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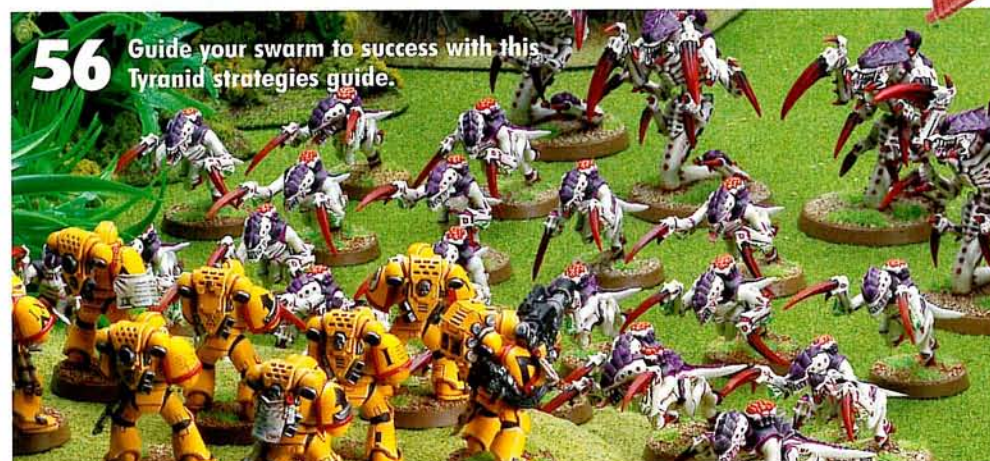
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THE ONE RULEBOOK

NEW DEFINITIVE RULEBOOK FOR THE LORD OF THE RINGS GAME!

The Lord of the Rings strategy battle game rules will soon be compiled together and released as one definitive volume. The new The Lord of the Rings rulebook will have all the rules from the Return of the King and all of The Lord of the Rings supplements too, most notably the siege rules from Siege of Gondor and the rules for Mûmakil from The Battle of Pelennor Fields. "The rules are basically staying the same," says Mat Ward, one of the The Lord of the Rings design team behind the book. "Though there'll be some minor changes."

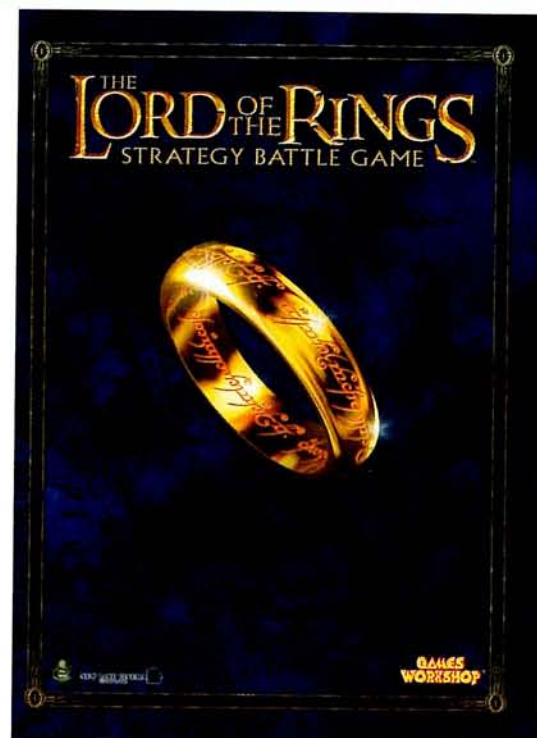
Unlike the previous incarnation of the book, profiles are organised according to race and region, divided into Heroes and Warriors respectively. So, if you want to build a themed force, all the relevant models are in the same place. The book also has some new material, and a few of the established profiles

have been tweaked slightly. "It really pulls everything together," Mat says of the weighty volume, which is hardbacked and boasts a sizable hobby section.

The scenarios in the book are general battle games, and so consequently those scenarios found in the old rulebooks tied into the three separate movies aren't included. They will however, make a welcome appearance elsewhere...

THE FELLOWSHIP OF THE RING

This book is not to be confused with the old rulebook of the same name. First of all, it's completely different and secondly, it's not a rulebook. The Fellowship of the Ring is the first in a series of books that allows The Lord of the Rings players to embark on a journey through the narrative of The Lord of the Rings; in this case the events that take place in The Fellowship of the Ring.



"This book shows you how to do everything," Mat explains. There are sections on painting, colour schemes, building scenery and more. It's very much a hobby journey, which features around 18 scenarios themed around The Fellowship of the Ring.

"Eight of the scenarios are new," Mat tells us, "such as the Wargs

attacking the Fellowship in the shadow of Caradhras and the dramatic flight out of Moria."

The idea is to play through the scenarios in order, developing your hobby skills and model collection as you progress. "By the end of it you've not just played through the story, you've got a painted group of models and scenery," says Mat.



A resin version of the new plastic Cave Troll you get in the game.

ENTER THE MINES OF MORIA

Follow in the footsteps of the Fellowship with a new boxed game for The Lord of the Rings. The Mines of Moria is a self-contained version of the strategy battle game that includes everything you need to play in one box. It's packed full of models all gamers will want. A new Fellowship (all nine in plastic for the first time), a Cave Troll, a horde of Moria Goblins and Moria-themed scenery – Balin's tomb, stone pillars, a well and more, are all within.

There are two books in the box, the first of which is a 112-page rules manual, containing the same full rules for playing the game as in the hardback rulebook. Whilst it lacks the big rulebook's huge profile and hobby section, the smaller format full colour rulebook contains all the profiles and special rules for the characters featured in The Mines of Moria scenarios. Players will find this manual a practical rules reference to keep in their model cases, ideal for taking to clubs, friend's houses and tournaments.

The second book is a 32-page booklet,

containing four scenarios. "These follow the Fellowship's journey through Moria and end in the battle at Balin's tomb," says Adam Troke, part of the team behind the new game.

It's this booklet that makes the game perfect for those wanting to start the hobby. The 32-page booklet is an invaluable introduction, covering all of the basic rules as it takes you step by step through the The Lord of the Rings strategy battle game.

"Each new scenario introduces a new aspect of gameplay. For example, the first one deals with moving and shooting, then combat is covered and so on until you're playing the game with the basic The Lord of the Rings rules," explains Adam. "It's the ideal stepping stone to the full The Lord of the Rings game."

Fans of The Lord of the Rings new and old should keep their eyes on White Dwarf and on the web, as both will be producing loads of new and exciting material to support the boxed and book versions of the game.

DARK WRITINGS OF CHAOS

The dark shadows moving in the frozen north are coalescing into a terrible shape. From fevered dreams, the true nature of Chaos is revealed!

For the first time, all the secrets of the Realm of Chaos are laid bare in **Liber Chaotica Complete**, a mammoth, 416-page hardback book that collects all the previously published volumes plus a brand new, never-before-seen section on Chaos Undivided.

Released at the same time is the **Liber Chaotica Complete Collector's Edition**, where evil is locked away in an exclusive deluxe binding. The original Collector's Editions sold out quickly so take a look here, before they're all gone:

www.blacklibrary.com



THE BOWL GETS NEW BLOOD

Extra, extra! Spike magazine brings you exclusive shots of the latest signings for the Reikland Reavers!

Last month we brought you the latest Human team for Blood Bowl. Due to some problems with the player transfer window we were unable to show you the complete team and the Linemen were omitted. But we've now managed to get our hands on them and here they are.

You can order these models from the Online Store at:

www.games-workshop.co.uk/store

Also, for a plethora of Blood Bowl articles and models, log on to:

www.games-workshop.co.uk/bloodbowl



CONQUEST – IRELAND THE TRIAL OF CHAMPIONS

Running from June to November this year is the first ever all-Ireland tournament for Warhammer 40,000.

There will be six regional heats in the cities listed below. Each heat will take the form of a one-day event where players will battle it out for a place in the all-Ireland finals, to be held early next year.

Limerick: 26th June hosted by The Gathering (061 315133).

Dublin: 10th July hosted by Nimble Fingers (01 2880788).

Cork: 7th August hosted by Other Realms (021 4222224).

Bangor: 14th August hosted by Replay Games (028 91452210).

Galway: 23rd October hosted by Model World (091 765655).

Waterford: 20th November hosted by Hobby Shop (051 852227).

This is the biggest gaming event Ireland has ever seen, with people from all over the country taking part in over 600 games to decide who are the best Warhammer 40,000 and Warhammer players on the gaming circuit.

Turn to page 120 and check out the Events Diary for more tournaments and events to test your battlefield skills.

FRONTIER: BLOOD ON THE PLAINS

Load up your rifle and git on yer horse! Frontier: Blood on the Plains is the brand new supplement for Warhammer Historical's awesome Legend of the Old West game.

Players can now expand their posse with new rules, options, equipment, scenarios and much, much more. This rootin', tootin' supplement is packed with stunning artwork (see the cover art below) and photos.

www.warhammer-historical.co.uk



DEFENDERS OF THE KING

"They're scary Elves," says Mat Ward of the Wild Riders, a new cavalry unit in the forthcoming Wood Elves army book. "They're Orion's equerries who defend the King's Glade when he dies in winter," Mat, co-author of the new army book along with Anthony Reynolds, explains.

The Wild Riders are those Wood Elves who accompany Orion when he goes on the Wild Hunt, although they do so in response to a primal call rather than through any sense of duty. This experience changes them and they become almost otherworldly – Mat describes them as "not entirely Elves."

On the tabletop the unit sits in a kind of middle-ground between heavy and light cavalry, in that they are hard-hitting but don't have as good an Armour save as fully-tooled up knights, but they are classed as Fast Cavalry. So, enemies of the Wood Elves beware, the horn of Kurnous echoes in Athel Loren and the Wild Riders heed its call.

One of the three rank and file Wild Riders. There is also a Champion, Standard Bearer and Musician for this unit.



NEW GAMING CENTRE OPENS WITH A BANG

The new Games Workshop Gaming Centre is now open. Situated a mere five minutes walk from Meadowhall, the Gaming Centre held a right royal opening when White Dwarf's Paul Rudge and the web's Rik Turner descended upon it.

As part of Games Workshop's mammoth 30th anniversary celebrations, Rudge and Rik took their armies and did battle against hordes of gamers who had gathered there to meet them. They couldn't have chosen a better venue, as with 20 varied gaming tables, the dynamic duo were spoilt for choice.

So in the heady conditions of the buzzing Gaming Centre battle did commence. A special "Challenge Rudge" event was immediately set-up, as the Scorpion of Harad himself took on all-comers with his The Lord of the Rings army. Could anyone stop that Mûmak? Manager Rob Bastow even had unique certificates printed to award to anyone mighty enough to topple the indestructible Rudge.

Rudge took on many foes with his Harad horde but despite several brave efforts, remained undefeated throughout the day and not a single certificate was awarded! (You can

read the follow-up to this on page 118). Rik on the other hand wasn't so lucky. His Blood Raven army was severely beaten by some brutal Khorne Berserkers.

Whether winning or losing, the gamers packed out the expansive Gaming Centre, which is adorned with huge and impressive Space Marine Chapter Banners.

The grand opening was a mere sample of the events that will be

staged at the Gaming Centre in future. With so many tables the capacity for gaming is vast and you can always be sure you'll get a game. For anyone who wants to chill out, there's also a large area with comfortable chairs to relax in and a painting zone too.

For further details about the Gaming Centre, including how to get there and some of the forthcoming events at the site, turn to page 120 of the Events Diary.



Battle commences at the Gaming Centre.

BIZZARE TALLARN BEASTS SIGHTED

The latest release from the foundries of Forge World are something a little different. Striding across the oppressive, sun-baked dunes of Imperial desert planets come the Tallarn Mukaali Rough Riders.

These hulking Xenos creatures are well adapted to operating in arid environments and rules for them will appear in Imperial Armour Volume 3, where they will be an upgrade for Tallarn Rough Riders.

The models, sculpted by Mark Bedford and Simon Egan, would make an unusual and interesting addition to any Imperial Guard army.



The Mukaali riders are well equipped to deal with hazardous conditions, possessing sand-proof gear and numerous supply packs.

ZOMBIE PIRATES

Avast me hearties and shiver me timbers, there be a veritable cache of hidden treasure on the Online Store for the dread Zombie Pirates. Yar, to coincide with last month's army list for these scurvy dogs, the Online Store put together a list of components for converting yer own band o' swabs.

There be more components than you'll find in any dead man's chest I'll wager, or I'll walk the plank. So, log on and for a few pieces of eight you can wage war on the living and send them to the watery deep...

For a full list of components that covers all the units and characters available in a Zombie Pirates list, even including such challenging conversions as Queen Bess, check out the following link:

www.games-workshop.co.uk/zombiepirates



CALLING ALL GAMES WORKSHOP ARTISTS

For the attention of all Games Workshop artists, past and present. We are trying to contact a number of you so we can return your work, work that is currently sat in our archive. Basically, we'd like you to come and get it! Please consult the list below and if your name appears, contact Archive Manager Sharon Cooke on sharonc@games-workshop.co.uk or 0115 916 8320 to discuss how to get your work.

The deadline for replies is:

Friday 29th July

If you do not make contact by this point, we will assume that you do not want your work back.

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ONLINE NEWS

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In this time of conflict will you sit idly by while Middle-earth falls to the Forces of Darkness or is conquered once and for all by the Free Peoples? You can make the difference! Play games of The Lord of the Rings at home, in our Hobby Centres or in your clubs and report your results on the campaign website.

www.thewarofthering.co.uk

GET MORE NEWS EVERY WEEK

Every seven days the web team makes sure you get the latest news from Games Workshop; new articles for your chosen game; a comprehensive newsletter delivered to your inbox; events, Hobby Centre,

Independent Stockists, Direct and community updates; not to mention Sneak Peeks and the ever-popular Poll of the Week. To get all this and more, visit:

www.games-workshop.co.uk/news

www.games-workshop.co.uk/inquisitornewsletter

WD WALLPAPER NO.3

Reason number three to visit the White Dwarf section of the Games Workshop website – more Grombrindal bad guy bashing with wallpaper number 3 of 13 for your computer!

www.games-workshop.co.uk/whitedwarf

See page 143 for more UK web team news and links.

SPACE HULK RETURNS!

Space Hulk has had many incarnations over the years, and this classic game is back again – but this time it's available on your mobile phone! Developed by Mnemonic Studios, and published by THQ Wireless, the game allows you to pit your Terminators against Genestealers in the palm of your hand. And it's just like the original board game with blips, Action Points and the like!

High-end phone users get added fun: not only can they play the Tactical game, which is a top down, turn-based affair, but they also get the Action version of the game,

which plays like a real-time, first-person shooter!

Fans will recognise many of the missions available to play in both the Tactical and Action games; there are loads of them to test your Space Hulk skills to the full.

Space Hulk is available in August. For details of how to get hold of it for your mobile, and what handsets it's compatible with, log on to the link below:

www.madtap.com

Alternatively, check the games site run by your mobile service provider.

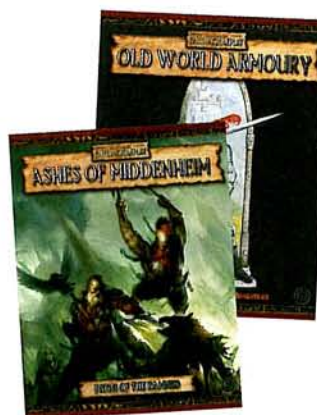


FANTASY ROLEPLAY

This month sees the release of Sigmar's Heirs, a comprehensive sourcebook on the Empire for Warhammer Fantasy Roleplay.

Along with the Old World Armoury (complete equipment and trappings guide for Games Masters and players alike!), the adventure truly begins with Paths of the Damned Part One: Ashes of Middenheim. Set after the cataclysmic Storm of Chaos campaign, the adventurers must pick through the wreckage to uncover a dark plot that will lead them through the shadows of some of the biggest cities in the Empire.

www.blackindustries.com



TALES OF ADVENTURE FROM BLACK LIBRARY

The Black Library's pulse-pounding new Necromunda series continues this month with Blood Royal. Yep, Kal Jerico, the coolest bounty hunter in the underhive, is getting his very own novel!

Also available: Dan Abnett's aerial combat classic Double Eagle divebombs its way into paperback, Graham McNeill turns his twisted vision on the Warhammer world with the collected Ambassador Chronicles and those loveable rogues Florin and Lorenzo (The Burning Shore, Wild Kingdoms) are back and in a whole world of trouble in Savage City.

www.blpublishing.com



EDITORIAL



Guy Haley

that my self-deprecatory humour regarding my numerous defeats (you mean whining – Guy. Shut it you! I fear that may be the Goblin in my head) has been doing myself a disservice, so this month I'm going to tell you why I am THE KING OF THE GOBLINS! (Though don't tell Grombrindal, he'll cut my head off).

THE GOBLIN KING

(Not David Bowie)

I've been playing Warhammer for 21 years, since the first edition, in fact. That's a long time. I've dallied with other armies, but if I'm honest, for me a large part of the hobby is painting innumerable tiny creatures green. I'm on my fourth Orc and Goblin army now – Number one was all Orcs with metal bases, number two was Orcs and Common Gobblins

Guy: Watcha chaps, been a busy month here at the hold. Plenty going on, and that means lots of GAMING! I've been told

that lost endlessly to Wood Elves, Number three a bearded combination of Night Goblins and Savage Orcs, and number four, the one I'm working on now, is Common Gobblins and Orcs with a cavalry twist. None of these armies are ever finished, by the way. They just sort of blend into one another, with some older models making the new force, some not. It's a never-ending task, painting Greenskins. I'm like Sisyphus, only I get to endlessly push a fat Gobbo up a hill, paintbrush clamped firmly in my teeth, rather than a rock. And I don't care when it rolls back down.

It's always Gobblins, not Orcs, that float my boat. Sure, you've got to have a few of the big guys, but only so the little greenies can show them up. I suppose I like Gobblins so much because I have a lot in common with them, they're tiny, querulous, and mean. Just like me! Heck, I even look like a Goblin.

So they don't always win – okay, they often lose – but the look on your opponent's face when his entire army is wiped out by a bunch of

marauding Wolf Riders is the sweetest of nectars, and it happens often enough to make me happy.

Just like what happened to Paul Sawyer's Kazad Bolg Expeditionary Force last time I played him, which brings me on to an announcement.

FAT BLOKE NO MORE

Paul Sawyer has been at the helm of White Dwarf for many, many years. So long that he's decided to make a break for the hills, as toiling at Grombrindal's forge can be a pitiless task, so he's taken a new job as a marketing manager. He's done a lot for the old longbeard, and all of us would like to wish him all the best in his new role.

On a personal note, I'd like to say thank you to the big fella for easing me gently into GW and making it as painless as possible.

That's me done. I'm off to paint some Gobblins.

And yes, I undercoat them brown.

Guy Haley
Editor



Christian Byrne

Christian: The end is in sight for my glorious Chaos horde. The Marauder Horsemen and the Furies are half completed and the last

character, a mounted Chaos Sorcerer, has been finished. Soon I believe it will be time to strap on my Warhammer boots and go kick some Dwarf and Goblin butt. I have had a few games with Mr Kyme in the past, but this was with my magic heavy High Elf army, so most of my spells bounced off harmlessly. As for the great Goblin King himself, I only played against his Empire once, claiming victory.

I also recently went and visited the Bromley store with Asger Granerud (of A Tale of Four Gamers fame) as part of Games Workshop's 30th birthday celebrations. We both had a good couple of days in the store, participating in various events that were being run throughout the day. So I would like to say thanks to Paul and the guys from the Bromley store for putting up with us for two days whilst running a host of games and hobby-related events.

That's enough from me then, here is a picture of my Exalted Champion of Chaos, lovingly converted from the Lord of the End times.



Three generations of Gobblins from the second, third and fourth incarnations respectively of Guy's army.

THE WHITE DWARF TEAM



Christian's Chaos Lord is a fearsome sight on the battlefield!



Nick Kyme

Nick: Recall the Necromunda campaign a couple of months back? Well, Foulksey and I decided to give it one last hurrah and play

a final battle between his dreaded HiveNet gang and my Enforcers, the Custodians. It was the one chance for Captain Bastion to avoid his permanent trip to Stinktown and find out who would be the monkey boys in the struggle for the Ironyard. Armed with his deadly autocannon, aka 'The Wheatcutter', Foulkes drubbed my two Enforcer squads in short order, despite me taking down his leader. Bastion got a one-way ticket to Stinktown and I was left to chow down on some peanuts, my simian qualities revealed to all.

So maybe the Necromundan Underhive is not for me. Fortune smiled on the green grass of the Warhammer battlefield though, as I romped home to another victory in the Border Princes campaign. I gave Haley's Goblins, with their patented Giant/Wolf Riders pincer-move combo, a fat lip as I took to the field with a Gyrocopter and Anvil of Doom! The highlight of the game was zapping his Grobi Shaman as he nipped out of his unit to spend a penny or something and I struck him with a bolt of lightning – yahoo!

To celebrate my current run of good form with the Dwarfs of Karak Kyme I've been feverishly painting some more shooty stuff for my army. So far I've got an extra Bolt Thrower, a Cannon, six more Crossbowmen and an Engineer. My Cannon is shown opposite, all shiny and new – aww.

Finally, the White Dwarf posse took to the road recently accompanied by the likes of the web team and the A Tale of Four Gamers, err... gamers.

Celebrating Games Workshop's 30th birthday (looking good for an old fella), I together with Messrs Greg MacGregor and webmeister Owen Rees ventured to the Cambridge Games Workshop Gaming Room. Much fun was had by all – we played a few games, ran a quiz and conducted a Q & A section with the gathered hobbyists. My hat goes off to the Cambridge gamers – they were brutal. I received kickings from both High Elves and Chaos – nasty!



Paul Rudge

Rudgie: As I write this we have just entered April. An important time as it's GW's 30th anniversary but even more

importantly Alan Shearer has just announced he's staying on for another season at Newcastle!

To help celebrate the 30th anniversary the web's Rik Turner and myself were packed into a small box and sent to the Sheffield Gaming and Events Centre (there's more on this on p118). The Manager Rob Bastow had a plan for me, he was going to make me play games all day! Hard work I know, but for me the challenge was to take on all-comers with my 500 points

Harad army. He even had some A4 certificates made which I was to sign and present to anyone who achieved the mammoth (get it?) task of beating me.

Over the course of the day I played four games against Vincent Kirkbright's Elves and Men, Sam Peterson's Dol Amroth, James Hewitt's Ents and Marcijan Harasymiw's Gondor. It was great watching my Mûmak squish all who came near it including a few of my own Harad. The beast also flattened Beregon, Prince Imrahil, Boromir, Faramir and even the ancient Treebeard. But the highlight of the day was playing an army consisting entirely of Ents, rematch James?

So, did I suffer a defeat? Not a chance! (See page 118 for more of Rudgie's carping – Guy.)



Every Dwarf army worth its salt should have a cannon or two in its arsenal of deadly war machines.



Greg MacGregor

Greg: Returning once more to the field of battle, my Eldar played a quick rematch with Pinyo Gulashart's Tau recently. (I played Pinyo, who was in our Necromunda campaign, a couple of months ago.) We played the Recon mission from the rulebook, and as Pinyo fancies himself as the next Napoleon (I caught him reading the Art of War recently) I knew it would be a tough game. And my wily opponent didn't let me down. His army was very suited to this scenario with lots of transports and small units of Fire Warriors to tie up my large units of Guardians, War Walkers and Seer Council.

The first turn was fought at night and this gave my Seer Council and Black Guardians ample opportunity to get moving across to the other side of the board. And after some luck with my Saving throws, I had two units over the other side of the board by Turn 4. Pinyo's Commander was dispatched by my tag team of Wraithlord and Avatar, who also crushed a Stealth Battlesuit team, while my Seer Council almost wiped out one of his Devilfish and the accompanying squad. Some shuriken catapult fire also put paid to another small unit of Fire Warriors who were camped out in some forested terrain.

Unfortunately I allowed myself to get distracted chasing down his small units of Fire Warriors in the end. I also had no luck trying to take out his transports with Witchblades or bright lances. With a random ending forcing an early finish, the game ended as a draw which was probably a fair result overall. Despite his army being outnumbered and outgunned over most of the table, his greater mobility (which is quite something when you're playing Eldar) allowed him to reach my deployment zone much more easily come the final reckoning. Well played, old boy.

SUBMISSION GUIDELINES

If you would like to write an article for White Dwarf, why don't you try? Many of our articles are about or by hobbyists, and we're looking for more. We want your ideas!

In time, we'll be putting full guidelines on:

www.games-workshop.co.uk/whitedwarf

However, until then, follow these general pointers:

- When submitting an article to us, you need to provide a synopsis of no more than 400 words, and a sample of your writing of around 300 words.
- Most photography we prefer to do ourselves. You may have to make several versions of a model and be prepared to travel to Nottingham.
- You do not have to write your article yourself. We frequently feature gamers' models and interview them.
- We are looking mainly for Tactics-type articles and exceptional models.
- If you wish to have your models in the magazine then we will need digital pictures so we may assess them. Please make sure these are in focus.
- Make sure your work is neatly presented. If you post it, it must be typed. If you e-mail it, please send it in Microsoft Word.
- Before sending anything, make sure you read it through at least once.
- Do not send army lists or ideas for new races. NO FICTION! Contact the Black Library for that.
- Do not submit entire articles, only synopses and samples.

Please send any submissions or letters to Guy Haley at our postal address: Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS

Alternatively you can e-mail Guy at: guyh@games-workshop.co.uk

If we are interested in your idea, we will contact you; if not then I'm afraid you will not hear from us. All material submitted becomes the property of Games Workshop. Please go to the following for our terms of use:

www.games-workshop.co.uk/legal/terms_of_use.htm

NEW RELEASES

THE BEAST AWAKENS

TYRANID CARNIFEX

The Carnifex is a living engine of destruction evolved for use in shock assaults, spaceship boarding actions and massed battles where it can smash through almost any obstacle, whether it is a defensive line, enemy tanks or a fortified position. The assault of these creatures is terrifying to behold, a primeval force which smashes men and vehicles aside like children's toys.

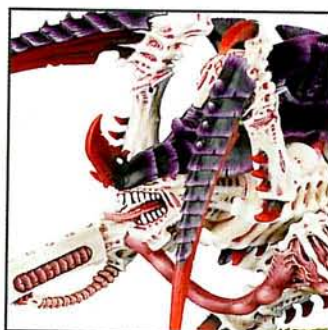
This boxed set contains 1 Tyranid Carnifex with multiple construction options. Sculpted by Jes Goodwin.

This model requires assembly.

TYRANID CARNIFEX £20.00

Denmark	kr 250.00	Sweden	kr 300.00
Euro	€ 35.00	Norway	kr 300.00

Below: Some examples of the many variant components you can use to construct your own unique Carnifex.



TYRANID BROODLORD

A product of the continual evolution of the Genestealer race, the Broodlord is the consummate hand-to-hand warrior. Lightning-fast and frighteningly strong, its diamond-hard claws can rip through adamantium as though it were silk. Swarms led by Broodlords often precede the main Tyranid advance, infiltrating enemy positions before launching a devastating assault on the elements of the enemy most dangerous to the main Tyranid army.

This blister pack contains 1 Tyranid Broodlord, sculpted by Mark Harrison.

These models require assembly.

TYRANID BROODLORD £9.00

Denmark	kr 100.00	Sweden	kr 120.00
Euro	€ 13.00	Norway	kr 120.00

TYRANID LICTOR

Lictors rove ahead of Tyranid ground swarms seeking out pockets of enemy resistance and native lifeforms to be absorbed. They are intelligent and possess highly developed sensory organs so they can see, smell, hear and taste their prey long before it becomes aware of their presence. Stalking Lictors exude a pheromone trail which draws other Tyranid creatures in their wake. A larger concentration of prey stimulates a stronger pheromone response and brings a larger group of trailing Tyranids.

This blister pack contains 1 Tyranid Lictor, sculpted by Mark Harrison.

This model requires assembly.

TYRANID LICTOR.....		£12.00	
Denmark	kr 125.00	Sweden	kr 150.00
Euro	€ 17.50	Norway	kr 150.00



TYRANID ZOANTHROPE

Rare even in the most recent iterations of Tyranid evolution, Zoanthropes are perhaps the strangest of Tyranid creatures. They are powerful psykers, apparently engineered from harvested alien life-forms to form living conduits for the focussed power of the Hive Mind. So extreme is their development that their atrophied bodies and bulbous heads are entirely energised by psychic force. They can move only by psychically levitating themselves, drifting across the battlefield to rain bolts of incandescent power on the enemy or relay the synapse commands of the Hive Mind to lesser beasts.

This blister pack contains 1 Tyranid Zoanthrope, sculpted by Mark Harrison.

This model requires assembly.



TYRANID ZOANTHROPE.....		£9.00	
Denmark	kr 100.00	Sweden	kr 120.00
Euro	€ 13.00	Norway	kr 120.00

TYRANID RAVENER

Ravener are twisted, snake-like creatures which combine the feared elements of the Tyranid Warriors' powerful symbiote weapons with the unholy speed of Gargoyles and Hormagaunts. Raveners have evolved the ability to burrow through almost any substance with their spade-like scything talons. Sensing vibrations, they reappear in a spray of earth right in front of the enemy position, their thorax-mounted weapon-symbiotes spitting out death.

This blister pack contains 1 Tyranid Ravener, sculpted by Mark Harrison.

This model requires assembly.

TYRANID RAVENER.....		£7.00	
Denmark	kr 100.00	Sweden	kr 120.00
Euro	€ 13.00	Norway	kr 120.00



NEW RELEASES

SPACE MARINE TYRANID HUNTERS

The Ultramarines have fought the Tyranid swarms since Hive Fleet Behemoth smashed into the realm of Ultramar. To stem the Tyranid tide, Chaplain Cassius formed an elite cadre of warriors. Known as Tyrannic War Veterans, these new squads are a departure for the Ultramarines, a chapter for whom such specialisation is almost unheard of. Two factors gave the appropriate weight to the argument for their formation; first, the necessity of having a full strength Veteran company available, and second, the chapter's deeply-felt hatred for the Tyranids.

*This blister pack contains 2 Tyranid Hunters, sculpted by Felix Paniagua and Seb Perbet.
These models require assembly.*

SPACE MARINE TYRANID HUNTERS£6.00			
Denmark	kr	75.00	Sweden kr 85.00
Euro	€	10.00	Norway kr 85.00



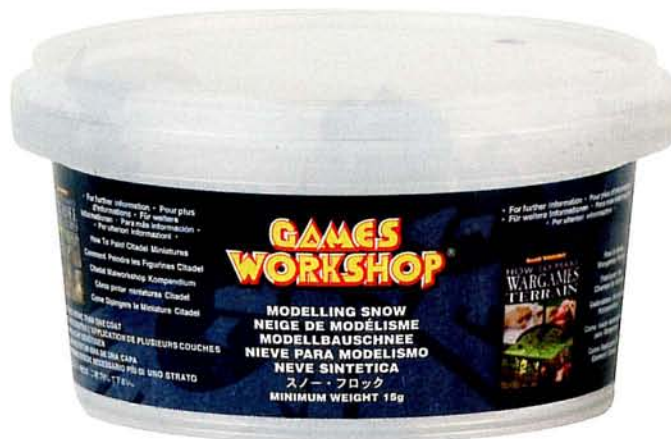
MODELLING MATERIALS NOW IN TUBS!

The current range of Games Workshop's modelling materials are now available in these handy tubs, and are ideal for making terrain and basing your miniatures. Simply add a layer of PVA glue over the base and dip it into the material, tapping it against the side of the tub to reclaim any excess material. The flock and static grass suit lush green boards while gravel and sand are ideal for desert terrain.

Brand new to the range is Snow Flock, which allows you to create terrain and models that wouldn't look out of place in the icy tundra of Kislev or the snowy wastes of Fenris.

Modelling materials now available in tubs (shown below) include Flock, Static Grass, Sand, Gravel and new Snow Flock.

MODELLING MATERIALS£4.00			
Denmark	kr	50.00	Sweden kr 60.00
Euro	€	6.50	Norway kr 60.00



Flock



Gravel



Snow



Sand



Static Grass

For some great tips on how to use and get the best-out of your modelling flock, turn to page 138.

FLAT DRYBRUSHES

These Flat Drybrushes are new additions to the Citadel brush range and are ideal for drybrushing larger miniatures, such as tanks and monsters, and terrain.



Large flat drybrush



Small flat drybrush

LARGE FLAT DRYBRUSH£10.00

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

SMALL FLAT DRYBRUSH£7.00

Denmark	kr	75.00	Sweden	kr	85.00
Euro	€	10.00	Norway	kr	85.00



SAURUS HERO ON COLD ONE

The Saurus Scar-Veterans are the heroes of the Lizardmen army. They lead the great cohorts of Saurus Warriors into battle and are tremendously old and powerful fighters. When sat astride a Cold One, the Scar-Veterans can charge straight into the heart of the enemy ranks, often accompanying a unit of mounted Saurus Warriors.

This blister pack contains 1 Saurus hero mounted on a Cold One, sculpted by Aly Morrison.

This model requires assembly.

SAURUS HERO ON COLD ONE£9.00

Denmark	kr	100.00	Sweden	kr	120.00
Euro	€	13.00	Norway	kr	120.00



LIZARDMEN SAURUS ON COLD ONES

One of the spawning types that has become more and more common in the temple-cities in the last decades is the Saurus Warriors, who come into the world instinctively knowing how to ride and control the dangerous Cold Ones. These vicious and dim-witted creatures make powerful mounts for their riders.

This boxed set contains 8 Lizardmen Saurus on Cold Ones, sculpted by Aly Morrison and Colin Grayson.

These models require assembly.

LIZARDMEN SAURUS ON COLD ONES£18.00

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



NEW RELEASES

SPECIAL EDITION MODEL!

MARCO COLUMBO

Famed explorer Marco Columbo has travelled far and wide in search of strange new lands, glory and fortune. His latest voyage brought him to the mysterious island of Lustria, where he believed many treasures lay undiscovered, waiting to be plundered. Upon his return to the Old World, rumour of this strange island and its bounty spread to all corners of the land. Ships of all races now sail across the World Pond, hoping to reap the gold of treasure of Lustria for themselves. Little do they know of the hidden dangers that lurk there.

Over the summer, during the Conquest of the New World campaign, you can get hold of your very own special edition Marco Columbo model. However, you'll only be able to get the model for a limited period, so don't dally or his ship will have sailed.

This blister pack contains 1 Marco Columbo, sculpted by Juan Diaz.

MARCO COLUMBO.....£6.00

ONLY AVAILABLE THROUGH GAMES WORKSHOP HOBBY CENTRES AND GW DIRECT FROM 2ND JULY 2005 UNTIL 31ST AUGUST 2005.

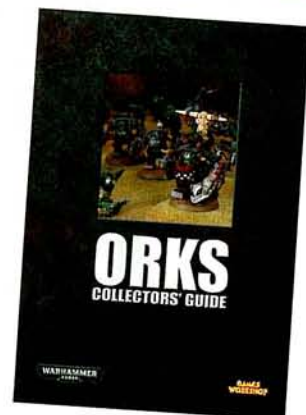
ORKS COLLECTORS' GUIDE

No die-hard Ork player should be without the Orks Collectors' Guide. This vital book contains the entire current range of models and individual components for the Orks. Also included are Classic models like Ork Kommandos, Direct only miniatures such as the Kult of Speed Deth-Kopta and Collectors' models like Goff Rockers.

The guide also contains a background section detailing all of the various Ork Clanz and a number of showcases and player armies to inspire you.

ORKS COLLECTORS' GUIDE.....£5.00

Denmark	kr	70.00	Sweden	kr	80.00
Euro	€	8.00	Norway	kr	80.00



GAMES DAY TICKETS

Games Workshop's premier painting competition and gaming event is being held for the first time this year at the Birmingham National Exhibition Centre (NEC).

The event is on Sunday 25th September and tickets are available on general release on 2nd July. You can get hold of tickets from your local Games Workshop Hobby Centre or by contacting GW Direct. For more details turn to the Ordering Direct section on page 126.



GOLDEN DEMON TICKET.....£25.00



SPACE MARINE COLLECTORS' GUIDE

In this, the third version of the Space Marine Collectors' Guide, you'll find the full current range of Space Marines models including Chaplain Cassius and Captain Lysander. There is also a vast array of Collectors' and Classic models.

In the background section there are details and colour schemes for many of the Chapters of the Adeptus Astartes, and a showcase of players' armies.

SPACE MARINES COLLECTORS' GUIDE.....£5.00

Denmark	kr	70.00	Sweden	kr	80.00
Euro	€	8.00	Norway	kr	80.00

MATT VARNISH

Matt Varnish in pots for protecting the paint work on your miniatures is also available this month (not shown).

MATT VARNISH.....£1.75

Denmark	kr	20.00	Sweden	kr	30.00
Euro	€	2.50	Norway	kr	30.00

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS



Faramir

Sculpted by Michael Perry.
This blister pack contains 1
Faramir on foot and 1 Faramir
on horseback (previously
available as a single miniature).



FARAMIR ON FOOT AND MOUNTED £12.00

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

These models require assembly.



Denethor and Armoured Boromir

Sculpted by Alan Perry and Dave Thomas. This blister pack contains 1 Denethor (previously available as a single miniature) and 1 Armoured Boromir.

DENETHOR AND ARMOURD BOROMIR £10.00

Denmark	kr 115.00
Sweden	kr 140.00
Norway	kr 140.00
Euro	€ 15.00



Suladân

Sculpted by Michael
Perry. This blister pack
contains 1 Suladân on
foot and 1 Suladân on
horseback.

SULADÂN ON FOOT AND MOUNTED £12.00

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

These models require assembly.

SPECIAL WAR OF THE RING™ CAMPAIGN MINIATURE!



Gimli on dead Uruk-hai

This blister pack contains 1
Gimli on dead Uruk-hai.
Sculpted by Michael Perry.

GIMLI ON DEAD URUK-HAI £7.00

This model is only available from Games Workshop Hobby Centres or Independent Retailers participating in The Wrath of Umbar Roadshow (for full details of venues and dates see page 95), and will only be on sale in those stores the day the roadshow visits. It is also available from GW Direct from 15th July to 31st August (see page 126 for contact details).

ALSO RELEASED IN BLISTERS THIS MONTH

BOROMIR ON FOOT AND MOUNTED £12.00

FARAMIR AND DAMROD £10.00

SARUMAN AND GRIMA £10.00

GANDALF ON FOOT AND MOUNTED £12.00

WITCH-KING OF ANGMAR £5.00

ARMOURD MERRY AND PIPPIN £5.00

ARWEN ON FOOT AND MOUNTED £12.00

GIANT EAGLE* £12.00

The miniatures listed above are those released previously in boxed sets and single miniature blisters.

*The Giant Eagle is only available through GW Direct (see page 126)

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

A SUMMER OF WAR!

Journeying to your local Hobby Centre is not like any other trip to the shops, for if you venture into one, you will find yourself catapulted into one of three fantastical worlds! All our Hobby Centres will be running amazing events throughout the summer tied into each of our major games systems, as well as ongoing campaigns where you can prove your mettle as a strategic mastermind. Whether you're a grizzled veteran of a thousand wargames or a fresh recruit with a newly painted force, there is adventure to be had for all in our GW Hobby Centres!

THE BATTLE FOR ICHAR IV

A strategically important planet at the centre of a vital nexus of Imperial Worlds, Ichar IV has been assailed many times, yet has never fallen. But now the attentions of the Hive Mind have turned its way. Can the forces of the Imperium prevent Ichar IV's destruction by the Tyranids?

THE WAR OF THE RING™

Refight the war against Sauron. Fight for Good or Evil the length and breadth of JRR Tolkien's Middle-earth, and post your results on the internet to decide its fate.

www.thewarofthering.com

THE CONQUEST OF THE NEW WORLD

It is 1492 in the Warhammer World, and a new continent has been 'discovered'. Armadas race from all corners of the world to strip it of its treasures. Take advantage of our gaming rooms and play this campaign with your friends, and use the unique online campaign tracker – You play the games, it does all the hard work!

www.games-workshop.co.uk/conquest

2 July – Carnifex Construction Day

Come into stores the day this monstrous beast is released, and get some hot tips on how to make yours the biggest, stabbiest, killer Tyranid ever to plague the stars! (See page 82 for WD's take on this magnificent monster.)

9 July – The Hedge of Reason

Terrain is an important part of our hobby. After all, who wants to fight on a bare battlefield? Come down to your local Hobby Centre and learn simple techniques that will liven up your warzone.

23 July – Rumble in the Jungle

Join Games Workshop as we attempt to play with more points of Warhammer models than has ever been attempted before! Help us make this new record with a fun day of battling through Lustria's Jungles.

30 July – The Battle of Pelennor Fields

This pivotal battle in The War of the Ring™ campaign will see hundreds of models in every store struggle for Minas Tirith. Come along and play as a Good or Evil player – the fate of the Free Peoples rests on your shoulders!

For further details on these and other in-store events, turn to the Events Diary on page 125, or ring your local Hobby Centre to find out more (see page 130 for contact details). What are you waiting for? To battle!

WARHAMMER



🏹 **Call of the Wild**
A quick peek into
the Wood Elves'
arboreal realm.

🏹 **Tactica: Lustria**
The jungle is
dangerous, heed
these wise words!

🏹 **Warhammer
Chronicles**
The handmaids of
the gods.

🏹 **A Tale of Four
Gamers:**
War rages in Lustria,
our four are there.

The call of

Beware the shadow of the trees... for Athel Loren's

Deep within the ancient forest of Athel Loren something is stirring. Dark forms lie in wait amongst the undergrowth, guarding the primeval wood. Mat Ward goes in search of the secretive Wood Elves.

The oldest of all the forests of the Old World, Athel Loren is a magical place greatly feared by all who dwell within its shadow. Elegant waystones mark the borders of this primeval wood, beyond which the giant trees of Athel Loren loom as if straining to escape these bindings. Roots twist and claw across the fern covered rocks

and loam, while low mists coil and spread throughout the hollows and glades. Athel Loren is a deeply unsettling place, filled with movement glimpsed from the corner of the eye, strange noises and the feeling of being watched. Dark forms move through the twisting branches and dense undergrowth, and tiny darting shapes flit between the trees. One gets the impression that Athel Loren itself is sentient, watchful and secretive, and perfectly willing to destroy those who seek to enter its boundaries.

Only the insanely brave, mad or foolish dare to cross into Athel Loren, for the forest is a haunted place, filled with unquiet, malicious

spirits of the forest, strange and magical creatures, and the mysterious and dangerous Wood Elves.

The Wood Elves have dwelt within Athel Loren for almost 5,000 years. Over this time they have become intrinsically linked with their forest home, and their nature has changed to reflect Athel Loren. Forsaking their ties to the other Elven folk, the Wood Elves have become a deeply secretive and suspicious people who shun all outsiders. They are the guardians of the forest, and their fate is utterly entwined with that of Athel Loren – if the forest were to die, the Wood Elves would die with it.

Capricious and unpredictable, the Wood Elves have been likened to a force of

the wild

deadly defenders will show you no mercy!

nature – neither truly good nor evil, for Athel Loren has no need of such notions. In the same way, the Wood Elves can appear serene, beautiful and enchanting, or frightening, dangerous and destructive. They have a deep understanding of the cycles and balance of nature, and strive to maintain this balance in all things. For every tree that falls, another must replace it.

For every intruder that the Wood Elves guide out of Athel Loren, another is slain without question or remorse, and left where he falls to be claimed by the forest. Bones and skulls can often be seen on the outskirts of Athel Loren, many with arrows protruding from ribs or

embedded in eye sockets, before they are obscured and covered by twisting roots and undergrowth. The Wood Elves are an elite army, formed around a core of highly skilled Elf archers and supported by the mysterious spirit-beings of Athel Loren. They are a secretive and mercurial folk who seek only to preserve the continued safety of the forest in which they dwell.

Those who are foolish enough to set foot within their woodland realm, or otherwise threaten the sanctity of Athel Loren, invite the fury of the Wood Elves, whether in open combat or through sudden ambush.



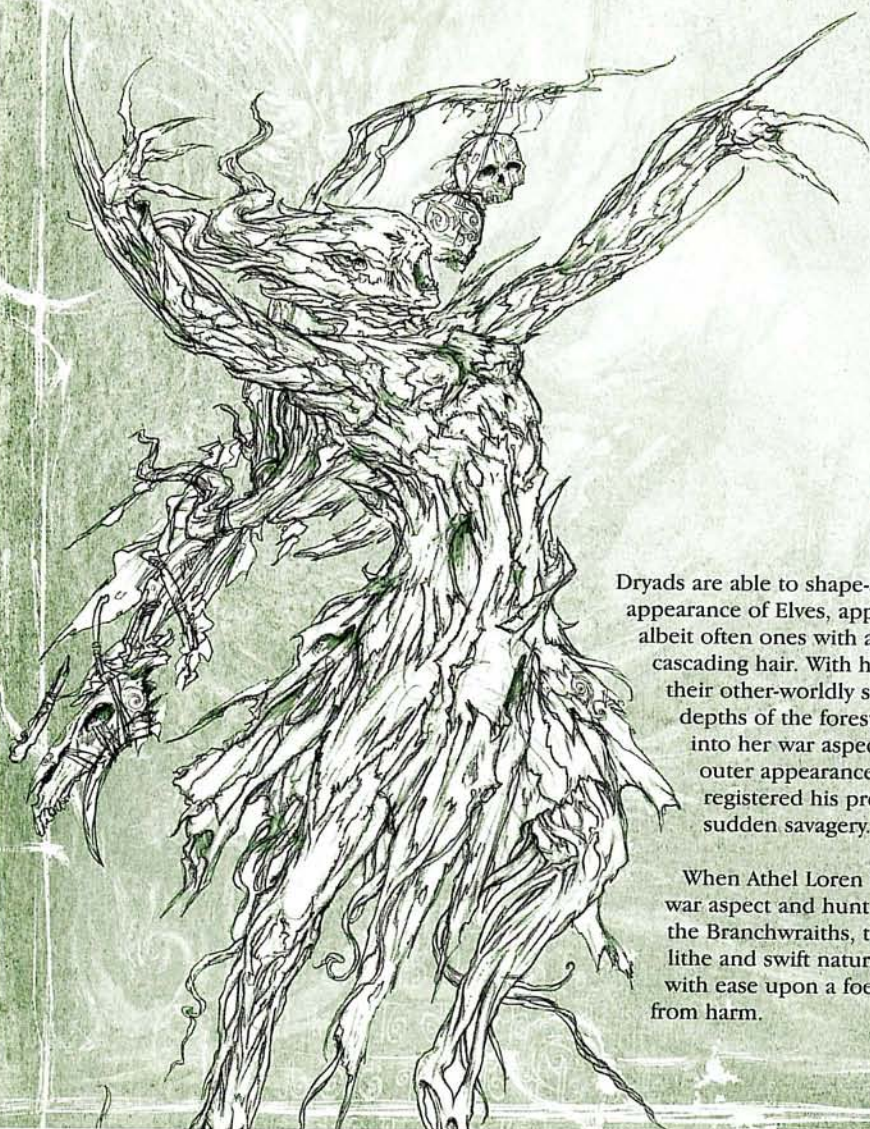
A new Wood Elf mage, or more specifically, a Handmaiden of Ariel – the Queen of the Wood. These ladies are often more powerful than their male counterparts.





GLADE GUARD

Glade Guard make up the bulk of most Wood Elf armies. Like all Elves, they are swift and deadly, possessed of incredible dexterity and skill. Archers almost beyond compare, Glade Guard fight in highly mobile formations, each unit expected to follow the broad dictates of the general but, at the same time, encouraged to take the initiative when the opportunity presents itself. Such a principle often leads to an overlapping line of battle, with individual Glade Guard kinbands advancing and retreating like leaves in a storm, all the while pouring a hail of deadly arrows into the foe.



DRYADS

Dryads are able to shape-shift into different forms, often mimicking the appearance of Elves, appearing as unearthly, lithe and beautiful maidens – albeit often ones with a greenish hue to their skin and twigs in their long, cascading hair. With her beguiling beauty and the haunting melodies of their other-worldly song, a Dryad entices her victim into the shadowy depths of the forest. Sloughing off her beauteous form she transforms into her war aspect, the hatred and spite within her soul remaking her outer appearance into a thing of horror. Before the victim has even registered his predicament, his body is ripped limb from limb with sudden savagery.

When Athel Loren takes to the field of battle the Dryads assume their war aspect and hunt upon the flanks of the army, answering to the call of the Branchwraiths, the oldest and most powerful of their number. Their lithe and swift nature allows them to cover great distance at speed, falling with ease upon a foe who, until moments before, thought themselves safe from harm.



THE WILD RIDERS OF KURNOUS

The Wild Riders of Kurnous are the King of the Wood's personal guard, as aggressive and impulsive as Orion himself. They are fey and dangerous creatures who are no longer truly the Elves that they once were, but are now a part of the Wild Hunt. Throughout the winter months, while their king's spirit is dormant, they watch over King's Glade with eyes aglow with faerie fire, unspeaking and unmoving save to challenge those who have come to the most sacred of groves without purpose.

When winter rolls into spring and the ritual of Orion's rebirth begins, his Wild Riders lead the ceremony, binding themselves anew to the ever-king with each stage in the ritual. In a night of magic and terror, when ghostly shapes and eerie cries haunt the glades, the lord of Athel Loren is roused once again from his death-sleep. In Orion's wake come the Wild Riders, made stronger and more ferocious by the awakening of their lord and mounted upon the swiftest of steeds.

WARDANCERS

Wardancers are exceptionally agile and athletic, their almost preternatural reflexes and speed honed by their frantic and demanding dances in celebration of their deity, the trickster god, Loec.

In battle, the Wardancers are ferocious and deadly warriors, leaping over the enemy and twisting mid-air to strike them from behind, darting out of the way of blows and able even to dodge incoming arrows. Such is their sublime skill and grace that they dance rings around their enemies, darting in to strike fatal blows and pirouetting elegantly out of harm's way before their foe can react.

The heralds of Loec are made even more formidable through their war dances, the favoured rituals of the trickster god. No rhythm is called for these dances, nor are instructions issued. Instead, each dancer instinctively settles upon the correct pattern to strengthen and complement the dance of the rest of the troupe, an effect that creates a web of movement as graceful and beautiful as it is deadly.





LUSTRIA

Grave perils await the unwary visitor to Lustria. Few generals who visit the New World will live to return to tell the tale. Fortunately we found two such lucky fellows in a tavern just outside Maricenberg, men who came back not only alive but rich. Heed their words if your ship is soon to be sailing west...

T·a·c·t·i·c·a

By Kevin Coleman &
Brian Folcarelli

Conquering the Jungle

The Lustrian guide that won't run off

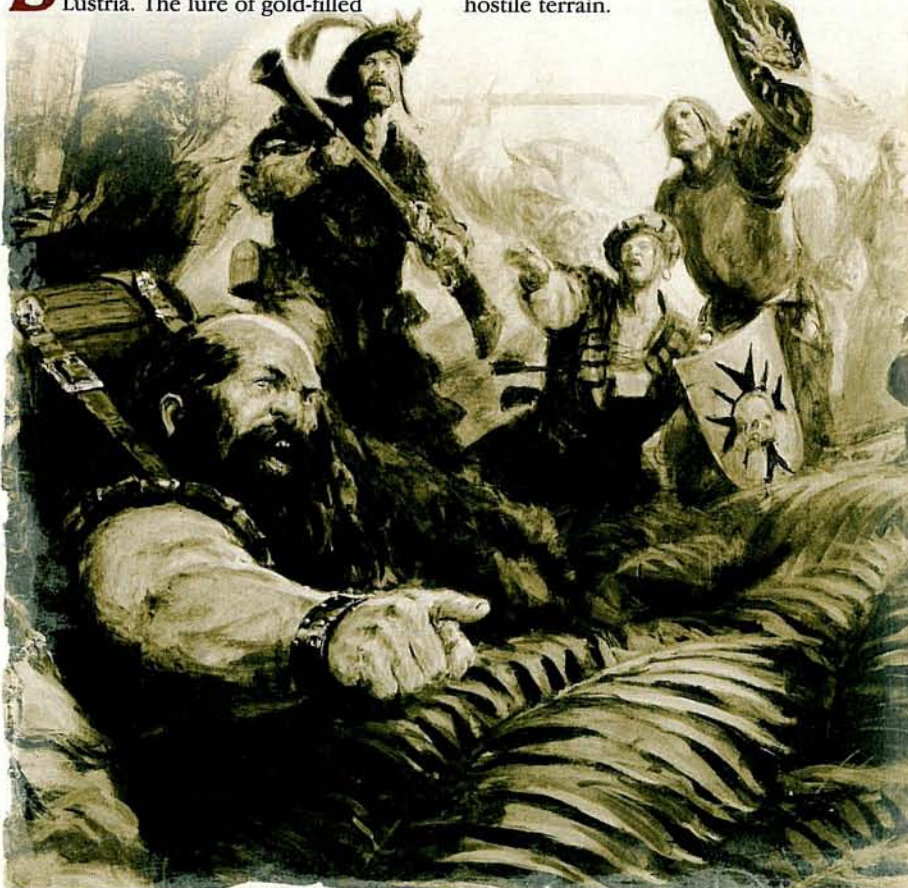
With the release of **Warhammer Realms: Lustria**, we asked veteran players **Brian Folcarelli** and **Kevin Coleman** to give us the benefit of their experiences from the jungle. Here they explain how Kevin adapted his **Lizardmen** and Brian his **Empire army**, and what tactics they use to cope with the challenges of fighting in the undergrowth.

Expeditions from the Old World

Brian Folcarelli: Men of the Empire feature prominently in tales of Lustria. The lure of gold-filled

temples has caused many nobles to finance expeditions in search of fortune and artefacts of power. With that in mind, and as the Empire has a broad selection of troop types in which to illustrate some of the nuances of jungle fighting, let's take a detailed look at how the army of the Empire best adapts to games set in Lustria. Though, of course, there's no reason why you can't follow the general principles outlined here for any army.

With up to half of your battlefield covered in jungle terrain and additional features, such as swamps, ruins, and rivers, standard battle formations will quickly find themselves hopelessly disrupted if they try traditional manoeuvres. Commanders must also be ready to confront actively hostile terrain.





Red Crested Skinks of Sotek launch a combined attack on the Skaven.

Humidity may affect black powder weapons. Heavily armoured troops mix poorly with stifling heat and may slow down your advance as a result. In addition, the frequent rains in the jungle have caused many areas of ground to become unstable and heavily armoured troops that hit a patch of it will never be heard from again!

The dense canopies of the jungle often present a hazard for flying creatures and as a result the movement of flyers is slowed. The more nimble Unit Strength 1 flyers are limited to a maximum flying move of 15" while those with Unit Strength of 2 or higher are limited to a flying move of 10".

Finally, the jungle is teeming with plants and other creatures that are looking for their next meal, so the commander who best adapts his battle plans to the terrain will gain a significant advantage.

Characters

Commanders that are used to fielding characters mounted on flying monsters need to think again. With limited flying, their effectiveness is obviously reduced. A *terror*-causing Griffon can still be a valuable asset in larger expeditions, but commanders will have to accept that they will be causing fewer *terror* checks and engaging in fewer combats than usual. Equipping characters with a warhorse will provide you with the

greatest maximum possible movement in the jungle, but the character will generally be restricted to the jungle paths or the occasional clearing, and will have limited opportunities to engage the enemy on his own terms due to the terrain.

One way to give an Empire character more versatility in movement, while still giving him the protection of a unit, is to equip him with an unbarded warhorse and attach him to a unit of Pistoliers. In the end though, the most effective choice for most characters in the jungle is to simply be fielded on foot in support of the infantry.

Combat characters may also want to think twice before gearing themselves up with their usual 1+ Armour Save. Seemingly innocuous patches of ground can in fact be deadly quicksand. When in quicksand a model sinks to its death if it passes its Armour Save. A save of 1+ is therefore highly unwise.

Further, characters cannot claim protection from units they are attached to, as every individual model in the unit must test against quicksand. While 1+ Armour Saves may still be attractive, generals are advised to at least consider equipping their characters with Ward Saves as an alternative, unless they wish to see their heroes sinking slowly to an unpleasant early end.

Infantry

Infantry are the backbone of many of the Empire State armies, so the Imperial commander has a very good variety of units from which to select. As the Empire's Unit Strength 1 infantry benefits from the Loose Order formation, and Empire infantry benefit from the Detachment rule, every Empire force intent on being successful in the jungle should include a strong contingent of infantry.

Note that the special detachment rules are still in effect for troops in Loose Order. On the downside, the detachments will be unable to negate the rank bonus of any enemy units while in Loose Order, and Crossbowmen and Handgunners will be unable to fire while in the formation. However, when countercharging or lending a supporting charge to a parent unit, the detachments will still receive the benefits of striking first and generate the +1 combat resolution for a flank charge if they are Unit Strength 5 or higher at the end of the Close Combat phase.

It may take Empire commanders a bit of practice to get used to taking full advantage of the Detachment rules in the jungle due to the longer battle lines formed when both friendly and enemy troops are aligned in combat as skirmishers, but the effort is well worth it in the end.



Empire Swordsmen adopt a loose formation to move through the jungle.

Many Empire commanders covet Greatswords as a bodyguard due to being *stubborn*, having Weapon Skill 4, full plate armour and great weapons. Being *stubborn* (especially if an army Battle Standard Bearer is around) coupled with the Loose Order formation can be a potent combination, but one encounter with quicksand and half of your unit of Greatswords will never be seen again!

Swordsmen continue to be a solid, versatile unit in the jungle. Their Weapon Skill of 4 coupled with their 4+ Armour Save in close combat makes them effective in combat. They are still an excellent choice for a parent unit, as well as a detachment.

Spearmen, already at a disadvantage to Swordsmen against many foes, lose even more of their effectiveness as an acceptable parent unit choice in the jungle. In scenarios where you are not strictly defending a set objective (preferably in your deployment zone), they may be forced into combat while in Loose Order formation and lose the

benefit of their spears. When not playing scenarios where the Empire is defending, Empire commanders should consider utilising Swordsmen as a parent unit instead.

Halberdiers, which make solid detachments, continue to do so in the jungle. Their ability to swing at the enemy at Strength 4 on the charge or countercharge can be very handy against higher Toughness and better-armoured opponents in the jungle (Lizardmen spring to mind!).

Free Companies gain a significant boost in effectiveness as detachments (or even as stand-alone units) in the jungle. They generally thrive in the Loose Order formation in close combat against enemy Skirmishers or other enemy in Loose Order formation, especially as they have 2 Attacks each.

Crossbowmen and Handgunners both suffer in the jungle due to the large amount of terrain, reduced visibility, and the need to line up good shots. They also can't take advantage of the Loose

Order formation, because infantry in Loose Order may not shoot. As Crossbowmen and Handgunners are both move or fire this obviously isn't to their advantage. Empire commanders are advised to limit the use of these units when the Empire is defending. Archers, then, become your primary missile troops of choice in the jungle. Their ability to move and fire with their weapons makes them very versatile in. Also, with plenty of great places to deploy Scouts in the jungle, Empire commanders would be wise to upgrade a unit of archers to Huntsmen.

Empire commanders who lure Flagellants to fight for them will find they provide a significant boost to their army. They can really pack a punch in the first round of a close combat due to the +2 Strength bonus granted by their flails and their 2 Attacks. Since they are Unbreakable, the unit can be counted on to continue fighting even in Loose Order. Downsides to the Flagellants include their low Weapon Skill, their relatively high cost, and the fact that they use up a valuable Rare slot.



Cavalry

Heavy Cavalry should be used as support as opposed to the normal role they play in an Empire army. The ability to threaten key paths through the jungle terrain with heavily armoured knights may be too good to pass up, but due to the risks involved with encounters, be cautious of the amount of points invested in a single unit. Fielding units of five to six models is the most prudent course of action.

Pistoliers continue to be an effective cavalry choice for the Empire due to their Fast Cavalry status and their special Fusillade rule. Their ability to quickly respond to threats and turn on a dime makes them extremely valuable when properly shielded from enemy shooting and Magic Missiles.

War Machines

Fielding Mortars in the jungle isn't recommended. The Loose Order rule allows enemy infantry blocks to spread out, while the increased amount of terrain results in instances where the enemy can infiltrate to within the 12" minimum range. Bearing this in mind, commanders are advised to invest their points elsewhere.

Empire commanders should still consider fielding a Great Cannon in their army. While the increased amount of terrain will result in reduced arcs of fire, a Great Cannon can generally still be deployed so that it has a clear shot down jungle paths to discourage the enemy from utilising that route of advance. In addition, the ability of a Great Cannon to fire grapeshot at enemy troops that may appear on the

fringes of jungle terrain means it still has a means of defending itself prior to being attacked. Also, you never know when you might find yourself confronted by a Carnosaur or Stegadon!

Many successful expeditions financed by wealthier Empire nobles include a Helblaster. The ability of this weapon to score automatic hits on the enemy regardless of whether they are skirmishers, in soft cover, etc, means that it can effectively deal with any threat if properly supported. Of course there is the big downside that the Helblaster will explode and grant your opponent some easy Victory Points, but provided you get a few rounds of shooting in before it does, it will be well worth it. It's a gambler's choice, but your entire expedition into the jungle is already a calculated gamble.

Red Crested Skinks

Kevin Coleman: The Movement phase in Warhammer is so crucial, because this is where you move your troops into game winning positions. This concept is doubly important in games set in the jungles of Lustria.

Of course the spiffy new Loose Order formation is a great asset to the standard rank and file unit, and allows an infantry army to manoeuvre around the jungle-filled table much easier than if it was forced to stay in ranks. In fact in many cases Loose Order can make a typical ranked unit much more powerful, and able to manoeuvre much more easily. Chosen Chaos Warriors, Goblin Squig Herds and Saurus Warriors, for example, become very dangerous, being able to run around the jungle at double pace,

charge with a 360° charge arc and line up against the enemy like other Skirmishing units.

However, what about those units that rely on a good rank bonus such as Goblins, Skaven, Gnoblar or units of Spearmen? This is where manoeuvring becomes extremely important. Units and armies that want (or need) to retain their ranks in combat should take up good positions instead, rather than worry about getting the charge.

A good plan at the beginning of the game is to start any ranked infantry in Loose Order and then quickly move them forward into a sound defensive position. If possible, their final position should be an area of open ground with terrain protecting their flanks. Use their Musician, once positioned so, to reform them into their orderly ranks, ready to take the charge from enemy Skirmishers or infantry in Loose Order. If your units need to move again, adopt Loose Order, get them to where they need to be and reform back into ranks. Don't think you must remain in either formation for the duration of the game, adopt whichever one is best for your unit from turn to turn.

Don't forget that reforming into Loose Order must take place before the unit moves. However, a unit in Loose Order is not restricted to when they may reform into normal formation during the Remaining Moves segment of the Movement phase. This means that a unit may reform into Loose Order, move their full movement, then reform back into rank and file. Adjusting your formation is key to moving in Lustria.



The Red Host of Tehenhauin army list variant for the Lizardmen introduces Red Crested Skinks, and they hold some real advantages for Lizardmen players. Red Crested Skinks work very differently to the standard Skink Skirmishers. Note the following:

- Red Crested Skinks have Weapon Skill 3 rather than 2, and gain +1 Attack on the turn they charge due to the Sacred Spawning of Sotek.
- Red Crested Skinks are not Skirmishers; instead they form up in ranks and so may gain a rank bonus in close combat.
- Red Crested Skinks are completely immune to Poisonous Attacks and only suffer a wound from a Skaven Plague Censer on a 6+.
- Red Crested Skinks may move through jungle and woods without penalty.
- Red Crested Skinks carry no missile weapons.

With such attributes it is apparent that these more aggressive Skinks are to be

ENCOUNTERS IN THE JUNGLE

Kevin: An important aspect of setting games in Lustria is the new Encounter phase where players may play random events inside different pieces of terrain. While playing a jungle game, it can be easy to forget about the danger of encounters.

In general, terrain is a good place to hide small or single model units such as Scouts and lone Wizards. Some players may still employ these tactics in the jungle by way of habit. However, encounters may spell doom for such units, as Lashworms and the like spring out from the scenery – many Encounter rolls causes D3 Strength 4 hits! To be safe, keep vulnerable units out of the scenery or make sure they end their move in open terrain.

used as fighters. This may not seem a good idea, after all, why employ a Strength 3, Toughness 2 Skink when you can buy Strength 4, Toughness 4 Saurus Warriors to fight your combats? It all comes back to manoeuvring. For what Red Crested Skinks lack in Strength and Toughness they make up for in speed and manoeuvrability.

Red Crested Skinks have a Movement value of 6" (12" for marching and charging) and move through woods and jungle without penalty, this means they can pretty much outmanoeuvre anything. Their high mobility, combined with a decent rank bonus and standard,

makes them excellent combat troops, especially with a +1 Attack bonus during a charge. Considering these strengths, Red Crested Skinks become powerful combat infantry when used well.

The key to using units of Red Crested Skinks properly is to take advantage of their high Movement value and ability to move through jungles and woods. This allows them to get into positions where they can launch a combined charge against the enemy. Red Crests and Skink Skirmishers are ideal units that work well with each other, but don't forget that Skink Skirmishers must have the Sacred Spawning of Sotek in a Red Host



The Red Host of Tebenhauin attacks the Bubonic Court of Nurglitch.

army (giving them two Attacks on a charge). A combined charge of a unit of Red Crests and a unit of Skink Skirmishers give you well over 20 Attacks, plus a large combat bonus for ranks, standard and possibly outnumbering the enemy and having a flank or rear bonus. This should be enough to make all but the toughest opponents break – even Chaos Warriors will fall prey to 20+ attacks!

While Saurus Warriors are great for straight-up, head-to-head fights. Red Crested Skinks need to take up a position and strike at the enemy on their own terms. Use woods and jungle as anchors for your attacks (as well as protection from enemy missile fire and spells) and coordinate your attacks with Skink Skirmishers and/or multiple units of Red Crests. After a few games with Red Crests, you'll be leaving your Saurus Warriors on the shelf (well, maybe)!

Hopefully, these tips will help to set you on the right path to your own successful jungle expeditions. The jungle rules are a great change of pace for Warhammer battles, just remember to keep your eyes open, your boots dry, and most importantly, have fun!

Masters of Magic

Most Lizardmen players are used to using the Lore of Heavens with their Skink Priests, however in a Red Host army, Skink Priests must choose their spells from the Lore of Beasts. No doubt some players will see this as an immediate turn-off. As a player begins to recognise the use of Beast spells in conjunction with the Red Host, they will find that ultimately the Lore of Beasts caters better to the Red Host army than the Lore of Heavens does.

The Oxen Stands: This spell automatically rallies a fleeing friendly unit. A Red Host army will typically contain multiple units of Leadership 5 Skinks, which are vulnerable to psychology, even with the Cold-Blooded special rule. So being able to auto rally such a unit becomes very useful, especially when a flee charge reaction is a key tactic in baiting enemy units for your Red Crests.

The Eagle's Cry: Monsters and Cavalry can be quite a problem for Toughness 2 Skink warriors, and this spell can cause such units to move back toward their own table edge or at least slow

them down, giving the Lizardmen player more time to coordinate his own tactics.

The Bear's Anger: Your Skink Priests become combat monsters (for Skinks anyway) with four Strength 5 Attacks (5 Attacks on the charge!) more than enough to sway a combat. When used on Tehenhauin, the Prophet of Sotek will strike with six Attacks at Strength 6!

The Crow's Feast: Though only Strength 3, the spell causes 2D6 hits; a nice, well-rounded magic missile to deal with fragile enemy units of Fast Cavalry, light Chariots and Skirmishers.

The Beast Cowers: Another spell to help out against Monsters, Cavalry and Chariots. The spell forces such units to roll 6s to Hit in close combat. Just what your Toughness 2 Skinks need when in combat with such potent units.

The Wolf Hunts: Movement spells are always good, and this spell will allow your Saurus Cavalry, Engine of the Gods and Tehenhauin (along with his Jungle Swarm) to move a further 2D6".



Jungle Terrain

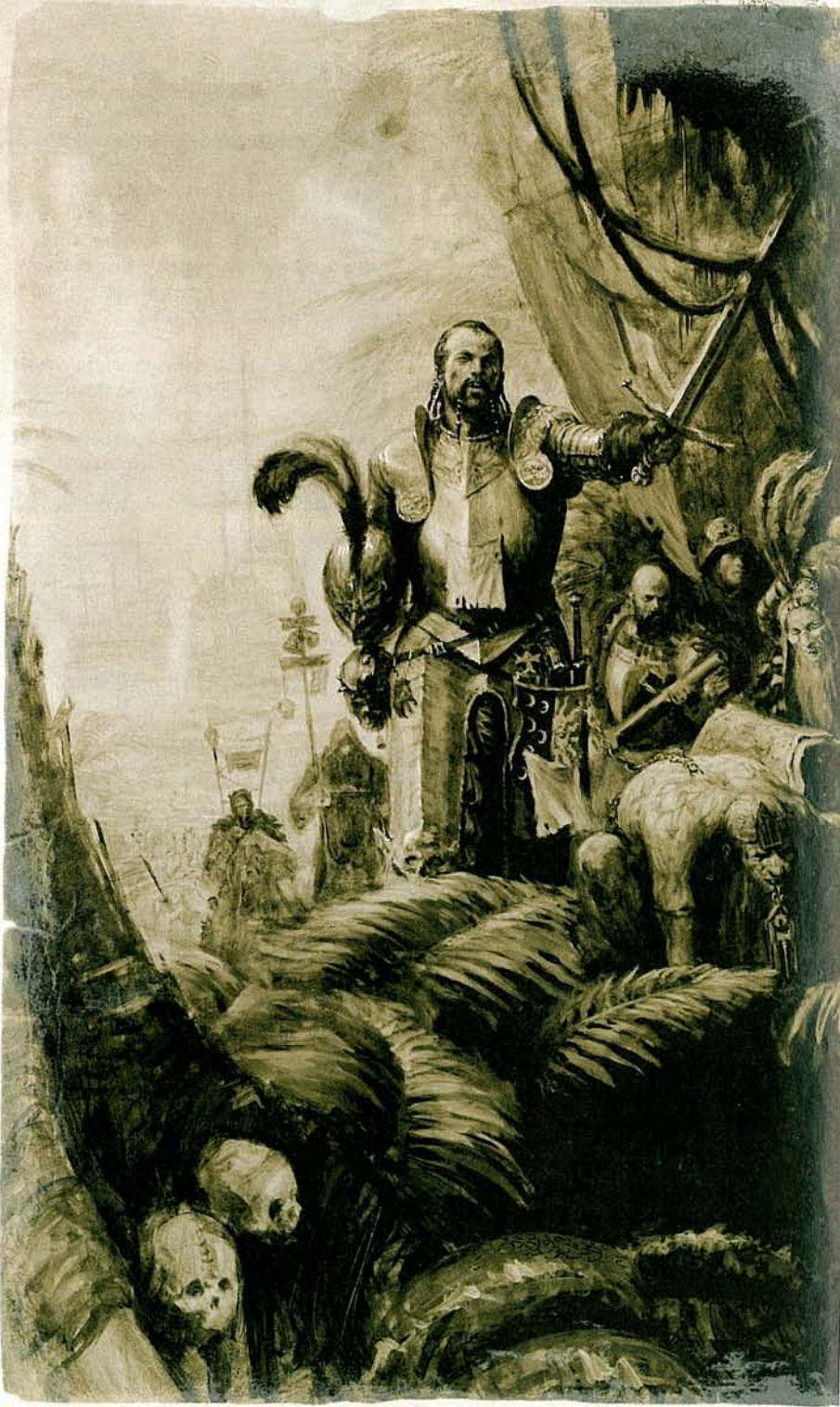
Spice up your tabletop and bring the Lustrian jungle to life!

If you're going to be fighting in Lustria, you'll want to make sure this is reflected on the battlefield. Adi Wood looks at how to undertake building undergrowth.

Fighting games of Warhammer in a jungle is much different from a conventional Warhammer battle, with the additional terrain features on the board making all the difference. Opposite is a board set up for a Pitched Battle and one set up for jungle fighting, specifically for The Rise of Clan Pestilens scenario. While it's possible to adapt existing terrain for fighting jungle games it is even better to create different types of jungle with which to bring your games to life. Using the new Lustria rules, the type of terrain and how much of it you use on your gaming board will have a great impact upon your games.

JUNGLE FIGHTING

The Jungle Fighting section in the Lustria book redefines the rules for cover and movement for common terrain types and adds a number of subcategories. There are four different types of plant life in a jungle – Undergrowth, Light Jungle, Dense Jungle and Impenetrable Jungle – each with its own game effects. For example, only skirmishers can move through dense jungle. Rivers and ruins are two other features common to jungles that will be more familiar to you, which also have specific rules applied to them.

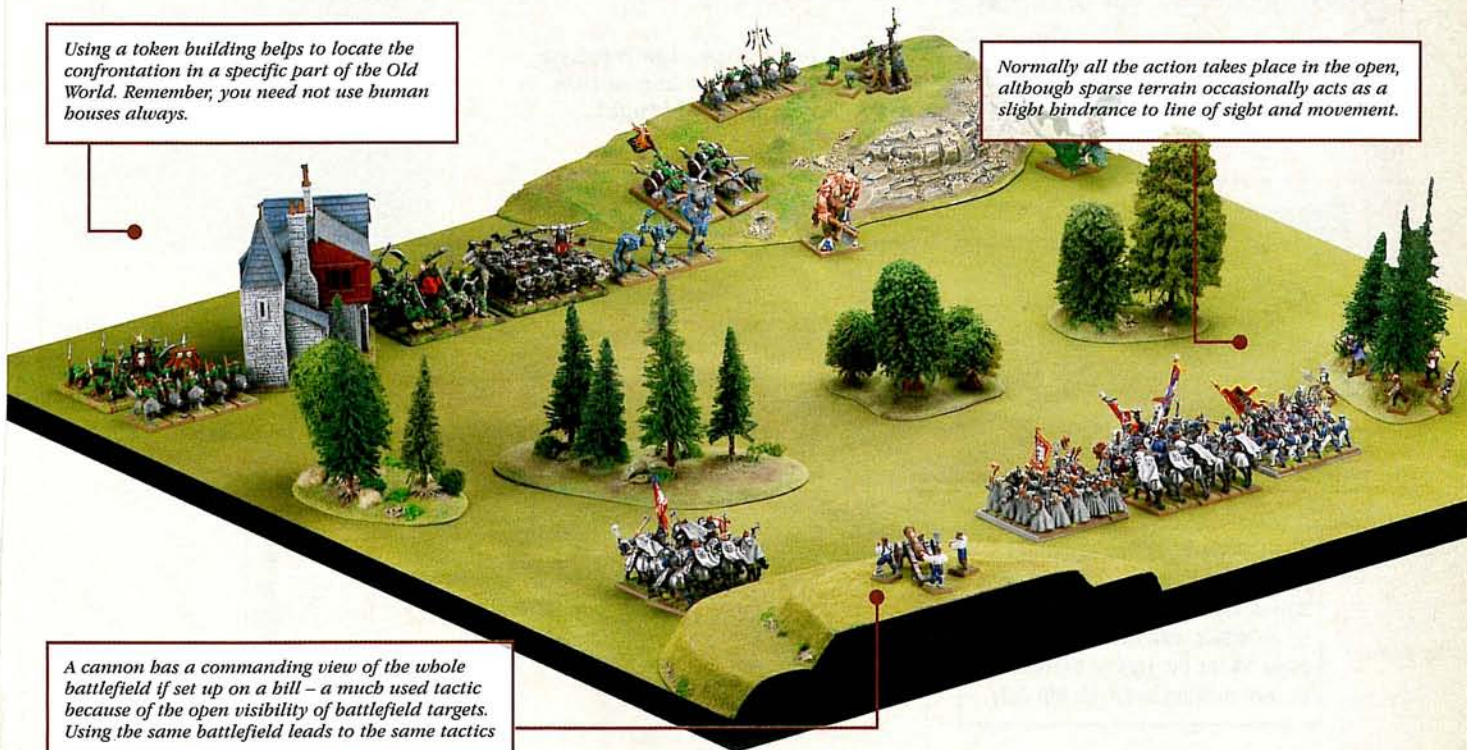


CONVENTIONAL WARHAMMER TABLE

Warhammer is a tabletop battle game in which both strategy and manoeuvre win the day. In a Pitched Battle scenario the scene of the confrontation is characterised by a large open area on which the opposing forces draw up their battle lines, with a few hills and other pieces of terrain thrown in around the edges. These pieces of scenery, such as fences, houses and trees, only really act as a backdrop to the battle, giving a sense of atmosphere.

Using a token building helps to locate the confrontation in a specific part of the Old World. Remember, you need not use human houses always.

Normally all the action takes place in the open, although sparse terrain occasionally acts as a slight hindrance to line of sight and movement.



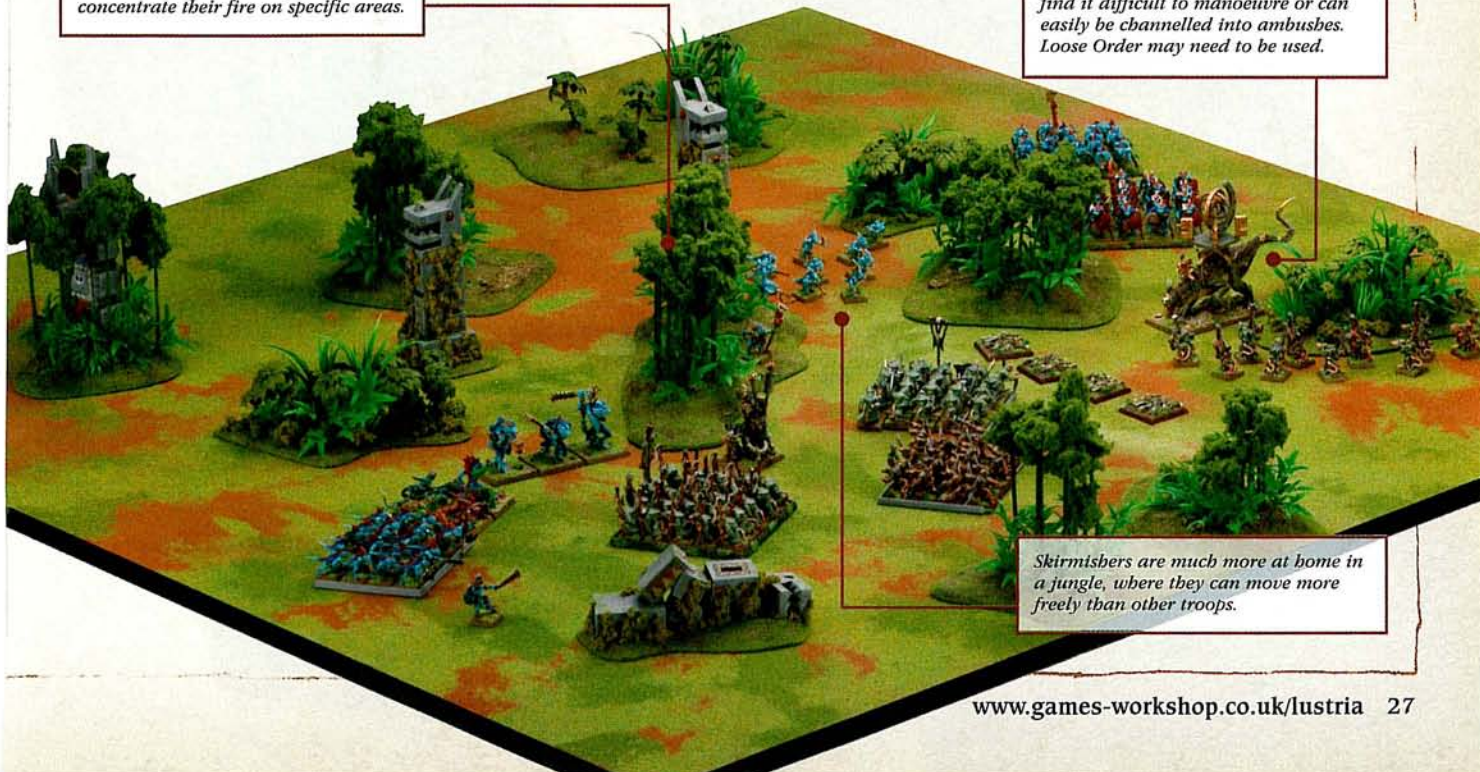
A cannon has a commanding view of the whole battlefield if set up on a hill – a much used tactic because of the open visibility of battlefield targets. Using the same battlefield leads to the same tactics.

JUNGLE TERRAIN BOARD

A board set up to fight a battle in a dense, impenetrable jungle such as Lustria or some other heavily wooded area of the Warhammer world has a huge impact on a game. Rather than an open battlefield with a backdrop of terrain, patches of jungle trees dominate the scene, blocking line of sight and dramatically impeding movement. Throw in the Jungle Events and suddenly the game plays a whole lot differently.

Line of sight can be drastically reduced, but missile troops can still concentrate their fire on specific areas.

It is rare to see war machines or cavalry in a jungle setting where they find it difficult to manoeuvre or can easily be channelled into ambushes. Loose Order may need to be used.



Skirmishers are much more at home in a jungle, where they can move more freely than other troops.

INTO THE JUNGLE

Of course, rather than simply reusing your existing terrain, making some specific pieces of jungle can make all the difference to your games. The four different areas of jungle – undergrowth, light, dense and impenetrable – can be made using the same basic materials: clump foliage, plastic jungle plants and jungle trees. It's the density of these materials on the base that differentiates each type of scenery.

A base of Undergrowth can be made from little more than clump foliage, leaving enough space for troops to move over it, utilising a 25mm base as a guide. Adding more foliage will help build denser areas of jungle.



Undergrowth

Top Tip: Bases measuring roughly 6" - 8" across are the most flexible size for jungle Undergrowth terrain.

- Clump foliage
- Prairie grass
- Fake fur, sprayed green
- Small pieces of Citadel Hedges
- Bristles cut from a sweeping brush

The Lustria book has excellent jungle building tips. You can also call in to your local Hobby Centre for tutorials with the staff. See page 14 for the Hedge of Reason terrain-making event on 9th July.



Light Jungle

Top Tip: Leave pathways on the base so that a couple of miniatures can move through the plants.

- Jungle trees
- Plastic jungle plants
- Clump foliage





Dense Jungle

Top Tip: Bamboo trees are ideal for dense jungle terrain. Their trunks are made from bamboo skewers, which are narrow enough to allow them to be set up close to each other with enough room for single models to move between them. Instructions for making bamboo trees can be found in Warhammer Realms: Lustria.

- Bamboo trees
- Plastic jungle plants



Impenetrable Jungle

Top tip: Pack in as much of the undergrowth into the base as you can so there are no gaps.

- Jungle trees
- Plastic jungle plants
- Clump foliage
- Swamp trees (follow the instructions in Warhammer Realms: Lustria)



UNDERGROWTH

A base of undergrowth adds a strong visual element to a board, representing clearings in the trees full of thick grasses and shrubs. Apart from slowing the advance of units, it has little significant effect on the battle and should form a relatively small proportion of terrain on the board, one or two pieces at most.

LIGHT JUNGLE

Patches of trees that can be carefully crossed by most of the units in an army are considered light jungle. In contrast to both undergrowth and impenetrable jungle, it should be the one of the most numerous terrain pieces on the board.

USING AN EXISTING TERRAIN SET

If you've got an existing set of Warhammer terrain here's some tips on how to get the most out of it. For a start, place all those woods and hills that normally occupy the edges of your gaming board right in the middle of the killing ground. Suddenly that wide-open plain becomes a mass of roots and branches, cutting off lines of sight and blocking movement. If you have barricades such as hedges, you can use these to create channels for regiments.

In the example below we've taken the original board and moved all the terrain pieces into the middle of the battleground, creating a dense forest in the Old World, a perfect board for using the new Jungle Fighting rules.



THE ANATOMY OF A JUNGLE GAMING BOARD

The aim is to get a good coverage of terrain on the board – between a third and a half of the board should be about right.

IMPENETRABLE JUNGLE

To completely block the movement of all units in the army, you only need one or two pieces of impenetrable jungle. Compared to models of dense jungle, which are made with narrow gaps that can be traced through them, this kind of jungle should form a solid wall of trees and undergrowth.

DENSE JUNGLE

A significant proportion of your jungle terrain should be dense jungle, roughly one third is a good figure. Only skirmishers can move on the narrow paths between the thick undergrowth and trees so it forms a real barrier to cavalry and war machines.

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Check out the Events Diary on page 122. You'll find there's plenty more going on in every Games Workshop across the UK.

IN-STORE JUNE-AUGUST

The Conquest of the New World Does your army have what it takes to win the most plunder? Find out by taking part in the campaign and playing in-store!

23rd July (see page 14 for more)
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WHAT IS WARHAMMER CHRONICLES?

Warhammer Chronicles takes a look at the Warhammer game and its rules, introducing new scenarios, rules and army list entries of all types, frequently stolen from army books in progress here at the Studio, as well as providing occasional Question and Answer forums. It also acts as a forum for dedicated players of Warhammer who have produced inspired, well thought out and just plain brilliant additions to the game. If you've got something good for Warhammer Chronicles then write to us at the address given here.

Note: Please don't include rules queries with your letters, as the volume of mail means that in most cases we won't be able to send individual replies.

Warhammer Chronicles
Games Workshop
Willow Road, Lenton
Nottingham
NG7 2WS, UK

Handmaids

Mysterious Amazons sighted in the

Deep within the Lustrian jungle, death comes in many forms. No surer way exists than to incur the wrath of the elusive tribeswomen that dwell within its darkest heart. Andy Hoare describes these mysterious savages, including rules for using one in your army.

Though the continent-spanning empire of the Lizardmen encompasses all the jungles of Lustria, these reptiles are not the only intelligent beings that dwell there. Those few explorers gifted, or lucky, enough to return from the interior tell all manner of tales. Many are dismissed as the ravings of men who have spent too long in the sun, such as those of diminutive, copper-skinned tribesmen akin to the Halflings of the Moot, or jungle spirits reminiscent of the Dryads of Elven lore. But, of all the accounts of the denizens of Lustria, it is stories of the warrior women known as the Amazons that have proved the most enduring.

There are many versions of the tales of first contact with the Amazons, dating back to when the Norse made their first landings upon the shores of the New World. The Norse, led by the infamous Losteriksson, quickly realised the extent of the riches to be found there, and set to plundering it with all the abandon for which their kind are known. Whilst

Losteriksson sought to establish the settlement that eventually grew into the colony known as Skeggi, other chieftains led their men south, following the Cactus Coast, past the islands of Yukka and Quetzl, and into the mouth of the river Amaxon. Amidst the strangling mangroves, stifling humidity and coiling vapours, they spied an island in the midst of the river. Upon its shores reared the indistinct form of a mighty statue. Though they could not determine its exact shape, it appeared human and female. The invaders explored no further, for their longship was assailed by a storm of arrows and other, more arcane projectiles. As men fell, those not killed by their wounds soon fell victim to the terrible effects of the bizarre weapons.

The chieftains reluctantly ordered their men back to the sea. As they retreated, it is said that the ships' crews saw behind them a mass of warrior women, stood defiantly upon the shores of their island, intense hatred burning in their eyes. According to the sagas of the Norse, many battles have since been fought between the proud northmen and the fierce Amazons. Many descriptions of their appearance and society exist, but as ever, most accounts are contradictory.

The earliest mentions of the Amazons are to be found in the Saga of Rothnikson, a bold explorer who was first to pierce the jungles south of Axlodl. Rothnikson describes their society as exclusively matriarchal, claiming never to have encountered a single male in

HIGH AGE ARTEFACTS

The sacred places of the Lustrian jungles hide many strange and valuable artefacts. Invaders seek such items because they are made from gold or gemstones, others because they hold power that mages may draw upon. Some are covered in mysterious text said to be the script of the gods themselves, and scholars covet these above all others. Of the utmost rarity are weapons of the so-called High Age. These can be staffs, rods, blades and various other shapes, and many are more deadly than any other weapon known to the world. Some High Age weapons project shimmering bolts of light, others propel small missiles many hundreds of metres that bury themselves within the flesh of their target, only to explode, ripping it apart in a shower of gore. Such items are highly valued, more than the most potent of magical artefacts, and are the subject of legend amongst scholars. Entire armies have been raised at the mere hint that such a weapon may be found, and any cost will be paid just for the chance of acquiring one. To date, only the Amazons have been witnessed bearing such weapons, and it can only be hoped that no invader gains the power of a High Age artefact.

of the Gods

hot and humid jungles of Lustria!

over a dozen instances of contact with them. He states that the Amazons are ruled over by a priesthood of warrior-mystics, known as the Sisterhood, and every warrior is a devout follower. Many are said to be crazed zealots, berserker-women permanently in the grip of a jungle-brewed narcotic. Whilst under the influence of this highly poisonous substance, these women are the fiercest of warriors, said to equal the much-feared Norse berserkers.

Other details of the Amazons' world remain vague. Rothnikson describes their habitat as flimsy wooden dwellings built upon stilts amongst the ruins of Lizardmen temples. But although he mentions a number of such cities, he fails to provide any clue as to where such settlements might be located. Furthermore, Rothnikson goes on to offer tantalising glimpses of further mysteries – the Temple of Karra in Genaina, the Great Shrine of Rigg upon the shores of Lake Lokka and the untold riches of the otherworldly Royal Palace of the Sisterhood.

Amazon mythology

Central to the tales of the Amazons of Lustria is the mass of often-contradictory mythology surrounding them. There are at least two explanations for the existence of the Amazons, and a mess of historical and mythological strands that appear to connect them to the Lizardmen, the Elves and the Norse.

One source is to be found in the somewhat curious writings of one 'Drivot the Diatribist'. This bizarre character, thought to have been an erstwhile White Wizard of the College of Light, wrote extensively about the creation-myths of the Lizardmen, the Elves and of other races. Though there is no clear evidence that he actually travelled to any of the places of which he wrote, nor met any of the beings he professed to know so intimately.

The diatribes of Drivot

Not for nothing is Drivot known as the 'diatribist', for his writings are full of ranting meanderings that frequently lead the reader along paths of reasoning only a madman could hope to navigate. With wild abandon, Drivot relates his tale of an (previously unheard of) Elven god of

the sea, wealth and happiness, and his union with the Amazon goddess he calls Rigg. The result of this marriage was the 'Mother of all Amazons', Kalith.

The children of Kalith were given a special role in the creation of the world, Drivot claims. Alongside their godly creators, they became the special, favoured servants, the viziers of the masters of creation – the handmaidens of the gods. The Amazons shared in an age where the forces of boundless creation were worked upon the surface of the world, and other beings raised up by the servants of the Old Ones. Through this aeon of creation, the Amazons stood at the right hand of the creators. They were possessed of tremendous wisdom; each was clean of limb and never grew old. They were exclusively female, for as long as they stood at the side of the creators, they were nigh immortal, and had no need of conventional reproduction. They also wielded the power of the creators, going out in the world and transforming it according to the Old Ones' plans.



Most readers of Drivot's writings would slam the book shut at such preposterous nonsense, but he goes on to make even more astonishing 'revelations'.

The Old Gods fell, claims Drivot, and with them fell the Amazons. Chaos was unleashed upon the world, and while the Old Ones fled or perished, their servants fought a desperate war against a veritable tidal wave of daemons. The Amazons, severed from their creators, found their powers much diminished, and retreated to the depths of the jungle. Here they established secret havens they would defend against all others, until the very end of the world.

The heart of darkness

The Norse maintain another tale of Amazon roots, linking them to the female warriors known as the Valkyries and the writings of the brilliant, if unhinged, scholar Stilmensch. They believe the warrior women dwelling in

"Twice during this stretch of our journey we come into contact with the warrior women known as Amazons, and on both occasions I don't mind admitting they scared the living snot out of me. The first time, it was a drug-fuelled berserker, lithe and fast, yet gripped by the desire to shed blood. Purple and blue feathers hung from intricate plaits in her hair. Her body was spattered with the blood of three of my men who blundered into her upon the path. My men retreated before her fury – a score of bold lads sent scurrying by a maid. The second time, it was one of their leaders, a woman of serene countenance who bore magical artefacts. She cut down a dozen foes in a single actinic blast. That time, the woman made common cause with us against Lizardmen ambushers, though I have no doubt she would have wielded her weapons against us had we given her reason."

The journal of Johann Besksbein, day 48.





The Amazons have an uneasy alliance with the Lizardmen, although their allegiances can change.

the jungle are Norse outcasts – the remnants of a group of women who took to war whilst their menfolk were off plundering. Though plausible, this theory fails to address that tales of the Amazons go back as far as when the Norse first arrived in Lustria, suggesting very strongly that their presence there predates that of the invaders.

In search of the truth

Though there have been Old Worlders in Lustria for centuries, their interest in the continent has remained largely financial. Though individual academics have set out on journeys of exploration, few officially sanctioned efforts have been mounted. This is perhaps due to the nature of the subject – Lustria is a savage land of mystery and enigma, and the world is full of more relevant and pressing challenges. Scholars have not studied the true nature of the denizens of Lustria – both reptilian and human – for fear of academic ridicule too. As a result the truth as to the actual roots of the Amazons, aside from these tales, is likely to remain hidden indefinitely.

Many stories suggest the Amazons were, at some point since the arrival of the Old Worlders in Lustria, in danger of

dying out for lack of numbers. Since then, the frequency of contact with them has noticeably increased, and it has been postulated that their numbers were artificially swelled. Perhaps this explains the Valkyries' disappearance – were they lured off into the jungle, to replenish the depleted numbers of the Amazons? In so doing, were they granted the secrets of eternal youth and vitality that legend states, however unlikely it may sound, are enjoyed by the Amazons? Whatever the case, it is surely only a matter of time before outsiders go in search of the secrets of the Amazonian Sisterhood, and it is certain that when they do so, blood will flow.

Amazons and the outside world

Every account of the Amazons makes it clear that they are an overtly warlike people, but there are tales of them finding common cause with others. They appear to have a complex and ritualistic approach to their interactions with outsiders, and none can be sure whether they will remain on even remotely friendly terms for long.

This is particularly evident when it comes to relations with the Lizardmen.

It would appear that the Amazons occupy at least one, and possibly more, sites that outsiders would take for being sacred to the Lizardmen. The ruins of temples within which unknown Lizardmen gods were once worshipped now form the foundations of Amazon settlements. The High Priestesses of the Amazonian Sisterhood bear items of undoubtedly Lizardmen origin, yet the Lizardmen make no obvious move to retrieve these. Rather, it appears as if the Amazons are accepted by the Mage-Priests as part of the natural order of things. This is not to suggest, however, that the two parties never come to blows, for it is known that they do. It has even been reported that an Amazonian Priestess was encountered by a merchant of the Empire adorned with the hide of a white-skinned Skink Priest, indication, if any were needed, that conflict exists between the two races.

Relations with other races are much simpler. The Norse, upon their first contact with the Amazons, attempted to plunder their treasures, beginning an age of conflict between the two that has lasted many centuries. Contact with other races is of a similar nature, and there have been some distinctly unpleasant instances of the warrior women themselves being the targets of raids sponsored by Imperial nobles seeking to abduct them and ship them back to the Old World as curiosities for the Imperial Court.

But not all contact with other races has been made upon the basis of conflict. On occasion, one or more Amazons have appeared to guide, advise or even aid an army fighting within Lustria. In most instances, this has taken the form of a Priestess lending council and magical aid to an army, forming a temporary peace until the battle is resolved. Exactly why they choose to help some armies and not others is an utter mystery, though some believe the Amazons follow some arcane prophecy that leads them to offer assistance in the defeat of certain foes, or the defence of certain sacred sites.

Furthermore, there are several instances of Priestesses of the Amazonian Sisterhood aiding opposing armies. Though the Priestesses have not been observed to directly attack one another, they have aided their respective allies in the defeat of their foes. It is possible the Priestesses regard such battles as ritual combat, but with the blood of others shed in place of their own. Perhaps they seek the ruination both warring armies, guiding each towards inevitable, and mutual destruction.

"The more I learned of the gods of the lizard people, the more incredulous I became. Their pantheon was at that point nigh indecipherable to me, and appeared to include one whose place is to exist outside said order, and to be worshipped by no 'True Children of the Gods'. Yet it is written that this outsider shall be tended to unto the end of time by her 'Faithful Half-kin'. Was this being one of the Old Gods, or a mortal chosen to bear their seed? The answer came after many long months of patient research, and even then, I would question everything I had come to believe..."

Prelude to Chapter 3, 'In the Garden of the Gods',
by the noted mage of the Jade College, Cyrston von Danling

Using amazons in your games of Warhammer

The nature of the Amazonian Sisterhood is largely unknown to outsiders, but it has been observed that particularly warlike devotees are referred to as 'Serpent Priestesses'. These warrior-mystics are potent magic wielders, and wise in the ways of the jungle. Any army that can count one as an ally to their cause is fortunate indeed.

If you want to include an Amazon as an ally for your army, it couldn't be simpler. You can use these rules to add an additional layer of interest to your games. It is intended that they are used for games set in Lustria, being particularly appropriate to campaign games set there. Treat these rules in the same way as a Special Character – they are balanced, but it's not fair to spring them on unprepared opponents, so get their agreement before the game begins.



An Amazonian Priestess

AMAZON SERPENT PRIESTESSES

A Serpent Priestess may be taken as a Dogs of War unit. They may be 'hired' by Lizardmen, High Elves, Wood Elves, Dwarfs, Empire, Dogs of War and Ogre Kingdoms armies.

A Serpent Priestess costs 235 points, and uses up both a Hero and a Rare choice.

Under exceptional circumstances, a Serpent Priestess may aid dark-hearted creatures, in an effort to lead them to their doom. If a player of a Dark Elves, Skaven, Chaos, Vampire Counts, Tomb Kings, Orcs and Goblins or Chaos Dwarfs army wishes to 'hire' a Serpent Priestess, then they may do so, but they provide one for their opponent to use too, with neither side paying the points cost for the model (each still takes up a Rare and a Hero choice).

	M	WS	BS	S	T	W	I	A	Ld
Serpent Priestess	4	4	3	4(5)	4	3	4	2	9

Weapons: Claw of the Old Ones

Armour: None

Spells: Serpent Priestesses are Level 3 Wizards. They always use spells from the Lore of the Serpent list.

SPECIAL RULES

Native: The Serpent Priestess is a native of the darkest depths of Lustria, and the jungles hold no peril for her. When using the Jungle Fighting rules presented in Warhammer Realms: Lustria, she is immune to the same encounters as Lizardmen.

Claw of the Old Ones: This mighty High Age weapon is deadly in the hands of those with the knowledge to call forth its power. The blade grants the Priestess +1 Strength (noted in her profile) and its attacks ignore Armour Saves.

Amulet of the Moons: This ancient symbol of the power of the Amazonian Sisterhood casts a silvery shimmer around the wearer, protecting her from harm. The Priestess has a 4+ Ward Save.

THE LORE OF THE SERPENT

D6	Spell	Casting value
1	Singing Wind	5+
2	Serpent's Strength	6+
3	Wendala's Maelstrom	7+
4	Shield of Thorns	8+
5	The Living Jungle	8+
6	Siren's Dream	9+

SINGING WIND

CAST ON 5+

The Priestess calls to her the spirit of the divine wind, whipping the jungle into a frenzy and lashing her foes without mercy.
This spell enables the user to unleash a Strength 4 Breath Weapon attack.

SERPENT'S STRENGTH

CAST ON 6+

Calling wildly to the ancients, the Priestess calls forth the strength of the jungle, its essence filling her with primal fury.
The Priestess and all friendly units within 6" gain +1 Strength until the end of the player's turn.

WENDALA'S MAELSTROM (REMAINS IN PLAY)

CAST ON 7+

The Priestess is surrounded by a swirling tropical storm, the harsh winds protecting her from enemy shooting.
All missile fire aimed at the Priestess and any unit she is with

will suffer a -1 to hit penalty. Once cast, this spell remains in play until it is dispelled, or until the Priestess chooses to end it (which she can do at any time), attempts to cast another spell, or is slain.

SHIELD OF THORNS (REMAINS IN PLAY)

CAST ON 8+

Calling upon the very plants of the jungle to protect her, the Priestess is surrounded by a wall of writhing undergrowth.
Any model that charges into base contact with the Priestess will be struck by a single Strength 4 attack before striking, so long as her charge reaction is to Hold. Once cast, this spell remains in play until it is dispelled, or until the Priestess chooses to end it (which she can do at any time), attempts to cast another spell, or is slain.

THE LIVING JUNGLE

CAST ON 8+

In a whirl of graceful motion, the Priestess calls forth the denizens of the jungle, binding them to aid her against her foes.
This spell is a magic missile that inflicts 4D6 Strength 2 hits, with a range of 12".

SIREN'S DREAM

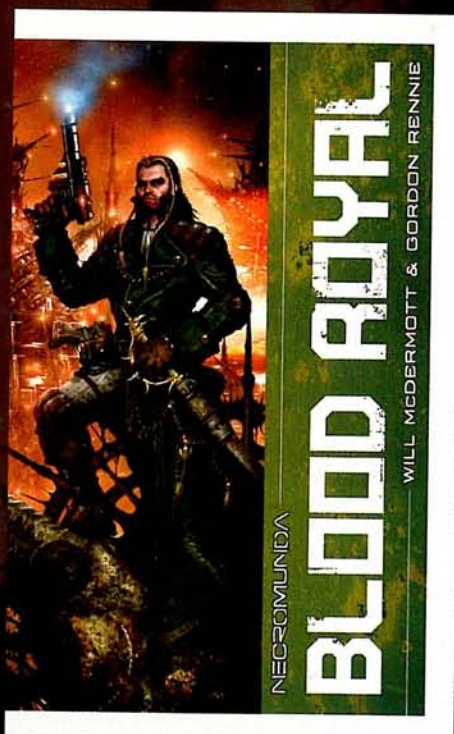
CAST ON 9+

The Priestess sings hauntingly, mesmerising all who hear her.
All enemy within 12", with the exception of models that are Immune to Psychology, are at -1 Attack, Strength and Movement (to a minimum of 1) until the end of the player turn.

KAL JERICO RETURNS! NECROMUNDA

**DARK. BIZARRE.
DANGEROUS AS HELL**

IN THE NIGHTMARE INDUSTRIAL UNDERWORLD OF NECROMUNDA, BRUTAL GANGS CLASH IN DESPERATE BATTLES TO INCREASE THEIR STANDING WITH THE RICH, DECADENT FAMILIES WHO OCCUPY THE UPPERMOST SPIRE OF THEIR TEEMING HIVE CITY. IN THE MIDST OF THIS CHAOS, KAL JERICO, THE UNDERHIVE'S COOLEST BOUNTY HUNTER, PLIES HIS TRADE WITH STYLE, CLASS AND A HUGE AMOUNT OF GOOD LUCK!



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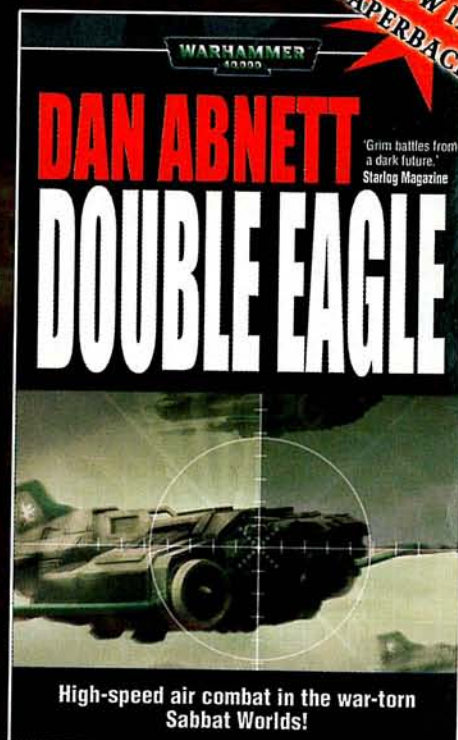
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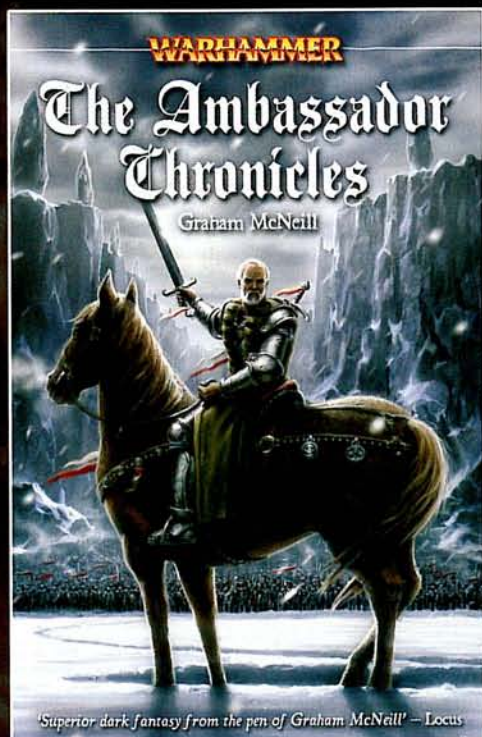
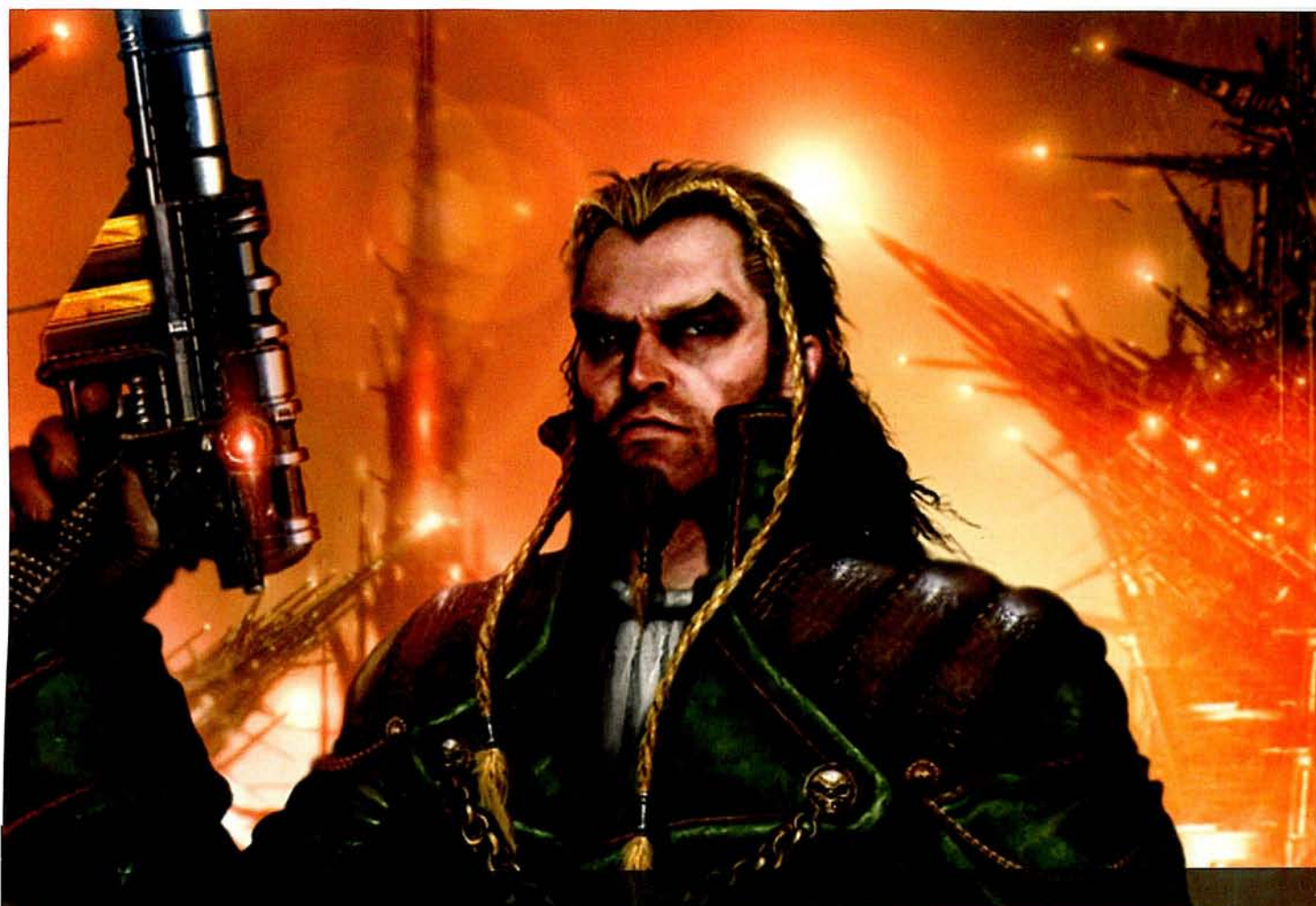
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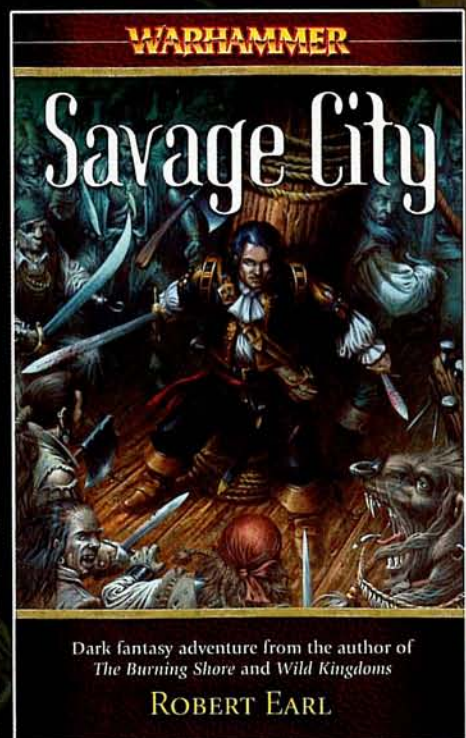
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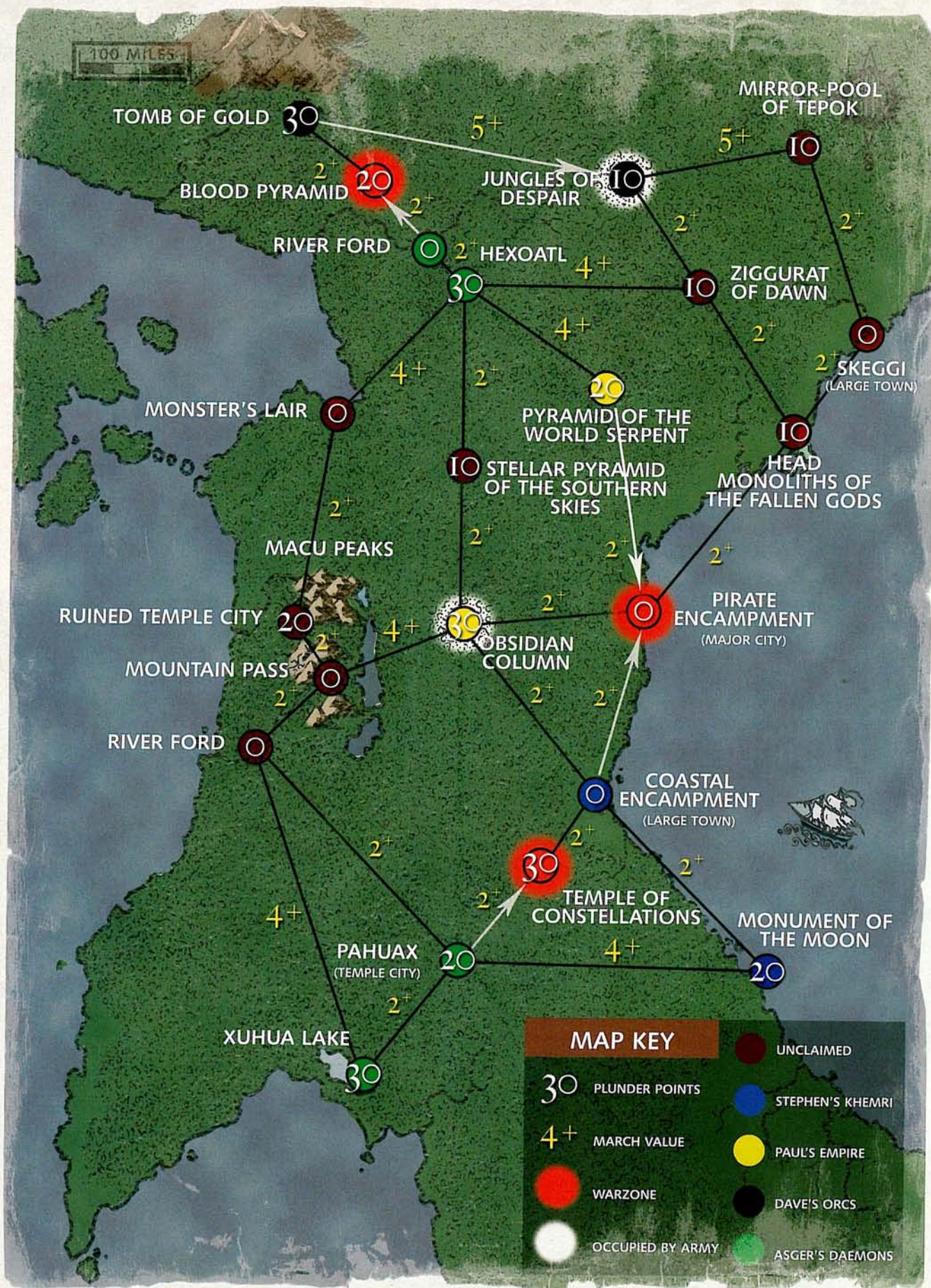
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THE BLACK LIBRARY **READ TILL YOU BLEED**



A Tale of Four Gamers

The Four Gamers battle on in The Conquest of the New World, hacking deeper into the jungles of Lustria in search of gold, fortune, and exotic monkeys they can sell in the market back home (monkeys are not common in the Old World, and command a high price). Asger has taken an early lead, drubbing all-comers with his stinking horde of Nurgley nasties. However, two turns remain, and the game is not up yet.

CAMPAIGN TURN 2

Each turn the players can advance on any of the territories on the map provided it is adjacent to their own territories. A roll is required to move through the jungle, and if this is failed the army stays put. Dave advances on the unclaimed Jungles of Despair, Asger attacks Dave's Blood Pyramid and Stephen's Temple of Constellations, while Stephen and Paul tussle over the Pirate Encampment, held, until now, by Paul's Empire army. All the players made their rolls for moving through the jungle.



Death at the Temple



Asger attacks the bony minions of Stephen



Asger Granerud

Asger: There's not much news on the painting front. I've been fleshing out my army, with more rot. Though some of the pet Nurglings (the ones attached to the Plaguebearers), are being painted in new

colours. Small variations that you probably won't notice, unless you know already, but these are the things that make your army a bit special. All the little details that Guy won't let me... *(Silence! – Guy)*.

In the first of my two battles, Stephen and I set up our army centrally on the board. I had one flank covered by a Plaguebearer unit, which faced the Tomb Prince in Chariot. The other flank was occupied by a Nurgling swarm, facing down a unit of Carrion. Stephen deployed his units ordinarily, and mine I once again decided to put into Loose Formation. The expensive stuff (the daemon general and Chariot), hid from Stephen's catapult behind buildings.

Stephen won the roll for first turn and decided that an extra turn of shooting at my Plagueriders was worth it before bones started flying left, right and centre. With my mediocre magic defence, I accepted the inevitable, and let Stephen have the extra shot in the

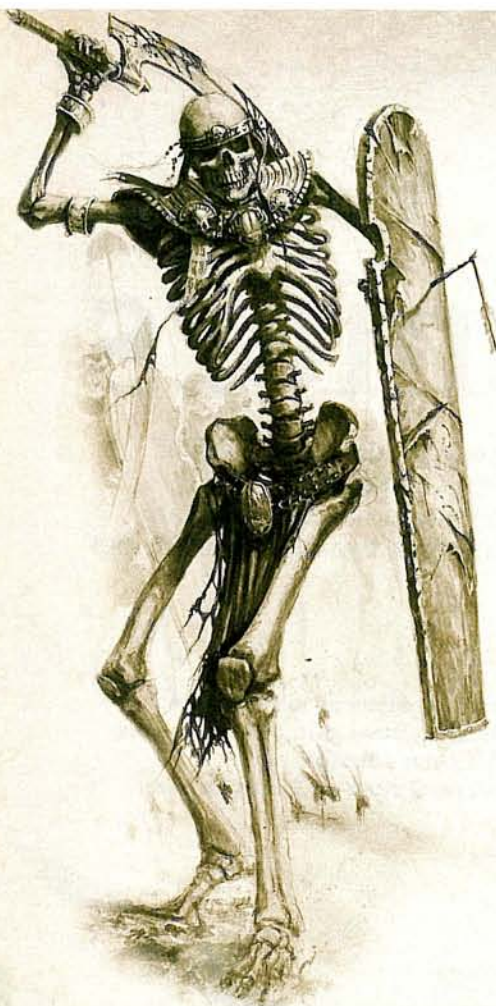
Magic phase. A bit of luck on the scatter, combined with my Ward saves meant that only a couple of Plaguebearers and a base of Nurglings copped it in the first two turns.

In the third turn I began to get some charges off. Due to the Lustria rules, my daemon general was restricted to a 10" flight move, up until this turn he had therefore footed it, getting 2" extra every turn. But in Turn 3 I decided to charge him into the three Tomb Swarms. Aided by a Herald, the remaining Nurgling base and the Plaguebearer unit, they managed to inflict enough wounds to destroy the swarm. As the general flew in his charge, he got a 3D6 overrun move, which safely brought him into contact with the Tomb King archer unit.

A couple of other combats were also going on. On Stephen's left flank we had a struggle between the Carrion and two Nurgling bases next to the swarm combat. The Plagueriders were fighting skeletons with spears, and on the right flank, the Plaguebearer unit was staring down the Tomb Prince in Chariot as they hid safely in a wood.

Stephen's next turn saw my Plaguebearers with Herald being charged by Skeletons and Ushabti. I had some really good rolls, and even though I lost most of the rounds, I didn't die





until the very last turn. The Plagueriders had a small fright when the Tomb Scorpion joined in. I had this irrational fear of its Killing Blow, but in hindsight this isn't much of a threat against the riders. Statistically, it would have taken more than 13 combat rounds before he'd get a Killing Blow. Sure enough, it didn't happen.

My Exalted Demon general went into the archers, swinging his flail through the front rank. Hitting on 3's, with re-rolls, saw a nice three hits. He then promptly rolled three 1's. I then lost the combat, if I had rolled a 10+, he would have popped due to instability, which would have cost me the game. Luckily, I proceeded to roll a 5 and a 1. Dice are fickle, though thankfully not that fickle.

The rest of the game saw me winning all the protracted combats apart from one, the daemons being well-suited to wars of attrition. The Tomb Prince got frustrated and moved forward, trying to engage, but the Plaguebearers swarmed out of the wood, and crumbled him in two turns. Stephen did get his revenge though, taking a shot with his catapult at my Chariot as soon as it moved out from behind the building. A direct hit ensured that it never got to do anything.

All in all it was a really good game against another nice opponent. All the small things went my way, which ended up showing a result heavily in my favour, though a few unlucky dice rolls could have given Stephen the chance of a come back, so it was not a one-sided contest at all.



One of the many undead warriors who are now properly dead, thanks to Asger.





The struggle for the Pirate Encampment



Stephen takes to the field again, this time against the forces of Paul



Stephen Green

Steve: Our game at the Pirate Encampment kicked off with some bad news for my Tomb Prince's army. Paul had spent some Plunder points and hired himself a

Maneater and some Duellists. This was a bit worrying, as the Tomb Prince had left his Chariot back at the camp and was footslogging with his spearmen guards. It also meant that Paul had plenty of Skirmishers, allowing him to leave his big scary units in regular formation, meaning they could do far more damage.

We were playing the Break Through scenario and I was to choose whether to attack or defend. I thought I was being clever when I opted for Paul to be the attacker. I even got the first turn

The opening turn was marked by plants eating Paul's Huntsmen, but my luck turned almost immediately when the Screaming Skull Catapult misfired and fell apart. Add to this Paul taking down one of my Ushabti and a Chariot with blasty fire magic, and things weren't looking rosy for the legions of the dead.

This feeling was reinforced when I saw my Tomb Scorpion die horribly underground, failing to even clear the surface. At least the plants were still on

my side, eating more of those pesky skirmishers.

Disaster struck when my Hierophant, who foolishly left the shelter of the jungle, was attacked by a swarm summoned in the Encounters Phase and lost a wound. Add to this a Maneater charging my Tomb Prince and then smashing him into dust with three quality swipes. The Skeletons broke and killed the hulking mercenary, but the damage had been done.

One of my Chariots was destroyed by the Militia on my right, but Paul's Wizard fled from my Tomb Swarms in the centre. However, this wasn't so good as it left them open to a charge from the Militia in Paul's turn. Paul's Knights and Halberdiers chewed through my two Skeleton units, leaving me on the back foot with three turns to play. Another encounter saw Paul's main unit of swordsmen stumbling through Madcap mushrooms which killed two of them but left the rest immune to psychology for the rest of the game. More bad news for my army.

I had two Liche Priests and 11 Skeleton archers left on the table. I threw the bowmen into the Swordsmen, in an attempt to tie them up for a turn, and started blasting away with the Priests, but it was all in vain. Paul took the laurels of victory by crushing my bony bowmen in short order.

Bring on the muscle



Paul Scott

Paul: The Stirland Militia are fully embroiled in their overseas war, and more mercenaries are in order to ensure their victory,

especially as I can spend Plunder points to get round some inconvenient rules regarding Rare choices.

What better to have than a money loving Ogre Maneater? I really like this model, and he complements my pirate duellists with his gold chests. His stolen Lizardman gold means he fits in nicely with the Lustrian theme, too.



STE-RA THE MIGHTY

HEROES

Tomb Prince (100)	112pts
Enchanted Shield (10), light armour (2)	
Liche Priest (115)	140pts
Hieratic Jar (25)	
Liche Priest (115)	160pts
Staff of Ravening (45)	

CORE

16 Skeleton Warrior (128)	153pts
Full Command (25)	
15 Skeleton Warriors (120)	175pts
Light armour (15), Spears (15)	
Full Command (25)	
12 Skeleton Warriors (96)	116pts
Standard Bearer (10), Champion (10)	
2 Tomb Swarm bases (45)	90pts

SPECIAL

3 Ushabti	195pts
3 Chariots (120)	148pts
Standard Bearer (14), Champion (14)	
Tomb Scorpion (85)	85pts

RARE

Screaming Skull Catapult (90)	90pts
TOTAL	1,496pts



PAUL'S PEASANTS

HEROES

Captain 'The Bull' (50)	110pts
Sword of Sigismund (50), shield (2)	
plate armour (8)	
Battle Wizard 'Mad Jeni' (60)	145pts
Level 2 upgrade (35), Two Dispel Scrolls (25)	
Doom Fire Ring (35)	
Battle Wizard 'Albert Grunger' (60)	154pts
Level 2 upgrade (35), Ring of Volans (30)	
Wizard's Staff (15), Bardic horse (14)	

CORE

19 Swordsmen (133)	158pts
Full Command (25)	
20 Halberdiers (120)	145pts
Full Command (25)	
15 Free Company (75)	85pts
Sergeant (10)	
10 Free Company (50)	60pts
Sergeant (10)	
10 Free Company (50)	60pts
Sergeant (10)	
10 Free Company (50)	60pts
Sergeant (10)	
10 Archers (80)	85pts
Marksmen (5)	
10 Huntsmen (100)	106pts
Marksmen (6)	
5 Knights of Morr (125)	230pts
Inner circle (15), Full Command (40)	
Morr's Banner (50) (as Banner of Ulric)	

RARE

11 Pirates (Duellists) (55)	109pts
Pistols (44), Champion (10)	
Ogre Maneater (80)	90pts
Heavy armour (4), great weapon (6)	

TOTAL	1,482pts
-------	----------



Battle at the Blood Pyramid



Asger bends his daemonic will to conquering Dave's Orcs



Dave Allen

Dave: As Asger had attacked, I got to choose the scenario and whether or not to defend. I've found Flank Attack quite challenging as an attacker, as they assign a third of their points value as a flanking force which arrives later on in the game. I thought that Asger would suffer from this, as his army is small and lacks missile troops. But Asger did that annoying business of reading the actual rules, which state that the attacker *may* assign up to a third of their army as flankers. In the spirit of the game, however, he stuck a unit of Plaguebearers and his Plagueriders in reserve. He's not such a beard after all.

After I set up my forces (taking greater advantage of the Loose Order Drill rules this time round) Asger used a "Hopelessly Lost" event to move

Borgut's Unit back towards my table edge. His army advanced towards mine and in his Encounters Phase a swarm of jungle creatures attacked Ruglud's Armoured Orcs, but caused no damage.

The Trolls showcased my ability to fail Leadership 9 Stupidity tests once again and stumbled about a bit (they don't take too well to foreign travel). The rest of the army advanced. A Lashworm damaged Asger's Chariot, and Ruglud's Orcs shot down a Plaguebearer.

Asger's army continued forward in his next turn and his Encounters Phase saw a member of my Black Orc unit and a member of Ruglud's Armoured Orcs stumble into the maws of Carnivorous plants. The Exalted Daemon sauntered up to a small unit of Orcs and threw up over them – killing two.

Angered at the loss of their comrades and the soiling of their leather jerkins, the remaining Orcs, led by Taugrek the Throtter, charged the Exalted Daemon. Some of their comrades also charged into the unit led by the Herald of Nurgle. Their banner held the 'Ere we Go spell (thanks to the blessing from the Effigy of Gork) and this saw the end of two Plaguebearers before the start of the combat. The Rock Lobber misfired, killing one of the Goblin crewmen.

Such luck continued into my Combat Phase, as Asger's rock-hard Exalted Daemon chopped Taugrek down, though the Orc unit, obviously still furious about their laundry bill, held. Three more Plaguebearers died in



Taugrek the Throtter gets throttled.

combat with the Orcs but their comrades, with the aid of the Herald of Nurgle, slew six Orc Boyz in return. This was too much for the remnants of the unit, who broke and were chased down by the shuffling pusbags. Worse, the Herald and Plaguebearers ran right into Ruglud's Orcs. Panic spread to the nearby Black Orcs, who were chased down by a gang of poxy Nurglings!

The Orcs in combat with the Exalted Daemon managed to wound it, Asger rolled high for the Instability test and the monster vanished in a rain of effluvia, which got the Orcs even messier. Ruglud's boys acquitted

DAVE ALLEN

£12.50 to spend (+£2.50 left over)

PURCHASED	COST
1 Ogre Maneater	£10
TOTAL:.....	£10

ASGER GRANERUD

£12 to spend (+£2 left over)

PURCHASED	COST
6 Plaguebearers	£12
TOTAL:.....	£12

STEPHEN GREEN

£12.50 to spend (+£2.50 left over)

PURCHASED	COST
1 Necron Lord	£7
1 Tomb King Shield	£1
TOTAL:.....	£8

PAUL SCOTT

£14.50 to spend (+£4.50 left over)

PURCHASED	COST
1 Mordheim Equipment Sprue	£4
1 Ogre Maneater	£10
TOTAL:.....	£14

END OF THE SPENDING ON ARMIES



TURN 2 SUMMARY

Player	Plunder	Campaign Points	Army actions this Turn	Final Plunder
Dave	40	2	Rebuilds army Moves to jungles of Despair	30
Stephen	50	3	Moves to Pirate Encampment (fights Paul)	20
Asger	80	2	Attacks Temple of Constellations (fights Stephen) Attacks Blood Pyramid (fights Dave)	130
Paul	50	2	Moves to Pirate Encampment (fights Stephen) Rebuilds Army Spend 10 Plunder on Ogre Maneater	40

themselves well, and after the first round of combat only the Herald and a drumming Nurgling were left fighting them. Borgut and his Big 'Uns charged into the Nurglings and stomped the little bleeders into a foul smelling paste. The remaining Black Orc unit charged in to aid Ruglud in his combat. The Nurgling drummer was slain, and the Herald of Nurgle reduced to a Wound.

It is at this juncture that Asger's reinforcements arrived, well placed to take advantage of the carnage on my left. The Chariot charged into Borgut's Big 'Uns, who fled because I was squeamish about them being charged in the flank, and the remaining unit of Nurglings charged the Trolls in their flank.

The plants made a return and gobbled down two Black Orcs and two of Ruglud's boyz.

The Nurglings pulled a Troll down and, though he regenerated, the resulting combat resolution saw the Trolls have to make a break test on their own

Leadership. They were chased down. Ruglud did better against the Herald, who vanished with an instability test.

Borgut rallied in my text turn and his pet Shaman blasted three Plaguebearers to smelly smithereens. A carnivorous plant also munched on a Plaguebearer.

Asger charged his remaining Nurglings into the flank of Borgut's Big 'Uns and his Plagueriders charged into the remaining small Orc unit. With their multiple attacks the Plagueriders made short work of the Orcs, but Borgut and his boyz beat back the Nurglings, who lost half their number due to instability.

The Chariot of Nurgle came under a rain of fire from Ruglud's Orcs and lost a wound, but that didn't stop it slamming into Borgut's unit and inflicting a mortifying amount of damage. They broke and were chased down. It was all over. Asger and I had inflicted a comparable amount of damage, but his possession of a table quarter garnered him a Solid Victory.



Dave's Orcs take another pounding from the Danisb daemons. Another game like this and Asger will win the campaign!

ALLEN'S 'ARD BOYZ

HEROES

Borgut Facebeater, 19 Big 'Uns336pts
Choppa, 'Ardlad's Axe o' Doom,
Drogs Dead 'Ard Armour,
Orc Shaman (65)100pts
Level 2 upgrade (35)
Black Orc Big Boss (80)109pts
Battle Standard Bearer (25), heavy
armour (4)

CORE

10 Black Orcs (100)153pts
Great axes (20), Full Command (33)
10 Black Orcs (100)153pts
Two hand weapons (20), Full Command (33)
10 Orc Boyz (50)98pts
Additional hand weapons (20),
Full Command (28)
10 Orc Boyz (50)83pts
Additional hand weapons (20), Boss (13)

SPECIAL

Rock Lobber (70)75pts
Bully (5)
3 Trolls (150)150pts

RARE

10 Ruglud's Armoured Orcs (190)..190pts
Effigy of Gork (40)40pts
TOTAL1,499pts

ASGER'S DIRTY DAEMONS

HEROES

Exalted Daemon (230)360pts
Mark of Nurgle (40), Sorcerer Level 1 (40),
Spell Breaker (25), Soul Hunger (25)
Daemon Herald (120)185pts
Mark of Nurgle (40), Spellbreaker (25)

CORE

12 Plaguebearers (192)199pts
Musician (7)
10 Plaguebearers (160)167pts
Musician (7)
2 Nurgling bases (80)80pts
2 Nurgling bases (80)80pts

SPECIAL

3 Plagueriders (240).....240pts
RARE
Chariot of Nurgle (150)180pts
Extra Beast of Nurgle (30)

TOTAL1,491pts

NEXT MONTH

The campaign and the series come to an end. We'll be showing you what the gamers have managed to achieve with their monthly allowance, and revealing the victor of the campaign. Join us for the after article party when we will be releasing the poor, exhausted dears back into the wild, where they will be free of the tyranny of Grombrindal's deadlines.

The Wayfarer's **Companion**

A guide to **Barak Varr**

Compiled by

*Herr Dieter Grunwaldt Haines, alumnus of
the University of Altdorf and eminent historian
of Dwarf warfare and society.*

*A collection of most wondrous tales,
descriptions of lands most perilous,
and eruditions of interest. Gathered
from the far corners of the world, and
presented here for your edification and
entertainment by Ermanus Van
Steekol and Sons, printers to the
Mayor of Marisburg.*

THE REALM OF THE SEA DWARFS

Barak Varr, the Gate to the Sea

Despite the Dwarfs' inherent dislike of water, those of Barak Varr in the Border Princes are renowned as much for their famous steamboats as they are for Dwarfen doughtiness.

Barak Varr, or 'the Gate to the Sea', is unique amongst the Dwarf strongholds. Approaching from the land there is no indication at all of the busy port that lies ahead. In fact, even standing on the cliff edge it seems to the unsuspecting eye that the ships are destined to smash themselves into the cliff face. But, the powerful tides of the Black Gulf have carved out a deep cave system into the tall white rock, and here in these vast sea caverns the Dwarfs harbour their trading fleet. The Hold of Barak Varr is small in comparison to the strongholds that tunnel deep into the

Worlds Edge Mountains, but the Dwarfs of the Hold enjoy a relatively cosmopolitan lifestyle, and are less dour and introverted than other Dwarfs. Not only is it one of the few strongholds that has remained open to traders from other nations, but the Dwarfs of Barak Varr are renowned for their hospitality. It is said that a Dwarf breakfast is a feast large enough to fill the belly of even the plumpest Halfling.

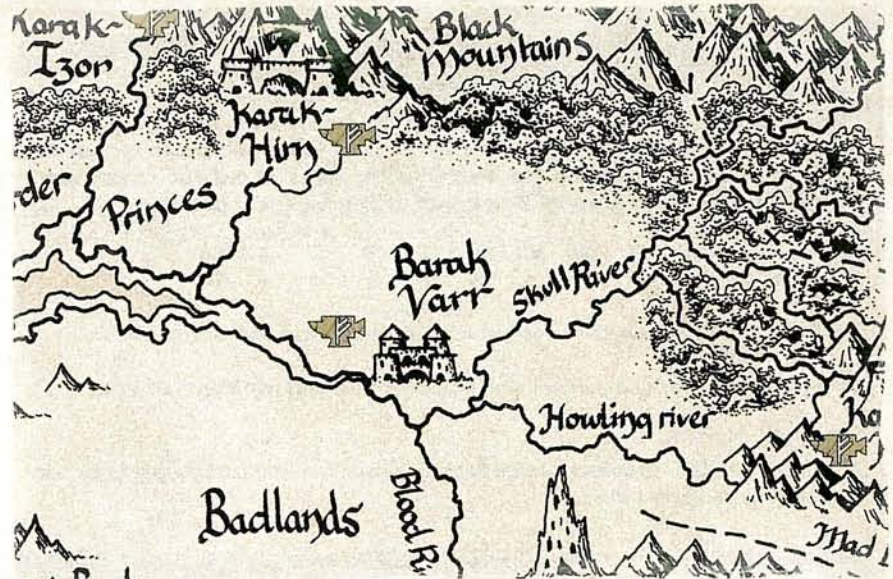
Dwarfs have a strong dislike of water and the Dwarfs at Barak Varr are unusual in that many of them become sailors. Even so, they still do not relish setting foot on the flimsy wooden ships used by Men and Elves. Instead they put their faith in huge iron vessels driven by paddles and powered by steam boilers located deep within heavily armoured hulls, the arcane secrets of which are kept by the Sea Engineers Guild.



When traders of every realm, from Araby to Lustria, gather together at Barak Varr, they know that they can expect the legendary hospitality of the Dwarfs to refresh them on their arrival. Within the Hold there are many highly regarded establishments providing fare as diverse and impressive as any city in the Old World. It is a major trading centre, where bargains are made between merchants from many lands. This is reflected in the market area of the Hold where a visitor can buy anything, from fine Araby silks to exotic Lustrian statues, and from Halfling-mixed spices to fertility charms from the Southlands.

Tunnelled into the cliffs, the stronghold is almost impervious to attack by land. More than one nation has tried to assault Barak Varr by sea in the past, but the immense firepower of the Dwarf fleet has always driven away enemy armadas. Combined with the many cannons whose barrels bristle from revetments along the cliff face, an enemy fleet has to be very brave to approach the stronghold. Only a fool fights a fort.

Although it is strictly located in the lands of the Border Princes, this is diplomatically ignored by the Dukes and Barons who hold sway over the area, as the Hold protects them from invasion. This generosity they favour the Dwarfs with also extends to the Dwarfs' free passage along the many trade routes



that lead through the Border Princes. If truth be known, the Dwarfs inhabited the Border Princes long before any other race laid claim to the land and probably constructed the roads themselves. It is in fact the Dwarfs who put up with the presence of Men in their ancestral realm purely because there is very little mineral wealth to be mined there.

The current King of Barak Varr is Byrrnoth Grundadrakk. He is known for maintaining traditional Dwarf values in the face of an ever-changing world and

during his reign he has done his best to maintain strong links with the Holds in the Worlds Edge Mountains.

THE SAGA OF THE VOYAGER KING

Byrrnoth Grundadrakk was born into the ruling clan of Barak Varr some three centuries ago, the younger of two brothers. In Barak Varr Dwarfs tend to be more outward looking than in other holds and Byrrnoth was no exception. He had many friends among the merchants and navigators who regularly did business there and even spent time with the Sea Engineers, learning the trade of building iron ships as well as navigating them. He might have spent his life thus were it not for the Elves.

Tragedy struck Byrrnoth's father and brother while they were at sea, hunting down a fleet of Naggaroth Corsairs. The Barak Varr vessel was attacked and all hands consumed by an ancient sea dragon named Mauldekorr, an ally of the Dark Elves that was possessed of an unending hatred of the Dwarfs.

When news reached him, Byrrnoth put aside his old life. At the shrine of Grimnir he swore an oath to avenge his kin even as the great mourning bell tolled. From the keeping of the Priests he claimed his birthright, the axe Rhymakangaz, and took to the sea to hunt the wyrm down.

Byrrnoth's quest occupies one hundred and seventeen stanzas of the Barak Varr Book of Deeds. The noble King did not set foot on land for over 20 years, ever searching for Mauldekorr. Byrrnoth almost passed into myth – seafarers would talk of the doom-laden Dwarf and his ship of iron, ever-prepared to follow



King Byrrnoth Grundadrakk of Barak Varr

225 pts

The army of Barak Varr can be built using the Dwarf army book. To add a bit of character, however, the following is a suggestion on how to represent King Byrrnoth on the battlefield. Byrrnoth counts as a Lord choice and can be used in any Dwarf army of Barak Varr of at least 2,000 points.

	M	WS	BS	S	T	W	I	A	Ld
Byrrnoth	3	7	4	4	5	3	4	4	10

Equipment: Rhymakangaz – rune axe with Rune of Might and Grudge Rune.

Armour: Gromril armour, shield with Rune of Stone and two Runes of Iron.

Special Rules

Ancestral Grudge, Resolute, Relentless. See page 6 of the Dwarf army book for details of these special rules.

the slightest clue, however tenuous, to the drake's whereabouts, a paragon of patience tainted by barely-contained wrath. He searched along the Vampire Coast, past the Citadel of Dusk to the Boiling Sea. He dared the Churning Gulf and the Bitter Sea, finally coming to the Sea of Dread where Mauldekorr turned in a bay off the Dragon Isles.

The clan name Grundadrakk means 'hammer of the dragons' and Byrrnoth earned the right to it that day. As the dragon wrapped itself around his ship and crushed it in its coils, Byrrnoth leapt upon the beast. Mauldekorr plucked Byrrnoth up by his leg and hurled him into the air, opening its fanged mouth to swallow him whole. The Kings' rage engulfed him and, roaring his battle-cry, he plunged willingly into the gaping maw and set to cutting the beast apart from inside. Mauldekorr thrashed in pain and dived below the surface, writhing and twisting but could not dislodge the vengeful Dwarf. Had Byrrnoth been plunged into the Dragon's gut he would have been killed for sure by its venomous bile but he held fast in the creature's throat. Blow by blow Byrrnoth hacked his way out, severing thigh-thick arteries and hewing steel scale skin as he went. The crew of Byrrnoth's vessel watched the sea froth crimson and boil with the dragon's death throes, fearful for their liege, their dismay turned to joy as Byrrnoth broke the surface, gasping for breath, his axe held high in triumph.

Upon his return to Barak Varr Byrrnoth was acclaimed by the populace. Few had believed he would be able to fulfil his oath and it was a source of pride to one and all that he was their King.

His quest had changed him though. Not least because his leg wound never healed, forcing him to hobble for the rest of his days. Byrrnoth felt closer to his ancestors than ever before and for the first time he truly mourned his lost kin. He also looked differently on his Hold than he had before and saw that Barak Varr was allowing traditions born in the Worlds Edge Mountains to be diluted by contact with outsiders. Byrrnoth took action and immediately revived the tradition of sending Beardlings to complete their schooling in Karak Kadrin and elevated many of his Hammerers and Longbeards into positions of greater influence. Visitors wonder if Barak Varr will continue to be so open to business with Byrrnoth as King but such is the respect he has earned amongst his people that their support for his rule is absolute and without question.

MODELLING KING BYRRNOTH GRUNDADRAKK

By Nick Kyme

I wanted to convert a suitably regal model for King Byrrnoth. I also wanted to reflect his dragon hunting escapades. So I decided to base my model on King Alrik as he really fits this profile. To distinguish him from the mighty Alrik I gave him a different helmet, axe, some equipment and fighting stance.



Thorgrim Grudgebearer's helmet was the perfect choice for King Byrrnoth. I simply sawed off the top of Alrik's helmet and replaced it with that which I sawed off Thorgrim. I used a file to tidy up the edges of the pieces.



I used the axe from the Dwarf Lord model in lieu of Alrik's axe. I also replaced the axe head with that of Ungrim Ironfist as it bore a dragon motif. This I positioned in the existing hand holes on the model and filled in any gaps with Green Stuff.



I added extra details to finish the model off – a cloak from a Mordheim Skaven sprue and King Kazador's Thunderhorn (cutting off the arm first). The Book of Grudges at the model's waist is from King Alrik. The shield with the Barak Varr rune I added last.

Components

Dwarf King body	9947020508801	\$4.00	Dwarf Lord axe	9947020507801	\$2.00
Dwarf King book	9947020508805	\$0.60	King Kazador horn	9947020500502	\$1.00
Thorgrim	9947020500105	\$6.00	Nightrunners sprue	99381106001	\$6.00

Call GW Direct on 0115 91 40000 to order these components.

THE VOYAGERS OF BARAK VARR

Labouring hard with a shovel in the darkness, stoking a massive boiler and bathing in the heat. Life on board an Ironclad, eh? Just like being at home.

'One-eye' Morgim – Sea Engineer aboard the Legend of Grimmir

Barak Varr is home to a part of the Engineers Guild known as the Sea Engineers. This organisation specialises in building the great ironclad ships for which Barak Varr is famous. There is something about such vast machines that fascinates the more megalomaniacal engineers and there is nowhere else in the Dwarf realm where such engineering feats are possible or required.

Dwarfs are not generally fond of the sea; it is, after all, a very different environment to their mountain holds. Many regard it as being the domain of the Elves and as such no place for proper, right-thinking Dwarfs. There is certainly no record of Dwarfs taking to sea in vessels powered by oar and sail as they have no natural talent as mariners.

The creation of steam engines large enough to power iron vessels changed all that however. By making iron float and by directing their vessels without dependence on tide or wind the Dwarfs feel they have conquered the sea and proven the dominance of earth over water. Moreover they have, to their own satisfaction, proven that anything the Elves can do, they can do better.

There are relatively few Ironclad vessels in existence and those that there are can be divided into broad categories. The typical Ironclad is the equivalent of other races' galleys and ships of the line in size. It is a broad category, however, and every ship is a unique creation that is testament to the skill of the engineer that built it. Monitors are smaller than Ironclads and are well-suited to patrolling rivers and inland lakes as well as oceans. They carry less fuel than Ironclads so cannot steam so far without refuelling. Monitors are rarely seen outside the Black Gulf and the Tilean Sea, whereas Ironclads can reach Lustria when fully provisioned. Dreadnoughts are even larger than Ironclads and each is a veritable floating fortress, complete with massive turreted cannon, far larger than anything seen on land.

There have been very few engineers skilled enough to build a Dreadnought and the sheer cost precludes them being built in numbers. The greatest Kings of Barak Varr have marked their reigns by



commissioning a Dreadnought and each one is a mechanical marvel unparalleled in the world. The credit for designing the first Dreadnought belongs to the legendary Engineer Hengist Cragbrow and every one built since has owed something to his vision. Equally rare is the Nautilus. This is a ship actually capable of travelling beneath the waves. The first Nautilus was built by Cragbrow's one-time apprentice, Mungrun Steelhammer. Steelhammer was determined to make a name for himself and, unable to match the scale of his Master's creations, built something completely different instead. Other Nautiluses have since been built but in many ways it was an invention that was ahead of its time then and is still ahead of its time now.

Steam-powered vessels opened the world's oceans to Dwarf trade and ensured that wherever you go in the Old World and beyond there is a good chance you will find Dwarfs, curious to hear news from the Worlds Edge Mountains and eager to taste thick, Dwarfish ale again.

Ironically the Dwarfs' ability to traverse the world's oceans owes much to the Elves. No Dwarf would admit this, but without accurate charts it does not matter how powerful one's ship is. Within Barak Varr the Dwarfs maintain their Book of Charts. Whilst it might originally have been a single tome it is

now more of a library. Many of the charts therein have been bought from Tilean merchants quite properly but the earliest maps, the ones that made seafaring possible, are believed to have been looted from the Elves during the War of Vengeance. These charts have spared Dwarfs the irksome task of exploring; instead they have always known where they are going.

An example of this is the aforementioned Mungrun Steelhammer. His last ill-fated voyage was made in concert with Estalian privateers. Mungrun accompanied one of their expeditions to Lustria in his Nautilus. Together they hoped to explore and loot the fabled sunken city of Chupayotl. The Estalians had searched for the city for generations without success, but found it with Mungrun's help. Clearly Mungrun had access to charts that showed the course to the city. The tragedy of Steelhammer's last voyage is that only one of his crew ever returned to Barak Varr.

30 years after the expedition departed a Dwarf was freed from the oars of an Araby galley, his mind long gone. He was recognised by a kinsman as being one of Mungrun's mariners. All he would talk about was great, black eyes and webbed claws. Dwarfs will dare much for gold however, and despite this salutary tale it is only a matter of time before another great Dwarf mariner follows in Steelhammer's wake.

The Throng of Barak Varr

Although the Dwarfs of Barak Varr are noted for their steam-powered ships they also maintain a standing army. Below are some ideas to theme your Dwarfs around Barak Varr.

Any enemy approaching Barak Varr will first be confronted by the armies of the Border Princes. These warlike lords are fiercely protective of their domains and can be expected to mount strong resistance. Even if they are overcome then there is no way into Barak Varr that can easily be assaulted as the approaches run through tunnels well set with thick gates, cunning traps and solid defences. Approaching from seaward is even more hazardous, one must face both the Dwarf fleet and the most formidably gunned defences in the Old World.

Because of this, Throng Barak Varr is rarely mustered to fight invaders, as there is, after all, little for them to defend that is near at hand. Barak Varr's primary interests are the sea lanes, along which trade is conducted, and the nations that engage in trade. The army of Barak Varr is therefore most likely to be seen well away from its own lands, protecting the wider interests of the Hold.

Throng Barak Varr has fought in Tilea and Estalia, bringing those merchants who dare to deal dishonestly to justice. Their banners have flown in Araby when rogue Pashas have attempted to fill their treasuries through piracy and in Khemri where the Dwarfs reason the dead have no use for the gold that lies in tombs beneath the sands. When distant outposts like Skeggi in Lustria have been threatened the only help they can expect is from Barak Varr, as a friendly port in those waters is almost as valuable as gold (almost!). In all these cases the army is transported by the fleet, a feat made easier as the Dwarfs that make up the Throng are in the main the same Dwarfs that crew the fleet.

Lords and Heroes

Barak Varr armies contain all the usual Lord and Hero choices available to normal Dwarf armies. There are some differences in the frequency that they appear however. Dwarf slayers are normally drawn to the Troll Country, as few see the benefit of having to travel by

sea to find a Troll when there are so many close at hand!

Consequently, Daemonslayers and Dragonslayers are much rarer in the armies of Barak Varr. The Hold has always been home to that branch of the Guild of Engineers who specialise in building sea vessels, the Sea Engineers. Indeed, many of the great clans of Barak Varr owe their prestige to an ironclad vessel, designed and built by an ancestor, which they continue to proudly operate. Also the Hold makes tremendous use of cannons both at sea, and in its own defences, so Engineers are a common sight in its armies, eager to test their creations in action.

All Dwarf Holds have ancient Anvils of Doom, but that of Barak Varr is rarely taken to battle as it is kept in a great forge overlooking the harbour from where its runes can be used to repel invaders.

Core Units

The main Core units of Dwarfs, Warriors, Crossbowmen and Thunderers are all present in Barak Varr armies. Frequent fighting from ships makes missile weapons very popular. Though there is a slight preference for handguns over crossbows, crossbows are not only cheaper but more reliable in wet weather, making it unlikely that crossbows will ever be completely supplanted on ship.

Barak Varr's location makes Rangers and Miners a rare sight in its armies, this is not to say they don't ever occur, just that any such regiments will normally be

Torston Treehaka's Sea Axes

Torston and his lads are debt collectors by trade and make a living pursuing merchants who renege on deals. They will also serve as mercenaries when circumstances demand. Torston's clan was originally from Karak Norn but was exiled following an incident in Athel Loren. Although he will not speak of it, he holds a grudge as only a Dwarf can.

Torston and 9 Sea Axes (the minimum unit that can be hired) including a standard bearer and a musician cost 145 points. Additional Sea Axes can be added at a cost of 12 points per model. They are a Special choice in a Dogs of War army and a Rare Choice in any other. The Sea Axes will never work for any type of Elf army.

	M	WS	BS	S	T	W	I	A	LD
Torston	3	4	3	3	4	1	2	2	9
Sea Axes	3	4	3	3	4	1	2	1	9

Equipment: Great weapon, hand weapon, throwing axe.

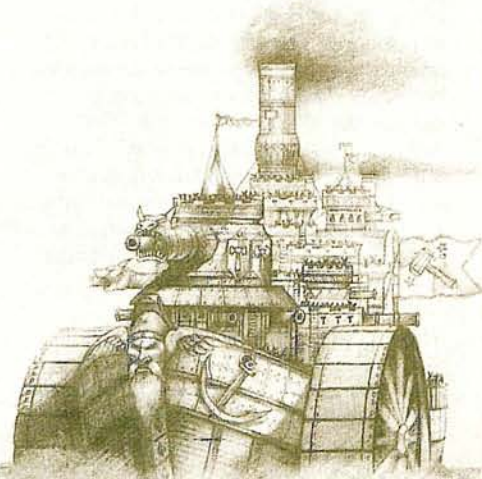
Armour: Light armour.

Special Rules

Ancestral Grudge. Unlike the usual ancestral grudge, that held by the Sea Axes applies to all types of Elves as well, which means they will *bate* them.

Resolute. Dwarfs fight with grim determination and are slow to abandon their position. Dwarfs flee and pursue 2D6-1" instead of the normal 2D6".

Relentless. A Dwarf on the march is as implacable as the turning of the years, and impossible to halt. Dwarf units may march even if there are enemy within 8".



passing through from elsewhere for a particular reason. A regular sight in the livelier taverns of the Hold are the Skratas, a loose group of prospectors who eagerly follow up any rumours of gold and silver in distant lands, often without consulting the masters of those lands; "If they wanted it, they would have already dug it up themselves" is used as the justification. The Skratas will sometimes find themselves in the Throng of Barak Varr, normally when it is in their interest or when they are given no choice.

The sea gate symbol of Barak Varr is used on shields and banners but not exclusively. Within the Hold different clans trace their lineage to the great Ancestor Gods Grinnir, Grungni, Valaya or to other, lesser, Ancestors and will use their symbols instead. Additionally there are many Trades Guilds that member clans take great pride in being part of and display the symbols of accordingly.

Because Barak Varr is a thriving port there is a wider range of dyes and textiles available than anywhere else in the Dwarf realm. As a result there are no dominant colours in the Throng. Rare and exotic fabrics like silk are far more attainable and are excellent for demonstrating a warrior's prestige. The Dwarfs of Barak Varr are rightly proud of their wealth and are loath for it to be out of their sight. Rich clothing and jewellery enables them to keep their hoard close to hand where they can enjoy it and provides them with the resources to do their own trading when the opportunity permits. A common sight on Barak Varr Dwarfs are arm rings of silver that can be used as currency virtually anywhere by the simple expedient of cutting chunks off one of them with an axe.

Special Units

Just as Daemon Slayers and Dragon Slayers are a rare sight in the Throng, so are units of Giant Slayers and Troll Slayers. Occasionally a band of such individuals may pass through while seeking a particular legendary monster to confront, but such sightings are uncommon and normally have a story attached to them.

King Byrrnoth, like all Dwarf Kings, maintains a guard of Hammerers. The commander of this regiment is responsible for the sea gates and bears the ceremonial keys of the Hold. They are the eyes and the ears of the King and

are entrusted to deal with any disturbances in his name. The appearance of a Hammerer will normally quieten down any Dwarfs in a dispute and they have many ways of calming unruly visitors. They are so tied to the security of Barak Varr that they only take part in expeditions led by the King himself.

Wherever there are Dwarfs there are Longbeards and the Longbeards of Barak Varr are amongst the most enthusiastic followers of the King, recognising in him the qualities of a true Dwarf. They are, if anything, more ostentatious than the rest of the Throng as visitors to the Hold are not always aware of the respect rightly owed to their beards but understand wealth. Barak Varr

Longbeards often have richly inlaid armour, helmets and weapons as a consequence.

Unknown to many there are Undgrin routes from Barak Varr to the holds in the Worlds Edge Mountains. These are vital to the Hold but are so long

that they cannot easily be kept in the best condition. A former Sea Engineer by the name of Knut Krakkerson operates a steam-powered caravan that plies the tunnels and helps keep trade moving. Ultimately, however, it is the work of the Ironbreakers that ensures that Barak Varr remains the Dwarfs' gate to the world. They diligently patrol the Undgrin and aggressively hunt down any Grobi, Skaven or other creatures that they catch sight of. The Ironbreakers include many of Barak Varr's finest warriors and no major expedition would be complete without a regiment of them. In many ways the presence of the Ironbreakers determines whether a Throng represents the King himself or is merely a private venture.

When it comes to artillery, Barak Varr is exceptionally well-supplied. In particular they favour cannons and some of the largest pieces in the Old World can be found in their coastal batteries. The needs of the fleet mean there is no shortage of Dwarf gunners and there is a keen rivalry between different clans over who possesses the most accurate cannon. Grungni's Hammer is the best known. It is at least nine centuries old and is the pride of the Halfarnason clan. It is said that one shot from this great gun sent a Dark Elf Ark to the bottom of the sea from a range of a mile and a half, a feat no one has bettered. Stone Throwers and Bolt Throwers are still

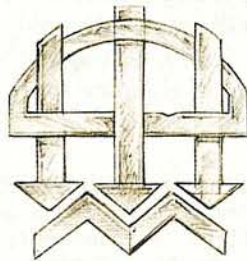
evident but are regarded as being a little old-fashioned. Above all else, Dwarfs are practical and the ability of Stone Throwers to drop their iron-bound rocks through the decks of enemy vessels is greatly appreciated, as is the way that Bolt Throwers can bring down high-flying creatures with greater accuracy than cannon.

Rare Units

When fighting foes equipped with wooden vessels, Flame Cannon are extremely useful and any engineer who has built one is always welcome in Barak Varr. By comparison Organ Guns lack the power to penetrate the hulls of enemy ships and are a little rarer. Whilst Barak Varr has many possible uses for Gyrocopters there are no engineers currently resident who have mastered the technique of building them. In all probability this is because Barak Varr is best known for engineers who want to make huge engines to power the largest ironclad vessels, not those who are interested in small, lightweight engines. That said, there are Gyrocopters, but these are easily lost in any mishap over water and are thus a rare resource.

One area in which Barak Varr differs significantly from other Dwarf holds is in its use of Dogs of War. It is a major port and sellswords regularly pass through. Long Drong and his Slayer pirates are frequent visitors to stock up on rum and powder whilst Vespero's Vendetta sometimes accompany Tilean merchants as bodyguards. As many of the conflicts that Barak Varr gets embroiled in are related to trade it has become acceptable for the richer merchant clans to finance their own armies. As evidence of this, the Throng that stormed the lair of the Estalian pirate, Alphonso Garracha, included more mercenaries than Dwarfs, including the renowned Daddallo and his Birdmen of Catrazza.

It is not unheard of there to be Dwarf mercenaries in the service of foreign princes. Many of these mercenary bands come from Barak Varr itself, the best known of them being the Company of Torston Treechaka.



The Dwarf rune for Barak Varr



Pete Haines
Pete has a penchant for Dwarfs, and owns an army of over 8,500 points, encompassing virtually everything. The last unit he painted was an Anvil of Doom.

GAMESDAY & GOLDEN DEMON 2005

Each year thousands of hopeful hobbyists enter Golden Demon, Young Bloods and the Open, Games Workshop's premier painting competitions. 36 happy painters will leave with gold, silver or bronze trophies to add to their mantelpieces, but only one carries off the Slayer Sword, a uniquely forged blade that only the very best can hope to win. If you feel you are up to the challenge of claiming one of these prestigious awards, then here's how to go about it...



A new year, and a new venue for Games Day and Golden Demon! The world's best gaming event has moved to the National Exhibition Centre, a bigger venue that will enable even more hobby fun!

Golden Demon itself has also undergone some changes from last year, so please read the details below even if you are an experienced Golden Demon competitor (in fact, especially if you are an experienced competitor!). In all cases, the judges will be looking for models that are, above all, well painted and well presented. In addition, we will pay attention to how well the model or models fit in with the published concept of our game backgrounds. That isn't to say that we won't reward innovation and creativity, but this must be demonstrated within the atmosphere and spirit of the worlds we present in our games.

Remember that all entries must be Citadel miniatures or Forge World models. Conversions are welcome! Warhammer 40,000 categories include Necromunda, Epic 40,000 and Battlefleet Gothic. Warhammer includes Mordheim, Warhammer Quest, Warmaster and Blood Bowl.

CATEGORIES

This year at Golden Demon there are ten main and two additional categories: the Open Category and Young Bloods.

Please note that there is no Large Model category this year. Inquisitor models should be entered into the Open category.

THE LORD OF THE RINGS MODELS

The Lord of the Rings Models may be entered into the The Lord of the Rings Single Miniature, the Duel, Diorama and Open categories. Please note that you may not mix models or model components from our The Lord of the Rings ranges with models from our other ranges in any of the categories. You must use models or components from the Games Workshop The Lord of the Rings range only, you may not include models or components from our Warhammer or Warhammer 40,000 ranges. Similarly you may not mix The Lord of the Rings models or components into any category entries based on the Warhammer or Warhammer 40,000 backgrounds.

Entries which mix models or model components in this way will be disqualified.

**10am to 4pm on Sunday 25th September 2005
Birmingham National Exhibition Centre (NEC)
Ticket price £25**

Tickets on sale for White Dwarf Subscribers from May 23rd 2005.

Tickets are on general release from July 2nd 2005,
order yours by calling 0115 91 40000.

BASES

Bases have proved contentious before in the competition, so last year we chose to use the phrase "appropriate sized gaming base" in several descriptions. This still stands. However, the intention here is to allow a little flexibility to entrants whilst keeping to the spirit of the competition. So, if you want to mount your Imperial Guard Commander on a 40mm base because it "looks nicer", you can still enter it in the Warhammer 40,000 Single Model category. Similarly, if you decide to base your fantasy model on a round base instead of a square one you will not be penalised by the judges.

Please note the judges reserve the right to move models that are not on appropriate bases into a category they deem more fitting. If in doubt, use the base provided with the model.

SCENIC DISPLAY BASES

Many people like to mount their models upon large scenic display bases or plinths. This is permitted provided the individual model can be removed and stand upon an appropriate sized gaming base. If the scenic base is integral to the model your entry will only be eligible for the Diorama category. Although display bases can add to the impact of a unit, our judges do not take such bases into consideration when making their decisions.

Models on display bases are usually removed from the base when being judged.

ARTEFACTS

Golden Demon is all about painting Citadel miniatures. As decided last year, we no longer permit the inclusion of artefacts based on our games in the competition.

JUDGES' DECISIONS

The judges' decisions are final. All our judges are experienced employees and know exactly what they are looking for. The judges reserve the right to move models into a different category if it is entered inappropriately or disqualify a model if they feel it breaches the rules of the Golden Demon competition. Games Workshop will not enter into discussion about the judges' decisions.



Jacques-Alexander Gillois, Slayer Sword winner 2004, holds aloft his prize.

COMPETITORS' GUIDELINES

The rules for Golden Demon are simple and easy to follow.

You can only enter once in each category, and all entries to Golden Demon, Young Bloods and the Open competition must be painted Citadel miniatures, or Forge World models.

We welcome conversions based upon our Warhammer and Warhammer 40,000 game worlds in all categories, but these should be consistent with the atmosphere of the game worlds and spirit of the miniatures ranges that we produce. At this time, due to the nature of our license, we cannot accept scratch-built models based upon The Lord of the Rings intellectual property. Conversions made entirely from our The Lord of the Rings range are acceptable.

Overall, the judges will be looking for well-painted models that adhere to the imagery and ethos of the worlds represented in our fictional worlds of Warhammer and Warhammer 40,000. All single miniatures must be mounted on the appropriate gaming bases. Read the category descriptions carefully. It is your responsibility to enter a miniature in the correct category. When models are being booked in, it is impossible for us to check that every single entry has been entered correctly. Whilst judging, we may spot such anomalies but we simply won't have time to correct these and models will be marked down or excluded accordingly as we see fit. We reserve the right to refuse entry.

All entries must be personally handed in and registered at the National Exhibition Centre, Birmingham, on 25/09/05. All entries must be collected from the show stands at specified times by the entrant in person. These times will be published in the Games Day Programme and will be announced over the PA system on the day.

All competitors will be fully responsible for the transport of their own entries to and from the competition, and for storing their own transport and packing materials on the day. Please don't ask us to look after carrying cases and giant cardboard boxes. We simply will not have the room behind the stands to store these nor the staff to look after them. We will all be busy looking after the entries themselves (rather more precious, you'll agree!).

Once entries are booked in we will, of course, undertake to look after them as carefully as we can. However, we can accept no responsibility for loss or damage to individual entries. Models are entered at the competitor's own risk.

Entry to any of the competitions gives Games Workshop the right to photograph and publish details of models entered as we see fit. Finally, remember that the point of the painting tournaments is to showcase the efforts of all those who paint miniatures in our hobby and to have some fun. You may not agree with the final outcome, but please bear in mind that the judges' decisions are final and we will not enter into any correspondence regarding them.

CATEGORY 1
Warhammer 40,000 Single Miniature

CATEGORY 2
Warhammer 40,000 Squad

CATEGORY 3
Warhammer 40,000 Vehicle

CATEGORY 4
Warhammer 40,000 Monster

CATEGORY 5
Warhammer Single Miniature

CATEGORY 6
Warhammer Regiment

CATEGORY 7
Warhammer Monster

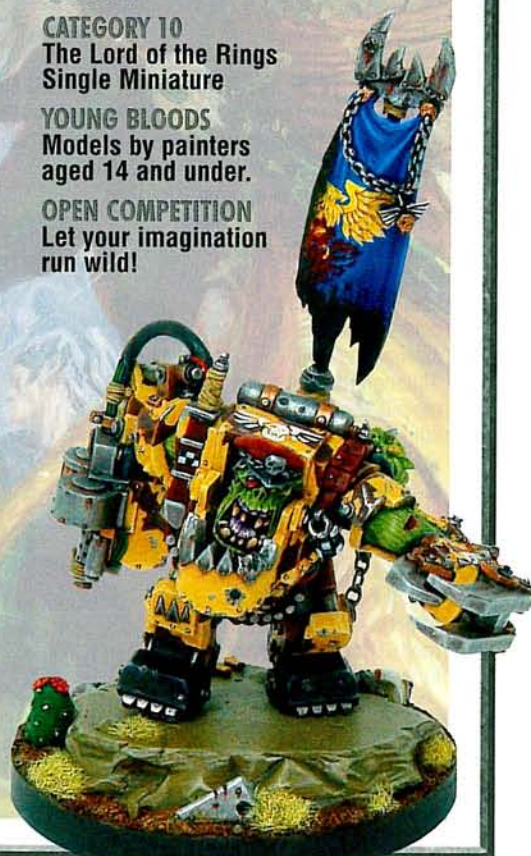
CATEGORY 8
Duel!

CATEGORY 9
Diorama

CATEGORY 10
The Lord of the Rings
Single Miniature

YOUNG BLOODS
Models by painters
aged 14 and under.

OPEN COMPETITION
Let your imagination
run wild!



CATEGORY 1: WARHAMMER 40,000 SINGLE MINIATURE

Any single human sized Warhammer 40,000 miniature mounted on an appropriately sized gaming base. This category includes Terminators but other models supplied with 40mm and larger bases should be entered in the Warhammer 40,000 monster category. Models on larger bases should be entered into another category. Note that bike-mounted character models must be entered in the Vehicle category.



Bronze: Battle Sister by Werner Klocke

CATEGORY 2: WARHAMMER 40,000 SQUAD

This category is for Warhammer 40,000 squads or squadrons of five or more models. This is also the category for Epic 40,000 detachments and includes gangs and mobs from Necromunda. All squads must be 'legal' in game terms. Judges will be looking for units that best exemplify the qualities and character of the army they represent.

This category DOES include squadrons of bike-mounted models provided they are organised into a unit of five or more models. Larger vehicle models should be entered into Category 3. All models should be mounted on an appropriately sized gaming base.



Bronze: Cadian Military Police by Paul Capon

CATEGORY 3: WARHAMMER 40,000 VEHICLE

This category is open to single Warhammer 40,000 vehicles, Dreadnoughts and walker models. This category includes single bike-mounted characters if this is appropriate to the army in question (eg, a Space Marine Captain on a bike). Battlefleet Gothic spaceships can be entered into this category as well. Although most of these models tend not to be supplied with a base, it is quite acceptable for you to mount the vehicle on a modest base (no more than 20mm larger than the vehicle itself). Forge World's Imperial Armour models may be entered in this category.



Gold: Grey Knights Dreadnought by Fernando Carbonell

CATEGORY 4: WARHAMMER 40,000 MONSTER

This category is for any single large Warhammer 40,000 model mounted on an appropriately sized gaming base. This covers models like the Avatar, Ogryns, large Tyranids, Ork Warbosses, etc.

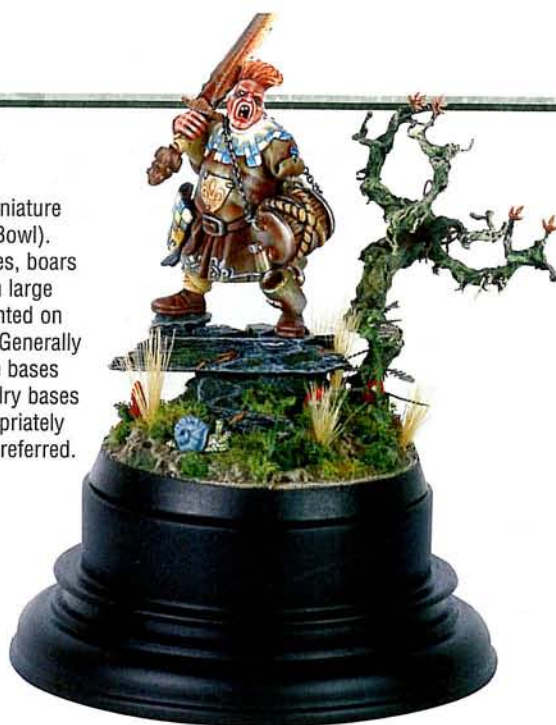


Gold: Imperial Ogryn by Mark Tait

CATEGORY 5: WARHAMMER SINGLE MINIATURE

This is open to any single fantasy miniature (Warhammer, Mordheim and Blood Bowl). This includes single models on horses, boars or wolves, but not those mounted on large monsters. All models must be presented on an appropriately sized gaming base. Generally these will be 20mm or 25mm square bases for foot figures and 25 x 50mm cavalry bases for mounted models, although appropriately sized circular bases may be used if preferred.

*Silver: Bretonnian Mercenary
by Joe Hill*



CATEGORY 6: WARHAMMER REGIMENT

This is for Warhammer regiments, Mordheim warbands, Warmaster brigades and Blood Bowl teams. The entry must consist of a minimum of five models mounted on their standard gaming bases. Regiments must be legal units in game terms. The judges will be looking for units that best exemplify the qualities and character of the army they represent. In particular, we will be looking at leaders, Standard Bearers and Musicians of Warhammer regiments.

CATEGORY 7: WARHAMMER MONSTER

This category is open to all Warhammer monsters on 40mm and 50mm square bases and the really large monster models that are not normally supplied with a base or are simply too big for one! This covers Dragons, chariots, war machines and all large ridden monsters (eg, an Orc Warlord on War Wyvern). Models should be mounted on an appropriately sized gaming base. Models on large scenic bases should be entered in the Diorama category instead.

*Silver: Bretonnian Lord
by Richard Henderson*



CATEGORY 8: DUEL

This category comprises of two single models mounted on a single 40mm or 50mm Slotta base. The judges will be looking for a dynamic pairing of two well-matched opponents in some kind of combat or other dramatic situation. Models may be from the Warhammer, Warhammer 40,000 or The Lord of the Rings ranges.



Silver: Salamander vs Hormagaunt by Adrian Bay

CATEGORY 9: DIORAMA

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



*Bronze: River Trolls vs Empire Soldiers
by Mario Kkounnous*

CATEGORY 10: THE LORD OF THE RINGS SINGLE MINIATURE

This is open to any single miniature from the Lord of the Rings range of models. All models must be presented on their standard gaming base.

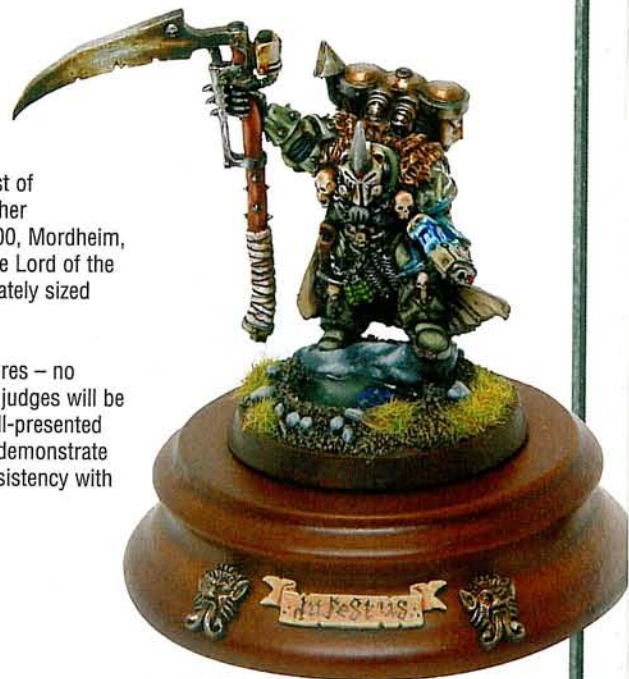


*Silver: Warrior of the Dead
by Joseph Tomaszewski*

THE YOUNG BLOODS COMPETITION 2005

The Young Bloods painting competition is open to any competitors aged 14 years or under. Your entry should consist of any single Citadel miniature, either Warhammer, Warhammer 40,000, Mordheim, Necromunda, Blood Bowl or The Lord of the Rings, mounted on an appropriately sized gaming base.

Models must be single foot figures – no mounted models or group. The judges will be looking for well-painted and well-presented models. Paint schemes should demonstrate originality, imagination and consistency with the spirit of the game worlds.



*Silver: Plague Marine
by Josef Gotherskjöld*

THE OPEN COMPETITION 2005

As always, the Open competition is your opportunity to let your imagination run riot. Anything goes! Your entry could be a single model, a sweeping diorama or whatever takes your fancy. Please note that we will not accept artefacts into this category. Golden Demon is a miniature painting competition and we would like your entries to reflect that.

Entries should be no larger than 60cm by 60cm.

We are looking for well-painted and brilliantly executed models that really capture the essence of our fictional worlds, but also the spirit of what fantasy and science fiction modelling can be at its best.

This is one of the hardest competitions to win, not least because we encourage Games Workshop employees to enter. Our staff are not permitted to enter any other categories, so this is their one chance for glory in the Golden Demon competition.

ENTRY FORM

You can find the entry form for Golden Demon on the web at:

www.games-workshop.co.uk/goldendemon

We will also publish it in White Dwarf 308. Forms will be available on the day at the Golden Demon entrance.

You must complete one form for every entry you submit.

WARHAMMER®

40,000



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TYRANIDS

Tactica is our regular series on how to get the best out of your army, written by the finest gamers around.

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T·a·c·t·i·c·a

By Marshall Jansen

LEADING

So, you feel the omnipresent call of the Hive Mind, and are compelled to serve the Great Devourer? Playing Tyranids is a very rewarding experience, but it is very different from the armies of the Imperium and their common enemies, Marshall Jansen reveals some key strategies.

The average Warhammer 40,000 army, regardless of race, is based on similar choices: hard characters, heavy weapons teams, assault specialists, transport vehicles, tanks, and a basic trooper that defines the army. While the details differ, races in the Imperium have arguably similar structures. Tyranids, on the other hand, are an alien force. They have no vehicles, they don't follow the basic rules for leadership, even their weapons have different effects, depending on the stat-line of the creature bearing it.

With the wide variety of broods and swarm themes available, you need to have a general idea of how Tyranids work on the table before you can begin playing them well. While it's certainly possible to field a bunch of close combat gribblys and hurl them headlong across the table into the enemy, a more subtle understanding of the force will improve your performance dramatically.

To get the most out of the Tyranids you need to keep in mind some core concepts: general theory, strategy, swarm archetypes, and battlefield tactics, all of which play a critical part in fielding a truly successful swarm.

GENOTYPING THE SWARM: TYRANID THEORY AND STRATEGY

There are four basic concepts I follow when beginning to build a Tyranid swarm. These are: numbers, focus, cloning, and synapse. These should all be balanced with each other when you build your own swarm, or you'll find that your force may fail to have the survivability and effectiveness you need in order to win.

Numbers: Quantity over quality

Tyranids are spoilt for choice in the types of broods they can take, as well as the options available to each brood. More than any other army in the Warhammer 40,000 universe, Tyranids can be adapted and manipulated to your heart's content. This mutability is a two-edged sword for the budding Tyranid general. Certain upgrades can give you a big advantage in certain battles, but the points spent on them add up, which can cause the size of your swarm to shrink.

Tyranids have strength in numbers, both in numbers of models on the board, and number of force slots taken (it is possible to fill all six troop slots for a meagre 240 points). With lots of bodies, you gain many advantages over a less numerous foe. You clog fire lanes, making it difficult to shoot. You have a large number of scoring broods, making it easier to claim objectives. The more broods you have, the more chances your opponent has of making a mistake and shooting the wrong one. Most importantly, seeing a large number of models on the board has a great psychological impact on your opponent – if they look across the table and think "there's no way I can kill all of that!", you are already on the path to victory.

Quantity over quality is a concept that goes hand in hand with having large numbers of troops. This is where all of those biomorphs and bio-weapons can begin to hurt you. An extra point here and there across an entire swarm and suddenly you've spent 150-200 points on upgrades, which could have bought an extra brood or two!

When you think about purchasing a biomorph for one of your broods, analyse exactly what it is that you are giving up. Consider the basic Genestealer: for 192 points, you can field 12 of them with a 5+ Save. However, you may see that Extended Carapace upgrade and think "I'd get a save against bolters! That has to be worth it! And scything talons are only 4 points – that's an extra attack!" But now, your Genestealers are 24 points each – for the same 192 points, you can now only get 8 Genestealers. While you've got a save against bolters, you've cost yourself 4 models, making the brood easier to drop below half strength. While your Genestealers will be much more survivable against the bolters of the Marines, their plasma guns, heavy bolters, and other weapons ignore that expensive upgrade. Buying biomorphs across the board for your broods can easily cut the size of your swarm by a third! A good rule of thumb is to get your numbers up first, and only then should you begin adding upgrades.

In addition to models, Tyranids should also try to maximise the number of Force Organisation slots used. With more broods, you have more tactical flexibility, and by taking more choices than your opponent, you have better deployment options.

THE SWARM

Consider the following options: One swarm takes two broods of 32 Hormagaunts each, while another swarm takes six broods of 10 Hormagaunts each. Both armies fulfill the Troops requirement. However, the first choice only has two scoring broods, which limits the number of Victory Points they can claim. Also, with only two targets to shoot at, the opponent can rest assured that all his shots will count. The second option provides six scoring broods, maximising victory point potential. The smaller brood sizes enable you to make better use of cover. Six broods give you more Fleet of Claw/Difficult Terrain rolls, allowing you to get at least some of your force across the board quickly. Not only that, but you can charge two of these squads

A Hive Tyrant is a perfect example. Sure, you can purchase all of the toys: enhanced senses, adrenal glands, toxin sacs, implant attack, bio-plasma, a venom cannon, scything talons, and more. But you end up with a 250-300 point model that will be wasting some of its potential every turn. If you spend 60 points on making your Tyrant a long-ranged death-dealer, you don't want him stuck in close combat. Conversely, if you buy wings and close combat biomorphs, your Ballistic Skill and ranged weapon-symbiote do you no good once you are stuck in.

Carnifexes and Tyrants should pick one thing to be good at, and spend their points judiciously to fit that role. Two 300-point

combat with power-armoured foes. Because rending claws don't rely on Weapon Skill or Strength to do their damage, you get a nice dual-role unit, without having to pay for expensive close combat upgrades.

Cloning Broods: Too much is just enough.

Tyranids thrive on consistency, and the best way to make sure your swarm performs consistently is to have several of certain types of brood built into your swarm design. When you decide to take a specialised brood, consider why you are making that choice, and if it wouldn't be better to take multiples.

Consider Hormagaunts and Raveners; if you take these broods, it is generally because you want a Turn 1 or Turn 2 assault, to harass the opponent and tie up lines of fire with an early close combat. By taking one brood, you rest your hopes on one Fleet of Claw roll. A determined opponent can easily wipe out a brood in one turn of shooting. However, by taking two, three, or more broods, you force your opponent to split their fire or ignore certain broods. You give yourself multiple chances for a high Fleet of Claw roll. You open up your deployment options so that at least one of these broods is directly across the board from your chosen target.

Thinking about taking a Zoanthrope with warp blast as your anti-tank weapon? One can easily fail a Psychic test, or miss. With two or three, you increase the chances of one of them succeeding in your goal of destroying the tank before it runs over your broods.

**If they look across the table and think
"there's no way I can kill all of that!",
you are already on the path to victory.**

against the same target to get the same amount of punch as a larger brood.

Focus: Single-minded killing machines

Focus is a simple concept: almost no brood in your swarm should try to maximise its ability in both assault and shooting. While it is quite easy to make many of your broods able to dish it out in both close combat and at long range, you should avoid this at all costs, as by doing so you will tend to waste points that could be far better spent elsewhere in the swarm.

monstrous creatures look scary on the table, but are less effective than four 150-point monsters with defined roles and objectives.

There is one exception to this rule, and that is a Tyranid Warrior that is equipped for a shooting role. Because Warriors don't benefit from taking two guns, I would suggest that all Warriors with guns take a set of rending claws. While scything talons might seem like a better choice (being significantly cheaper), rending claws make the Warriors a real threat, should they find themselves in close



TYPES OF TYRANID ARMIES

The Horde

The horde is the 'classic' Tyranid swarm. The majority of the swarm is made of Termagants and Hormagaunts. A Genestealer brood or maybe a Ripper Swarm round out your broods. A Hive Tyrant and some Warriors provide synapse, and a Carnifex might stalk around the backfield.

When making a horde, it's important to realise that your strength is in numbers. You want to be at least double the size of your opponent's army, and ideally outnumber him three to one. The key to playing a horde swarm is to realise you're going to take a lot of casualties, and therefore you want to keep the model cost low. If your opponent has 30 models and you have 100, you may lose 40 on the way in, but when you get to him, you still outnumber him two to one! With that kind of numerical advantage, you should be able to hold him up long enough for the assault specialists to get in and do enough damage to win.



Fast Assault

This swarm should charge in as quickly as possible, allowing your opponent few shots. A winged Hive Tyrant for HQ, leaping Warriors in Elites, Hormagaunts for Troops, and Raveners, winged Warriors, or even Gargoyles in Fast Attack. If you have points left for Heavy Support, buy some anti-vehicle ranged units in the form of Zoanthropes or heavy weapon-toting Carnifexes.

When building this swarm, make sure you have enough bodies (usually Hormagaunts) to support an all-assault swarm, and have enough synapse to keep them in line. Four to six moderate broods of Hormagaunts along with a winged Tyrant and two small broods of leaping or winged Tyranid Warriors should be the core of your army. From there, you can add more aspects depending on points.

Have your broods support each other. Don't try to take out fast moving vehicles in close combat, unless they are the only things you can reach.



Elite Stealer/Warrior Swarms

In contrast to the horde, you can also field an 'elite' Tyranid swarm. Rather than relying on hordes of Gaunts, your core is broods of Genestealers and Warriors. The goal of this force is to put broods on the table that are able to operate independently. Throw synapse out the window, none of your broods rely on it. After you've got the core of your force, you can add Carnifexes, and for an interesting change of pace, consider leaping or winged Ripper Swarms. They can give you much needed speed for a relatively small number of points, and you don't need synapse creatures to babysit them.

One thing to realise with this swarm is that every casualty means a significant loss of combat effectiveness. You'll want to get across the board as quickly as possible, because your opponent's shots count when your cheapest model is 16 points. You may want to consider using a refused flank set up with your swarm, rather than spreading out. If you can deploy your entire swarm in a small area, it will make it easier to still have an effective force after being shot up.

The caveat to this is that a refused flank tactic will allow your opponent to deploy the body of his troops farther away if you aren't careful. As with any elite army, deployment can often be the difference between victory and defeat.

Even though elite swarms can see some success, Tyranids are not as suited to this type of role as other armies are. Many armies are much better at fielding elite compositions. However, this is a nice change of pace, and does speed the game up considerably.



Stompy Death

The 'Big Beast' swarm is new to the latest codex. With the ability to take up to eight Tyranid Monstrous Creatures, you can now take Tyranid swarms full of giant monsters. While this seems like a great opportunity to take unkillable beasts with all the toys, you should restrain yourself and make them as cheap as possible.

This army gives up many of the Tyranid strengths. By using Elites and Heavy Support to take six Carnifexes, there is almost no synapse on the board. With eight TMCs likely taking up at least 1,000 points, you don't have much room for numbers, especially since your cheap Gaunts rely on lots of synapse. Also, with such a small number of targets on the board, your opponent won't have any trouble deciding what to go after.

This army tends to be very slow so you have to be careful with your Troops and Fast Attack choices. Troops should really be Ripper Swarms if you're low on points, or Genestealers if you've got points to spare – they aren't too bothered about synapse.

In Fast Attack, you can continue the monster theme by taking Raveners or winged Warriors. Possibly the most attractive choice for this force is Spore Clusters, as they allow you to do damage to units that try to hide from you, while being extremely cheap points-wise.

While this army seems powerful, it has problems with certain missions, especially Omega level missions with Escalation rules. Though it's fun to play, this army is small in number and surrenders big chunks of Victory Points easily. So be careful!

It cannot be stressed too highly that the key to success is strength in numbers.

Shoofy Bugs From Hell

While not known for their ranged weaponry, Tyranids can put an impressive amount of firepower on the board. Two cheap Tyrants with venom cannons, broods of deathspitter-armed Warriors, Termagants with fleshborers and devourers, Biovores, Zoanthropes, and a Carnifex with a barbed strangler can throw a large amount of fire down the table.

While Tyranid firepower is short-ranged, it is quite powerful. Tyranids are not bad shots if you buy them the right upgrades, and most of their guns have multiple shots, or can re-roll misses or failed wound rolls (or a combination of these effects). Many Tyranid weapons have high Strength as well. The power of the fleshborer, for instance, should not be ignored. A S4 gun that re-rolls wounds in the hands of a 6-point model easily takes out light troops and even light vehicles.

With just a few points spent here and there, the swarm can have a bit of punch in close combat as well. I wouldn't recommend this type of army to a new player, as Tyranid guns don't have the range or stopping power of Eldar or Marine weaponry. However, this is a fun variant to try out for a change of pace.

When building a swarm you might want to clone broods with the same role, but that doesn't mean that if you need three fire support broods, it all has to be in the form of Warriors with deathspitters and a venom cannon. It's perfectly fine to take a brood of Warriors, a Carnifex with barbed strangler and enhanced senses, and a brood of three Zoanthropes with Warp Blast. Also note that there's quite a bit of overlap available. If you need synapse and fire support, Zoanthropes and Warriors are perfect.

BATTLEFIELD STRATEGY

Playing Tyranids is a combination of theme, composition, deployment, and target selection. Possibly more than any other army, the Tyranid player must balance these aspects when building and playing the swarm. After you've decided the theme of your Tyranid army it's time to move on to swarm selection.

SWARM SELECTION

Armed with a theme for your army you now need to determine what components the force needs. Below are the common building blocks of a Tyranid swarm.

Fast Synapse

Winged Tyrants
Winged Warriors

Synapse

Tyrants
Warriors
Zoanthropes

Fast Assault

Winged Tyrants
Leaping/Winged Warriors
Raveners

Shock Assault

Warriors
Tyrants
Carnifexes
Genestealers
Broodlords

Fire Support

Zoanthropes
Carnifexes
Tyrants
Warriors
Biovores

Fast Harassment

Hormagaunts
Winged/Leaping Rippers
Gargoyles

Horde/Bulk

Termagants
Rippers
Spinegaunts

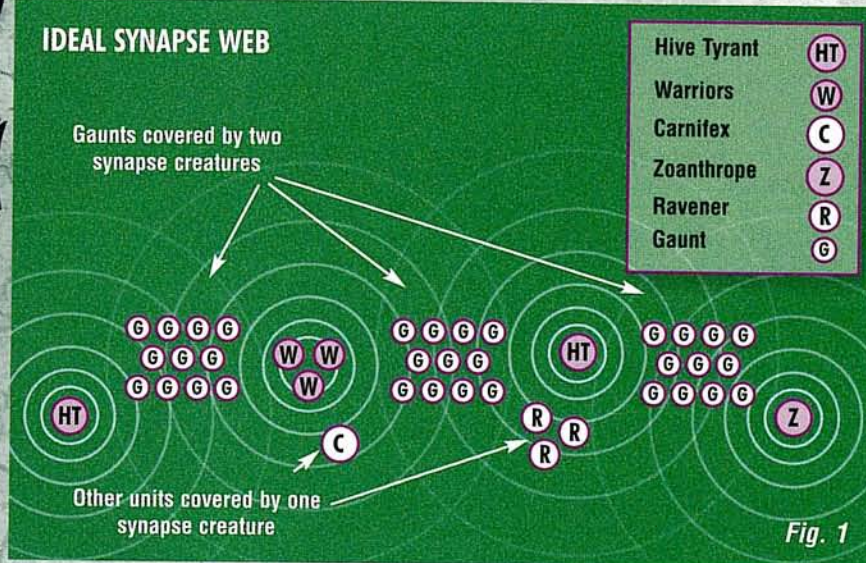
Psychological

Lictors
Spore Clusters



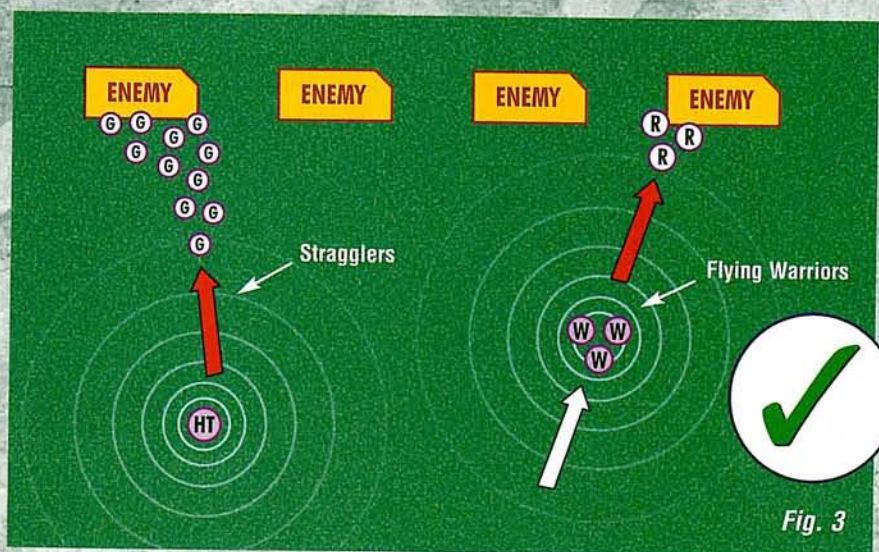
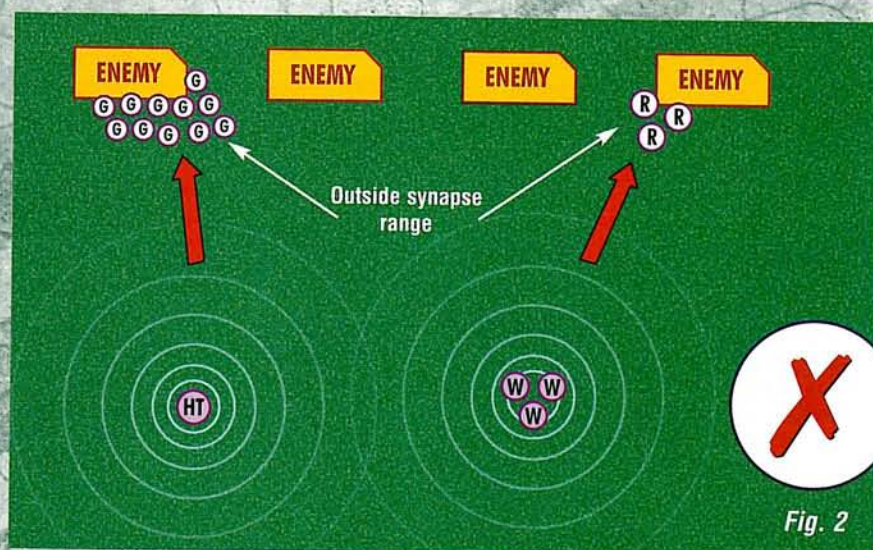
OBEY THE IMPERATIVE OF THE HIVE MIND!

IDEAL SYNAPSE WEB



Synapse: Keeping your broods under control

In general, you need enough synapse on the board to hold your swarm together. If you are relatively new to playing Tyranids, you should do a 'test run' when it comes to synapse. Design your swarm, then deploy it on your game table. Does your synapse net cover all your broods? Ideally, every brood of Gaunts on the table will be covered by two different synapse nodes (see figure 1), and every other model will be covered by one synapse node. By doing this, you give your Gaunts the critical protection they need early on... an entire flank of your swarm can collapse if you rely on a single Synapse creature to bring them to the fight, and it is destroyed before your first turn.



Above: An example of how the synapse web can easily be broken. Figure 2 shows how the Gaunts and Ravens have strayed outside the zone of influence, while Figure 3 shows how this can be prevented.

Another issue that is commonly missed when dealing with synapse is that some of your fastest units tend to outstrip your Synapse creatures. Ravens and Hormagaunts can find it very easy to assault but can also end up out of synapse reach, which can make your early assaults fail (see figure 2). It is better to hold the unit back, and attack with fewer models than to get all of them into assault only to break off.

There are two ways you can prevent this from happening. The first is to take fast synapse units, such as giving wings to your Hive Tyrant or Warriors. Another method is to leave a few stragglers in your brood, so that you leave a few models just within the synapse range of 12" (see figure 3).

While this keeps you from getting the maximum number of models into an assault, it ensures that you won't fail a Morale test. (Remember that when assaulting, all models must move into assault if possible, so if you wish to use this tactic, you will need to make sure a few models are close enough to synapse coverage that even after a full assault move, they'll still be within synapse range.)

If you feel that your synapse is somewhat lacking, it is best to modify your deployment to make up for that fact. Place models that don't require synapse together on one flank, while grouping your Warriors and Tyrant together with your Gaunts on the other. This deployment will allow you to blanket your Gaunts with synapse, while giving your opponent two distinct threats to deal with.

HEADING INTO BATTLE

Deployment

Tyranids almost always outnumber their foes, so having the right components of your army in the right spot can often spell victory or defeat. This is why it's so critical to take as many choices as possible. The more you have, the easier it is to create beneficial match-ups across the board. Assume that you have a varied Tyranid swarm, with two Hive Tyrants, two broods of Warriors, a brood of Genestealers, three broods of Hormagaunts, two broods of Termagants, a brood of Gargoyles, a brood of Raveners, a Spore Cluster, a Carnifex, a Zoanthrope brood, and a Biovore.

Your Carnifex needs to be as close to the enemy as possible, while the Biovore and Zoanthrope are more flexible. As these are the first pieces to hit the table, you should probably deploy the Biovore first, because it has the longest range. Then deploy your Zoanthropes (if they have synapse, spread them out across your deployment zone). Now you have got two choices when deploying your Carnifex. You can either place him across from a juicy target, or deploy him centrally if there isn't anything to go after. Unfortunately your opponent can then refuse to deploy anywhere near it.

If you are lucky, you'll be finishing up placing your troops choices when your opponent is completely done. If so, then you have a huge advantage, getting to cherry-pick the placement of your Warriors, Raveners, and Tyrants to maximise their effectiveness. I cannot stress how important it can be to have this advantage over your opponent.

A note on Infiltrate and Deep Strike: Gargoyles, Raveners, and Broodlord-led Genestealers get to choose if they want to

deploy via these methods in some missions. In many cases it is better to deploy normally with these broods!

If you Deep Strike, the best case scenario has them appear on Turn 2, shoot, and if they survive the next turn, assault on Turn 3. With bad rolls, they may not appear until late in the game, and a poor Scatter roll can lose the entire brood. On the other hand, if they deploy with the main force, they get to move normally from Turn 1, may get first turn shots, and will almost certainly have a Turn 2 assault. In some cases it may be better to hold the unit back, but having them on the board from the start will be better for you.

On the other hand, it's almost always a good idea to infiltrate with your Broodlord-led Genestealers. Should you drop a Broodlord and a big brood of Genestealers 15" from the enemy, they will do everything in their power to kill them by Turn 2. No one wants that unit hitting their army without being weakened first. Sometimes, this is exactly what you want – a sacrificial unit in cover to draw enemy fire.

In games where there aren't any good places to infiltrate, deploying normally might give you a chance to hit the enemy with your fast assault units on Turn 2. This allows your Broodlord to stroll across the board untouched, becoming a game-winning unit on Turn 4. Lastly, before dropping that expensive Deep Striking unit in front of the enemy's guns, make sure you can afford to lose the brood before they move.

Board Control

Now that you've got your swarm on the table, there's one final issue: controlling the board. For victory you will need to control fire

lanes, assault options, and other features. A general tactic is to send your fast broods to immediately assault the enemy, preventing them from shooting and hopefully cutting off fire lanes of other units behind them.

When planning these assaults, judge the relative strength of the unit you're assaulting and the brood you're assaulting with. You want to apply just enough force to cripple the unit, so that you cannot be shot in the opponent's turn and can finish them off in the second round of combat. Ideally, you'll hit hard but not quite break the unit, and then in their turn you'll wipe them out and consolidate, ready to charge the next target.

A brood that assaults and wipes out an enemy unit generally has hung itself out to dry. The opposing force will vaporise it or countercharge it. A brood that gets locked in combat keeps itself safe, blocks fire lanes, and forces the opponent to throw the unit away, or bring in more troops in the Assault phase to help out. Either way, it's a winning situation for you.

Another aspect of board control is to utilise 'pincer' movements as you advance. If you bring a Carnifex and a Genestealer brood in together, the enemy will simply move away from them. Instead, come at the target unit from two sides, so that if they retreat, they have to move straight back to the board edge. This prevents them from supporting the rest of their army, and makes breaking them off the board a strong possibility.

Used properly, the Tyranids offer a number of strategies and can be very effective. By following some of these tips you'll be able to get the best out of the army. Now, go follow the imperatives of the hive!



Chapter Approved



TYRANID KILL-TEAMS

BY PHIL KELLY
& TIM HUCKELBERY

WHAT IS CHAPTER APPROVED?

Each month, Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing new scenarios, weapons, rules and army list entries of all types. It also acts as a forum for dedicated players of Warhammer 40,000 who have produced inspired, well thought out and just plain brilliant additions to the game. If you've got something good for Chapter Approved then write to us at the address given here.

Note: Please don't include rules queries with your letters, as the volume of mail means that in most cases we won't be able to send individual replies.

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Many Tyranid enthusiasts will have no doubt read through the Kill-team section of the latest Warhammer 40,000 rulebook, lamenting the lack of opportunity to have a heavily converted squad of alien desperadoes romping behind enemy lines fulfilling secret missions. Maybe more intrepid gamers have cut their way through several squads of Brutes using a brood of tooled-up Gaunts or stealthy Genestealers. But how can a taloned monstrosity close down a shield generator, or rescue a hostage? Surely Tyranids are just mindless killing machines, and don't make sense in a commando raid situation? Not so, dear reader, not so.

Make no mistake, Tyranids are not individuals, but their Kill-teams are often heavily bioengineered for specific purposes. This leads to the occasional appearance of a Tyranid brood with unusual component parts. Alternatively, a Tyranid Kill-team could just be the last surviving aliens of a particularly bloody battle which the Tyranids lost.

This article gives you all the rules and background you need for using Tyranid Kill-teams, for even the Hive Mind uses the knife instead of the sledgehammer from time to time. Genestealer broods, for instance, often operate behind enemy lines for months, covertly gathering information on their prey and spreading the cancer of Tyranid infestation in preparation for the main invasion. The Lictor, another vanguard organism, is specifically bioengineered to excel at lone-wolf information gathering and assassination (admittedly, a Lictor will gather information by pushing its feeder tendrils deep into the brains of its prey and sucking out the juicy bits instead of summoning data from a cogitator bank or kidnapping a Servo-skull). Gargoyles spread fear and confusion ahead of the main Tyranid swarms, herding the prey-organisms into the path of the oncoming swarm. Though its individual cells are often little more intelligent than dogs, the Hive Mind itself is a vast and cunning sentience that can adapt and evolve its scions for almost any situation up to and including the vacuum of deep space. And that includes the occasional commando raid!

MUTABLE GENUS VS MUTABLE LAW

The Tyranids are the most adaptable race in the entire galaxy, evolving at a frightening rate. Even the basest Gaunt is a versatile building block for genetic adaptation, and Tyranid Kill-teams make full use of this genetic adaptability.

☠ Tyranid Kill-teams can break one 'mutable law' free of charge. This transgression does not award any bonuses to the antagonist. Further transgressions are treated as normal. For instance, a Tyranid Kill-team could consist of both Gaunts and Genestealers, and although it breaks the first mutable law (Kill-teams must be chosen from the same unit entry in the relevant codex), the Kill-team would not award a bonus Brute squad or bonus points to spend on specialist kit. If that Kill-team consisted of Gaunts, Genestealers and Hormagaunts, hence breaking the first law twice over, they would count as breaking only one mutable law and hence award the Brute squad player one extra Brute squad and a bonus 10 points to spend on Boss Brutes and specialist kit.

Designer's Notes: This rule is to allow Tyranid Kill-teams to have more variety and personality than your average faceless brood of alien clones, allowing 'Nid players to have fun with conversions and narrative play. After all, that is what Kill-team is all about – why should humanoids have all the fun?



Genestealers often form the vanguard of the hive fleets.

LICTORS IN KILL-TEAM

The Tyranids use Lictors in much the same way another race would use a crack squad of commandos. To many, these chameleonic terrors are the consummate Kill-team specialists. To represent the fact that Lictors are amongst the most common Tyranid Kill-teams, a pair of Lictors may be fielded as a Kill-team in its own right, costing 160 points. This does not count as breaking any mutable or immutable laws. They may not use their Secret Deployment rule, however, and deploy in the same manner as a normal Kill-team.

MISSIONS AND STORYLINES

Being bestial aliens, it doesn't make much sense for Tyranids to try and sabotage a central objective or perform a thorough reconnoitre. As a result, Tyranid Kill-teams should never play the Sabotage or Reconnoitre missions. On the other hand, the Tyranids have their own unguessable agendas besides slaughtering everything in their path. Here are a few alternative mission suggestions for using Tyranids in your games of Kill-team.

Steal the genes

The Tyranid Kill-team must hit an enemy position and drain live samples of the enemy's genetic material into special reservoirs hidden in their exoskeletons.

There is no central objective in this mission. Nominate one model in the Kill-team. This model automatically has the Feeder Tendrils upgrade at no extra cost (if it does not have it already). Every time the nominated model kills a Brute, roll a D6. If the roll is a 6, a genetic sample of sufficient quality has been procured. If the model with the genetic sample subsequently reaches a board edge, the Kill-team wins. If the nominated model dies, the Kill-team loses.

Hunt the leader-beast

The prey's defences are being held together by a cunning leader-beast that seems to secure victory wherever it appears, never directly placing itself in harm's way. A mycetic spore soon lands behind enemy

lines, disgorging a Tyranid Kill-team with the imperative to kill anything with a certain pheromonal signature – that of the enemy commander.

There is no central objective in this mission. The objective of the mission is to kill the enemy's Boss Brute. If the Boss Brute is alive and all of the Tyranid Kill-team models have been removed as casualties, the Brute squad player wins. If the Kill-team kills the Boss Brute by any means, the Kill-team wins.

Capture and dissect

What fate is worse than being captured alive by the enemy? Why, being captured, subjected to a weird alien vivisection and finally broken down into your constituent parts to form more of the foe, of course!

Tyranids are not known for their subtlety, but nonetheless they sometimes need to capture

live specimens to take back to the hive fleets for dissection and gene-splicing processes that are better left unspecified. There is no central objective in this mission. The objective of the mission is for the Kill-team to capture a number of Brutes and drag them back to their alien lairs for who knows what hideous fate. The Kill-team must take out D6+1 Brute models with stranglegwebs (see Specialist Kit, below) – roll before the game begins. Every time a Brute is 'captured' by a stranglegweb lay it on its side next to a Tyranid Kill-team model. That model may not shoot when it has a model lying next to it – it is carrying the body. When a Tyranid carrying a captured Brute moves, the Brute model moves with it. If it is engaged in combat, it may fight as normal – the captive is put to one side for the duration of the combat. If the Kill-team player manages to get the predetermined number of Brutes off any board edge then he wins the game.

"To think of these creatures as beasts is a grave mistake. We have observed their vanguard organisms herd prey like cattle into the path of the main swarms. We have seen them expend tides of lesser beasts so that their enemies have no ammunition left when their leaders attack, and armoured columns channelled into narrow defiles where but one of their assault beasts can tear through an entire tank company. Only yesterday we received a pict-capture of several platoons falling back into the keep of Gnex Bastion, only to be trapped and slaughtered by burrowing organisms that burst from the ground. These creatures have shown evidence of a tactical acumen that speaks of a far worse threat than that posed by a mere beast."

Lexmechanic Ursis, Belis Corona

A WORD ON INSTINCTIVE BEHAVIOUR

Tyranid vanguard organisms are able to operate outside the iron grip of the Hive Mind. Specifically bred to operate under their own initiative and make informed decisions rather than slavishly following the mental imperatives of the Hive Mind, Tyranid Kill-teams operate under a brood telepathy, able to exchange information with psychic impulses as well as pheromonal messages. As a result, they do not revert to instinct when their leader-beasts are not at hand to exercise direct control.

Tyranid Brute squads do not take tests for Instinctive Behaviour as they are invariably controlled by a nearby Hive Mind node.

TYRANID KILL-TEAM SPECIALIST KIT

Tyranid Kill-teams do not have 'kit' in the same way as other races, and so may not benefit from the following items of Kill-team specialist kit: Cunning Disguises, Distraction, Redshirt, Scrambler, Silencers, Smoke or Blind Grenades, Spanner in the Works, Stummers, Wire Cutters. Instead, they may choose from the Tyranid-specific specialised kit detailed below.

Acid Blood

20 points

The Kill-team has been specially modified to dissolve into a toxic slime should its component parts be killed, preventing later analysis by prey organisms should they fend off the attack. Blood spatter from these mutants has predictably fatal effects.

Whenever any model in the Kill-team is removed as a casualty, all Brutes in contact with that model take an immediate S3 hit.

Strangleweb

10 points

The strangleweb is a weird, spider-like, composite weapon symbiote that fires a mass of sticky mucus-like strands which wrap themselves tightly around the target and immobilise it.

Range	Str	AP	Type	Notes
Template	As user +1	-	Assault 1	Causes Pinning

The pinning effect of this weapon represents its ability to entangle the target, but standard Pinning rules still apply. At least one casualty must be inflicted for the test to be taken and if the unit affected is engaged in close combat, they are freed of the pinning effects immediately.

Spike rifle

5 points per model

The spike rifle is a Tyranid weapon used almost exclusively by the Gaunt genus. It is made up of a muscle-lined bony tube that contains a row of forward-pointing spikes growing from the rear of it. The spikes resemble harpoons more than anything else, as they are barbed and have a razor-sharp edge to them. Inside they are criss-crossed by acidic veins and toxin sacs.

Spike rifles may be taken by any Gaunt in a Tyranid Kill-team, replacing its usual armament. They have the following profile:

Range	Str	AP	Type
18"	Varies	4	Assault 1

Spike rifles always wound on 4+ due to their incapacitating toxins, and count as having a Strength of 4 when targeting vehicles.

Horror in the Dark 15 points per model

One of the Tyranid Kill-team exudes a palpable aura of alien hostility which disturbs and disrupts the enemy, grating at the edge of their brains like a blunt razor blade being scraped across glass. It takes a supreme effort of will even to approach such an apparition as it stalks from the shadows. Brutes may only assault a Kill-team including a model with the Horror in the Dark if they first pass a successful Leadership test.

BRUTE SQUAD SPECIALISED KIT

If you are planning to use Tyranids or Tyranid-controlled bad guys as Brutes (as well you might – they make excellent antagonists) then you will notice that some of the Brute squad specialised kit doesn't make much sense. Tyranid Brute squads may not have the following Brute squad specialised kit: Las-traps, All Points Bulletin, Doomsday Device. However, they may choose from the Tyranid-specific Brute squad specialised kit listed below.

Jones is Acting Strangely

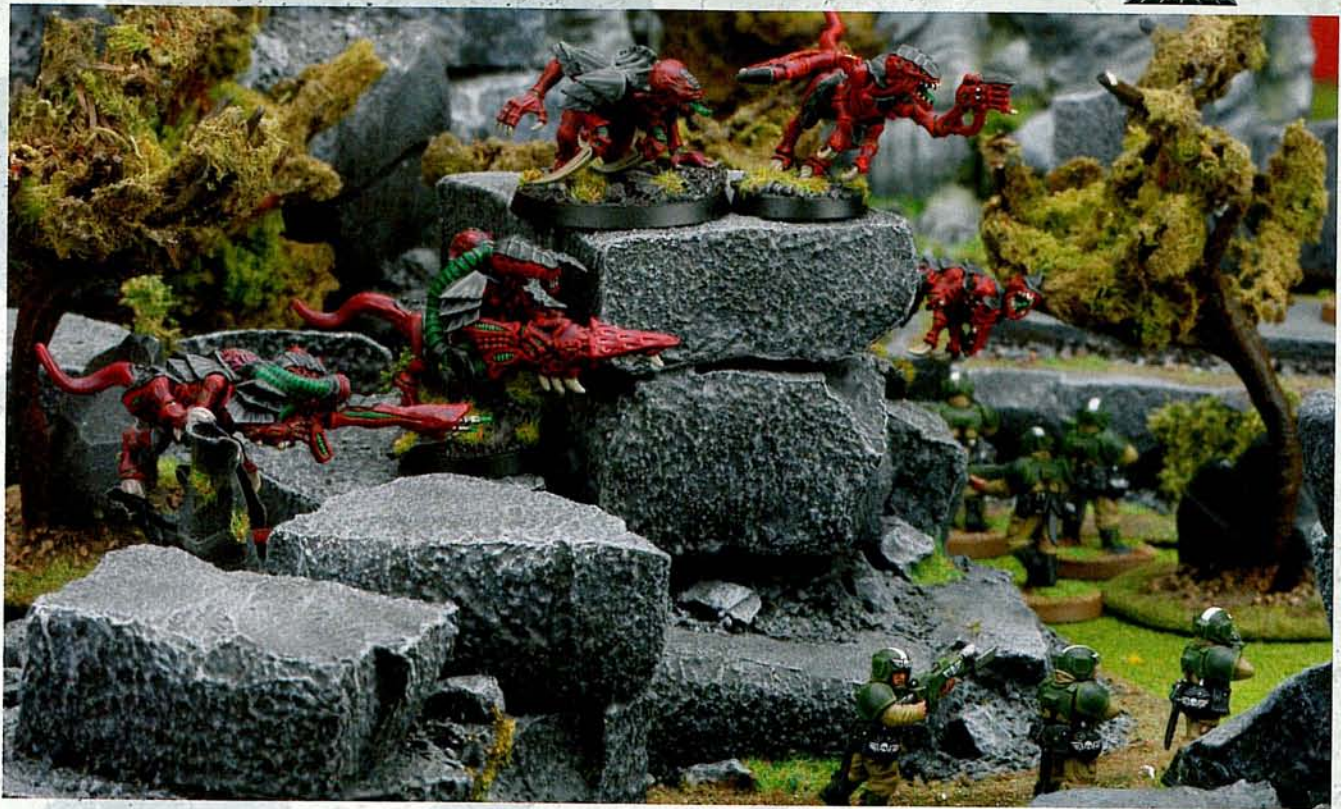
5 points

If the Kill-team includes any Redshirts (here representing a friendly model the Kill-team has found wandering in the area) roll a D6 at the end of each Kill-team player turn for each Redshirt – on a 6, that model comes under the control of the Brute squad player for the rest of the game, accruing Klaxon counters as if it were a Brute squad.

Brood Synapse Control

10 points

The Brutes are connected by a synapse web that unites them with a common purpose.



They must be around here somewhere...

Any Brute squads within 12" of the Boss Brute use a nominal Leadership of 10 for any Morale tests they must make. However, if the Brute Boss is killed, the Brute player must discard D3 Klaxon counters.

Brood Telepathy

5 points

When the Kill-team has been discovered, a psychic beacon alerts the rest of the Brutes to the presence of the intruders. In minutes

they will be swamped by a mass of hungry, alien monsters.

As long as two or more Klaxon counters are in play, the Brute player may roll 2D6 and pick the higher of the two for determining the number of Brute squads that become activated. Brood Telepathy will also negate the effects of a Spanner in the Works on a D6 roll of 4+.

Genestealers on the Prowl

50 points

The location guarded by the Brutes is of such importance that a small brood of Genestealers has been assigned to guard it. Kill-teams beware!

The antagonist gets an extra Brute squad of three Genestealers without upgrades, taken from Codex: Tyranids. These are deployed with the other Brute squads at the start of the game.



THE CRIMSON STALKERS OF TENEBRA PRIME

Kill-teams are elite forces that engage in dangerous special operations deep behind enemy lines. Marco Schulze and Katja Schimmel have turned their modelling skills to converting one such group, a brood of heavily-engineered Tyranids.

Marco: Tyranids have always held a special place in my heart and I would convert all my models, even the humble Gaunts, if I could. A brood of single-minded hunters, separated from their hive fleet and fighting for survival in a hostile universe, fits the Kill-team idea really well. At the time I started the Brood, the Battle for Macragge boxed set had just become available which included Termagants and the new Genestealers. These models would act as the basis for the team, with a few extra parts added of my own...

At first, obeying the rules of Kill-team to the letter wasn't too important: first and foremost

the models needed to look cool. However, establishing a plausible background for the Brood was vital as members of a Kill-team are individuals, which goes against the grain as far as Tyranids are concerned. They are 'mass-produced' so to speak – brood creatures that appear identical to one another. Nonetheless, with the ever-changing nature of Tyranid genetics, it was easy to come up with a rationale for both their individual armament and overall look. These creatures would be mutants, separated from their hive fleet.

The team is composed of ten Tyranid models: a Sniper Gaunt, a huge Gaunt mutant with rending claws, a strangweb Gaunt and a Hive Node Genestealer who counts as the Brood's leader. Three Gaunts with spine fists and three Genestealers, all individually posed, back up these monsters.

COMMON FEATURES

All the models have common modelling features. To start with, I cut them all into separate sections: separate arms, legs, even

the segments of the bodies. That way I could swap parts around to get the poses just how I wanted. To get extra movement into the Gaunt's tails I applied a little heat and bent them into more interesting shapes. Rather than sculpting additional parts from Green Stuff, I only used modelling putty to fill holes in the conversions.

The other additional materials I used that were common to all the models were cardboard and seashell. The cardboard I used to make armour plates, soaking them in PVA glue for strength, whilst seashell I used on the bases to make alien rock formations.

To finish them off, Katja and I painted them the same colour scheme as we have the rest of our Tyranids – if it's not broken, why fix it?

All in all Katja and I are very pleased with the final results of our efforts on the Kill-team. Having read through the new Codex: Tyranids I can't wait to add more converted units to my army.





A battle-weary unit of Imperial Guard pause to treat the wounded, unaware that their stalkers are closing in.

MUTANT GENESTEALER

Although I count this model as a Genestealer for the sake of the rules, he is also a synapse creature with all the hallmarks of a psychic creature too. This is also my way of bidding a fond farewell to the classic Genestealer model. I used the floating body of a classic Zoanthrope to underline the psychic nature of the beast. The arms and the head of the classic Genestealer arms are used, the cranium enlarged with Green Stuff and feeder tentacles made from wire glued into pre-drilled holes. And yes, that was really fiddly. To finish off, I added the scything talons from the classic metal Hormagaunt. The unlucky officer is taken from the new Tank sprue. The fleshy sinews, which hold him fast, are made from string soaked in PVA glue. I originally added some glue to represent spittle flowing from the officer's mouth, but this looked so disturbing that I scraped it off.



WHAT IS KILL-TEAM?

Imagine fighting small-scale, objective-based games in the universe of the 41st millennium and you have Kill-team. On one side is the Kill-team itself, fully converted models with unusual equipment and an individual appearance, against small units of Brutes, normal troopers who vastly outnumber them. Games can be fought in a lunch hour on a four-foot square board using a special set of rules taken from the main rulebook (see page 214 of the rules).

As well as governing how the game is fought, these rules limit the size and composition of the Kill-team. A Kill-team player may choose to 'break' these rules in order to add characters or equipment normally considered too powerful for a small-scale game. However, this carries certain consequences, such as the Brutes getting even more troops to fight with.

In the history of the Warhammer 40,000 game, the original Kill-team were Colonel Schaeffer's Last Chancers, an elite team of Imperial Guardsmen who were straight out of the Penal Legion. This idea has now been extended to allow gamers to collect teams from any race: Ork Kommandos, Kroot Mercenaries or Space Marine Scouts, for example.

GENESTEALERS

This was the perfect opportunity for me to model and paint the new Genestealers. In the same way as I'd modelled the Gaunts, I tried to give the 'Stealers classic movie poses that told a story. After all, these aren't faceless killers, there is a malign intelligence at work. I particularly enjoyed modelling a victim onto the base of one.



STRANGLEWEB GAUNT

The extra-beefy strangleweb Gaunt conversion was the perfect opportunity for me to update a classic bio-weapon, as the classic models armed with stranglewebs are really cool.

The launcher is a combination of a devourer and a barbed strangler. A Spore Mine forms the web tank, an ammunition gland is the strangleweb, the connecting tube is from a classic Spawn of Chaos model.

One of the classic Rippers gives the creature's head a unique appearance (with the kind of face only a mother can love). And it looks pretty scary...



MUTANT WITH RENDING CLAWS

I wanted to use the rending claws from the Genestealer sprue to make a huge Gaunt. The beast has a toxin sac on its back full of poison which is pumped along tubes under its arms into its claws and mandibles.

The big poison sac is made from two barbed strangler sacs and some Green Stuff. The tubes are made from wire, and the creature's mandibles are also taken from a barbed strangler.



SPINEGAUNTS

These three Spinegaunts are actually taken from one of my existing Broods. Their fluid poses have 'Kill-team' written all over them. All the poses of the models are inspired by my love of Hong Kong action films. The victim's body is made from a Zombie with a head from the Mordheim sprue. The parasite clinging to his face is an adrenal sac with legs made from the spikes from a devourer.



SNIPER GAUNT

The lone marksman, sniping at unsuspecting enemy troops from a vantage point in a building is a classic theme for modellers. That this sniper is a Gaunt perched high on an alien rock is a twist I am particularly proud of. I especially like the bio-targeter on its head and back.

The gun is a deathspitter, the barrel heated and stretched out before being glued to the fleshborer. The spikes in the end of the barrel are flesh hooks. The targeting array consists of an adrenal gland mounted on the creature's back with two lenses made from a venom cannon and a devourer socket.

The Ripper has extra limbs for creepiness made from the hands of a classic Genestealer model.



As Marco and Katja have demonstrated with this superbly converted Kill-team, modellers can give their Tyranid miniatures a huge amount of personality and character. All that's needed is a little imagination and a determination to think of Tyranid creatures as individual warriors in the same way as one might model Imperial Guardsmen, with distinct personalities amongst the mass of troops. We hope that this showcase inspires you to do the same.



KILL COUNT

The Tyranid invaders of Tenebra Prime have been whittled down to a single brood by the Ork defenders, but it's a bad idea to corner a dangerous animal. Phil Kelly's Tyranid Kill-team poses a formidable threat to Adam Troke's Ork Brute squads.

This Kill-team Battle Report showcases something a little different. We're used to seeing Tyranids operating in vast swarms, but this time there's only ten of them, and they are outnumbered three to one by angry Orks.

THE STORY SO FAR

The defence against Hive Fleet Leviathan saw many Imperial industrial worlds abandoned in

a deliberate plan to force the Tyranids to expend a great amount of energy whilst harvesting little biomass in return. Its slowed advance bought time for Battlefleets Solar and Tempestus to muster for an almighty counter-attack. This was a great sacrifice, but the Imperium consists of a million worlds, and the Inquisition knows full well that the hive fleet must be stopped at any cost.

However, the nearby Orks of the Octarius sector, who have been looking for a claim upon Imperial space for decades, swarmed onto the abandoned worlds with great speed. When the bio-ships of the hive fleet finally came upon the Ork-settled Imperial worlds, they were in for a nasty surprise. The new Ork defenders of these worlds were incredibly tenacious and skilled combatants. On a few

worlds, such as Tenebra Prime, the Ork defenders were so successful that the Tyranid invasions were repelled and the survivors hunted to extinction.

This Battle Report focuses on one such instance. There are only a handful of Tyranid survivors left on Tenebra Prime, but these aliens never give up.

In the red corner, we have Games Development's Phil Kelly, author of both the Kill-team rules and Codex: Tyranids. In the green corner, we have his colleague Adam Troke, itching to administer a kicking to the vaunted Tyranid menace. How many Greenskins can the hive fleet's finest chew through before they are exterminated once and for all?

THIS BATTLE REPORT USES THE KILL-TEAM RULES FROM PAGE 214 OF THE WARHAMMER 40,000 RULEBOOK



Lugrak Twoteef stomped up the fire escape on iron-shod boots, his crude choppa dripping alien ichor onto the stairs and down into the industrialised plaza below. His blood sang with the joy of the kill, and his tongue lolled like a Grox's - he'd bitten it twice already in his haste to reach Skabgut and tell him about the latest successful engagement against the invading Tyranids. He vaulted over the makeshift barricades and through an eagle-crested alcove, pausing only to blast the statuary apart with a burst from his slugger. It was going to take ages to Orkify the hump's planet, but it was proving to be a hell of a lot of fun.

"We got 'em all boss!" hollered Lugrak as he barrelled into the Ork Nob's infamous Interrogatin' Room. What he saw as he entered would have stopped a more aware observer in his tracks. Instead, Lugrak ploughed into a rack of mean-looking metalworking tools, scattering them everywhere with a noise like a fighta-bomma ramraiding a junkyard.

Facing away from Lugrak was a massively-built hulk of hissing, creaking

metal that could only just be described as humanoid. Held in its great crushing pincer was Forgit, an Ork sentry who had allowed a small group of Tyranids to slip through the Ork cordon. Forgit's feet had been nailed to the floor with great iron spikes, and he had been stretched vertically by the hydraulic pistons of the power claw until his bones and joints had snapped and given way. Suddenly, the pincer opened with a hiss, and Forgit folded up like a blood-soaked rag.

Skabgut the Skar-lord, his mutilated face illuminated by the glow of his tool-heating brazier, slowly turned to face Lugrak. The messenger gulped.

"Er... sorry for disturbin' yer work but we got 'em all boss!" blurted Lugrak.

"All of 'em?" growled the Skar-lord, his voice like the rumbling machinery that covered the planet's surface.

"Yes! Well, er... no, well, near as dammit. Killed the last few myself. I did."

"Near... is... not... all..." said the Skar-lord, spitting out each word. He took a step

forward, the sonorous clang of his mega-armoured boot shaking the room and dislodging metallic dust from the ceiling.

Lugrak was sweating heavily, and he knew it wasn't just because of the torture braziers. "Er, well, of course, there was those 'ones' Forgit here let through. But there was only some of 'em," whined Lugrak, backing off until his back was against the wall as the hulking figure stomped towards him.

Skabgut reached out with his pincer and neatly snipped off Lugrak's head. Arterial blood sprayed across the Skar-lord's rusted armour as he stomped out onto the roof, his clanging footsteps automatically drawing the attention of his squads in the cluttered plazas below. Skabgut flung Lugrak's severed head at a cluster of Boyz down below, nailing a jabbering sentry in the face.

"CALL YOURSELF ORKSES?" he bellowed, his voice amplified by his mega-armour and resounding through the industrial valleys. "FIND THE LAST ONES AND KILL 'EM. KILL 'EM ALL... OR I'LL KILL YOU!"

SCENARIO: KILL COUNT

The Kill-team is comprised of the last few Tyranids planetside. All their brethren have been wiped out in a coordinated attack, and there remains nothing left but to go out fighting!

MISSION OBJECTIVES

There is no central objective in this mission. Instead, the Kill-team must kill as many Brutes as it can before it is taken down! Refer to the following table to measure your success. If you are playing against Brute squads with 3+ Armour Saves, such as Space Marines, use the value in parentheses for determining your Kill-team's rank; they are a lot harder to put down!

FINAL KILL COUNT

5 (3) Brutes Killed RIPPER

Pah! Is that the best you can do? You are nothing but a mindless Ripper, wriggling on your belly into the midst of the enemy before being crushed underfoot. Must try harder.

10 (6) Brutes Killed GAUNT

The best you could aspire to is cannon fodder, hive fleet alone knows what your genetic material is doing in a Kill-team. You need to get out more often.

15 (9) Brutes Killed STEALER

You can be relied upon to take down a good few of the enemy before being assimilated into the digestion pools. Mission accomplished.

20 (12) Brutes Killed WARRIOR

Now we're talking - you are a credit to the Hive Mind. Perhaps your biomass would serve better in the form of a leader-beast. Well done indeed.

25 (15) Brutes Killed CARNIFEX

Your Kill-team was a well-oiled engine of destruction. How the Tyranids can lose with such lethal entities in their ranks is a mystery. Get in there!

30 (18) Brutes Killed HIVE TYRANT

The galaxy is evidently doomed. None can stand before the might of the hive fleets, and you have secured yourself a place at their forefront. Congratulations!





THE CRIMSON STALKERS OF TENEBRA PRIME

NEW 'NIDS ON THE BLOCK

Phil: Well, OK, not that new – you can see them in our showcase on page 66. We thought it'd be a wasted opportunity not to show what they can do in a Battle Report. My mission was to kill as many Orks as possible, but, being fond of 'Nids and having an incy-wincy competitive streak, I secretly wanted to nobble the lot of 'em. Besides, Adam has this habit of talking-up how he's going to humiliate you in any game you play against him, and that just gets me all fired up. That's the point, I guess – he likes a bit of psychology and I fall for it every time.

Preventing me from getting too game-centric were three major factors. Firstly, the Tyranid Kill-team was assembled from an aesthetic point of view, and broke a lot of mutable laws (see page 66 for more on them and their creators). But many of the Tyranids seem to have been put together with specific roles in mind. That was a good thing, as it allowed me to try out the new Tyranid-specific Kill-team specialist kit (see Chapter Approved on page 62). Secondly, the board we had set up was a sprawling industrial complex worthy of a film set. We were aiming for something along the lines of a first-person-shooter computer game. Thirdly, Kill-team was designed to be a narrative game rather than a competitive one, so I felt sure I could play nice and get a great story out of it before my 'Nids went to the big hive fleet in the sky.

Now let's talk about killing stuff. First stop was to get a good solid whack of rending claws into the Kill-team – there really is nothing like them in a small-scale game. Handy that the team had four Genestealers, one of which acted as the leader. This puppet-master model looked so foul I bought him the Horror in the Dark upgrade.

No Kill-team is complete without guns, and I needed some numbers, so the three Spinegaunts would prove very useful. Stranglewebs, or indeed any flamer template weapon, are very pokey indeed in games of Kill-team, so the little crimson fellow with the big gun would be invaluable. The spike rifle sniper-Gaunt wasn't such a big deal – its main selling point is its AP, and as Orks have such abysmal Armour Saves anyway he would be one of the first to go. Finally I had the combat Gaunt, though he looked fantastic he might have to catch a bullet too as the Genestealers are basically better – especially when three of them have scything talons. Some extended carapaces to give me saves against the Ork sluggas and I was ready.

My strategy was pretty simple, learned from years of slogging away on video games: keep moving and kill the bad guys off piecemeal. In isolation, Brute squads are easy kills. In greater numbers, they're lethal. The only hitch I could see was shooting or assaulting a Brute squad, awarding the enemy a Klaxon counter. This would mean Adam's Brutes acting more intelligently and moving faster. Racking up the kills therefore, would actually help Adam hunt me down.



Phil Kelly

"I usually play an Eldar Kill-team of Storm Guardians with Striking Scorpions and a Wraithguard. They recently managed not only to blow up Andy Hoare's munitions truck but escape the board afterwards."

4 Genestealers with extended carapace (two with scything talons, one with Horror in the Dark) **103 points**

1 mutable law broken – too many component broods

1 piece of specialist kit taken – Horror in the Dark

1 mutable law broken – differing weapon fits in single brood

1 Gaunt with spike rifle, extended carapace, adrenal sac (WS) **11 points**

1 piece of specialist kit taken – spike rifle

1 Gaunt with strangleweb, extended carapace **16 points**

1 piece of specialist kit taken – strangleweb

3 Gaunts with spinefists **15 points**

1 Hormagaunt with toxin sacs, extended carapace, adrenal glands (I), adrenal glands (WS) **15 points**

1 mutable law broken – too many component broods

TOTAL: 160 POINTS

Mutable laws broken: 3

3 bonus Brute squads
+ 30 points to spend on Boss Brute

Points spent on specialist kit: 30

Total points to spend on Ork Boss Brute: 80 (yikes!)

SKABGUT'S HORDE

ORKS, ORKS, ORKS...

Adam: So, the Tyranids have been brought to heel on Tenebra Prime and the last remaining brood is causing trouble on Skabgut's turf? Looks like it's time for him and his Boyz to do something about that.



8+3 Brute squads	Free
Ork Nob with big horns, mega armour, more dakka, shooter	54 points
+ Extra Brute squad	24 points
TOTAL: 78 POINTS	

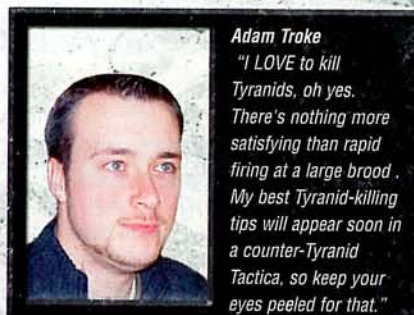
There's something very cool about the narrative style of play that Kill-team engenders that I really love – it's half wargaming and half telling a story. I've played a host of narrative-style games in the past, and I always get a kick out of them. As such my intention is to try and put myself in the shoes of the Orks a little, and try to create an exciting and cinematic battle.

Orks get eight Brute squads when defending in Kill-team, which is a pretty intimidating prospect for anyone to have to fight against. Phil's choice of Kill-team meant that not only did I get an extra two Brute squads but I had 80 points to spend on upgrades to the Ork force. Upgrading the Boss Goon to a Nob, and giving him big horns, mega armour, making his weapon shooter and giving it more dakka spent most of those, leaving just enough for an extra Brute squad. This gave me a total of 33 Orks with which to defend my base!

My Boss Brute, Skabgut, would be able to hold his own because of his mega armour and the power claw. His customised shoota should mean that if he gets the chance to shoot it'll be more effective than normal. I was a little worried about the rending claws of the Genestealers, though, so I'd try to soften the Kill-team up with a few rounds of shooting before launching my assault.

My plan for taking on the Crimson Stalkers was simple. The Boyz will start to spread out carefully. I'd try and get a couple of disposable Brute squads as close to the Stalkers as possible in an effort to build up my Klaxon counters, and when I have enough, I'd fall back to Skabgut's position and make a stand.

Because of the assault prowess of the Crimson Stalkers, even my Boyz would be cut apart, so I planned on holding them at arm's length with my sluggas, and only committing to an assault once I had absolute numerical superiority. Until then, I would just whittle his numbers down whenever possible and hope to preserve my strength in numbers ready for the main attack.



Adam Troke
"I LOVE to kill Tyranids, oh yes. There's nothing more satisfying than rapid firing at a large brood. My best Tyranid-killing tips will appear soon in a counter-Tyranid Tactics, so keep your eyes peeled for that."





TURN 2

The Kill-team makes a move.

TURN ONE

Phil: Right, time to test out that plan. Adam had deployed in such a way as to cover the board fairly evenly, but as I wanted to take his Orks out piecemeal I chose a short board edge with only two Brute squads defending it. My plan was to bide my time for the first turn at least and hope to win a couple of control rolls to disperse his force.

I tiptoed the Stalkers forward from the shadows, making sure to leave them at least 8" away from the nearest Orks (Brute squads spot you if they come within their Initiative range of you, plus the number of Klaxon counters accrued, in inches – even with Adam rolling a 6 for control I should be,

safe... for now). It was time to trust to the appalling Initiative of the Orks and misdirect some Brute squads.

Adam: I started my turn by rolling to see how many Brute squads I could activate and deactivate. I scored a 2, which wasn't too bad, since I was generally happy to leave most of my Brute squads where they were until I could guess Phil's plan. So, winning both the rolls to see who could move them, I sent squads one and two directly towards the Crimson Stalkers.

BRUTES KILLED:	0
KLAXON COUNTERS:	0
KILL-TEAM CASUALTIES:	0

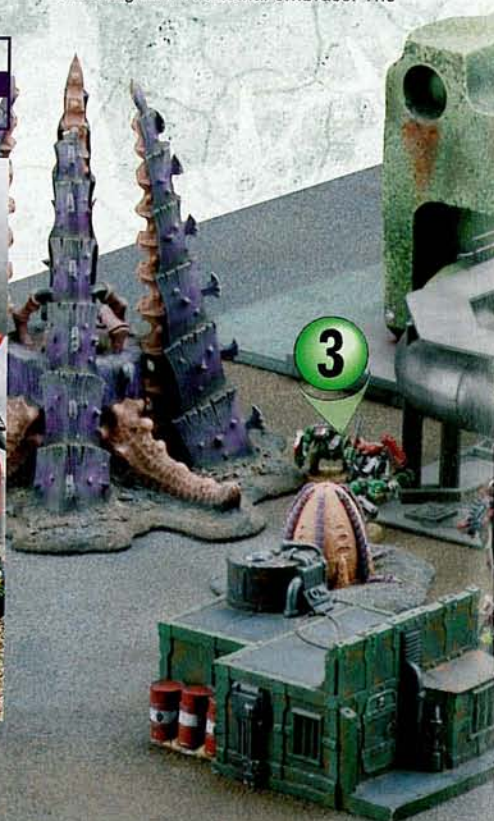
TURN TWO

Phil: Gah, that wasn't what I had in mind. Adam was going for the oldest Brute trick in the book – sacrifice a squad or two to get some early Klaxon counters. It was round about this point that my gribbling instincts kicked in and I felt the need to kill some Orks. So, moving forward, I dutifully obliged, opening fire at Brute Squad 2. The strangleweb and its lovely flamer template killed but one Ork, viscous strands of mucus crushing him in a lethal embrace. The



TURN 2

Strangleweb + Ork = horrible mess.



3

spinefists shot down another due to being twin-linked, but the spike rifle missed – some sniper Gaunt he turned out to be. The surviving Brute passed both his Pinning and Morale tests. I decided not to assault him, as I'd already awarded Adam one Klaxon counter by shooting and didn't want to hand over another with a raucous assault. I still had a good chance of winning those control rolls in Adam's turn.

Adam: Well, it might have cost me two Orks, but I was now a Klaxon counter richer. I was able to activate several more squads this turn. Phil won a few of the control rolls, and gleefully disrupted my plans with some awkward moves, but overall things looked all right. Most importantly Brute squads 2 and 3

did just what I wanted, with the lone survivor of Squad 2 moving into spotting distance (and not only becoming aware but gaining a Klaxon counter) and Squad 3 getting into a prime position on the walkway. The remaining Ork in Squad 2 fired his slugga before lowering his head and charging. Despite his courage in the face of the 'Horror in the Dark' Genestealer, his end was sticky and none-too-pleasant as the Genestealers ripped him apart before he had a chance to land a blow of his own. Still, I had accrued two Klaxon counters now, so my plan was working.

BRUTES KILLED:	3
KLAXON COUNTERS:	2
KILL-TEAM CASUALTIES:	0

ISOMETRIC MAP-KEY

KILL-TEAM

BRUTE SQUAD

DIRECTION OF MOVEMENT


TURN THREE

Phil: Three Orks down, two Klaxon counters handed over. That's a very bad start indeed, as I had planned to kill around three Brutes per counter. With a +2 to his Control rolls, from now on Adam's Orks would most often be moving quickly and sensibly – they would home in on my position like flies around Grox dung. So I decided to go both onwards and upwards. A bit of elevation is a good thing in a game of Kill-team as it gives the bad guys further to fall.

Up onto the gantry the Stalkers went, smashing into Brute Squad 3 with the Genestealers to the fore. A few rending claw attacks later and the disembowelled Brutes toppled from the gantry, their screams drawing yet more attention to my (ahem) 'Stalkers'. Hey, what did I care, I was up high and no Brutes were nearby. Yet.

Adam: Curses! I had planned on using Brute Squad 3 to slow down the Stalkers for a turn or so, but instead Phil had gone through them like fungus beer through a Grot. Still, I was on three Klaxon counters now. Seeing that Phil intended to send his 'Nids along the gantry (which looked superbly cool with all those red beasts on it) I decided on a simple plan. I'd get as many Boyz as possible into position to fire up at the 'Nids as they moved along the gantry, and use Brute Squads 4 and 5 to slow him down.

BRUTES KILLED:	6
KLAXON COUNTERS:	3
KILL-TEAM CASUALTIES:	0

TURN FOUR

Phil: As all the Brutes in the vicinity had been dealt with, this turn I contented myself with moving carefully along the gantry, with Stalkers looking like they were doing the conga (with that many legs it must be a doddle). Besides, I was planning to lure the Brutes further down the board so they had to come back on themselves when I raced around to the other end. Trust me, in the Movement phase, Tyranids can make Orks look like snails.

Adam: The Crimson Stalkers were taking their time on that walkway, and I wasn't about to let the opportunity pass. I deactivated Squad 4 up on the manufactorium, as they were blocking the 'Nids advance nicely and I didn't want to risk them wandering off. I moved Squad 11 along the outside edge of the board, hoping to cut off a line of advance if the Stalkers made it through my lines, and sent Squad 8 towards the centre of the board to support Squads 9 and 10.

Squads 1, 6 and 7 all closed in on the 'Nids, hoping to get some shots off. Sadly only Squad 6 was in range, becoming aware and awarding me not only another Klaxon counter but also a chance to shoot. I managed to hit and wound with a single shot, and in an explosion of chitin and gore a Termagant tumbled from the walkway, his spike rifle dangling from his lifeless claws.

BRUTES KILLED:	6
KLAXON COUNTERS:	4
KILL-TEAM CASUALTIES:	1

TURN FIVE

Phil: With six kills, I was out of Ripper territory on the Kill Count table, but I had my sights set on the Monstrous Creature levels of success. I'd lured Brute Squads 1, 6 and 7 to the gantry, and with a 6" move and a 5" Fleet of Claw roll, the Stalkers bounded up onto the manufactorium roof in a blur of crimson, pouncing upon the hapless Brutes on the roof. The 'Stealers took Squad 4 apart in a flurry of blood-red claws, and with a nice fat consolidation move the Stalkers managed to pour down the other side of the building into the next contenders for the meat grinder, Squad 5. Now that's how Tyranids are supposed to move. Take that, you Brutes!

Adam: Ouch! That was nasty, his Kill-team had torn my Brute squad up so fast they'd not even had a chance to respond, and then consolidated into another squad.

Looking at the placing of my Brute squads, I hoped that Phil would come through the gap between the two buildings, right into the jaws of a trap. With that in mind I rushed the squads into position to cover the alleyway, ready for a counter-attack. Skabgut clambered down the ladder, his hope to join the fray dependent on whether Phil waltzed into my ambush. Just in case he didn't go for it, Squad 11 lurked about 18" or so away from them, meaning that even with Fleet of Claw they'd struggle to reach me. True to form the Crimson Stalkers tore my Brute squad to pieces, losing a lowly Spinegaunt in return due to the fact I was hugging cover. I was on five Klaxon markers now, but unless I could bring my numbers to bear, things were going to go very, very wrong. Oh, and they consolidated a full 6"...

BRUTES KILLED:	12
KLAXON COUNTERS:	5
KILL-TEAM CASUALTIES:	2



TURN 5

Strangers in the moonlight... Brute Squad 5's prospects are grim.





TURN 6

The introductions didn't take long to get out of the way.

TURN SIX

Phil: Things were pretty much going to plan. Brute Squad 5 was dripping down the walls of the manufactory, and though I'd never win another control roll all game my new strategy of just outrunning the blighters seemed to be paying off. Despite a rubbish Difficult Terrain roll of 3" my Fleet of Claw made up for it, and I hammered into the squad lurking in the shadow of Skabgut's headquarters, slicing them apart in short order with no loss. Sure, the extra Klaxon counter meant that Skabgut and his cronies on the roof had a spotting range of 8", but they were up there and I was down here. As far as the Kill Count was concerned I'd already reached Genestealer status, and if I could continue to take the Brute squads on one at a time like this, I'd walk all over Adam without breaking a talon.

Adam: Tyranids are fast! That consolidation move and a great Fleet of Claw roll had allowed them to overrun Squad 11 in short order. Despite making Skabgut and his Goons aware, there was a serious risk that my plan would fall apart. Skabgut, weighing up whether he'd be able to get all the way down to the Crimson Stalkers, settled for clambering back up the ladder and aiming his shoota at the 'Nids down below him. Surely it's better to make a world of noise and shower the Tyranids in hot lead than risk doing nothing, right? The rest of my squads scrambled towards better places, taking cover in difficult terrain and behind the tank traps. Skabgut and his

Boyz opened fire at the Stalkers, and while the Nob missed completely, the two Boyz managed to score a kill, sending a Genestealer to an early grave.

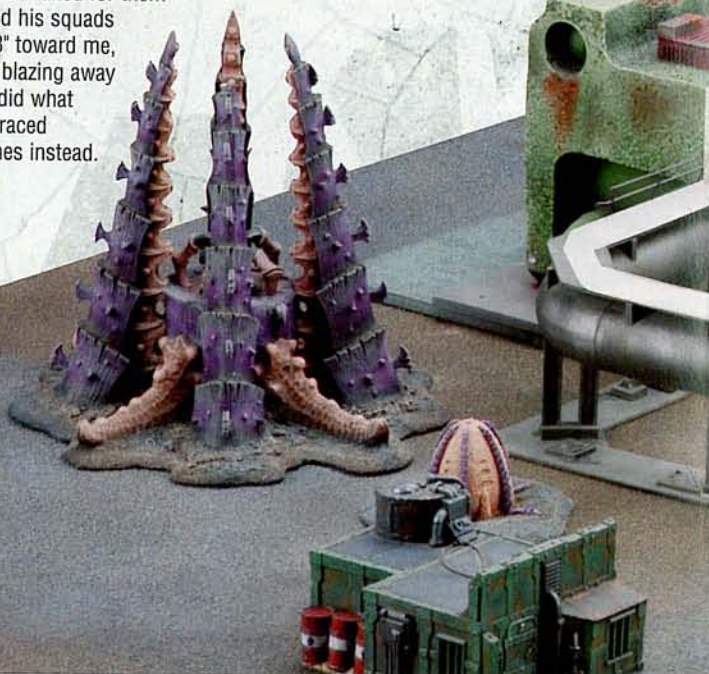
BRUTES KILLED:	15
KLAXON COUNTERS:	6
KILL-TEAM CASUALTIES:	3

TURN SEVEN

Phil: Another casualty taken, and there was no easy way to get to the Boss Brute up on the roof, but overall things were looking pretty good. My initial tactic of luring Adam's Brutes to my deployment area over by the gantry was paying off – the straggling Brute squads at the far end were retracing their steps practically in single file. I considered staying put and letting the old camo gear (see the box opposite) strip away some of Adam's Klaxon counters, but after I did the maths, whilst I waited for them to fade away, I realised his squads would have moved 18" toward me, all the while his Boss blazing away with his shoota. So I did what Tyranids do best and raced towards the enemy lines instead.

Adam: The ability of Brute squads to ignore difficult terrain was starting to prove really useful as they clambered their way over scattered wreckage. The result of this game was going to come down to whether I could hit Phil with enough Orks at once. Already he had ranked up 15 kills, and I really couldn't have him making it to more than 20. By keeping my Boyz in cover I would be able to inflict kills on them as they assaulted me, and, if they decided to play a shooting game, sheer weight of firepower would surely be on my side. Skabgut and his lads blasted away in the Shooting phase, and despite scoring two hits, failed to kill any of the Tyranids.

BRUTES KILLED:	15
KLAXON COUNTERS:	6
KILL-TEAM CASUALTIES:	3



LUNCH BREAKS AND GENTLEMEN'S AGREEMENTS

At this point Adam and Phil broke for lunch, and talked over the game so far. It had been a lot of fun, but none of the real bells and whistles of the Kill-team game had come into play – especially seeing as Skabgut was stuck up on the roof. There had been a lot of good honest Brute-slaughtering but the players wanted to try out some more of the exciting specialist kit available.

It took all of three seconds for Adam and Phil to agree upon 30 points to spend on specialist kit, effective from turn seven onwards. The Kill-team rules encourage, this sort of improvisational behaviour, as long as opponents agree, you can customise rules in any game as you please.

Phil: With my bonus points, I took the upgrade camo gear (chameleonic skin in the Tyranids' case), as I reasoned Adam had a lot of Klaxon counters, and I wanted the option to reduce them a bit (for every turn my Kill-team did not move or shoot, Adam lost a Klaxon counter). More importantly I was able to afford the Acid Blood upgrade – if one of my Kill-team died in close combat it would



Adam looks on in frustration as the Tyranids run rings around Skabgut.

inflict a S3 hit on every enemy in base contact and maybe even bag me another kill or two. Of course, every little helps...

Adam: Every evil villain needs a Doomsday Device and Skabgut is no different. Looking at the promethium tanks on the board I knew it had to involve them. Simply put, if the 'Nids looked like they might win, Skabgut would activate a mortar from his rooftop perch, lobbing a high explosive shell into the promethium containers and

blowing the board sky high! Ain't no bug-eyed monster walking away from that.

The only thing cooler than a villain that plans to destroy the world is a villain who won't die. So, next on my list was Still not Dead. There was every chance that Phil's Kill-team would rip Skabgut apart, but if he could get up afterward, how cool would that be? I could almost imagine the exo-armour doing its thing as Skabgut refuses to die...



TURN EIGHT

Phil: Time to go for it. The Brute squads were getting dangerously close, and I could bide my time no longer. Unfortunately almost all the Brutes were behind cover and, as each Slugga Boy has three Attacks that they would get to make from their concealed position, I chose to soften them up with a bit of shooting first.

Big mistake. The strangleweb's template was just out of range, and the spinefists failed to wound. Now I was stuck out in the open, surrounded by trigger-happy Orks. And it was all going so well...

Adam: Ha hah! Phil's puny Tyranid weapons were out of range! Now I could seize the advantage. A few of my squads shuffled into new positions, getting their weapons into range and positioning themselves for a better shot. The Boyz opened fire, leaving cover and blazing away at the lurking beasties. I managed to score a fairly impressive five hits, although only two of them wounded and only one measly Genestealer died due to their 4+ extended carapace Armour Save.

My efforts were starting to take a toll on the Crimson Stalkers, but I had the sinking feeling that I was achieving too little too late. Perhaps, if he committed to an assault I'd be able to mob him... providing the Horror in

the Dark didn't get his way and keep my Brutes at bay with sheer alien gribbliness.

BRUTES KILLED:	15
KLAXON COUNTERS:	8
KILL-TEAM CASUALTIES:	4

TURN NINE

Phil: That was a close one. Now some of the Brutes had broken cover I decided it was time for my glorious last stand. I quickly advanced, strangleweb to the front, and the template weapon took down two Orks from Squad 8 and one from Squad 7, pinning the Brutes from Squad 7 in thick strands of alien mucous. One less thing to worry about.

The spinefists failed to make their mark, but I was well in range for an assault. Brute Squads 8 and 10 managed to take down one of my last two Spinegaunts and my plucky stranglewebber from their positions behind the barricades, but in return the Genestealers took out both squads with their scything talons and rending claws. Heavy losses, but I had worked my way up to Warrior status on the Kill Count table now. Time to go for the big time and see if I could get myself into Monstrous Creature territory – all I needed to roll was a 2+ on my Consolidation move to slam into the next Brute squad and escape the Ork shooting. Go on, guess what. I rolled.

Adam: Argh! First they use that strangleweb to frag three of my Boyz, and then in they go and finish off Squads 8 and 10. Sure, my Boyz managed to bring a Spinegaunt and that damned stranglewebber down with him, but even so... gah! I suppose I shouldn't complain too loudly however, Phil only managed to roll a 1 for his Consolidation move, meaning I could shoot him... a lot.

Sq, Skabgut and his ladz moved up to get a better shot at the 'Nids, and all the other Boyz simply closed their eyes and fired. Between them the Boyz managed a staggering four hits (only an Ork could be proud of such a meagre achievement). Still, three of the Tyranids were brought down, blown apart by the lethal rounds the Orks blasted their way.

Huzzah, one lousy 'Nid left and my biggest gun yet to shoot! Skabgut, with typical Orky enthusiasm, let rip with his own shoota and hit twice. All I needed was to roll a 3+, however Lady Luck played her hand once again and neither of his shots wounded. Regardless, my mood was buoyant now; only the Horror in the Dark was still alive, and I seriously doubt he was going to push Phil's Kill Count up to 30.

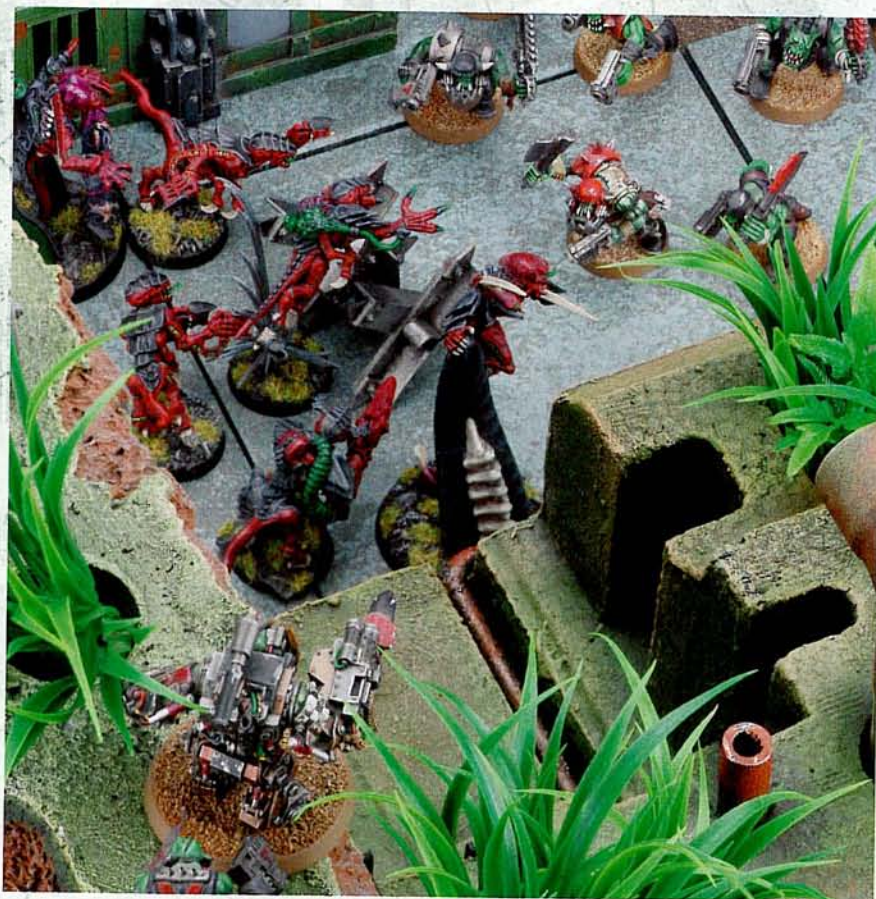
BRUTES KILLED:	22
KLAXON COUNTERS:	9
KILL-TEAM CASUALTIES:	9

TURN TEN

Phil: I really thought Adam had it all wrapped up there. My poor Kill-team, shot to pieces without a single splash of acid blood to make up for it. At least I had the Horror still alive, and I was gambling that he could take on a Brute squad and live. All I wanted was to push my Kill Count up to 25 or above before I went under. So in charged the Horror in the Dark, slashing about himself with his claws, hitting with all four and killing all of Brute Squad 1 on his own. Twenty-five kills on the nail, have some of that! Even if the Horror died for no loss, I'd have made it up to Carnifex status.

Adam: Oh no you don't Mr Kelly. That blasted Horror in the Dark had slaughtered one squad and managed to consolidate into another, leaving me in a seriously dicey situation. I couldn't shoot at him and he was too far away for Skabgut to help, so the mighty Ork bellowed at his Boyz to get in there and sort the last Nid on the planet out once and for all.

Squad 6 failed their Morale check to assault and stood gaping, beady red eyes blinking in fear. Fortunately Squad 9 had no such reservations and barrelled into combat. The Horror in the Dark lashed out with a preternatural display of agility and caused 2 wounds on my charging Orks. I passed one Armour Save, but the other Ork was cut



Skabgut and his Boyz give the Tyranids a taste of dakka.

down, his entrails spilling out from the rent left by the Genestealer's slashing claws.

In return I made a mass of attacks, inflicting 9 hits and 4 wounds. Despite the armour plates of the Tyranid absorbing the impact of two of the blows, the beast was finally brought down by two crushing wounds to its bloated cranium. Even in death it sought to kill however, splashing the Orks in acidic blood and felling another of their number, his face sloughing off from the bone.

And that was it. Skabgut and a handful of his Boyz had won the day... and Phil didn't get to be a Hive Tyrant after all.

BRUTES KILLED:	27
KLAXON COUNTERS:	10
KILL-TEAM CASUALTIES:	10



The Horror in the Dark takes them all on.

AND YOU SHALL KNOW THEM BY THE TRAIL OF DEAD

Phil: Three Orks away from Hive Tyrant status! I played that game like a Kill-team veteran right up till the last two turns, whereupon for variety's sake I began playing it like a baboon instead. I really should have thought long and hard about when and where to take my last stand. Although I had been leading the Orks around by the nose all game, and taking them on in dribs and drabs, the shooting from Skabgut and his lads gave me the fear a little and, my instincts as a Tyranid player kicking in, I took on a concentration of five Brute squads at once – a schoolboy-error for any Kill-team player.

What on Tenebra Prime I was thinking when I paused to shoot with an out-of-range strangleweb instead of keeping my momentum and forcing the Orks to come out of cover I will never know. It was a real shame I didn't manage to slaughter my way up to Skabgut's stronghold, so we could see the Doomsday Device and Still Not Dead upgrades in action; that would have made for a climactic end to an already exciting narrative. Splashing the Orks that killed off the Horror in acid blood was fun though, so it was worth our gentleman's agreement in the middle of the game. Next time I'll take the scaling ladders and grappels specialist kit (or flesh hooks in my case) so I can clamber up and get to that Boss Brute no matter what.

Still, I did manage to go out in a blaze of glory, killing 12 bad guys in the space of the last two turns. With that in mind, and with the fact that I got the second highest score allowed by the mission, I reckon that comes under the heading of a win. After all, I'd rather be a Carnifex than a Hive Tyrant – too much thinking, not enough crushing. Raargh!

ET TU, BRUTES?

Adam: By Gork, that was a close run thing. A couple more Orks and Phil would have won some serious bragging rights. Bragging rights that I wanted, thank you very much Hive Fleet Leviathan. So, with the game going right to the wire, frankly I think we can both be rather pleased with our performances. My Orks did a splendid job of pumping the 'Nids full of slugs, and even mobbed the last Genestealer when push came to shove. Not bad. On the reverse side of things, Phil's tricky little Kill-team was the business. Ultra-hard combat potential provided by a wedge of Genestealers and some decent firepower in the form of the Gaunts. All in all a lethally effective combination.

The game itself was great fun, it definitely felt like we were telling a story as well as playing a wargame. Several times both of us (but particularly Phil) made choices that weren't the ultimate in military tactics, but did a great

deal to create a cooler scene. Take Phil's Kill-team slinking along the walkway for instance; although they were exposed up there it looked great as the red menace darted along the gantry pressing towards the heart of my force. Awesome stuff.

Had I realised how deadly the Crimson Stalkers were going to be I'd have been sure to bring Skabgut down sooner, who instead spent the whole game bellowing orders at his minions and blazing away with his shoota. While it was fun to have him lording it over his minions from his precipice, it would have been handy having the Strength 8 power claw to help out in the Assault phase.

That's all ifs and buts really. The Great Devourer has been thwacked mightily on Tenebra Prime, the Orks are now free to look for something else to bash up and destroy, and I was able to prevent Phil from attaining the glorious rank of Hive Tyrant.



The guys shook hands before climbing back into cabinets 7 and 8.

BUILDING THE BEAST

Guy Haley plays Norn Queen and tackles the fantastic new Carnifex model, assembling it for maximum spikiness, ultimate stabbyness, and unfettered gribblosity.

I love monsters. They're great. Loads of fun to put together and even more to paint, as their lack of equipment means that you don't usually have a lot of colours to cope with. And they're big, big enough to accommodate my tarbrush without making them look rubbish! Hooray. Right, where's my brown paint?

The Carnifex is one of the best models we've ever done, in my opinion. In fact, I got so excited about it that I pulled rank on the rest of the Dwarfers just to get hold of a couple, and I don't even have a Tyranid army! I'm not

going to go through how to assemble it, as it's pretty self evident. Instead, I'm going to concentrate on a couple of aspects of the model, as it has more options to it than a Adeptus Munitorium questionnaire. Being a little hazy on the rules, I decided on the following tack:

- It has to be stabby
- It has to be spiky
- It has to look like it's doing something, not going for a walk in the park

This was going to be the scariest monster this side of the Segmentum Solar. I was sure of it.*

I assembled it with Crushing Claws (D6 Attacks instead of its basic Attack profile),

Scything Talons (+1 Attack), Tusked Head (+2 Attacks on the charge) and Scythed Tail (+D3 attacks when there are four or more models in base-to-base contact). That means, in the most ideal of circumstances, say, when some player is forced to use his Counter-Attack universal special rule, that my Carnie could get D6+1+2+D3 attacks on the charge, a potential 12 attacks! I also gave it the Spine Banks carapace, which acts as a spinefist and frag grenades, as it gives him at least some ranged capability. Come on! It'll have to be a thornback also, as it will be verrrrry spiky, so it will outnumber everything, counting as 20 models in combat, provided it wins. And all this using the basic bits!

**(NB Me assembling this beast has nothing to do with my terrible defeat the other week, where I lost my entire Imperial Guard army without killing a single 'Nid. The shame).*

GETTING STARTED



1 There are two main parts to the model – the leg/ tail assembly and thorax. The leg/ tail assembly is dead easy. Just make sure that the hooves stand flat.



2 The tail has a small hemispherical part that attaches to the end. This has a lug on it which mates with a hole inside the thorax. If you shave this off, it gives you more options when posing the model.



3 Choose whether you want the 'club tail, for slappin' or the 'scythe tail, for slashin'. To make it more deadly, I glued the optional head spike to the end of the tail.



4 The thorax is also dead easy. Choose which chitinous shield you want for the front, and stick the whole thing together. By the way, as you assemble the model, make sure to clean off all the mouldlines on the pieces.



5 Attach the thorax to the tail. Blu-tack is your friend! Don't use any glue until you have it right. I put my thorax on at a natural angle. Okay, so an alien beast may be able to do all kinds of weird things, but by copying the familiar you can make your models believable and thus more dramatic.

HOBBY TIP: POSING

An important aspect of assembling a model is to get the pose right. I've seen fantastic pieces ruined by poor anatomy. A basic mistake is to have the arms lifted up with no movement in the shoulder.

We don't make models with posable shoulders, but the ball and socket waist joint many of our models have enables you to get a realistic pose.



POSING THE BEAST



There are plenty of spikes on the sprue, and I used them all! There are four spikes with plates. These also come on the Warrior sprue, and are most often seen as shoulder guards, but I used them to spike up the thing's already formidable carapace. The six basic spikes I attached symmetrically.



I used the beetle-style headpiece, and saved the spike for the tail.



As you can see, by rotating my Carnifex's torso, tilting it slightly, and choosing my arms carefully, it looks like it is about to strike! Rararrrrrrrgh! Ahem. Sorry.

**Missing
Page**

TUSKS

These sharp, mandible tusks are formed from heavy organo-carbons. Beasts thus endowed have been known to tip tanks.

+++Classification 'Shovel-Tusker'+++
+++Rel.: Devastation of Prandium, m.40+++



ENHANCED SENSES

Arrays of multiple eyes and other sensory organs endow these variant beasts with a ballistic accuracy calculated to be within 0.3% of that of a guardsman.



ACID MAW

Acidic maws are common on later generation hive creatures, suggesting utilisation of home galaxy biomass. Their excretions dissolve plaststeel.



BIO-PLASMA

Commanders are advised to assign high target priority to creatures seen with this adaptation.



THREAT LEVEL OMEGA

+++Classification 'Screamer-Killer'+++
+++Primary: Offense+++
+++Secondary: Demoralisation+++

REGENERATION

Even our heaviest weapons are no proof against Carnifexes with this mutation. It is surely only a matter of time before other creatures show similar ability.



ARSENAL OF THE CARNIFEX

Though the Tyrannid Carnifex has many hundreds of different species and sub-species within its genus, 97.6% of all those encountered in the last 500 years (ref: 9712.2/46), have been seen to consist of a limited number of individual component body-parts, their variety being a result of the way these elements have been combined. However, in many cases the hive fleets seem to anticipate planetary defences and tailor their assault creatures specifically to best destroy the foes facing them – a worrying development. I and my fellow Magos Biologists have documented an increase of approximately 302.37% in genetic divergence between Carnifexes dissected over the last 47 years, a growth in adaptable diversity I postulate to have been fuelled not only by the varied ecosystems of the planetary systems consumed by the hive fleets as they have advanced through the Imperium, but also by the forms of resistance offered to the hive fleets as they....

+++For the greater glory of the Emperor, press the 'Pray Continue' sigil+++

RANGED BIO-WEAPONRY

DEATH SPITTER

This weapon has, until now, been primarily associated with Tyrannid Warriors. Carnifexes of varying types have been seen to wield them in pairs, laying waste to all before them.



DEVOURER

These complex, multi-symbiotes weapons can fell even the hardest troops. Full environmental gear is recommended when encountered.



BARBED STRANGLER

This large, seed based weapon seems to utilise the same bio-impulses emitted by the Tyrannids to cause rapid growth in the native flora of prey-worlds.

CLOSE ASSAULT WEAPONRY

SCYTHING TALON

A common sight on many Tyrannid creatures. Scything talons are as deadly as they are unsuited, granting the creatures armed with them the ability to destroy concentrations of foes with a flurry of melee attacks.



+++Advisory: Do not attempt close assault+++
+++Eliminate at range+++

CRUSHING CLAW

Heavier and even deadlier than scything talons, crushing claws are capable of inflicting horrendous damage, even to the armoured vehicles of the Imperial Guard. Avoid beasts thus armed.



CLAWS AND EFFECTS

My painting style is one much dependent on washes and careful drybrushing. Inks are very useful, especially when painting things like Tyranids, whose chitinous shells are well-suited to glazes. I wanted my Carnifex to look naturalistic, rather than garish, and these techniques help achieve that effect. Here I've painted one claw to show you how I did the carapace and chitin, the two most important parts of the beast. I used a striping technique on the carapace to make it look like horn. This works well on any creature with plates on its body. You can also use it on, er, horns!



1 Spray the model Chaos Black. Paint it Graveyard Earth, leaving the claws and spines black. This provides a contrast to the brown and horn of the rest of the model, and helps give the impression that its claws and teeth are formed from some ultra-hard mineral extrusion. Grrr.



2 Now give the whole thing a wash of Brown Ink. Don't be shy, slather it on.



3 Drybrush the chitin Graveyard Earth. Carefully apply a series of fine stripes of Kommando Khaki to the carapace using a Citadel Fine Detail Brush. Make sure to stay away from the cracks between the plates, and allow some of the original colours to show through.



4 Drybrush the chitin with Graveyard Earth mixed with Bleached Bone. Drybrush the underside of it with a 2:1 mix of Bubonic Brown and Graveyard Earth. This lightening is far more pronounced on the underside of the thorax, but I wanted it to carry out to the arms too. Line the carapace with Bleached Bone, moving further out to the edge of the plates.



5 Drybrush the chitin all over with a light coat of Bleached Bone. Further stripe the carapace with a 1:1 Bleached Bone/Skull White mix. Stripe the edges of the carapace very carefully with Skull White.



6 Paint the whole thing with a 2:1 mix of water and Brown Ink. You may have heard a terrible rumour that I have a personal financial interest in the production of Brown Ink. This is untrue.



7 Repaint the claws and spines Chaos Black, then lightly drybrush them with Codex Grey. Glaze the intercostal vents, inner joints and muscle with red ink.



8 Wash the carapace, claws and spines with a 2:1 mix of water and Black Ink, then paint the vents and muscle with Gloss Varnish.

IMPORTANT! READ THIS BIT FIRST!

Listen chaps, paint the main body assembly and arms separately. It's a good idea not to stick it to its base until done. Also remove ALL mouldlines before you stick it together. I didn't do any of these things, and it made my job a little harder, especially as washes and drybrushing show up mould-lines awfully well!



JOIN THE FIGHT AGAINST THE TYRANID THREAT!

The strategic system of Ichar IV is under the threat of destruction. The hive mind has come to strip its worlds bare. Planets of all kinds stand in its path, planets the Imperium cannot countenance losing.

Throughout the summer months in the UK you will have the opportunity to join either side in this titanic struggle, as our Hobby Centres and Gaming Rooms are running battles that will decide the fate of billions of men.

CARNIFEX DAY

On 2 July local Hobby Centres will be holding special Carnifex construction classes, advising you how to get the most out of your monster.

For more details on the events and activities concerning The Battle for Ichar IV, Tyranids and Warhammer 40,000 in general, ring your local Hobby Centre.

Contact details of all our Hobby Centres can be found from page 130. More exciting events are listed from page 120.

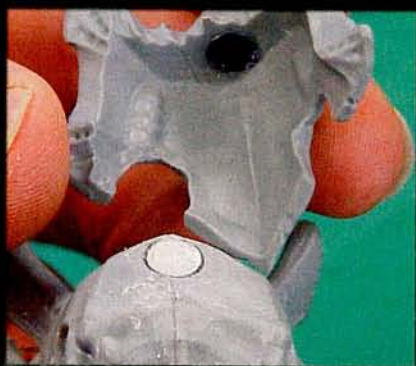


There were precious few parts painted differently to the techniques outlined opposite. The tongue I painted Tentacle Pink then gave a thick wash of Purple Ink, while the Toxin Sac blisters I painted white, then washed with Green then Purple Ink.

MULTI-TASKING YOUR CARNIFEX

There are a couple of ways you can get the most out of your Carnifex's extra bits. The 'Eavy Metal team painted the whole thing – all the heads, extra weapons, everything, separately – then drilled the parts and inserted brass rods into them, exactly as if they were going to pin it. But they only glued the pins into one of the holes, so they could take it apart and give it a variety of weapon fits. They also used two pins on each part to ensure that the model wouldn't fall apart during a game.

Another, even cleverer way to do this is to use magnets. Keith Robertson, head of the 'Eavy Metal team, drilled out holes in all his Carnifex parts large enough to fit tiny neodymium magnets. He bought these small but powerful magnets off the internet. Just make sure you get the magnets' poles the right way round, or your Carnifex will remain forever armless.



TYRANID INVASION!

When the Tyranids invade a planet, they swamp it with nightmarish attack organisms. In the first of this three-part series, Andy Hoare and Phil Kelly follow the beginnings of a hive fleet invasion as hundreds of spores drive the flora and atmosphere of the chosen planet wild, while vanguard organisms burst from their hiding places and mycetic spores rain from the skies.

The tendrils of the hive fleets spread far and wide, probing ever deeper into the borders of the Imperium, sampling the delicacies offered by the staggering bio-diversity of the worlds of the galactic rim. Millions of vanguard organisms range hundreds of light years ahead of each hive fleet, seeking out the choicest prey and preparing the feeding grounds for the coming of the Great Devourer. The xeno-savants of the Adeptus Mechanicus and of the Ordo Xenos have for decades studied the process by which the Tyranid hive fleets identify, locate, invade and assimilate preyworlds. A pattern has been identified that has held true for every invasion for which records exist.

DISCOVERY

In a galaxy of hundreds of billions of star systems, the million or so worlds of the Imperium are spread impossibly thin. Vast gulfs of space form the largely uncharted wilderness zones between inhabited systems, and it is said entire alien empires may rise and fall before the Imperium even casts an eye in their direction. Through this unexplored space, the vanguards of the Tyranid hive fleets stalk their prey in the form of far-ranging scout-drones. These bio-vessels scatter before the bulk of the hive fleet, dispersing in every direction across a frontage many hundreds of light years wide. Over the course of decades, even centuries, they investigate every star system they encounter, seeking signs of life.

Upon discovering evidence that a world supports life, these scout-drones spawn infiltrator-organisms in the form of creatures such as Lictors, Genestealers and various strains of the Gaunt species. These are dispatched to the surface of the world in question by way of an atmospheric insertion within a specialised mycetic spore, a biological drop vessel that streaks across the heavens, almost entirely disintegrating as it does so. When the spore lands, it embeds itself in the planet's crust before opening like a hideous alien flower and disgorging a brood of Tyranids, often in the midst of any resistance that has gathered.

Once infiltrated on to a world, the vanguard organisms seek out life in all its forms, homing in on those of a highly organised nature, such as Mankind. These it will prey



The arrival of mycetic spores on a world often heralds the end of all life.

upon, at first taking lone targets so as not to reveal its presence before it is fully immersed within its new environment. To the natives of the world, the comet streaking across the night sky may soon take on the meaning of an omen of dire tidings, as their communities fall prey to senseless and brutal killings.

As the infiltrator creatures prosper upon the target world, so their numbers multiply. Genestealers seek to impregnate their prey-creatures with their alien DNA, who spawn horrific infested offspring which are nonetheless nurtured as beloved children. As such communities flourish, so their collective psychic spoor grows stronger, attracting the notice of the ever-hungry Hive Mind.

The stronger the psychic beacon projected by these infected organisms, the stronger the Hive Mind's imperative to home in upon it, for a flourishing hybrid community is a sure

indication of rich feeding grounds. In some cases, those in the thrall of the Genestealers may seek to infiltrate the world's ruling classes, aiming to prepare it for the hive fleet's arrival by weakening defences or moral resolve. On many occasions, hive fleets have launched full-scale invasions upon a prey world with no sign whatsoever of vanguard organism activity having been detected. It is theorised that the hive fleets are able to study star systems from afar, gauging the likelihood of the system supporting life by means of some manner of spectrographic analysis.

If such a theory is indeed accurate, it indicates to some that the hive fleets are prepared to spend centuries, even millennia, seeking out their prey, for the chance of randomly discovering a single inhabited world circling one star amongst billions is unlikely in the extreme.



THEY CAME FROM THE SKIES

This scenario allows you to recreate the initial stage of a Tyranid invasion. Tyranid vanguard organisms are making planetfall through the planet's polluted atmosphere, smashing into the enemy lines as broods that have previously infiltrated the planet burst from their hiding places to slaughter their prey.

SET-UP

1 Deploy all the defender's units in the area shown on the map. He may hold any Fast Attack and Elite units in reserve if he wishes. All of the attacker's units, however, are held in reserve and enter play through Deep Strike. Infiltrating units, Spore Mine Clusters and Lictors are deployed in their normal manner.

D The attacker gets first turn. At the beginning of every attacker turn, the attacker rolls for Deep Striking units as if it were one turn further into the game than it actually is. For example, on his first turn his units appear on the roll of a 4+. Place a Mycetic Spore wherever a unit Deep Strikes (or use a 40mm round base) – the unit Deep Strikes as if this were the central model. Watch out for those flamers!

SCENARIO SPECIAL RULES

This scenario uses the *Reserves*, *Deep Strike*, *Vanguard*, *Infiltrate*, *Night Fight*, *Victory Points* and *Spore Clouds* special rules.

NEW SPECIAL RULES

Vanguard. The Tyranid force may only include the following units: Broodlord, Genestealers, Lictors, Gaunts, Hormagaunts, Gargoyles, Spore Mine Clusters.

Spore clouds. The microscopic spores clogging the atmosphere have the following game effects, randomly determined at the beginning of each game turn:

D6 Roll	Effect
1-2	Spore fog. All weapons have their maximum range reduced by 6".
3-4	Choke-spores. All non-Tyranid rally tests are at -1.
5-6	Necrotic Spores. All non-Tyranid units that remain stationary in their Movement phase take D6 Strength 2 AP3 hits at the end of that phase.

MISSION OBJECTIVE

The victor of the game is determined using Victory Points – the objective is to simply kill as many of the enemy as possible!

Attacker's Overview

The prey is below. Smash into its lines and slaughter all that stand against the Hive Mind.

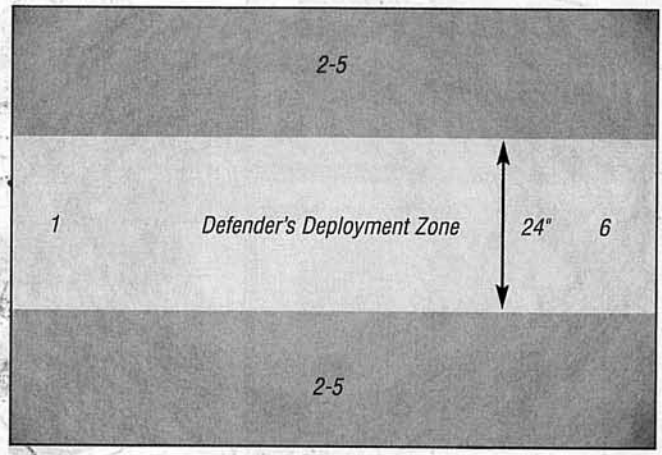
Defender's Overview

The Tyranids are coming! Take them out piecemeal before they can muster enough broods to completely overwhelm your lines.

Game Length. The game lasts for six turns.

Reserves. The defender's reserves enter play from a table edge determined by the roll of a D6 (see map). If he rolls a 2-5 he may choose which long board edge to deploy on.

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



CONSTRUCTING A MYCETIC SPORE

Building terrain for a scenario is a great way to add an extra dimension to your games. Instead of battling over a characterless board, you can fight on scenery that has a strong sense of narrative.

Playing the Invasion scenarios gives you a great opportunity to build some cool scenery, as each stage of the Tyranid invasion has completely different terrain. Building scenario specific terrain, you can produce a collection that can be reused and combined to make your games even more characteristic. The first stage of a Tyranid invasion involves mycetic spores being dropped onto a planet's surface. These spores contain creatures which seek out native lifeforms as the infestation begins.

MATERIALS

- Modelling knife
- 10mm foamboard
- Citadel PVA glue
- Polystyrene egg or a similarly shaped and sized object
- 6 x Lictor Left Scything Talon (9947010604409, £2.00 each)
- 2 x Tyranid Biomorphs sprue (99380106003, £4.00 each)
- Clippers
- Small drybrush
- Ready mixed, fine filler

To order your components, call GW Direct on:

0115 91 40000

or visit the webstore at:

www.games-workshop.co.uk/store

SAFETY TIP

Be careful using your knife. Do not apply too much pressure, use a sharp blade, and always cut away from your body.

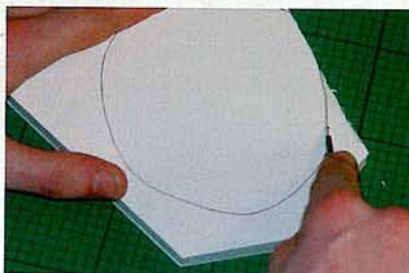
Dominic Murray

Dominic runs Games Workshop's hobby team, and built the stage-by-stage spore, basing it on Mark Jones's originals, which are shown in the action pictures.



Mark Jones

Mark made a mould from his original spore so he could cast many up in resin. This advanced technique is difficult, but very useful when making terrain.



- 1** To make the base for your mycetic spore, draw a circle approximately 12cm wide on the foamcard and cut it out using a craft knife.



- 2** Using your knife, bevel the edges of the foamcard so that you create a slope. This will help the terrain to blend in with your gaming table.



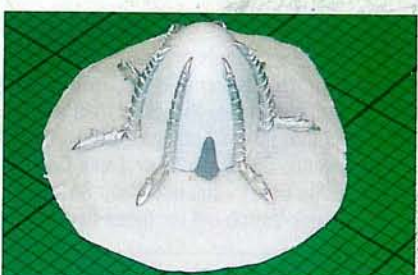
- 6** Using Citadel PVA Glue, glue the egg into the depression you have created in the centre of the base.



- 7** Cut the six Lictor claws above the joint as shown using a pair of clippers.



- 11** To glue them to the spore you will need to cut the side of the Devourers flat. Use your knife to do this.



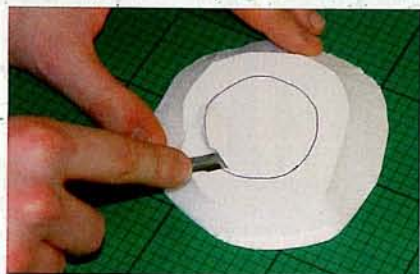
- 12** You can now glue the Devourers to the spore.



- 14** For the opening on the spore, score lines into the top with a biro, running them to the tips of each Lictor claw.



- 15** Draw three circles on each side between the claws. Then, using a paintbrush's blunt end, carefully push in the polystyrene.



- 3** Draw a circle in the centre of the foamcard that is slightly wider than your polystyrene egg, this will be where the spore sits. Cut down into the circle to create a shallow hole.



- 4** Next, use your knife to remove the rest of the card from the top of the base. This allows you to sculpt the foam to create areas of raised ground.



- 5** To make the spore, cut through the polystyrene egg roughly two-thirds of the way down. To help you achieve a level base, draw a guideline with a pen before you start.



- 8** Glue the six long sections of claw to the egg at regular intervals. The spikes on the back provide extra grip that will help the claw adhere to the polystyrene.



- 9** Cut six short segments from the remaining parts of the claws and glue them to the bottom of the egg in line with the long claws. This makes the spore look locked down to the earth.



- 10** Take the Tyranid Biomorph sprue and cut the heads from the Devourers with your clippers.



- 13** To cover any gaps in the model, apply filler using a large drybrush.



- 16** Build up the edges of the spore's indentations with Green Stuff to give them a little more depth. As a final touch, texture the egg with very fine filler or textured paint.



In this photograph, the spines of the spore have been painted Liche Purple to match the carapaces of the Studio army. This was highlighted by adding increasing amounts of Bleached Bone. The fleshy egg sacks have been basecoated Bestial Brown, and highlighted with Vomit Brown and Bleached Bone.

Next Month: The Invasion continues as spore chimneys erupt from the ground.

Genestealers emerge from newly landed spores.



DOK BUTCHA'S CONUERSHUN KLINIC

I dunno, you feeble Oomies and dem toads, too weak fer battle, so you 'ave to dress up in a tin can to fight! All of youse. Rubbish, not like a proper Ork. Course, some Orkses 'ave big suits, and den dere's dreads, but dat's not fer protectyness, dat's to make 'em more 'ifty. Y'understand? No? Gah, you'll never be green.

BATTLE SUITS

by Al Bickham

Al created these dynamically-posed Tau Crisis suits through clever jiggery pokery, mostly with their legs. Jiggery-pokery is a relatively simple procedure.



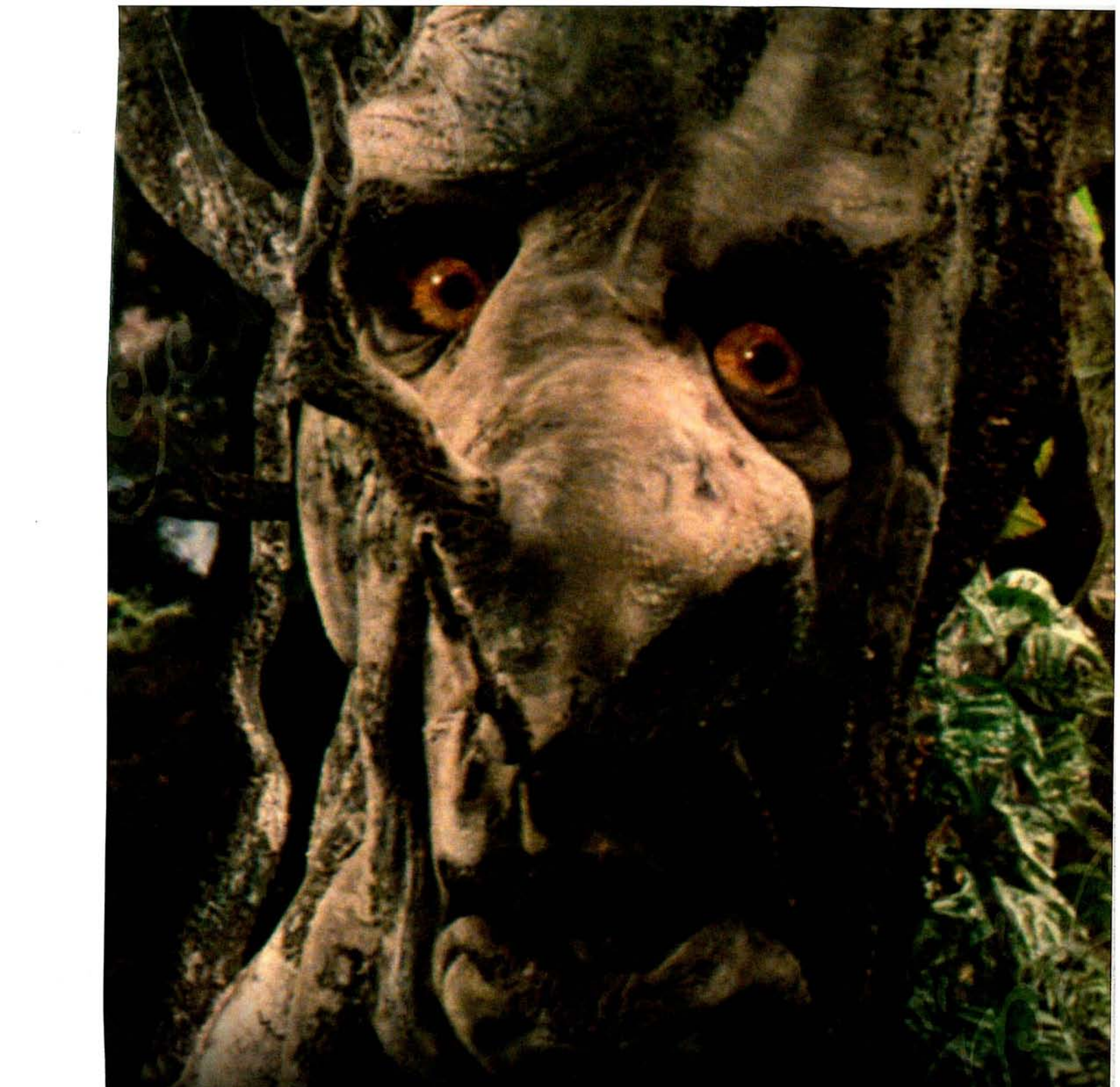
1 You'll need a leg and arm from the opposite side, ie, like here: left leg, right arm. You can also use other pieces, like the plasma rifle (i). Cut away the shaded pieces in the picture (top left). You'll end up with something like that to the right.

2 Continue the lines on the joint of the leg by carving the plastic with your modelling knife. Hollow out the fist in the arm.



3 Pin the leg together, or it will break. To get a more acute angle for running poses, like on Al's suit (ii), shave the shaded areas off. This leg (above right) however, looks good on flying suits.





THE LORD OF THE RINGS STRATEGY BATTLE GAME™

- The Last Alliance Campaign
Rules for warfare in Middle-earth's Second Age.
- The Battle of Fornost
A new The Fall of the North scenario.
- Enemy at the Gates
New rules for siege defenders equipment, plus scenario.
- The Lay of the Land
Scenery tips for The War of the Ring Campaign™.

The Lay of the Land

Your fighting needn't be restricted to green fields, as Guy Haley explains

Middle-earth has a lot in common with our modern world, and is just as diverse. From deserts to towering peaks, thick forest to well-tended fields, Middle-earth has them all. Below are some ideas to help you set up appropriate battlefields tied into the areas on The War of the Ring™ campaign map.

1 Eriador

The westernmost part of Middle-earth, Eriador is a mostly wild and untamed region whose great realm of Arnor has long since passed into memory, and the landscape is dotted with ruins. Yet there are civilised places within its vast area, including fastnesses of the Elves and Dwarves, as well as the Shire and the scattered villages of the remaining men who still dwell there. The Shire is a rolling, green and pleasant land. Small farmsteads, fields and villages are its dominant characteristics. A green board dotted with Hobbit holes, hedges, low houses, woods, small rivers, fences and fields best represents it. The Shire is quite hilly, but not excessively so, so a few low hills are a good addition. See White Dwarf 304 and The Scouring of the Shire supplement for construction details for some of these features.

Lindon and Rivendell are places of beauty and peace, yet war touches all parts of Middle-earth. Making Elvish architecture can seem daunting, as they are great craftsmen who delight in delicate forms. Don't let it put you off, as refighting the attacks on Rivendell would make an excellent game! Rivendell is best represented by a green board, it has many rivers and, being in a steep valley, certainly requires rocky crags and hills about it. Open-sided buildings form its core. The Grey Havens, Lindon's main city, is more urban in appearance. Hills to represent cliffs, a seashore, and stone buildings allow you to recreate it.

There are also mannish villages in Eriador. A few houses surrounded by hedges are sufficient for you to stage raids on these outlying settlements.

2 The Far North

Forodwaith and the Iron Hills make up the topmost part of the campaign map. Few dwell in Forodwaith, to its south lies the ruins of both Angmar and Arnor, while the northern parts are gripped by cold. However, fighting there is a good excuse to get out your snow terrain!

The area round the Iron Hills offers more opportunity for gaming in the campaign. The halls of the Dwarfs here were assailed during The War of the Ring, while the towns of Dale, Esgaroth and the Lonely Mountain were all also attacked. The area is not densely forested, and obviously battlefields would require some kind of hills! The land is not well tended, so a green and brown board dotted with rocky outcrops would suit it well. Try building gateways into the sides of cliffs to represent the entrances to the underground realms of the Dwarfs.

3 Mirkwood, Fangorn and Lothlorien

These three woodland realms are divided between two territories. Obviously all are heavily wooded. Lothlorien and Northern Mirkwood are home to Elves, though Lothlorien is by far a brighter place. Large trees with Elvish tree platforms, or flets, make good centrepieces for games. Fangorn and Southern Mirkwood are much darker and sinister in aspect, though for very different reasons. In Mirkwood the trees are so densely packed it is completely black, and giant spiders spin their webs between trees.

Use a green or brown board for these battlefields. Add a couple of truly large trees if you have them, for these are ancient forests.

4 Rohan and Dunland

Split in two by the lower reaches of the Misty Mountains, Rohan and Dunland are similar in type. Both have rolling plains, woodlands and hills, as well as the feet of the mountains, within them. Both are largely untamed, gone back to wilderness as the might of the Númenorean kingdoms in Middle-earth has declined. But Rohan is full of fortified villages protected by stockades, and long houses built of thatch and wood. (See WD 293 for ideas on how

to make the architecture of Rohan); whereas Dunland is scattered with the rude settlements of the embittered Wildmen, which can be represented by crude huts.

5 Rhûn

This vast territory encompasses an inland sea, a large forest and a small range of mountains, but by far its defining characteristic is its wide, open plains. These are sparsely settled lands, best represented by open tables with few pieces of scenery. Rocky outcrops, encampments, small rivers, and isolated trees being best.

6 The Misty Mountains

Snow, rocky slopes, narrow defiles, and caves are the hallmarks of Middle-earth's tallest range. Goblins inhabit these parts, and the sinister entrances to their lairs make good objectives to fight over.

The lower reaches of the mountains are heavily wooded, but above the tree-line rock and snow are all that is to be found. Grey and winter boards work best for these higher reaches.

7 Haradwaith

Much of this territory is desert, though the northern part, which borders Gondor, is quite verdant. The most evocative settings for games here would be in the desert, so sandy boards with palms, oases and nomad's tents work best. Do not forget, however the great city of Umbar, nor the two rivers whose valleys are fertile ribbons in the desert.

8 Mordor

Mordor is a bleak and blasted realm, surrounded by mountains. A grey or even black board would represent it best, as the larger part of it is comprised of volcanic slag. A Mordor board should be covered in broken ground to recreate the worst effects of nature and industry, especially those representing Gorgoroth and other northern parts, while the addition of some filthy tents and untidy camps would help finish it off nicely. The south round Númen, where the creatures of Mordor grow much of their food, is better, though barely. Mordor gives gamers a chance to create a truly different scenery set, as it is a far cry from the pleasant greenery of much of the rest of Middle-earth.

9 Gondor

Gondor is a varied place, though it differs in the main from other areas by dint of being the most heavily settled of the lands of the Free Peoples. Villages, towns and cities set it apart from elsewhere, though as one ventures further east into Ithilien these become as ruinous as those of Arnor. These are more recently despoiled however, and unlike the ancient townships of Arnor, are likely to feature noticeable fire damage, as well as defacement by Sauron's minions.

Gondor's towns are walled, and many are situated on large rivers or by the sea, giving plenty of opportunity for sieges and waterborne games.

THE WRATH OF UMBAR!

Stop the Corsairs in the Games Workshop Roadshow.

Throughout the summer there will be a fantastic roadshow visiting 42 of our UK Hobby Centres.

In The Wrath of Umbar, you'll have to repel the wicked Corsairs from the Southern Gondorian coast, and prevent them from burning towns and taking their inhabitants into slavery. These black-hearted men are ancient servants of Sauron. Do you have the mettle to defeat them?

The roadshow uses the boat rules from WD300 and 301, and features a whole fleet of stunning, scratchbuilt boats, Corsairs and a specially made coastal board. As well as

playing, you'll be able to pick up tips on how to make your own landing craft and conversions. There's also a special promotional miniature only available to buy at these events. Below is a list of dates. Ring your local Hobby Centre for more details of this event.

- 2 July: Aberdeen
- 9 July: Edinburgh
- 16 July: Glasgow, Hull, Cardiff, Romford and Brighton
- 23 July: Carlisle, Nottingham, Bristol, Thurrock, Maidstone
- 30 July: Newcastle, Derby, Exeter, Harrow, Guildford

- 6 August: Middlesborough, Northampton, Poole, Uxbridge, Maidenhead
- 13 August: Harrogate, Leicester, Oxford, Bromley, Milton Keynes
- 20 August: Leeds, Manchester, Worcester, Kingston, Cambridge
- 27 August: Wakefield, Chester, Birmingham, Sutton, Norwich
- 3 September: Sheffield Central, Liverpool, Shrewsbury, Croydon, Ipswich

INDEPENDENT STOCKISTS

Check out the website below for details of events at more independent stockists throughout the country.

WWW.THEWAROFTHERING.CO.UK

SETTING THE SCENE

Here are two sample pieces of scenery to inspire you. They were constructed by Mat Baxter, one of Warhammer World's scenery making team. He made them using simple techniques that you can try yourselves to make the and other pieces of scatter terrain.

Warg Lair

These rocky outcrops could happily grace any part of Middle-earth. Mat chose to put a twist on one of his pieces by making one into a cave. He's chosen to call it a Warg Lair, but it could just as easily be the entrance to some warren-like Goblin dwelling in the Misty Mountains. The techniques used here are suitable for creating any kind of rock face, from towering cliffs to mere boulders.

Materials

Polystyrene
5mm MDF
Static Grass
Coarse scatter
Modelling gravel
Modelling sand

Tools

Modelling knife
Hot-wire cutter
Sandpaper
Saw



1 Mat cut out a shape from MDF the size he wanted his scenery piece to be and bevelled the edges. He then stuck a lump of polystyrene to it. He used the pink stuff. This cuts better than white polystyrene, but is harder to find. White works as well, but needs to be sculpted more carefully. He then sculpted the polystyrene using a modelling knife and a hot-wire cutter.



2 Mat sanded the rock a little here and there to smooth away any jagged edges left by his cutting. He then glued patches of Modelling Gravel to the rock, and covered the base in sand. He then painted it Chaos Black. Don't spray it, as the polystyrene will melt. He then drybrushed the rock a 1:1 mix of Codex Grey and Chaos black.



3 After drybrushing the rock and base again with pure Codex Grey and a bit of Skull White, Mat stuck two different colours of coarse-grade scatter onto it to represent hardy bushes. Coarse scatters are available from modelling shops, and come in a wide variety of different grades and colours.



4 Finally, Mat added patches of Static Grass to both the base and the rock.



For his bigger rock pieces, Matt added further layers of polystyrene. In this case he cut out the rough shape of the cave before glueing the pieces together, then sculpted the polystyrene, further hollowing out the cave. He left sticking the cave to the base until last in this instance, as it gave him greater access to the cave mouth.

Hobby Tip

If you want to add a little more texture to your rocks, you can coat them in fine textured paint, ready-mixed filler or a mix of sand and glue. Alternatively, you can do it the easy way and spray them with Citadel Roughcoat. If you follow the instructions, this can be sprayed directly onto polystyrene. It will seal as well as colour your piece.





Haradrim Encampment

As the world goes to war, the landscapes of many realms are studded with the tented encampments of warring races. These tents here have been painted to fit in with a Harad force, though a different paint job could turn them into the shelters of Orcs or Dunlendings. You can use the same methods to create tents for Gondorians, Rohirrim, or even Elves, simply by making the tents more regular.

Materials

PVA Glue
Cocktail sticks
5mm MDF
Paper Towels
Modelling sand
Static Grass

Tools

Clippers
Sandpaper
Fine Pen
Saw



- 1 Mat cut out a base from MDF. He then glued a cocktail stick in each corner and one where the door would go. He then got a paper towel, soaked it in diluted PVA glue and draped it over the frame, allowing the front stick to pierce it.



- 2 Once the glue dries, the towel becomes quite solid. Mat could then continue. He pierced the corners with the snipped-off cocktail stick points to represent tent pegs, then glued sand onto the base.



- 3 Mat then began to paint the tent, choosing a neutral colour scheme of browns that allows the tent to fit in with virtually any gaming table. He painted the tent Bestial Brown, and the base Scorched Brown.



- 4 After drybrushing the tent Graveyard Earth and Bleached Bone, Mat then added decoration. He took inspiration from the designs on the Mûmakil in *The Return of The King*, painting his with Red Gore and outlining them with a pen.



- 5 He then highlighted the red decoration with Blood Red, and drew further decoration on with his pen. He finished the tent off with patches of Static Grass.



Matt Baxter

Matt has been working for Games Workshop for four and a half years. He is a member of the Warhammer World scenery team, which builds the venue's amazing tables. He plays all GW games systems, and is currently working on a High Elf army for *The Lord of the Rings*.

The Hedge of Reason

For further tips on building basic terrain pieces like these, go to your local UK Games Workshop Hobby Centre on 9th July. Ring your Hobby Centre for more details. See page 130 for telephone numbers.

The Last Alliance

Refight the war against Sauron!

Long before the Fellowship ever set out on their journey to return the ring to Mount Doom, Middle-earth was almost torn asunder. Mat Ward and Pete Haines show you how to play a campaign set in the Second Age.

Matt: There are few more impressive scenes in any of The Lord of The Rings films than the opening sequence that portrays the battles of the Last Alliance of Men and Elves. It is here that the Free Peoples of Middle-earth truly pull together against Sauron, in a war that lasts several years and claims countless thousands of lives. Great heroes rise and fall against this backdrop – most famously Elendil and his sons, Isildur and Anárion (whose stats are below), and the Elven High-king, Gil-galad – and black deeds without number are performed. By the time that Sauron is finally vanquished, the war has touched much of Middle-earth, and drawn in almost every realm.

With a number of years now passed since we released our range of Last Alliance era figures, it occurred to me that it was time to come back and have another look. The

only problem was, how best to convey the scale of the conflict in a game system that excels in battles of around twenty five models aside? After a bit of thought I finally settled on a map-based campaign system (including some new 'points match' style scenarios, expertly penned by Pete Haines). Not only does this allow players to take their games to a more strategic level, but it also creates a scope of conflict that could never be realistically achieved in a normal game.

Believe it or not, when you play this campaign you'll be playing with around 3,000 points on each side! If this sounds daunting, don't worry – it's all part of a cunning plan...

Playing the campaign

The map for this campaign should be readily recognisable – it's the map of Middle-earth. You'll see that it is split up into different regions, some of which are colour coded (we'll come to these later). There are also fourteen regions with icons, either a White Tree or a Red Eye. A counter (or other suitable token) representing a Good army should be placed in each of the regions labelled with a White Tree. Similar markers, to represent

continued overleaf...



Anárion (Man)

Points Value: 100

	F	S	D	A	W	C	Might: 3
Anárion	5/-	4	7	2	2	5	Will: 2
							Fate: 1

Elendil's younger son Anarion escaped with his father from the ruin of Númenor. His line ruled Gondor for many long years after Sauron's defeat, and his name is honoured in the annals of Mannish histories. When playing the Last Alliance campaign you may include Anárion in one of the Good armies if you wish.

Wargear

Anárion carries a sword, a shield and wears finely crafted heavy armour.

Special Rule

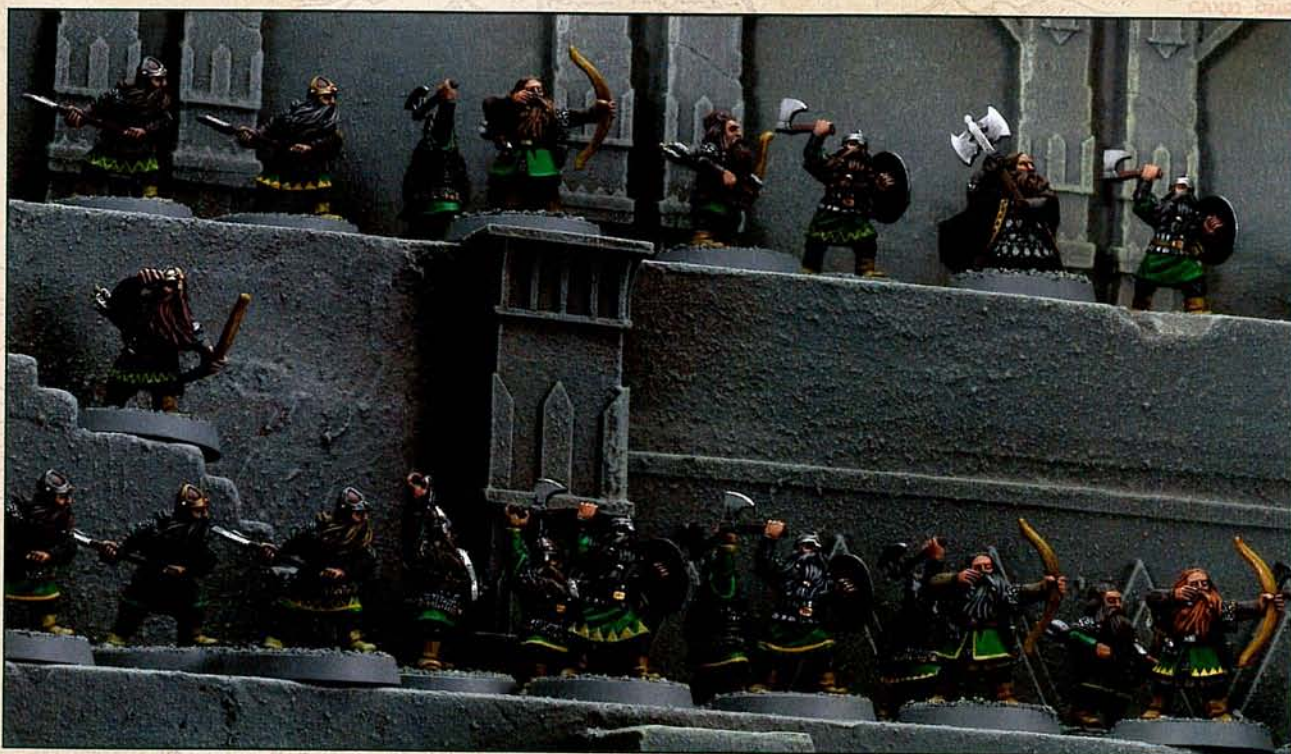
Boldest of the Bold. Anárion is at his most determined when facing dangers that would crush the spirit of a lesser man. When attempting to charge an enemy that causes *terror* Anárion's Courage is counted as being 7 for that test.

Dominic Murray's Anárion has been made from a Captain of Minas Tirith armed with a sword. A simple head swap with Isildur, and Anárion is ready for battle!



KEY (see overleaf for rules)

Terrain	Colour	Difficulty
Mountains	Red	5+
Forest	Green	4+
Hills	Yellow	3+



The Dwarves of Middle-earth stand ready against the forces of Evil.

Evil armies, should be placed in regions labelled with the Red Eye – these are the positions of the forces of Good and Evil as the campaign begins.

Formulating your rosters

Each army on the map needs to have troops assigned to it. Four of the armies on each side are 250 points, three are 500 points and one is 750 points – make sure you and your opponent can tell which is which. You can choose whatever forces you want for the armies (from their respective Good and Evil sections) providing these rules are followed:

- The Good player must include Elrond, Gil-galad, Isildur and Elendil somewhere in his armies (though they need not be included in the same army).
- Each army must be led by at least one Hero and contain at least one banner.
- No army may number more than 50 models in size.
- No two Good armies will ever have to take the battlefield at the same time, and nor will any two Evil armies, so don't worry if you don't have enough models to make up all the different armies in your rosters. That said, given that the battles of the Last Alliance involved almost all Middle-earth's sentient beings, the more variety you can get into the different armies, the more enjoyable the game will be.

Playing the campaign

The Campaign phase follows a similar sequence to the main game:

- 1 Priority phase – Both sides roll a dice to establish which side has priority this turn.
- 2 Move phase – Both sides take it in turns to move one army, starting with the side that has priority.
- 3 Fight phase – Resolve any battles that have occurred as a result of the Move phase.
- 4 End phase – The turn is over, army counters retreat (where appropriate). Begin again from Phase 1: Priority.

1. Priority phase

Much as with the main game, priority is determined by both players rolling a dice. The player with the highest score wins priority. If the roll is tied, priority passes to the player who did not have priority in the previous turn. The Good player automatically has priority in the first turn of the campaign.

2. Move phase

Starting with the side that won priority, players take it in turns to move their armies. When the side with priority has moved an army, the other side moves an army, and so on until all armies have been moved. Armies may move into any adjacent region, however, if they are

moving to or from an area of mountainous, heavily forested or other terrain that is difficult for an army to traverse, there is a chance that they may not reach their destination. When this occurs, the controlling player must roll equal to or greater than the difficulty – if they fail, they may not move that turn. Regions of difficult terrain are colour-coded on the map. Armies may only move once in each Move phase, and may not move into a region containing a friendly army. If an army moves into a region containing an enemy army, the forces engage and will battle with one another in the Fight phase. The army that was already present in the region may not move that turn, even if it had not already done so.

3. Fight phase

During this phase, players resolve any battles that have been instigated in the Move phase. Each game has a time limit of 90 minutes. Both players field the armies recorded on the rosters that they prepared earlier and roll for a scenario from the following table:

D6	Name
1	Foes on the Road
2	Swords in the Moonlight
3	Challenge of Champions
4	Death on the March
5	'Ware the Flanks
6	Take the Banner

In each game, players follow the deployment conditions and special rules as

normal. Unless otherwise noted, the game ends when one side is reduced to 25% of their starting strength, or the time allowed for the game expires. In addition, players need to keep track of casualties – after all, the Dark Lord is trying to whittle down the forces of Good.

At the end of the game, players must roll to see which of their casualties were fatalities. Each player rolls a D6 for each of their models that were slain in the battle. On the roll of a 4 or more, the Warrior or Hero recovers (though Heroes are restored to only one Wound and do not recover any Might, Will or Fate). Any rolls of less than this indicate that the Warrior or Hero has been slain – erase them from the roster. Heroes may not use Might to modify this roll. Finally, make a note of which side won each game and whether it was a Major or Minor Victory.

Recovering reserves

Players determine how much energy Heroes have recovered after each scenario has been played. Nominate a surviving model within an army and roll a dice for each point of characteristic that has been

spent or lost. Starting with Might, then on to Will, Fate, Courage and Wounds.

On a roll of 1, 2 or 3, the Hero has not rested sufficiently and starts the next game without that characteristic point. On the roll of 4, 5 or 6, that point has been restored and can be used in the next game.

If the Hero has any Might, they may use it to modify the dice roll as normal, although the player may not attempt to recover this Might point until after the next scenario. Roll for each Hero in turn, noting any changes as you go.

4. End phase

Any armies that were defeated in the preceding Combat phase must now retreat into an adjacent region. If they suffered a Major Defeat they must retreat to a region of the opponent's choice. If they suffered a Minor Defeat they may instead retreat to a region of the controlling player's choice.

Retreating armies may not move into regions already occupied by either friendly or enemy armies. Armies that are not able to retreat are destroyed.

Ending the game

It's important for players to keep track of the number of victories (Major or Minor) that they have scored over the course of the game. As soon as one side hits five or more victories, they can attempt to force the final confrontation in any subsequent Priority phase, before the dice are rolled.

If a player wishes to invoke the final battle, he must roll a dice to determine if his victories have garnered enough strategic control to force a final conflict. If the total score of the dice and the number of victories accumulated so far is ten or greater, then Sauron has come forth from Barad-dûr and the final battle can begin – the victor will determine the fate of Middle-earth!

Playing the final battle

To decide the fate of Middle-earth both players must play the Final Battle scenario. Now, the number of warriors that have fallen on both sides becomes very important as the fewer the casualties that have been sustained, the more warriors will be available to fight in the final battle to decide the ultimate victor.

It was the Third Age... or was it the Second Age?

Much of our existing The Lord of The Rings range is of great heroes from the Third Age. Another sizeable chunk is of warriors such as Uruk-hai or Rohirrim, who don't exist outside of the later Third Age years.

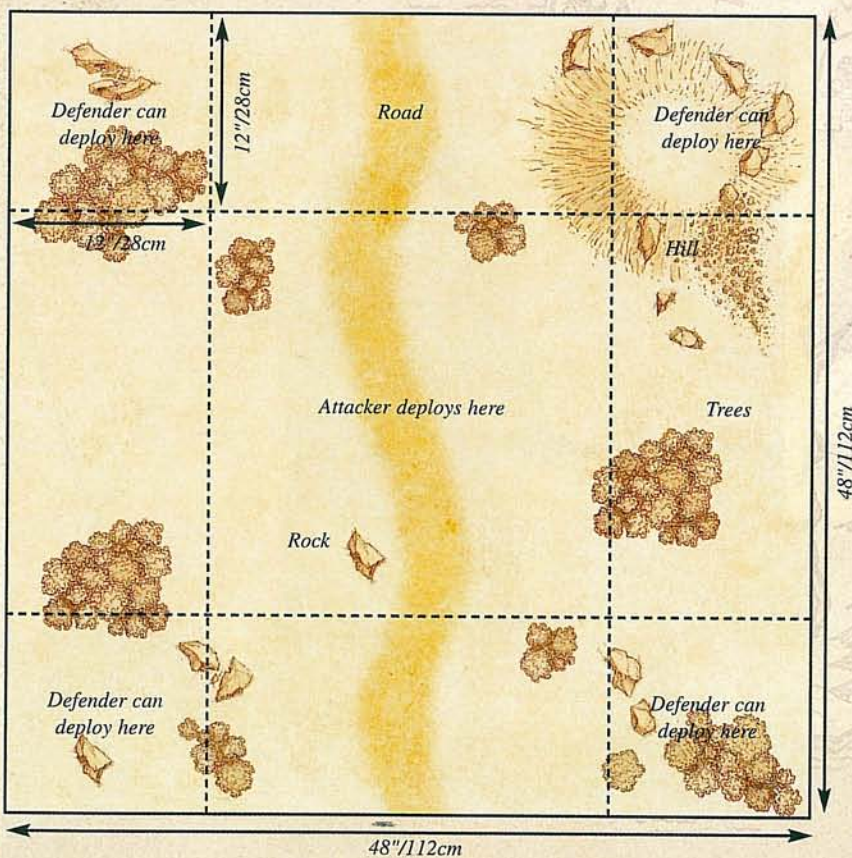
This needn't mean that you can't use your favourite miniatures. Rohirrim and their profiles work just as well as 'lesser' Men of the time of the Last Alliance, and the model and rules for Théoden could represent a great king of that time. There's no real limit to what you can do. Uruk-hai could be used as a race of great Orc that no longer exists in the Third Age, Easterlings as Black Númenóreans, and so on.





The Elves hold fast against their foes.

Foes on the Road



Description

Although great battles can be won by bold charges and heroism, guile and cunning can often outweigh strength and courage. A well-laid ambush can entrap even the most formidable adversary and in so doing plunge lesser spirits into the depths of despair where fear breeds defeat. Wars are not decided by brute force alone...

Starting positions

The attacking army must set up first in the box marked 'Attacker deploys here' on the map. The defender can then set up in any of the boxes marked 'Defender can deploy here'. The defender can arrange his forces as he wishes, splitting them between boxes. He also does not need to deploy troops in every box either, unless he wishes to.

Objectives

The player with the most points value of models left on the table at the end of the game wins a Minor Victory. If he has at least twice as many points worth of models left as the loser it is a Major Victory.

Special rule

The defending player has priority in this scenario.

Swords in the Moonlight

Description

When rival armies are encamped close to one another, the forces of good must forever be on their guard during the night as many of the Dark Lord's followers are boldest then. Only the bravest are selected to form the picket lines that wait silently in the darkness, eyes straining to catch a glimpse of bare steel or the dread glare of baleful red eyes.

Starting positions

The attacker selects a table edge and deploys his entire force within 12"/28cm of it. The defender then deploys his entire force within 12"/28cm of the opposite table edge. Good has priority.

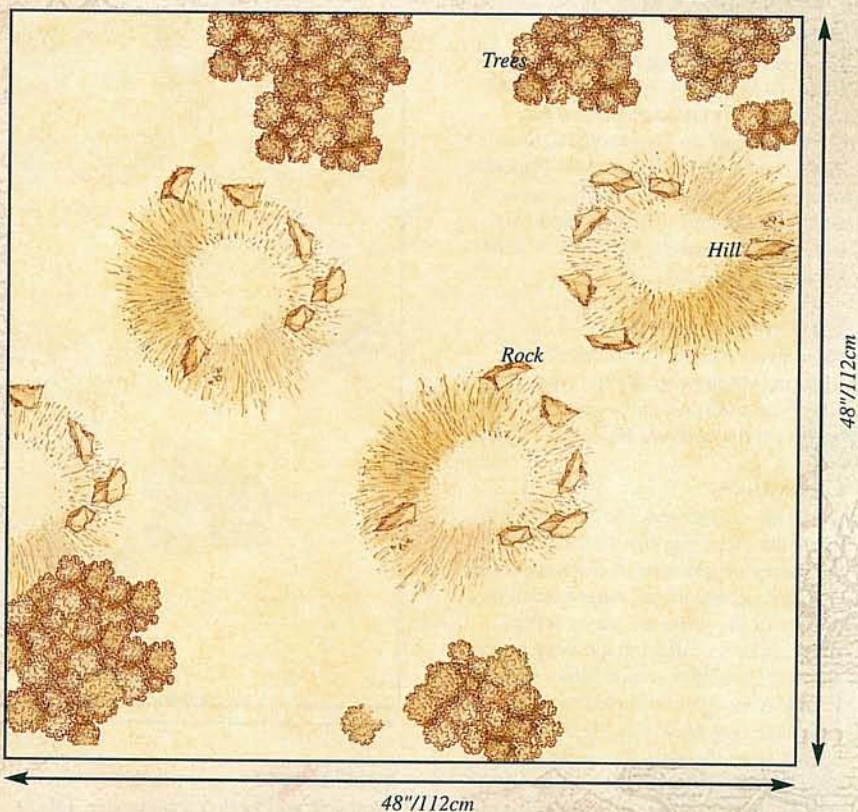
Objectives

The player that kills the most enemy models wins a Minor Victory. If the victor kills at least twice as many as his opponent he wins a Major Victory.

If a player has any models in the enemy deployment zone at the end of the game add the total of them to his total of casualties inflicted before calculating victory. So if a player inflicted 15 casualties but ended the game with nine models in the enemy deployment zone his score would be 24.

Special rule

The engagement is fought at night. Enemy models in Elven cloaks cannot be seen beyond 6"/14cm and other models cannot be seen beyond 12"/28cm. Models with 4 or more Wounds (except Shelob) on their starting profile can be seen at normal distances however, as they lack stealth. Models may only shoot at or charge models they can see. No models may use volley fire.



An Orc army is ambushed by a combined force of Elves and Men.

There's a wide range of banner bearers which make for excellent army markers for The Last Alliance campaign map. It's good if you use ones relevant to the troops in the army (an Easterling one for an Easterling army, and an Elf one for an Elven army, etc).



Challenge of Champions

Description

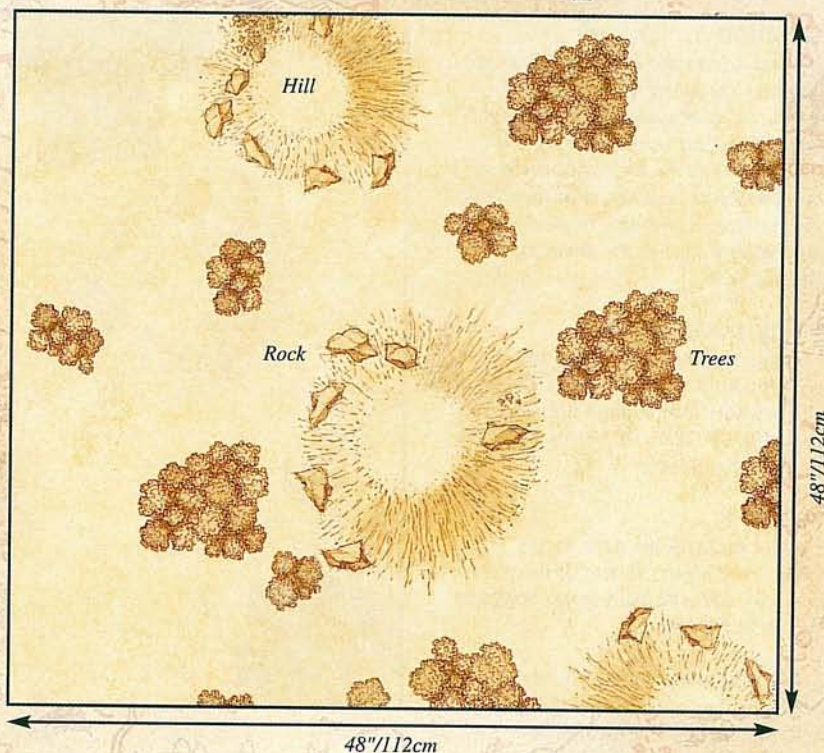
The heroes of the Last Alliance are well known to the legions of Mordor and the Dark Lord has commanded that his Captains waste no opportunity to slay them. During the long march to Dagorlad each hero was to endure many attacks by ambitious minions of Sauron, and each welcomed the opportunity to trade hard blows with their foes.

Starting positions

The players roll off for choice of table edge; the winner chooses the edge he will enter play from and the loser will enter play from the opposite edge.

Objectives

Each side's commander is attempting to outdo the other. Put any models killed by the enemy commander in close combat to one side, separate from other casualties. At the end of the game the player whose commander has inflicted the most points worth of casualties wins a Minor Victory. If their commander inflicted twice as many casualties then he wins a Major Victory. To benefit from the glory the commander must survive. If he is killed, his score is reduced by 100. There is also greater glory in slaying the enemy commander. If a player's commander kills the opposing commander then add 100 to his score.



Special rule

Each side will have a commander. This is automatically the hero with the greatest points cost. If two are the same the owning player can nominate which of them

commands his force. If either player has no heroes (due to previous casualties incurred in the campaign) then their commander will be the warrior model with the highest points cost.



Orc forces smash into the Elven battle line.

Death on the March



Description

Even the greatest captains and mightiest legions can be halted by hunger and fatigue. Often it is the innocents who lie in the path of campaigning armies who suffer to allow the warriors to continue their march to immortal glory.

Starting positions

Three objectives are set up as shown on the map. These can be burnt-out buildings, wagons, encampments or anything appropriate you have in your model collection. At worst, card markers cut to the correct size can be used. The players roll off for choice of table edge, with the winner picking the edge he will enter play from. The loser will enter play from the opposite side.

Objectives

The player who controls the most objectives at the end of the game wins a Minor Victory. If, however, he controls all the objectives he wins a Major Victory. If

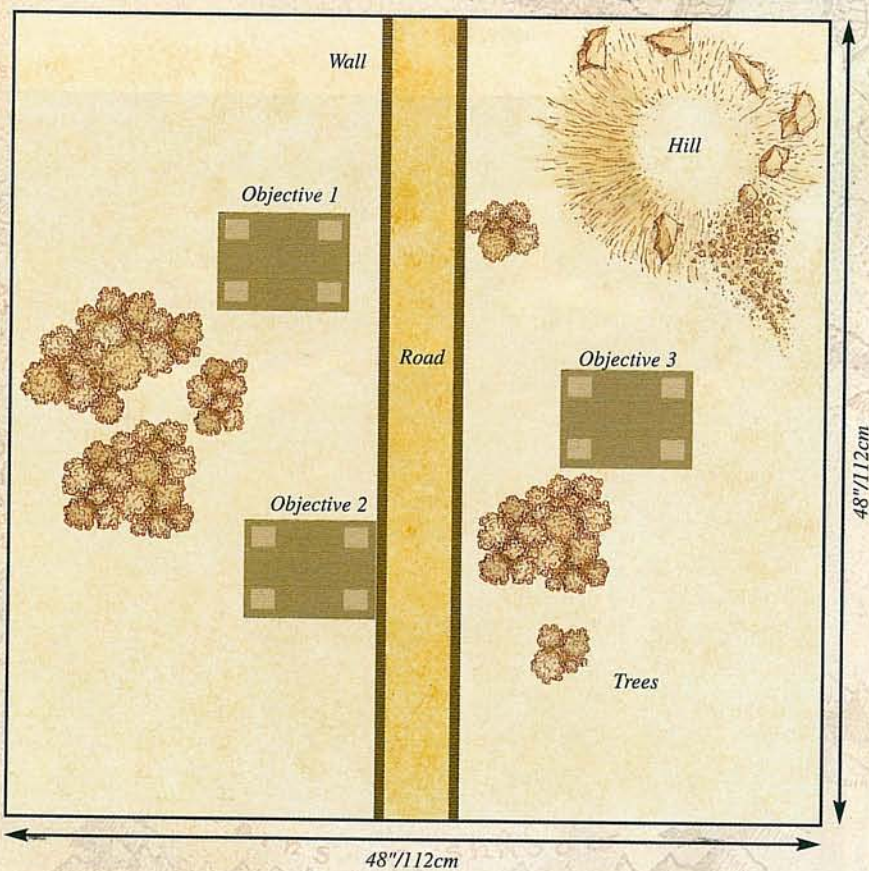
neither condition occurs, the player who has killed the most enemy models wins a Minor Victory.

Special rule

Each objective should be 6"/14cm square

and counts as ruins/debris for movement purposes.

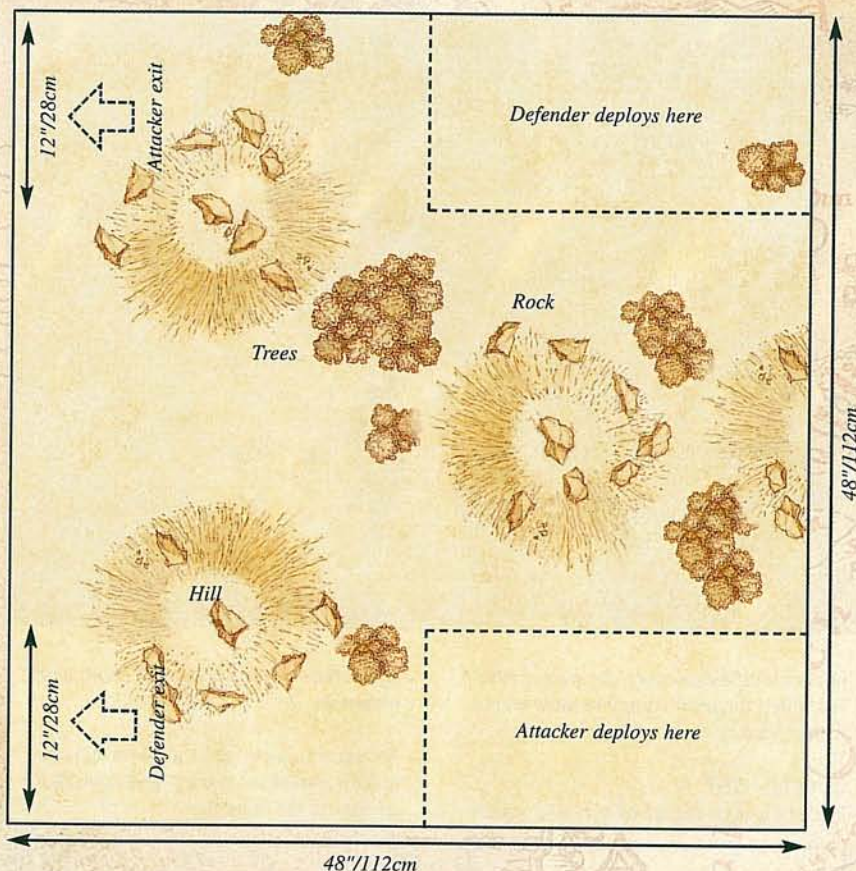
To control an objective a player must have at least one of his models and none of the enemy on the objective.



48"/112cm

48"/112cm

'Ware the Flanks



Description

When its battle lines are formed, an army is not easily defeated frontally, but if its flanks can be turned then it is far more vulnerable. Accordingly, troops are posted to guard against such a manoeuvre, and to press on themselves, should the opportunity present itself.

Starting positions

The Defender deploys first in the area marked 'Defender deploys here', then the attacker deploys in the area marked 'Attacker deploys here'.

Objectives

Each player must try to exit as many models as possible from the table via the exit points marked on the map.

At the end of the game each player totals up the points value of enemy models he has killed and the points value of his own models that have exited the table. The player with the highest score wins a Minor Victory. If the winner's score is at least twice that of the loser then it is a Major Victory.

Special rule

All of the hills on the map are rock-strewn and count as difficult terrain.



Take the Banner



The banner is a source of inspiration for the army, and as such is of vital importance.

Description

Each army has its banner, acting as a rallying point and inspiration to warriors. It is also a lure, inviting the brave and foolhardy to seize it, to gain such fame as will guarantee advancement and acclaim. Moreover, as one by one their banners fall, the reality of bitter defeat can be made to wash over the most steadfast warriors. Such acts can win wars.

Starting positions

Place a marker representing a banner in the position depicted on the map. The defending army deploys within 12"/28cm of it. The attacking army may then deploy anywhere on the table at least 18"/42cm from any defenders. The banner does not need a bearer and cannot be attached. The banner can, of course, have a figure holding it for representative purposes.

Objectives

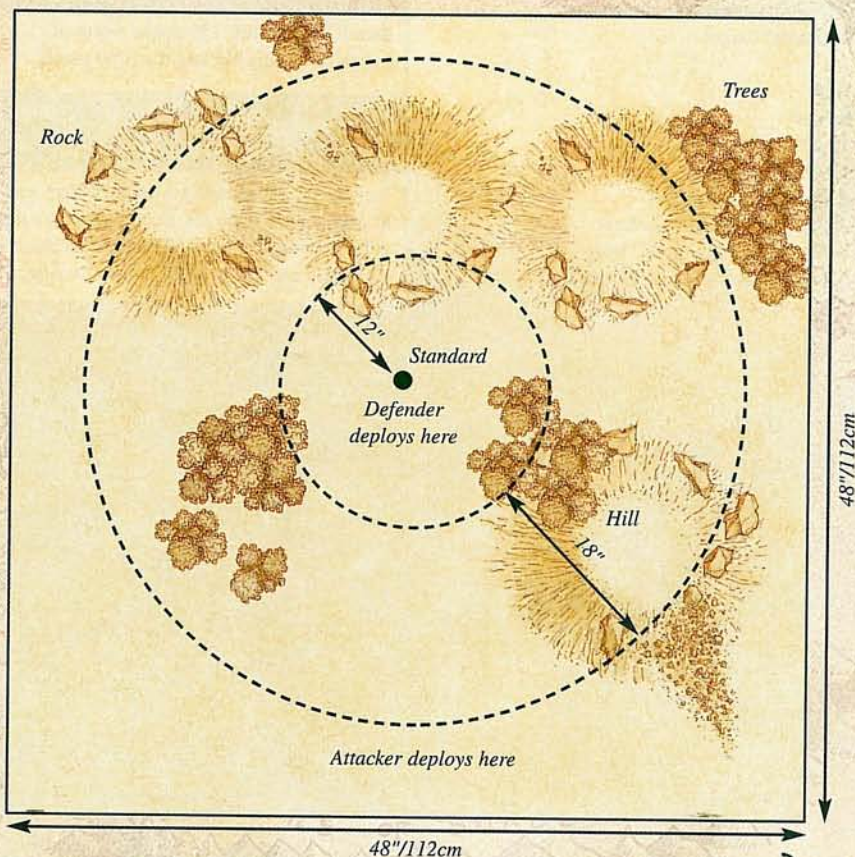
The Banner marker acts as the objective and may not be moved. If at the end of the game only one player has model(s) in base contact with the banner, that player receives 100 points. Both players also



score points equal to the value of enemy models they have killed. The player with the highest end score wins a Minor Victory. If the victor's score is twice that of his opponent, he scores a Major Victory.

Special rule

The Banner marker is just that, a marker. It has no effect on the game and does not count as a normal standard, only affecting the final result.



The Final Battle

The assembled might of the free world has come to stand before the walls of Barad-dûr and, after seven long years of siege, the Lord of Mordor has come forth to confront them. Though both sides have been wearied and bloodied by the long years of battle, neither army is yet ready to admit defeat. The Elves and Men of Middle-earth's very future rests on this confrontation, whilst the Orcs are driven onto the foe by their fear of the Dark Lord. However this battle ends, the ripples will be felt across the face of Middle-earth and throughout the tale of history...

Participants

Good

Elendil
Isildur
Gil-galad
Elrond
1 Dwarf King
12 High Elves with Elven blade
12 High Elves with spear and shield
12 High Elves with Elven bow
12 Men of Gondor with bow
12 Men of Gondor with spear and shield
12 Men of Gondor with shield
6 Dwarves with shield
6 Dwarves with bow
3 Dwarves with two-handed axe
3 Khazâd Guard

Evil

Sauron
16 Orcs with shield
16 Orcs with spear
8 Orcs with Orc bow
8 Orcs with two-handed axe
8 Warg Riders with Orc bow
8 Warg Riders with shield and throwing spears

Layout

This scenario is played on a board 72"/168cm by 48"/112cm. There are three large hills on the Evil side of the battlefield representing the slopes of Mount Doom. The whole area is scattered with large impassable rocks and clusters of smaller rocks that form obstacles. There are no trees, the slopes of Mount Doom being desolate, dark and barren.

Starting positions

The Evil player deploys his force within 24"/56cm of the northern board edge. The Good player then deploys his force within 12"/28cm of the southern board edge.

Objectives

The Evil side wins if Elrond, Gil-galad, Isildur and Elendil are all slain. The Good side wins if Sauron is slain. If both sides achieve their victory conditions in the same turn, the game is a draw.

Special rules

The Dark Lord. Sauron does not begin the game on the table, but may arrive as play continues. At the start of each turn after the first, the Evil player rolls a dice during the Priority phase. On the roll of a 4+, Sauron has arrived and may move onto the board from a point along the northern table edge chosen by the Evil player. He may not charge on the turn he arrives, but may otherwise act normally.

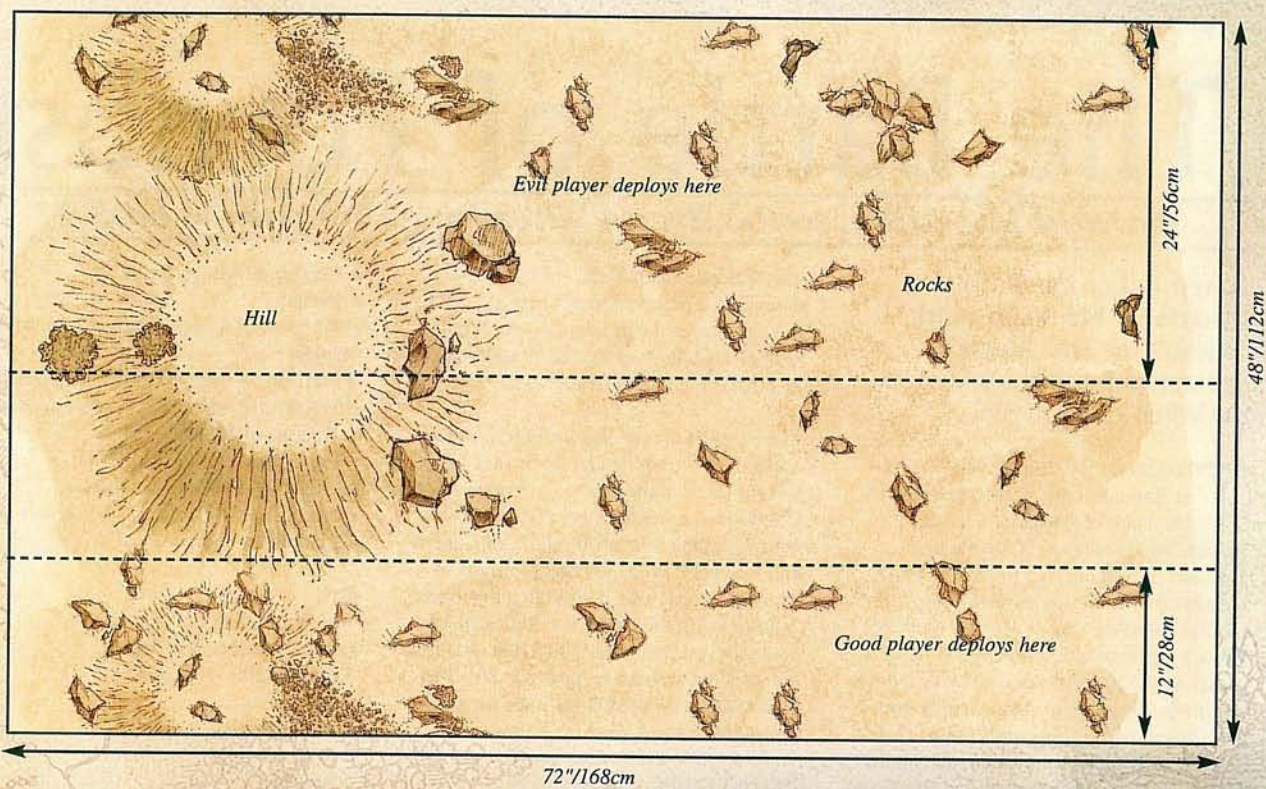
Points match

To play this scenario with different forces, simply choose two forces of roughly equal points value. Neither side may arm more than 33% of its warriors with bows. The Good side must include four Heroes, the Evil side may only include a single Hero.

Campaign

Refer to the table below for additional bonuses/penalties for the campaign.

For each army on the map...	The controlling player gets...
That has suffered no casualties	An additional 150 points of models
That has more than 250 points worth of troops remaining	An additional 50 points of models
That has more than 125 points worth of troops remaining but less than 250 points	An additional 25 points of models
That has less than 125 points of troops remaining	Nothing
Any additional models purchased in this way deploy with the scenario participants and count as part of each force for all purposes (Courage tests, victory conditions, etc...). Finally, if either Elrond, Gil-galad, Elendil or Isildur are slain before the Final Battle (ie, are removed as a casualty and fail to roll a 5 or 6) they may not take part in the Final Battle – they are dead!	



'...but the power of The Ring could not be undone.'

The Fellowship of the Ring

The Battle of Fornost

Fornost has fallen to the dread Witch-king, but can he hold it?

A new Fall of the North scenario by Mat Ward which recreates the Free People's attempt to break the power of the Witch-king for good.

Though the Witch-king was defeated at Amon Sûl, his power, and that of his realm of Angmar, was not broken, for he escaped the battle and retreated once more into the north. Over the next five centuries he slowly began to rebuild his power, but it was not until the Great Plague swept the world that his time came. As the virulent sickness wracked the north, the Kingdom of Arnor was broken and choked with plague-slain dead. Their safeholds became abandoned and haunted by evil spirits out of Angmar and Rhudaur.

When the Witch-king came once more, the people of Arnor were scattered, for many cities existed now only as names upon a

map. Despite the defiance of the defenders, Fornost, Arnor's capital of old, fell early on and was taken by the Witch-king as his lair – yet the battle was not to determine the course of the war.

The Free Peoples of the world resolved to crush the Witch-king and his armies once and for all. Éarnur, heir to the throne of Gondor, led a mighty fleet north and, combining his forces with those of Lindon and Rivendell, marched upon Fornost to expel the dread king. Unusually, this battle is recorded in the Shire, for the Halflings maintain that their newly founded land lent aid, sending archers to fight. See The Fall of the North in WD305 for rules for some of the Heroes and Warriors below.

Participants

Good

Círdan, Keeper of the Havens
Éarnur, Captain of the White Tower
6 Rangers of the North

1 Captain of Minas Tirith
Glorfindel
8 Warriors of Minas Tirith with spears and shields
8 Warriors of Minas Tirith with bows
8 Warriors of Minas Tirith with shields
6 Knights of Minas Tirith
6 High Elves with Elven bows
6 High Elves with Elven blades
6 High Elves with spears and shields
12 Hobbit Archers

Evil

The Witch-king of Angmar
(does not ride a Fell Beast)
1 Duskwraith
2 Revenants
1 Warlord of Carn Dûm
4 Barrow-wights
6 Spectres
6 Spectral Wargs
12 Warriors of Carn Dûm
8 Orcs with shields
8 Orcs with spears



The forces of Good assault Fornost.

- 4 Orcs with bows
- 4 Orcs with two-handed weapons
- 6 Warg Riders with throwing spears and shields
- 6 Warg Riders with Orc bows
- 2 Mordor Trolls

Layout

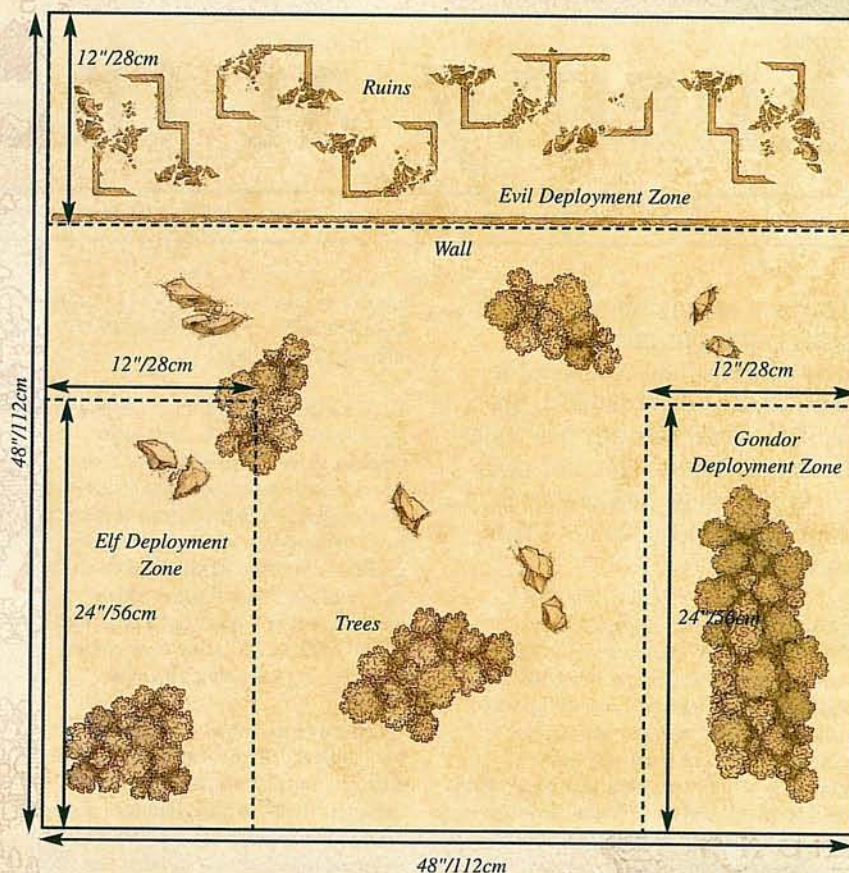
This scenario is played on a board 48"/112cm by 48"/112cm. The game takes place on the outer edges of Fornost. A broken wall cuts across the board 12"/28cm in from the northern board edge with several ruins behind it. The remainder of the board is covered with trees and rocky outcrops.

Starting Positions

The Good player deploys Éarnur and the Warriors of Minas Tirith and the Elves in the deployment zones as shown on the map. He may then deploy all the Hobbits in one of these deployment zones. The Evil player then deploys his force.

Objectives

The Good player wins if he kills the Witch-king and reduces the Evil force to 25% of its starting numbers. The Evil player wins if he kills two of the Good Heroes. If both players achieve this in the same turn, the game is a draw.



Points Match

To play this scenario with different forces, simply choose two forces of roughly equal points value. Neither side may arm more than 50% of its warriors with bows.

Enemy at the Gates

New siege equipment for defenders and a new scenario

They say an Englishman's home is his castle, but presumably they've never had to defend it from 10,000 determined Uruk-hai. Mat Ward sets out new rules for special equipment and dirty tricks that siege defenders can employ to tip the balance in their favour.

Sieges, while fun to play for the attacker, are often less so for the defender. The attacker often has the initiative, more men to throw at the walls and, often, more tricks to play on the defender. Even the most stalwart of defenders might get a little dismayed when another 500 Warriors of Minas Tirith hove into view, seeking to displace one of the sovereign bastions of Lord Sauron.

I find that the best way to avoid losing in a siege is not to get caught in your castle in the first place. However, there are just some times that you have to run away, I mean, make a tactical withdrawal, and

prepare to dash your enemy's brains out from behind some good old, reliable stonework defences.

To make things a little more interesting for the defender (and, to be fair, more interesting for the attacker too) I've come up with some rules for a few of the cunning tricks a defender can employ. A word of caution – while you can blow a significant amount of your points on these new upgrades, they'll prove rather ineffective if you don't have sufficient men on the walls to deal with the incoming attackers, and that won't do at all.

As already mentioned, there are many tricks that a defender can play upon an attacker, most of which involve the besiegers dying in large numbers. Each of the following ploys has a points value assigned to it, but bear in mind that their effectiveness will be defined by where you place them and the design of your fortress. All besieger tools must be deployed before any models are placed on the board. If your opponent permits, you may include as many as your points value allows.

Pitch Ditch 50 points
(per 6"/14cm length)

Carefully prepared defences will often sport a shallow ditch filled with pitch or another flammable substance. When the attackers charge across the trough, the pitch is set alight and many of the attackers are set alight, burning like screaming torches in the shadow of the walls of the fortress. Pitch ditches are, by their very nature, one-use tricks that can nonetheless cull a swathe of attackers from the enemy ranks.

Pitch ditches are represented by markers 6"/14cm long and 2"/4cm wide. They do not count as difficult terrain or obstacles, and enemy models are free to cross them if they wish – though they do so at their own peril. The defending player may attempt to light any of his pitch ditches at the start of the Fight phase. To do so, he rolls a dice for each one. On a roll of 4, 5 or 6, the pitch has taken light. On any other result, the flame has not caught and the pitch remains unlit. Any models in a pitch ditch in the turn that is lit are caught in a roaring sheet of flame – they immediately suffer D3 Strength 4 hits. At the end of the Fight



phase, roll a D6 for each ignited ditch – on a roll of 6 the fire continues to burn into the next turn with the effect described above. Otherwise, the fires have burnt themselves out – remove the marker from play. Models wishing to cross a flaming ditch must pass a Courage test or remain stationary.

Rallying Points 25 points

Defenders are tasked to protect certain sections of the walls of their bastion. Should the enemy breakthrough, the defenders will rally around particular features that they can recognise in the heat of battle. These rallying points can take many different forms – the important thing is that a battle-crazed defender can recognise it for what it is. Most commonly a rallying point will be a banner of some kind, although Orcs have been known to rally around all manner of foul trophies.

Rallying points behave exactly in the same way as banners (see the main rules manual for details). In addition, their reassuring presence bestows +1 Courage on all friendly models within 6"/14cm – though this may not be used to take a model's Courage above 5 (there is only so much heart a brave man can take from the sight of a flag). Enemy models can remove rallying points – there is little that is difficult about severing a guy rope to a flag, or toppling a totem of some sort.

If an unengaged enemy model spends a Fight phase in base contact with a rallying point, it is considered to have been destroyed or otherwise neutralised, and its abilities are lost. The best visual way to represent a rallying point is a banner set upon a flagpole or otherwise secured to the ground and then mounted on a 25mm base.



Easy to make, this banner was copied from the main rules manual and painted – the poles are made from cocktail sticks.



The attacking Uruk-hai get a taste of boiling oil.

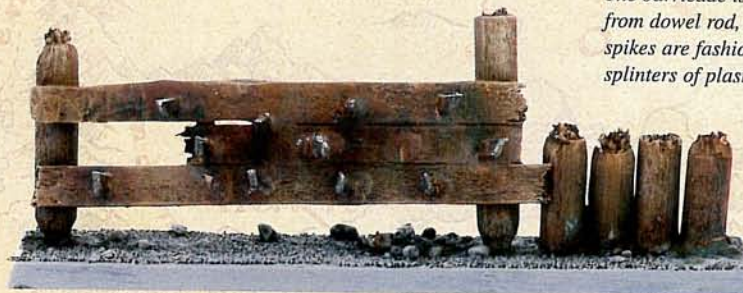
Spiked Barricades 10 points

In real-world history, this would be known either as an abatis or as a cheval de frise. As with many siege defences, this can take many forms, depending upon what the defenders have immediately to hand. The common connection between all such constructions is that they form a barricade, generally at a weak point in the defences, and are sufficiently bespiked to cause peril to the attacker.

Spiked barricades are best represented by a suitable model up to 6"/14cm long and 1 1/2cm wide. They follow all the normal rules for obstacles and have a Defence of 8

and 3 Batter points. In addition, to represent the extra difficulty of crossing a spiked barricade or fighting a foe who is sheltering behind one, use the following rules:

- A model who makes a Jump test to cross a spiked barricade will automatically take a Strength 3 hit if the score is 1-5. On the roll of a 6 the model has vaulted it safely.
- A model that fights a combat across a spiked barricade and accidentally strikes the barricade, and not the opponent, suffers a Strength 3 hit.



The barricade is made from dowel rod, while the spikes are fashioned from splinters of plasticard.



Crow's Cages and Gibbets

50 points

Though some races shun their use, the displaying of corpses upon one's defences is a potent weapon against the morale of the enemy. Orcs, in particular, seem to feel a stone wall is incomplete without a quartered and raven-worried corpse and will, if necessary, find a 'volunteer' from within their own ranks to round off their defences. However, such a blatant display of savagery can sometimes backfire, filling the foe with extra resolve.

All friendly models within 6"/14cm of a gibbet cause *terror* to represent the highly disconcerting effect the cadaver has upon their foes. However, the sight of a defiled corpse can fuel attackers with determination, so they receive +1 to their Courage whilst within 6"/14cm of the gibbet. Enemy models can remove gibbets.

If an unengaged enemy model spends a Fight phase in base contact with a gibbet, it is considered to have been destroyed or otherwise neutralised, and its abilities are lost. Gibbets should be mounted on a 40mm round base.

Rocks

10 points

Big rocks that the defenders drop down from the battlements to crush the skulls, legs and other assorted body parts of the attackers are always useful. A well-prepared fortress is not complete without a large supply of suitable projectiles – it takes little skill to drop a rock into a mass of besiegers and cause injury.

Any defending model in base contact with a pile of rocks can drop one on an attacker during the Shoot phase instead of making another shooting attack. Any enemy model within 1"/2cm of the wall and 8"/20cm of the shooter is an eligible target. Models dropping rocks are always considered to have a Shoot value of 4+, unless their Shoot value is better, and hits are inflicted at a Strength of 6. Piles of rocks are best represented on a 25mm round base.



Simple solutions are sometimes the best – this rock pile is a group of pebbles painted Codex Grey.

The defenders of Gondor attempt to repel a massive Orc attack.



Carcases

5 points

Most commonly oil-soaked straw bundles that can be hurled from the defences, carcasses are an invaluable tool for lighting up a night attack.

Any model that is within 6"/14cm of a carcass is illuminated by the flames – they can be seen and targeted as normal, even if the game operates under a darkness special rule that limits visibility. Carcasses are deployed at the start of the game and are assumed to have enough fuel to last the entire battle.

Boiling Oil

25 points

Though little employed by the armies of the Free Peoples, there is little more guaranteed to break the heart of an enemy attack than the emptying of a cauldron of boiling oil onto them. Depending upon the reserves of raw materials (ie, the oil and some wood to burn to heat it) the defenders can keep the oil coming throughout an assault.

If there are two unengaged friendly models in base contact with a cauldron of boiling oil they may unleash it upon the enemy

during the Shoot phase. Any enemy model within 1"/2cm of the wall and 8"/20cm of the cauldron is an eligible target. Models pouring oil are always considered to have a Shoot value of 4+, unless their Shoot value is better, and hits are inflicted at a Strength of 8. In addition, any models within 2"/4cm of the any model that is hit by boiling oil are also caught in the deluge – they take a single Strength 4 hit.



A more challenging project, this oil pourer was scratch built from pieces of balsa wood.

Access Platforms

5 points

Some bastions have false walls and overlapping defences. Once the outer walls have been lost, the defenders can withdraw to a second ring and continue the fight. Often, the secondary walls will be reached only by access walkways and other narrow platforms that the defenders can withdraw behind them and leave the attacker isolated until fresh ladders can be brought up.

Access platforms can be up to 4"/10cm in length and are about 1"/2cm wide. Two models can carry an access platform at full speed, in much the same way as a ladder (see the Siege rules for details). A single model can carry an access platform at half speed. Access platforms can be dropped at any part in a model's move – place it in base contact with one of the carriers.

Once in place, access platforms can be moved over as if they were open terrain, and can be picked up again in subsequent turns as desired.

Once you've got your siege equipment together you'll need to put it to the test in our siege scenario overleaf.



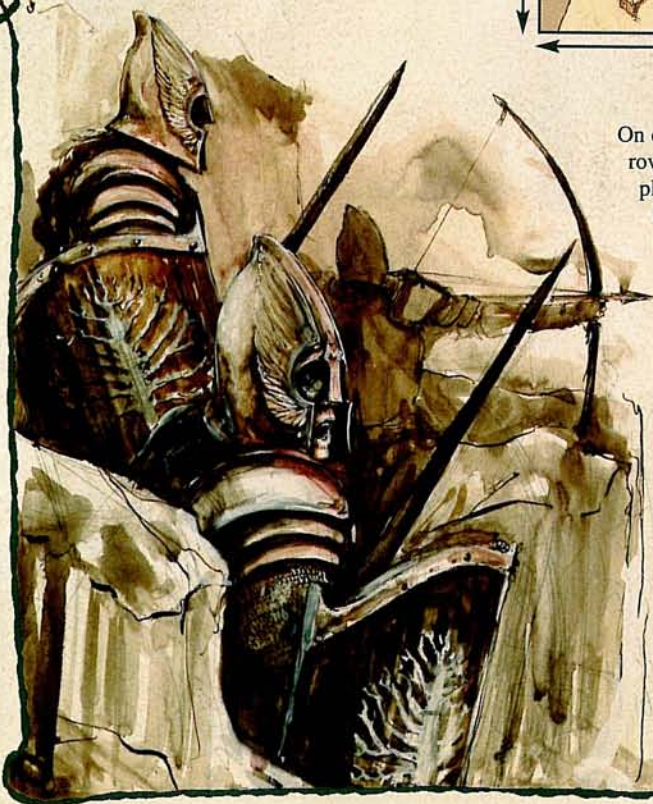
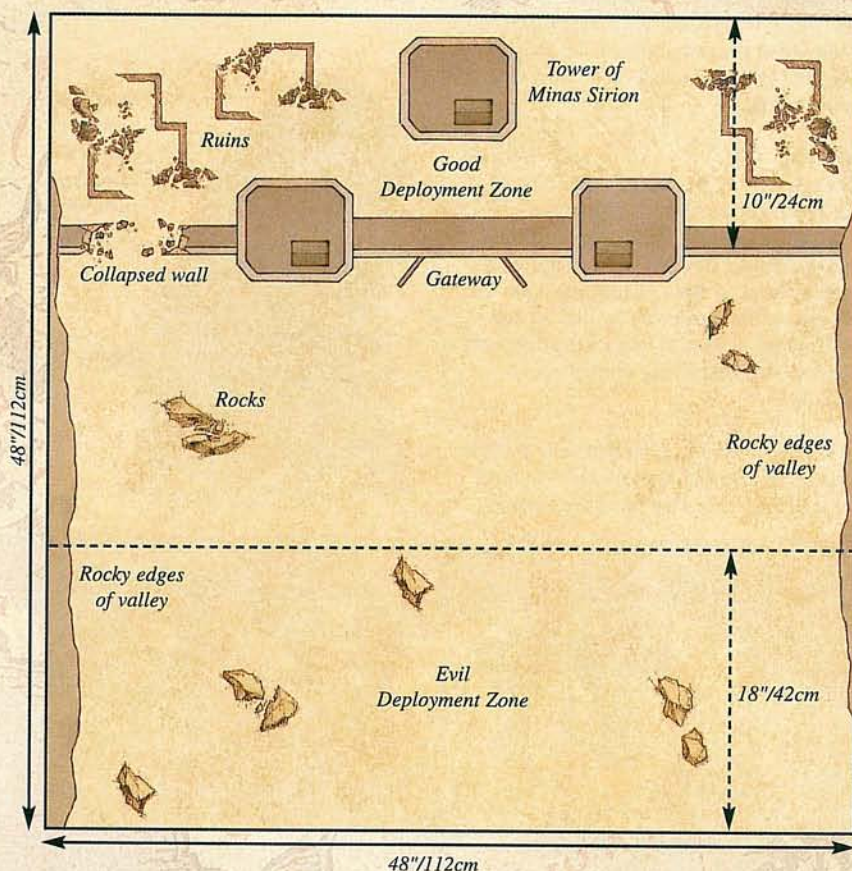
The Siege of Berengar's Keep

Making a last stand at the fortress of Minas Sirion

Using the new rules for defenders' equipment, Graham McNeill's new scenario recounts the last stand of Berengar, a Captain of Gondor, at the mountain fort of Minas Sirion.

In the early years of the Third Age, after the defeat of Sauron by the armies of the Last Alliance at the Battle of Dagorlad, the lands of Middle-earth were freed as the Dark Lord's empire collapsed. Orcs and Goblins were scattered and sought refuge in the dark places of the world, hiding in the highest mountain peaks and deepest recesses of the forests. Some were hunted down and slain, but many more remained and continued to plague the peoples of Middle-earth for years to come.

Berengar was a Captain of Gondor and served the kings of that realm faithfully, leading many raids into the foul lairs of the enemy to root them out with sword and lance. (Use a suitable Captain of Gondor to represent him if playing this scenario, or better still, convert your own.)



On one expedition to destroy a roving band of evil creatures plaguing the southern fiefs of Gondor, Berengar's force found itself ambushed by a much larger host of Orcs.

Arrows felled many of the warriors' horses and compelled the Men of Gondor to flee on foot into the mountains. For many days and nights, the warriors evaded the pursuit of the Orcs, but soon they could run no more. Just when things looked most hopeless, Berengar's men sought to make their last stand in a lonely valley and came upon the

abandoned fort of Minas Sirion. Though fallen into disrepair, there remained enough of a fastness to mount a defence...

Participants

Good

Berengar, Captain of Gondor
Osuin, Captain of Gondor
6 Warriors of Minas Tirith with spears
6 Warriors of Minas Tirith with bows
6 Warriors of Minas Tirith with shields and swords
6 Citadel Guard with longbows
6 Citadel Guard with spears
5 Knights of Minas Tirith

Up to two Good Warriors may be given a banner. The Good force may also be equipped with the following siege tools:

2 rallying points
3 rock piles
2 spiked barricades
1 cauldron of boiling oil

Evil

- 3 Orc Captains
- 1 Troll Chieftain
- 24 Orcs with swords and shields
- 24 Orcs with spears
- 12 Orcs with bows
- 12 Orcs with two-handed weapons
- 2 Mordor Trolls
- 2 Warg Riders with bows
- 3 Warg Riders with spears
- Mordor War Catapult with flaming ammunition

Up to three Evil Warriors may be given a Banner. The Evil force may also include:

- 2 Siege Towers
- 8 Siege Ladders
- 1 Battering Ram

Layout

The scenario is played on a board 48"/112cm by 48"/112cm. This siege takes place in a rocky valley in the foothills of the White Mountains and, as such, the ground around Minas Sirion is largely

composed of low patches of scrubby bushes and clusters of rocks.

The walls of the fortress are arranged across the northern edge of the board, 10"/24cm from the edge. A section of wall 6"/14cm across has collapsed and is now filled with rubble (counts as difficult terrain).

The tower of Minas Sirion should be placed in the middle of the defender's deployment zone as shown on the map.

Starting positions

The Good player deploys his force anywhere within the fortress of Minas Sirion and may choose whether the gates are open or closed. The Evil player then deploys his force up to 18"/42cm from the southern edge of the board.

Objectives

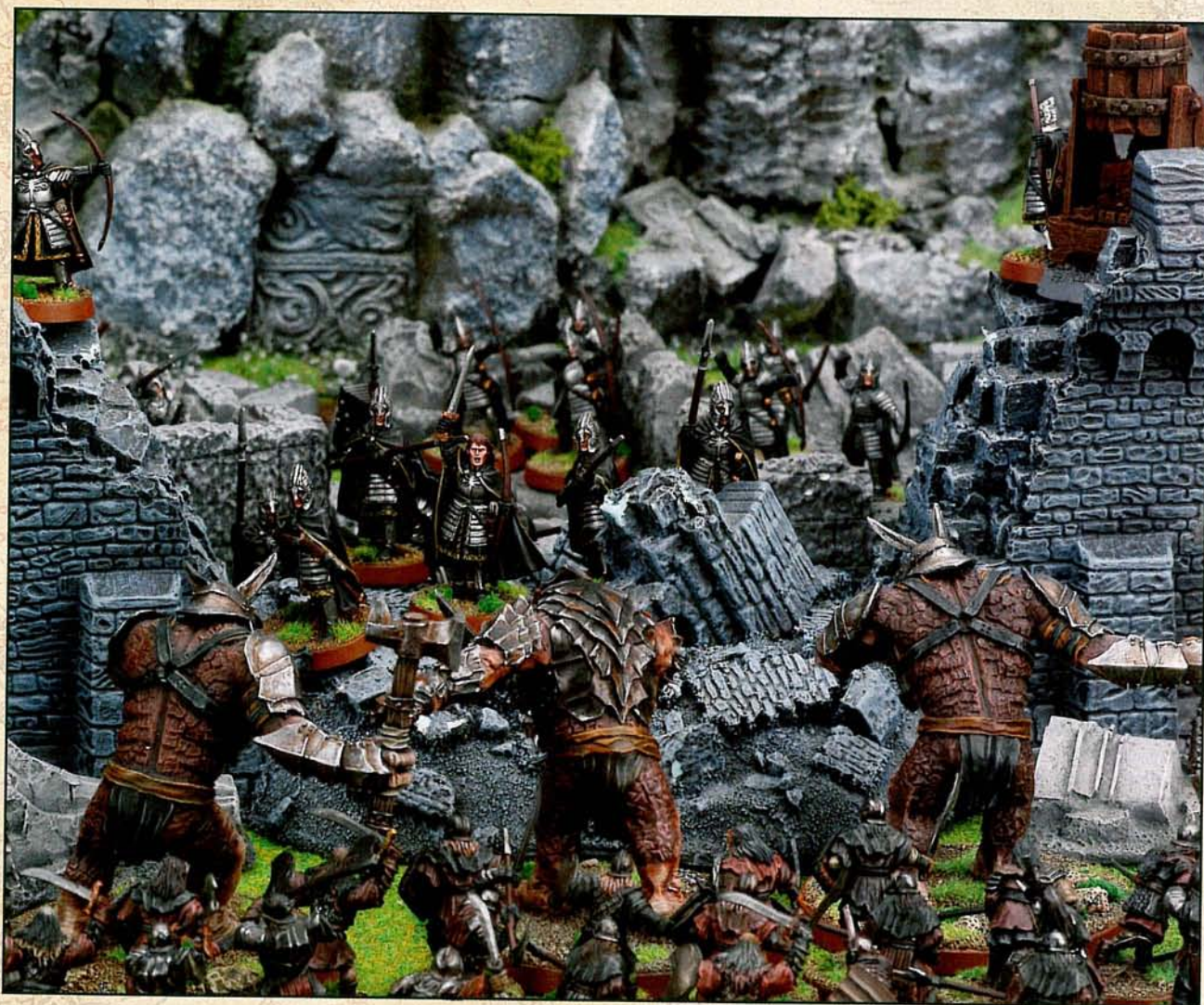
The Good player has to hold on for as long as he can. Either player will win if he manages to kill all his opponent's heroes and reduces the enemy army to below 50% of its starting numbers.

Special Rules

No Matter the Cost. The defenders have resigned themselves to this last, near hopeless battle, and are now beyond fear. Come what may, they will fight to the last man. So long as Berengar is alive, Good models do not take Courage tests for their force being reduced to half strength.

Points Match

Though this scenario recreates Berengar's defence of Minas Sirion, you can also use it to play another siege that uses alternative forces and/or occurs in a different location. If you want to play this scenario with other forces, choose a defending force of up to 500 points and an attacking force of up to 1,000 points. Each side must include at least one Hero and at least one model must carry a banner. The defending player may spend an additional 150 points on siege tools. The attacking player may include a single battering ram and a maximum of two siege towers. He may also include up to one siege ladder for every ten models (rounding up) in the force.



A Troll Chieftain leads the assault.

The Bigger they are...

A heavyweight fight to the death! The Balrog versus Rudgie's ego

Rudgie's Mûmak was invincible when he took on all-comers at the Gaming Events Centre. So, in a special Arena of Death match up, we decided to see if the Balrog could kill the beast.

Rudgie: It all began when web wizard Rik Turner and I were driving back from the Sheffield Gaming Events Centre. We had played a few games there as part of Games Workshop's 30th birthday celebrations and were analysing our results during our journey home. Rik, along with most of the people visiting the store, had taken an interest in seeing if anyone could beat my Harad army and had watched my four games. Yet he still could not believe that if you added the wounds from all the games together, the Mûmak would have still been alive! (Albeit with only one Wound remaining.) So the conversation turned to what could kill a Mûmak in single combat.

Now before anyone puts pen to paper, this is purely for fun, we know there are plenty of ways to kill a Mûmak but what we were interested in was who could go toe-to-toe with the beast. We ruled out Sauron, as a Mûmak is simply no match for the Dark Lord. Having bandied various heroes' names around we came up with the perfect opponent; both big and bad – the Balrog!

Game 1 – So it begins

We set up 12" apart and rolled for priority. After a bit of shuffling on both sides the Mahûd called an heroic move and the Mûmak thundered into the Balrog, wounding it three times.

Now the Balrog would get to retaliate. Unfortunately for Rik, the Mûmak won the fight and knocked the Balrog to the ground, inflicting another four wounds. Rik won the next Priority phase, but before the Balrog could attack, the Mahûd, sensing a quick victory, called another heroic move and again smashed into the Balrog causing a further two wounds. With the Balrog on the ground, the Mûmak was safe as even if the Balrog won, he'd only be able to stand up. To Rik's dismay the Mûmak won again, inflicting four wounds and killing the Balrog.

Game 2 – Well, he was unlucky

Using a point of Might the Mahûd began by charging the Mûmak into the Balrog causing three wounds (*can you see a pattern emerging here? – Guy*). Rik's luck seemed to improve as the Balrog won the combat but he failed to wound the Mûmak. With priority on its side, the grey steamroller again thundered into the Balrog, causing another four wounds on the dark creature.

The Balrog then won the next fight but could only inflict two wounds against the hulking beast. The Mahûd passed both resulting Courage tests and used another point of Might to charge back into the Balrog, causing another four wounds and killing it for a second time.

Game 3 – Back for more!

Losing priority, the Balrog lost a wound but caused one in the next combat. The

Mûmak stampeded, causing another three wounds and a further three wounds in the following round of combat.

Before the Balrog could get to its feet, the Mahûd called an heroic move and smashed into the ailing creature, causing another two wounds. Fighting from the ground, the Balrog managed to win the fight and get back to its feet just as it received yet another charge – except this time the Mûmak failed to wound it.

The Balrog, now down to its last wound, inflicted two wounds on the Mûmak. Rik's only hope was that the Mûmak would fail a Courage test, allowing the Balrog a chance to charge. But after passing both tests, the Mahûd steered his mighty beast into the Balrog, killing it once again.

So there we go, our question was answered – the Mûmak is the mightier!



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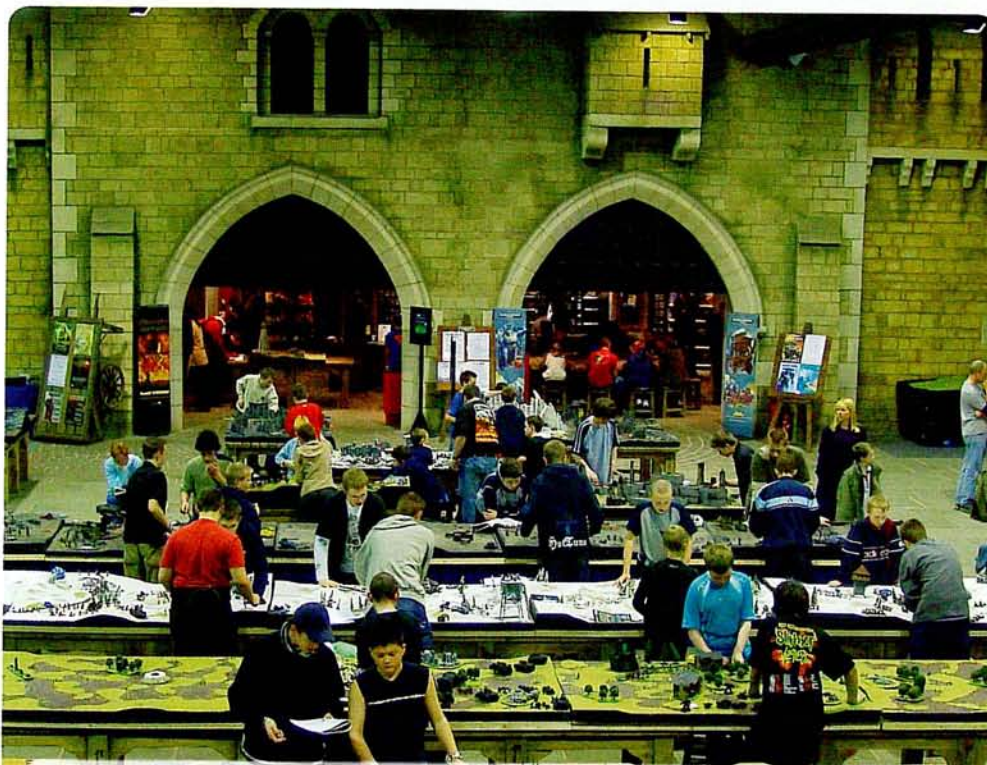
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Are you running an event? If you want to advertise it for free in this fine publication simply drop us an Email at: eventsdiary@games-workshop.co.uk

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

9th May for WD308 (August)
13th June for WD309 (September)
11th July for WD310 (October)

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

JULY

ROGUE TRADERS

Date: 2nd July, 2005

Venue: GW Carlisle

Details: Come and try your hand at this unique way of playing 40K. Choose and build the crew of your very own Imperial loyalist, Rogue Trader, or Pirate transport vessel and fight it out in the stars and spaceports with nothing but a lasgun by your side in this 40K skirmish event. Contact the Carlisle Hobby Centre for further details.

Contact:

GW Carlisle - 01228 598216

Web: www.games-workshop.co.uk

MAN OF STEEL BLOOD BOWL TOURNAMENT

Date: 2nd and 3rd July, 2005

Venue: The Gaming and Events Centre

Details: Take part in the first annual Man of Steel competition. Play six games of blood bowl over two days. Bring along a starting team and complete official rules. No star players. Price is £30 including lunches.

Contact: See page 120.

Website:

www.games-workshop.co.uk/events

GW PRESENTS: CALL TO ARMS SPECIALIST GAMES GRAND TOURNAMENT

Date: 2nd and 3rd of July, 2005

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: This Tournament covers five systems. They are Mordheim (500gc),

Necromunda (1,000creds), Warmaster (2,000pts), Battlefleet Gothic (1,000pts), and Epic: Armageddon (3,000pts). You may compete in only one.

Tickets cost £45 and include lunch on both days as well as an evening meal on the Saturday. Those playing Necromunda and Mordheim will participate in ten games, players for the other systems will participate in six.

Contact:

Warhammer World - 0115 916 8410

Website:

www.games-workshop.co.uk/events

KINGDOMS BREAK

Date: 9th July, 2005

Venue: GW Dumfries Gaming Room

Details: Kingdoms are broken and smashed as local Ogres decide they need more land. Bring 1,000pts of Warhammer and try to fight your way out of the Ogre Kingdoms and stake your claim for land, or fight the Ogres and stop their relentless advance.

Contact: GW Dumfries - 01387 249702

Website:

www.games-workshop.co.uk/events

WPS 40K GRAND TOURNAMENT

Date: 9th and 10th July, 2005

Venue: Warhammer World, Nottingham

Details: Test your mettle as a tabletop general. Visit the website for more details on this WPS 40K tournament.

Contact:

conrad.gonsalves@med.ge.com

Web: www.players-society.com

CONQUEST IRELAND: THE TRIAL OF CHAMPIONS

This year see the first ever all-Ireland tournament for Warhammer and Warhammer 40K. Running from June to November, there will be six regional heats in the cities listed below. Each heat will take the form of a one-day event where players will battle it out for a place in the all-Ireland finals which will be held early next year.

Limerick: 26th June hosted by The Gathering - 061315133

Dublin: 10th July hosted by Nimble Fingers - 012880788

Cork: 7th August hosted by Other Realms - 0214222224

Bangor: 14th August hosted by Replay Games - 02891452210

Galway: 23rd October hosted by Model World - 091765655

Waterford: 20th November hosted by Hobby Shop - 051852227

This is the biggest gaming event Ireland has ever seen, with people from all over the country taking part in over 600 games to decide who truly are the best Warhammer 40,000 and Warhammer players.

LANCASHIRE OPEN WARHAMMER TOURNAMENT

Date: 16th July, 2005

Venue: Wargames World, 22 Cooper Street, St Helens

Details: You will need a fully-painted Warhammer 2,000pts army to take part in this Swiss pairings tournament. The competition runs from 10.30am-5.30pm. Only 20 Places Available. Entry costs £10.

There are prizes for First Place, Best Painted Army and Most Sporting Player.

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

AGRAM ARENA SUMMER 2005

Date: 16th-17th July, 2005

Venue: Technical Museum, Zagreb, Croatia

Details: Enter the 5th Agram Arena International tournament! To enter the 40K tournament you will need a 1,500pts army. For the LOTR tournament you will need 1,000pts of Good and Evil forces. Entry is free - including lunch and accommodation!

Reports from the previous two tournaments can be found on the website (see link below).

The WH tournament last December gathered 62 participants from five different countries including GW's Adam Troke!

Contact: ums-agram@net.hr

Website: www.ums-agram.hr

FIRES OF OSGILIATH

Date: 25th July, 2005

Venue: GW Cardiff, GW Newport, GW Swansea, GW Cribbs Causeway, GW Bristol, GW Bath, GW Exeter, GW Torquay, GW Plymouth, GW Truro.

Details: If you live in the southwest region, pop in to your local Hobby Centre. They are running participation games set in the ruins of Osgiliath as part of the War of The Ring™ campaign. Bring your forces to join the struggle.

There will also be a The Lord of the Rings painting competition.

Contact: See page 130 for individual Hobby Centre contact details.

Website:

www.games-workshop.co.uk/events

GW PRESENTS: WARHAMMER DOUBLES TOURNAMENT

Date: 23rd and 24th July, 2005

Venue: Warhammer World, Nottingham

Age Limit: 12+

Details: Join a partner and fight other pairs of players for the title of best generals in this Doubles Tournament. Both armies will need to conform to the Border Patrol rules set.

Tickets cost £65 and include admission for both people, lunch on both days and evening meals on the Saturday night.

Contact:

Warhammer World - 0115 916 8410

Website:

www.games-workshop.co.uk/events

LORD OF THE UNDERHIVE

Date: 23rd and 24th July, 2005

Venue: The Gaming and Events Centre

Details: Which house can dominate the underhive of Necromunda? Two days of intense underhive action will decide the outcome. Bring a starting gang and roster to take part. Tickets are £30, including lunches.

Contact: See page 120.

Website:

www.games-workshop.co.uk/events

THE 2005 QUENELLES CUP

Date: 24th July, 2005

Venue: GW Glasgow Gaming Room

Details: Enter the 2005 Quenelles Blood Bowl Cup to find the best Hobby Centre in Scotland. One-day event that will run from 10am-6pm. Edinburgh took the cup last year (along with most of the other trophies) so it's time for Glasgow to strike back. See the store staff to register before the event.

Contact:

GW Glasgow - 0141 221 1673

Website:

www.games-workshop.co.uk/events

DARKNESS RISING

Date: 30th July, 2005

Venue: GW Shrewsbury

Details: Join this The Lord of the Rings campaign day. As the Dark Lord Sauron sends his forces searching for the One Ring and the Free Peoples of Middle-earth flee before him, your armies must join together to try and find it first. Bring your 250pts armies (fully painted) and help decide the fate of Middle-earth. All results will go towards The War of The Ring™ campaign.

Places are limited to six good and six evil. Games start at 10am.

Contact:

GW Shrewsbury - 01743 362007 (ask for Mark)

Website:

www.games-workshop.co.uk/events

DUNDEE MELEE 3

Date: 30th and 31st July, 2005

Venue: On Board HM Frigate Unicorn, Victoria Dock, Dundee DD1 3JA, Scotland

Age Limit: 16+

Details: This tournament will be decided over four 2,250pts games, two 500pts Warband games, an Arena of Death character bash and a Wizard's duel. Any official army list may be used (no appendix army lists and no special characters allowed, however). Each battle will have a scenario. Great fun and friendly atmosphere. Entry is £20.

Contact:

timgronneberg@yahoo.co.uk

Website:

<http://www.frigateunicorn.org/> or www.dundeemelee.co.uk

AUGUST

CITY OF GOLD

Date: 4th August, 2005

Venue: GW Plaza

Details: Adventurers wanted for treasure hunting in the far away land of

Lustria! (No experience needed.) This is a Mordheim campaign using starting warbands, running throughout August and September.

Contact:
GW Plaza – 02074 360839 (ask for Johan)
Website:
www.games-workshop.co.uk/events

BOUNTY HUNT

Date: 6th August, 2005
Venue: GW Carlisle
Details: Renegade Psyker Creavus Drell has escaped the clutches of Inquisitor Maelsant for the last time. A price greater than any before has been placed on his head, and your gang wants a piece of the action.
Take your Necromunda Gang across the hive, through the blasted wastelands and to places you otherwise would not go as you hunt this crazed man. Contact the Carlisle Hobby Centre for further details about this event.

Contact:
GW Carlisle – 01228 598216
Web: www.games-workshop.co.uk

GW PRESENTS: WARHAMMER GRAND TOURNAMENT HEAT ONE

Date: 6th and 7th August, 2005
Venue: Warhammer World, Nottingham
Age Limit: 16+
Details: Compete for your place in this year's Grand Final. You will need a fully painted 2,000pts Warhammer army. Play six games over the weekend, with the top third of the players given a place in the final.
Points are awarded for sportsmanship, gaming and painting. Tickets cost £50, and include your ticket to the final should you qualify, lunch on both days and an evening meal on the Saturday night.
Contact:
Warhammer World – 0115 916 8410
Website:
www.games-workshop.co.uk/events

40K FORUMS.COM TOURNAMENT

Date: 10th August, 2005
Venue: Warhammer World, Nottingham
Details: A 1,500pts 40K tournament available for all 40kforums members to enter. The tournament uses the same format as the Conflict events. Come along and see if you can win a few games, or more importantly, simply enjoy yourself! A rules pack for the event can be downloaded from the website.
Entry is free; lunch at Bugman's Bar will be at your own expense. The tournament runs from 10am-5pm.
Contact:
admin@40kforums.com
Web: www.40kforums.com

REVENGE OF SOTEK

Date: 13th August, 2005
Venue: GW Shrewsbury
Details: A Warhammer campaign day. While your armies are camped in Lustria they hear a rumour of vast hoards of treasure located in a local temple. All races have sent armies into the jungle to hunt for this wealth.

JOIN THE BATTLE

There are even more great events going on at your local Hobby Centre. Check out these games and tutorials, then find and call your local Hobby Centre for more details (see from page 130 for contact details).

2nd July – Warhammer 40,000: Carnifex Release

• The biggest beast in the Tyranid armoury is finally free! Under the new rules there are many ways to turn your Carnifex into a near unstoppable killing machine. We will show you how to assemble your new monster in any way you want.

9th July – The Hedge of Reason

• Join our great scenery making classes using the new range of flocks and all our other cool terrain building bits. Make Catalchan swamps, Lustria spawning pools, rivers and fords. Call your local store for exact details about which tutorials are running and when they'll be taking place.

16th July – Battle of Helm's Deep

• A desperate siege, explosives, heroic last stands, cavalry

charges; the Battle for Helm's Deep has them all. Sign up early to make sure you get a space on the battlements. This is all part of the War of the Ring™ web campaign.

23rd July – Warhammer: 'Rumble In the Jungle' – Most points record attempt

• We will be attempting for the first time to get 1 million points in a nationwide battle for the first time ever! Your store needs you. Get in touch and let us know what legions you can contribute to the cause.

30th July – The Battle of Pelennor Fields

• The White City of Minas Tirith is threatened with doom from Corsairs, Haradrim, the vile Nazgûl, near-unstoppable Mûmakil and the legions of Gothmog. They're going to need all the help they can get.

You will need a 1,500pts army to take part in this chance to plunder. Places are limited to 12 and games start at 10am.

Contact:
GW Shrewsbury – 01743 362007 (ask for Mark)
Website:
www.games-workshop.co.uk/events

LANCASHIRE OPEN WARHAMMER 40,000 TOURNAMENT

Date: 13th August, 2005
Venue: Wargames World, 22 Cooper Street, St Helens
Details: A Warhammer 40K 1,500pts Swiss Pairings competition. The tournament runs from 10.30am-5.30pm. All armies must be painted. Only 20 Places available, entry is £10. There are prizes for first place, Best Painted Army and Most Sporting Player.
Contact:
phil@wargamesworld.com or send a large SAE to:

Wargames World, 22 Cooper Street, St Helens, Merseyside, WA10 2BQ.

Website:
www.wargamesworld.com/sthelensshop/default.asp

THE RISE OF SOTEK

Date: 13th and 14th August, 2005
Venue: The Gaming and Events Centre
Details: The ancient cities of the Lizardmen have lain undisturbed for thousands of years, but now they're being raided by the younger races! You will need a 1,500pts Warhammer army to take part in this two day campaign weekend. Tickets are £30, including lunches.
Contact: See page 120.
Website:
www.games-workshop.co.uk/events

GW PRESENTS: WARHAMMER 40,000 GRAND TOURNAMENT HEAT ONE

Date: 13th and 14th August, 2005
Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Compete for your place in this year's Grand Final. You will need a fully painted 1,500pts Warhammer 40,000 army and will play six games over the weekend, with the top third of the players given a place in the final. Points are awarded for sportsmanship, gaming and painting. Tickets cost £50, and include your ticket to the final should you qualify, lunch on both days and an evening meal on the Saturday.
Contact:
Warhammer World – 0115 916 8410
Website:
www.games-workshop.co.uk/events

ENGINES OF THE GODS

Date: 20th August, 2005
Venue: GW Plymouth
Details: Can Lizardmen defend the Temple of Chotec from the vile Skaven?
Contact:
GW Plymouth – 01752 254121
Web:
www.games-workshop.co.uk/events

Hobby Centre Summer Events

There are plenty of battles awaiting your army at your local Hobby Centre over the summer. Contact your local Games Workshop to find out when each event takes place and for further details (see page 130 for a list of every Hobby Centre).

The Battle for Ichar IV – All Summer: Ichar IV is an important planet in the Ultima Segmentum. A planet of lush forests, volcanoes and volatile mud flats. Ichar IV is also one of the main weapon producers in the sector and of vital strategic importance to the Imperium. Soon it will become the stage for the greatest defence against the Tyranid menace the galaxy has ever seen.

The War of The Ring™ – All Summer: With darkness growing in Mordor, Sauron has dispatched the Nine. The Fellowship must complete their quest or life in Middle-earth will change forever. Join the Good or Evil side and register your results along with the rest of the UK online to determine the fate of Middle-earth in our internet campaign!

The Conquest of the New World – All Summer: The Lustrian continent has been laid open. The Lizardmen are desperately trying to protect their homeland from invaders. The adventurers, having established bases along the coast, are trying to find ancient treasure that they can return to the Old World with. Join in the fun by capturing a Lustrian treasure from the depths of the jungles, or fighting off the intruders for glory in the eyes of the Old Ones.



ORDERING DIRECT

Games Workshop Direct is fast, accurate, but most of all, convenient. You can order any product from the comfort of your home (or office, when the boss isn't looking), secure in the knowledge that we'll have it in stock and it'll be in your hands a few days later. We aim to despatch all orders within three days, and most go faster than that, so order during the week and spend your weekend actually doing your hobby, not just buying your models.

Ordering Direct is the perfect service for hobbyists whose hobby time is precious.

Why waste valuable hobby time on the journey to and from your nearest supplier when you can order from GW Direct and have any Games Workshop product delivered to your door in a matter of days? You can also stay ahead of the game with our Advance Order service, which ensures you get the latest releases the day they come out without ever having to leave your house.

GAMES WORKSHOP DIRECT

• COMPONENT PART SERVICE

All hobbyists love to personalise their armies. With GW Direct you can order models from boxed sets and blisters separately and components from multi-part kits.

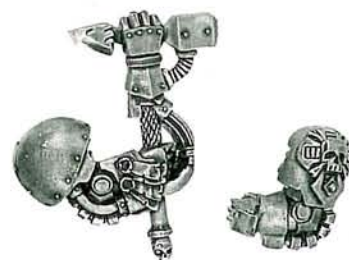
These components are part of a huge range that we offer which you can use to convert and personalise your models. Almost every component of our miniatures can be ordered individually, ensuring you get exactly what you need to put together the conversion of your dreams (or warped imagination).

Components are great for the serious modeller looking for that jaw dropping conversion for Golden Demon, but they're also perfect for the everyday hobbyist, looking to make that all important 'What-you-see-is-what-you-get' weapon or head swap.

So if you want to create a fantastic conversion, GW Direct is the place to go.

GW DIRECT ALSO OFFERS THESE SERVICES

Classic and Collectors' models, Exclusive models, New releases, Subscriptions and Hobby Specialists.



Order any components you want, from full models to separate parts.

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/store

• 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 traditional way: Games Workshop Direct Sales, Willow Road, Lenton, Nottingham, NG7 2WS

SHOP ONLINE

The Games Workshop secure Online Store is the best way to shop by GW Direct. It's safe, fast and there whenever you want it. So, if you've a yearning to order Orcs from the convenience of your own home at 3am in your jim-jams, go ahead. We won't tell anyone!

CONVENIENT

The Online Store is open 24 hours a day, 7 days a week, 365 days a year. It's always there when you want to order. Orders are usually packed and sent out within 24 hours, so you won't have long to wait.

SECURE

The Games Workshop Online Store is completely safe. We use powerful encryption software to ensure that your payment and personal details are protected, so order with confidence.

FAST

The UK Online Store runs on fast, powerful servers to make sure you can complete your order as quickly as possible.

EASY TO USE

With colour pictures, simple navigation and an extensive help section we've made online shopping with Games Workshop really simple.

HUGE RANGE

Our entire range of models for all our games systems, books and hobby materials is now available in the Online Store, including our Collectors' and Classic models. The store is updated with the latest new releases and advance orders every Friday, ensuring that it's always up to date.

DELIVERED TO YOUR DOOR

With the Online Store you need never leave the comfort of your own home to get your hands on Games Workshop games and models. No more trudging into town in the cold and rain for your hobby fix, just order from home, wait a couple of days and the nice postman will thrust a package into your hands. Easy.

COMPLETE SERVICE

The Online Store offers everything you can get from our Hobby Specialists on the phones, including Advance Orders, Subscriptions, Specialist Games, Components, Classic and Collector's models, Event tickets and much more besides. Here, you can browse at your leisure and even see the models you're ordering.

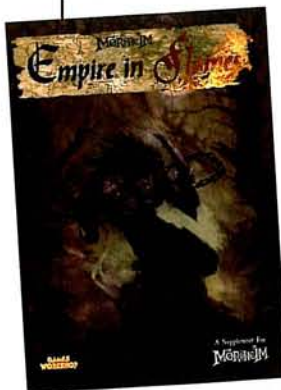
So what are you waiting for? Give the online store a try!

SPECIALIST GAMES FROM THE ONLINE STORE

The Online Store carries a huge range of Games Workshop products. A section of the Online Store is devoted to Specialist Games. All of our current systems are supported there and you'll be able to find the main boxed games or rulebooks and the full range of models for it. Mordheim is just one of our Specialist Games you'll find there.

Mordheim is a dreaded place. Dubbed the 'City of the Damned', it was a prosperous place until it was devastated in the year 1999 by a twin-tailed comet. Now, in the aftermath, warbands battle over precious shards of wyrdstone, a valuable and dangerous commodity. Mordheim allows you to fight with many different warbands, such as the Undead, Skaven and Human Mercenaries, all looking for fame and fortune in the city's ruins.

The Mordheim boxed game comes with 10 Skaven, 8 Human Mercenaries, a 176-page rulebook, lots of card and plastic ruins to build your own City of the Damned, counters, range rulers and dice.



Empire in Flames explores the dark wilderness of the Empire. Political intrigue, lawlessness and corruption are rife in a land with no Emperor. Beastman warbands terrorise villages unchallenged and insidious carnivals roam the land, masquerading as travelling players, their true faces tainted by Chaos.

This supplement for Mordheim includes new rules, scenarios, warbands, Hired Swords and background about the surroundings of the cities of the Empire. You will need a copy of the Mordheim rulebook to use the contents of this book.



The Highwayman and Elf Mage are just two of the many Mordheim models available through the Online Store.

QUESTION OF THE MONTH

Every month the Hobby Specialists deal with hundreds of hobby-related queries. Whether it's how to get 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: If I suffer from *hatred* which forces me to re-roll unsuccessful rolls to hit and my opponent wears the *Armour of Damnation* which forces me to re-roll any successful hits, how does this work?

A: This has been resolved in the 2004 Annual on page 86 and it states the

following. The attacking player rolls to hit as normal and then re-rolls any misses. The defending player then makes the attacker re-roll all the successful hits, even if some of these hits were effectively re-rolls. This is an exception to the normal rules where you can't re-roll re-rolls.



The Warhammer Annual 2004 has an entire section devoted to commonly asked Questions and Answers about the game and is still available through GW Direct.

THIS MONTH'S CONVERSIONS

White Dwarf features a plethora of conversions every month to inspire you in all your hobby endeavours. In most cases we include an extensive list of components so that you can replicate these conversions yourself. Some, however, are more inspirational than practical. Such is their intricate nature they should only be attempted by skilled modellers. In this case, if you still want to have a go at them then simply contact GW Direct who'll provide advice and suggest components you might need.



For all the components and modelling details of the conversions featured in this month's White Dwarf, turn to the relevant articles as given below.

ARTICLE	PAGE	GAME SYSTEM	TYPE OF MODEL
The Realm of the Sea Dwarfs	44-49	Warhammer	Full conversion
Handmaids of the Gods	32-35	Warhammer	Classic model
Crimson Stalkers of Tenebra Prime	66-69	Warhammer 40,000	Inspirational
Tyranid Invasion	88-91	Warhammer 40,000	Inspirational
Dok Butcha	92	Warhammer 40,000	Full conversion

COLLECTORS' GUIDES

Collectors' guides are an amazing resource for gamers and collectors alike. Each book focuses 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 are gathered together in logical order so you can build the force you really want without scrabbling through a load of ancient 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.

Now available from your local Games Workshop Hobby Centre:

Collectors' Guides

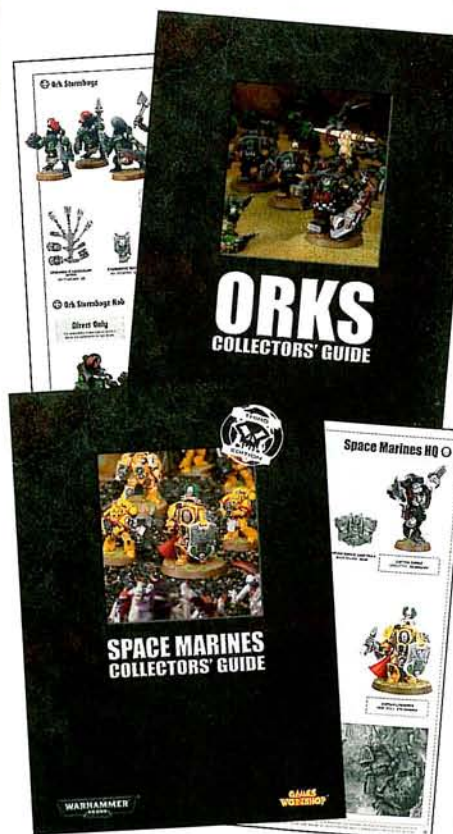
NEW! Space Marines (third edition)

NEW! Orks

- Chaos Space Marines
- Imperial Guard
- Empire
- Orcs and Goblins
- The Lord of the Rings
- Warhammer Chaos
- Undead
- Eldar and Dark Eldar
- Tau and Necrons

Catalogues

- The Specialist Games Catalogue
- 2005 Catalogue



ADVANCE ORDERS

CAN'T WAIT TO GET YOUR HANDS ON THE LATEST RELEASES?

Then why not Advance Order it? You can place an Advance Order for any of the new releases, even before they appear in the pages of White Dwarf! You can get the latest products and models for your armies and be guaranteed of receiving them as soon as they are released.

DELIVERED DIRECT TO YOUR DOOR

You can place an Advance Order through the Online Store, by calling one of our Hobby Specialists or even by post. Your order will then be delivered to your door on the very day of release. All advance orders are sent out ahead of the time they appear in the shops, so you get your copy on the release date at the latest, guaranteed.

PAY LESS FOR POSTAGE

When you place an Advance Order for a model, as well as being fast and convenient, it also saves you money. Postage for Advance Orders is only £2* so you can afford to get more models for your money.

So why bother slogging to the shops on release day, when you could be at home assembling your newly delivered models or already reading the latest army book? There's no better way to get your hands on the latest models before anyone else.

*£2 postage only applies to Advance order products being delivered to addresses in the UK or Ireland. Orders including Advance Order products will be held until the last available product is released.

THIS MONTH'S ADVANCE ORDERS...

ADVANCE ORDER 18TH JUNE

(released 30th July).

- Wood Elf Army Set
- Legolas on foot and mounted
- Aragorn, King of Gondor on foot and mounted
- Aragorn on foot and mounted
- King of the Dead

ADVANCE ORDER 25TH JUNE

(released 6th August).

- Space Marine Megaforce
- Sharku on foot and mounted
- Lurtz and Grishnakh
- Ringwraith on foot and mounted

ADVANCE ORDER 2ND JULY

(released 13th August).

- Isildur on foot and mounted
- Haldir and Celeborn
- Éomer on foot and mounted
- Éowyn on foot and mounted
- Dwarf Lords Dain and Balin

ADVANCE ORDER 9TH JULY

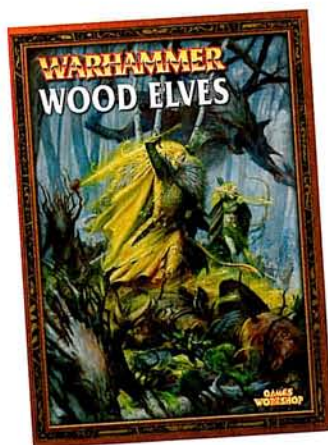
(released 20th August).

- Gothmog on foot and mounted
- Theoden on foot and mounted
- Gamling on foot and mounted

ADVANCE ORDER 16TH JULY

(released 27th August).

- Warhammer Armies: Wood Elves
- Wood Elf Glade Guards
- Wood Elf Dryads
- Wood Elf Battalion



WARHAMMER ARMIES: WOOD ELVES
60030204002 £12.00



WOOD ELF DRYADS
99120204003 £18.00



WOOD ELF GLADE GUARD
99120204002 £18.00



WOOD ELF BATTALION
99120204005 £50.00

ADVANCE ORDER ALL THESE PRODUCTS 16TH JULY!

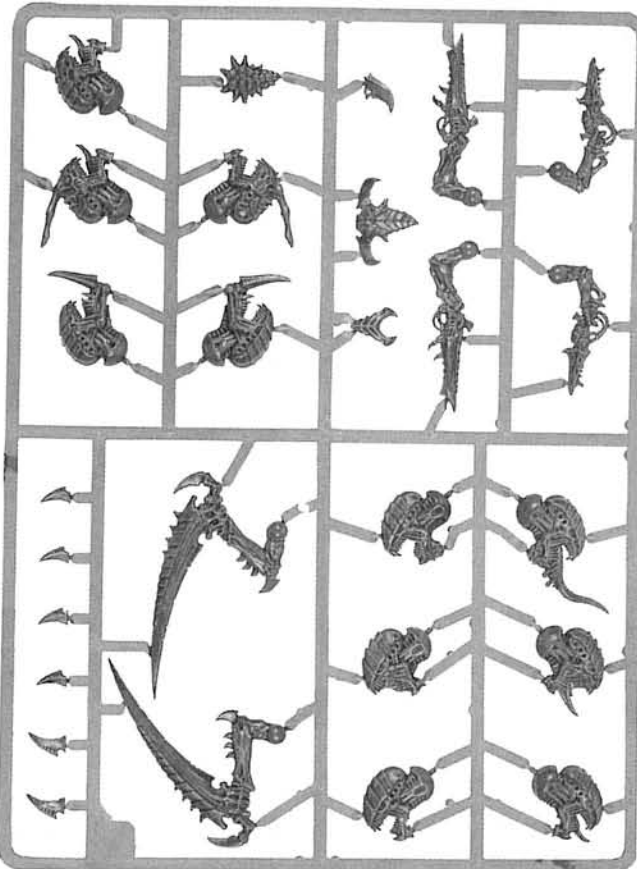
THE BEAST AWAKENS

The sinister Tyranids traverse the great lengths of space in search of life-forms to consume. This alien menace has come to plague many worlds, devouring all but the strongest of those who challenge it. The Tyranid army is a horde of alien creatures, some, like the Gaunts, attack en masse, overwhelming their foes under a tide of tooth and claw. Others, like the Carnifex, are massive, brutal killing machines, capable of tearing apart tanks and rending steel. They cannot be bargained with, they do not understand mercy nor compassion. For those who face the Tyranids, there is but one thing – death.

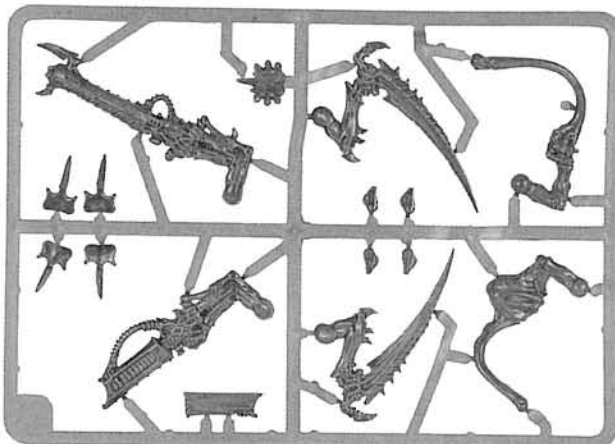
THIS MONTH'S FEATURED MODELS:

Tyranid Carnifex, Hive Tyrant, Lictor, Ravener and Genestealer Brood Lord

Sprues shown at 40% of actual size.



CARNIFEX SPRUE C
99380106012 £6.00



CARNIFEX SPRUE A
99380106010 £6.00



HIVE TYRANT RIGHT LEG
9947010604007 £2.00



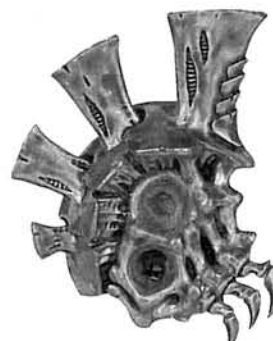
HIVE TYRANT LEFT LEG
9947010604009 £2.00



HIVE TYRANT BONE SWORD
9947010604001 £2.50



HIVE TYRANT TAIL END
9947010604010 £2.00



HIVE TYRANT RIGHT TORSO
9947010604004 £3.00



HIVE TYRANT LEFT TORSO
9947010604006 £3.00



HIVE TYRANT LASH WHIP
9947010604003 £2.50



HIVE TYRANT TAIL BASE
9947010604008 £3.00



LICTOR LEFT
SCYTHING TALON
9947010604409 £2.00



LICTOR RIGHT
SCYTHING TALON
9947010604408 £2.00



HIVE TYRANT TORSO MIDDLE
9947010604005 £3.00



HIVE TYRANT HEAD
9947010604002 £2.00



LICTOR BODY
9947010604401 £3.00



LICTOR RENDING CLAWS
9947010604404 £1.50



RAVENER CLAWS 1
9947010604605 £2.00



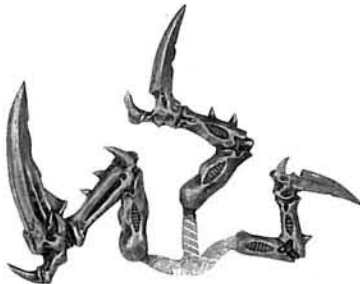
TYRANID RAVENER BODY
9947010604603 £4.00



LICTOR LEFT LEG
9947010604406 £1.50



LICTOR RIGHT LEG
9947010604407 £1.50



RAVENER CLAWS 2
9947010604606 £2.00



BROOD LORD LEGS
9947010604504 £2.00



TYRANID RAVENER HEAD 1
9947010604601 £2.00



TYRANID RAVENER HEAD 2
9947010604602 £2.00



BROOD LORD BODY
9947010604501 £3.00



BROOD LORD CLAWS
9947010604502 £2.00



TYRANID RAVENER TAIL
9947010604604 £1.00



BROOD LORD TALONS
9947010604503 £1.50



LICTOR HEAD
9947010604402 £1.00



HIVE TYRANT CLAWS
9947010604011 £0.60

STORE FINDER



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 Middle East. 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 on **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.



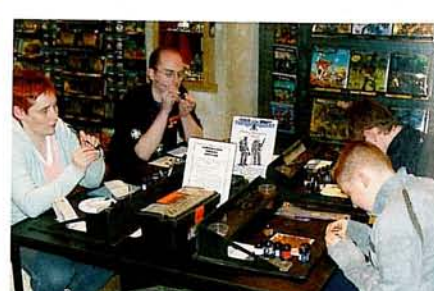
EXPERIENCED PLAYERS

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, battle against experienced opponents, and play GW's Specialist Games 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! See page 136 for a full list of Gaming Rooms and contact details. Gaming Rooms are also in this Store Finder list, marked with an (x).



Find your nearest Hobby Centre or independent retailer on these pages
on our website: www.games-workshop.co.uk/storefinder
by e-mailing us: hobbyspecialists@games-workshop.co.uk
by calling us: 0115 91 40000

AVON

GW BRISTOL (CENTRAL):
13 Broadview, Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, Tel: 0117 959 2528
BRISTOL, Area 51:
Tel: 0117 9244655
PORTISHEAD, Makis:
Tel: 01275 844 751
YATE, Hoggosaurus Toymaster:
Tel: 01454 326566

BEDFORDSHIRE

GW BEDFORD:
10 Greyhans, Tel: 01234 273 663
LEIGHTON BUZZARD, Cuddlers:
Tel: 01525 217415
LUTON, Ottakers:
Tel: 01592 486999
LUTON, Final Fantasy

BERKSHIRE

GW MAIDENHEAD:
Unit 2, 17 Market Street, Tel: 01628 631 747
3W READING:
11 Broad Street Mall, Tel: 0118 959 8899
GW SLOUGH:
01 High Street, Tel: 01753 575 675
RACKNELL, Ottakers:
Tel: 01344 488124
JEWBURY, Miniature Merchants:
Tel: 01635 528176
JEWBURY, Swamps:
Tel: 01635 36555
ANDHURST, Toyworld:
Tel: 01252 873350
WINDSOR, Ottaker's Bookshops Windsor:
Tel: 01753 856456
WINDSOR, WJ Daniels:
Tel: 01753 802106

BIRMINGHAM AREA

3W BIRMINGHAM:
116 Corporation Street, Tel: 0121 236 7880
3W DUDLEY:
Unit 36, Merry Hill Centre, Tel: 01364 481 818
GW SOLIHULL:
590 Warwick Road, Tel: 0121 705 7997
3W SUTTON COLDFIELD:
46-47 Birmingham Road, Tel: 01213 543174
GW WOLVERHAMPTON:
Unit 9B, Mander Centre, Tel: 01902 310 465
GW WALSALL:
Unit 27, Old Square Shopping Centre,
Tel: 0121 706 3175
ACOCKS GREEN, Jeff's Games and Workshop:
Tel: 0121 706 3175
GREAT BARR, Gaming Crypt:
Tel: 0121 360 5060
EDGECASTON, Wayland's Forge:
Tel: 0121 687 0115
RUBERY, Ray's Hobbies & Toys:
Tel: 0121 453 3280
SUTTON COLDFIELD, Digital Dragons:
Tel: 07941 637 793

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
Unit 29, The Octagon Centre, Tel: 01494 631 494
GW MILTON KEYNES:
Unit 2, West End Extension, 502 Silbury Boulevard,
Shopping Centre, Tel: 01908 690 477
AYLESBURY, Toy Wonderland:
Tel: 07775 656501
BUCKINGHAM, Abacus Toys:
Tel: 01280 821613
BURNHAM, Crax Toys:
Tel: 01628 665015
GERARDS CROSS, Howard Marshall:
Tel: 01753 882952
PRINCES RISBOROUGH, Treats:
Tel: 01844 344254

CAMBRIDGESHIRE

GW CAMBRIDGE:
54 Nugent Street, Tel: 01223 313 350
GW PETERBOROUGH:
3 Wentworth Street, Tel: 01733 890 052
ELY, City Cycle Centre:
Tel: 01453 663131
HUNTINGDON, Sports & Fashions:
Tel: 01480 454 541
PETERBOROUGH, Westgate Department Store:
Tel: 01733 563151
ORTON, PN Hobbies:
Tel: 01753 759854
SAWSTON, The Toy & Model Centre:
Tel: 01223 505052
SAWSTON, Toys Plus:
Tel: 01223 637639
ST NEOTS, Barretts of St Neots:
Tel: 01480 456700
ST NEOTS, Westgate Department Store:
Tel: 01480 473242
TEVERSHAM, Invocation Ltd:
Tel: 01223 292496
WISBECH, Westgate Department Store:
Tel: 01536 203925

CHESHIRE

GW ALTRINCHAM:
Unit 1, 19 Gratton Street, Tel: 0161 929 5896
GW CHESTER:
112 Foregate Street, Tel: 01244 311 967
GW MACCLESFIELD:
Unit 38, Chestergate Mall, Grosvenor Centre,
Tel: 01625 616612
GW STOCKPORT:
32 Mersey Square, Tel: 0161 474 1427
CHEADLE, Fantasia:
Tel: 0161 4911130
CONGLETON, Deans Toys & Cycles:
Tel: 01262 222727
CREWE, ABC Models Sport:
Tel: 01270 505048
KNUTSFORD, Hal Whitakers:
Tel: 01565 623003
NANTWICH, Funlayre LTD:
Tel: 01270 626346
NORTHWICH, Level 1:
Tel: 01606 450553

NORTHWICH, The Model Shop:

Tel: 01606 47740
RUNCORN, Holton Daemons:
Tel: 01626 715551
STOCKPORT, Gaslings Toymaster:
Tel: 0161 4272099
WIRRAL, Isis:
Tel: 0151 666 1188
WIDNES, P O Marsh Ltd/Widnes:
Tel: 01524 241847

CLEVELAND

GW MIDDLESBROUGH:
Unit 23, 39 Dundas Street, Tel: 01642 254091
HARTLEPOOL, Illusions:
Tel: 01429 233199
HARTLEPOOL, Westgate Department Store:
Tel: 01429 244337

CORNWALL

GW TRURO:
Unit 1, Bridge House, New Bridge Street,
Tel: 01872 320 947
BODMIN, Bricknells:
Tel: 01202 277088
BUDE, Nitro RC:
Tel: 01208 353388
FALMOUTH, Wonderland Falmouth:
Tel: 01326 312571
HAYLE, Blewett's Hayle:
Tel: 01736 753012
HELSTON, Eddy & Son:
Tel: 01326 672787
ST AUSTELL, Mad for Miniatures:
Tel: 01726 72259
TRURO, Toymaster:
Tel: 01872 272452

COUNTY DURHAM

GW DURHAM:
64 North Road, Tel: 01913 741022
GW DARLINGTON:
18 Burnhope, Tel: 01325 382 463
BISHOP AUCKLAND, Windsock Models:
Tel: 01268 609 766
CONSETT, Kwikpak:
Consett, Co. Tel: 01207 581024
TEESDALE, Toy Shop:
Tel: 01833 637396

CUMBRIA

GW CARLISLE:
Unit 2, Earle Lane, Tel: 01228 598 216
BARROW-IN-FURNESS, Heaths:
Tel: 01229 820 435
BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:
Tel: 01529 45047
BRAMPTON, The Card Centre:
Tel: 01697 72267
COCKERMOUTH, Playtimes:
Tel: 01900 826090
COCKERMOUTH, The Toy Shop:
Tel: 01900 825655
KENDAL, North West Warriors:
Tel: 01539 447884
KENDAL, O'toughlins:
Tel: 01539 723294
KESWICK, Lakeland Toys and Hobbies:
Tel: 01768 775275
PENRITH, Harpers Cycles:
Tel: 01768 964475
ULVERSTON, Sawdust 'n' Stitches:
Tel: 01229 502884
WORKINGTON, KSA Models and Hobbies:
Tel: 01900 873338
WORKINGTON, Toymaster:
Tel: 01900 873322

DERBYSHIRE

GW DERBY:
42 Sadler Gate, Tel: 01332 371657
BELPER, Freemans:
Tel: 01773 823 244
BURTON ON TRENT, Toymaster Kingdom:
Tel: 01293 544560
BUXTON, D&E Knowles & Sons:
Tel: 01293 242031
CHESTERFIELD, Cooperative Society:
Tel: 01246 220200
CHESTERFIELD, Speeding Bullet:
Tel: 01246 225666
DERBY, Toymaster Kingdom:
Empire Centre, Tel: 01332 366336
GLOSSOP, Wain Services:
Tel: 01457 853548
ILKESTON, Ilkeston Co-op:
Tel: 01159 267777
MATLOCK, Shawes LTD:
Tel: 01629 582482

DEVON

GW EXETER:
31a Stowell Street, Tel: 01392 490 305
GW PLYMOUTH:
84 Cornwall Street, Tel: 01752 254 121
GW TORQUAY:
12 Market Street, Tel: 01803 201 036
AXMINSTER, Abacus Toys:
Tel: 01297 631771
BARNSTAPLE, The Battlezone:
Tel: 01271 321344
BRIDGEND, Paraphernalia:
Tel: 01650 604392
DARTMOUTH, WG Pillar & Co:
Tel: 01803 632139
EXMOUTH, Gamezone Models:
Tel: 01392 617233
HONITON, Art of War:
Tel: 01404 44151
HONITON, Honiton Toy Shop:
Tel: 01404 437471
KINGSBRIDGE, The Trading Post:
Tel: 01548 852 923
NEWTON ABBOT, Austins:
Tel: 01626 333444
PLYMOUTH, Model Shop:
Tel: 01752 61 681
TAIVISTOCK, Kaleidoscope:
Tel: 01622 615 236
TEIGNMOUTH, Jackmans Toybox:
Tel: 01626 718755

TIVERTON, Wings 'N' Wheels:

Tel: 01884 242819
TORINGTON, Angling Pastimes:
Tel: 01805 625888

DORSET

GW BOURNEMOUTH:
24 Post Office Road, Tel: 01202 319 292
GW POOLE:
Unit 12 Towngate Centre, Tel: 01202 685 634
BOURNEMOUTH, Battle-Scars:
Tel: 01202 258194
BOURNEMOUTH, Roberts Toys & Games:
Tel: 01202 480331
BRIDPORT, Frosts Toymaster:
Tel: 01308 422235
DORCHESTER, Dorchester Toys:
Tel: 01305 780601
GILLINGHAM, Mervyn's Toys & Models:
Tel: 01747 823 888
POOLE, Hoggosaurus:
Tel: 150C
SHAFTSBURY, Hardings:
Tel: 01747 852156
SHAFTSBURY, Howards:
Tel: 01747 852156
SHERBOURNE, Cornerhouse:
Tel: 01935 816072
SHERBOURNE, Pursells:
Tel: 01935 816072
SWANAGE, Leonards:
Tel: 01502 425096
WEYMOUTH, Razzamatazz:
Tel: 01305 780601

ESSEX

GW CHELMSFORD:
Unit 42, The Meadows Centre, Tel: 01245 490 648
GW COLCHESTER:
2 Short Wyre Street, Tel: 01206 767 279
GW SOUTHEND:
12 Southend Road, Tel: 01702 461 251
GW THURROCK:
Unit 415B, Level 3, Lakeside Shopping Centre, Tel: 01708 867 133
BRENTWOOD, B&M Cycles:
Tel: 01277 214345
CLACTON ON SEA, Clacton Art & Craft Centre:
Tel: 01255 436346
COLCHESTER, Toymaster Kingdom:
Tel: 01206 543344
HARLOW, Marquee Models:
Tel: 01279 423334
HOCKLEY, Hobbies:
Tel: 01702 209180
LEIGH-ON-SEA, Calver Books:
Tel: 01702 473006
MALDON, Colin Bliss Models:
High Street, Tel: 01621 851327
RAYLEIGH, Toys N Tucks:
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SAFFRON WALDEN, Game On:
Tel: 01799 596 070
SOUTHEND-ON-SEA, Toymaster Kingdom:
Tel: 01702 343464

GLOUCESTERSHIRE

GW CHELTENHAM:
16 Priory Street, Tel: 01242 228 419
GW GLOUCESTER:
35 Clarence Street, Tel: 01452 505 333
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STROUD, Antics:
Tel: 01452 509087
STROUD, Cyberrdyna:
Tel: 01453 767722
STROUD, Palsot Games:
Tel: 0870 242743
TEWKESBURY, Toy Zen:
Tel: 01684 295 776

HAMPSHIRE

GW BASINGSTOKE:
3 Pipers Walk, Tel: 01256 466 050
GW PORTSMOUTH:
34 Arundel Street, Tel: 02392 876 266
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23 East Street, Tel: 02380 331 962
GW WINCHESTER:
6 St Georges Street, Tel: 01626 800 199
ALDERSHOT, The Game Shop:
Tel: 01252 311443
ALTON, Alton Model Centre:
Tel: 01429 542244
ANDOVER, Hoggosaurus Toymaster:
Tel: 01264 352 263
BASINGSTOKE, Ottakers:
Tel: 01256 469840
CRAWLEY, David Mann:
Tel: 01483 273777
FAREHAM, Fareham Toys and Hobbies:
Tel: 01329 202183
FARNBOROUGH, Darkstar:
Tel: 01252 376509
FLEET, Fleet Toys:
Tel: 01252 613949
GOSPORT, JC Books:
Tel: 02342 569011
MILFORD ON SEA, Milford Models and Hobbies:
Tel: 01590 642112
NEW MILTON, Toys of New Milton:
Tel: 01425 817805
PETERSFIELD, Polly Models:
Tel: 01703 267 932
PETERSFIELD, Fun for All:
Tel: 01703 267271
RINGWOOD, Toys of Ringwood:
Tel: 01429 542244
ROSEY, Roundabout:
Tel: 01794 512145
SOUTHSEA, Southsea Models:
Tel: 01705 752036
WATERLOOVILLE, Paul's Hobby Shop:
Tel: 01705 259186

HEREFORDSHIRE

HEREFORD, Hereford Model Shop:
Tel: 01432 363691
LEOMINSTER, Martin's Models & Crafts:
Tel: 01528 613 782
ROSS ON WYE, Little & Hall:
Tel: 01899 562 639

HERTFORDSHIRE

GW HEMEL HEMPSTEAD:
16 Bridge Street, Tel: 01442 245 752
GW ST ALBANS:
18 Montague Close, off High Street, Tel: 01727 661 193
BERKHAMSTED, Hamblins:
Tel: 01442 864642
BISHOP'S STORTFORD, Boardmans:
Tel: 01279 254 033
CHORLEYWOOD, Chorleywood Models:
Tel: 01923 284 313
COCKFOSTERS, Murray & Brand:
Tel: 0208 4490827
HARPENDEN, Felicitations:
Tel: 01624 622164
HATFIELD, Mr Games:
Tel: 01707 266599
HERTFORD, Marquee Models:
The Marquee, Railway Street, Tel: 01992 504718
HITCHIN, Mainly Models:
Tel: 01462 422204
LETCHESTER, Comics Unlimited:
Tel: 01462 480018
ROYSTON, Toyshop:
Tel: 01763 343290
STEVENAGE, KS Models:
Tel: 01438 746046
WELWYN GARDEN CITY, Toys Toys Toys:
Tel: 01707 201319

HUMBERSIDE

SCUNTHORPE, Westgate Department Store:
Tel: 01724 281888

ISLE OF MAN

DOUGLAS, Jax Distribution:
Tel: 01624 622154
RAMSEY, Model World:
Tel: 01624 816058

ISLE OF WIGHT

COWES, Chilvertons Newsagents:
Tel: 01983 209013
NEWPORT, Bottle On:
Tel: 01963 530222
NEWPORT, Toy & Models:
Tel: 01983 528256
RYDE, The Sports & Model Shop:
Tel: 01983 862545
RYDE, Fun, Fact and Fantasy:
Tel: 01983 617323
SANDOWN, Toymaster:
Tel: 01983 491862
SHANKLIN, Toymaster:
Tel: 01983 866024

KENT

GW BLUEWATER:
Unit 05B, Upper Thames Valley, Bluewater, Greenhithe,
Kent, Tel: 01322 427 860
GW CANTERBURY:
Unit 5, Iron Bar Lane, Tel: 01227 452 880
GW MAIDSTONE:
7a Pudding Lane, Tel: 01622 677 435
GW TUNBRIDGE WELLS:
4A Canaan Street, Tel: 01892 585 783
ASHFORD, OZ Computers Ltd:
Tel: 01233 663996
BEXLEY HEATH, Kix Krazy:
Tel: 0208 298 7177
BROADSTAIRS, Time & Space:
Tel: 01843 866080
CHATHAM, Maynes:
Tel: 01634 500331
DOVER, Turners Models:
Tel: 01304 203711
GRAVESEND, The Stamp Centre:
Tel: 01474 535169
MARGATE, Space City Gifts:
Tel: 01843 227145
MARGATE, Toymaster Kingdom:
Tel: 01843 225300
ROCHESTER, Miniature World:
Tel: 01634 819881
SEVENOAKS, JH Lorimer:
Tel: 01732 452840
SEVENOAKS, Monklows:
Tel: 01732 452840
SITTINGBOURNE, AJ Blundell & Son:
Tel: 01735 424371
TONBRIDGE, Kids Stuff:
Tel: 01732 253188
WEST WICKHAM, Young Folk Toys:
Tel: 02087 772251

LANCASHIRE

GW BLACKPOOL:
8 Birley Street, Tel: 01253 752 056
GW BOLTON:
Unit 27, 36 Achesfield Mill, Tel: 01204 362 131
GW PRESTON:
15 Millar Arcade, Tel: 01772 821 855
ASHTON UNDER LYNE, Byte Size:
Tel: 0161 343 7556
ASHTON UNDER LYNE, Roundabout Toys:
Tel: 01613 432344
ASHTON UNDER LYNE, Stephen Hall v/a The Cooked Dice
BLACKBURN, Batacave:
Tel: 01254 667488
BLACKBURN, Mercer & Sons:
Tel: 01254 587799
BLACKPOOL, Toymaster:
Tel: 01253 626461
BOLTON, Greens Toymaster:
Tel: 01204 264359
BOLTON, Toymaster:
Tel: 01942 812398
BOLTON, Whitaker's Toymasters:
Tel: 01204 396048
BURNLEY, Arthur Benn:
Tel: 01252 422 546
BURY, Toymaster:
Tel: 0161 761 6209
CHORLEY, A & B Games:
Tel: 01257 281833
CHORLEY, Humpans Toys & Nursery World:
Tel: 01257 260945
CLITHEROE, Cawgills of Clitheroe Ltd:
Tel: 01280 423587
KIRKHAM, RK Boyes:
Tel: 01772 071509

LANCASTER, Lawsons Toymasters:

Tel: 01524 64518

LANCASTER, Micro Markets:

Tel: 01524 640406

LEIGH, Storktown Limited:

Tel: 01942 671116

LEIGH, Toymaster:

Tel: 01942 671116

MORCAMBE, Richard Lancaster:

Tel: 01524 410 334

OLDHAM, Otters:

Tel: 0161 6205543

POULTON LE FYLDE, Aabos bookstore:

Specialty Mapping, Tel: 01253 851116

PRESTON, Toymaster:

Tel: 01772 887799

ROCHDALE, Microhack:

Tel: 01706 715938

ROSSENDALE, Rossendale Models:

Tel: 01706 256007

ST HELENS, Wargames World:

Tel: 01744 26500

THORNTON-CLEVEYS, Toy2save Collectables:

Tel: 01253 855905

WIGAN, Supplies:

Tel: 01942 700356

WIGAN, Wigan Model Centre:

Tel: 01942 445 883

LEICESTERSHIRE**GW LEICESTER:**

Unit 2, 16/20 Silver Street, Tel: 0153 253 0510

GW LOUGHBOROUGH:

22 Boppy Street, Tel: 01509 238 187

ASHBY-DE-LA-ZOUCH, Steve's Models:

Tel: 01530 416827

COALVILLE, Geoff's Toys:

Tel: 01530 832795

MINCKLEY, Puncelli Model Spot:

Tel: 01455 238062

LINCOLNSHIRE AREA**GW GRIMSBY:**

9 West St Mary's Gate, Tel: 01472 347 757

GW LINCOLN:

Unit SJA, Salthgate (on outside of Waterside Centre), Tel: 01522 548 027

GAINSBOROUGH, Toymaster:

Tel: 01427 476060

GRANTHAM, Arbon & Watts:

Tel: 01664 855030

GRANTHAM, Access Models:

Tel: 01476 592 001

GRANTHAM, Portprince Models and Hobbies Ltd:

Tel: 01474 590301

LOUTH, Castline:

Tel: 01507 602149

MABLETHORPE, Belas Toymaster:

Tel: 01507 473320

QUADRING, MS Sturgess:

Tel: 01775 821967

SCUNTHORPE, Shermans Model Shop:

Tel: 01724 812 439

SCUNTHORPE, Toymaster:

Tel: 01724 271020

SKEGNESS, The Model Shop:

Tel: 01754 703429

SPALDING, Mason's Models:

Tel: 01779 722456

SPALDING, Spalding News:

Tel: 01775 732429

STAMFORD, Hawley:

Tel: 01780 762125

LONDON**GW BRENT CROSS:**

Unit F9, Lower Mall (near Fenwick), Brent Cross Shopping Centre, Tel: 0208 202 4979

GW BROMLEY:

Unit 24, The Mall, Bromley, Tel: 0208 466 0678

GW CROYDON:

Unit 35, Drummond Centre (outside the back of the centre), Kewley Road, Tel: 0209 680 4600

GW ENFIELD:

3/5 Canon Road, Tel: 0208 363 3238

GW HAMMERSMITH:

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MANCHESTER, Waterstones:

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Tel: 01263 713101

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TØNSBERG, Mi:
Farnans Strødt, Jernbaneg. 10, 3110, Tel: 32628180

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NOWY SACZ, Sklep Hobbist:
ul. Jagiellońska, 50A, 33-100 Tel: 0048 604133612

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WARSZAWA, Dom Wydawniczy Bellona:
Krakowska Przedmieście 11, 00-068, Tel: 0048228282107

WARSZAWA, Faber Faber Sł:
Puławska 11, 02-515, Tel: 0048226484265

WARSZAWA, Cyfrelaki:
Alga Kamień Edukacji Narodowej 58, 0277, Tel: 0048 601323

WARSZAWA, Firma Księgarska Cenzur:
ul. Brzyska 9, 03-966, Tel: 0048 61757495

WARSZAWA, Sklep Marlon:
ul. Powiat. Stanok 124, Tel: 0048 503077155

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GAMING ROOMS

GAMES WORKSHOP NEWCASTLE

Unit 6a, Newgate Shopping Centre. Tel: 0191 232241



MANAGER: Gary Warriner



Gary Warriner

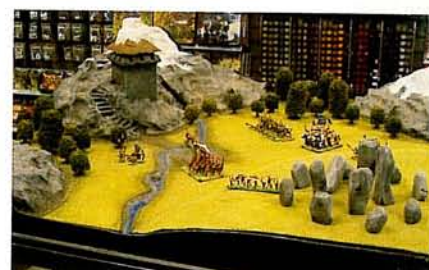
If you go to the Newcastle Gaming room, you'll find yourself in the capable hands of Gary Warriner, one of the north's most experienced managers, with 10 years under his belt. And he has big plans for his enormous venue.

"I want this place to be full of passionate hobbyists playing the game the way it should be played," he says. "If you want to play here, your models have to be fully painted and based." Though this sounds tough, Gary says it's encouraged people to get those paintbrushes out. "When you push the boundaries like that, it elevates the hobby." He's right, as the fantastic conversions on display in the cabinets attest.

There's a real sense of community in Newcastle, as it has a long-established tribe of gamers. You'll see around 30 people in on Tuesdays and Thursdays, when the store is open until 10pm and 8pm respectively. On Sunday the 16+ Gaming Room age restriction doesn't apply, so anyone is free to battle between 11am and 5pm. It's the same in the school holidays, as Gary has a staff member in the Gaming Room on many days.

Tuesday nights at Newcastle have a staff member to hand to help you play campaigns, while Gary is also planning a special Fanatic evening. Also on the cards are spectacular events like the long-remembered Cityfight day based on the WWII allied invasion of Holland which he ran in the old store, attracting 80 gamers! He's also got his guys building jungle terrain for every one of his 12 tables for The Conquest of the New World.

Just make sure you play nice when Gary's about, as he's a firm believer in the spirit of the hobby. "It's a game about a war, not a war about a game," he tells us.



There's something for everyone at Newcastle, including great gaming tables and a cool painting area.

MINIATURE SHOWCASE: GW NEWCASTLE

These are some of Gary Warriner's Blood Angels, a mere taster of what is a much larger force. The Captain model is based upon the Emperor's Champion miniature and includes an Inquisitor's Servo-skull, while the Rhino has a converted crewman posed to look as if he is leaning on the roof entry hatch.

If you want to see more of Gary's army, which boasts a flying Death Company Chaplain and an excellently converted Dreadnought, then pay Newcastle a visit!

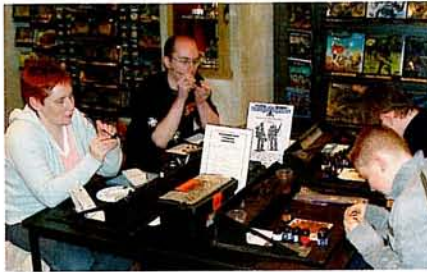


Find your nearest Gaming Room on these pages
on our website: www.games-workshop.co.uk/storefinder
by e-mailing us: hobbyspecialists@games-workshop.co.uk
by calling us: 0115 91 40000



PLACE FOR EXPERIENCED GAMERS

The age limit on Gaming Rooms gives older gamers a place to play games without distraction. All gamers who attend will have some degree of experience, so you should have no trouble finding a challenging opponent.



YEARS OF EXPERIENCE

When you grow weary of constant battle, you can head to the Gaming Room's special painting area where you can sit and paint while swapping modelling knowhow and old war stories with other hobbyists.



ALL GAMES CATERED FOR

Play the games of your choice. There are tables and scenery for Warhammer 40,000, Warhammer, The Lord of The Rings, Epic, Battlefleet Gothic, Blood Bowl, Inquisitor, Necromunda and Mordheim.



Gary is also a fan of Inquisitor. Above you can see his Death-Cult Assassin, armed with a belt-slung bolt pistol and power sword.

BLOOD REAPER



This heavily modified Defiler dubbed, 'Blood Reaper', is featured in the Warhammer 40,000 rulebook! It was converted by Roy Morris and painted by GW staffer Gary Shaw. You can see it displayed in one of Newcastle's glass cabinets. It's enormous!

Equipped with loads of tables and scenery, our well-appointed Gaming Rooms are the best places to go to play games and enjoy the hobby. You'll find everything you need to fight a great battle, paint, get advice and more.

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

During the week we have to restrict Gaming Room facilities to those over the age of 16, but at weekends the facilities are opened up to all hobbyists.

Gaming Room Features

- Varied scenery and table set ups for Warhammer, Warhammer 40,000, The Lord of The Rings and all the Specialist Games.
- Dedicated painting areas.
- Special events, battles and campaigns.
- Minimum age of 16 on weekdays.



All our Gaming Rooms are currently running special games of Warhammer 40,000 for our Ichar IV campaign. In Newcastle, Gary has some special events planned. Give him a call to find out what they are.

GAMING ROOMS ACROSS THE UNITED KINGDOM

- GW Aberdeen01224 649779
- GW Bath01225 334044
- GW Bromley02084 660678
- GW Burton01283 535865
- GW Cambridge01223 313350
- GW Carlisle01228 598216
- GW Chester01244 311967
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- GW Glasgow01412 211673
- GW Harrogate01423 564310
- GW Ipswich01473 210031
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- GW Macclesfield01625 619020
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- GW Middlesbrough01642 254091
- GW Newcastle01912 322418
- GW Newport01633 256295
- GW Northampton01604 636687
- GW Poole01202 685634
- GW Shrewsbury01743 362007
- GW Sutton Coldfield01213 543174
- GW Uxbridge01895 252800
- GW Wakefield01924 369431
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HOBBY SUPPLIES

Most gamers concentrate on painting their army and forget about the bases until the last moment. But by taking a little more time over them you can transform the look of your armies. With this in mind, Adi Wood turns his hand to bases and the wide variety of modelling and painting materials you can use.

CHOOSING COLOURS

The fastest way to establish a unified look for your models is to paint all the bases a single overall colour. Unless painting a display miniature, the colour should ideally match the finish of the gaming board you regularly play on; be it grass, concrete, earth or desert. If, however, you tend to play at lots of different venues, at tournaments for example, it's best to go for an earth-tone or green, as many boards are grassed.



Graveyard Earth



Goblin Green



Scorched Brown



Bestial Brown



Codex Grey



Snakebite Leather

TEXTURE

The most common approach that gamers use to base models is to glue modelling sand and other scatter materials to the base. Scatter hides slots and other attachment points and provides a variety of natural-looking ground textures. They can also be combined for different effects.

Flock and Static grass

Here are two different grass effects. Green flock is fine, coloured sawdust which looks like fine grass when applied, while static grass is much thicker. You can vary the look by painting the underlying surface of the base different colours.



Green flock applied to a Goblin Green base.



Green flock glued onto a Bestial Brown base.



Static grass applied over a Snot Green base.

Gravel and sand

Sand can be used in many ways, either on its own or with other materials. Gravel can be used to create rough patches or cover whole bases for a broken-ground look. Remember, like all scatter material it looks best when only glued to the top of, not all over, the base.



Apply a watered-down coat of PVA glue to seal the sand.



Modelling Gravel can be used to create a thicker texture, with sand being used to fill the gaps.



Snow

Brand new to the range of Games Workshop's modelling materials, snow is similar to green flock, and can be glued all over a base or applied in patches on top of another scatter material. Pete Foley has used some on the base of his Skaven Warlord (right).



A couple of coats of snow applied over Scorched Brown.



A base with green flock and patches of snow.

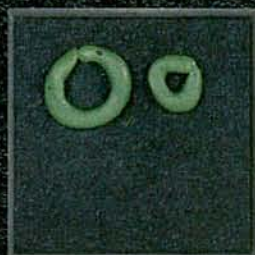


MODELLING CRATERS

Green Stuff is normally used to fill gaps and to sculpt details onto miniatures, however, it can also be applied to bases to give different effects. As an example, here's how to give your base a cratered surface.

To begin with, break off equal amounts of the two-colour putty and mix them together until it takes on a uniform colour. Then roll the mixture into long, thin sausages, and follow these steps.

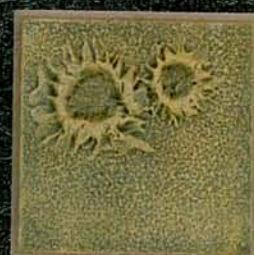
1 Form the putty into rings and press them onto the surface of the base.



2 Using a sculpting tool, blend the modelling putty into the base, creating natural-looking ridges. Then apply a Chaos Black undercoat.



3 Drybrush the base with a succession of Bestial Brown, Snakebite Leather and Bleached Bone.



ESSENTIAL HOBBY TOOLS AND TIPS

GAMES WORKSHOP

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

call: 0115 91 40000

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

PAINTING MODELLING SAND

Here are five examples of schemes using sand textured bases over a black undercoat. Dark colours suit evil armies well. To tone down the warmth of brown bases, add a spot of green to the paint.



1. Chaos Black



2. Drybrush Scorched Earth.



3. Drybrush Bubonic Brown



4. Lightly drybrush Bubonic Brown and Skull White.



1. Dark Flesh



2. Overbrush Snakebite Leather.



3. Drybrush Snakebite Leather and Skull White.



4. Lightly overbrush Skull White.



1. Glue on the sand then paint a coat of thinned down PVA to seal the surface.



2. Apply a Brown Ink wash.



3. When dry, lightly drybrush the surface with Bleached Bone.



Dark Angels Green drybrushed with Goblin Green



Catachan Green drybrushed with Bleached Bone



Goblin Green drybrushed with Camo Green.



Dominic Murray's Knight features gravel on its base painted as grass.

PAINTING MODELLING GRAVEL



This modelling gravel textured base was first painted Scorched Brown then drybrushed Codex Grey, followed by Bleached Bone.



Sand was added to this gravel base while the glue was still wet. When dry it was sealed with dilute PVA before painting.

USING SCATTER MATERIALS

All these scatter materials can be applied using the same method. Simply paint the top of the base with PVA glue and then dip the base in the material. PVA is the best glue to use as it adheres easily to both the base and to other materials.

If the coverage isn't as good as you'd like, just apply more glue and material until you are happy with the finish.

APPLYING SAND

1. Paint PVA glue onto the base.
2. Dip the base in the material.
3. Tap the base to get rid of the excess.

It's also a good idea to apply a coat of watered-down PVA glue to seal modelling sand and/or modelling gravel. This stops it rubbing off when you are handling or painting the surface. Rather than applying it after your model is complete, you can apply sand to the base before undercoating instead, and paint it along with the rest of the model.

APPLYING STATIC GRASS

Although you can apply static grass all over a base, it looks much better when applied in patches on top of other materials.

1. Apply glue to the area you want.
2. Use tweezers to separate off a clump of grass and apply the static grass to the glue.
3. Blow away the excess.

If desired, you can stipple or drybrush the grass afterwards. This can make it look more naturalistic by toning down the vibrancy of the green. Below are some examples of scatter treated this way.



WATER

One nice effect to add to bases is water – this can be created by applying layers of 'Ardcoat, Gloss Varnish or PVA glue.



Glue modelling gravel and modelling sand onto the base, leaving a clear space in the centre for the water.



Once dry, paint the whole base Bestial Brown, then drybrush with Snakebite Leather and Bleached Bone.



Carefully paint the 'Ardcoat, Gloss Varnish or PVA glue into the centre of the hole.

COMBINING COLOURS AND MATERIALS

To create more options you can apply several colours to one base. You can also apply several different scatter materials, even mixing them together if you like. By mixing up the colours and textures on a base your figures will look more realistic and blend into a wider variety of gaming boards. It's probably worth experimenting with different effects to see what works best before applying it to an entire army.



Sand painted Scorched Brown, drybrushed with patches of Snot Green and Bestial Brown.



Bestial Brown with drybrushed patches of Catachan Green and Bubonic Brown.



Sand painted Bestial Brown, drybrushed Snakebite Leather and Bleached Bone; with static grass and snow scatter.



Modelling sand and green flock.



Modelling sand with patches of modelling gravel, green flock and patches of Static grass.



Patches of static grass on top of green flock.



Filler (get it from DIY shops) and modelling gravel, green flock and static grass.



Ready mixed filler and fine modelling gravel, with clump foliage.



A mix of brown and green flock, finished with coarse turf and static grass.



Filler, a mix of green and brown flock, and static grass.



Flock painted brown with a Black Ink wash.



Mixed herbs with a Brown Ink wash.



Flock painted brown with coarse turf (available from modelling shops) and a piece of model hedge.



Modelling sand painted Chaos Black and drybrushed Codex Grey and Bestial Brown.



Left: You can also use different materials, paint them and then apply even more texture effects. Here sand and gravel have been painted Scorched Brown. Then patches of Bestial Brown and Codex Grey were painted on. The patch of Bestial Brown was drybrushed Snakebite Leather and the Codex Grey was drybrushed Fortress Grey. The whole base was then drybrushed Bleached Bone before a patch of static grass was applied, which was in turn stippled with Bubonic Brown.

INKING AND DRYBRUSHING

Static grass with a green ink wash and paint.

Static grass with a green ink wash.

The static grass on this base has been given a wash of Dark Green Ink and then drybrushed: one patch is drybrushed Bleached Bone and the other is painted Goblin Green, Camo Green and Bleached Bone.

BASE SHOWCASE



The 'Eavy Metal team modelled Commander Farsight's base using sand, gravel and clumps of static grass.



A foundation of slate, Green Stuff and plastic beads makes for a swampy base on this Typhus conversion. See WD291 for more details of how Tammy Hays got this effect.



This Silver Helm's base is coated with unpainted modelling sand.

BASING SUPPLIES AND TOOLS



Modelling Grass Tub	£4
Denmark ...kr	50.00
Norway ...kr	60.00
Sweden ...kr	60.00
Euro€	6.50



Modelling Sand Tub	£4
Denmark ...kr	50.00
Norway ...kr	60.00
Sweden ...kr	60.00
Euro€	6.50



Modelling Gravel Tub	£4
Denmark ...kr	50.00
Norway ...kr	60.00
Sweden ...kr	60.00
Euro€	6.50



Modelling Flock Tub	£4
Denmark ...kr	50.00
Norway ...kr	60.00
Sweden ...kr	60.00
Euro€	6.50



Modelling Snow Tub	£4
Denmark ...kr	50.00
Norway ...kr	60.00
Sweden ...kr	60.00
Euro€	6.50



Green Stuff	£4
Denmark ...kr	50.00
Norway ...kr	60.00
Sweden ...kr	60.00
Euro€	6.50



PVA Glue	£3
Denmark ...kr	40.00
Norway ...kr	45.00
Sweden ...kr	45.00
Euro€	5.50



Brush Set	£6
Denmark ...kr	75.00
Norway ...kr	85.00
Sweden ...kr	85.00
Euro€	10.00

FUEL FOR THE FURNACE

Deep in the vastness of the Worlds Edge mountains, far below the snowy peaks, the White Dwarf sits upon his throne within the hall of his secret hold, watching over his minions as they work upon this very publication. As he does so he reads your missives, sometimes guffawing at your bearding foolery, sometimes sinking deep into thought. Whatever Grombrindal thinks, we scribes thank you, for your letters provide us with the fuel for the furnace of our steam-powered printing machine.

GROMBRINDAL'S PICK OF THE MONTH

Return to GW

Having just read your superb issue 304, I felt moved to put fingers to keyboard to congratulate Games Workshop on its 30th Anniversary and the adoption of what feels like a new era for us older gamers.

I'm 25 and have been a keen GW fan since about 1989, (my first White Dwarf was 131). Like many gamers, I spent my formative years playing many of your games, cutting my teeth on Rogue Trader and Third Edition Warhammer, and then moving into upgrade mode as new editions came out. To this day I maintain that the White Dwarfs from about 180 – 210-ish were your finest hour with original thought, great articles (whatever happened to Stillmania?) and some lovely figures. Then suddenly GW seemed to become a company obsessed by new young bloods only, every time I walked into a store I was pounced upon by a staff member asking me if I had ever played Warhammer before (I still recall the debate in the Citadel Journal on that subject), and White Dwarf suddenly became a glorified catalogue with no more deep articles on tactics and the like, so, reluctantly, I cancelled my subscription around issue 230. I felt that my GW days were over as the company no longer wanted me or my money around.

Recently though, I happened upon a certain GW store where I discovered much had changed and that the company now welcomed the presence of us 'veterans' at their veteran-only gaming days. Suddenly I felt loved again, and have started coming in on most Sundays, playing a few games and meeting people my age who've also come back to you. Our tales are alike, having wandered in the wilderness, feeling like GW

didn't want us, we now want to come back and play again. Personally I've spent a small fortune on paints and a new Bretonnian army while my old Empire and Undead are being repainted anew.

So, I want to say congratulations on adopting a veterans-friendly strategy and making us feel welcome in your stores once more. Keep it up, for there are many of us who supported you loyally in the past and who now have a much larger disposable income to buy those miniatures we've always wanted! Also well done on talking about your history, rather than as in the past where it felt airbrushed out the way. As a long term reader, I can safely say that the White Dwarf has never been in better shape and that the balance between hobby and product is just right – keep it up guys!

I now feel part of something again and it's great. Many thanks for 16 excellent years, and here's to another 30 years of Games Workshop,

James Waller

Sometimes it's a tough balancing act, but we do try and make sure the hobby is accessible to everyone, whether young or old, new to the hobby or an old hand. I'm glad to hear that your experience is a positive one and that you get a game in regularly!

I'd just like to note that there are also plenty of things going on for new and younger hobbyists, like our training programmes. There really is something for everyone in our Hobby Centres these days. – Guy

The Lost and the Damp

In your article on the origins of GW in WD304, you interviewed Rick Priestley. When asked about Chaos he said: "Then I came in and did a job on The Lost and the Damp at the last minute in 1990."

Who are The Lost and the Damp? I realise this may have been a typo, but I am going to build an army of the Lost and the Damp anyway.

Thanks.
Mark Jansen

No, no typo. That was Rick being, er, Rick. He was referring to the old Realms of Chaos book, The Lost and the Damned.

Stripping

Dear Mr Haley and the White Dwarf crew (that sounds like a mixture between a Hanna Barbera cartoon and an 80's pop group),

I've been collecting your figures and reading White Dwarf for longer than I'd care to remember. In response to Mr Tom Barabelet, I too am a great

fan of some of the older figures although some did look a little skinny. I have slowly been repainting some of my pre-slotta based Dwarfs, and would like to pass on this tip for cleaning away the old paint – Nail Varnish Remover. I won't go into the gory details of how I found this out, suffice it to say, don't accidentally spill it on plastic Bretonnian Knights unless you wish them to look like they are suffering from Nurgle's Rot (there you go – two tips for the price of one). But if you soak the

metal figures for 24 hours in nail varnish remover in an airtight glass container, (I use non-acetone based remover in an old jam jar), then give them a quick scrub with a copper brush, 99% of all paint will be removed, though you may find you'll need to soak them for longer if enamel paints or varnish have been used. Wash the figures off in a warm soapy solution before painting, as it gets rid of the acetone residue.

- **Safety tip 1:** As when using any thinners use in a well ventilated room and avoid contact with eyes, nose and other sensitive areas of the body, in other words read the label of the product you've decided to use.
- **Safety tip 2:** Don't use the last of the wife's unless you're prepared to face the consequences.

Finally, a message from my sponsor and painting critic, my long suffering wife: "Please don't bring out any more armies just yet, he's still got half a Bretonnian army to finish, a brand new Ogre army to start, not to mention the ever growing Dwarf army, or the third Mordheim set he's just come back with."

Oh, the joys of impulse buying.

Yours sincerely,
Roger 'Harry' Webb

Ah yes, stripping. I use Nitromors in pretty much the same way. Personally, I like stripping Goblins. I recently stripped down my old Goblin Attack Chariots and Goblin King's Chariot. (Released way back in the 80's, youngsters.)

They were well loved in their day, and I felt a little sad for removing my ancient painting efforts, but then they had effectively become a giant, entangled ball of bent parts, so it was for the best. – Guy

King Rat

After 13 years of intermittent work, I just finished a 5,000 points Skaven army. There's a LOT of conversions in it, and a couple of my mates persuaded me to send you some jpegs. I'm especially pleased with the Eshin Triad, a lot of thought went into the posture work.

Anyway. Hope you enjoy these.

Best regards (and thanks for releasing plastic Plague Monks),

Paul J Robinson



Nice rats. - Guy

Forest Frustration

I am a very patient person, however there are limits...

When the Storm of Chaos appeared I eagerly scanned its pages for the variant army lists. There they were, Chaos Dwarf, High and Dark Elf, Bretonnian, Skaven and even Vampires (as if five bloodlines weren't enough).

We were not even mentioned, but I managed to keep the hope alive.

A brand new race of Ogres appears. Great army book, the usual high standard of figures but to be frank, does the world really need a race of giant Dwarfs?

Now I discover that this summer is to be devoted to scaly and furry goings on with yet more army lists for established races!

Why are you doing this to us? Haven't we waited long enough? We could have grown our own Oak groves in the time it is taking you to get organised. The Wild Hunt must ride soon, the hounds of Annwn are straining at the leash and the Erl King's blade cries out for blood!

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The Web Team place multiple hobby articles online weekly for your armies and games. We get most of our ideas for what to put live from our inbox. So, in short, if you want to see a great article from days gone by or feel that there is a gap in your favourite home page, write in. The address is below. Remember, you don't get if you don't ask!

Owen Rees
Online Editor

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www.games-workshop.co.uk/elves/last-alliance

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In July we'll be publishing the rules and background for unique monsters of legend - notably the Red Terror, Old One Eye and Leaping Death!

www.games-workshop.co.uk/tyranids

Jungle Terrain

There are many ways of making jungle terrain for Warhammer. For more ideas log onto the website and go to:

www.games-workshop.co.uk/lizardmen/jungle-terrain

IN THE MAKING:

Nice try but no cigar

Owen: I am still working on my Tahnelian Drop Troop army and have plans to add "Old Faithful", a sawn-off, stripped down Basilisk! I've yet to start it, but I thought I'd show you readers the last of my officers - Lieutenant Branton. He's a cheeky chap with a beret (like all my officers) and a mean cigar. Eat plasma, alien scum!



THE INBOX:

"Where can I find all the old articles and information on Games Workshop's previous online campaigns, like Armageddon?"

Rik: With the exception of Dark Shadows, information and articles on all our online campaigns are still available to view on the web at the sites listed below. Eventually, we hope to incorporate much of this information into the UK website too, to provide you with one easy-to-use, big hobby-goodness website.

www.eyeofterror.com

www.armageddon3.com

www.storm-of-chaos.com

THE WEB TEAM

Owen Rees Online Editor
Dave Allen Web Developer
Rik Turner Web Developer

I could go on but surely you can see how frustrating this all is? I suspect that more than one vertically challenged rock hugger is behind all this. By root and branch the curses will soon be flying thick and fast.

I don't care about White Dwarves, it's Green Elves that I want!

Thanks
Brian

Woah there Tex! The Wood Elves are on their way. Next month sees a whole load of Elfy goodness for you and your tree-hugging kin. Check out the Wood Elf preview on page 16, that should keep you happy until then. - Guy

WHISPERS FROM THE CHAOS WASTES

Robert Holliday... My best advice to you is to keep reading White Dwarf! We have plenty of tips every month. Barry Haugh... Back issues are available from GW Direct. FeltMystic... Martin Burke... Not bad for five weeks' work! Miles Vallance... Um, we do have a letters page. You're on it. Portal2... Martin Brodigan... Hey! Long time no see. Glad that you're still in the hobby. Andrew White... Sorry, but we don't take artwork on WD. Michael Byrne... Go to the Return to Damocles section of the web for more on Owen's army. James Downer... Space Marines aren't unbeatable! Owain Donnelly... Grimgor moves around a lot. Michael Svouras... Thanks for the advice. Ryan McElroy... Sorry, no plans for that at the moment. Richard Smith... Yikes! There's a Codex's worth of stuff there! James Brown... Nice story, try the Black Library. Stephen Farthing... Katharine Humphries... Another wargaming mum! Met a few of those recently. If you're one, write in! Jade Barrett... For artwork submissions contact our art department. Matt Carter... Julian De Medeiros... And many more, keep 'em coming!

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WD307

BEWARE THE WOODS!

Deep in the Loren Forest, something stirs. The trees are themselves alive, animated by sylvan spirits of capricious nature. They are dangerous, these beings, but not so deadly as the wild Elves who share their forest home...

Next month sees the release of a whole new range of Wood Elves. These are not the tree-hugging friendlies you may be expecting, but unpredictable creatures who exhibit the full extremes of Elven nature; untrammelled by civilisation, good or evil, these are wilful folk. As likely to kill you as befriend you, the Wood Elves are back!



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next month:

wood elves



WARHAMMER