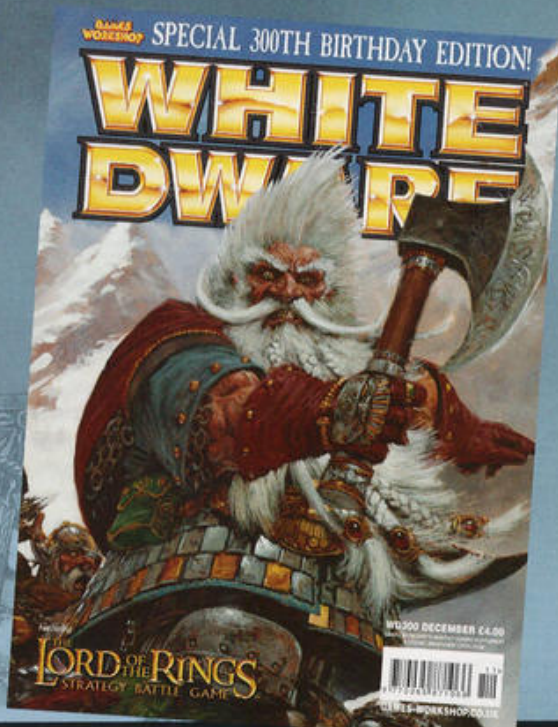
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JOIN OUR BIRTHDAY BASH!

Everyone's invited to our birthday celebrations as White Dwarf reaches the venerable age of 300! We're serving up a feast of goodies. Cake, blancmange and Squigs on sticks aside, there's a very special cover wrapped round over 200 pages crammed with modelling, gaming, and hobby ideas plus, as usual, all the latest from the world of Games Workshop. Don't miss it!



"By Valaya's golden moustaches, I'm 300!"
This limited edition model will be available from next month!



THREE FREEBIES!

For more information see this month's Editorial

WARHAMMER

- One of White Dwarf's most popular articles returns once more as The Tale of Four gamers begins anew!
- A fantastic battle on the river Sol takes place in the next instalment of Bugman's Lament.
- An entire campaign set in Bretonnia, complete with conversions and modelling guides!



WARHAMMER 40,000

- Ultramarines face off against Orks in a ripsnorting Battle Report where Pete Haines battles Graham McNeill in a new scenario from the updated rulebook.
- Some mad Polish chap shows off his Blood Angels – only a whole chapter of them!



THE LORD OF THE RINGS

- Relive the charge of the Rohirrim in our massive Battle Report.
- Continuing our look at the southern regions of Middle-earth, we examine the Clans of Harad.
- The third Dol Amroth scenario sees Môrathol leading his knights into battle once again.



WHITE DWARF BIRTHDAY TREATS!

- Full rules for fielding the White Dwarf himself in games of Warhammer.
- We chart the history of White Dwarf way back when it was written with quills and Paul Sawyer was thin!
- The White Dwarf goes to war in Gav Thorpe's exciting story, Hard as Stone.

All information correct at time of going to press.

DON'T MISS THE NEXT ISSUE: ON SALE 19TH NOVEMBER!

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THE LORD OF THE RINGS

STRATEGY BATTLE GAME™

- Chronicles of Middle-earth: Kharid Drôzhna
- Raiding the Raiders: New Scenario
- The Sack of Ratarin: New Scenario
- Rudgie's Mûmak masterclass: Painting the Oliphaunt
- Legions of the Eye: New troops for the Forces of Evil
- War in Middle-earth: Harad

Legions of the Eye

New types of wicked Orcs for The Lord of The Rings

Mat Ward returns to describe the myriad forms the foul Orcs of Sauron can take; from the fearsome minions of Barad-dûr, to the irritable and treacherous beasts of Gorgoroth.

A few issues ago, we took a look at the various different troops offered by Gondor's fiefdoms during the War of the Ring. Demonstrated by the infighting in Cirith Ungol, Sauron's Orcs are also not the uniform mass that they appear to be, with several factions constantly vying for power under Sauron's

gaze. Though they don't vary as much as the Men, the Orcs can offer just as much scope for gamers and collectors alike. In this article we'll take a closer look at the denizens of Mordor, including some profiles and conversion ideas. Just remember to get your opponent's permission first if you use them in battle!



Dol Guldur



For many long years, while he hid himself from the gaze of the wise, Dol Guldur was Sauron's home and chief fortress. From its dark and gloomy towers, the malice of the Dark Lord spread across the forest of Greenwood the Great and brought the noble forest under shadow. Of all of Sauron's great fortresses, Dol Guldur is the most accursed by dead and forgotten spirits. Ethereal forms stalk its corridors, and many unseen shadow-vassals leave their chill touch upon the walls and flagstones. Some, like the Barrow-wights

and spectres that serve the Dark Lord's will in other corners of the world, are lesser wraiths possessed of a ghostly form driven by sleepless hatred and spite. Others, however, are said to be the lonely voices and souls of those that the Dark Lord tortured to ruin within Dol Guldur's dungeons. If but a few of Sauron's guests have lingered past their earthly existence, these voices are surely legion, for countless Dwarves, Elves and Men have all met their end within that fortress beneath the Dark Lord's cruel gaze.

Interestingly, there are few captains amongst the Orcs of Dol Guldur but, conversely, many shamans. Why this should be the case is not immediately clear, but it is conceivable that a bold and patient Orc could learn much from the spirits that infest Dol Guldur, for many of those ruined creatures were once sorcerers in their own way. It is probably best not to speculate about what the Orc Shamans can offer these shades in return for their knowledge. Perhaps unsurprisingly, the Orcs of Dol Guldur are more courageous than most of

their kin, for most worldly troubles pale by comparison with the dread spectres of the Hill of Sorcery. Naturally, Sauron's mortal servants avoid the worst of the visitants whenever they can, but nonetheless the guards of Dol Guldur are amongst the bravest Orcs at Sauron's command. Even so, they rarely venture out into the forests surrounding Dol Guldur, for the Elves of Mirkwood are always keen to despatch another Orc from the world with their black-shafted arrows. Instead, it is the woodsmen of Rhovanion and the horsemen of Rohan against whom the Great Uruks practice their skilled pikework, although it was also not unknown for squabbles to break out amongst the garrison of Dol Guldur and Saruman's roaming patrols in the closing years of the Third Age. On several occasions, bemused Rohirrim patrols would watch from a distance as two groups of Orcs fought with savage determination. More often than not, the surviving Orc faction would be so weakened that the Rohirrim were all but guaranteed victory when they charged into the fray themselves.

Dol Guldur Shaman

Points value: 55

	F	S	D	A	W	C	Might: 1
Dol Guldur Shaman	3/-	3	4	1	2	3	Will: 4
							Fate: 1

Wargear

A Dol Guldur Shaman carries a spear and wears armour.

Magical Powers

Drain Courage. Range 12"/28cm. Dice score to use: 2+. The victim loses 1 point of Courage from his characteristic profile. This penalty applies for the rest of the battle. This ability can take effect several times on the same target – reducing a model's Courage value each time.

Sap Will. Range 12"/28cm. Dice score to use: 4+. The victim's Will value is reduced to 0. The effect lasts for the remainder of the battle – although it can be increased by the Strengthen Will or Will of Iron magical powers.

Terrifying Aura. Dice score to use: 2+. This power enables the model to assume a terrifying aura. Once this power has been successfully cast, the model counts as terrifying to all enemies as long as he has at least 1 point of Will remaining. If his Will drops to 0 the terrifying aura is extinguished. See the Courage section of the rules for more about terror.

Great Uruk of Dol Guldur (Orc)

Points value: 7

	F	S	D	A	W	C
Great Uruk	3/-	3	4	1	1	3

Wargear

The Great Uruks of Dol Guldur wear crude armour and carry pikes.

Details of all these conversions, together with the components required to make them, can be found in the Ordering Direct section on page 92-93.



Barad-Dûr



Barad-dûr is a warren of Orc dwellings, barrack-rooms, and refuges for creatures fouler than anything ever seen in the light of day. Sauron's chief lieutenant of the tower is the Mouth of Sauron, and he has a dark temper matched only by his

willingness to sacrifice Orcs for greater knowledge of the tower's blacker denizens. He once sent two hundred Orcs to ascertain the nature of a dark presence lurking in one of Barad-dûr's towers. Not one returned, though the lieutenant of Barad-dûr noted that, although no nearer to the truth, clearly more than two hundred Orcs would be sent next time. Without the Dark Lord's patronage, the Mouth of Sauron would have long ago been slain by the Orcs.

Many of the Orcs of Barad-dûr are drawn from all corners of Middle-earth by its evil stench. Great Orcs, Uruk-hai, common

Orcs, Goblins, Hobgoblins, and half-Orcs are all found within the Dark Tower, all fighting for preferment and survival. In order to enforce what little order exists within Barad-dûr, the Mouth of Sauron maintains the Dûrghaz-nar, an elite guard of Uruk-hai whose loyalty to Sauron is beyond question. Skilled and ferocious, these Black Uruks are implacable in their duty and fearsome in battle, whether their opponents be Orcs or Trolls. Fortunately for the Free Peoples, these warriors are few in number, for if all of Sauron's armies were composed of such creatures, his shadow would have dominated the world long ago.

Dûrghaz-nar Warrior (Uruk-hai)

25pts

	F	S	D	W	A	C
Black Legion	4/-	4	5	1	1	3

Wargear

A member of the Dûrghaz-nar wears armour and carries a pike.

Might: 1
Will: 1
Fate: 1

Special Rules

Elite of Barad-dûr. The Dûrghaz-nar are unmatched in their dedication to Sauron. If The Mouth of Sauron (or Sauron himself) is alive and on the board, the Dûrghaz-nar do not need to make Courage tests.

The Mouth of Sauron (Man)

Points value: 60

	F	S	D	A	W	C
Mouth of Sauron	4/-	4	5	2	2	4

Wargear

The Mouth of Sauron wears armour and carries a sword (hand weapon). The Mouth of Sauron can ride a horse at an additional cost of 10pts.

Might: 1
Will: 4
Fate: 1

Horse. The Mouth of Sauron rides a huge black horse to carry the word of his dark master. Only the Mouth of Sauron can ride this evil beast – it will not permit any other creature to mount it. Rules for horses and riders are given in the main rules section.

	F	S	D	A	W	C
Horse	0/-	3	4	0	1	3

Magical Powers

Transfix. Range 12"/28cm. Dice score to use: 3+. The victim can do nothing further that turn. In combat, his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat, he will not strike. The victim can still use Might, Will and Fate but cannot make heroic actions. The effect lasts for the remainder of that turn.

Drain Courage. Range 12"/28cm. Dice score to use: 2+. The victim loses 1 point of Courage from his characteristic profile. This penalty applies for the rest of the battle. This ability can take effect several times on the same target – reducing a model's Courage value each time.

Sap Will. Range 12"/28cm. Dice score to use: 4+. The victim's Will value is reduced to 0. The effect lasts for the remainder of the battle – although it can be increased by the Strengthen Will or Will of Iron magical powers.

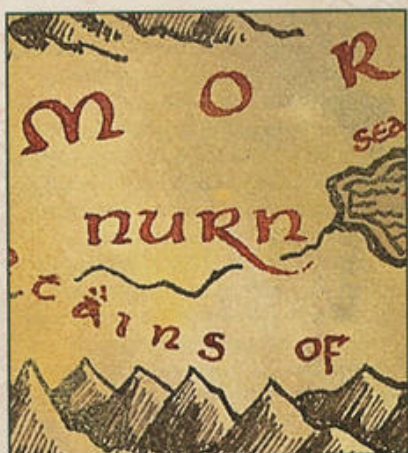
Terrifying Aura. Dice score to use: 2+. This power enables the model to assume a terrifying aura. Once this power has been successfully cast, the model counts as terrifying to all enemies as long as he has at least 1 point of Will remaining. If his Will drops to 0 the terrifying aura is extinguished. See the Courage section of the rules for more about terror.



A little Green Stuff has been used to reshape the helm of this Uruk-hai.



The Slave Fields of Nurn



Even Orcs and Trolls cannot subsist on ash and malice. Just as the verdant fiefs of the south provide for Gondor, it is along the edges of Lake Nurnen that Mordor's hunger is satisfied. While northern Mordor lies under Orodrui's baleful presence and is a wasteland of ash and smoke, the lands to the south are surprisingly fertile. They support thousands, if properly worked. Innumerable slaves labour in the fields in the south, toiling endlessly so the Dark Lord's armies have sustenance. Life is cheap in all of the dark land, but here in Nurn it is spent so carelessly as to provoke disbelief in all but those who are familiar with the ways of the great slave fields.

Amongst the broken and ailing mass of men, women and children, there are at least a dozen nationalities. Folk of Harad, Rhun, Gondor and Khand all work for the betterment of Mordor under the lash of their overseers.

There is a bully's viciousness deep within the character of every Orc, but those creatures who oversee the slave fields of Nurnen are more capricious and

contemptible than most. Such is the hardship of the slaves' lives that their existence is a brief one – few survive more than a few months. In the eyes of the overseers, the slaves are akin to mayflies, dead in so short a time that their discomfort must be enjoyed while it lasts. The Orcs of Nurn are cowards, unsurprising, as the most dangerous opponent they ever face is a slave-worker maddened by pain and grief, but, like all bullies, they show scant regard for anything smaller or weaker than them.

Amongst their favourite sports are setting a slave loose onto the plains before setting their pet wargs upon the scent. Bets and wagers are often placed upon how far the luckless slave will get before being brutally mauled or which beast will bring him down – almost anything that will provoke amusement. Naturally, brawls are not uncommon after the close of such a race, brought on by arguments over who won, and why. When this happens, the slaves cower fearfully in their filthy quarters for the loser of the brawl, if he survives, inevitably takes his fury out upon them with his cruel leather lash.



Nurn Overseer (Orc)

Points value: 7

	F	S	D	A	W	C
Nurn Overseer	2/4+	2	4	1	1	1

Wargear

Nurn Overseers wear crude armour and carry whips (count as a throwing weapon with a range of 2"/4cm and a Strength of 1).



The Mouth of Sauron and his Dûrghaz-nar warriors quell an uprising in the bowels of Mordor.

Minas Morgul



Unlike many of the Orc bands that lurk about Gondor's borders, the creatures of Imlad Morgul are organised and disciplined. Although their appearance, is as tattered and varied as their cousins in the



This Morgul Guard was made from elements of the Warriors of Minas Tirith and Mordor Orc Warrior boxsets.

Ered Nimrais and the Ephel Dúath. The chief reason for this is the domineering leadership of a single Orc, Gothmog, lieutenant of Imlad Morgul. Moulded by the Witch-king to be a general capable of matching the greatest that Gondor has to offer, Gothmog's tyrannical and near fanatical dedication to his master's cause is boundless. His drive has led him to shape the hosts of Morgul into an army the likes of which has not been seen since the days of Morgoth; an army which he intends to lead to claim the lands of Men as his own. As a general, he is a skilled and prodigious strategist, having spearheaded many assaults on the lands still held by Gondor. Amongst the warriors of Morgul, the bickering that mars so many gatherings of Orcs cannot be seen, for Gothmog settles all such squabbles with even-handed and brutal simplicity. Most remarkably amongst the denizens of Morgul are the Morgul Guard, the fiercest and boldest veterans of

the Tower of Sorcery, whose armour and wargear is, more often than not, plundered from the still twitching corpses of their mannish opponents. Such discipline comes at a cost, for the Morgul Guard do not lightly the presence of those they regard as 'lesser' Orcs – especially the Orc trackers of the Gorgoroth plateau. As Mordor's closest citadel to the disputed town of Osgiliath, the Orcs of Minas Morgul are almost constantly in conflict with the soldiery of Minas Tirith. They contest the lands of Ithilien with the Rangers of Gondor – deadly and canny opponents. It is the armies of Morgul that are called upon to do the bulk of the fighting in the run up to the Battle of the Pelennor Fields and they that drive Gondor's garrison from Osgiliath. It is Gothmog himself who takes command of many of the preliminary assaults, and he who also takes command of the army when the Witch-king finally falls in battle.

Morgul Guard (Orc)

Points value: 5

	F	S	D	A	W	C
Morgul Guard	3/5+	3	4	1	1	3

Wargear

Morgul Guard wear crude armour. They may be given additional items at the following cost:

Hand weapon or two-handed weapon	free	Shield	1 pt
Bow	1 pt	Heavy armour	1 pt
Spear	1 pt		

The Black Gate of Mordor



Orcs are not noted for being exceptional warriors. However, in recent years, the armies of both Mordor and Minas Morgul have had companies of a stronger breed of

Orc march within their ranks. Wherever these creatures are found the soldiers of Gondor are hardest pressed, for their ferocity and bloodlust is matched only by the half-breed Uruk-hai. It is they that keep a watch upon the great ebon gate that bars all entry into the Land of Shadow, a task that they carry out with determination born of pride. No name is there for this breed of Orc – indeed, they call themselves only after the land that they guard: the Morannon.

Morannon Orcs are shorter than Uruk-hai, but as strongly built as their cousins. Unlike lesser Orcs, they are clad in tough

and serviceable armour, consisting of stout hauberks covered with overlapping iron plates. Unlike most Orcs, the guardians of the Morannon have mastered the rudimentary arts of smithying, though their efforts are adequate rather than exceptional or beautiful. Sauron clearly intends to make these Orcs into a fighting force as hardened and disciplined as Saruman's Uruk-hai, for Morannon Orcs can be found at the heart of any great battle. Many serve the Dark Lord's whims in the east, warring against tribes and kingdoms that have not yet submitted to his will, but most find their test in the savage and unrelenting battles for Osgiliath.

Morannon Orc

Points value: 7

	F	S	D	A	W	C
Moranon Orc	3/-	4	5	1	1	2

Wargear

Morannon Orcs carry crude hand weapons and wear heavy armour. They can be given the following equipment at additional cost:

Shield	1 pt	Spear	1 pt
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Gorgoroth



The north of Mordor is a barren and dusty wasteland, coated with the ruinous debris scattered by the volcanic Mount Doom that sits in the centre of the giant plateau of Gorgoroth. The plateau of Gorgoroth is a vile place to live, the very air a poisonous fume, prolonged exposure to which can sap a man of his health and will. Accordingly, there are very few of Sauron's creatures that choose to live in this place. Indeed, only those Orcs assigned to garrison duty in the strongholds of the

Morgai spend any time in this land. Most only pass through on their way to the slavefields in the south, or the Morannon in the north, dwelling in small makeshift towns of rough tents for no more than a few days at a time. Unsurprisingly perhaps, the temper of the Orcs forced to live on the plateau is fouler than normal. If there is no identifiable enemy close by, only the iron control of an Orc captain can ensure that the Orcs of Gorgoroth continue about their business without attacking their fellows.

Orc of Gorgoroth

Points value: 6



	F	S	D	A	W	C
Orc of Gorgoroth	2/4+	3	4	1	1	2

Wargear

Gorgoroth Orcs wear crude armour and carry shields and spear. They may be given additional items at the following cost:

Hand weapon or two-handed weapon	free	Shield	1 pt
Bow	1 pt	Heavy armour	1 pt
Spear	1 pt		

Special Rules

Recalcitrant. If a Gorgoroth Orc cannot draw line of sight to an enemy model at the start of its Move phase, it becomes a Good model for the rest of the turn.



Gorgoroth is an inhospitable place, where the squalor eventually affects an Orc's mentality

PREPARING FOR BATTLE

How Rudge painted his fantastic Oliphaunt



Paul Rudge

Having spent last month assembling and adding extra details to the Mûmakil kit, it was now time for Rudge to give it a lick of paint.

Here he tells us how he set about painting the mammoth creature.

Rudge: Armed again with both the DVD and the Battle of Pelennor Fields supplement as reference material I set about deciding how I was going to tackle the beast. From the very start I knew I wanted to use a very limited colour palette and keep the model very earthy and naturalistic. Little did I know when I started how long it would take to paint it – it really is a huge kit!

So as with all models I started with the largest and lowest area of the model first, in this case the skin. From here I would work my way outwards. Using the painting guide in the Battle of Pelennor Fields supplement as a starting point I mixed up and painted on a basecoat of Codex Grey, Graveyard Earth, and Chaos Black. I then drybrushed the skin, adding several layers of highlights. The skin tones were created by adding more and more Kommando Khaki to the base colour creating the lighter skin colours, with the final highlight being made by adding Fortress Grey to the highlight colour.

Top Tip

When painting large models it's a good idea to mix up a large amount of your base colours in a spare pots as this will save you having to replicate the same colour over and over again. During the course of painting the Mûmak Rudge found he had to create several pots for both the creature and the crew.



Heavily textured models like the Mumak...



...almost paint themselves.



Drybrushing over the basecoat colour rather than raw black will give a better finish.



After a light drybrushing of Fortress Grey the skin is complete.



Painting Tusks.

As you may remember from the first article I used a modelling knife to shave bands of plastic down the length of the tusk to create a grained texture. And the easiest way to bring out that texture is some careful drybrushing. I began by painting the tusks with a basecoat of Kommando Khaki. Over this I applied a wash of Brown Ink mixed with Bestial Brown and a little water. When they were completely dry I drybrushed them first with Kommando Khaki followed by Bleached Bone. I then finished them off with a very light drybrushing of Skull White.



Working over an even basecoat will help when working on light coloured areas such as the tusks.



A wash helps pick out the detail such as the scratches on the tusk.



With the drybrushing complete I redefined the ropes carefully.



The toes were painted using the same steps as the tusks.

Howdah

Woodwork. Again as you may remember from the first article I did not assemble the Howdah, as it would make the job of painting its many hard to reach areas much easier. Working over a basecoat of Scorched Brown I drybrushed both the wicker flooring and support struts first with a dark brown (simply a mix of Bestial Brown and Chaos Black). Again as with painting the skin I built up several layers of highlights by adding ever-increasing amounts of Bestial Brown to the base colour. For a final highlight I added Kommando Khaki to the highlight colour. **Side panels.** Working over a basecoat of Scorched Brown I simply drybrushed them Dark Flesh and then Dark Flesh mixed equally with Bestial Brown.

Rope ties. All the rope ties (there's a lot of them and even now I'm willing to bet I missed one) I painted Graveyard Earth. I then applied a wash of Brown Ink and, once dry, I highlighted them using Kommando Khaki.



It only takes one or two layers of drybrushing to bring out the woven texture of the wicker flooring.



When I had completed the painting, I assembled the howdah.

Tusk Weapons

One of the key features of my Mûmak, and of those Mûmakil featured in the movie, is their brutal tusk weaponry.

To paint them I began with a base coat of Graveyard Earth for both the ropes and the spikes. Over this I applied a wash made of Brown Ink, Bestial Brown and a little water. Once completely dry I carefully drybrushed the ropes Kommando Khaki, trying my hardest not to stray onto the tusks. The spikes were drybrushed with a mix of Bestial Brown and Bleached Bone.



Be careful not to overpaint the tusks.

War paint

With the wonders of modern technology I picked a Mûmak from the DVD and screen captured all the relevant pictures I needed to recreate its war paint.

Keeping within my naturalistic palette I created an earthy red colour (a mix of Terracotta, Dark Flesh and Scab Red). Over this I drybrushed Terracotta. The symbols I painted using Chaos Black.



I used a variety of different snake and eye-like shapes for Harad warpaint symbols.



*If you want to add additional details you can download these banners from:
www.games-workshop.com/pelennorbanners*



A steady hand and a clean brush are all that's needed!



These two alternate warpaint schemes were painted by Bryan Cook from GW Australia.



Animal Hides

As I had never painted anything like animal hides before it took me a few attempts before I found a method I was happy with. I started with a basecoat of Graveyard Earth. I drybrushed Kommando Khaki over this to bring out the texture of the hide. For the dark colouration down the centre of the hide I painted a series of random shapes with a dark brown colour. To blend these shapes into the hide I also lightly drybrushed this dark brown colour down the centre of the hide. The edge of the hide was then roughly painted with a watery mix of Kommando Khaki and Skull white.

Mahûd Chieftain

I'm sure everybody remembers this maniac from the film and luckily I had managed to get my hands on one of the finished models a bit early. I began by blocking out the base colours. The skin was painted Dwarf Flesh, the cloth areas were either painted Terracotta or dark purple (a mix of Liche Purple, Shadow Grey and Chaos Black). The armoured areas were painted Shining Gold and the wooden frame Bestial Brown. Finally his horn and boots I painted Graveyard Earth.

The cloth areas were highlighted by adding Kommando Khaki to their base colours. The flesh areas were given a wash of flesh wash before being highlighted with elf flesh. The armoured areas were given a wash of brown ink as was the wood frame and boots. The boots and wooden frame were then highlighted using Kommando Khaki.

The key feature is, of course, his warpaint. I used just two colours. I began by mapping out the war paint in Scorched Brown over which I painted the details using Skull White.



Above and below: The facial markings are made from simple white lines and two triangles which frame the eyes.



Finishing touches

I finished the base so that it would match my modular board that featured on page 26 in WD298. Over a black undercoat I drybrushed the base Bestial Brown and then Desert Yellow. The rocks were drybrushed Codex Grey and then highlighted with Fortress Grey. I then applied a variety of different coloured flocks before finally adding small pieces of green sponge and yellow static grass.

The arrow flights were given a base coat of Kommando Khaki and then highlighted with a 50/50 mix of Kommando Khaki and Skull White. Finally, the rope on the Howdah is model boat rigging which I bought from a local model store. Once that was tied on, my Mûmak was finally finished. A big job, but well worth it.

ARMY OF THE DEAD

When presented with the task of converting and painting an Army of the Dead to play against a rival staff member, veteran modeller and painter John Shaffer welcomed the challenge with open arms. Here's how he went about the task at hand.

CONVERTING THE CHARACTERS



The King of the Dead

I wanted my King of the Dead to stand out from the rest of the models so I chose to put him on a Rohan horse. I sawed the King model in half below the hands and then cut away his hips to waist level with clippers. I then shaped the King's torso so it sat flush on the Rohirrim's legs. After gluing the torso on, I sculpted the cloak and legs with Green Stuff and distressed the horse's head to make it look dead.



Aragorn

To give The Return of The King Aragorn an Elven cloak, I carefully cut one away from the back of a plastic Elf Warrior. I scraped the underside of the cloak clean, filed it smooth, and superglued it in place. I used Green Stuff to sculpt the cloak around the neck of the model. I changed Aragorn's pose to suggest that he was issuing charge orders to the Army of the Dead by sawing off his arm and repositioning it.



Legolas

To string Legolas's bow I drilled a hole through his right hand with a pin vice and thread a string through it. I put a dab of superglue on one end of the bow and wound the string tightly around the top. When the glue dried, I pulled the string taut and repeated the process. The arrow is a piece of brass rod and the fletchings made from card. The arrowhead I carved from a piece of sprue.



Working on the Army of the Dead models in large batches will help keep the colours consistent throughout.



PAINING THE ARMY OF THE DEAD



I applied the following techniques to all of the ethereal models in my Army of the Dead. I started off by priming the models with Skull White.



1 I applied a wash with thinned down Codex Grey to the entire model. I like Scorched Brown for the base as it looks like fertile soil.



2 After the first wash dried, I applied a wash of Snot Green. Drybrush the earth with Bestial Brown followed by a 1:1 mix of Bestial Brown and Bleached Bone.



3 I highlighted with a 1:1 mix of Codex Grey and Snot Green, adding Skull White for successive highlights. I then applied a careful wash of Snot Green.



4 The next highlight was a 2:1:1 mix of Skull White, Snot Green and Codex Grey. Add more Skull White for the final highlight. Paint the beard, hair, the mane and tail Desert Yellow, and the metal Tin Bitz.

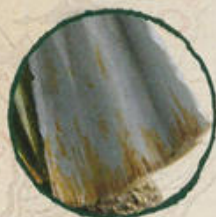


5 The metal areas were highlighted with a 1:1 mix of Tin Bitz and Chainmail followed by Chainmail. I then drybrushed the hair and mane with Bleached Bone followed by a 1:1 mix of Bleached Bone and Skull White. I painted the base rim Bestial Brown and added static grass.

PAINING THE CHARACTERS



I used similar colours, where applicable, to unify the look of the characters. Bestial Brown for the leather and Codex Grey for the cloaks were the two primary ones. The inset shows the weathering on the models' Elven Cloaks. Other colours used include Scab Red for Gimli's clothing, Catachan Green for Aragorn's coat, Scorched Brown for Aragorn's tunic, Catachan Green/Snot Green mix for Legolas' tunic, and Shadow Grey for Legolas' undershirt.



These Barrow Wight models make great additions to your Army of the Dead. Thinking thematically, I see these two being the personal bodyguard of the King of the Dead or perhaps the King's kin. They make great Army of the Dead Captains too.

FROM LEAVES TO CAVES

James Griffin's Wood Elves and Moria Goblins tournament armies

James Griffin is a dab hand with a paint brush. Last year he won the Best Painted Army award at The Lord Of The Rings Grand Tournament. Here he reveals how he made his two forces – Mirkwood Wood Elves and Goblins of Moria.

One of the best things about Middle-earth is the individuality of each of its regions. Something

that's clearly reflected in their inhabitants. Everyone has their favourites, and mine is firmly fixed with the littlest of the Orcs with their claustrophobic setting and fiery tempered neighbour, and Legolas' pals in their mystical forest home. When it came to preparing for the Grand Tournament, I didn't have to think long about which dark and light forces would be coming with me!

After figuring out the background of each army, I tackled both forces' assembly together. First, some of the more involved conversions received my attention – my

Elven characters, objective markers and Gûrz the Cave Troll. At this point I made the scenic bases, mostly from Green Stuff, and painted them. Now the models really began to take shape. Along with all this came my favourite part of the job – the character conversions. When I plan armies, I base them around a theme. This provides inspiration when it comes to creating the characters, and makes them a joy to convert and paint. Metres of brass rod, plastic goblin spear tips and violin bow hair were then used to make the rest of the troops more interesting.

WOOD ELVES OF MIRKWOOD



Halidos

I was eager to pose one of my Elven Captains in a suitably dynamic fashion, and settled on him kneeling. I practically re-sculpted the model from the waist down for this. He also sports an Elven bow for character sniping!



Young Legolas

My army features a younger prince Legolas, before he became famous. I stuck his original bow on his back in the quiver, gave him Haldir's arm with a double ended spear and a Boromir's horn.



Aronhir

Aronhir has a High Elf hand and Elven blade, with an altered Goblin hand weapon in the other for a dagger. On his back is a High Elf bow as well.



Wood Elf Archers

To be useful tactically, my archers needed spears. This was fiddly, but not too tricky, as they were simply mounted in place of the Elven blades.



Scenic Bases

Green Stuffing a base doesn't have to be particularly complicated. For the Elves, sausage shapes were pressed into the putty with a modelling tool, and the texture was made by simply tapping the top of it with a sharp edge. Patience is required for a whole army!



Stringing Elf Bows

The Elf bow string was relatively easy. I bent the bow around to enable the violin bow hair to sit straight between the ends. Then I used tweezers and superglue carefully to make one end of the string attach to the bow, pulled it tight and repeated it the other end.



Wood Elf Standard Bearer

Representing Legolas' Sister Ayhnil, this Goldberry conversion is wreathed in magical energies for protection in battle. I use this as armour (+1 Defence).

Objective Markers

Objective markers are a great addition to a force. My Elven marker is Galadriel's mirror stand with some fine sand added and Gil-galad on top like a statue!

WOOD ELF TACTICS

I'd spent so much time painting, that I hadn't practiced as much with my armies as I would have liked, but there's nothing like a game with a competitive edge to get you clued in. And I figured out a few things pretty fast! When playing the Wood Elves, I concentrate on four things: more Elves, bows, woods and guts. With a measly Defence 3 (or 4 with armour), Wood Elf troops really benefit from having mates to hide with. Safety in numbers can really count here, if only as a deterrent – a high Fight value can be a beautiful and scary thing! Secondly, my Elves really need bows for some pre-combat hero sniping; a good wood to hide in (especially against mounts), and the guts to break cover and make a move on the enemy when it counts. Do this right and it could really spoil your foe's afternoon.

MORIA GOBLINS



Azog, King of the Goblins

Azog started out life as a Mordor Orc, but with armour to match Gûrz and a brand-new shield to boot, he makes a worthy (if cowardly) king under the mountain!



Shaman

To make the Shaman intimidating, he was raised up on a mound of gravel. The spell effect was created using Green Stuff with a hair wrapped round it.



Goblin King

I painted the Goblin King straight out of the blister in addition to my converted Goblin King for use as an extra Captain.





Gûrz the Cave Troll

Having seen the Armoured Trolls in The Two Towers, I knew I had to make one. Only problem was that I'd never sculpted anything before! Many hours and parts of Sauron later, one mean Cave Troll sat on the battlefield to add that little extra clout to my Goblin force.



Captain on Rock, Pointing

This was a less involved conversion than the other Captain, with only the right arm and left hand needing re-sculpting to make it look convincing.

Captain on rock, Scuttling

The most extreme conversion in both of the armies, this Captain shares only his face, shield and left leg with the original Goblin donor model.

MORIA GOBLIN TACTICS

The Goblins, having been completed first, had the benefit of some practice games, and when push comes to shove they can hold their own better than their stature might suggest! Whilst their greatest advantage is curtailed in a tournament game with the limit of 50 models per force (even men of Gondor can push to that), it does mean that plenty of points are left over for the more tasty stuff, like the heroes and Gûrz the Cave Troll who adds that gentle touch to the line-up. With Goblins so cheap, I can afford to arm some with spears and shields, to get as many of the blighters over the table and into combat as possible. A particularly useful combo is the Captain/Cave Troll/Spearmen group, which has a nasty propensity for shortening an opposing hero's lifespan, or at the very least acting as a speed bump with a bite!

Lastly, and most importantly, is that little rule that allows your Goblins to shine (or at least climb) in rocky terrain. This little gem is often overlooked until the Goblins play at home in Moria, but the ability to launch a concerted attack down a sheer rock face isn't to be sneered at, nor is the ability to re-deploy faster than your opponent (lets face it, it's the only time they're ever going to outrun anyone more than 4 feet tall and bearded). That's it, but with plenty more practice, both armies should become a real force on the battlefield and great fun to play. I love this game!



Goblins with Torches

After a couple of Goblins lost their spear tips in practice games, Weathertop Aragorn provided a tasty replacement that added some much needed contrast.



Orc Objective Marker

The abandoned drum's base was easy to make with Green Stuff. The tricky part was making the dead drummer by re-sculpting one of the arms!

War in Middle-earth: Harad

Fighting battles in Harad, by Mat Ward

The harsh, uncompromising attitude of the Haradrim mirrors the lands of their origin. The realm of Harad is not a place where any should tread lightly. Its arid, barren wastelands have been the death of many.

The land known to most as Harad lies upon the southern border of Gondor. Only along the mighty rivers, and the shores of the Great Sea, can fertile ground be sought for leagues and leagues of rock-strewn savannah stretch as far as the eye can see in almost every other corner of the realm. In contrast to the fertile lands of Gondor's southern fiefs and the rugged but bountiful plains of neighbouring Khand, Harad can seem a desperately bleak place to

outsiders. Nonetheless, swathes of green fields can still be found along the mighty rivers that pierce the Harad landscape, producing enough food to feed and sustain Harad's population.

In name, at least, Harad is currently ruled from an ancient city nestled within the bay of Umbar. This once Númenórean haven has seen a great deal of history pass within and without its walls, much of it bloody and sorrowful. The scars of time can be plainly seen on the buildings of the city's old quarter, where Númenórean craftsmanship has been patched with later, less skilled Haradrim masonry, giving the city a unique, if confused, appearance. With its safe anchorage and commanding coastal position, Umbar has long been the power in the surrounding waters. As a result of this,

its name has become synonymous with raids and terror in the surrounding lands, so much so that it is now known only as the City of the Corsairs in lands far and wide. Harad's former capital, the great temple-city of Kârna, was ruined long ago in what was anything but Gondor's finest hour, when the soldiers of Minas Tirith sacked it following a great victory. Anything of value, they took; anything that would burn, was fired. Kârna was left a blood-soaked ruin, heavy with the sins of the past and the voices of the dead. Wise men go there not.

A meeting of two mighty roads occurs in almost the exact geographical centre of Harad. One, the Harad road, travels north and south from that point, eventually reaching the shattered gates of Osgiliath in the north and vanishing deep within the lands of the Mahûd to the south.

The second, and far more frequently travelled route, the Amrûn road, begins its seemingly endless journey in Umbar's Corsair City, before skirting the north edge of the Nâfarat, the Great Desert of Harad, and thence into the rival kingdom of Khand. Sitting at the junction of these two roads, growing fat from the profits of the trade that flows past its gates, is the city of Abrakân. Compared to the poorer towns in Harad, Abrakân is a luxurious place, though it remains well-fortified – a lesson learnt centuries before when a Khandish raid laid the town waste. Its marbled palaces and golden gates are bought with the wealth accrued by its unique trading position, for where else can wanderers from all points of the compass meet and trade?

South of Abrakân lies the only true desert of Harad, the Nâfarat, its shimmering, alabaster sands stretching east into Khand and south to the hills around Hidar, the southernmost of Harad's great cities. In truth, much of the Nâfarat lies within the borders of Khand, but few Khandish kings have wished to spill their followers' blood in a war of reclamation fought over such worthless land. The Nâfarat is a quiet place, for even the local Haradrim tribes shun this wasteland.

Even so, at least one group of tribesmen choose to make their home within its borders, exploring the ancient ruins that are hidden amongst the desert sands, trading their findings for food and water. Such





The Haradrim fight against a band of Gondorian Rangers as a wild Mûmak approaches.

exploits are not without risk, for remnants of the evil that once claimed the ruined ziggurats still remain within their walls, hungry for the warmth of the living.

Playing Scenarios in Harad

The land of Harad is a daunting place for any army to consider campaigning. If you wish, you can play The Return of The King Points Match scenarios in Harad. If you do so, the following special rules can be used. Roll one D6 on the following table to determine which special rules (if any) are to be used. Note that multiple rolls of the same rules do not stack. Alternatively, players can agree which of these rules they are using before the game begins.

- 1 – Unstable Footing
- 2 – Sandstorm
- 3 – Wild Mûmak
- 4 – Baking Sun
- 5 – The Shadow of Kârna
- 6 – Roll twice on this table

Unstable Footing. The soil of the battlefield, like much of the ground in Harad, is composed of loose, sandy soil and

so is less than stable underfoot. This is not so much of a problem for the relatively unencumbered, but can prove difficult for the heavily burdened. In this scenario, all models wearing heavy armour move 1 1/2cm slower than their normal Move rate.

Sandstorm. In the desert there is a chance that a sandstorm will whip up, filling the air with fast-moving, razor-sharp sand. If the Priority roll is ever drawn on the roll of 5 or 6, a sandstorm sweeps the battlefield. Each time a model moves in a sandstorm the controlling player must roll a D6 if the result is higher than the model's Strength, the model may not move that turn.

No missile weapons of any kind may be fired in a sandstorm, though spells may still be cast as normal. The sandstorm dies away at the end of the turn.

Wild Mûmak. Between the opposing forces is a wild Mûmak, a crazed and dangerous beast that has lost its handlers to misfortune or war. This model is placed in the centre of the board before any other models are deployed. The Mûmak is under

the control of the Evil player, and follows all the normal rules for Mûmak movement, stampeding and combat. However, there is no Commander or Mahûd controlling the beast, so each turn it will need to pass a courage test or stampede in the normal way.

Blazing Sun. For this scenario, the sun is beating down mercilessly on the combatants, dazzling their eyes and exhausting them with its heat. If the Priority roll is ever drawn on the roll of 5 or 6, the player that loses Priority must nominate one of his models which will suffer a wound on the roll of a 1 on a D6 (Fate may be used to save against this). Deduct 1 from the roll if the model is wearing heavy armour (including Dwarf heavy armour) or carrying a shield, or 2 from the roll if they are equipped with both.

The Shadow of Kârna. This battle takes place close enough to Kârna for the invasive evil of that place to cast a shadow over the combatants. So oppressive is the feeling of unease that all Courage tests taken during this scenario are made on three dice, with the highest dice score being discarded.

Chronicles of Middle-earth

The story of Drôzhna, by Mat Ward

In stark contrast to the heroes that walk amongst the forces of Good are those who follow the Great Enemy Sauron. One such individual is Drôzhna of Harad. A wandering scribe recounts what little is known of this anti-hero...

I have already spoken of heroes that walk amongst us, those who have defended against the Shadow with all that their breath and bone has to give. Yet there is another side to this task of mine, one which is no less important. These times of unfolding history are not solely defined by virtuous deeds of men and their allies, but also by the blacker acts performed by those in the service of the Great Enemy: Sauron, the Lord of the Rings. Their road is different to ours, but no less worthy of note. If their transgressions and motives are not recorded, the tales we leave for our inheritors do not paint a true picture of the world in which we lived, nor of the mistakes of pride and false hope that have led men astray. The individual of whom I would tell today is such a man. His name is Kharid Drôzhna, a southron by birth, an agent of Sauron by allegiance, and a man who wields a great deal of power in the lands below the Harnen river. Harad is by nature a secretive land that is all but closed to the people of the north, but even here I have my resources. Though my information is jumbled and fragmented, I will endeavour to tell all I know...

As best I can tell, Drôzhna's story truly began when he was taken from his family and into the service of the Lords of Umbar, where it was then determined that this young child had the strength to be given to the Hâsharii order. I have spoken of these individuals at great length in the past, and shall not repeat myself here, but suffice it to say that the Hâsharii are not, as some would have it, merely assassins. Indeed, their order carries greater political power than many lords of other realms can dream of. To cross them is to welcome death, whether by a blade in the night or execution by day.

THE DARK PAST

The ways of the Hâsharii are secretive, and their strongholds hidden from the sight of many, and so Drôzhna was largely forgotten by the world as he was trained in the way of his masters. Not only did Drôzhna survive his inculcation, but it would seem that he excelled beyond his tutors' expectations. By the time he had seen a mere seventeen summers, Drôzhna was already reckoned for great things. What made him remarkable was that his skills were not confined to the arts of murder for which a Hâsharin becomes so famed and reviled. It is said that his voice was as deadly a weapon as any he could bring to bear, for he was possessed of a keen intelligence and a quick wit that was ever ready to take advantage of another's weakness. Armed with these offensive charms he was keen to exploit those around him in his pursuit of power..

No greater example is there of this than when he was tasked with the elimination of Lord Harkraan, a member of the council of Umbar who had set himself at odds with his fellow lords. Harkraan and his followers had taken Azkâhar and the surrounding lands as their own. Harkraan was all too aware that his defiance would bring the wrath of the Hâsharii, but he had made Azkâhar all but impregnable and customarily surrounded himself with a score of loyal bodyguards. Of the events that followed Harkraan's occupation of Azkâhar, I know only a little, but three related things occurred in quick succession. First of all, Drôzhna came to Azkâhar, seemingly welcomed into its chambers. Whether Drôzhna's serpentine tongue persuaded Harkraan that he came as an ally, or that the Hâsharin simply gained access by adopting a false identity, I cannot say. A week later, Harkraan's head was impaled upon a pike outside Azkâhar, while Drôzhna had returned to Umbar with a tale of how the rebellious lord's own followers had executed their master for his treasonous plans. It was scant days thereafter that other news came out of the south. Azkâhar was in the grip of a deadly sickness, so the rumours said, and its doors had been sealed. The truth of what happened within Azkâhar's walls can only be guessed at, but both the council of Umbar and the masters of the Hâsharii were greatly pleased by what had transpired, and laid the credit at Drôzhna's feet. Little were they aware that his loyalties now lay elsewhere.



Drôzhna eliminates the renegade lord Harkraan.

Whilst the Lords of Umbar had no doubt Drôzhna worked to their ends, in the aftermath of Azkâhar I began to hear whispers that his allegiance had shifted and that he worked no longer for the Lords of Umbar, but for Sauron. It is curious to note that a conspiracy concealed from one's supposed allies can be detected with much greater ease from without. That the Lords did not detect Drôzhna's duplicity is of no great surprise, for they had placed their security in the Hâsharii for so long that they had almost certainly grown careless of their loyalty – certainly I am aware of no occurrence in the past where a Hâsharin has worked against the will of the Lords. To one such as I, to whom the four winds of the world and the eagles of the mountains bear tidings, Drôzhna's actions were laughably easy to unveil, though I must confess that the full picture is still lost to



Drôzhna leads a force towards Ratarn.

me. Some tell that it was one of the Nazgûl who bent Drôzhna to Sauron, but it seems that the Hâsharin was ever fascinated with the past history of his land in general, and of the Hâsharii order in particular. To dwell on the past can be incredibly dangerous, particularly in proud individuals, and I have little doubt that Drôzhna was promised power and a return to days of glory. Sauron's pledges are ever the same, and why should they not be? There are always many men willing to accept his word, no matter how shifting it has proved to be.

DRÔZHNA'S DECEPTION

In truth, it is simple to see how Drôzhna's deception has so long gone unnoticed, for Sauron's goals and those of the Lords of Umbar tend to be much in alignment. Both of Drôzhna's erstwhile masters held great hatred for the land of Gondor, and so shared many of the same goals, yet even as Drôzhna fulfilled the bidding of the Lords of Umbar, he began to twist many Haradrim to his true master's cause. By the time Sauron's emissary had brought the Lords of Umbar back under the control of Mordor, and the Great Army was being assembled, many Haradrim chieftains and Hâsharii were already loyal to Drôzhna and, through him, to Sauron. Why Drôzhna should feel this was still necessary is perhaps not so much of a puzzle that one might think. The Lords of Umbar had been pressured into their new course by the Dark Lord and would have gladly returned to their silent role, for they feared Gondor as much as they hated it. Had they done this, Drôzhna's

followers could have ensured that Harad still marched to the beat of Sauron's war. What is certain is that Drôzhna worked like a man obsessed in those years, and the towns and villages of Harad ran red with blood. Yet not all went Drôzhna's way in this time, for amongst the chieftains of Harad was a young man named Suladân, whose skill in battle had forged him a great name. As I understand it, Drôzhna attempted to draw Suladân into his schemes, but the young warrior refused him. In his own way, Suladân was as famous as the Hâsharin, and his execution as a traitor would be questioned. Shortly after, Suladân was 'promoted' to command the garrisons along the Khandish border, a region alive with bloody skirmishes and raids. Such dangerous duty was as certain as a death penalty to many.

The blackest deed that can be laid at Drôzhna's door, however, is that of the fate of Ratarn. The Great Army that had by this time begun to assemble in the north took a vast drain of food and wealth from the lands of Harad, and each town was bade to contribute a crippling tithe. Ratarn, in the south of the land, had little to give and had, furthermore, suffered from a series of poor harvests, and so could spare little. It was Drôzhna who was given the task of extracting the levied sum of food and gold from the town, a burden he accepted willingly. He commandeered a great force of warriors and led them south to the defiant town. Angered by the townsfolk's recalcitrance, he instructed his followers to

take what little Ratarn had by force. When the chieftain who governed Ratarn objected to this act, Drôzhna flew into a rage. He struck the chieftain down and commanded that the city be sacked and looted, and its inhabitants be slaughtered. Though many of the warriors under Drôzhna's command were sickened by his barbarity and refused to comply with his orders, all they achieved for their defiance was to die alongside the townsfolk. Ratarn's funeral pyre burned for days, the ashes of its buildings mingling with those of its people. Drôzhna had set his example well, for another town has yet to withhold supplies from the Great Army.

It pains me that this man still lives, for his is a life guided only by his own dark fanaticism and I fear the evils that he will unleash while he still lives. My hope is that Drôzhna's fate is commensurate with the woes that he has inflicted upon the world."



Mat Ward converted his Drôzhna by using Green Stuff to add a cloak to a plastic Haradrim warrior.

The Sack of Ratarn

A new scenario for The Lord of The Rings, by Mat Ward

The Hâsharii are a powerful force, operating in secrecy yet wielding great power. Often playing a crucial role in matters concerning the Harad, their actions can be brutal and merciless.

The Great Army of Harad assembles below the Harnen river, a mass of men and weaponry of war that gathers in preparation for Sauron launching his final great battle. Such is the immensity of the army that it has long since drained supplies from the surrounding lands and must now be sustained from never-ending convoys that stretch up and down the Harad road bringing food from around the land. An edict has been issued that all of the villages and towns in Harad must contribute as much as they can to this great effort. Alas, such burdens are decided in Umbar and take no account of the problems in more distant regions. The town of Ratarn is one of many that finds itself unable to meet the demands placed upon it, weakened as it has been by several years of poor harvests. Angered by the town's refusal to send what is required, the council of Umbar dispatch Kharid Drôzhna to rectify the situation.

Once he arrives at Ratarn, Drôzhna is swiftly angered by the townsfolk's refusal and so orders Ratarn and its inhabitants, destroyed as an example to others. As the townsfolk attempt to flee, even Drôzhna's followers are sickened by his actions...

Participants: Good

6 Haradrim Warriors with spear
6 Haradrim Warriors with bow

Evil

Drôzhna (Hasharin)
4 Haradrim Raiders
4 Haradrim Raiders with lance
6 Haradrim Warriors with spear
6 Haradrim Warriors with bow

Layout

This scenario is played on a board 24"/56cm by 24"/56cm. The playing area represents the centre of the town of Ratarn and should be covered with houses and tents, leaving a clear area of about 6"/14cm in diameter in the centre (see the map).

Starting Positions

The Good player deploys his entire force within 3"/8cm of the centre of the board. The Evil player then deploys his Haradrim Raiders and Drôzhna within 6"/14cm of any

board edge. The Evil player's Haradrim Warriors are not deployed at the start of the game, but may be available as the game goes on.

Objectives

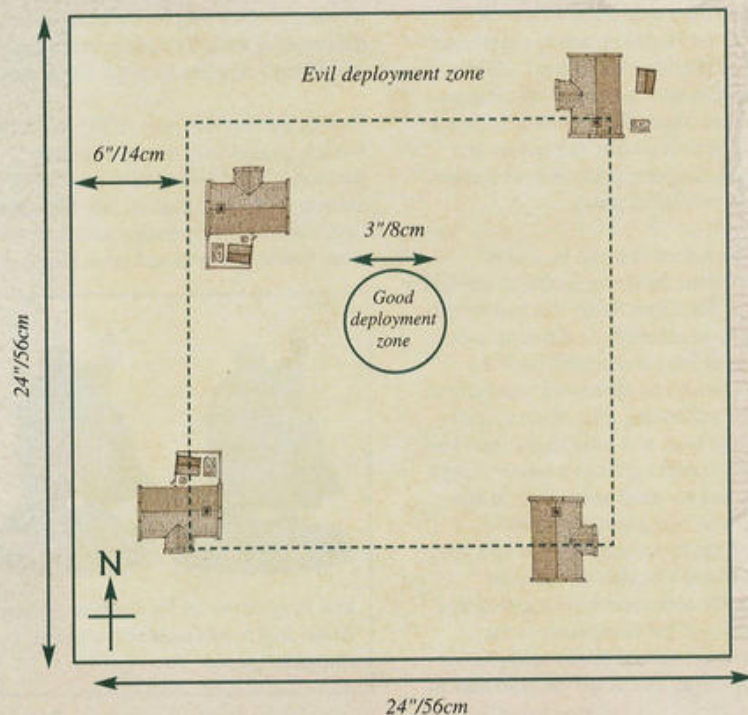
The Good side is trying to exit the board or slay the Evil side. The Evil side is trying to stop them. The game ends when all of the Good models are slain or have left the board, or when all the Evil models are slain or have fled. At this point, the Good side wins if sufficient Good models exit the board from any edge. If no Good models escape, the Evil player automatically wins. To determine whether or not sufficient models have escaped, both players roll a D6 at the end of the game. The Good player adds the number of Good models that have escaped, while the Evil player adds the number of Haradrim Raiders that are still alive. Whoever scores the highest wins.

Points Match

If you want to play this game with other forces, choose about 75 points for the Good side and about 250 points for the Evil side. The Evil side must include one Hero (who takes the role of Drôzhna) and at least 75 points of Warriors on foot (who take the role of the Haradrim Warriors). The remaining models take the role of the Haradrim Raiders. No more than 50% of the models on either side may be armed with bows or other missile weapons.

Special Rules

Spiralling Conflict. As the conflict continues, more of Drôzhna's warriors are drawn to the sounds of battle, but many of them are disgusted by the ruthlessness displayed by their leader and may change sides once they arrive. At the end of each of the Evil player's Move phases, he may roll a D6. This is the number of Haradrim Warriors that have arrived (they are taken from the 12 Warriors set aside at the start of the game). Newly arrived Haradrim enter the board from any edge. They may not charge in the turn that they join the battle, but may otherwise act normally. However, each of these newly arrived Warriors must test their Courage after completing their Move. Each Warrior that passes immediately becomes a Good model, but may not move further that turn. Warriors only take this test in the turn they arrive, and need not take this test if Drôzhna is within 12"/28cm.





The town of Ratarn is destroyed.

Raiding the Raiders

Part two in a set of linked scenarios: Defend the city of Dol Amroth

Despite having successfully staved off an attack on Imrath, Môrathol receives word of a greater threat to the region. With his depleted force, Môrathol and the Knights of Dol Amroth spring a surprise attack.

Having driven off the assault on Imrath, Môrathol and his warriors went about burying the dead and questioning the captured enemy. Whilst the attack on the small village was indeed a chance affair, the presence of the Corsairs in the area was part of something far larger. More and more of the evil warriors were entering the area on a weekly basis, mustering a force large enough to put much of the region to the torch. Acting on the information Môrathol gathered from questioning the captured foe, a messenger was sent with all haste to Dol Amroth, and woodsmen were sent into the nearby forests to gather signs of this alleged force. The woodsmen were away for many hours,

and when they returned their faces were ashen and afraid. They had located a large encampment of unfamiliar, warlike men only a few miles away, concealed in a clearing within the woods.

As night begins to fall Môrathol and his remaining warriors hatch a plan to strike a pre-emptive blow against the enemy, throwing their plans into chaos before they can bring their huge numbers to bear. With oil, pitch and burning brands, the Knights of Dol Amroth follow Môrathol stealthily into the woods, preparing to torch the enemy camp.

Good

Môrathol (Captain of Men on horse with heavy armour and shield)
5 Knights of Dol Amroth (with lance and on horseback)

Evil

5 Corsair Guard (Easterlings with shield)
5 Corsair Guard with spears (Easterlings with spear and shield)

10 Corsairs with spear (Haradrim Warriors with spear)
10 Corsairs with bow (Haradrim Warriors with bow)

Layout

Set up a 48"/112cm x 48"/112cm board. This board represents a clearing in the trees where the Corsair raiders are gathering their numbers for a daring attack. The edges of the board should be ringed with trees. Six tents should be placed in the centre of the board, no closer than 6"/14cm to one another.

Starting Positions

The Evil player deploys 5 Corsairs with bows on the table, each must be within 3"/8cm of a different tent. These represent the sentries watching for intruders. After the Evil side has deployed the sentries the Knights of Dol Amroth are deployed within 6"/14cm of any board edge they choose.

Points Match

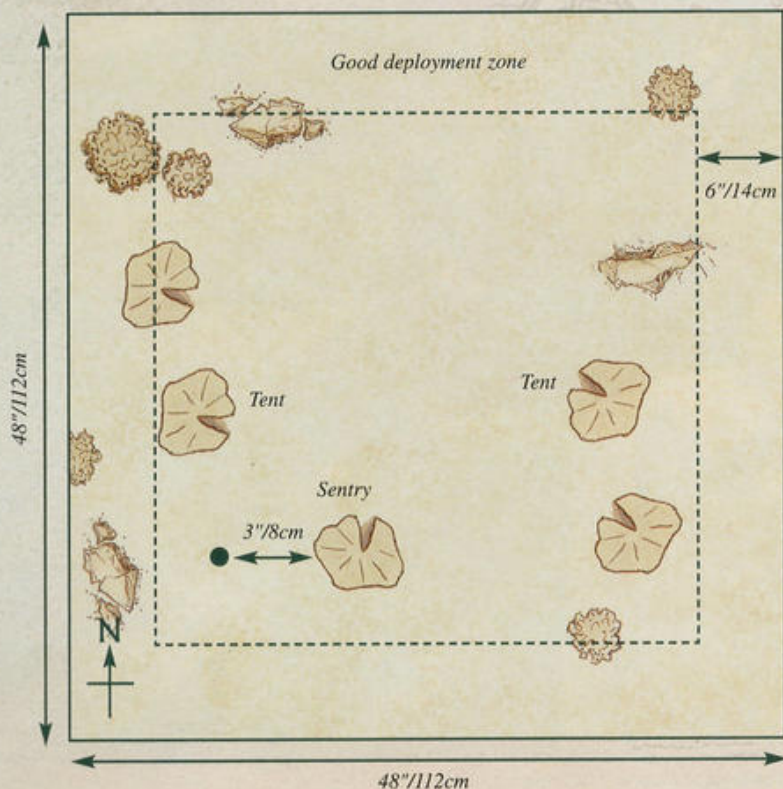
If you want to play this scenario using alternative forces, the Good player should select a force containing one Hero, costing no more than 175 points. The Evil player should select a force of 200 points, without any Heroes at all.

Objectives

Môrathol and his men are hoping to fire the Corsairs' tents causing panic and disarray in their encampment and scattering their soldiery. For the Good side to win they must set fire to at least three tents and move Môrathol and two or more Knights off any board edge. If three or more tents are fired but Môrathol and two Knights do not escape the game is a draw. Should the Evil side prevent Môrathol and his men setting fire to three or more tents, then the Evil side win.

Special Rules

Corsair encampment. Sleeping in the tents are the bulk of the Corsair force, while the sentries keep a vigilant watch. Within each tent is one Corsair Guard, one Corsair Guard with spear, two Corsairs with spears and one Corsair with bow. On every Evil turn after the first the Evil player may roll a D6 for each model that has not yet entered play. On the second turn the model will become available for





The Corsairs manage to raise the alarm as the Knights of Dol Amroth approach.

use on the roll of a 6, and should be placed touching its starting tent. On the third turn models not yet in play may enter on a 5+, on the fourth turn a 4+, and so on. A roll of 1 will always fail. Players should make a note of which models have entered play and which are still waiting to do so. Models that enter play in this manner may move and shoot as normal, however they may not charge enemy models.

Burning brands. The warriors of Dol Amroth are seeking to inflict a brief but shocking victory on the Corsairs by attacking them in the dark of the night.

Bearing burning brands, they plan to set the tents alight, sowing chaos and terror in the enemy encampment. Despite the darkness of night the Knights and Mórathol are clearly visible thanks to the torches they hold. At the end of any turn that a model carrying a burning brand has ended his move touching a tent and is not engaged in combat the Good player may attempt to set the tent alight. On the roll of a 4+ the tent is considered ablaze. Might may be used to modify this dice roll.

Any models in a tent that is set ablaze are considered lost, and may no longer enter play.

Campaign. This scenario is intended to be used as part of a linked campaign (see last month's White Dwarf for part one). If it is being treated as such Mórathol will start with the same number of Might, Will and Fate that he finished the Salvation of Imrath (the Dol Amroth Campaign scenario one printed in last month's White Dwarf). The only exception to this is that Mórathol can regain a Might point if any were used in the previous scenario.

Additionally, the Good player may not start this scenario with more Knights of Dol Amroth than survived the last scenario.

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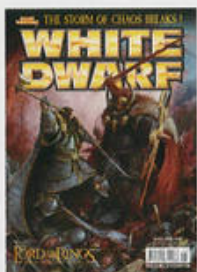
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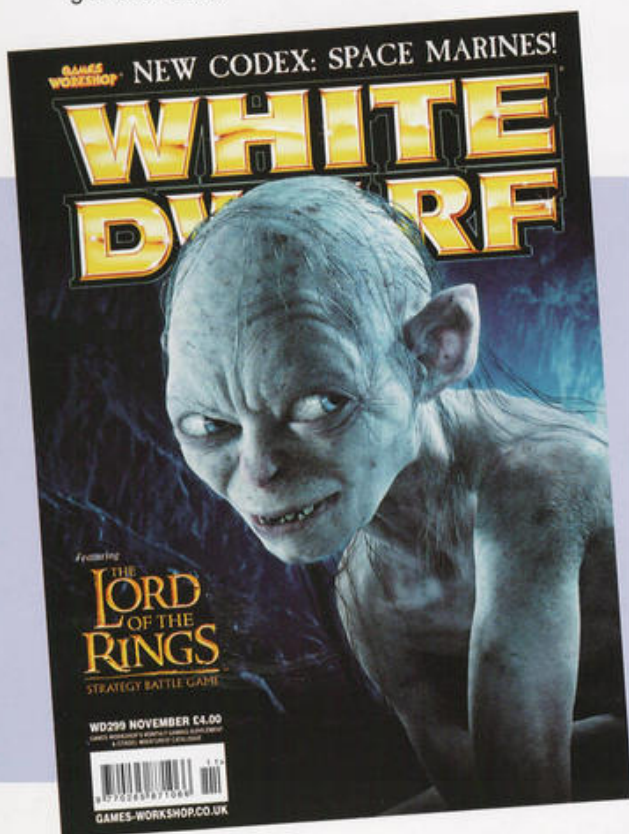
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