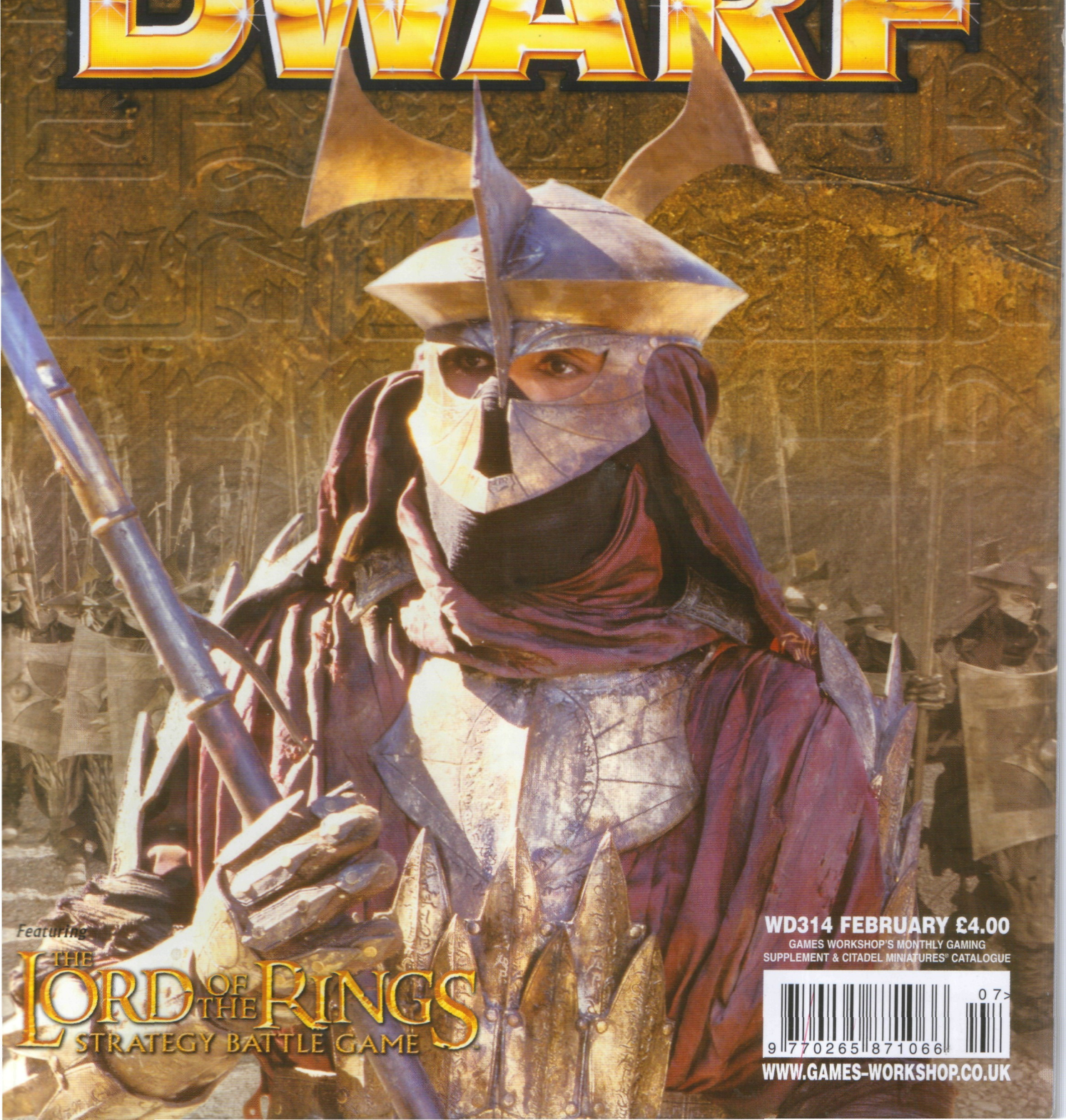


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WHITE DWARF



Featuring

THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

WD314 FEBRUARY £4.00

GAMES WORKSHOP'S MONTHLY GAMING
SUPPLEMENT & CITADEL MINIATURES' CATALOGUE



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Owen Rees

EASTERN DELIGHT

My Knights of Dol Amroth suddenly have serious and equally dangerous opposition – the Kataphrats. Yep, the bad guys have some reinforcements this month in the shape of the Easterlings, and their Kataphrakt heavy cavalry are just some of the many great models – some of the best we have ever produced for The Lord of The Rings. See page 14 for the army fully arrayed.

CITY OF THE DAMNED

This issue is the first of a three part series on Mordheim, devised by Messrs Nick Kyme of White Dwarf fame and Andy Hall of Fanatic renown. They've written a campaign based upon the insidious goings on in the Temple of Morr and we are currently adventuring with our warbands in the 'Death's Head' district of the city. I've got an Undead warband, the first time I have ever collected an evil force! For some reason, Rik decided that 'Barry' would be the name for my Vampire – there's no way I'd be seen dead (pun intended) calling a true creature of the night – 'Barry'. Oh no, he's having a decent name – Malachias.

For me, Mordheim is probably the most evocative game we have ever made. Just looking through the rulebook makes me feel like I am part of that forbidding world. If you don't believe me, just take a peek at what the Mordheim pages look like in this issue on page 54!



Check out what the White Dwarf team are up to this month on page 143.

GOOD ENOUGH FOR JAZZ

I said last month that I was playing in Heat 3 of the 40K Grand Tournament; well I finished a respectable 16th out of 150, qualifying for the final. Perhaps the curse of the White Dwarf Editor hasn't quite laid its dread mark upon me just yet – it's obviously waiting for the final! Christian also went along, but alas his 'anti Escalation army' didn't fair too well. To find out how Christian and I got on and what the winning army list was, log on to: www.games-workshop.co.uk/tournaments/40k-2005-06

It doesn't stop there, as well as preparing for the final I have the Warhammer 40,000 Doubles tournament to arm for in January! I'll be doing a couple more bits for my Witch Hunters too, oh and there's the Red Scorpions Space Marines I am painting for Forge World, those extra Gondor troops I've been meaning to do... it's hobby-tastic!

NEXT MONTH...

Watch out for the first in a series of Reference sheets, starting with The Lord of The Rings, coming free with White Dwarf! These are going to be super versatile card sheets, vetted by the gaming community, which can be cut in half to go in your handy A5 rulebook from the Mines of Moria, or left as is for the The Lord of The Rings rules manual. Also, we see the return of an old favourite the J-Files as a column for this venerable tome.

See you next month and may you always roll high!

EDITOR

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Please mark your envelope clearly with the name of the game you are writing to us about. If you want a reply you must enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter but it may take a little time for us to reply to you, so please be patient!

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54 MORDHEIM: THY SOUL TO KEEP

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As if Necron Lords weren't terrifying enough, here's a Tactica showing you how to make them even deadlier.

112 TAU PREVIEW

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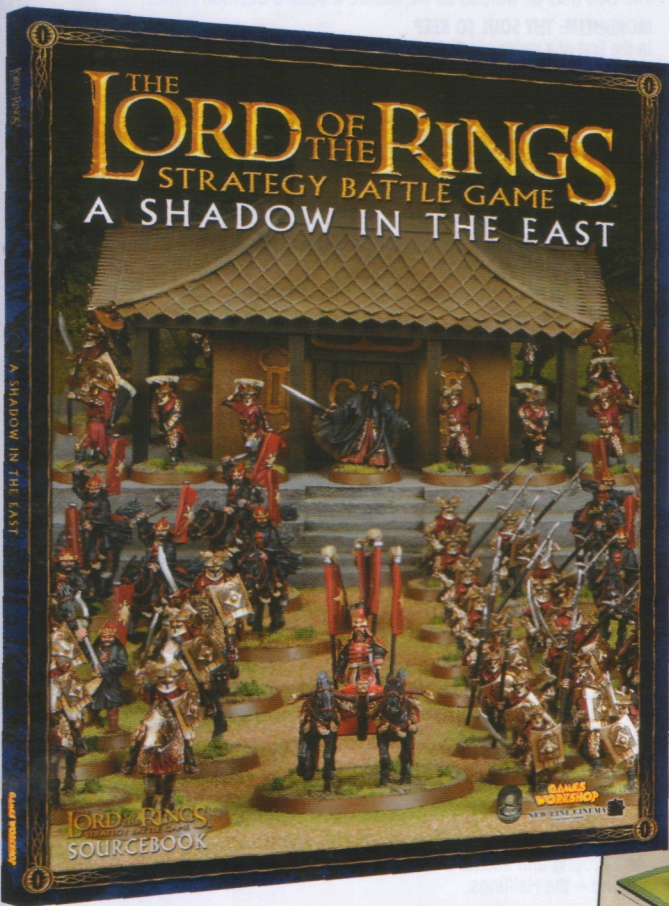
134 FUEL FOR THE FURNACE

Readers' letters and the latest painting projects by the White Dwarf team.

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Never miss an issue of this esteemed magazine and next month... The Tau.

A Shadow in the East



A shadow is growing in the east of Middle-earth; armies that march at Sauron's command, filled with warriors more dangerous than those who make up his Orcish legions. These are the Easterlings and the Variags of Khand – evil men who have thrown their lot in with the Dark Lord and fight against the Free Peoples.

This book is the definitive guide to the lands and armies of the eastern realms of Middle-earth. It contains all the rules for fighting with Easterlings, including using the Ringwraith, Khamûl, plus Kataphrakt heavy cavalry and also introduces a new army – the Khand. These armies not only contain new heroes and troops, but also brand new rules for fielding chariots. Additionally, there are rules for new Good characters, including Cirion and Madril of Gondor, the Dwarves Múrin and Drár plus Eorl the Young of Rohan. Along with hobby projects and eight scenarios, this is a must for any The Lord of The Rings gamers.

A SHADOW IN THE EAST

60041499014

£8.00

Denmark	kr	115.00
Sweden	kr	140.00
Norway	kr	140.00
Euro		15.00

RELEASED SATURDAY 11TH FEBRUARY





Sprue shown at 40% actual size.



EASTERLINGS

Easterlings are amongst the most fanatical followers of the Dark Lord and are highly effective warriors. This is a must have purchase for any The Lord of The Rings Evil player, and with the addition of the new Phalanx rule for the Easterlings, your army will be a great threat to the Free Peoples of Middle-earth.

Sculpted by Alan Perry and Michael Perry, This box set contains 20 Easterling warriors in heavy armour (8 armed with bows, 8 armed with swords and shields and 4 with spears and shields) and at £15 you only pay 75p per model!

These models require assembly.

EASTERLINGS

99121499014

£15.00

Denmark kr 150.00

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Euro 35.00

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EASTERLING KATAPHRAKTS BOXED SET

Sculpted by Michael Perry, this boxed set contains 5 Easterling Kataphrakts.

These models require assembly.

EASTERLING KATAPHRAKTS BOXED SET £20.00
99111499063

Denmark	kr 250.00
Sweden	kr 300.00
Norway	kr 300.00
Euro	35.00

RELEASED SATURDAY 11TH FEBRUARY



EASTERLING KATAPHRAKTS

Sculpted by Michael Perry, this blister pack contains 1 Easterling Kataphrakt.

These models require assembly.

EASTERLING KATAPHRAKTS £5.00

99061464097

Denmark	kr 60.00
Sweden	kr 70.00
Norway	kr 70.00
Euro	8.00

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CIRION AND MADRIL

Sculpted by Michael Perry, this blister pack contains 1 Cirion and 1 Madril.

CIRION AND MADRIL £10.00

99061464101

Denmark	kr 115.00
Sweden	kr 140.00
Norway	kr 140.00
Euro	15.00

RELEASED SATURDAY 18TH FEBRUARY

MÚRIN AND DRÁR

Sculpted by Michael Perry, this blister pack contains 1 Múrin and 1 Drár.

MÚRIN AND DRÁR £10.00

99061465013

Denmark	kr 115.00
Sweden	kr 140.00
Norway	kr 140.00
Euro	15.00

RELEASED SATURDAY 18TH FEBRUARY



KHAMÛL THE EASTERLING

Sculpted by Steve Saleh, this blister pack contains 1 Khamûl on foot and 1 Khamûl on horseback.

This model requires assembly.

KHAMÛL THE EASTERLING £12.00

99061464099

Denmark	kr 125.00
Sweden	kr 150.00
Norway	kr 150.00
Euro	17.50

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HEAVY ARTILLERY!

DWARF CANNON

A expertly crafted piece of artillery built by the Dwarf Engineers Guild, the Dwarf Cannon can devastate almost any enemy unit fielded before it. The Dwarf crew accompanying it are renowned for being Stubborn, unwilling to leave their deadly inventions and refusing to flee from an advancing enemy.

This box set contains one Dwarf Cannon and three crew, sculpted by Martin Footitt and Tim Adcock.

This model requires assembly.

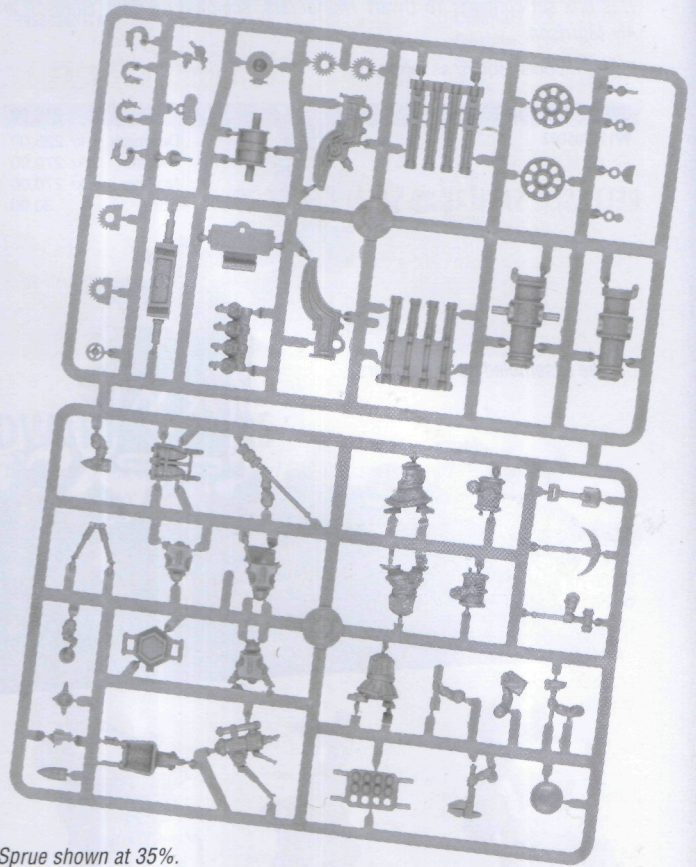
DWARF CANNON

99120205005

£12.00

Denmark	kr 150.00
Sweden	kr 180.00
Norway	kr 180.00
Euro	20.00

RELEASED SATURDAY 28TH JANUARY



Sprue shown at 35%.

The new Dwarf Cannon sprue can be used to make an Organ Gun instead of a Cannon. The sprue also contains many extra pieces that can be used for scenic bases and/or conversions.



MAKES A CANNON OR AN ORGAN GUN!

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DWARF THUNDERERS

Being naturally methodical, as well as mechanically gifted, Dwarf Thunderers will continue to load and fire in a disciplined manner, rarely suffering the misfires that would afflict less-disciplined troops.

This box set contains 16 Dwarf Thunderers, sculpted by Colin Grayson and Aly Morrison.

These models require assembly.

DWARF THUNDERERS

99120205003

£18.00

Denmark	kr 225.00
Sweden	kr 270.00
Norway	kr 270.00
Euro	30.00



RELEASED SATURDAY 28TH JANUARY

Can be assembled as Thunderers...



...or alternatively as Quarrellers.



These models are very detailed and can be posed in a myriad of ways.

MAKES THUNDERERS, QUARRELLERS OR RANGERS!

DWARF BOLT THROWER

This box set contains one Dwarf Bolt Thrower and three crewmen, sculpted by Tim Adock and Seb Perbert.

These models require assembly.



DWARF BOLT THROWER	£12.00
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Denmark	kr 150.00
Sweden	kr 180.00
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Euro	20.00

RELEASED SATURDAY 4TH FEBRUARY



DWARF LORD WITH HAMMER AND SHIELD

This blister pack contains one Dwarf Lord with hammer and shield, sculpted by Felix Paniagua.

This model requires assembly.

DWARF LORD WITH HAMMER AND SHIELD	£6.00
99060205116	
Denmark	kr 75.00
Sweden	kr 85.00
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DWARF SLAYERS

This blister pack contains 3 Dwarf Slayers, sculpted by Aly Morrison, Seb Perbert and Felix Paniagua.

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Denmark	kr 75.00
Sweden	kr 85.00
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DWARF SLAYER LORD

The blister pack contains one Dwarf Slayer Lord, sculpted by Aly Morrison.

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DWARF SLAYER COMMAND

The blister pack contains one Dwarf Slayer Standard Bearer and one Dwarf Slayer Musician, sculpted by Aly Morrison.

These models require assembly.

DWARF SLAYER COMMAND	£6.00
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Denmark	kr 75.00
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Norway	kr 85.00
Euro	10.00

RE-RELEASED SATURDAY 28TH JANUARY





ONE GIANT STEP

Lock up your livestock! A new Giant is coming to devour your foes.

Coming to stores soon is the fantastic new plastic Giant kit. Standing over three times the height of a human-sized model, the Giant is truly gargantuan – it's so big we even had to create a new 50x70mm base to fit it on!

The kit has been designed so that you can create one of four different variants – an Orcs & Goblins Giant; an Ogre Slavegiant; a Dogs of War Giant or a Chaos Giant. Alternatively, you can mix and match the pieces to personalise the monster, a task made all the easier by the numerous extras on the frame, meaning that your Giant can be totally unique.

Giants can be taken as Dogs of War, meaning that most armies can include them in their ranks, opening up new tactical possibilities for your favourite force. There are few things in Warhammer as satisfying as rolling Jump Up and Down on the Giant table... something we'll all soon be able to enjoy.



The new kit allows dozens of modelling options!



LASTEST ART FOR WARCRY

You may know Clint Langley as the cover artist for many of the Black Library's novels including the Ciaphas Cain and Darkblade series. Well Clint has just delivered his latest artwork to be used in WarCry, the Warhammer Collectible Card Game. We'll let the artwork speak for itself but the Sabertooth Games office was blown away!



High Elf Mage



Khorne Marauders



Dragon



Hochland Helblaster volley gun

PENDANT POWER

As you may have seen over the past few months, Warp Artefacts has joined with the Black Library to offer cool new merchandise and other tie-in products. You can find all of your pendants, badges, mugs, mouse mats, art prints and a whole lot more at www.blacklibrary.com/merchandise

To accompany this month's Black Library novels *Fell Cargo & Death or Glory*, there's two awesome new pendants. Straight from the decks of the Warhammer's ships comes the Fell Cargo pendant – a true pirate symbol with a Warhammer twist, the skull and crossed swords will have people in no doubt as to where your loyalties lie!

Warhammer 40,000 fans also have a new pendant this month as the new Death or Glory version is available. Fans of Ciaphas Cain look no further!



www.blacklibrary.com/merchandise

THE IMPALER FINALLY UNLEASHED!

Vlad the Impaler from Warhammer Historical is released at last. This book, about one of history's darkest characters, is crammed with new army lists, background information, colour photos and a whole lot more! Check it out at www.warhammer-historical.com. In the meantime, here's the awesome cover art!



the Fall of MEDUSA V



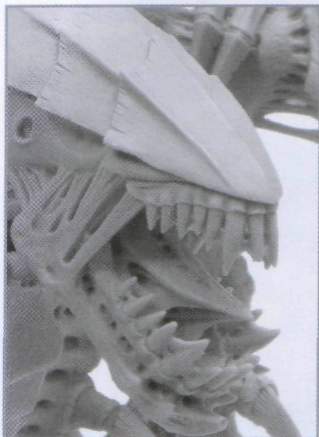
This Summer Games Workshop will be running a new global campaign, The Fall of Medusa V! Kicking off in July and running until the end of August, this international event will see a frenzy of gaming activity across the world.

Whether you serve the dark forces of Chaos, follow the calling of the Adeptus Astartes, or seek to devour the world's inhabitants at the head of a Tyranid Hive Fleet, you will be able to battle to the last on Medusa V, as every Warhammer 40,000 army will be involved. So choose your side carefully, start building your armies and be ready to answer the call to WAR!

This Summer a world will die!

TUNNELLING TERROR!

A NEW TYRANID MONSTROSITY IS UNLEASHED ON THE GALAXY!



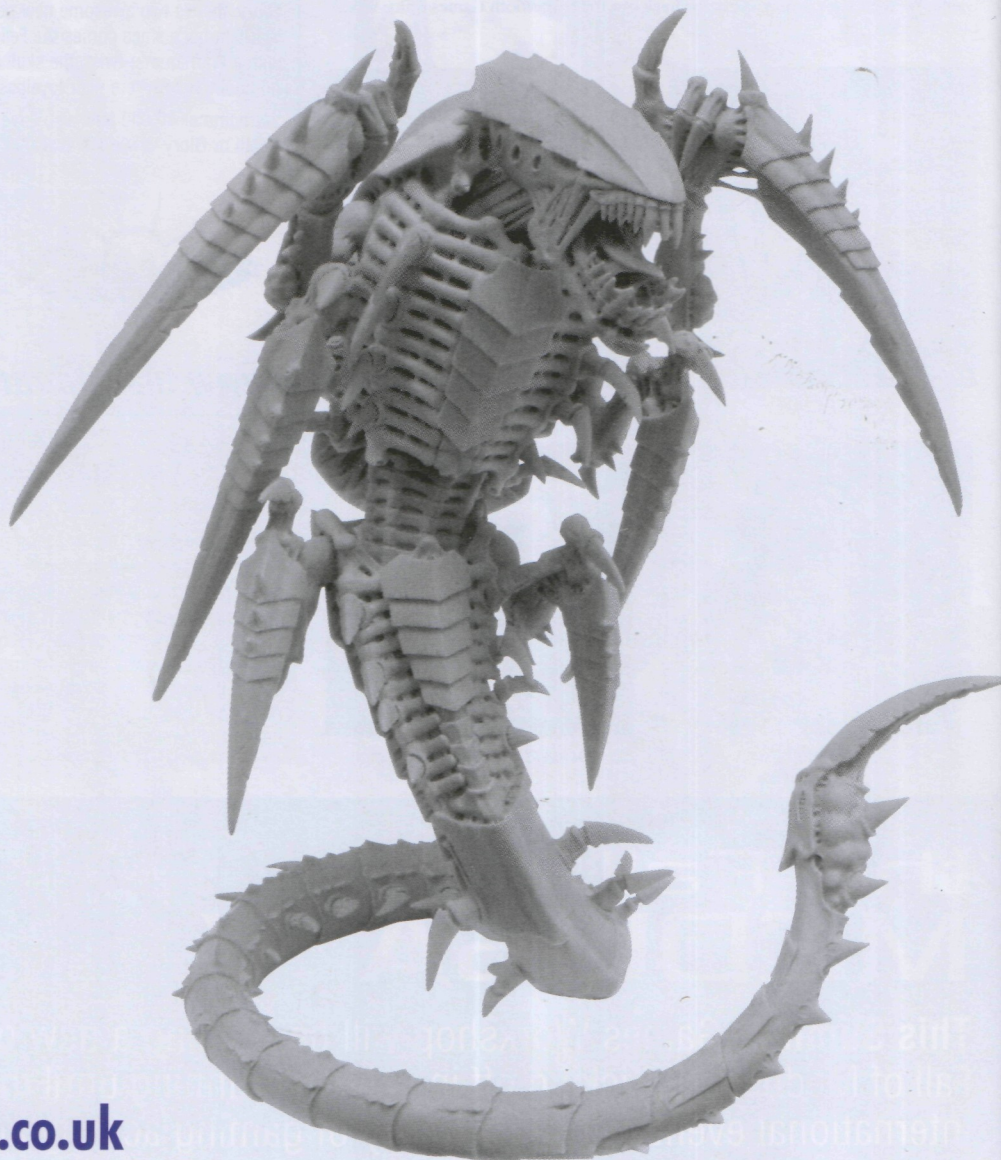
Forge World

The **Tyranid Trygon** is the latest release from Forge World. Armed with six scything talons, evolved to aid the Trygon in tunnelling, even the most heavily fortified bunkers won't be safe from this beast.

The Tyranid Trygon is a multi-part resin model, measuring over 140mm/5.5 inches in length and is designed by Simon Egan.

For the complete range of Forge World products, including more insidious Tyranids, log on to:

www.forgeworld.co.uk



IMPORTANT ADVANCE NEWS – PRICE CHANGES

As of the 27th February we will be changing the prices on a selection of our products. To give you as much notice as possible so you can get your products at the current price, we've listed the major changes below:

- Warhammer 40,000 plastic tank boxed sets change from £20 to £25
- Warhammer 40,000 plastic APC boxed sets change from £18 to £20
- Warhammer 40,000 plastic bikes change from£5 to £6
- Paint Pots change from£1.75 to £2



You still have several weeks to get these products at the old prices, so you can take full advantage of this notification!

Return to the city of the Damned

Once again, the foolhardy and the brave—in equal measure—flock to Mordheim, in search of adventure. Who knows what fate befalls these warriors on the blood-soaked streets of the City of the Damned?

It is the turn of Mordheim to once more be thrust into the harsh light of day as over the next three months we'll be featuring a Mordheim campaign in White Dwarf. It's the perfect opportunity to take up a warband and go venturing into the damned city

whether you're new to the game or a hard-bitten adventurer of many campaigns.

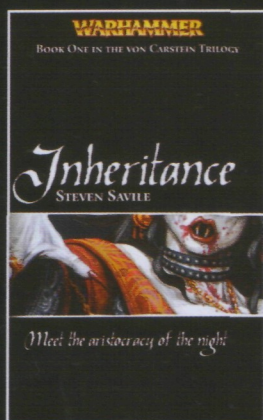
Whatever your motivation, the boxed game of Mordheim is available in our Hobby Centres now. For a whole host of warbands, supplements and other Mordheim miniatures check out the Online Store, which boasts the complete range and the link below has a raft of other Mordheim articles for your games.

www.specialist-games.com



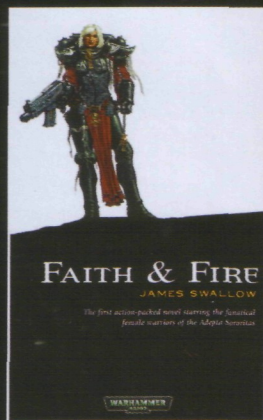
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VAMPIRE CHRONICLES

Coming soon is the first novel in a brand new series starring the infamous von Carstein family of vampires! *Inheritance* is book one in the series and will be available next month.



LITANIES OF FAITH

James Swallow, author of *Deus Encarmine* and *Deus Sanguinius*, has turned his hand to a new book called *Faith & Fire*, which stars the Sisters of Battle as its pious heroines in a mission to track down an escaped rogue psyker. Out next month.



GRIM VISIONS REVEALED

Take a sneak peek at The Art of Warhammer 40,000 artbook, on sale in March. It's packed with all the iconic artwork from the past 30 years of Games Workshop as well as commentary from the artists as to their inspirations, methods and techniques.

NEW INDEPENDENT STOCKISTS

Our ranks of Independent Stockists ever swells – here are the latest:

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THE LORD OF THE RINGS

STRATEGY BATTLE GAME™

GRAND • TOURNAMENT

8th–9th April 2006 Warhammer World, Nottingham

WHAT YOU WILL NEED TO ATTEND:

- Two 600 point armies, one Good: one Evil. Models must be painted and based, and the army must be constructed according to the rulespack.
- You must be at least twelve years of age to enter. Players between the ages of twelve and fifteen years must be accompanied by an adult.

WHAT DOES THE TICKET COVER:

- Eight rounds of The Lord of The Rings over two days.
- Lunch on Saturday and Sunday and an evening meal on Saturday. It also includes tea and coffee in the morning on both days and doughnuts on Saturday to get you started.
- Access to Warhammer World facilities, including the Citadel Miniatures Hall.

Tickets cost £50, for more information, call 0115 91 40000, or e-mail events@games-workshop.co.uk

www.games-workshop.co.uk/events



THE LORD OF THE RINGS

STRATEGY BATTLE GAME

No Trick Pony



Easy to learn, difficult to master: an overused cliché in my experience, but sometimes these things ring true. I've been playing The Lord of the Rings Strategy Battle Game quite a lot recently, properly for

the first time since some early games back when Rick Priestley was creating the original The Fellowship of The Ring rules (*Gav spends all his time writing novels and stroking his collection of Warhammer Dwarfs – Ed*). Suffice to say, the game has evolved a lot since then!

While the basics of the rules have been easy to pick up again, and even some of the more complex parts that have been introduced, it has quickly become apparent that I still have a long way to go before I know how to actually 'play' the game – you know, the difference between knowing how to use Will to cast spells and when to do it for the best results...

So, recently Messrs McNeill, Troke and Ward have been teaching me a few tricks of the trade by the simple method of using

them on me to embarrassing effect. I'm going to have a good study of this issue's tactics guide (see page 20) to see what else I can pick up.

Actually, I'm fighting a battle report this month, so I best brush up those on stratagems pretty quickly. Stick around to see if an old dog can learn new tricks!

Gav Thorpe



- Out of the East**
 A Shadow in the East designer's notes
- Defenders of the Realm**
 A fantastic army of Gondor
- Servants of Sauron**
 Collecting an Easterlings force
- Painting Workshop**
 How to paint Múrin and Drár
- Modelling Workshop**
 Build an Easterling castle
- War in the East**
 Gondor versus Easterlings battle report



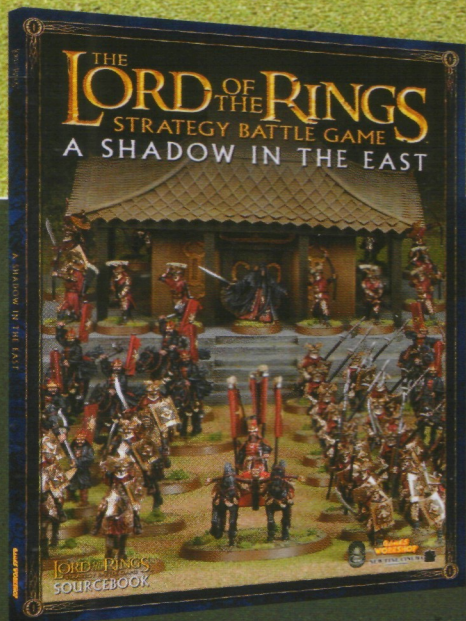
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OUT *of the* EAST

A Shadow in the East Designer's Notes

If you want a strong mounted force that can be relied on for getting to the enemy intact and delivering a ferocious beating, these evildoers are for you. Watch out Rohan, it's time for a taste of your own medicine...



Mûrin



Khandish Mercenary Horseman

THE LORD OF THE RINGS

STRATEGY BATTLE GAME



Easterling warrior with bow



Khandish King

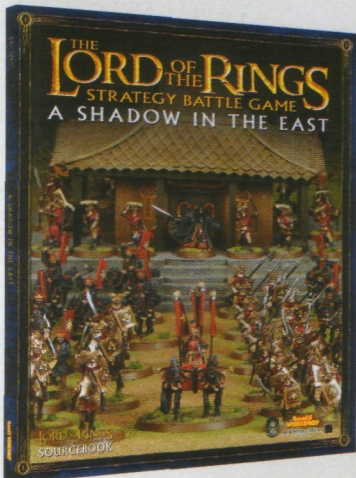


Khandish Chieftain

Evil Easterlings

"We've brought out a new plastic set for the Easterlings, complete with archers," says the book's author Mat Ward, "but perhaps the most powerful addition to the Easterling ranks is the Kataphracts. These are heavy cavalry for Evil armies, inspired by the armoured steeds of the ancient middle east,

which are more than capable of going head-to-head with the Knights of Minas Tirith. Although they're not as flexible as the cavalry of Rohan, they more than make up for it in durability – their armoured steeds have a Defence of 5, meaning bows need 6s to wound them."



A Shadow in the East

- Eight scenarios
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- Rules for the Ringwraith, Khamûl the Easterling
- Guides to building a Watchtower, encampment and Easterling temple
- Chariot rules
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Easterlings plastic boxed set

£15

With just one of these boxed sets of 20 miniatures, a few Kataphracts and Khamûl the Easterling to lead them, you'll be ready to spoil some do-gooding Rohan player's day!



Khamûl the Easterling

Essence Leech: Khamûl's touch can drain foes of their vitality. If Khamûl causes a wound, he instantly regains a point of Will for each wound caused. In addition, Khamûl may expend a single point of Will at the start of his Fight phase (before heroic combats are resolved) to either increase his Strength, Fight or Attacks value by one for the remainder of the Fight phase. Plus, of course, the usual pack of horrible Ringwraith powers, the Terror special rule and more Will points than you can shake an Ent at. Once this guy gets going there's no stopping him...



It's Not All Bad

One of Mat's favourite aspects of the book is the inclusion of none other than Eorl the Young, founder of Rohan, as one of the five characters usable by Good armies included in the book.

"Eorl the Young is the first King of Rohan," relates Mat. "His valourous actions against the Easterlings resulted in Gondor awarding him the lands that later become Rohan as we know it. It would have been wrong not to include him." All well and good – provided he keeps his horse away from the Khandish chariots, of course.

Violent Variags

"The Variags of Khand feature briefly in Tolkien's works," relates Mat. "With only a couple of lines in *The Return of The King*, when Tolkien is describing the Evil forces massing for war." But from this seed of information Mat and the team have created, not only a new troop type, but a new army altogether. "If anything, the Variags have more choice and flexibility than the Easterlings," explains Mat. "They have a wider spread of characters, they have chieftains, chariots and kings – plus mercenary versions of each of the main troop types who are better fighters, but who may desert you."

"We took the original line about the Variags, decided they'd look good with axes, and set the Perrys (*the miniatures designers responsible for most of The Lord of The Rings range – Ed*) loose on it. They used what information we had as a springboard, and combined it with the historical archetype of Far Eastern Mongol horseman to come up with a look that has both resonance with history, and with the imagery of JRR Tolkien's work."



Bristling moustaches and enormous axes – a tried and tested combination.

COMING SOON!

A taste of what you warlords out there have to look forward to:

White Dwarf 314

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- **Khamûl the Easterling: £12**
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NEXT MONTH IN WHITE DWARF!

Theming A Khandish army
Get the most from your Variags!

The Wrath of Keiseimu
A campaign set in Ithilien

Battle Companies
Rules for Easterling and Variag warbands

Servants of Sauron

Collecting Easterlings

There's never been a better time to collect a force of the wicked mannish underlings of the Dark Lord. Devoted servant of Sauron, Adam Troke, discusses the new Easterling models, and highlights how to include them as part of a themed army for The Lord of The Rings.

Easterling War Party (Starting force) – 250 points



1 Easterling Captain with Easterling halberd	55
8 Easterling Warriors with shields	64
7 Easterling Warriors with bows	56
4 Easterling Warriors with spears and shields	40
1 Easterling Warrior with banner	32

This army consists of

- 1 Easterling Command Blister £6
- 1 Easterling Warriors box set £15

Total: £21

One of the best ways to start any new army is to pick a small War Party sized force (that's 250 points to the uninitiated). The army list shown here has the bonus of being really easy to collect. One box of Easterling Warriors, one Easterling Command blister and one blister pack of Easterlings with spears are all you need.

War Party

War Party is a simple rules set that allows you to play quick games of The Lord of The Rings. It's ideal for lunch break clubs and gaming groups, or any players wanting to get a game in despite having time constraints. You can download these rules from the web address below.



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

The Army of the Red Eye – 500 points



1 Orc Shaman	50
1 Mordor Troll	100
8 Orc Warriors with spear	48
5 Orc Warriors with shields	30
4 Orc Warriors with two-handed weapons	24
1 Easterling Captain with Easterling halberd	55
1 Easterling Warrior with banner	32
8 Easterlings Warriors with shields	64
7 Easterling Warriors with bows	56
4 Easterling Warriors with spears & shields	40

This army consists of

• 1 Easterling command blister	£6
• 1 Easterling Warriors box	£15
• 1 Orc Shaman blister	£5
• 1 Orc Warriors box	£15
• 1 Mordor Troll	£15

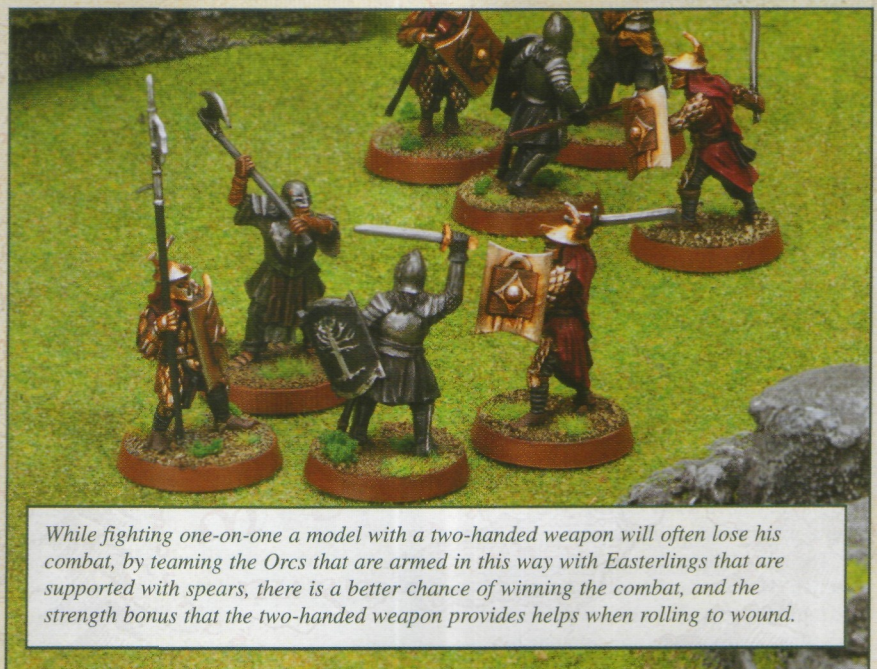
Total: £56

This is an extremely dangerous army, and portrays a 'Red Eye' theme brilliantly. It's also the perfect way to add Easterlings to your existing Evil collection and get an effective force.

With 40 models this is larger than most 500 points armies. The Orcs provide numbers, while the eight carrying spears can bulk out the Easterling's Phalanx. (see over the page) getting the most from their special rule.

The Orc Shaman is able to hold the Orc elements of the army firm with his Fury ability, even if the force becomes broken, and provides the chance to make Fate rolls. Thanks to its high Fight value, and excellent Strength and Defence, there's very little in the game that can get past a Mordor Troll.

The Easterlings form the elite, fighting core of this army, and with their high Defence they can form an effective shield wall, bristling with spears. Keeping the Easterling Captain at their centre allows them to perform Heroic Moves and use the Stand Fast! rule as occasion demands.



While fighting one-on-one a model with a two-handed weapon will often lose his combat, by teaming the Orcs that are armed in this way with Easterlings that are supported with spears, there is a better chance of winning the combat, and the strength bonus that the two-handed weapon provides helps when rolling to wound.

The Evil Alliance – 500 points



Khamûl the Easterling on an armoured Horse	135
1 Haradrim Chieftain with bow and spear	51
5 Easterling Kataphracts	70
8 Easterling Warriors with shields	64
4 Easterling Warriors with spears and shields	40
12 Haradrim Warriors with spears	72
11 Haradrim Warriors with bows	66

This army consists of

• 1 Khamûl Blister	£12
• 1 Box of Easterling Warriors	£15
• 1 Box of Easterling Kataphracts	£20
• 1 Haradrim command blister	£6
• 1 Box of Warriors of Harad	£15

Total: £68

This army is another great example of how Easterlings can be effectively combined with existing Evil models. A Haradrim Chieftain and a single box of Haradrim Warriors are added to a box of Easterling Warriors, Kataphracts and Khamûl the Easterling. Leaving you with some spare Easterling Warriors and a Haradrim banner bearer to use later.

On the battlefield this army has the potential to cause your enemy a lot of problems with its excellent mix of missile troops and close combat specialists. The Haradrim bowmen are amongst the best shooting troops that Evil generals have at their disposal, and 11 of them are nothing to sniff at. Their good range, shoot value and cheap cost are a real boon to any Evil player. A word of warning though; they have a low defence – so be careful what you do with them.

The rest of the army can form an effective ‘Hammer and Anvil’ formation (see top right). The Haradrim warriors and Easterlings on foot can form into one big block, with the Easterlings with shields

taking the front rank, and all the spear armed warriors forming up behind them. This forms the anvil for your hammer, which is Khamûl and the Kataphracts, who can smash into anyone hasty enough to take on your big block of spearmen. A suitably dastardly tactic.

Phalanx

Phalanx is the Easterlings’ fiendish special ability. It allows them to fight with spears two ranks deep, effectively giving them pikes.



The Grand Army of Khamûl – 500 points

This is the smallest of the three 500 point Easterling armies, with just 31 models, which makes it affordable as well as a tough little army.

There are no weak links in this force, with every model being an Easterling Warrior wearing heavy armour. Khamûl also brings serious punch to the head of the Kataphracts, with his frightening combat abilities and magical Ringwraith powers.

Because this force is likely to be outnumbered by many opponents, it relies on shrewd tactics. Providing that your opponent doesn't have superior shooting, you can stand back and use your bowmen to pick off the enemy troops, forcing them to advance. All the while, keep Khamûl and the Kataphracts in reserve since as your trump card. Thanks to the Easterling Warriors' high defence the enemy are likely to find themselves outclassed in a shooting duel (Elves are the obvious exception), and will be forced to bring the fight to you.

When they do, try utilising the 'hammer and anvil' tactic (see right) and your force will be able to take on the enemy on your terms. With this army, your anvil might be smaller than the Evil Alliance (opposite), but with every Warrior an Easterling, it's iron hard!



The Hammer and Anvil is a nice and simple tactic. Engage the enemy with the bulk of your force, and then plough into them with the Kataphracts once the combat has started. Because Khamûl can regain his Will points if he causes wounds in combat, don't be afraid of getting stuck in with him – he's the best fighter in your army.



Khamûl the Easterling on an armoured Horse	135
1 Easterling Captain with halberd	55
8 Easterling Warriors with shields	64
8 Easterling Warriors with bows	64
7 Easterling Warriors with spears and shields	70
1 Easterling Warrior with banner	32
5 Easterling Kataphracts	70

This army consists of

• 1 Khamûl the Easterling blister	£12
• 1 Easterling command blister	£6
• 3 Easterling Warriors from GW direct (p.137)	£7.50
• 1 Easterling Warriors box	£15
• 1 Easterling Kataphract box	£20

Total: £60.50



Got questions about your army? Find the answers at:

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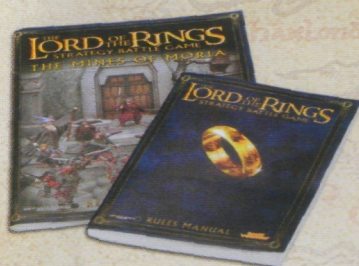
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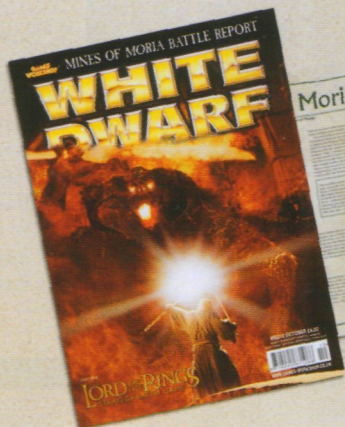
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War in the East

Easterlings versus Gondor Battle Report

This month's battle report sees the mighty Easterlings take on the scions of Gondor in bloody combat. Alessio Cavatore and Gav Thorpe are commanding the Ringwraith Khamûl's minions and King Elessar's host respectively.



Strengths and Disadvantages

Easterling Advantages

- Variety of troop types
- Good Leadership compared to Orcs
- Chariots!

Easterling Disadvantages

- Low Chariot Defence
- Chariots need to charge to work best

Gondor Advantages

- Wide range of named heroes
- Good Leadership
- High Defence value, typically of 6
- Rangers are good archers

Gondor Disadvantages

- Rangers have low Defence
- No monstrous creatures
- Little magical ability

Game Stats

- Points:** 250 points
- Scenario:** Battle Scenario; Breakthrough
- Location:** Middle-earth
- Armies:** The Army of Gondor; The Army of Rhûn
- Notable heroes:** The Nazgûl Khamûl
The Easterling;
King Elessar
- Timeline:** None

The Army of Gondor

Heroes

Aragorn, King Elessar with armoured horse
Faramir, Captain of Gondor with bow
Damrod, Ranger of Ithilien
Daregon, Captain of Minas Tirith
Galdar, Captain of Minas Tirith with horse, shield and lance

Warriors

10 Rangers of Gondor
5 Warriors of Minas Tirith with shields
5 Citadel Guard with spears
7 Knights of Minas Tirith with banner
1 Battlecry Trebuchet
6 Warriors of Minas Tirith with spears and shields



Gav Thorpe takes the role of King Elessar. He works in the Design Studio, where he helps generate and control the background material for our gaming worlds. He has been playing a lot of The Lord of The Rings recently, but this is one of the few times he has commanded a large force in a Battle Scenario. Gav also has a reputation for rolling very poor dice scores!



Alessio Cavatore commands the Easterling horde. He also works in the Games Development Studio overseeing the writing of rules. He was a highly-placed Warhammer tournament general in Italy, and was instrumental in developing the rules system behind The Lord of The Rings strategy battle game and has plenty of experience playing the game.

The Dread Legion of Khamûl the Easterling

Heroes

Khamûl with horse
 Easterling Captain with halberd
 Easterling Captain with armoured horse and shield
 Khandish King on chariot with bow
 Khandish Chieftain on horse with bow
 Khandish Mercenary Chieftain on horse with bow

Warriors

8 Easterlings with shields
 13 Easterlings with shields and spears
 2 Easterlings with banners
 4 Easterling Kataphracts
 2 Khandish Charioteers
 14 Khandish Horseman

Deployment

Gav: I decided to make things simple for myself and spend 500 points on characters and 500 points on warriors. I briefly toyed with a list based around the wizard Radagast the Brown (and particularly his Panic Steed magical power!). However, I decided to keep things simple, so I opted for Aragorn the King instead.

Weighing in at a massive 275 points when mounted, he would cost more than a quarter of my entire points allowance. However, as a Hero he is unparalleled, able to use his Might to get the most out of the warriors around him. The bulk of my force was then divided between three elements – a cavalry reserve, a missile wing and a close combat force. I was tempted by the Knights of Dol Amroth but they simply cost too many points, so instead I opted for Knights of Minas Tirith.

Rangers of Gondor are elite archers through and through, sacrificing armour for better accuracy and, when led by Faramir and Damrod, would hopefully also prove to be able to handle themselves in close combat. They were backed up by a Trebuchet, which is more than capable of demolishing a Khandish Chariot in one hit! Finally, I took a mix of spearmen and swordsmen, bolstered by a handful of Citadel Guard to provide an edge in combat with their higher Fight value.

Key hero

Aragorn, King Elessar

- Awesome fighter – high Attacks, Fight value and Defence
- Free point of Might every turn
- Anduril wounds any target on a 4+, regardless of Defence value
- Only a single model – can't be everywhere at once



Key unit

Rangers of Gondor

- Hit with bows on a 3+
- Higher Fight value than a Warrior of Minas Tirith
- Same points value as a Warrior of Minas Tirith with bow
- Lower Defence than a Warrior of Minas Tirith



The Rangers of Gondor deploy near the woods, where they are able to hide from the Easterling cavalry while supporting the Knights with their bow fire.

The trebuchet does not need direct line of sight; as long as one warrior in the force can see its target, it can fire.

Aragorn deploys with two Knights to support the Citadel Guard and Warriors of Minas Tirith.



Alessio: I began by deploying the cavalry and chariots in a roughly even spread across the length of my deployment area. This way, if Gav was to go for a refused flank, my models could quickly redeploy to counter. My infantry went down second, after I had seen where most of Gav's infantry was starting the game. I was glad that they had an enemy in front of them that could not outrun them, but would have to fight their way through instead.

My first priority was to cause as many casualties as possible by attacking the enemy Warriors rather than wasting energy trying to kill Gav's Heroes. Once the enemy had reached break point, I would concentrate on the Heroes. Without their leadership, failed Courage tests would take care of the remaining enemy warriors.

The two things that were worrying me were Aragorn and the trebuchet. I planned to try and neutralize the King of Gondor with Khamûl's transfix ability. The problem with the trebuchet though was that in order to use the Easterling Phalanx at its best I needed to concentrate my troops, and large groups of tightly-packed warriors are just the perfect target for that infernal machine. So I'd just have to spread them out as much as possible until they made contact with the enemy.

Key hero



Khamûl

- Harbinger of Evil rule can send the enemy fleeing.
- Sap Will* and *Drain Courage* spells combined with Harbinger of Evil can send Heroes running.
- Khamûl can be vulnerable to enemy Heroes.

Key unit

Cavalry

- Horse archers can hit the enemy with bow fire from a distance.
- Easily defeated if fighting large numbers of infantry unsupported.
- A Hero's Heroic Moves can be used to maintain the momentum of a cavalry charge.



Chariots

If cavalry is defeated in combat by a charging chariot, both the horse and rider will be knocked to the ground, resulting in the rider having to fight on foot as the horse runs away!



Easterling infantry banner bearers.

The Board is Set... Turns 1-4

In the opening turns both players moved their forces to try and isolate parts of the enemy force. Gav caught the Variag Horsemen between the Rangers and the Knights, while Alessio did a great job of surrounding the Citadel Guard.

Gav: With Relief Force, I have the dubious pleasure of having to advance across the table in an attempt to break through the other army. With a veritable horde of Easterlings in my way, backed up by heavy cavalry and chariots, it wasn't going to be easy. Things didn't get better when, in the opening exchanges, Aragorn's horse was shot out from under him. Although Alessio and I had agreed that characters could steal mounts from other models, I decided the Knights would need all the help of a cavalry charge and so I left him on foot to support the other infantry.

However, I also made what was to turn out to be a fairly critical error, by moving the Citadel Guard forward to threaten the flank of the advancing Easterling infantry. As later turns were to prove, this left them dangerously isolated once I moved away the two supporting Knights to head off Khamûl as he made for the Trebuchet.

Splat!

The Khandish King's chariot was annihilated by a precise shot from the trebuchet (Gav rolled a six followed by a six!), but thankfully it then failed to wound the King himself. At this point we decided to allow Heroes to mount on a horse or chariot at the same time as the original rider dismounts, provided that the two models finish their move in base contact and the Hero passes his Jump test to mount up. A bit of a "house rule" there, but it looked appropriate that a King could order one of his subjects to give up his chariot for him. Aragorn heroically decided not to take advantage of this and continued to fight on foot.

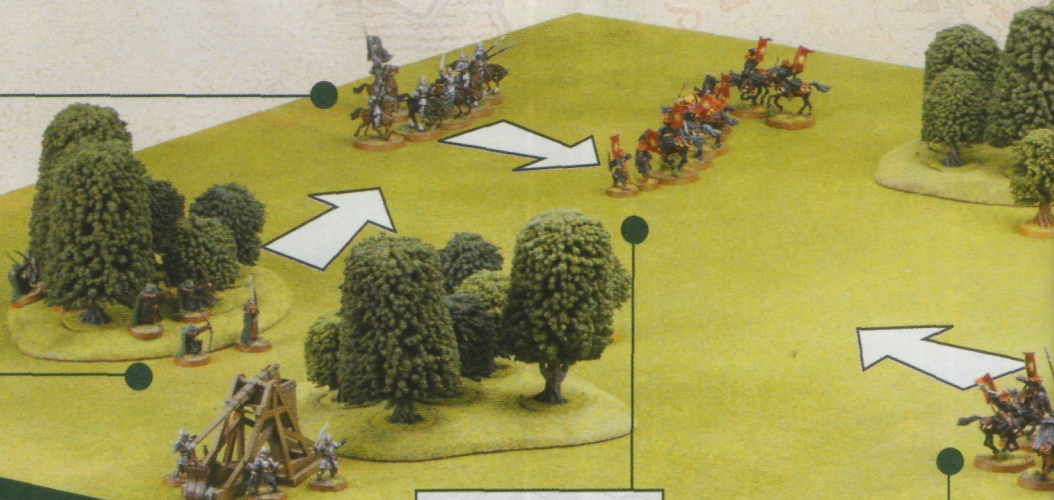


The Knights of Minas Tirith move forward to force back the Khandish cavalry, allowing the Rangers to advance.

The opening volleys of the Rangers causes wounds on both of the Evil Heroes facing them and force them to use their minions as cover to avoid being easily targeted. Several Khandish warriors have their horses shot, making them more vulnerable to the Knights' charges.

The deadly combination of the Knights of Gondor and Rangers prove too much for the light Khandish horsemen.

Khamûl and his riders despatch the last of Aragorn's Knights.



Alessio: Shooting down Aragorn's horse was a great boon, and I think Gav made a mistake sending his Citadel Guard in while keeping the rest of the infantry behind. This allowed me to concentrate on the Guards with all my infantry, the Kataphracts and even the chariots. I was planning to use the chariots against Aragorn and his mounted escort, but the Knights' death left my charioteers without a mounted target. Now if only I could finish off the Guards without Aragorn making a mess of my troops, I could then take on the infantry.

On my right things were not going as well, so I made the difficult decision of sending Khamûl and his Variag horsemen to help against Faramir and his Knights. But should they have charged the trebuchet instead and take out that devastating threat? There goes my initial idea of using the Nazgûl to control the rampaging Aragorn!

The Kataphracts' Feint

I was very pleased with the feint performed by the Kataphracts. They first exerted pressure on the advancing line of Gondorian warriors, threatening a charge and keeping them at bay and separated from the Citadel Guards. Then, as the Easterling infantry engaged the Guards, the Kataphracts closed the trap, swung around and charged the Guards in the rear, sealing their doom.



Cavalry

Cavalry are faster and usually have a better defence than infantry. In particular, when they charge infantry they can knock over their foes and can sweep them away in a single turn. Armed with lances that improve their strength on the charge, Knights of Minas Tirith can be just as deadly to other cavalry as they are to

infantry. However, because of their large bases and their reliance on charging infantry, if cavalry are facing large numbers of foes they can be outnumbered and quickly overwhelmed. This means that unless their own infantry supports them, cavalry are best used picking on isolated targets.



Aragorn is reduced to walking, but still gets stuck in to the Easterlings, while the infantry of Minas Tirith move forward belatedly to support the Citadel Guard.

The Guard are surrounded!



Break Point

Good: 10
Evil: 25

The Battle is Joined... Turns 5-7

As fighting broke out across the battlefield Gav advanced his Rangers in an attempt to break past the Variag Horsemen. Separated from Aragorn, the Warriors of Minas Tirith were quickly depleted as Alessio combined his infantry and cavalry to devastating effect.

Gav: The fighting was starting in earnest, so needed to put some pressure on Alessio. I charged in with my Knights of Minas Tirith, hoping to allow the Rangers to break through. This had the desired effect of Alessio peeling off some of his Khandish cavalry to support his right flank.

While Aragorn was busily cutting his way through Easterlings, things were not going well on my right flank. Enveloped by Alessio's cavalry and swamped by the Easterling phalanx, my Citadel Guard were wiped out despite support from my infantry.

Highlights included the Trebuchet raining down death onto the cavalry and chariots, and well-timed Heroic Combat by Aragorn. This saw him slaying the Khandish King and rescuing the Captain of Minas Tirith from beneath his chariot's wheels, much to Alessio's consternation.

Despite some sterling resistance by the Men of Gondor, the casualties began to mount up, and within three turns I had been reduced below half strength and my army was broken...

Banners

Models carrying Banners can be the difference between victory and defeat, as they allow you to re-roll a dice in combat. However, careful placement is required, as this ability only extends 3"/8cm. Since this bonus ends the moment the Banner bearer is slain, if you win the priority and get to choose the order of combats, pick those involving your opponent's banners first to give yourself a chance of eliminating them before they have an effect. Conversely, only resolve fights against your Banner bearers after any other combats nearby.



Khamûl Compels a Knight of Gondor to within charge reach of his horse and then rides him down!



The Knights of Minas Tirith banner bearer is slain, seriously reducing the impact of their charge. Their attack having failed, the Knights fall back to where they can be supported by the Rangers.

The Khandish Chieftains manage to repel the charge of the Knights of Gondor.

Alessio: Boy, those Citadel Guards are hard! With a Fight value of 4 and the help of Aragorn's Might, even so few Guards proved hard work for my Easterlings. Luckily, the sheer number of attacks I could throw against them (thanks also to my Phalanx rule) and the help of the banners eventually made me win many fights, and since the Guards were surrounded I got to roll buckets of dice to wound them. By the end of turn 7, when finally the normal Gondorian line infantry charged in to their help, only Aragorn and one Guard were left alive.

On the right flank the firepower of the Variags and Khamûl's menacing presence and magical powers were taking their toll on the Rangers, while once again Gav sent his cavalry in while his infantry were still too far away to help.

I was really tempted to direct Khamûl towards the siege engine, but in the end I decided against it, as I thought I definitely needed to shore up the situation on the right.

Overall, things seemed to be going well, except for the huge gaps that damned trebuchet kept opening in my lines. I was reasonably confident that Good was approaching their Break point.

Battlecry Trebuchet

As well as being able to fire at targets out of sight, the Trebuchet has another obvious advantage – anything it wounds is slain, regardless of wounds. Although there is a good chance that the opposing player will get to shift the target of the attack (the Trebuchet uses a modified version of the Volley rules, see page 133 of the main rules manual) occasionally you will hit bang on a character or other multiple wound model.



Some of the Rangers divert their bow fire against the Khandish cavalry reinforcing the Easterling right flank, killing their horses and slowing them down.

Outnumbered, charged by cavalry and surrounded, the Citadel Guard and Warriors of Minas Tirith are cut down by the Easterlings, losing over half their number in just three turns.



Break Point

Good: 0
Evil: 17

The day will come when the courage of men will falter... Turns 8-11

Now broken, the army of Minas Tirith needed to pass Courage tests while attempting to reach the opposite table edge. In the end the weight of numbers of the Easterlings and Khamûl's special powers proved the undoing of the men of Gondor.

Gav: With my army broken, I had to start taking Courage tests for my Warriors. The presence of both Damrod and Faramir proved invaluable in keeping the Rangers fighting for a few more turns. By passing their Courage tests first, they were able to use the Stand Fast rules to allow nearby models to automatically pass their own tests. However, on my right flank Alessio was doing everything he could to stop Aragorn getting close enough to his warriors to have a similar effect. Though Aragorn steadfastly refused to run, the other scattered survivors of the combat fled from the battlefield in ones and twos over the following turns.

However, there was still something to fight for, providing I could keep at least a third of my models alive. But, no matter how carefully I manoeuvred my Rangers and Knights, Alessio managed to stop them from making a break for the edge of the battlefield.

The arrival of Khamûl signalled the end of the struggle for a win, as first the Knights of Minas Tirith, then Damrod, then finally Faramir and the rest of the Rangers fled the battle.

Now I was left with Aragorn on his own and only my (tattered) pride was now at stake. If Aragorn could break through, I would reduce Alessio's success to a minor victory.

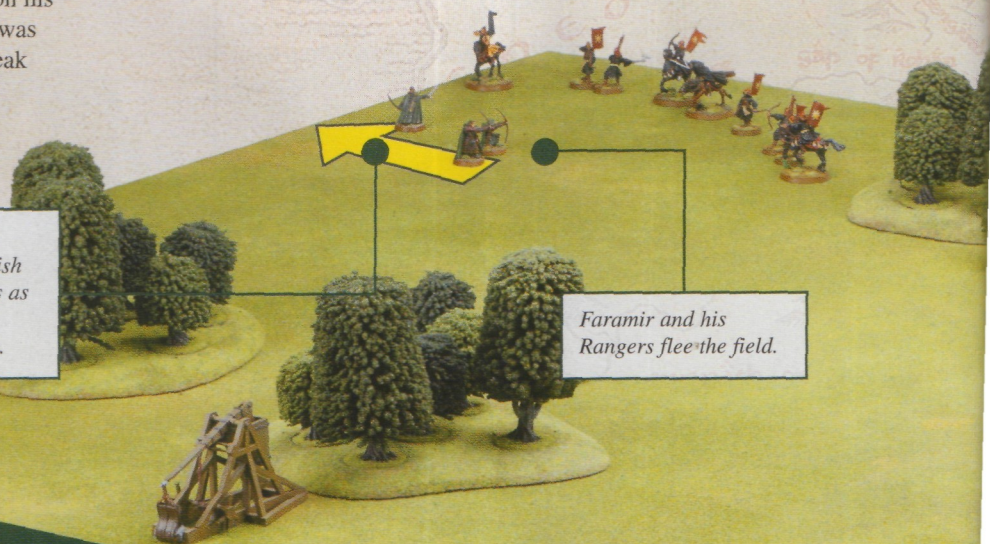
Stand Fast!

When a Hero passes a Courage test for the army being broken, he inspires the warriors within 6"/14cm of him and consequently they do not have to test themselves. This makes it vital to keep your Heroes fighting, and in this battle Damrod used a point of Will to pass his first test, while Faramir was forced to use up two points of Might once Khamûl began weaving his malign influence. Alessio could also have stopped the Stand Fast effect by engaging the Heroes in combat when he had the Priority – models in combat do not take tests for being broken and hence there is no Stand Fast effect. However, he chose to trust Khamûl's powers, which turned out to be more than sufficient...



The surviving Rangers and Knights attempt to break through the Khandish cavalry but their bravery disappears as Khamûl arrives and uses his dark powers to strip them of their resolve.

Faramir and his Rangers flee the field.



Alessio: Yes! With the breaking of the Good army, it was now time to switch targets and start to concentrate my efforts on the Good Heroes. It was immediately clear that it was the great Courage of Aragorn and Faramir (and their Might and Will) that was keeping the Warriors of Gondor on the left and the Rangers on the right going.

Where the influence of the Good Heroes could not reach, as in the case of the trebuchet's crew, the Good warriors more often than not decided to run for the hills very soon after the army broke.

Under order from Khamûl, all the Variags shot at Faramir and Damrod, while the Easterlings began relentlessly to assault Aragorn. This sort of pressure soon took its toll, as Damrod fell, pierced by many arrows, and Faramir had to use Fate to stay alive. Aragorn was constantly forced to use his Might for Heroic moves, because if he went after me my warriors would engage him, stopping him from exerting his influence on the Gondorians around him. Outside the range of the Heroes' "Stand Fast!", the Good warriors (helped by Gav's terrible dice rolls!) decided to desert en masse.



Flee! our cause is lost! flee!

After the enemy had broken, Khamûl became really invaluable; the modifier to the Good model's Courage that his presence caused was decisive in seeing quite a few Rangers off the table. Eventually, he used all that was left of his Will (bar one point!) to Sap Will on Faramir. Left without Will to modify his Courage tests, and with a -1 to make it all worse, the heroic captain showed his quality by passing a bad test, burning all his remaining Might to do so. But finally, he failed. Confronted by the terror of the Nazgûl, Faramir turned tail and led his Rangers in a tactical retreat.

Khamûl was now free to run as fast as possible towards Aragorn, the only model left standing in the Good army!

Aragorn is unable to cut his way through the Easterlings quickly enough and the remaining Warriors of Minas Tirith flee.

Aragorn is left alone and surrounded.

Break Point

Good:	0
Evil:	14

Aragorn's Escape... Turns 12-17

With only the small honour of denying Alessio a major victory, Gav used all of his wits to keep Aragorn fighting through to the table edge.

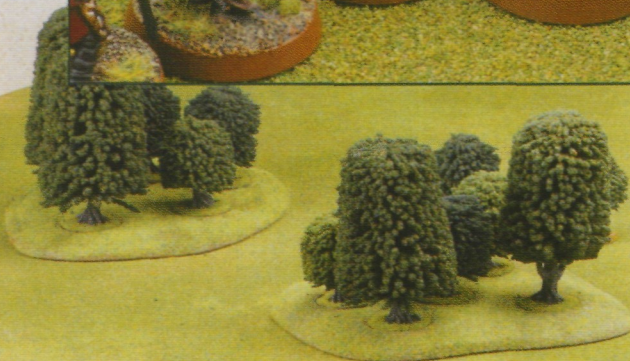
Gav: Aided in no small part by the power of Anduril, Aragorn hacked his way through the Easterlings to form a one-man relief force! The battle was over, with Alessio grabbing a convincing Minor Victory.

I think my main problem was haste. There was no reason for me to push my forces forward as quickly as I did – after all there is no time limit on when I have to escape the battlefield. On the left this was particularly true, as my Rangers could have spent longer picking off the Khandish horsemen, secure in the knowledge that the presence of the Knights was discouraging Alessio from attacking.

On the right, my inexperience with this number of troops meant that I didn't recognise the threat of envelopment and ended up splitting my force. Also, allowing Alessio to lure me into moving away my Knights, even though there were only two of them, allowed his encirclement of my force to be that much easier. This was further compounded by Alessio craftily segregating Aragorn, so that his free points of Might and Heroic Moves were not very effective at helping out.

Alone but unscathed

During his epic fight through the Easterling horde, Aragorn proved just how useful it is to have a free point of Might each turn. Alessio had used up the Might of all of his characters, and so could not contest Aragorn's Heroic Moves. A pattern quickly emerged – if Evil won the priority, Aragorn used his point of Might to Heroically move towards the table edge. If I had the priority, he could save it to ensure he automatically won combats on a roll of 5 or 6 (having a higher Fight value than all of Alessio's inferior troops). As it turned out, Aragorn never lost a single combat during the last turns of the game, although if I had messed up a roll, the sheer number of hits Alessio would have scored – the pike attacks of his Phalanx combined with double hits for Aragorn being surrounded – would have meant Alessio had a good chance of killing him despite his high Defence.



Alessio: Everything had gone more or less as planned. I already knew I had won the game, but it was now a matter of deciding if it was going to be a minor victory (if Aragorn escaped) or a major one (if I killed him).

My Easterlings were obediently throwing themselves against the mighty King of Gondor, and were easily cut down by his magical blade. The fact of not having to worry about breaking in this scenario was very convenient. It allowed me to be properly Evil and not care at all about the lives of my warriors. I kept sending them in waves against that unstoppable killing machine!

If only he lost a fight, I would have got to roll many, many dice to wound and I might have managed to drag him down under a pile of bodies, but he just wouldn't stop rolling 5s and 6s.

Now, if I only could make him Fight 1 for a turn...



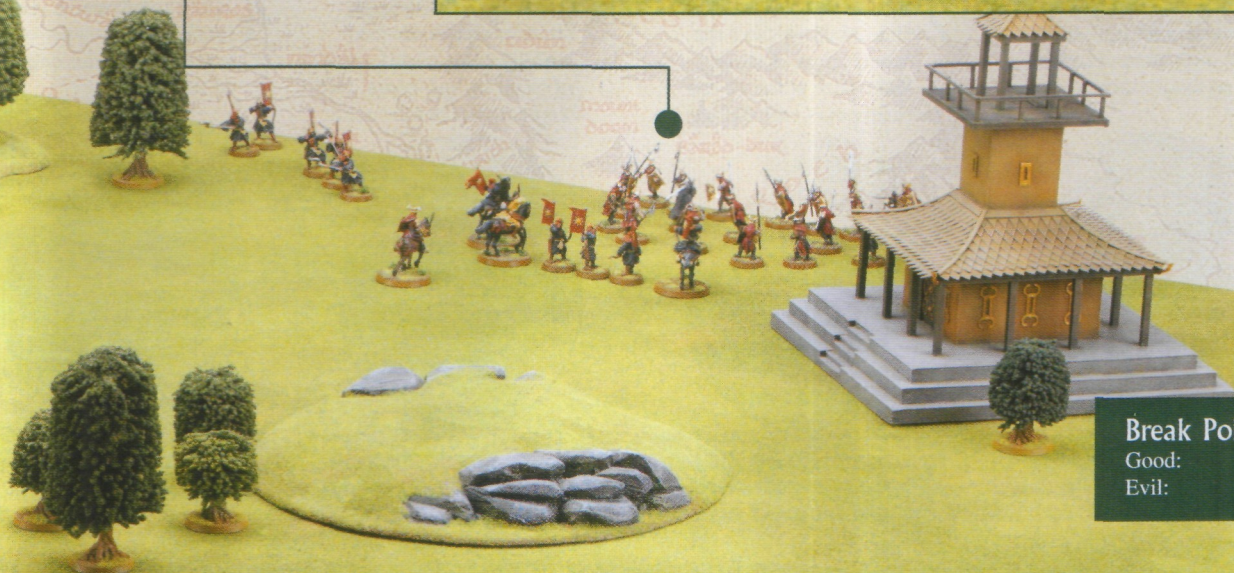
Khamûl's dilemma

It was time to make a very difficult decision regarding Khamûl. I could have just left him near Aragorn, in the hope that the King rolled very, very low for the Courage test. His free point of Might meant that he could still offset the penalty caused by the Harbinger of Evil rule, and he still had two points of Will on top of that! Even with Gav's notoriously bad luck, it would probably have taken too long for Aragorn's Courage to fail, and the King would escape to make my victory a minor one.

I decided that the only hope I had was to try and Transfix Aragorn. My chances were very low indeed, as I had only one dice and Aragorn had two to resist the spell, with a +1 modifier in case he needed it. Oh, and it also meant that Khamûl would pop out of existence!

I waited as long as I could, hoping for a double 1 on Aragorn's Courage test, but in the end the King was close to the end line, so I had no choice but to cast the spell. With his last energies, the Ringwraith attacked the mind of the Good Hero... and was easily shrugged off. Khamûl vanished, his spirit flying back to his Master to answer for his failure.

Aragorn fights his way clear of the battlefield. During his manfully heroic escape, he slays two Kataphracts, five Easterlings and a Khandish Captain!



Break Point

Good: 0
Evil: 6

Múrin and Drár

Painting Workshop

Dwarves rarely set foot in the outside world, preferring the familiarity of their holds. *Múrin* and *Drár* are exceptions as they are both prone to wanderlust. As such, they present an opportunity to paint Dwarves in unusual colour schemes and here we show you how.

Painting *Múrin* & *Drár*

Level:
Intermediate

Time:
4 hours total

Basing:
Modelling sand
and static grass.



Múrin



Drár

Colour Palette



Cloth



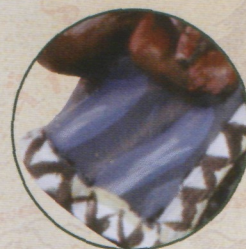
1 Begin by applying a basecoat mix of Shadow Grey and Chaos Black to the areas of cloth.



2 Next, paint a layer of Shadow Grey over the raised areas of cloth. Make sure some of the basecoat is still visible.



3 Mix Fortress Grey with Shadow Grey and highlight the raised areas of cloth in thin coats, but water down before using.



4 Add Skull White to the mix and paint thin highlights to the edges of the cloth.

Metal



1 Start by painting the metal areas with a mix of Chaos Black and Codex Grey.



2 Then apply Boltgun Metal over the top of the basecoat.



3 Continue to highlight the metal by applying a thin layer of Chainmail.



4 Finally, paint thin highlights of Mithril Silver on any raised areas.

Easterling Castle

Making a fortress for the forces of Evil

This Easterling castle is based on buildings in the supplement A Shadow in the East, and uses many of the same modelling techniques.

You will need

Tools

- Modelling knife
- Pencil
- Steel ruler
- PVA woodworking glue

Paints

- Bleached Bone
- Brazen Brass
- Dark Flesh
- Graveyard Earth
- Scorched Brown
- Shining Gold

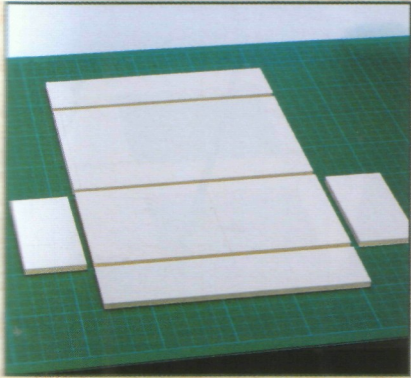
- Skull White
- Vomit Brown

Materials

- 5mm foamboard
- Thin card
- Balsa wood
- 5mm square wooden rod
- 2mm square wooden strip
- Textured paint
- Half-round plastic rod

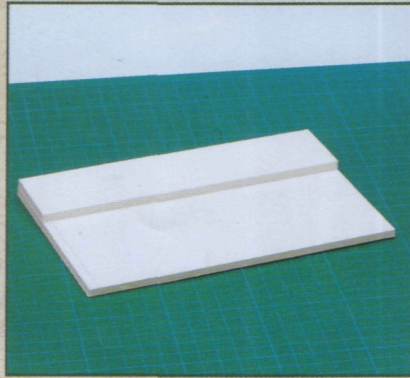


The Walls

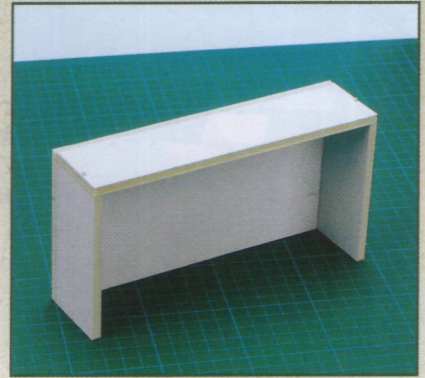


1 Begin by making one set of components, all cut from 5mm foamboard. This will allow you to make one wall – aim to make four walls in total.

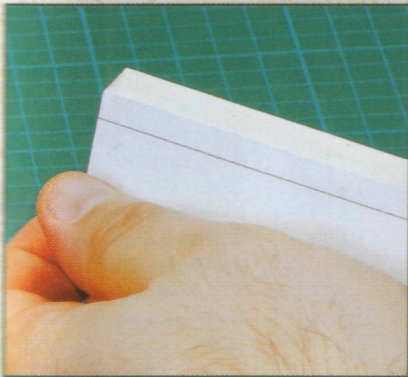
- 125mm x 190mm – front wall
- 100mm x 190mm – back wall
- 45mm x 190mm – front/back battlements (x2)
- 45mm x 95mm – side walls (x2)



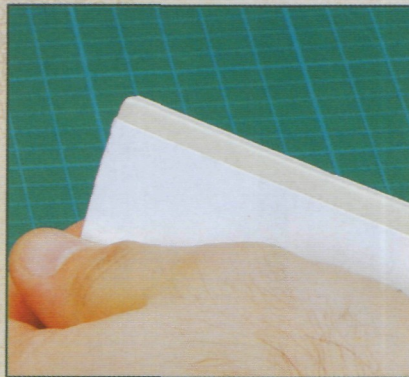
2 Glue the battlement along the top edge of the long wall section using PVA glue, then leave to dry thoroughly.



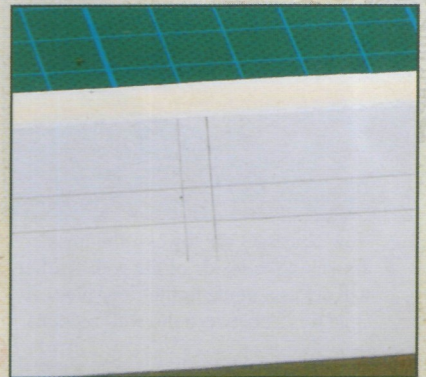
3 Glue the back wall and the end pieces together, with the floor on top of the end pieces.



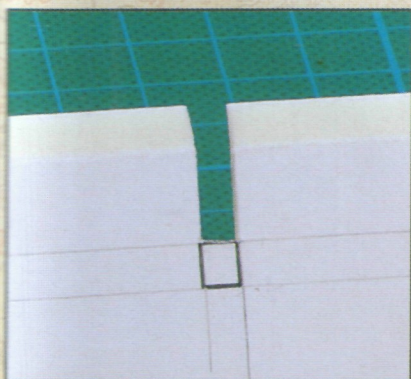
4 Once the front wall is dry, draw lines 5mm in from top and bottom of the battlement. Then cut through the top layer of card and peel it away.



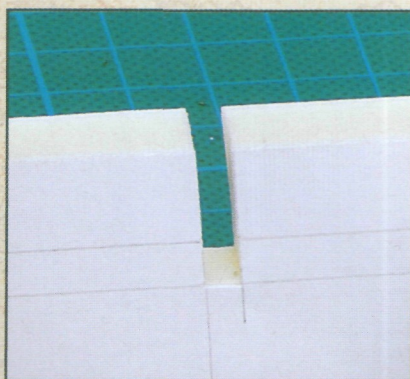
5 Using the card lip as a guide, carefully cut away the foam at an angle to create a bevelled edge.



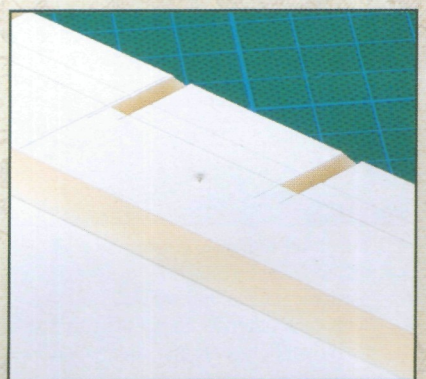
6 Measure 10mm from the bevelled edge and rule a line across the battlement. Then rule a second line 5mm below that. Draw 5mm firing slots spaced 35mm apart.



7 With the firing slots marked onto the battlements, cut away the gap, through both layers of foamboard, up to the first guideline.

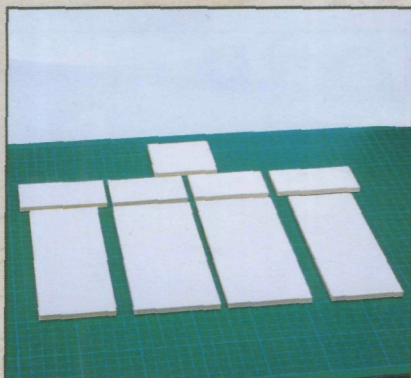


8 In order to make another bevel in the firing slot, cut through the remaining square of card and peel it away.

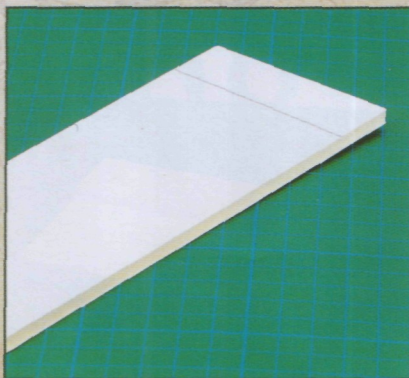


9 Cut away the remaining foam to make a bevel. Only remove the foam up to the first layer of foamboard. Then glue the front wall to the rest of the assembly.

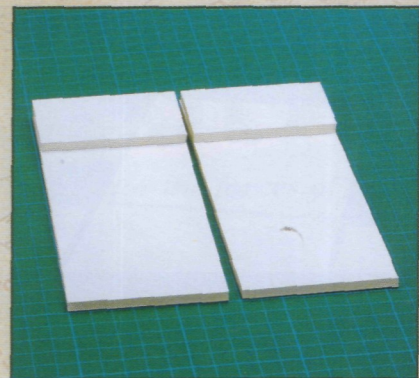
The Tower



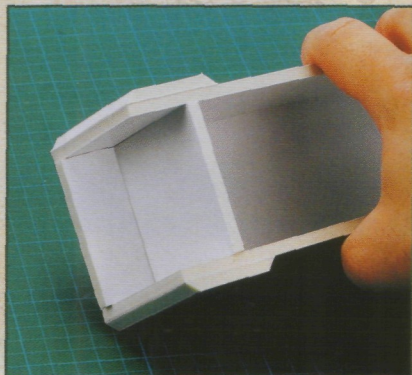
1 Once again, start by cutting enough components from 5mm foamboard to make one tower.



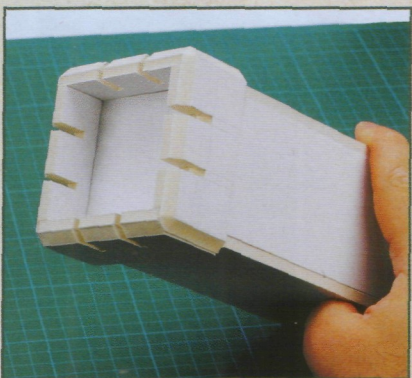
2 With pencil and ruler, mark a line 25mm from the top edge of each wall piece. These lines are used as a guide for the floor section.



3 Taking the two wide tower walls, start to build up the battlements by gluing the narrow battlement pieces in place along the top edge.



4 Now construct the tower – the lines drawn on the inside of the walls earlier will act as a guide to the floor piece. Glue this in between the wall sections.



5 Finish off the basic construction of the tower shape by attaching the remaining battlements, making sure they all line up with each other. Then cut the firing slots as shown before. Repeat this process to make three more towers.

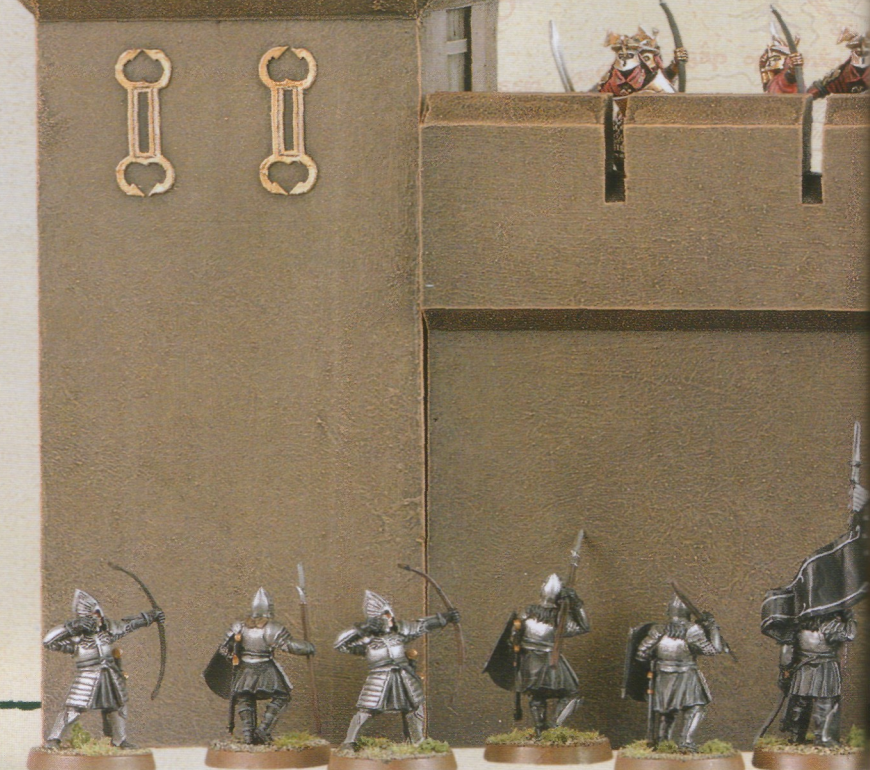
Using the templates and the construction guide on page 45 of *A Shadow in the East*, add roofs to the towers that stand on either side of the gatehouse.

Templates for the windows are on page 42 of *A Shadow in the East*.

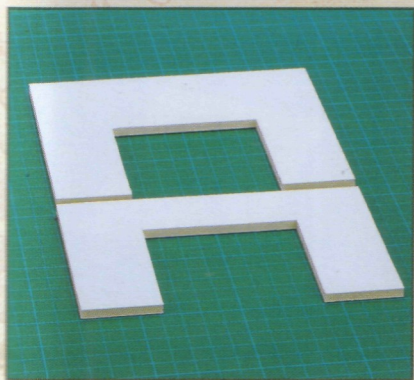


Tower Components

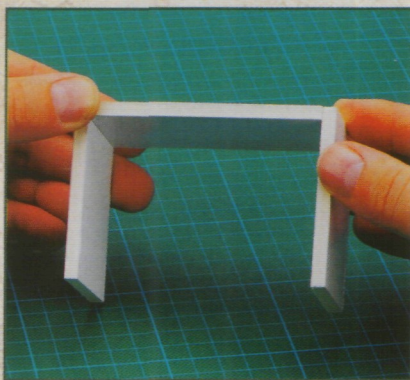
- 2 x 185mm x 75mm
Wide tower walls
- 2 x 185mm x 65mm
Narrow tower walls
- 2 x 45mm x 85mm
Wide battlements
- 2 x 45mm x 75mm
Narrow battlements
- 1 x 65mm x 65mm
Floor



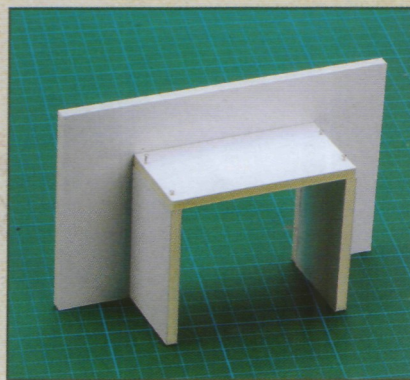
The Gatehouse



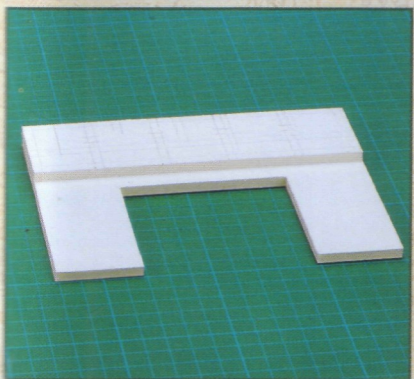
1 Before starting to assemble the gatehouse, cut gateways 70mm tall by 80mm wide in the front and back walls.



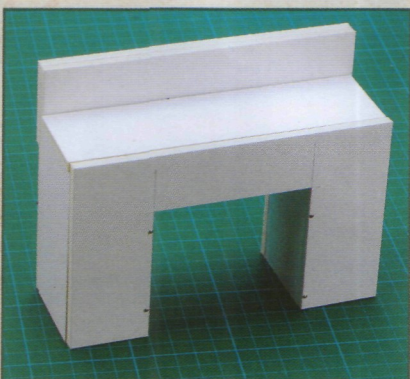
2 Instead of building the walls of the gateway first, work from the inside out – start by gluing together the three tunnel pieces.



3 Glue the completed tunnel piece onto the back wall, around the gateway. Then put this assembly to one side to dry thoroughly.



4 While the completed tunnel and back wall section are drying, glue one of the battlement pieces to the top edge of the front wall.

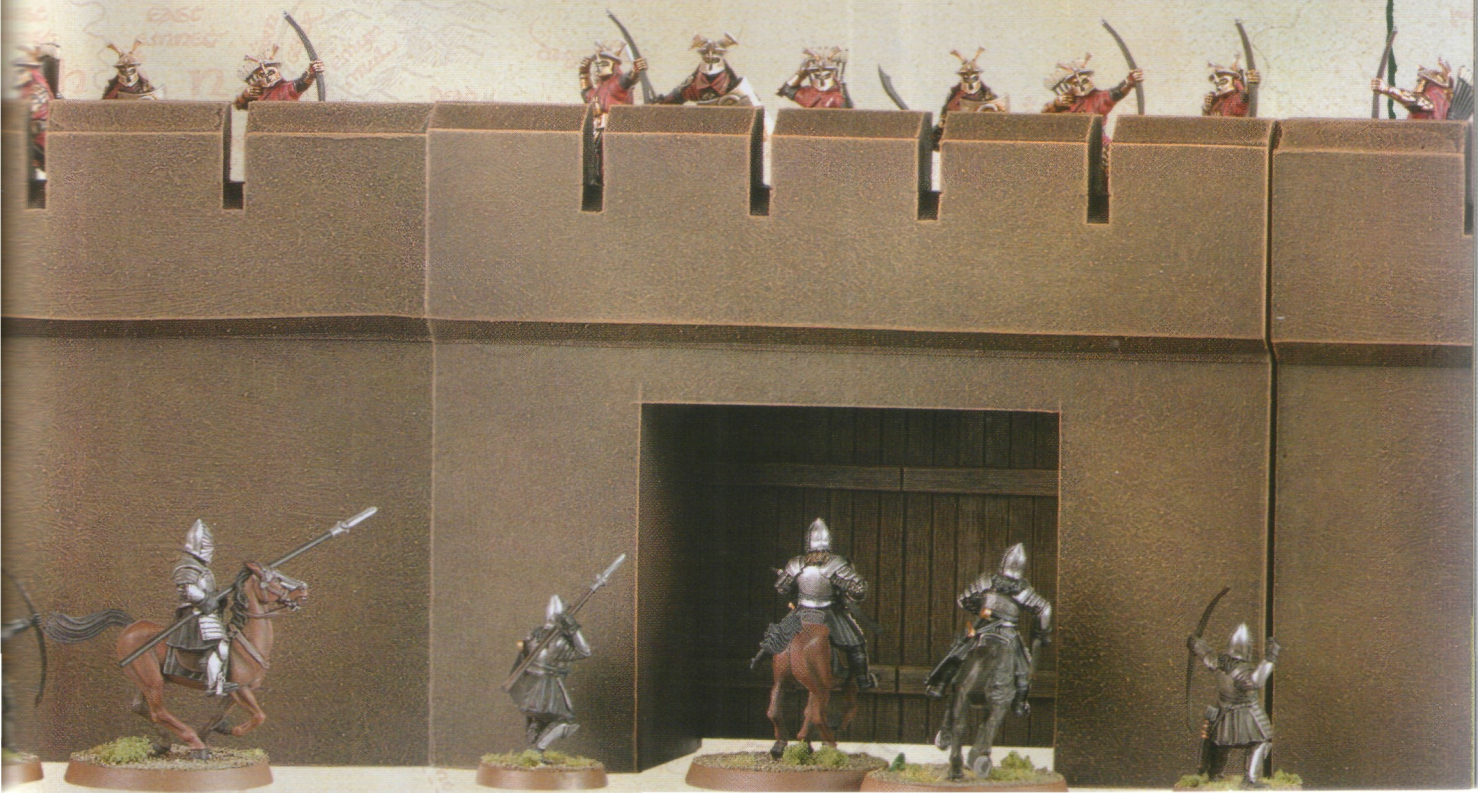


5 Now build the gateway around the tunnel. Glue the floor in place on top of the side walls, and then glue on the front walls, cutting firing slots in the same manner as for the walls.

Gatehouse Components

•1 x 125mm x 160mm	•2 x 45mm x 160mm
Front wall	Front/back ramparts
•1 x 100mm x 160mm	•2 x 45mm x 70mm
Back wall	Tunnel walls
•2 x 45mm x 95mm	•1 x 45mm x 90mm
Side walls	Tunnel roof

The gatehouse is similar in construction to a wall – cut the components from foamboard. There are three additional parts to make the gateway's tunnel.

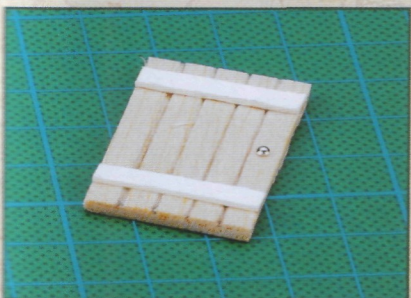


Doors & Gates

Painting



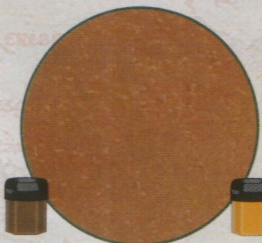
1 Use 3mm balsa wood to make all the doors in the castle, using the holes cut for them as a guide and scored at 5mm intervals to create planks.



2 Make banding from strips of card to glue across the doors and use a dressmaker's pin as a door handle.

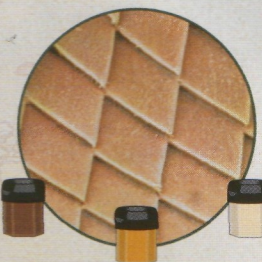
Preparation

Paint the walls with a coat of textured paint, then apply a black undercoat to the whole model. Apply a basecoat of Scorched Brown to the walls.



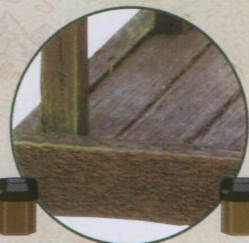
Walls

Drybrush a mix of Scorched Brown and Vomit Brown onto the walls, then apply a drybrush of Vomit Brown.



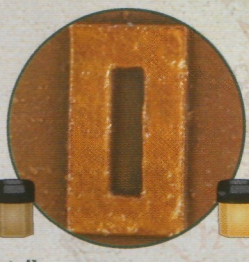
Tiles

Drybrush the tiles with Dark Flesh, Vomit Brown, and finally with Bleached Bone.



Wood

Paint the wood with Scorched Brown, and then drybrush it with Graveyard Earth.



Metal details

Apply a layer of Brazen Brass to the metal details, and then complete them with Shining Gold.



Infantry



I always make sure that I have a solid core of infantry. They are the backbone of an army – a large amount of soldiers providing you with tactical flexibility.

A Defence of 5 makes Warriors of Minas Tirith hardy frontline troops, and with the addition of shields, the army becomes Defence 6. I always make sure I take a solid block of Spearmen to back up the Swordsmen in a fight, and the addition of a banner or two gives them extra advantages. I use drybrushing whenever I'm painting rank and file troops. This allows me to paint the bulk of the army quickly.



1 Over a Chaos Black undercoat, drybrush the model Boltgun Metal.



2 Next, lightly drybrush Chainmail over the Boltgun Metal.

Cavalry



Cavalry provide my army with much needed movement and power. Their lances can inflict real damage to those unfortunate enough to get in the way of their charge.

By charging infantry, I benefit from the Extra Attack and Knock to the Ground special rules. However, at 13 points per model, they are a little expensive to just rush into the fray. It's a wonderful feeling to charge across the tabletop and smash an opponent into the ground, although, in truth, I normally prefer to use cavalry as reserves, waiting for an opportune moment to attack. More than once when I've lost them in my over-eagerness to attack the enemy. The trick is to pick both your target and your timing well.

Named Characters

Sometimes Captains just aren't enough, especially in really big games. In such times, I like nothing better than to employ the might of major heroes such as Aragorn and Boromir.

When you figure in Aragorn's free Might point, Boromir's Fight Value and Andúril, Flame of The West, you have two utterly devastating characters who can almost take down an entire force single-handed. I also enjoy trying out cheaper heroes such as Faramir, Damrod, Madril and Cirion.



Weathering



Painting Madril presented me with a different painting challenge, he needed to appear suitably weathered to represent his role as a Ranger.



1 Start by applying thinned down Bestial Brown to the cloak.



2 Next, add watered down Snakebite Leather to the mix. Make sure that some of the Bestial Brown wash is left showing.



3 Mix Vomit Brown into your wash. You should start to see graduated colour on the cloak.



4 A wash of Vomit Brown is needed to enhance the colours. Your layers of paint should be getting thinner.



5 Add Bleached Bone to the mix and apply to the hem of the cloak. This will give the impression of frayed cloth.



6 Add some Skull White to the edges of the cloak. Use a Fine Detail brush for this stage.



Stubble

Mix Shadow Grey, Bestial Brown and Chaos Black, diluting them enough to be applied as a wash. Apply a couple of coats to get good coverage.



DEATH OR GLORY
by Sandy Mitchell

Reluctant hero Ciaphas Cain is deep behind enemy lines after escaping a disastrous space battle. The only way home is to battle through the thousands of orks in his way!

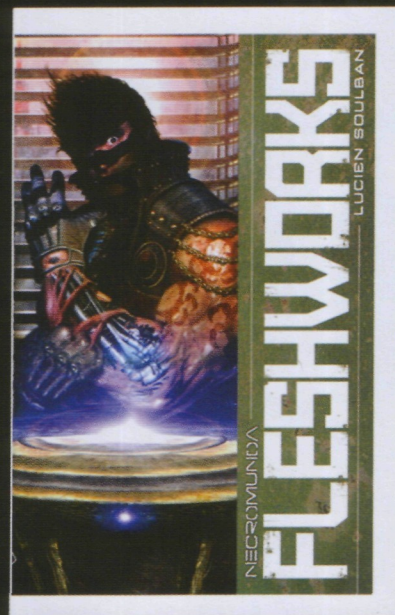
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Captain Luka Silvaro embarks on a deadly new voyage in Dan Abnett's swashbuckling tale of pirates, zombies and dark sorcery on the high seas of the Warhammer world.

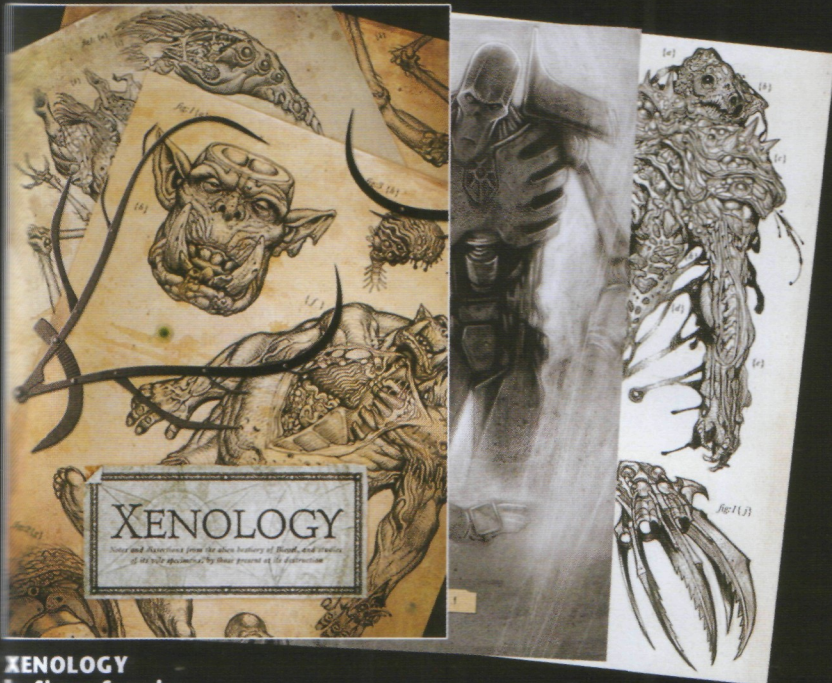
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The Priests of Morr

Through their troubled dreams the six Priests of Morr, who were originally sent away by Soloman Vantor, have been summoned back to the City of the Damned. Each believes they have received a vision from the Death God himself. The visions have varied from each Priest and so they remain wary and distrustful of their fellow clergymen. Before entering the city, the priests have gone about recruiting a warband or following be it for protection, labour or some other undisclosed agenda.

In the campaign each of the participating warbands is randomly allotted one of the following Priests. The relationship between the Priest and the warband are for the individual players to work out.

Each Priest has the below profile:

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	8

All priests are armed with a ceremonial dagger in addition to any extra equipment detailed below. The Priests are regarded as Dramatis Persona in every respect in that they cannot gain experience or skills, nor can you buy extra equipment for them. You do not have to search for them, however, as in most cases the Priests have sought out the warbands!

AUTHOR'S NOTE: Please note that the Priests are not Special Characters in their own right – they are only meant to be used in the context of this campaign. Also, instead of randomly allocating your Priests you may feel it appropriate to allocate them according to the Warband that best fits their personality. For example, Krieger Valiant would never fight for the Undead or Possessed but would be well suited to joining a band of Witch Hunters or Sisters of Sigmar. By the same token, Vorgan Corspeband is an ideal Priest, given his darker side, to join an Undead warband.

Special Rules

Protected by Morr: Morr has a special purpose in mind for our Priests, or so it seems. He, or some other mysterious benefactor, is protecting them from serious harm until they can confront Soloman Vantor. As such, when rolling for serious injuries, ignore rolls of 'Dead' and 'Sold to the Pits'. Simply apply the next injury after the relevant entry (ie, for 'Dead' use 'Multiple Injuries' and for 'Sold to the Pits' use 'Survives Against the Odds').

AUTHOR'S NOTE: It is entirely possible that players will want to use warbands that would never ally alongside the servants of Morr. In this case, still use the same rules for the warbands and the Priests but invent some kind of convincing back-story to allow them to come together. Perhaps the warband is in disguise or the Priest has gone bad or the original priest has been slain by a servant of a Dark God and they have taken his place.



Borin Fatalismus, painted by Rik Turner.

Borin Fatalismus

Since leaving Mordheim, Borrin has travelled the northern Empire. He has never settled as he believes that in this troubled time – where starvation, plague and violence are rife – he has too much to do. So he has travelled from one village to the next, his gift allowing those who tenuously cling to life safe and peaceful passage into Morr's realm. Normally, a traveller who purported such a gift would be feared, but in these times he is often welcomed by the pitiful rural citizens of the north who live in misery.

Special Rule: At the end of the hand-to-hand phase any (friend or foe) *knocked down* or *stunned* models within 12" of the Priest must re-roll on the injury chart adding +1.

Equipment: Fatalismus is also armed with a ceremonial staff that counts as a normal staff.



Wyat Lagus, painted by James Griffiths.

Wyat Lagus

Priest Lagus has served his master for a long time; he was the eldest of all the Priests and was in Talabheim preparing to greet his master in person when he received his dream-vision. Lagus reluctantly left for Mordheim soon after. Like many of the older clergy, Lagus believes that whilst others may worship other gods, all – from the mightiest hero to the lowliest slave – will stand before Morr in time. Death is inevitable and Morr is patient, as he will meet all mortals in the end.

Special Rule: Once per hand-to-hand phase Lagus may force his opponent to re-roll a successful wound roll on any combat that happened within 12" of the Priest.

Equipment: Lagus is also armed with a ceremonial staff that counts as a normal staff.

The mad, the bad and the hairy

An introduction to the brave captains who venture into the city of the damned.



Andy Hall

Andy Hall

Kliver and his men sat at the large tavern table. All were in a joyous mood – some quaffing ale whilst others sang loudly, oblivious to other patrons. A successful raid into the cursed city had not only bought them a rich bounty but had allowed them to despatch a rival Marienburger band, so Kliver's boys had boasted.

The singing suddenly halted as an elderly figure dressed in dark robes approached the table. The sudden silence was understandable as the garb of the mysterious figure was unmistakably that of a Priest of Morr, feared by most in the Empire, even in these dark times.

He approached Kliver and they talked in hushed tones. At first Kliver was clearly seen shaking his head, but then the priest's hand ducked into his robes and produced a large leather pouch, clearly bursting with crowns. Kliver motioned to his men and they all got up and, eyeing the full pouch that



Christian Byrne

Christian Byrne

Carnak and his band smelled the human's scent whilst returning from a raid. He carried the stink of death, laced with panic. The Gors became excited by the prospect of the hunt, but quickly fell into line as Carnak growled a command, ordering them to spread out behind him.

The band spotted the robed traveller and within minutes had caught him. The pathetic human tried to fend the Beastmen off, but it was hopeless, he was surrounded. One of the Gors brought him down with a savage blow from his rusty iron scimitar. Blood sprayed into the air and the will of the beasts gave way to murderous frenzy. Soon, all that remained was a ruin of flesh and bones.

Carnak's Shaman, watching from the side of the road, sensed there was more to the human than first thought. Moving past his larger brothers, he reached into the remains and wrenched out the human's heart. He bit into it and was suddenly overcome with visions of a large human settlement surging with power. Wave after wave memories poured into him, each offering more information about the human's life and purpose.

The Shaman snarled what he had seen to Carnak, promising him untold power if they were to go the city. And so it came to pass that the herd ventured to Mordheim in search of riches and power.

I have never played Mordheim, so when it came to choosing a force for this campaign I went with what I know – Chaos! However, I did take the opportunity to wind Nick up before I settled on Beastmen, by continually answering his questions of, "What warband do you want?" with the same response, "I want Ogres!" Nick said no a lot and I got some strange looks from Owen and Rik. I just really like big monsters.

Two things attracted me to the Beastmen warband, the first is slightly cheeky, I had some Beastmen painted for Warhammer that I could use (I have been quite busy recently, you see) and the second reason was... I could have a Minotaur! I have a soft spot for these giant blood gorging, Chaos cows and I have wanted to paint some more for a while. Now I get the chance. To have a Minotaur is expensive in Mordheim, so my warband will start out quite small.



rested in the mercenary captain's hand, left with the priest. They were never seen again.

For the campaign, I decided to keep it simple and went for a straightforward mercenary warband. I've always liked to use lots of ranged weapons in Mordheim, so I went for the Reiklanders who best catered for that style of play. After my Captain, I purchased four Marksman to take full advantage of the Reiklander Marksmen's BS of 4. I also hired 2 Champions for any footslogging that was needed and two Warriors to protect my Marksmen. Hopefully, my Captain and the accompanying Priest would be able to take any big hitters that I might encounter.



Nick Kyme

Nick Kyme

"He's is out of his depth," breathed Heinrich.

"Indeed," Dietrich replied. The Witchfynder regarded the young Priest of Morr as he battled for his life. Zombies surrounded him. He bore a flaming brand from a nearby campfire like a mace, holding the creatures at bay. It would only save him so long. Even as he fought them zealously, the zombies closed in...

Dieter and his band of Witch Hunters were crouched in the ruins of fire-ravaged hovel, a mere five miles from Mordheim, where they watched the struggle. The embers in the torch were fading, almost out. Heinrich saw it too.

"We must act!" he hissed urgently.

Dieter nodded, got to his feet. "Mordant Men," he cried to his followers, getting the zombies' attention. "With me!"

Dieter and his band sprang from the ruins and descended on the zombies with zealous fury. Steel flashed, fire blazed and in a matter of seconds the undead horde was utterly destroyed.

In the aftermath, Dieter approached the bloodstained Priest of Morr, who stood pensively by the flickering fire.

"What is your name, son?" Dieter asked.

Out of breath, the priest replied, "Valiant."

"Indeed you are to tackle such a horde," Dieter returned.

"It is my duty to destroy such abominable filth," Valiant spat hatefully.

Dieter was impressed by his fervor. "What are you doing here, out alone at the outskirts of the damned city?"

Valiant looked the Witchfynder in the eye, and his eyes seemed to blaze in the firelight. "I have a mission..."

It had to be Witch Hunters really. The dark imagery, the zealous uncompromising pursuit of vampires, demons and other creatures of darkness is very appealing. It's easy to get behind this kind of righteous doctrine and it helps that the models are great too.

Choosing my warband was easy – maximum heroes meant I could have lots of Witch Hunters and a Warrior Priest, and the rest made up with hounds for fast attacks and Flagellants for a bit of muscle. Bring on the unholy...





WARHAMMER®

Embrace Diversity



I blame Jervis. I think this is the third or fourth article I've written with that opening line, but that just proves it's his fault. What am I blaming him for? Tournaments.

Actually, I give him huge amounts of credit for what he did with tournaments when he created the Grand Tournament ideal nearly 10 years ago. These days, whenever I go to a tournament, I always see nice tables, painted armies and people having fun.

Before the Grand Tournaments, the Rogue Trader tournaments and all of the others that have taken up the mantle of being 'hobby' events, there were many events that didn't judge players on their knowledge of the background, the appearance of their armies and the way they conducted themselves. I for one am glad that Warhammer tournaments around the world can be held up as exemplars of

what our hobby and our hobbyists stand for – unlike events for other games systems I've seen recently that were played over terrible tables with only about 10% of the miniatures painted.

The Grand Tournaments showed that wargames competitions could be hard-fought but also celebrate all the aspects of our hobby. I love the fact that there is much debate about tournament styles; whether there should be composition systems for less tournament-oriented army lists; pitched battle games versus a mix of scenarios; how much or little the painting and sportsmanship scores are worth overall.

There is a wonderful mix of different events and players, from the die-hard 'Purehammer' events such as the UK Grand Tournament, to much more individually-created events such as Necronomicon (which I attended this summer) and DogCon. Let's hope that we can agree to disagree about tournaments, and that organisers the world over continue to offer a wide range of events for players to attend.

Gav Thorpe

- 🦁 Modelling Workshop
Dwarf Artillery
- 🦁 Painting Workshop
Dwarf Slayers
- 🦁 Warhammer Chronicles
The Revolving Moot
- 🦁 Secrets of the Runes
Creating Dwarf Runic items
- 🦁 Tactics
Unbreakable units



Got questions about your army? Find the answers at:

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

SECRETS OF THE RUNES

BY GAV THORPE



Runesmith



Runesmith

One of the defining features of the Dwarfs army is their access to magical runes. Picking the right runes for the right job is important to any Dwarf army selection.

There are no Dwarf wizards, and the Dwarfs have long been both distrustful and disdainful of those that wield magical powers. During the Time of the Ancestors, it was Grugni, Ancestor god of Mining and Smiths, who first bound the winds of magic into his creations; Grimmir, the Warrior Ancestor God, forged mighty rune axes to fight against the invasion of Chaos, and Valaya captured the power of magic into standards and talismans, binding it to create protective spells and enchantments of strength and courage. Although the Ancestors passed into memory, there were Dwarfs that had learnt the secrets of the runes from the Ancestors. These were the first of the Runesmiths.

Kurgaz, possibly the mightiest Runelord to have lived, forged a number of magical anvils for himself and his fellow Runesmiths. With the magic of the Anvils of Doom Dwarf runecraft flourished. Great treasures like the High King's Throne of Power were crafted, along with mighty weapons and impenetrable suits of armour.

Runelore had now grown to be one of the most valued skills of the Dwarfs. Almost every weapon or trinket that was created had some rune or other upon it. Dwarf records claim that the halls of Karak Eight Peaks glittered with ten thousand rune lanterns that never dimmed, while great statues of the Ancestors stood upon the mountain peaks, imbued with magical sight and auras of protection.

THE TIME OF WOE

Then came the Time of Woe when the mountain realms of the Dwarfs were torn asunder by volcanoes and earthquakes, heralding the start of the Goblin Wars. As the Holds fell or were conquered much rune lore was lost as Runesmiths died without passing on their skills, their creations buried beneath tumbled halls or stolen by wicked Goblins and Skaven. Though there are still potent Runesmiths and Runelords there no longer exists the skill nor the strength to forge the runes of the Ancestors and their first descendants. Those learned in rune lore are now few and far between, with only a handful in each Hold. As such, where once rune items were as common as gold coins, they are now rare and valuable items, even those that were once the most humble of knick-knacks.

THE ANVIL OF DOOM

The Anvils of Doom were created by Kurgaz. Though the secrets of their forging were lost during the Time of Woe, they remain potent weapons and the few that remain are jealously guarded by their runelord keepers.



USING THE RUNES

RUNE OF WRATH & RUIN

When the Anvil is struck and the name of Grimnir is invoked, the power of the Rune of Wrath & Ruin causes the sky to darken and the earth to crack, venting fire and sulphur. Nominate an unengaged enemy unit anywhere on the table. You may not target independent characters unless they (or their mounts) are large targets.

The target unit takes D6 magical Strength 4 hits distributed in the same way as Shooting hits. If that unit has the Fly ability then it cannot Fly in its next Movement phase. If it is not a Flyer then its Movement characteristic is halved until the end of its own following turn. If forced to flee, for whatever reason, the unit flees at half speed (determine the flee distance of the unit as normal and then halve the score, rounding up).

Ancient Power. If the Runelord attempts to use the full power of the runes then D3 enemy units are affected and each takes 2D6 magical Strength 4 hits.

RUNE OF HEARTH & HOLD

The Rune of Hearth and Hold was originally the gift of Valaya to the Dwarfs. With each blow of the hammer a low bass note resonates across the battlefield,

reminding all friendly Dwarf units of hold, clan and ancestors. Every friendly Dwarf unit may re-roll failed Fear or Terror tests while the note lasts. Remember you may never re-roll a re-roll. The note lasts until the start of the owning player's next Shooting phase.

Ancient Power. If the Runelord attempts to use the full power of the runes then all friendly Dwarf units may re-roll failed Panic and Break tests, and are immune to fear and terror while the note lasts.

RUNE OF OATH & HONOUR

When the runes are struck, Grungni's blessing is placed upon the works of the Dwarfs. The Dwarfs, whose resolution and endurance is legend anyway, are driven to make an extra supernatural effort to ensure that they do their duty. A single, friendly Dwarf unit (but not a Gyrocopter) may make a normal move (which can be a March or Charge) in the Shooting phase.

Units that move in this way may not shoot in the Shooting phase. Units that rallied earlier in the turn may not make this move.

Ancient Power. If the Runelord uses the full power of the runes then D3 friendly Dwarf units will be affected.

CHOOSING YOUR RUNES ARMY

Runes allow a Dwarfs player great flexibility. While other players have to look around for smart tricks and tactics to make the best of their magic items, a Dwarfs player can first decide on the tactics you want to use and create items that best help you achieve victory.

To begin with you should have a rough idea in your head what your army is going to be like. The grand strategy you aim to employ will influence the units you take and how your characters and war engines support them. Regardless of whether you want to attack, stand back and shoot or a mixture of both, your characters and runes must either bolster your army's strengths or mitigate against its weaknesses.

Just as all good army selection foresees how the units in the army are going to interact to the best effect, the best rune items are those that enhance the abilities of the rest of the army. Some of this is straightforward – there's no point having a character with a Rune of Brotherhood if you haven't got any Rangers or Miners for them to join! Others require subtle thought and this is where the challenge lies. Picking the right runes for the right job is important to any Dwarfs army selection, and is the subject of great thought and debate amongst Dwarfs players.

These days I try to spread my runes throughout the army. This avoids the 'all your eggs in one basket' pitfall that players can fall into – spending too many points in one place may earn your opponent lots of victory points in one go, and may also prove to be less flexible in the heat of battle.

“Your characters and runes must either bolster your army's strengths or mitigate against its weaknesses”

Characters, unit standards and war machines can all have runes, making it very easy to overspend on them and not have much of an army. To prevent myself from spending too much on runes (which I do frequently) I give myself a runes budget. I find that 10% is a good maximum budget, it works well because in a 2,000 points army this equates to 200 points – the cost of a regiment. Although 200 points doesn't seem too tight, it soon starts adding up, so I don't enforce the budget too strictly because at the end of the day it's there to keep me in check, not a dogmatic rule that might stop me achieving what I want to do with my army.

By bearing these different factors in mind, your runes and your strategy should grow together rather than at odds with each other. The runes you use in your army are as individual as your colour scheme and unit choices, and say a lot about you as a player. Within the runes resides the wisdom of the ancients, use it wisely!

Dwarf Cannon



For this Dwarf army I've opted for the Master Rune of Valaya instead of taking a Runesmith, allowing me to take an extra Thane.

The Lord has an extra Attack, which is enough to seriously hurt most units, while the Master Engineer has a Rune of Warding, giving his cannon Magic Resistance (1). The +1 Combat resolution of this cannon and the Engineer armed with two pistols means it can withstand most skirmishers, fast cavalry and flyers. The other Cannon is Unbreakable and both have Runes of Forging to minimise Misfires.

Always make sure you set up the Longbeards and the Thane opposite the nastiest fast enemy unit. When you guess the target unit to be at extreme charge range, unveil the Master Rune of Challenge so that they must charge the Longbeards or Flee.

The Rune of Determination on the Hammerers allows them to take a break test on a single D6 – combined with the Stubborn ability they're pretty much unbreakable for a turn.



TWO CANNONS

You have to create interesting wrinkles to allow the same sorts of runes to be repeated. This is where the lower cost runes become effective. The Rune of Burning makes a frequent appearance when I field two cannons in my army as I like to equip both of them with the Rune of Forging.



Characters (Runes: 255 points)

Dwarf Lord 231 points
Shieldbearers, Rune of Stone, Rune of Preservation, Great Weapon, Master Rune of Kragg the Grim, Rune of Fury

Thane 117 points

Crossbow, Shield, Master Rune of Challenge, Rune of Brotherhood

Thane 220 points

Battle Standard Bearer, Master Rune of Valaya, Rune of Guarding

Master Engineer 105 points

Brace of pistols, Handgun, Rune of Warding

Core (Runes: 50 points)

11 Warriors 240 points

Great Weapons, Full command, Longbeards, Rune of Slowness, Rangers, Throwing axes (Fielded with Thane)

10 Quarrellers 135 points

Full command

10 Quarrellers 135 points

Full command

23 Dwarf Warriors 232 points

Shields, Full command (Fielded with Battle Standard Bearer)

Special (Runes: 130 points)

15 Hammerers 250 points

Full command, Rune of Determination (Fielded with Lord)

Cannon 145 points

Rune of Forging, Stalwart Rune (Fielded with Master Engineer)

Cannon 145 points

Rune of Forging, Valiant Rune

TOTAL 1,955 points

Runes Total 435 points



Battle Standard Bearer

BATTLE STANDARD

As a Battle Standard Bearer can join other units you can either give the benefits of a magical standard to a unit that can't normally have them (Rune of Slowness in a Thunderers unit is always fun!), or you can double up by adding him to a unit with their own runic standard. But beware, it can happen that you end up focussing on the role of the runes on the banner and forgetting the importance of the Battle Standard Bearer himself – ideally he should be placed centrally so he is able to cover most of the army with his 12" ranged re-roll for Break tests.



KILLER COMBO DWARF LORDS

221
Points



Gareth Hamilton: A fantastic rune combo is a Great weapon with Master rune of Kragg the Grim, Rune of Might, and Rune of Snorri Spanglehelm. This gives a Dwarf Lord 4 attacks hitting on 2 or more against anyone with WS6 or less, and always wounding on 2 or better, with a whopping -7 armour save on anyone with T5 or more!

190
Points



Roy Eggensperger: An oldy but a goody for a Dwarf Lord, I usually go with the Master Rune of Swiftess and a Rune of Cleaving (or substitute the Rune of Might). This is an inexpensive high Strength weapon that allows the character to always strike first – just the tool for a Dwarf Lord who is almost always going to be charged.

156
Points



John Dale: Spending too much on Movement 3 characters that can be avoided by a wily opponent is unwise, so the best combo for a Dwarf Lord is a Great weapon, Gromril armour and a Rune of Stone. Your opponent will still avoid him thinking the worst, but he costs very little, allowing more points to be spent on other units.

RUNESMITHS OF LEGEND

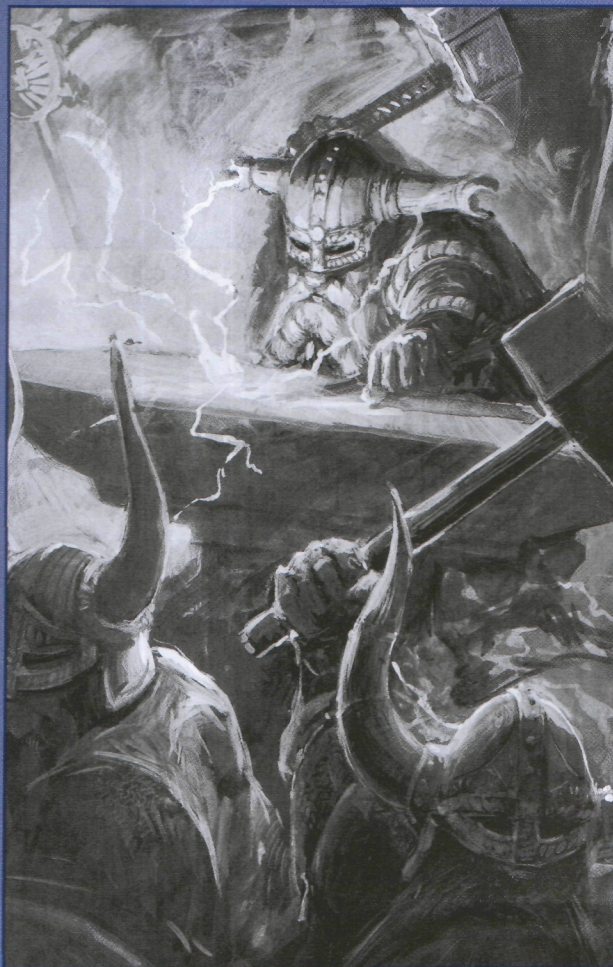
KADRIN REDMANE

Runesmiths do not spend all their years simply working at their benches, although they may spend much of their time doing so. Another duty of a Runesmith is to quest for ancient, lost artefacts taken from the Dwarfs during the Time of Woe. Kadrin Redmane was one such Runelord, who led a large force of Dwarfs into the fallen Hold of Karak Varn, driving the Skaven from the upper reaches. For many years he and his followers mined the old gromril seams and he created several fabulous suits of armour from this new ore. However, he and his army were slain by greenskins as they took a shipment of ore to the High King, ambushed on the shores of Black Water. With his dying breath, Kadrin hurled his rune hammer into the depths of the lake to prevent it being taken by the Goblins. Many expeditions have since attempted to recover the weapon.

ALARIC THE MAD

Possibly the greatest Runelord since the Time of Woes, Alaric the Mad was a flawed genius. Obsessive and secretive even beyond the norm for Runesmiths, it was Alaric that crafted the Runefangs for Sigmar's chieftains. Upon the

request of High King Kurgan Ironbeard, Alaric laboured for many long years to create these 12 magical blades – some Dwarf scholars record that the time taken was in no small part down to Alaric's reluctance to craft swords, which are widely seen in Dwarf society as inferior weapons and suspiciously Elven. In the creation of the Runefangs, Alaric created his Master Rune, which enables a keen blade to slice through the thickest armour with ease. Alaric himself subsequently used the rune on several other weapons, and its study has become a popular subject amongst Runelords ever since.



OUT OF THE MOUTHS OF THANES



With the recent release of their new army book, Dwarf generals will need to re-examine their tried and tested stratagems. Three veteran Dwarf players talk about their armies and how they are affected by the new rules.



Paul Sawyer

Gyrocopter

Invaluable as a march-blocker, the Gyrocopter is also a useful tool to draw chargers out of the enemy battleline. Like fast cavalry, it can now choose to flee and, if it

rallies, reform in any direction and make a move as normal (though can't shoot or charge).

Miners

Miners have some nifty new additions. A Prospector can replace his trusty pick with a steam drill for 25pts. Striking last but gaining a +3 Strength bonus in combat isn't too shabby but the drill's ability to re-roll the Underground Advance roll means they have much more flexibility in choosing when they hit the surface. Up and at 'em!

Anvil of Doom

The Anvil is much better. It's powers now work in the shooting phase so cannot be dispelled – hurrah! The Rune of Wrath & Ruin is great for taking out flyers and low Toughness opponents. It also grounds any flyers, making it useful against armies fielding Dragons, etc. The Rune of Oath & Honour provides an amazing ability as it allows selected units extra moves and thus gives the Dwarf army some much needed manoeuvrability. I'd certainly always take an Anvil of Doom now.

The Hall of Beards

The Anvil of Doom and the Gyrocopter can be combined to devastating effect. Charge your target regiment with the Gyrocopter. In the same phase move your own a combat unit towards the target – preferably flank or rear. In the shooting phase, using the Anvil's Rune of Oath & Honour, you then charge the Dwarf combat unit into the target – as the unit is already pinned by the Gyrocopter it can't flee and hopefully the Gyrocopter can pursue the broken unit 3D6"!



Gyrocopters also have an extra Attack in close combat and a Strength of 4 now, making them great at taking down enemy Skirmishers and the like. The Anvil and Miners have undergone more significant changes.





Ironbreakers and the Flame Cannon have always been popular choices for any Dwarf player.



Rik Turner

Ironbreakers

Hard as nails, the Ironbreaker's are still one of the few infantry units in Warhammer to have a 2+ armour save in close combat. The only significant change

is that units must now be greater than 10 models (who would have less than 20?).

Flame Cannon

The Gunners' Pride special rule means all Dwarf artillery crews, are Stubborn. Also, though you may not inscribe runes onto the Flame Cannon, the presence of a Master Engineer means you can entrench it, imposing a hefty -2 To Hit modifier on all enemy missile fire.

As if that weren't enough, the Flame Cannon's misfire chart has been revised. The chances of it blowing itself up have been reduced to just 1 in 6, while the chances of it simply failing to fire in the turn it misfires have been improved to 1 in 2. Should you have the misfortune of rolling a misfire, there is a good chance that this war machine won't explode or render itself useless for two turns.



Nick Kyme

Lord with Shieldbearers

Not only does this new option make my General look good, it also gives him two extra WS5, Strength 4 attacks and adds +2 to his armour save. With

just gromril armour, the Rune of Stone

and Shieldbearers, I can have a mighty armour save of 1+ (and I don't even need a shield for this, so I could give him a great weapon too). With these few options, you get a robust General, capable of dishing out punishment, who doesn't cost the earth.

Slayers

These Dwarfs are perfect for holding up units and protecting flanks, but they

rarely tended to do much damage in the previous incarnation of my Dwarf force – the rule that they can count as wielding two axes or a great axe and switch between combats makes them a much better at this. It means they can tailor their axe preference according to their foes, thus making them tastier in close combat. Take a Daemon or Dragon Slayer and you can have an extra unit too – instant Slayer shield!



The new rules for Slayers axes allow them to add +1 Attack or +2 to Strength (but strike last).

ASSEMBLING THE THRONG

You don't have to wait to get these units, they are already available. Drop into your local Hobby Centre, Independent Stockist or check out the Online Store to buy them now.



Find extended tactics for Miners and Ironbreakers at:

www.games-workshop.co.uk/dwarfs



FIRE POWER

DWARF ARTILLERY

Artillery plays a vital role in most armies, barraging the enemy line from the other side of the battlefield. Of course, the Dwarf general has added advantage of choice – not only are there Cannons and Bolt Throwers, there's the Organ Gun, Grudge Thrower and the Flame Cannon.



Dwarf Organ Gun

Dwarf Grudge Thrower

Dwarf Cannon

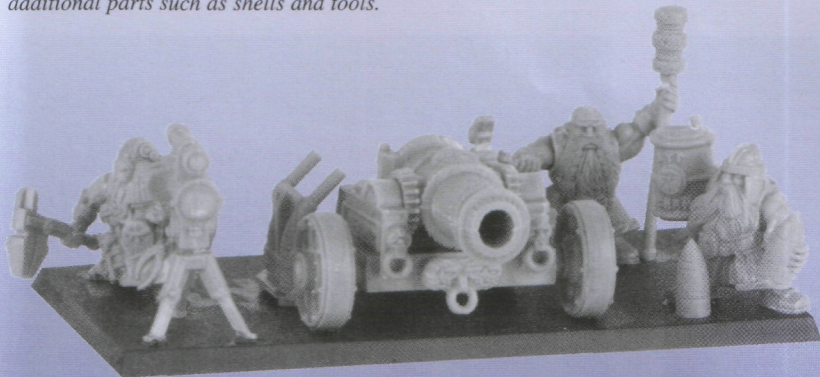
Dwarf Flame Cannon

Dwarf Bolt Thrower

Bases

Artillery pieces don't need a base – in fact not having a base makes it easier to remove crew models that panic or to rank them up to fight if charged. However, a base can make the model stronger and more stable on the tabletop, enabling you to add extra modelling details such as tools and ammunition. In fact the Dwarf Cannon and Organ Gun sprues come with so many extra parts that it is very easy to create mini dioramas in this way.

A chariot base is large enough to not only mount this cannon but also the crew and additional parts such as shells and tools.

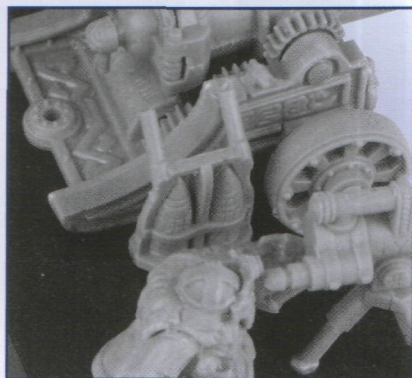


Dryfitting

It's always worthwhile taking the time to study construction diagrams and test assembling models before gluing them together. A quick run through shows that it's best to assemble the cannon barrel first. But remember to include the breach hatch.



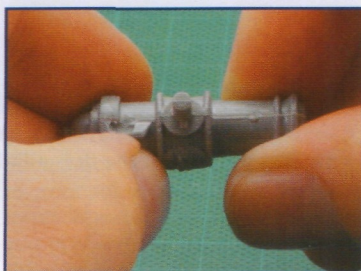
The legs on the tripod were trimmed to line up the eyepiece on the telescope with the Dwarf's face.



The shell carriage has been glued to the base next to the cannon.

Seams

The cannon barrel comes in two parts which has a visible seam when glued together. However, there is a simple way to hide this.

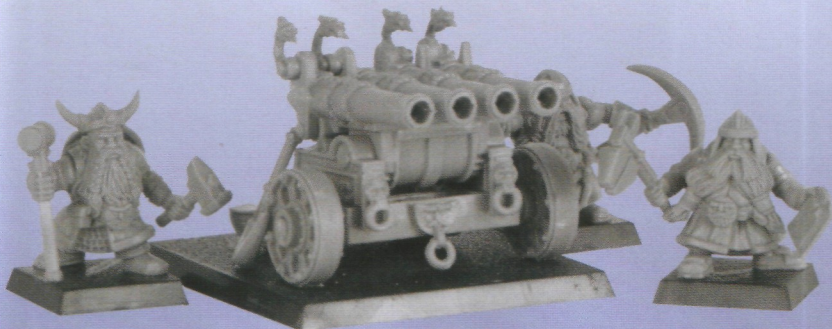


When gluing the barrel together, apply plenty of glue and squeeze the two halves together until a bead of plastic forms along the seam.



Once thoroughly dry, trim away the ridge of plastic with a modelling knife – the seam will disappear.

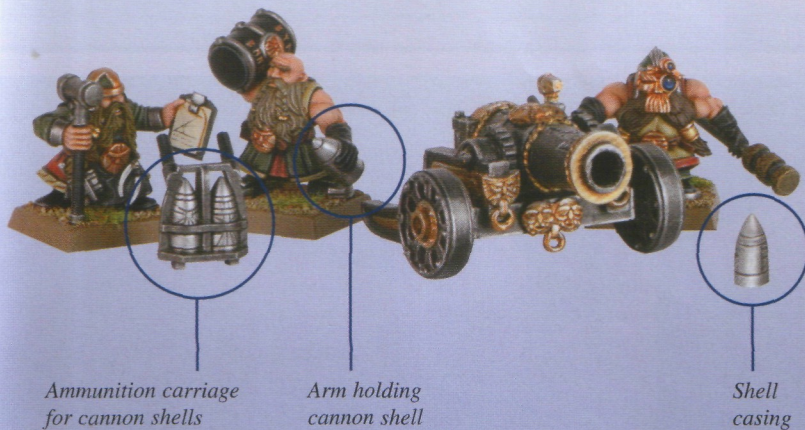
The Organ Gun fits on a 50mm base, which raises the model up to be at the same height as its crew.



Artillery Accessories

The new Dwarf Cannon sprue allows you to make either a Dwarf Cannon or a Dwarf Organ Gun. However, as well as the parts that are needed to model the artillery pieces, there are lots of additional components. Some are appropriate for both pieces of artillery, while there are several that are only suitable for either the Cannon or Organ Gun.

Cannon & Crew



Ammunition carriage for cannon shells

Arm holding cannon shell

Shell casing

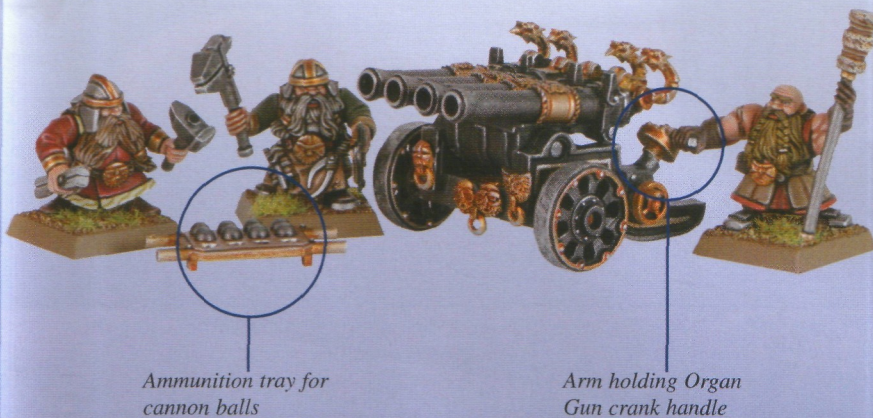
Basing accessories



If basing your artillery seems a little challenging, you could keep things simple by just basing the additional parts. Here we've taken the spade and glued it into the wheelbarrow before mounting it on a 20mm base.



Organ Gun & Crew



Ammunition tray for cannon balls

Arm holding Organ Gun crank handle

Painting before assembling



Sometimes, it can be difficult to paint some of the more hard-to-reach areas. To make it easier, you may want to paint some parts (like the cannon barrel) before assembling the model completely.



Dwarf crew can be equipped with many different tools when manning artillery, from a wrench, to clipboard and pincers.



The Dwarf Cannon sprue also comes with lots of additional accessories including a wheelbarrow, a pick-axe and a shovel.

Simple Entrenchments

Entrenchments can be as simple or as elaborate as you want to make them. Using the basic terrain piece as described opposite this entrenchment has been cut down in size but has stakes added for protection against cavalry.

Cocktail sticks have been pressed into the polystyrene foam to act as stakes.

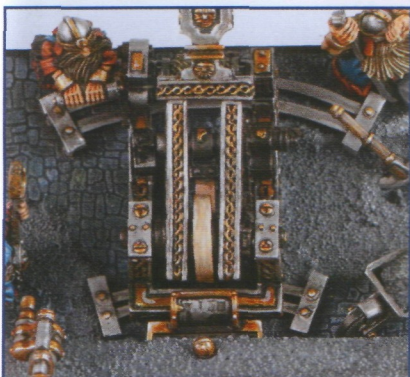
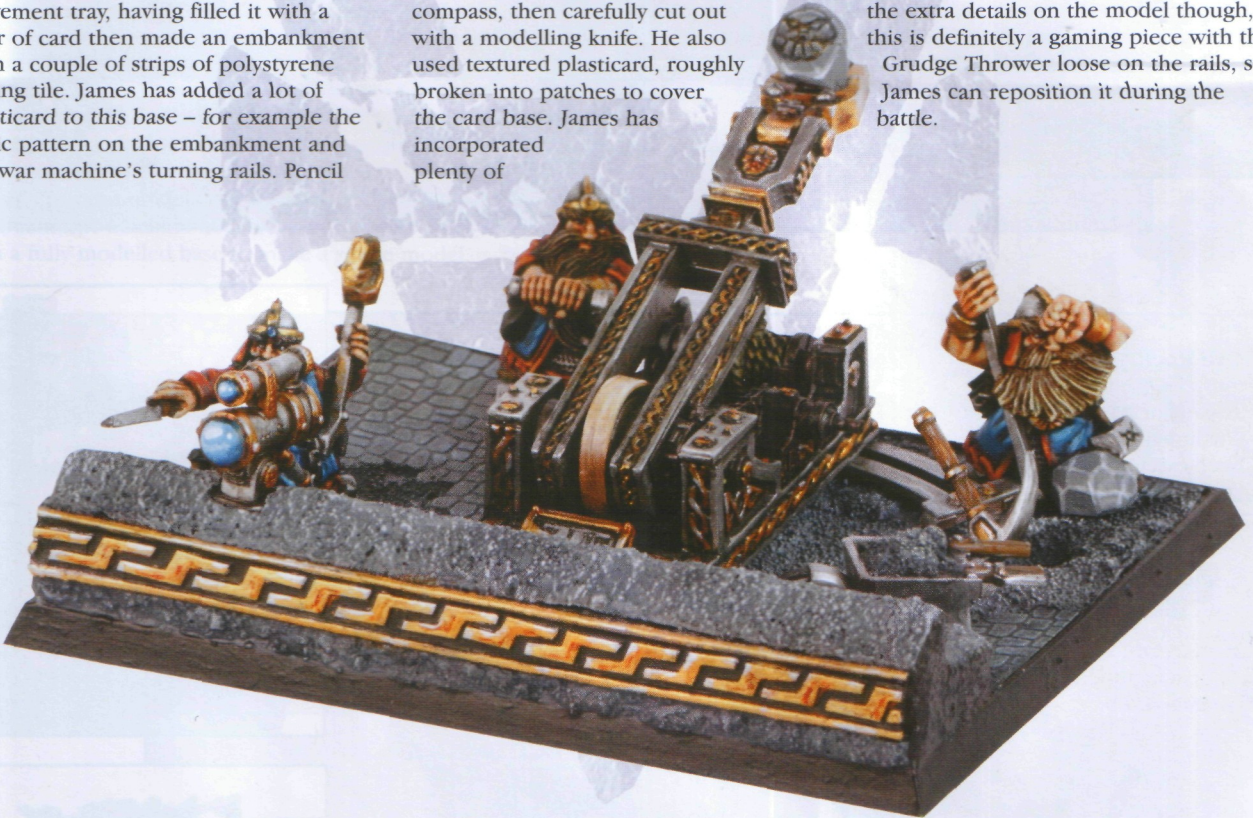


Detailed Entrenchments

At the other end of the scale, we have this entrenched Grudge Thrower by James Griffiths. He's made good use of a movement tray, having filled it with a layer of card then made an embankment from a couple of strips of polystyrene ceiling tile. James has added a lot of plasticard to this base – for example the runic pattern on the embankment and the war machine's turning rails. Pencil

shows up on plasticard quite well, so precise geometric shapes can be drawn onto its surface using a ruler and compass, then carefully cut out with a modelling knife. He also used textured plasticard, roughly broken into patches to cover the card base. James has incorporated plenty of

spare parts from the Dwarf Artillery sprue such as the telescope, pick-axe and barrow to dress the scene. For all the extra details on the model though, this is definitely a gaming piece with the Grudge Thrower loose on the rails, so James can reposition it during the battle.



Artillery Showcase

Here are just a few examples of what you can achieve by spending a little extra time basing and theming your artillery models. This can range from the simple, yet effective process of basing each accessory individually to fully scratch-building extra details.

High Elf Repeater Bolt Thrower

by Eric van den Broek

Eric has mounted all the elements of the Repeater Bolt Thrower on separate bases, with the gunner mounted together with his weapon. The Bolt Thrower's base is large enough to allow him to add a lizard, which is in keeping with his army's Lustrian theme



Orc Rock Lobber

by Nick Christofili

The major additions to Nick's Rock Lobber include a Night Goblin with a prodder encouraging a Dwarf captive to load the weapon and River Troll. This monster has been carefully remodelled so he's holding the arm of the catapult, ready to let fly at the enemy.



Gold



1 Dwarf metal has a solid, no nonsense appearance, that can be achieved with a flat Brazen Brass basecoat.



2 Carefully apply a solid layer of Shining Gold, picking out the fine detail.



3 To make this detail stand out from the original base colour, apply Burnished Gold to the edges.



4 Finally, apply a very fine watered-down mix of Burnished Gold and Mithril Silver to the very edges.

Metal



1 Paint the rest of the metal on the model, in this case the axe haft, chainmail and bracelets, Boltgun Metal.



2 Apply a wash of Black Ink and Codex Grey. Make sure the wash doesn't pool in the recesses.



3 Once the wash is dry, layer Chainmail over the raised areas of metal, leaving the deep shading in the recesses.



4 Finally, paint the edges of the metal with fine highlights of Mithril Silver.

Give me some skin!

Human



1 Start with a layer of Dark Flesh, leave the deepest recesses unpainted.



2 Build up the skin colour with a mix of Dark Flesh and Dwarf Flesh.



3 Paint Dwarf Flesh over the skin, leaving the first layers in the recesses.



4 Apply highlights to the nose, brows, lips and cheeks using Elf Flesh.

Elf



1 Elf skin is much lighter so use Tanned Flesh as the base colour.



2 Apply Dwarf Flesh, leaving the base colour showing in the recesses.



3 Paint the skin with a layer of Elf Flesh.



4 Paint the features using a mix of Elf Flesh and Skull White.

Orc



1 Apply a layer of Catachan Green to the Orc's face.



2 Mix the base colour with Goblin Green and use this as a highlight.



3 Paint all the raised areas of the face with Goblin Green.



4 Apply highlights using a mix of Goblin Green and Bleached Bone.



WARHAMMER

UNBREAKABLE

Phil Kelly takes a look at the Unbreakables, that elite cadre of Warhammer troops who will never break, not even if there's only one of them left and he's duking it out with a Bloodthirster.

Basic Tactics

It's easy as pie to get good use out of an Unbreakable unit, but used properly they can win you the game. Here is a brief outline of the most common tactics.

- 1 The Immovable Object:** Throw the Unbreakable unit in the path of the enemy's hardest unit – they can take a charge even from Chosen Chaos Knights without so much as a grumble. The ensuing war of attrition gives you time to organise a counter-attack, and you may win combat in subsequent rounds even without help.
- 2 The Anchor:** Use the Unbreakable unit to shore up your weakest flank, a great counter-tactic to the familiar sight of a big cavalry unit on the flank. Your opponent is trying to outflank your army, and Unbreakable troops are the perfect tool for short-circuiting that. Flank attack, rear attack, they just won't budge.
- 3 The Thin Orange Line:** Named after the lords of the Unbreakable world, Dwarf Trollslayers, the thin orange line is more of a formation than a tactic. As Unbreakable troops care not for such frivolities as rank bonus or combat resolution, you can tie up more than one enemy unit with your Unbreakables by simply deploying them in a single rank.
- 4 The Bait:** Unbreakable troops are perfect for setting up your enemy's troops for a fall. Consider the situation below. The Trollslayers have moved forward to stop the Chaos Warriors from being able to wheel and charge the Thunderer line just behind them – troops who would otherwise be in serious trouble against a fully-ranked unit. The Chaos Warriors are forced to charge or be charged. The Thunderers are now safe as houses, and at liberty to deliver a flank charge into the Chaos Warriors next turn, negating their rank bonus.



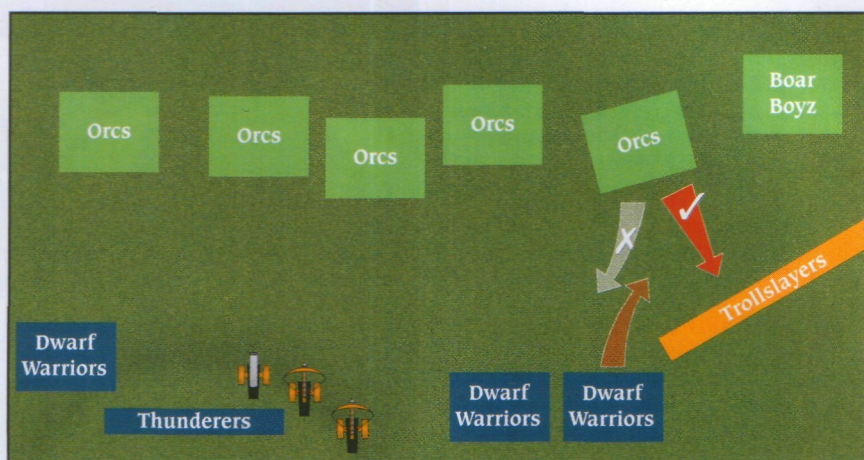
The Trollslayers have moved between the Chaos battleline and the Thunderer gun line, buying their fellows plenty of time to tip the combat in the Dwarf's favour next turn.

EAKABLE

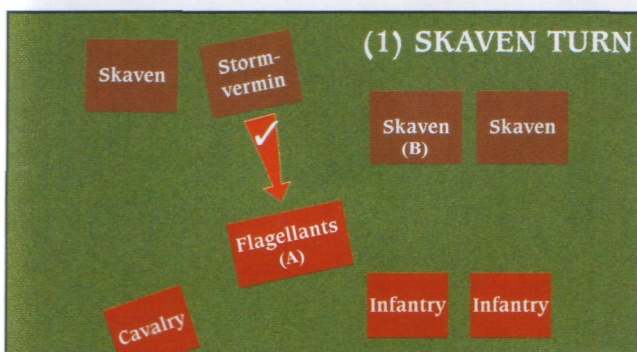
Putting it into practice

Let's look at how these tactics work in the context of a battle line. We'll stick with Dwarfs for the time being, as they are usually outnumbered by the enemy, and Slayers are a great way of evening the odds.

The main Dwarf forces are concentrated on the left, including artillery and Thunderers. The Orc horde cannot concentrate its strength by wheeling its units on the right flank without exposing their flank. Even if the only thing the Trollslayers achieve is to take two or three Orc units out of the game by tying them up, they have done their job. The rest of the Dwarf army can then take advantage by pounding the hell out of the units in front of them. Remember, even if the fight goes well for the enemy and he kills your Unbreakables, his units will be so out of position they still have to waste at least another turn or two manoeuvring before they are a threat.

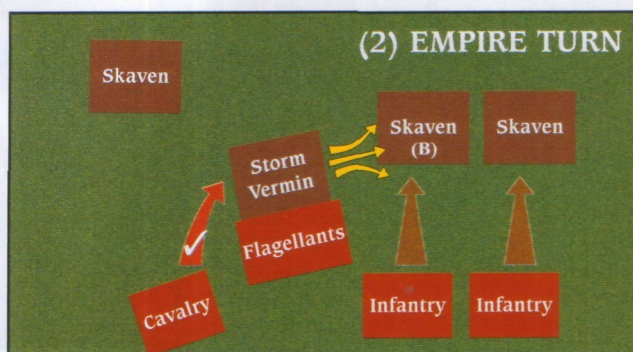


Setting the bait



Unbreakables can be used to pull the opponent's battle line out of position, affording you a flank charge whilst simultaneously saving the bait unit's bacon.

In the diagram above, the Flagellants have been moved forward of the main battle line toward the enemy's best unit, and angled slightly (A). The opponent has charged it with his elite troops, aligning appropriately. If he flank charges the Flagellants with his other units (say, unit B), he will certainly expose that unit's own flank to a counter-charge next turn – those bearded doom-mongers aren't going anywhere.



However, the Empire Cavalry are now in a position to effect their own flank charge next turn and roll up the enemy line. The trick is to make sure the cavalry unit is of a higher Unit Strength than the Flagellants so that when the enemy breaks they flee along the enemy battle line, enabling you to pursue into the next unit's flank (in this case unit B).

With a bit of practice, you can use your Unbreakable troops to put your opponent in a position where he's damned if he charges and damned if he doesn't, and that's the key to tipping a game in your favour.

SLAYERS

The quintessential unbreakable unit

Strengths

Multiple champions, plus they always wound the toughest enemy on a 4+ (or better; they use great weapons).

Weaknesses

Though they have Toughness 4, they go to battle in no more than a loincloth, which makes them vulnerable to ranged attacks.

Dirty Trick

Try taking several Giant Slayers and opting to use additional hand weapons. Your opponent can find himself facing 13 or more return attacks from even a five-man unit.



FLAGELLANTS

Beards! Doom! More beards! It's the end of the world – for the Flagellants at least

Strengths

As tough as Trollslayers, these hardcases have two S5 attacks each in the first round of combat.

Weaknesses

Again, no armour, so get stuck in as early as you can.

Dirty Trick

A Prophet of Doom can be a killing machine. If you manage to get the charge, try to get three Flagellants in contact with an enemy character – no one wants seven S5 attacks coming their way.



UNDEAD

Strengths

With a little magic, these fellas will soon get back up again, meaning that it takes even longer to get through them than their living equivalents. And they cause Fear too!

Weaknesses

Slow and poor in combat.

Dirty Trick

Pin an enemy unit in place, then raise another unit of dead nearby for a subsequent flank or rear charge.



SWARMS

Fast. Manoeuvrable. Frequently poisonous. What's not to like?

Strengths

A three-base swarm generally has fifteen wounds. And they skirmish, which means they can usually get into position.

Weaknesses

They really hate magic missiles due to their low toughness.

Dirty Trick

Hide in terrain that affects the enemy but not the swarm. Then charge a unit with a character in it, and place two bases in contact so you can fling 10 poisoned attacks his way – a wizard lord's worst nightmare!



MONSTERS & MANIACS

Strengths

These one-model wonders can do the job of an Unbreakable unit at a fraction of the cost.

Weaknesses

A lot easier to kill than an entire unit, and they often move slowly or erratically.

Dirty Trick

Take out any characters or unit champions quickly to minimise enemy attacks in later rounds and increase survivability.



CHARACTERS

Kitted out with the right items, some single characters can be one-man armies.

Strengths

With a statline from hell and some very potent magic items, they can hold up entire units until support arrives.

Weaknesses

They will invariably lose combat due to combat resolution, plus they can be rather expensive.

Dirty Trick

Use a Dragon Slayer with the Master Rune of Swiftiness as rapid response, keeping him near the Slayers to double the number of Unbreakable units you have. Or, try a Tomb King with the Spear of Antarak and Scorpion Armour – he can only lose one wound due to combat resolution and the Spear will earn it back next combat phase.



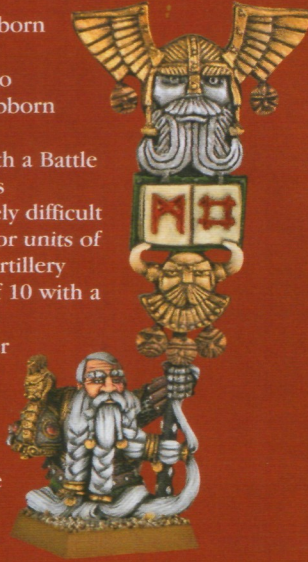
Faking it

Not every army has access to Unbreakable troops. Luckily, there are many ways to 'fake' Unbreakability

STUBBORN STAINS

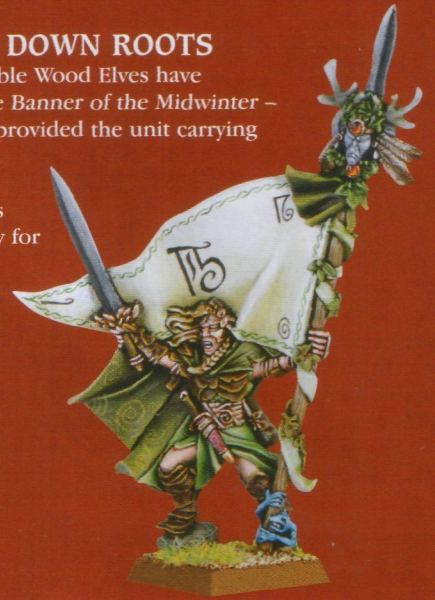
A good place to start is with Stubborn troops. Even testing on your unmodified Leadership value is no guarantee, especially as most Stubborn troops have a Leadership of 8.

However, when combined with a Battle Standard Bearer and the general's Leadership, they become extremely difficult to budge. This is especially true for units of Dwarfs such as Hammerers and Artillery Crew – testing on a Leadership of 10 with a reroll is about as close to Unbreakable as you can get. Other favourites are the Night Goblin combo of the Bad Moon Banner (confers Stubborn) and Guzzla's Backbone Brew (Leadership 10), and the Chaos item Banner of the Gods, which is a battle standard that makes every unit within 6" Stubborn. Ouch!



PUTTING DOWN ROOTS

The redoubtable Wood Elves have Gaemrath, the Banner of the Midwinter – an item that, provided the unit carrying it sacrifices its movement phase, confers Unbreakability for that turn only. Quite often that's just long enough...



SHOWCASE

Featured below are some of the Unbreakable units to have made themselves a royal pain in the neck in recent Studio games.



*Bone Giant
by Phil Kelly*



*Chaos Spawn
by Chad Mierzwa*



*Zombie Unit
by Anthony Reynolds*



**WHAT IS
WARHAMMER CHRONICLES?**

Warhammer Chronicles takes a look at the Warhammer game and its rules, introducing new gaming fodder such as scenarios, mini-games, and the occasional regiment of renown.

It also acts as a forum for dedicated players of the Warhammer game who have produced inspired, well thought-out and just plain brilliant additions to the game. This is a great chance for you to try out these new rules in your games (and come up with your own variants!), but always remember to agree with your opponent that you are going to use these rules well before the game. If you think you have something for Warhammer Chronicles that fits that description 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

WARHAMMER CHRONICLES

THE REVOLTING MOOT

by Mat Ward & Gav Thorpe

In early 2502, the Electors of Stirland and Averland pledged their armies to a campaign against the Goblin Warlord Nhobgarg whose army was gathering in the Worlds Edge Mountains. The only snag was how to join the two state armies together, a problem that Marius Leitdorf, Elector of Averland, solved by seeking permission from the Moot's Elders to build roads through their territory.

After a colossal bribe of gold and roastable animals, an accord was reached and Leitdorf sent engineers into the Moot to construct roads and, crucially, build a modern stone bridge over the River Stir.

Other than the rampant larceny that any visitor to the Moot must endure, the engineers made good progress. It was not until the first pilings for the new bridge were sunk that the troubles began. Each morning, stones that had been set in place the day before had mysteriously vanished. Setting guards didn't seem to work – they had a tendency to vanish too, only to turn up several days later, bound and gagged in a ditch.

The engineer in charge of the construction petitioned the Elders, suspecting that the Tomfiddle family, a sprawling clan who operated the local ferry, were behind the delays. After much shaking of heads the Elders rebuffed him, explaining that the permission granted was to strengthen and construct new roads, not bridges, and sadly they were powerless to assist in this matter.

Shortly thereafter, Leitdorf flew into one of his splendid rages and assembled the army of Averland to, in his words, "slaughter every one of the malodorous runts". Leitdorf led his army across the southern border of the Moot. Fearful for their lives, the Elders of the Moot sent a huge force of Halflings to stop them.

The Battle of Nearstream has since passed into history as the army of Averland's most successful, though not its noblest, engagement. Once the Averlanders came into sight, the Halflings arrayed before them began to panic, and were mercilessly cut down as they scrambled for safety.

With their main force defeated, the Elders of the Moot went into hiding, desperately penning letters calling for aid

from any who would listen. By this point, nearly three-quarters of Leitdorf's army had abandoned him, utterly dismayed at his barbarity. The Elector Count had lost what little wits he had remaining, and could be seen stalking the mist-shrouded fields in the small hours, screaming challenges at trees and shrubs. Unaware that an army was even now marching from Altdorf to curb his excesses, he directed his engineers to finish the bridge that had started the war. The fighting was not yet done, however.

Of all the frantic messengers that were sent out as the fighting began, most met an unpleasant end. Fortunately for the besieged Halflings, two were heeded. The first made it to Altdorf where he encountered the mercenary Lumpin Croop. Outraged at the attack on the Moot, he mustered his Fighting Cocks. More decisive though was the courier who was brought before the emissaries of the Ogre Tyrant, Blaut Feastmaster.

The Moot

The Moot is the largest single concentration of Halflings in the world. It is nominally part of the Empire, but is a place into which few Imperial officials will set foot. The Moot is blessed with beautiful scenery and fertile ground, which is just as well considering the indolent nature of its inhabitants, who would rather shove a pie down their gullets than lift a finger to do any work. They also tend to steal, eat, or steal then eat anything that is not nailed down. By day, the Moot seems like a rural paradise, but at night it takes on a strange air, the evening filled with the muffled revelry of drunken Halflings singing lewd songs.



Many an Ogre tribe has been known to make a hearty meal of the Empire's foot soldiers.

SCENARIO – REVOLT!

Imperial year 2502

Leitdorf has learnt that the Emperor's armies are marching to the Moot to bring him to book. This being the case, the only chance Leitdorf has to retain his position (and his head) is to stave off the assault of the Feastmaster tribe and claim it was all a carefully crafted plan to lure the brutes into an ambush.

Overview

In concert with some infiltrating malcontents, the attacker has sprung an assault on a poorly-led and tired army. Despite this, the defender must rally his troops and repel his foes!

Armies

Both armies are chosen from the relevant Warhammer army list to a value of 3000 points. The defender may only include one Lord. The attacker is chosen from the Ogre Kingdoms list, whilst the defenders are selected from the Empire.

Battlefield

The battle takes place in the centre of the Moot, replete with rolling hills, idyllic trees and a slow-flowing stream in the centre of the field.

Deployment

1. The Empire player deploys his army in the Defender's deployment zone.
2. The Ogre player deploys his army in the Attacker's Deployment Zone.
3. The Empire deploys any scouts.
4. The Ogre player deploys any Gnoblar fighters and Gnoblar trappers in accordance with the normal rules for scouts.

Who goes first?

The Ogre player goes first.

Length of Game

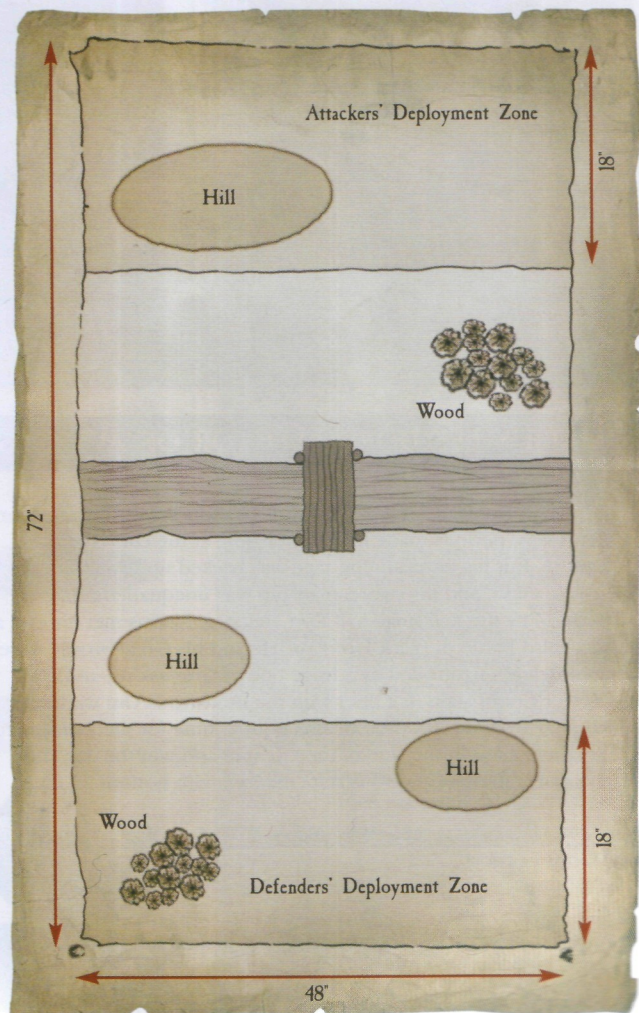
Six turns.

Victory Conditions

Both players score Victory points as normal (see page 198 in the Warhammer rule book).

Special Rules

To represent the unease that has begun to pervade the Empire army, no defending units may use their general's leadership.



REFIGHTING THE REVOLT

The Empire army for the 'Revolt!' scenario is chosen as normal from the Warhammer Armies: Empire book, but Marius Leitdorf (below) must be included as the army's general as a Lord choice. The Feastmaster tribe and associated Halfling Rebels are chosen as normal from the Warhammer Armies: Ogre Kingdoms book. Units of Gnoblar Fighters and Gnoblar Trappers can be represented by Halfling models – use the same profiles, special rules and options. In addition, you can use the following units: Lumpin Croop and his Fighting Cocks (Special choice), and the Halftank (see right; Rare choice). You may also include Halfling Hot Pot catapults instead of Scraplaunchers. Rules for the Fighting Cocks and the Hot Pot can be found on our Dogs of War homepage online.



An example of an Ogre army, bolstered with Keith Robertson's Halfling troops.

MARIUS LEITDORF, ELECTOR OF AVERLAND

250 Points

Known as the Mad Lord of Averland, Leitdorf's tantrums and dark depressive periods made him unwelcome at the courts of the Empire. But his unreasoning rage was backed up by a keen and artistic mind, and his swordsmanship was unequalled except perhaps by the Reiksmarshal Kurt Helborg. Marius met his end at the Third Battle of Black Fire Pass. He and his Greatswords were completely surrounded by a huge tide of Greenskins, and the Elector Count slain in a duel with the monstrous Orc warlord Vorghaz Ironjaw. But their deaths bought time for the Reiksguard Knights to smash the side of the Orc line and win the day, thus the name Marius Leitdorf is remembered with honour.

	M	WS	BS	S	T	W	I	A	Ld
Marius Leitdorf	4	5	5	4	4	3	5	3	9
Warhorse	8	3	3	3	3	1	3	1	5

Weapons and Armour: Runefang, dagger and full plate armour.

Mount: Barded warhorse.

Special Rules

Magic Banner: See page 6 of the Empire book.

Frenzy: Uniquely, Marius fights with a long dagger in one hand and the Runefang in the other. He is also highly unstable, so he is affected by the rules for Frenzy as described in the Warhammer rulebook. When frenzied he therefore has 4 attacks with his Runefang, plus 1 extra attack from his dagger, resolved at his normal Strength.

Magic Items

Runefang: See page 20 of the Empire book.



'KATHLEEN' HALFTANK

150 Points

	M	WS	BS	S	T	W	I	A	Ld
Halftank	6	1	4	5	6	6	0	0	10

Weapons: Soup Cannon.

Special Rules: Large Target, Unbreakable, Unit Strength 6, Causes Fear. The Halftank is neither a chariot nor a war machine.

Nearly Irresistible Force: Such is the weight of the *Katbleen* that it may never march. However, on the turn in which the *Katbleen* charges into combat it inflicts D6 impact hits in the same way as a chariot. In other turns, it inflicts D3 Strength 5 hits

as the Halflings inside desperately grind the Halftank over whatever it has got stuck upon.

The Soup Cannon: The Soup Cannon has a firing arc of 45° from the front of the Halftank. Place the flame template touching the cannon and roll Artillery dice – move the template this many inches forwards. Models completely under the template suffer a single Strength 5 hit with no Armour Save allowed. Models partially covered are hit on a 4+.



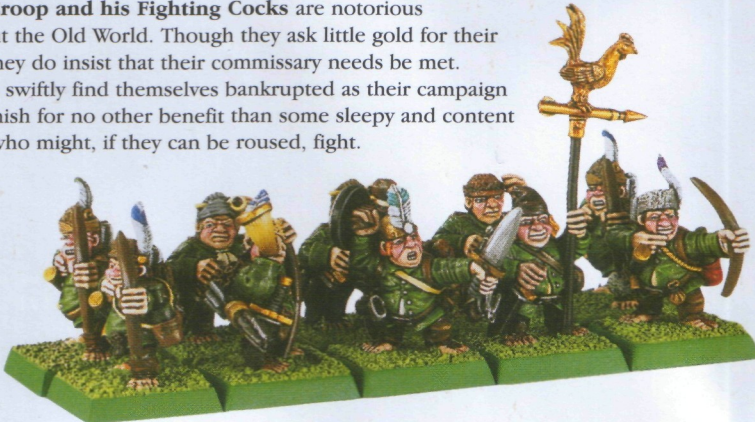
Chad Mierzwa's Halftank is an insane mixture of classic Steam Tank parts, a Dwarf Cannon limber and, worryingly, a Cauldron of Blood. In other games he uses it as a Scraplauncher.

HALFLINGS!

The **Hot Pot** catapult is a bizarre piece of artillery, with a history at least as peculiar. Suffice it to say, it involves a Halfling cook under Goblinoid attack, some leftovers and a rudimentary knowledge of ballistics.



Lumpin Croop and his Fighting Cocks are notorious throughout the Old World. Though they ask little gold for their services, they do insist that their commissary needs be met. Employers swiftly find themselves bankrupted as their campaign rations vanish for no other benefit than some sleepy and content Halflings who might, if they can be roused, fight.



SCUM FOR HIRE!

The Dogs of War are possibly the most egalitarian force in the whole of the Warhammer world. These sell-sword armies are formed from a wide variety of races who have set aside their petty differences and banded together under one banner. Man fights alongside Dwarf and Elf and Ogre, all in the name of the purest cause of all: unadulterated greed! Use The Dogs of War list to build a mercenary horde of gold-hungry scum, incorporate unusual units into an existing army, including the famous Regiments of Renown or, if you're dead clever, create themed armies of your own.

Dogs of War and Regiments of Renown rules are available at:

www.games-workshop.co.uk/dogsofwar

ORDER YOUR DOGS OF WAR MODELS FROM GW DIRECT!

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WARHAMMER 40,000 CAMPAIGN WEEKEND:

DARK STARS

A world prepares to die

+++incoming transmission+++

The Imperium is under threat. Armies of Tyranids, Tau, Orks and Eldar, each with their own agendas, make ready to attack Solypsia. The planet's fate lies with you.

To play, you will need 1,500 points force and also a legal Combat Patrol for your chosen army, that follows the army building regulations in the rules pack. These can be downloaded from the UK Events Diary online.

PLEASE NOTE! Each xenos race will only have 14 tickets available, so book yours now to avoid disappointment.

Ticket Price: £45

Your ticket covers seven games across both days, lunch on both days, and an evening meal on Saturday.

Age limit: 16+

+++transmission ended+++



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STYLES OF PLAY



The guys in Games Development shared an interesting argument the other day. The debate surrounded the whole notion of 'cheese' or 'beardiness'. Having been in the hobby for almost half of my

lifetime, it has become increasingly obvious to me that different players look for different things in their gaming. Graham's article on famous Black Templars Marshals demonstrates one such, narrative-driven, approach. But not all players invest their miniatures with as much background as the people in that article. Many are more into the game itself, seeing it less as a story and more as a competitive event. And therein lies the source of contention.

I have played games in which the intention, clearly understood by both players, is to wallop seven shades out of each other's armies, right from the off. Little or no concern was given to the narrative context of

the game – we simply picked the most powerful lists possible and went for it. Much fun was had, and many tall tales born.

On many other occasions, I've engaged in campaign, or story-driven games. These are ones in which both my opponent (for want of a better word) and myself are telling a story, its events unfolding as the game progresses. Again, these have been tremendous fun, and memorable events in their own right.

Both approaches are equally valid, so long as both players are looking for the same type of game. If, for example, you enter a tournament, you can expect to play people with highly efficient, min-maxed armies. That's fine, and all part of the fun. If, however, you go along for one of the fine campaign weekends organised at Warhammer World or elsewhere, you should expect a different approach, and be prepared to enter into a different type of game.

Either way, so long as both players enter into the game with the same expectations, everything is fine. Beardiness is relative.

Andy Hoare

☠ **CHAPTER APPROVED**
SON OF CREATURE FEATURE

☠ **MARSHALS OF THE
BLACK TEMPLARS**
BACKGROUND AND
MODELLING

☠ **TACTICA**
NECRON LORDS

☠ **PREVIEW**
CODEx: TAU EMPIRE



Got questions about your army? Find the answers at:

www.games-workshop.co.uk/warhammer40000/

MARSHALS

OF THE BLACK TEMPLARS

The Marshals of the Black Templars are among the most fearsome warriors of the Adeptus Astartes, leaders of exemplary zeal and proven courage. Graham McNeill delves further into the history of some of the most illustrious.



FOLKER

CASTELLAN OF THE NIMBOSA CRUSADE

Hailing from the world of Holscht, the boy that would one day become Castellan Folker presented himself before the Chaplains of the Black Templars bearing his father's sword and declaring himself ready to face whatever trials awaited him. Chaplain Burkarys determined that his warrior spirit was indeed strong and possessed of the ruthless edge required of the Black Templars. The journey through the drake-infested mountains to their Chapter keep would take over a week, through some of the most deadly terrain on the planet and it would be a test of the recruits' determination to survive.

The journey was indeed arduous – even for the Space Marines – and many of the recruits did not survive the journey, falling into deep chasms, dropping dead of exhaustion or being devoured by fearsome mountain drakes. At last, the mighty gates of the Black Templars Chapter keep rose up before them like a basalt cliff, but as they drew close to the great fortress another pack

of mountain drakes emerged from the rocks above and descended upon the recruits.

Breaking into a run towards the gates of the Chapter keep, Folker knew that the drakes were too fast and the recruits could not outrun them. The bellowing drakes were almost upon them when Folker turned and stood before the monsters, slashing his father's sword through the throat of the nearest creature. The stricken drake fell to the ground and the pack set upon it, tearing it apart in a frenzy of claw and fang while ignoring the recruits, who passed safely into the Chapter keep. As the mighty gates slammed shut, Folker saw Chaplain Burkarys' approving stare and knew he would indeed become a Black Templar. To honour Folker's bravery, the Chapter's artificers took his sword and crafted it into a weapon sheathed in a crackling energy field that could cut through the thickest armour. The weapon was presented to him upon his elevation to the rank of Initiate, and it is a weapon the Castellan bears to this day.

Graham McNeill: I fancied something other than the standard 'sword raised, pistol out' pose for Folker and thought that the Space Marine kneeling legs would make for an interesting pose. I shortened the tabard from a Black Templars body in order to get it to fit the legs, and once I'd trimmed some plastic from the weapon-carrying arms of a regular Space Marine I was able to get them into a position where they could hold the sheathed sword from the Crusade frame. I finished by embellishing Folker with some crusade seals, a pistol and assorted paraphernalia.



'EAVY METAL

HQ



High Marshal Helbrecht



Chaplain



Chaplain



Chaplain Grimaldus and Cenobyte retinue



Chaplain in Terminator armour



Marshal



Emperor's Champion



GERVHART

INSTIGATOR OF THE SECOND PURGING OF LASTRATI

The leader who initiated the Second Purging of Lastrati, as well as being a fearsome warrior and master tactician, was a keen student of history, second only to the Chapter's archivists in his knowledge and understanding of the ancient days of the Imperium. He had studied the ways of war of every Marshal since the time of Sigismund and was well versed in the most arcane weapons and wargear.

Gervhart was one of a rare few individuals who had the honour of treading the holy soil of Holy Terra, leading a pilgrimage of warriors through the teeming multitudes to the very gates of the Emperor's Palace where he conducted them in a month-long vigil to seek the Master of Mankind's blessing before setting out on the Athalor Crusade.

Upon the carven outer wall of the Palace were many ancient bas-reliefs of the long-forgotten battles and ancient conflicts, which Marshal Gervhart studied intently, finding many images of what appeared to be warriors of the Black Templars in battle. One of the mightiest figures carried a crackling staff of office and Gervhart vowed to craft a new weapon in this fashion.

Leaving Terra with his obeisance made, Gervhart did indeed forge such a weapon, a mighty power maul, and adapted his fighting

style so that he could wield it together with his combat shield. During the Athalor Crusade (and the Second Purging of Lastrati) Gervhart was to smite immeasurable foes of

the Emperor with this weapon and, though his name is now synonymous with the Repeal of M36, this weapon remains one of the Black Templars most revered relics.

Matt Hutson: I wanted to convert a Marshal armed with a power maul after seeing a piece of concept artwork. The weapon was easy to make – the haft is from a banner pole while the end is a holy orb from the Black Templars Crusade

sprue. To make the model look suitably menacing I used the largest shoulder pads I could find and adorned them with purity seals and crusade seals to give my Marshal some bulk. The addition of a combat shield also helps portray this.



Black Templars of the Lastrati Crusade cleanse the planet of its degenerate inhabitants.

HEAVY METAL

ELITES



Sword Brethren Terminators



Sword Brethren



Techmarine



Dreadnought



Black Templars and Sisters of Battle combine to banish a Greater Daemon of Khorne.



LUDOLDUS

MARSHAL OF THE VINCULUS CRUSADE

Much has been made of the true identity of Marshal Ludoldus as it is recorded that the same warrior fought in both the Vinculus Crusade and the Jerulas Crusade – wars that were fought thousands of years apart. Portraiture of both Marshals certainly shows an uncanny similarity between the two warriors, but even Lord Dante of the Blood Angels, most long-lived of Chapter Masters, is but eleven hundred years old.

Marshal Ludoldus who fought at the Battle of Fire and Blood took to the field of battle in a suit of archaic Terminator armour and exemplified the Black Templars desire to take the light of the Emperor into the dark places of the galaxy.

Indeed he carried a lantern said to have been blessed by the Blind Sisterhood of Luxvitas Binary that could pierce even the darkness of the Emypyean with its righteous light. The flame of the Black Templars zeal burned from a brazier atop his armour and served as a beacon to all his warriors that the fires of war should never be extinguished. Even Ludoldus's weapon, a combi-plasma gun spoke of his fiery desire to eradicate the shadows, and in the depths of the volcano in the Peleregon Cluster such a weapon was to serve him well...

Pete Jarman: I thought that my Marshal would look great in a suit of Terminator armour dating back to the days of the Great Crusade. Inspired by the Horus Heresy art books, I started with the body and torso of one of the new plastic Terminators, replacing one of the legs with a bionic alternative from the Iron Warriors Warsmith. His side armour plate came from the groin plates from the new Assault Terminators. The outer shoulder pads came from the Ork 'Ardboyz shoulder sprue. The leather straps were made from strips of plasticard and the rivets were made using small blobs of PVA.

Chaos Marine arms were added, whilst the combi-weapon and the tabard came from the Plastic Space Marine Commander. The Emperor's Champion sword made a great weapon whilst the other accessories like the purity seals came from the Black Templars Crusader sprue. Instead of a banner I used a flaming torch from the Throne of Judgement.



HEAVY METAL

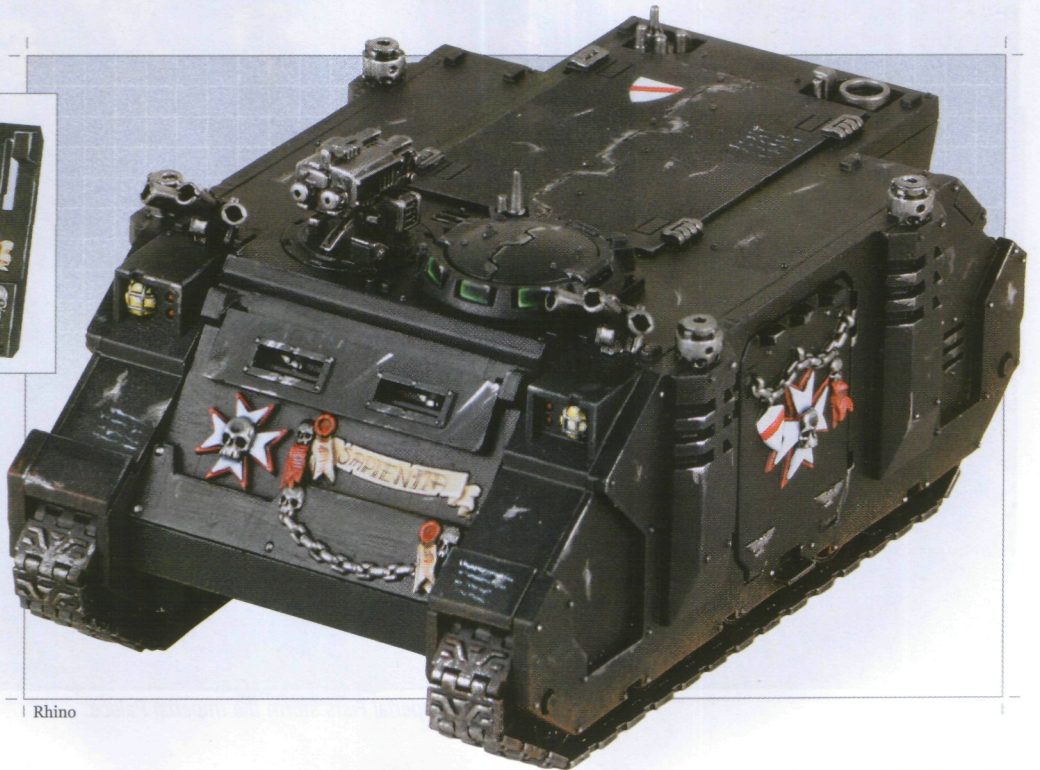
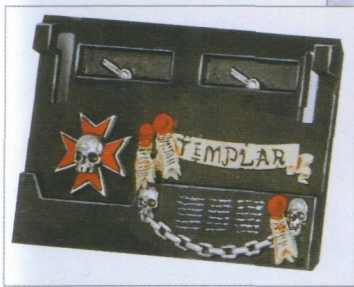
TROOPS



Initiates



Neophytes



Rhino



SIGENANDUS

HIGH MARSHAL OF THE TERRAN CRUSADE

A fiercely vengeful warrior, High Marshal Sigenandus was amongst the most fearsome warriors ever to command the Black Templars. Upon declaration of a Crusade, whichever foe was to be fought was doomed from that moment onwards as there would be no mercy shown until every last remnant of the enemy was destroyed. Great was Sigenandus's rage after discovering the destruction of his Chapter's keeps in Segmentum Solar by the traitorous High Lord Vandire's fleets and, in retribution, he gathered four Crusade fleets and set off towards Terra, and vengeance.

The Terran Crusade fell upon Vandire's forces like a thunderbolt, smashing into the deluded followers of the insane High Lord with terrifying fury. The siege of Vandire's palace lasted many months and, together with Chapter Master Lazerian of the Imperial Fists, Sigenandus fought his way towards Vandire's chambers. The two warriors fought side by side with their thunder hammers, crushing all before them. At battle's end, with Vandire dead, High Marshal Sigenandus still burned with fury at the destruction of his

Chapter's keeps and the scale of the High Lord's betrayal.

Determined that none should escape his vengeance, High Marshal Sigenandus set off

from Terra to hunt down all those who had broken faith with the Emperor. Worlds burned as his quest took him throughout the galaxy until his eventual death in 522.M36.

Neil Hodgson: *I chose to use the Captain Lysander model as he's already armed with a thunder hammer and storm shield, and in an appropriate pose. It also wouldn't be too difficult to get rid of the Imperial Fist iconography.*

I carefully removed all of his Chapter-specific iconography and discarded the thunder hammer and storm shield he comes with in favour of the plastic equivalents. The thunder hammer was converted by removing the rear part of the hammer head and adding the eagle head from the backpack on the plastic captains frame. I also added some purity seals and a Terminator shoulder pad from the Black Templars frame. Lastly, I used some Green Stuff to add a moustache and a circlet, for a kind of crown.



Black Templars and Imperial Fists storm the Imperial Palace.

HEAVY METAL

FAST ATTACK



Initiate Assault Marines



Attack Bike with multi-melta



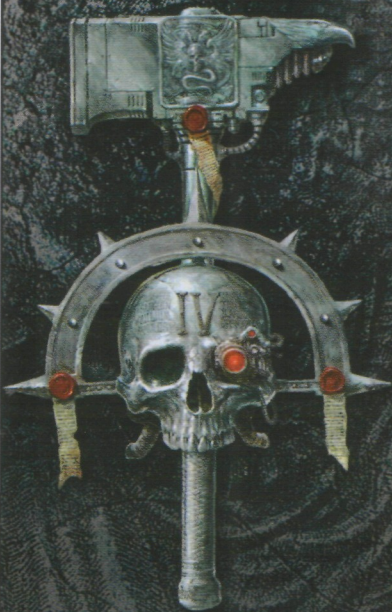
Initiate Biker

HEAVY SUPPORT



Land Raider





CHAPTER APPROVED

By Adam Troke, Andy Hoare,
Mat Ward & Phil Kelly

Chapter Approved takes a look at the Warhammer 40,000 games, introducing new scenarios and rules. If you've got something interesting for Chapter Approved then write to us at the address below.

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CREATURE FEATURE

Way back in White Dwarf 292, the Games Development scribes were allowed out of their cells and given free reign to create whatever beasties, critters and nasties their fevered little brains could imagine. The results ranged from Enslavers to Barking Toads. The time has come once more to let the Games Developers run free in the sun as nature intended...

CATACHAN DEVIL

Native to the Catachan system, these rapacious beasts have earned their name. The Devils, which can grow to be 30 metres long, are superbly adapted to their environment, their segmented, multi-legged bodies able to move with speed over all manner of terrain before coiling to spring upon their unsuspecting prey.

Once captured by a Catachan Devil, the victim is either shredded by its claws or stung into insensibility by the poisoned

barbs around its mouth. Old male Devils develop strong claws, one of which is often much larger than the other. These creatures have been named 'Fiddlers' in jungle fighter slang and are rightly feared for their ferocity. Territorial yet social creatures, Catachan Devils live in nesting groups comprising variously aged creatures. These groups will defend their territory from any trespassers, whether they be competing Devil nestings, colonists or Imperial Guard Tank Companies.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Devil	100	4	0	6	5	3	3	3	10	3+
Devilspawn	25	3	0	4	3	1	5	1	10	5+
Fiddler	125	4	0	8	5	3	3	3	10	3+

Number/Squad: 1 Devil or 1-5 Devilspawn.

Options: One Devil may be upgraded to a Fiddler for +25 points.

SPECIAL RULES

Catachan Devils have the *Monstrous Creature, Move Through Cover, Stealth, Fleet, and Infiltrate* special rules.





Graham: Each Crotalid was simplicity itself to make, I took a plastic Cold One head and put it on a Salamander's body then used the lizardy thing from a Jungle Swarms base for the infant Crotalid. It really was just that simple. I just made sure my paint job stayed away from looking anything like either a Salamander or Cold One and found that they were sufficiently different to pass muster as an alien beastie. Just goes to show that you don't need to do anything wildly experimental to create something new.

CROTALID

Crotalid are reptilian carnivores that inhabit tropical and sub-tropical rivers. Their jaws are filled with serrated teeth that are capable of biting through the thickest armours, and a fully-grown specimen can bring down prey many times its size.

Crotalid quickly dominate their habitats, ascending to the top of the food chain so quickly that within a few decades it becomes necessary for them to move on.

They employ an unusual method to reach new feeding grounds, travelling through Warp space. There appears to be no conscious manipulation of this power as they often appear on worlds unsuited to their needs. When they arrive, Crotalid are extremely aggressive, attacking anything within sight to establish their territory. If they encounter a threat they cannot defeat, they will simply vanish, seeking a less hazardous environment.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Crotalid	15	3	-	4	5	1	3	2	10	4+

Number/pack: Between 1 and 10 Crotalid.

SPECIAL RULES

Territorial: If not engaged in an assault, move the Crotalid pack 6" towards the nearest model (from either side) at the beginning of each player's Movement phase, before any other rolls or moves have been made. If this carries them into contact with a model from either side, then the Crotalid count as having charged.

Feeding Frenzy: If, at the beginning of each player's assault phase, the Crotalid pack are

not already engaged in close combat, they must make an Assault move of 12" towards the nearest model (from either side) if this would bring them into contact with it. If no model is in range, the Crotalid do not move.

Fight or Flight: If a pack of Crotalid fails a Morale test from any source, they will immediately trigger their Warp-travelling ability and vanish from the battlefield. Victory Points are scored as normal by the player that manages to drive the Crotalid from the battlefield, either by killing them or causing them to disappear into the Warp.

FERRO-BEAST

The Ferro-beast originates from a planet poor in minerals. So acute is this deficiency that one form of native animal has evolved, over time, specific feeding mechanisms to enable it to digest ferric metals directly from mineral ores.

The Ferro-beast is about two metres long, quadrupedal with a tough shell. Its mouth is surrounded by tentacles covered in suckers; these secrete acidic juices that allow the creature to turn metal ores into digestible

'soup'. The Ferro-beast has evolved complex sensory organs that enable it to smell metal ores over a distance of many miles. The presence of refined metals, such as are commonly used on spacecraft, vehicles and equipment will attract Ferro-beasts from many miles around. Crazy by metal, the normally placid Ferro-beast becomes insanely heedless of danger, fighting its way through almost any obstacle to feed. At such times the creatures are aggressive and dangerous.



Andy: My Ferro-beast is made out of a bunch of bits from varying sources, mainly bits left over from assembling my Lizardmen, but also a Tyranid Ripper that Phil has yet to notice is missing from his desk! The beast's body is the crest from the Lizardmen Stegadon, while the legs and tail are cut from one of the new plastic Cold Ones. That just leaves the head and proboscis, which is made from the aforementioned Ripper (sorry Phil!). I painted the beast Tin Bitz over a black undercoat, dry-brushing it with Blazing Orange to give it a rusty appearance. Lastly, the ferro-slobber dripping from its proboscis is luminous poster paint I picked up from a craft shop for just such an occasion.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Ferro-beast	25	2	0	5	5	3	1	1	7	2+

Number/herd: Between 1 and 10

Weapons and equipment: Ferro-slobber.

SPECIAL RULES

Ferro-slobber: A Ferro-beast's mouthparts are designed to deliver an extremely potent secretion that breaks down metallic

substances in seconds. The Ferro-beast is therefore counted as being equipped with melta-bombs for the purposes of attacking vehicles, and its attacks are counted as power weapon attacks against all models in Codex: Necrons (apart from C'tan) and models wearing power, artificier or Terminator armour.

SLASHER BEASTS

Slasher Beasts are deadly creatures mostly confined to the death world of Luther McIntyre, but they can also be found on Calana VII due to a disastrous attempt by the Adeptus Mechanicus to reseed the world with life, which had been virus bombed during the Reign of Blood. Rogue Traders, acting under license from the Genetor-Biologis, captured a number of the beasts to act as top predators in Calana VII's new ecology.

Unfortunately, the Adeptus found that the creatures bred rapidly away from the deserts of their homeworld, and they slaughtered every form of life they came into contact with. Appeals for aid drew in Space Marine Chapters, to test their recruits, and wealthy aristocrat hunters. But despite many bloody culls, the Adeptus Mechanicus were forced to abandon their project. Now Calana VII is yet another death world, visited only by those with a desire to hunt this most dangerous of game.



Graham: The plastic Rat Ogre bodies and arms (put on the wrong way round) gave me a lower torso, and a reversed Tyranid Warrior's body gave me my upper body, and I combined a Cold One head with various Tyranid bits. As for arms, I returned to the Rat Ogres and used their tails to make gribbly tentacles.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Slasher Beast	75	5	3	5	6	4	3	4	10	3+

Number/Pack: Between 1 and 3 beasts.

SPECIAL RULES

Pelvic Claw: The pelvic claw of a Slasher Beast is designed to ensnare its prey and render it easy meat for its slashing blade-tentacles. The pelvic claw may be used to make a single extra close combat attack at Initiative 6 against one infantry model in base contact. The pelvic claw hits on a 4+ on a D6

regardless of the target type or relative WS. If the attack hits, the remainder of the Slasher Beast's attacks count the target model's Weapon Skill and Initiative (including for the purposes of breaking from combat) as 1.

Monstrous Creature: Slasher Beasts are large, powerful predators and follow all the rules given in the 40K rulebook for Monstrous Creatures.

GROX



The Grox is a large reptile native to the Soloman system. They are extremely palatable and nutritious, and, since Grox thrive on just about any food, no matter how poor or indigestible, they can be farmed virtually anywhere. The only drawback to the exploitation of the Grox is their temperament.

By nature territorial loners, it is difficult to keep the animals together without driving them into a rage in which both Grox and handlers are likely to lose life or limb. The solution to the problem is to lobotomise most of the stock, keeping a few in check with electro-pulsers wired directly into their brains.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Psycho-grox	16	3	0	4	4	1	4	3	7	4+
Lobo-grox	5	1	0	4	4	3	2	1	10	4+
Laser-grox	+10	2	2	4	4	1	3	2	7	4+

Number/herd: Psycho-grox are only ever encountered individually. Lobo-grox can be herded into groups of any five or more.

Weapons and equipment: Psycho-grox use their formidably sharp talons to fight. Other types have had these clipped, but the Laser-grox is equipped lasers for eyes.

Options: One in five Lobo-grox may be upgraded to a Laser-grox for +10 points.

SPECIAL RULES

Psycho-grox: These are Grox that have been encountered in the wild (and have therefore not been lobotomised) or the battery in their electro-pulsers has run down. They are as

aggressive as their name suggests, and therefore must always assault an enemy that is within charge range.

Formidably sharp talons: The Psycho-grox's claws are so formidably sharp that their Strength is counted as +1 in any player turn in which they make an assault.

Lobo-grox: These beasts have had simple but effective neural modification performed upon them. They lack even a trace of aggression, not even being annoyed about their inevitable fate of becoming a grox-burger. In the Movement phase, Lobo-grox always move D6" in a direction determined by the Scatter Dice, remaining still if a 'Hit' is rolled.

Laser-grox: These are beasts which have been modified to act as deterrents to those who would commit the crime of Grox-rustling. A number of Grox are fitted with powerful lasers mounted upon writhing mechadentrites, and these fire at any who come too close to the herd. Laser-grox move as Lobo-grox. In the Shooting phase, it will automatically fire at the nearest enemy unit, if one is in range. The Laser-grox's weapons have the following profile:

Weap.	Range	Str	AP	Type	Notes
Lasers	12"	3	5	Assault 1	Twin-Linked

THE SILTWALKERS OF JALGRAX V



The peculiar tidal patterns of Jalgrax V mean that a great proportion of the landmass is subject to impromptu

to run at great speed across the boggy plains. This should be impossible as their three legs end in razor-sharp points – by

The fauna of Jalgrax V has adapted by developing into amphibious forms, where the fiercest creatures lose out to the most devious.

inundation. The fauna of Jalgrax V has adapted to these conditions by developing into amphibious forms, where the fiercest creatures lose out to the most devious. In the latter category lie the Siltwalkers – man-sized tripods with a refined form of low cunning. Siltwalkers somehow manage

rights they should sink. Instead, they have the baffling ability to shunt a large part of their mass into another dimension whilst they pursue their quarry. Unnervingly, they seem able to reverse this effect at will mid-pounce, pinning their victims to the ground with crushing force.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Siltwalker	10	3	0	4	3	2	6	2	6	6+

Number/Squad: 3-15

Weapons: Razor sharp claws and vicious temperament.

SPECIAL RULES

Siltwalkers are Fleet and have the *Move Through Cover*, *Scouts*, and *Stealth* universal special rules.

LESSER CATACHAN BARKING TOAD

The Barking Toads of the death world of Catachan are believed to be the most poisonous creatures in the galaxy. These reclusive amphibians have a unique self-defence mechanism – upon contact with a predator, the Barking Toad simply explodes, releasing a cloud of the most deadly poison known to Mankind half a kilometre in every direction. Every biological organism within the poison's zone of effect, including the Barking Toad itself, is reduced to a formless, slimy mass, and no vegetation will ever grow there again.

The Catachan Toad has a smaller, though only slightly less devastating cousin: the Lesser Catachan Barking Toad. This creature has reportedly been encountered upon a number of worlds, though it is not known how they came to spread from Catachan. Regardless, instances of Barking Toads breeding upon the Imperium's worlds are taken very seriously indeed, for they are a lethal pest.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Lsr B. Toad	25	N/a	N/a	N/a	N/a	N/a	N/a	N/a	N/a	N/a
		(1)			(2)			(2)		

Number/herd: 1

Weapons and equipment: Lesser Catachan Barking Toad.

SPECIAL RULES

Habits of the Lesser Barking Toad: Catachan Barking Toads can be unpredictable little blighters, one moment hopping all over the place, the next hiding under a nice dark rock. At the beginning of the owning player's Movement phase, before any other rolls or moves have been made, roll a Scatter dice and move the Toad D6" in the direction indicated. This move is unaffected by difficult

terrain. If the Scatter dice rolls a 'Hit' then the Toad decides to stay right where it is.

Biology of the Lesser Barking Toad: The Toad will unleash its poison attack if it makes contact with any enemy (ie. not another Toad) other than a member of the Imperial Guard with the Jungle Fighters Doctrine, or Kroot, or if any unit or vehicle shoots while within 3" of it. Resolve the detonation once the unit/vehicle's shooting is complete. When it explodes place the large blast marker over the Toad. All models under the template, except close-topped vehicles, Necrons, C'tan, Daemons and Eldar Avatars take a single



Andy: My Lesser Catachan Barking Toad barely qualifies as a conversion – it's simply a lizard, from the Lizardmen Jungle Swarm, with a little Green Stuff around its neck to create an amphibious appearance. I painted the model Jade Green, and gave it several coats of 'Ardcoat, so that its skin appears slimy.

Strength 10, AP1 hit, even if only partially covered by the template. Invulnerable saves are allowed as normal.

Should the Toad be assaulted, it will explode before the enemy has a chance to strike. It will also explode should it be successfully hit by any shooting attack, tank shocked or included in the area of another Toad exploding. Should a Kroot, or an Imperial Guardsman with the Jungle Fighters Doctrine assault the Toad, treat it as WS1, T2, I2. If it is wounded it is removed as a casualty, but if it survives to strike back it will immediately explode.

CREATURE FEATURE MISSIONS

These missions use the Standard Force Organisation chart, so you can use your normal army in them. The player controlling the creatures isn't constricted by the Force Organisation chart – they can take as many beasts as they like, up to the agreed points limit for the game.

MONSTER HUNT

One force has been despatched to the area to investigate sightings of bizarre and dangerous beasts, its mission to return with the body of one of the creatures so that it may be studied. The other force plans on luring the hunters into the area, and launching an attack whilst the defenders are engaged against the beasts.

SET-UP

One player will field a small, normal army, plus a number of creatures. This player is the Defender. The player fielding their regular army is the Attacker.

- 1 Divide the table into four quarters. Both players roll a dice, highest score picks which quarter to deploy in. The other player's deployment zone is the opposite quarter.
- 2 The Defender places all of his creatures in his quarter. The remainder of his force is held in Reserve.
- 3 The Attacker deploys his army in his quarter, without placing any models within 18" of the enemy.
- 4 Roll a D6. Highest score may choose whether to go first or second.

MISSION OBJECTIVE

The Attacker is seeking to kill as many of the enemy creatures as possible, and earns double Victory Points for destroying enemy units. The Defender earns twice the value of any of his surviving scoring units left alive at the end of the game.

The Defender must spend between 25% and 50% of his available points on creatures, chosen from this article.

SCENARIO SPECIAL RULES

Dusk and Dawn, Victory Points, Random Game Length.

RESERVES

When available, reserves move on from the player's deployment zone board edge.



CLOSE TO THE MEAT!

Whilst engaged on a reconnaissance patrol or en route to another area of the warzone, your force has blundered into the territory of one or more very aggressive beasts. As much as your junior officers would like to stay and bag a trophy kill, your orders are more urgent. You must lead as much of your force to safety as possible. To make matters worse, the enemy has chosen this moment to launch an ambush...

SET-UP

One player fields their normal army, plus a number of creatures. This player is the Attacker. The other player fields their regular army, and is the Defender.

- 1 The Attacker chooses a short table edge, via which the Defender must escape.
- 2 The Defender sets up his entire force within 18" of the opposite short table edge.
- 3 The Attacker places his creatures anywhere not within 18" of any of the Defender's models. The remainder of the Attacker's force is brought on via the Reserves rule, moving on from either long table edge.
- 4 Roll a D6. Highest score may choose whether to go first or second.

RESERVES

When available, the Reserves arrive via either long table edge.

MISSION OBJECTIVE

The Defender must escape via the table edge opposite their Deployment Zone, with as much of his force intact as possible. The Attacker must eat as many of the Defenders as possible.

This Mission uses Victory Points to determine which side is the winner. In addition to earning Victory Points for destroying enemy creatures, the Attacker gains bonus Victory Points equal to the points cost of each scoring unit that escapes the table. The Attacker earns double Victory Points for Defending units they destroy.

The Attacker must spend between 25% and 50% of his available points on creatures, chosen from this article.

SCENARIO SPECIAL RULES

Reserves, Victory Points, Random Game Length.

UNWELCOME GUESTS

Both forces are engaged in the noble act of mutual violence, when they attract the attention of the local fauna. The native creatures take exception, and attack them. Both forces are focused upon the other's destruction, and will seek to achieve it even whilst assaulted by the native beasts.

SET-UP

- 1 Divide the board into four quarters. Both players roll a dice, the player who scores the highest picks which quarter to deploy in. The other player's deployment zone is the opposite quarter.
- 2 Starting with the player that scored lowest, the players take it in turns deploying a unit until both armies are deployed, in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack. No unit can be deployed within 18" of the enemy or within 6" of the centre of the table at the start of the game.
- 3 Roll a D6. Highest score may choose whether to go first or second.

RESERVES

Creatures entering the table via Reserves are placed on a table edge of the owning player's choice, before the players roll to determine which one controls them.

MISSION OBJECTIVE

Both forces are seeking to clear the enemy from the area. To control a table quarter there must be NO scoring enemy units and at least one scoring unit of your own in the quarter. A unit can only occupy one table quarter. The player that controls the most table quarters at the end of the game wins.

However, the native creatures will seek to repel both armies. Both players may choose any number of creatures, up to a points value equal to one quarter of their own army (375 points for example in a 1,500 point game). These enter play via the Reserves special rule, from any table edge the owning player likes. Once placed on the table, each player rolls a D6 at the beginning of his turn for each creature or herd, the highest roll determining which player controls the creature or herd in question for that player turn.

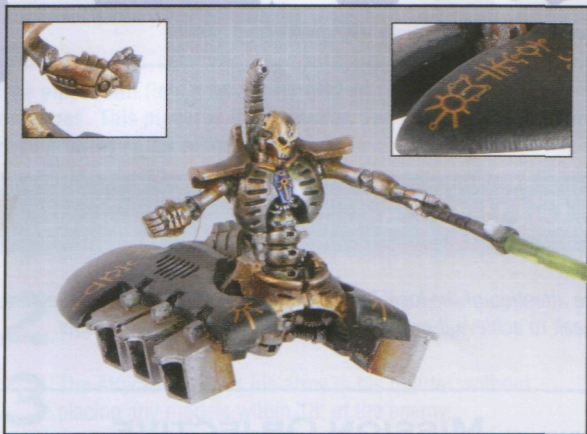
SCENARIO SPECIAL RULES

Reserves (creatures only)

TACTICA LORDS OF DEATH

Making the most of your Necron Lords

With only one HQ choice and one Troops choice available, the core of any Necron army is all but set. Furthermore, few squads have weapon options and none can have squad leaders that allow additional wargear. However, you're free to tinker with a Necron Lord as you see fit. By customising a Lord you effectively customize your entire army. Andy Smilie explains how.



THREAT NEUTRALISED

The "I'll be back" rule is all fine and well until a character with a power sword attacks your Necrons in close combat. A Necron Lord is about the only thing you've got that will be able to counter such a threat. His high Toughness, coupled with a phase shifter, makes him hard to kill. If you give him a Destroyer body you'll increase his Toughness further and allow him to respond quickly to threats across the battlefield. By equipping him with a Warscythe you'll also ensure that he has no trouble dealing with even the hardest of foes.

One of the main weaknesses of a Necron army is long range firepower. But a Necron Lord with Destroyer body can take his trusty warscythe, and seek and destroy enemy heavy weapon squads and artillery. For added range, you can teleport a Lord and the unit they are attached to through a Monolith's portal.

REROUTING POWER

When picking a Necron army, phasing out has to be foremost on your mind. No matter how well you play, you'll still suffer a massacre if all your Necrons shut down and disappear. Luckily your Lord can be equipped with a handy set of shock paddles to keep the heart of your army pumping shots at the enemy. Resurrection orbs are a Necron's best friend; I'd advise taking at least one of these. If your army is mostly Warriors and Immortals advancing on foot, then a Necron Lord with resurrection orb in the middle of the phalanx will greatly increase their survivability. He will also be suitably placed to deal with any assault threats. A Lord mounted on a Destroyer body can carry his resurrection orb to wherever you feel the incoming fire will be focused. Remember too that Necron Lords count towards the number of Necrons in your army.

DRESSED TO KILL....

When your Lord takes to the battlefield it's important he goes prepared. Choosing the right kit for him is the key to victory with your Necrons. It's important to remember the scenario you are going to be playing when outfitting your Necron Lord, as this should also influence what equipment you select.



TACTIC 1



Monoliths hang back and provide fire support with their particle whips.

NECRON NECESSITIES

- ☠ Remember! Enemy characters kill Necrons!
- ☠ Always take two Lords.
- ☠ Warscythes, warscythes, warscythes.
- ☠ Resurrection orbs are useful if you have a large number of troops.
- ☠ A phase shifter is a wise investment.

The Destroyer Lord and Destroyers teleport through the portal to counter threats to the Monolith.

These two squads of Warriors remain in the deployment zone to hold the table quarter and prevent phase out.

1 If the enemy gets across the board and engages the Warrior squads in combat, the Monoliths teleport the Warriors away and then move to block the path of the attackers. This should also allow the Warriors to recoup any losses suffered in the initial combat. Continue firing and redeploying until the battle is won.



These two Destroyer Lords set up so that resurrection orbs cover all of the Destroyers.

The Warrior squads are set up as far apart as possible; this will enable them to each hold a table quarter.

TACTIC 2

2 Concentrate the Destroyers' fire on clearing a single part of the battlefield and then relocate to the cleared part. This should mean that whatever your Destroyers can see is reduced to a minor threat and the return fire should bounce off them. The mobility of Destroyer units makes them ideal for use in this way.

The Destroyer Lords stay with the units of Destroyers the whole time in order to increase their

survivability. However, if there is a threat that would be better taken out up close, then use your Lords to deal with such threats. Similarly, if you come up against a purely heavy weapons based army then put your Destroyers in combat. Toughness 5, a 3+ Armour Save and the "I'll be back" rule, will see them through most combats, especially when they're beating lascannon toting troops.



מחברתם הסכפפתה

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Departments Muniturum
Message Decryption Simulacrum

ALPHA

Decryption File Reference 314-GF23-X963-ST	Datestamp 998.M41
Priority Rating ALPHA	Decoding Agent HANS STRICKLUND
Origination TERRA	

++ A MESSAGE TO THE BRAVE SOLDIERS OF THE IMPERIUM ++

Welcome, men of the Imperial Guard, to Tau space. As your vessels approach our domains, you will [-----] to see that to fight us is to suffer [-----] death for no [-----] purpose. Our fleets are swift and mighty and our warriors [-----] beyond compare. Our workers are [-----] and inventive and our diplomats speak only the truth. To attack us is to bring [---] to your kin, for you shall bring about your own, [-----] end at the hands of those who would welcome you.

We say unto you "join us" and fight beside our warriors. Build with our workers. Penetrate the benighted void with our explorers. Spread the word of the [-----] Good with our diplomats. Lay down your weapons and take the hand of friendship that is [-----] to you.

We are the Tau Empire. We stand united. Your Imperium is fractured and [-----]. To resist us is folly - to join us, your destiny!

This message was intercepted on multi-wave frequencies emanating from beyond the Damocles Gulf. It is imperative that the men of the regiments in the sector are shielded from it as, though many of them will recognise it for the pernicious lie of the alien, regrettably there are always a weak-minded few within the ranks who may hearken to its false promises.

H. Stricklund



XV25
Stealth Suit



Commander
Shadowsun



Sky Ray
Missile Defence
Gunship



Aun'Va, Master of
the Undying Spirit



COMING NEXT MONTH

TYAU
EMPIRE
PREVIEW

SEEING

The talented Victoria Lamb hails from sunny Australia and has been converting and painting Games Workshop miniatures for over 15 years. She first entered a Golden Demon competition in 1999, and won the Australian Slayer Sword in 2001.

Victoria's favourite past time isn't that far removed from her day job designing sets and costumes for theatre productions. "I find the miniature hobby compliments this work nicely," she explains. "I take a break from making little models by making even smaller models!"

Her next priorities are to practice some more sculpting, work up a few Ogre conversions and perhaps explore the lands of Araby. "Then again, the Australian Golden Demon is just around the corner," says

Victoria, "so I am currently painting some of those cool little pointy-nosed robot guys." Space Marines, we believe they are called. But we're betting she knows that.

Many of our veteran gamers will no doubt identify with Victoria's first forays into painting models. "As a teenager I was painting pretty much any model I could get my hands on," she says. "I think my first actual gaming miniature efforts were painted very badly with glossy enamels!" Look how far she's come...



THE RESCUE OF SISTER JOAN

"She's a bit old now but still one of my favourites, aside from the lighting my main aim with this was using the miniatures to tell a dramatic story."

THE LIGHT

GOLDEN DEMON SHOWCASE



“I convert models because there is something about chopping up miniatures that is just great fun”

FIERY ANGEL

“This piece was inspired by cheesy sci-fi robot monsters. The challenge was to take the lighting effect a bit further and get it to work without the help of a painted background”.

DROOKIAN FEN GUARDSMEN

“The Imperial Guard are one of my favourite armies. With this squad I really wanted to evoke the darker, grittier side of the footsloggers – and have a go at painting tartan.”



LET THERE BE LIGHT

Victoria is well known for her technique of showing illumination in a diorama by painting a light source reflecting from the surfaces around it.

"When I painted 'The Rescue of Sister Joan' back in 2001 little did I realise this would become my 'trademark' thing," she reveals. "The idea came about from looking at two-dimensional paintings that had light effects and wondering if the same could be done in 3D. Classical art can be a great source of inspiration for dioramas and models." Perhaps Victoria has hit upon the only possible way to make art history interesting...



"The effect above was achieved by drybrushing successively lighter shades of red, orange and yellow away from the point of light. This can be clearly seen on the brickwork behind Sister Joan."

A few rules of thumb for aspiring painters:

- ☛ Start with a dark miniature, and always make the light source (the flame in this example) the brightest part of the model.
- ☛ Remember that light only travels in straight lines.
- ☛ The basic technique is drybrushing, but it can be refined by introducing more advanced painting methods such as blending and layering.
- ☛ Keep experimenting until it looks right.

Sounds easy, right? We're not convinced, but we'll certainly be giving it a go.

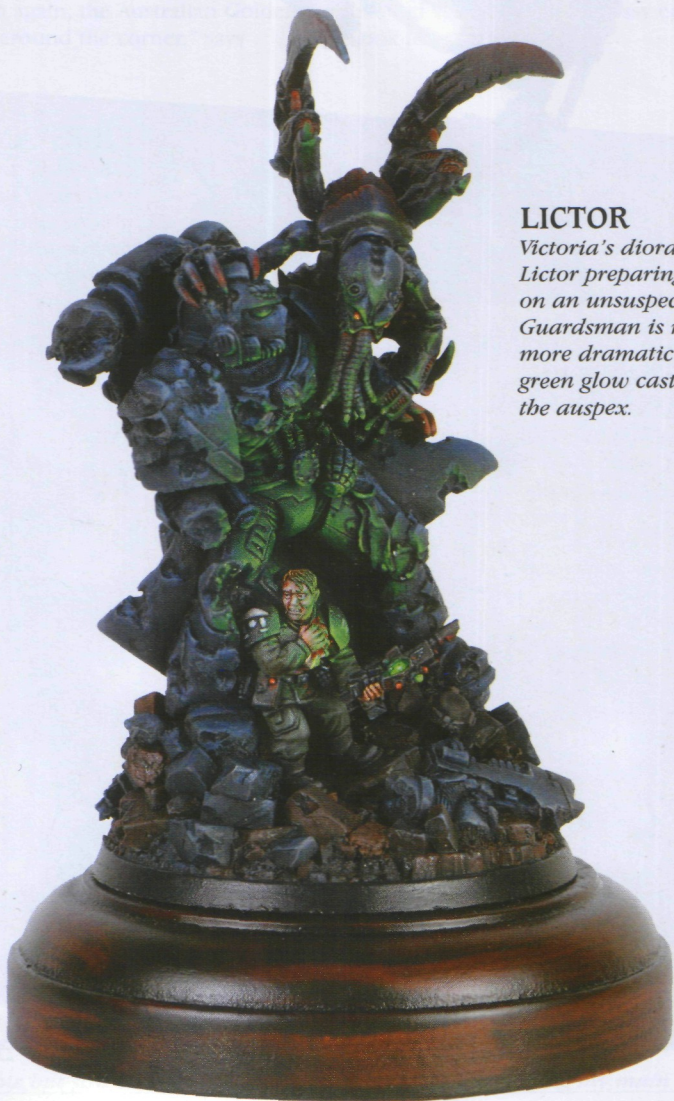
SUNBURNT OGRE

"I painted this while on a summer holiday, the idea behind it was that an Ogre freelancing in the Empire might find it a bit too warm!"



MANEATER OGRE

Another of Victoria's Ogres, which has more successfully acclimatised to life in Araby.



LICTOR

Victoria's diorama of a Lictor preparing to pounce on an unsuspecting Guardsman is made all the more dramatic by the eerie green glow cast by the auspex.

“For me, the most important qualities in a miniature have always been character, expression and humour”



SQUABBLE

“This was a lot of fun. I’ll just say that the inspiration came from playing a lot of Warhammer with my Orc & Goblin army...”

Perhaps one of the best elements of this piece is that all the Orcs are on the correct bases and can be used in a normal game of Warhammer!



MOUNTED ORK

Stuffed toy aside, this Ork means business, while his Squig Hopper mount is bigger and meaner than its Warhammer counterparts.



NORK DEDDOG

“I have always liked the Ogryns and this was a chance to have a go at some sculpting and depict some over-the-top melodrama.”



You can see more examples of Golden Demon standard models at:

WWW.GAMES-WORKSHOP.CO.UK/GOLDENDEMON

DOK BUTCHA'S CONUERSHUN KLINIC



O! Dis munth I present you wif the most insane conuershun yet, dis Exalted Daemon of some humy god called Zeench, or sumink. To be honest, I fink all dem brite colours are turning me into a zoggin' Weirdboy – I fink my ead is about to explode...

EXALTED DAEMON

by James Griffiths

To create an Exalted Daemon that truly reflects the twisted power of the Lord of Change, James chopped up four Horrors and positioned them spilling from the Nightbringer's cloak. By carefully texturing and smoothing off the joins with Green Stuff, they take on the form of the Daemon's limbs. One is even holding the Daemon's weapon, a Blade of the Ether made from the flames on the Disc of Tzeentch. A precarious looking pin gives the illusion that the Daemon is using magic to hover and finishes off the rather freakish conversion.

CLASSIC BEAST OF NURGLE TENTACLES



CHAOS HORRORS OF TZEENTCH



C'TAN NIGHTBRINGER LEGS AND TORSO



MOUNTING THE MODEL

- 1 Bore deep holes into your chosen support – James has made a tree with several pieces from his bits box – and the model itself, then fix the pieces together with some brass rod.
- 2 Mix some Green Stuff, roll it flat then wrap it around the wire. Taking care to cover the whole area.
- 3 Smooth the surface (petroleum jelly on your fingers really helps with this) then add a few surface marks and abrasions.
- 4 Once dry, pin your complete model to the base making sure that the model's centre of gravity is at the centre of the base or it will be unstable.



THE ASTRONOMICAN

Calling all Hobbyists



Nick Kyme

Nick: Peter Parker, Irwin 'Fletch' Fletcher and Lois Lane. What do all these characters have in common? Well, they're all investigative journalists, seeking out the next big scoop, constantly on the road and willing to do anything to get the story.

White Dwarf now has its own journalist – me. Much like these fictional characters (okay, I don't have super powers, wear dodgy disguises or have the assets of Lois Lane), I'm on the lookout for the next big hobby story and I'm a bit of a road warrior too.

GETTING THE SCOOP

These hobby stories come from the UK Community; Hobby Centres, GCN Gaming Clubs and Events. This is basically what the Astronomicon section is all about – showcasing the UK Hobby Community, so you the reader get to see and read about it.

In this section, you'll find Frontline, Gaming Rooms, Clubs and Community, and Warhammer World. It's

my mission to visit all of these places on the hunt for hobby material to put into White Dwarf.

HOBBY ARTICLES

So what kind of articles am I looking for? A few examples are; well-painted/themed miniature collections or army showcases, conversion and modelling projects, campaigns and even events. The upshot is, if you're doing something cool that you think will be of interest to our hobby community get in touch with your club or hobby store and get them to get in touch with me – it's that simple!

This is your chance to get your models into White Dwarf. We won't just accept anything mind you. We're after quality and nothing less, but that doesn't mean to say you have to be an 'Eavy Metal or even Golden Demon standard painter/modeller. Take a look at these pages over the next few months and you'll get the idea.

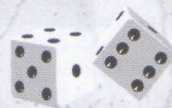
So what are you waiting for? Turn the page and soak it up.

Nick Kyme

Get in touch with the White Dwarf Journalist: nickk@games-workshop.co.uk

ONLINE DIRECTORY

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- **THE BLACK LIBRARY** www.blacklibrary.com
- **SPECIALIST GAMES** www.specialist-games.com



Community

All the latest news and events from Warhammer World, hobby centres, clubs and the community.



Store Finder

Want to find a Games Workshop hobby centre or independent stockist near you? They're all here.



Ordering Direct

It's possible to buy our products online or over the telephone; all the information is right here.

www.games-workshop.co.uk



CLUBS & COMMUNITY

All the information you need about clubs, whether you want to participate or start one of your own

UPCOMING CLUB EVENTS

Are you running an event and are a GCN or WPS club? If you want to advertise it for free in this fine publication simply drop us an e-mail at:

nickk@games-workshop.co.uk

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

- 1st December for WD314 (March)
- 1st January for WD315 (April)
- 1st February for WD316 (May)

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

Events diary abbreviation guide

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

FEBRUARY

The GCN Presents:

Yorkshire Open Tournament WARHAMMER

Date: Sunday 26th February 2006
10am - 6pm

Venue: Leeds Night Owls Gaming Club, Headingley Community Centre, North Lane, Headingley, Leeds

Details: Painted 1,500 points Warhammer. Tickets £10; prizes for winners.

Contact: Steve Nolan 07793198516; itssteve@hotmail.com; www.leedsnightowls.co.uk

The GCN Presents:

WARHAMMER 40,000 OPEN COMBAT PATROL DOUBLES TOURNAMENT

Date: 11th February, 2006

Venue: Bracknell Rugby Club

Age: 12+

Details: Warhammer 40,000 Combat Patrol doubles tournament. Entry is £10.

Contact: Bracknell Forest Gamers - 07951936955

Website: www.bfggiants.bravehost.com

DICE AND DAGGER CLUB

GRASS ROOTS GAMING

Nick: Short of being on a small island, Bude in Cornwall is about as remote a place as you can get in the UK. Surprising then that it's the location of one of the Gaming Club Network (GCN) clubs, the Dice and Dagger. Together with Messrs, Rob Wyness (Community Hobby Manager, South West) and Mike Mason (Head of Community), I visited the club to find out all about it and how it manages to thrive in such an out-of-the-way place.

Kurt Baker is the driving force behind this club. Together with a small committee, he strives to put on events, provide tables and gather hobbyists all with the same goal - to play more games.

So far, there are twenty gamers who frequent the club on Thursday nights at the Union Inn in Stratton (just outside of Bude itself), but 35 are registered in total. The Dice and Dagger is a young club, despite the fact it's been running it for two years, in that a lot of its regulars are young hobbyists. "It's quite a challenge to find older gamers," Kurt tells us, "we'd like to find more."

GAMING

By no means is the Dice and Dagger a club of exclusivity either, especially where the gaming is concerned. All three main Games Workshop systems are played here and there is also a strong following for

"It's a really good club. This is the main thing I do - it gives me a chance to play games against lots of opponents."

KURT BAKER - HOBBYIST PROFILE



Kurt Baker

Kurt has been a hobbyist for 10 years. If you fancy challenging him at the Dice and Dagger club he has armies of Dwarfs, Crimson Fist Space Marines and forces of Harad and Gondor, ready to meet you on the field of battle.

He also plays a lot of specialist games too; you could face off against his Goliaths in the Underhive of Necromunda, his Witch Hunters on the mean streets of Mordheim or his Norse team on the Blood Bowl astrogranite.

with an Imperial Greatship and even several small Skirmish battles. It showcased the great variety that a club like the Dice and Dagger has to offer and extolled one of the chief virtues of any club - it's your club and you can play what you want, when you want.

IT'S ALL ABOUT COMMUNITY

The diversity of gaming doesn't end there as Kurt takes his show on the road too, "We run events with other local clubs," he says, "and have close ties with Games

Dan Heywood - regular at the Dice and Dagger club.

Mordheim, Blood Bowl and Inquisitor. What the clubbers play often varies, as Kurt explains, "It goes in phases and seems to switch during the year - right now, it's 40K."

When Mike, Rob and I went over, it was Warhammer that dominated most of the tables. As we looked around, there was a siege battle being played, a nautical scenario



A thriving club, full of gamers.

Workshop Exeter - but we'd like to involve the Hobby Centres in Truro and Plymouth." Hope you're listening guys. Tournaments are one event that Kurt runs in spades. "There's at least one a month - 1,500 points for Warhammer and 1,000 points for Warhammer 40,000," he says. They also practice the Doubles format too, "It provides a chance for people with small armies to play."

Kurt is very dedicated in running the Dice and Dagger club - in such a far away location you'd have to be, "I take the scenery we've got to the club every Thursday and to the other clubs we visit." It is an example to anyone who's thinking about setting up their own club. "It's a challenge," he admits, "for people to get here. The main thing is spreading the word to other towns in the region that we exist," he explains.

Mike, Rob and I all agreed what a great club the Dice and Dagger is. The gamers we chatted to were very friendly and an impromptu Q & A session fielded by

More information about clubs and community events
Can be found on the Games Workshop and GCN websites.

myself and Mike, showed how knowledgeable too.

KEEPING IT SIMPLE

It has to be said, the Dice and Dagger club is real grass roots stuff. What I mean by that is that the tables are relatively simple with green cloths simulating battlefields and the scenery utilised comes from a variety of sources, but this is the greatest strength of the club as they are focussed utterly on gaming. It shows you what you can achieve – even with its limited resources and the club was packed. "It's a lovely area," says Kurt, "safe, with a good atmosphere and full of new gamers."

THE FINAL WORD

The Dice and Dagger is an emerging club, full of vitality with a great atmosphere, full of hobbyists who love playing games – it's what clubs are all about.



Proof that we do actually let Nick out of the office.



OUR GAMING CLUB LIST IS HERE TO HELP YOU FIND THOSE CLUBS THAT ARE MEMBERS OF THE INDEPENDENT GAMING CLUB NETWORK.

THE GCN ROLL OF HONOUR
The clubs listed here all have:

- A committee of at least three members to run their affairs openly.
- Public liability insurance to protect the members against accident.
- A good standard of club rules and a club constitution.
- A child protection policy.
- A policy of submitting the committee for CRB Disclosure.

As part of our commitment to customer service and safety we do not promote any club outside of the Gaming Club Network.

www.gcnm.org.uk

1st Company Veterans (Warhammer World)
Contact: Chris and Scott
E-mail: info@1stcompanyveterans.net

Battlenet (Norwich)
Contact: Richard Miller
Phone: 07710 702297
E-mail: Richard@battlenet.co.uk

Battlescar (Poole)
Contact: Paul Cleveland
Phone: 01202 385 632
E-mail: paul@battlescar.co.uk

Blackfish (North Walsham)
Contact: Guy Blashill
E-mail: glyblashill@yahoo.co.uk

Bracknell Forest Gamers
Contact: Daniel Currey
Phone: 07951 816 513
E-mail: d.currey@talk21.com

Bridgend YMCA Games Club
Contact: Matt Churchill
Phone: 01656 668298
E-mail: velvetfiend@yahoo.co.uk

Brighton Warlords
Contact: Peter Cooke
Phone: 0797 409 4240
E-mail: Peter.cooke423@ntlworld.com

Chelmsford Bunker
Contact: Gareth Williams
Phone: 01245 348542
E-mail: cdgareth@fsmail.net

Colchester Games Club
E-mail: info@colchestergamesclub.co.uk
Phone: 0791032 8924

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Dice and Dagger (Bude)
Contact: Kurt Baker
E-mail: celtokernow@aol.com

Dudley Darklords
Contact: Paul Sheldon
Phone: 01384 288 360
E-mail: kpseldon@ic24.co.uk

Dursley Games Club
Contact: Dan Bishop
Phone: 01453 549 377
E-mail: EdinburghPudBowlLeague@gmail.com
Contact: Dave Avery

Phone: 07837 380713
E-mail: daverydin@hotmail.com

Gambit Games On (Bellingham)
Contact: Gareth Wynn
E-mail: Gareth.wyn808@ntlworld.com

Gatekeepers Wargames Club (Shrewsbury)
Contact: James Sherry
Phone: 01743 369605 or 07792 469648
E-mail: n.sherry@btopenworld.com

Gobstys (Lincoln)
Phone: 01522 803310
E-mail: info@gobstys.co.uk

Hyde Clarendon Strategy Games Club
Contact: Paul Mather
E-mail: paul.mather@tameside.ac.uk

Jersey Privateers Gaming Club
Contact: Richard Mallet
Phone: 07797 725481
E-mail: director@black-helicopters.com

Kirriemuir Wargames Club
Contact: Michael Anderson
Phone: 01382 454034
E-mail: www.kirriemuirwargamesclub.co.uk

Leeds Night Owls
Contact: Steve Nolan
Phone: 0113 225 0461

Maccwargames (Macclesfield)
Contact: Duncan Harradine
Phone: 01625 612 579
E-mail: Harradine2002@yahoo.co.uk

Madgamers (Maldenhead)
Contact: Denis Jackman
Phone: 01628 454034
E-mail: DENIS_JACKMAN@hotmail.com

Middlesborough Gamers Club
Contact: Shaun Atherton
Phone: 01642 272 021
E-mail: Shaunatherton@netscape.net

Newmarket Dwarf Wargames Society
Contact: Chris Peachey
Phone: 01638 720861
E-mail: nktdwarf@hotmail.com

North West Warriors (Kendal)
Contact: Adam Turner
Phone: 07905 410 067
E-mail: Orc69@hotmail.com

Northumbrian Adventurers' Guild
Contact: Mark Anderson Coulter
Phone: 07906 193711
E-mail: magonline@hotmail.co.uk

Nuneaton Model and Gaming Club
Contact: Brian McCormack
Phone: 07976 884 568

Old Buckenham Bone Crushers
Contact: Paul Girling
E-mail: www.banhamandthebucks.co.uk/wargames

Oxford Gaming Club
Contact: Mike Sharp
Phone: 07802 764143
E-mail: Mike.sharp4@btopenworld.com

Phoenix Gaming Club (Rushden)
Contact: Stephen Mawson/Darrell Lee
Phone: 07951 728142

Portbury Knights
Contact: Alan Vowles
Phone: 07771 985488
E-mail: alanvowles@msn.com

Rainhill Wargames Club

Contact: Paul Tennant
E-mail: paultennant@hotmail.com

Redcar Ironbeards
Contact: Ian Widdowson
Phone: 01642 503207

The Spiky Club (Reading)
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Phone: 07798 825696
E-mail: ookhelibrarian@hotmail.com

St Aidans Warrior Club
Contact: Paul Fletcher
Phone: 01415 770196
E-mail: paulmcgregorfletcher@hotmail.com

Stirling Wargamers
Contact: Paul Brooks
Phone: 07879 612 033
E-mail: paul@treeandleaf.plus.com

Suffolk and Essex Gamers
Contact: Lord R Banbridge-Kiddy
Phone: 01787 211 254

Swindon and District Wargamers
Contact: Paul Nettle
Phone: 01793 700609
E-mail: nettle.tribe@ntlworld.com

Tanelorn Wargames Club
Contact: Martin Turner
E-mail: Martin.Turner@Hess.com

TGC (Tamworth)
Contact: Phil Hannigan
Phone: 01827 287446
E-mail: philhannigan2002@yahoo.co.uk

That Dam Gaming Club (Newmillerdam)
Contact: Iain Dalton
Phone: 07863 311481
E-mail: votemoose@hotmail.com

The Middlesbrough Gamers Club
Contact: Shaun Atherton
Phone: 01642 272021
E-mail: shaunatherton@netscape.net

The Sad Muppet Society (Basingstoke)
Contact: David Offen-James
E-mail: muppet@genesis-sf.org.uk
Phone: 0118 920 489

Tolworth 1st Founding
Contact: Peter Corps
Phone: 07788 790136

Tunbridge Wells Wargame Society
Contact: George Gush
Phone: 01580 753 680

Walburton Wargamers
Contact: Mike Roddham
E-mail: walburtonwargamers@yahoo.co.uk
Phone: 01245 654185

Watford Wargames Federation
Contact: Robert Phipps
Phone: 01494 465244
E-mail: rp@a-b-a.co.uk

Yeovil Gamers
Contact: Chris Lowe
Phone: 07811 843747

WANT TO KNOW MORE ABOUT CLUBS?*

E-mail:

clubguy@games-workshop.co.uk
schools@games-workshop.co.uk

Phone: 0115 916 8380

Write to:

Games Workshop
Willow Road, Lenton,
Nottingham, NG7 2WS

*A full list of all GCN clubs can be found below.

The GCN Presents:

HAMMERHEAD 2006 CHESTERFIELD OPEN GAMING SOCIETY

Date: 12th February, 2006

Venue: Kelham Hall, Newark

Details: New Large Science Fiction and Fantasy Show. 10am to 5pm

Contact:

Anthony Barnes – 01246 200120

Website:

www.hammerhead.org.uk

APRIL

The GCN Presents:

OPEN WAR 5

Date of Event: Sat 22nd April 2006, 9am till 6.30pm.

Venue: Warhammer World

Details: Warhammer 40k (1,500points), WFB (2,000points), Epic (3,000points). £10 to enter, discount for club bookings.

Contact Details:

Entry forms downloadable from website soon.

e-mail: info@1stcompanyveterans.net

Website:

www.1stcompanyveterans.net/events/

JUNE

The GCN Presents:

MORDHEIM 'The Curse' NATIONAL CHAMPIONSHIP

Date of Event: Saturday June 10th 2006

Venue: Portbury Knights, Portbury Village Hall, Portbury, Bristol. Just off Junction 19 of M5.

Details: Mordheim. Standard 500 points starting warbands. Painting standards – minimum of 3 colours and based. Tickets are £5 in advance.

Contact Details: alanvowles@msn.com for reservation details.

Website:

<http://groups.msn.com/PortburyKnights>

GAMING ROOMS

You'll find everything you need to fight a great battle, paint, get advice and more.

VITAL STATISTICS

- Sutton Coldfield has five 6'x4' tables... on Gaming Nights they can muster another four of the same size – that's 216 square foot of table!
- The Gaming Room has boards of all types, with a range of great scenery made by modelling guru Stu Morris (check out some of the boards below...)
- On Saturdays the guys at Sutton Coldfield teach Warhammer Skirmish. It's so popular that there's now a tournament!



GW SUTTON COLDFIELD

Sutton Coldfield Manager
Adam Sharpe

Nick: Though Sutton Coldfield was one of the last of the Gaming Rooms to emerge in the UK, it hasn't taken manager Adam Sharpe long to build up a steady hobby following. "Thursdays is one of our major nights; we're open until 10pm and get between 25-30 guys coming in regularly," he says.

Sutton Coldfield caters for all tastes, and with so many gamers, you're sure to find an array of opponents and build some good gaming contacts. "It's a broad age range," Adam, who's been managing Sutton Coldfield for a year, tells us, "certainly the broadest I've seen – we've even got ladies," he says, with a wry smile.

GOING CLUBBING

A strong body of regular gamers of various persuasions isn't enough for Adam; he's striving to get even more gaming action going on in his area. "We're trying to set up clubs – we've helped set up a school club so far." If you live in the Sutton Coldfield area or are indeed, a regular of the Gaming Room then why not set up your

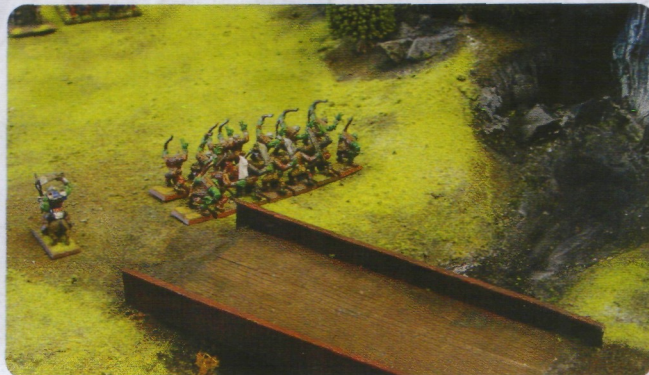
own club – Adam would only be too happy to help.

GAMING GALORE

Despite its relatively recent inception, Sutton Coldfield has already established quite a pedigree when it comes to gaming events. "We once played a game of Warhammer with over 173,000 points – this broke a previous record!" Adam says. "Our hobbyists really like Kill-team Nemesis and of course Warhammer, Warhammer 40,000 and The Lord of The Rings, but we have a good mix – they even play stuff like Warhammer Skirmish, Mordheim and Necromunda." There's always someone who's an expert in one of our game systems at the Gaming Room, and with store armies in abundance, you can play pretty much whatever you want, when you want. It's part of why Sutton Coldfield attracts so many gamers, that and the fact that they are so welcoming, as Adam attests, "We've built our success on the fact you can come here and have a game of anything. Come down and play games," he says, "It's what we do, and what we do best."



The talents of Sutton Coldfield extend to building gaming tables too. Here's the trophy they won for the Best Table at Games Day 2005.



These tables were made by the Sutton Coldfield team; the Moria table even has a partial roof and the Warhammer table boasts a realistic bridge.

Find your nearest Gaming Room on these pages
on our website: www.games-workshop.co.uk/storefinder by calling us: 0115 91 40000



These Daemonhunters are the handy work of Paul Bowater an ex-staffer, who's now a regular at Sutton Coldfield. You can see more of his models on display in the Gaming Room's cabinets.

www.games-workshop.co.uk/gamingrooms

GAMING ROOMS ACROSS THE UNITED KINGDOM

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 open to all hobbyists.

• GW Aberdeen01224 649779
• GW Bath01225 334044
• GW Bromley02084 660678
• GW Burton01283 535865
• GW Cambridge01223 313350
• GW Carlisle01228 598216
• GW Chester01244 311967
• GW Dumfries01387 249702
• GW Exeter01392 490305
• GW Glasgow01412 211673
• GW Harrogate01423 564310
• GW Ipswich01473 210031
• GW Liverpool01517 030963

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.

• GW Macclesfield01625 619020
• GW Maidenhead01628 631747
• 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
• GW Worcester01905 616707



• A place for experienced gamers

Gaming Rooms give 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 know-how 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, Warmaster and Mordheim.



FRONTLINE

STORE NEWS & EVENTS

UPCOMING STORE EVENTS

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

nickk@games-workshop.co.uk

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

- 1st December for WD314 (March)
- 1st January for WD315 (April)
- 1st February for WD316 (May)

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

Events diary abbreviation guide

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



GW BRISTOL

Bristol Manager
John Mason-Paul

Nick: With stunning tables rammed with evocative scenery, miniature-filled cabinets to die for and a brand-spanking new store, Games Workshop Bristol manager, John Mason-Paul has a lot to smile about. As White Dwarf's intrepid reporter, I went over there to find out how he was settling in.

John, aka 'George' (don't ask), has been a manager for a year and worked at Bristol's neighbouring Hobby Centre at Cribbs Causeway for three years prior to that. When I asked John about his mission in Bristol, he replied, "I want to be arrested for disturbing the peace – causing as much noise as possible when we play games in the store," he adds. Yes, you've guessed it; John is a bit of a loon.

Seriously though, as a brand new store in a new location, Bristol is an exquisite example of a Hobby Centre and John is just the man to make it fly. He's quite

a gamer too, winning a Warhammer Tournament against his fellow managers with an army of Wood Elves, "I can't believe I won!" he exclaims, adding that the sylvan ones were the perfect choice for him, "I wanted an army that could shot, fight, use magic – do a bit of everything." However it's the perennial favourites, the Adeptus Astartes, he goes for in 40K. "I just love Marines," he says. "I've never finished an army though, but I always come back to it." At this point it was confession time, as John owned up to his lack of speed in the painting department, "I'm notoriously slow," he admits. For his Wood Elves though, it's something that's been spurred on by his tournament victory, "You're the champion now, I thought," says John, "Now get them painted." Quite. John then goes on to add, "But I'm very good at gaming." Sounds like a challenge.

A gaming shrine, it seems, Bristol is also something of a painter's haven too. A distinctly Chaos theme pervades the gargantuan glass cabinets dominating the front of the store. Within are staffer's Zak Hems' Tzeentch army and Tom Coveney's Nurgle Chaos Space Marines. Both are truly superb armies that we hope to bring you a full expo on in future.

FEBRUARY

Yorkshire Open Tournament
WARHAMMER
Date: 12th February, 2006
Venue: Gaming Centre Sheffield
Details: You will need a 1,500 pt Warhammer army to take part. Tickets cost £10.
Contact: 0114 243 4633
Website: www.games-workshop.co.uk/events

DARKNESS FALLS

Date: 4th February, 2006
Venue: Nexus, Reykjavik, Iceland
Details: Warhammer 40K battle, Scheduled on Friday and Sunday.
Contact: Jokull (+354 698 0852)
Website: www.warhammer.is/darknessfalls

MARCH

DAMOCLES GULF CAMPAIGN
Date: 26th March, 2006
Venue: Gaming Centre Sheffield
Details: You will need to bring a 1,500 pts Warhammer 40,000 army. Tickets cost £15 including lunch.
Contact: 0114 243 4633
Website: www.games-workshop.co.uk/events

MAKING A MOVE

Games Workshop Bristol has recently moved. It now resides at:

87 The Horsefair, Bristol, BS1 3JR

Travel tip: For parking in Bristol, the best places that'll get you close to the store are either The Broadmead (for a long stay) or The Mall Galleries (for a short stay).

TOP END GAMERS

So what about the hobbyists? Despite its recent move, geographically Games Workshop Bristol hasn't gone far, and retains its regulars. "We've got a lot of experienced gamers," says John, "people who build 'efficient' armies." Smells like tournament junkies to me – what a great way to up the ante and improve your gaming skills

APRIL

1ST BIRTHDAY OPEN DAY

Date: 1st April, 2006
Venue: Gaming Centre Sheffield
Details: On the 1st of April, Games Workshop's Gaming Centre will have been open for a whole year. To celebrate, we are holding a massive event. There will be huge participation games, a visit from the stars of White Dwarf and Warhammer 40,000, The Lord of The Rings and Warhammer mini tournaments. Check out the Games Workshop Events website for more details.

Contact: 0114 243 4633

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

NO JOKE - HOLD THE LINE

Date: 1st April, 2006
Venue: GW Guildford
Details: Build 40K defences in the defense of Medusa V, then see if you have the courage to hold the line!

Contact: 01483 451 793

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

RETURN TO ARCHON III

Date: 3rd-14th April, 2006
Venue: GW Hemel Hempstead
Details: The Warp storms that plague the outer rim of the Medusa system have temporarily cleared. Imperial Astropaths have pinpointed the location of the legendary mineral planet of Archon III. Unfortunately they have also detected xenos communications, obviously on route to the planet.

Can you stake your claim to the resources of this beautiful but deadly world? 750pt 40k campaign.

Contact: 01442 249752

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



Two of the Bristol stores impressive gaming tables, check out Helm's Deep at the top.

and tactical acumen. Gaming is something that's very important to John, and the store move has provided a boon in that department too, "We've got more space to play games," John tells us, "and now we're here, I've got aspirations to go to Games Workshop Bath and challenge them."

Games Workshop Bristol is truly a magnificent Hobby Centre. With so much space and talent in the shed loads, courtesy of John's gaming prowess and Zak and Tom's painting mastery there's a whole lot to get out of a visit there. I urge you, humble hobbyist, to go check it out - I'm certain you won't be disappointed...

ACTIVE ASTARTES

Sutton Coldfield is a Gaming Room that prides itself on doing something a little different, just to shake things up. These dynamically posed Ultramarines are no exception. "We like being special," says manager, Adam Sharpes. "We have a wealth of talent here and like to do stuff that stands-out."

The Space Marines, arranged in a variety of unusual 'in battle' stances were painted by Adam and converted by full-timers Martin Jennens and Stu Morris. "They're unique," Adam tells us of the models, "it makes them more personal and it's a good talking point for tuition."

With copious amounts of clipping, repositioning and gluing Adam and his team were able to come up with a host of interesting poses...

For more on Sutton Coldfield, turn to page 122 for a full review of the Gaming Room.



On the comm-link

At ease with flamer

Firing from the hip

Kneeling

Aiming

SUTTON GOLDFIELD



WARHAMMER WORLD

Games Workshop's premier retail store and events venue



COMING EVENTS

HERE ARE JUST A FEW
WARHAMMER WORLD EVENTS. SEE
OVER THE PAGE FOR MORE!

**WARHAMMER 40,000
DOUBLES TOURNAMENT**
14TH-15TH JANUARY

**WARHAMMER
RISE OF KINGDOMS**
28TH-29TH JANUARY

**WARHAMMER
GRAND TOURNAMENT
GRAND FINAL**
4TH-5TH FEBRUARY

**WARHAMMER 40,000
GRAND TOURNAMENT
GRAND FINAL**
4TH-5TH MARCH

**THE LORD OF THE RINGS
GRAND TOURNAMENT**
8TH-9TH APRIL

**BLOOD BOWL
GRAND TOURNAMENT**
13TH-14TH MAY

Located in Lenton Nottingham, Warhammer World is the place to come for a great Games Workshop experience. Within its castle courtyard you will find a wide array of awesome gaming tables built by Warhammer World's scenery team. All of Games Workshop's current game systems are represented, from cathedral ruins for the Warhammer 40,000 universe, to the rolling plains of the Warmaster board. Whatever game you play, Warhammer World is the place to fight your war!

- Feature tables in the Warhammer, Warhammer 40,000, The Lord of The Rings and Specialist Games zones.
- A variety of standard gaming tables that can be used for all systems.
- Gaming nights to cater for all levels of gaming knowledge and experience.
- Staff on hand to help you with your hobby activities and gaming.
- Hobby Centre stocking the Specialist Games Range, as well as Forge World items and a limited range of Warp Artefacts products.
- Available for Club or Gaming Group activities (subject to availability).
- Citadel Miniatures Hall.
- Sample the legendary hospitality of the Dwarfs at Bugman's Bar!

.RING 0115 9168410 FOR MORE DETAILS.

The Citadel Miniatures Hall

Games Workshop's crown jewels are now on display in the Citadel Miniatures Hall and it's free! Including the work of the 'Eavy Metal team, this new display also showcases models from former Golden Demon winners and highly individual painters, modellers and artists such as John Blanche from the last 30 years. This gives all visitors the opportunity to view new and historical miniatures and models they would simply never otherwise see.

It is an exhibition of the finest painted miniatures in the world, on show in a gallery setting and presented with gravitas, history, purpose, place and respect. For more information e-mail or call:

0115 9168410



Here is a small selection of the classic models on display.

Bugman's

bugmans@games-workshop.co.uk

Bugman's Bar is the place to sit and relax with a thirst-quenching refreshment after visiting the museum. It is custom-built to provide an appropriate finish to any visit to Warhammer World, with a great selection of drinks and mouth-watering meals.

STORE FINDER

A Games Workshop Hobby Centre is much more than just a shop...

++IMPORTANT NEWS++

HOBBY STORE OPENING TIMES

Games Workshop Hobby Centres have recently changed their opening hours. The new opening times are as follows:

Monday - Friday: 12pm – 6pm

Saturday: 10am – 6pm

Sunday: 1pm – 5pm

There are, however, the following exceptions:

- Stores in shopping centres still open and close according to shopping centre times.
- Each Hobby Centre has one late club night. The specific night this is held on is dependent upon the store.
- Some stores are not open everyday, such as the Gaming and Events Centre in Sheffield. Please ring relevant store for details.
- To find out more information, pay a visit to your local Hobby centre or give the staff a call.



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!



FREE GAMING AND TACTICS ADVICE

All our staff are experienced gamers (after all it's what they do for a living!) They can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries.



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!



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 a Games Workshop Direct in-store order point which you can use to get your hands on all of our Specialist Games products, plus many exclusive miniatures, components and classic models with which to customise your Warhammer, Warhammer 40,000 and The Lord of the Rings forces.



HOBBY ACTIVITIES

Games Workshop hobby centres provide support and expert advice on all aspects of the hobby. On **Sunday** evenings many stores run specific activities for those who have graduated from the Beginners' Programme, whilst one weekday night a week, there is a **Games Night** for players to indulge in even more hobby activity.



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 listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the Middle East. Games Workshops open seven days a week, with gaming into the evening on certain nights. Call your local Hobby Centre for more details. You can find a full list of our UK retail outlets on our website, shown below.

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.

www.games-workshop.co.uk/storefinder

ORDERING DIRECT

This is the perfect service for hobbyists whose hobby time is precious.

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.

CONTACTING DIRECT

There are numerous ways of getting directly in touch with our crack squad of Hobby Specialists. 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)**,
0115 918 4040 (Northern Europe)

- **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**

DIRECT OPENING HOURS

If you need anything for your armies, or you have a burning question about tactics or painting, just drop our Hobby Specialists in Direct a line. Below is our list of opening times when you can call:

Monday to Saturday: 10am – 6pm

Sunday: 11am – 5pm

www.games-workshop.co.uk/store

DIRECT EXCLUSIVE MODELS



+++DIRECT EXCLUSIVE+++
ETERNAL GUARD CHAMPION
9947020405507 £4.00



+++DIRECT EXCLUSIVE+++
WARDANCER 4
9947020406904 £4.00



+++DIRECT EXCLUSIVE+++
WARDANCER 2
9947020405908 £4.00



+++DIRECT EXCLUSIVE+++
WARDANCER 1
9947020405907 £4.00

SHOPPING ONLINE

The Games Workshop Online Store is open 24 hours a day, seven days a week, so it's always available for your needs. Shop at your convenience and make sure you get exactly what you want, when you want it.

The Online Store carries the entire range of Games Workshop products, so in addition to everything you can find in our Hobby Centres, you'll also find a whole host of unique products only available from Games Workshop Direct, like a female Ogre Maneater, Ogre Ninja Maneater or the Space Marine Techmarine without a helmet.

We aim to dispatch all orders within three working days of receiving them. Most go much faster than that, so you won't have long to wait to get your hands on your goodies.

ONLINE SECURITY

We take online security very seriously and use powerful encryption software to keep your details safe, so you can order from us with confidence.

EASY TO USE

Our store is designed to be as easy to use as possible, with the catalogue matching the entries in the Army book or Codex, so you can always find what you're looking for.

CHRISTMAS SHOPPING

With Christmas just around the corner, we've grouped together some great gift ideas, so why not point your relatives at the Online Store and get models not socks this year?

SEARCH FUNCTION

NAVIGATION BAR

SHOPPING CART

LIST OF CATEGORIES

DETAILED PRODUCT DESCRIPTIONS

HELPFUL AND ESSENTIAL PRODUCTS



+++DIRECT EXCLUSIVE+++
SPACE MARINE TECHMARINE
99060101313 £9.00



+++DIRECT EXCLUSIVE+++
OGRE MANEATER FEMALE
99060213013 £10.00



+++DIRECT EXCLUSIVE+++
OGRE MANEATER NINJA
99060213012 £10.00

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, individual models and, for the sake of completeness, older models that are no longer available anywhere.

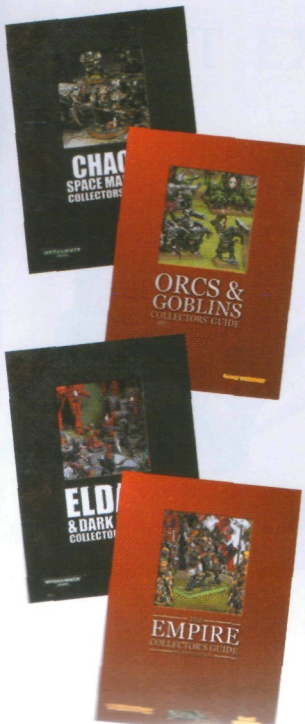
Now available from your local Games Workshop Hobby Centre:

Collectors' Guides

- Lizardmen **NEW!**
- Tyranids
- Space Marines
- Orks
- Chaos Space Marines
- Empire
- Orcs & Goblins
- The Lord of The Rings
- Warhammer Chaos
- Undead
- Eldar & Dark Eldar
- Tau & Necrons
- Dwarfs
- Monsters & Mercenaries
- Skaven
- Bretonnians

Catalogues

- The Specialist Games Catalogue
- 2006 Catalogue



THE LORD OF THE RINGS STRATEGY BATTLE GAME

NEW COMPONENTS!

Last month we announced the launch of The Lord of the Rings component range. Now you can add new models to start or expand an army or, order components for a particular conversion that would only have been possible by buying a complete boxed set.

'A Shadow in the East' sees the release of a host of Easterlings, as well as adversaries taken from scenarios contained within the book.

This month

- Easterling Kataphrakt Riders
- Easterling Kataphrakt Horses
- Easterlings
- Easterling Captain
- Easterling Banner Bearer
- Khamûl the Easterling (on foot)
- Múrin and Drár
- Cirion and Madril
- Faramir
- Damrod
- Rangers of Gondor



EASTERLING HORSE 1
9947146409704 £2



EASTERLING HORSE 2
9947146409705 £2



EASTERLING HORSE 3
9947146409707 £2



EASTERLING HORSE 4
9947146409708 £2



EASTERLING HORSE LEG SPRUE 1 (FITS HORSE 1 AND 2)
9947146409706 £0.60



EASTERLING HORSE LEG SPRUE 2 (FITS HORSE 3 AND 4)
9947146409709 £0.60

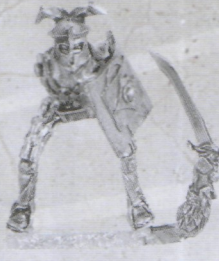
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EASTERLING KATAPHRACT 1
9947146409701 £3



EASTERLING KATAPHRACT 2
9947146409702 £3



EASTERLING KATAPHRACT 3
9947146409703 £3



EASTERLING 1
9947146404401 £2.50



EASTERLING 2
9947146404402 £2.50



EASTERLING 3
9947146404403 £2.50



EASTERLING 4
9947146404404 £2.50



EASTERLING CAPTAIN
9947146404501 £4



EASTERLING BANNER BEARER
9947146404502 £3



KHAMUL THE EASTERLING ON FOOT
9947146409903 £5



FARAMIR
Body (9947149901205) £5
Sword (9947149901206) £0.60



DRAR
9947146501302 £5



MURIN
9947146501301 £5



CIRION
9947146410101 £5



MADRIL
9947146410102 £5



DAMROD
9947149901204 £5



RANGER OF GONDOR 1
9947149901207 £2.50



RANGER OF GONDOR 2
9947149901208 £2.50

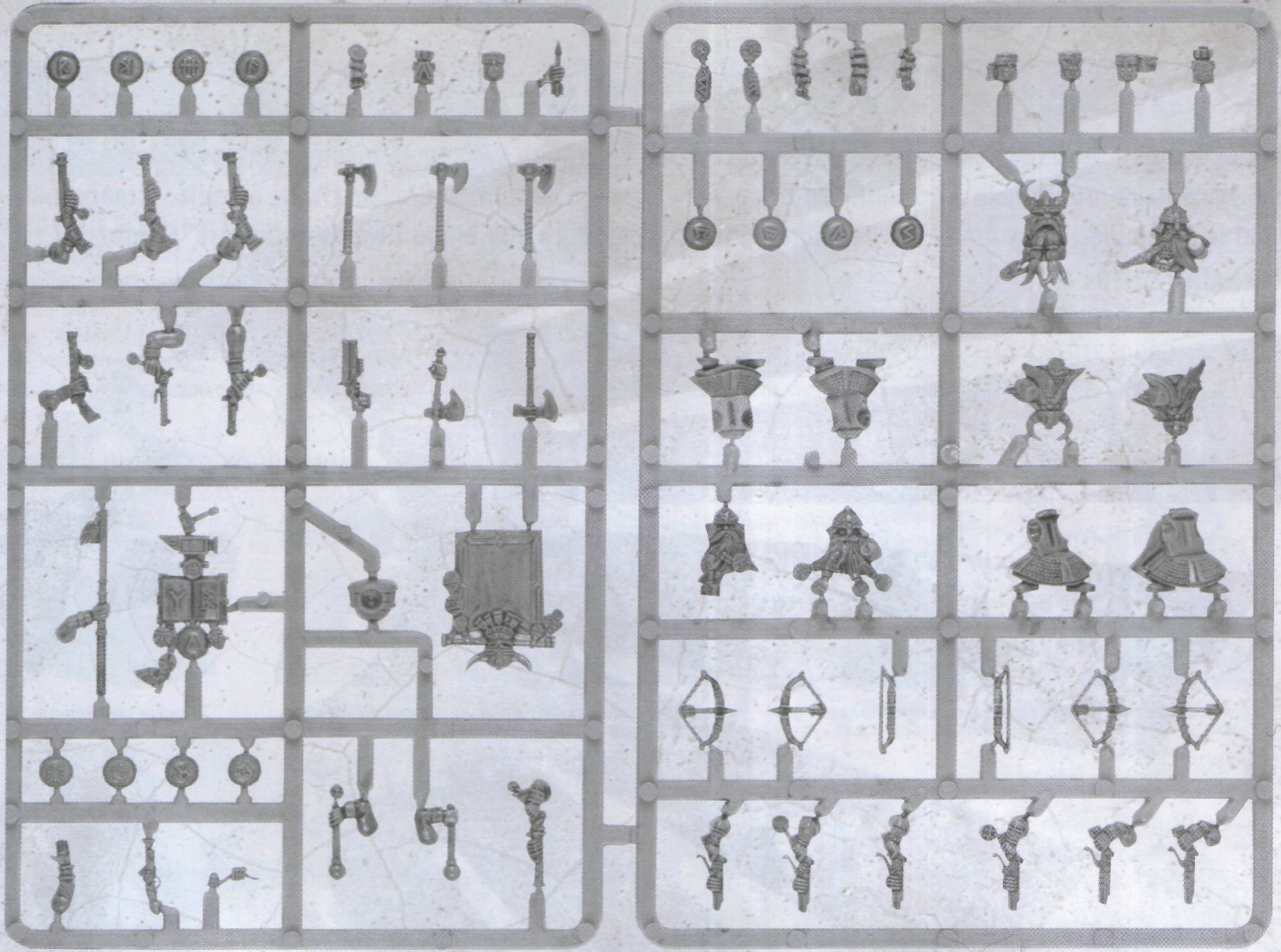


RANGER OF GONDOR 3
9947149901209 £2.50

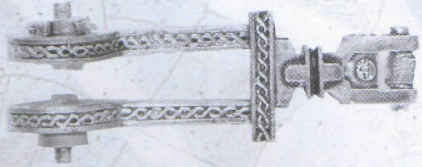


RANGER OF GONDOR 4
9947149901210 £2.50

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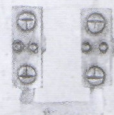
DWARF MISSILE SPRUE (shown at 60% of actual size)
99380205005 £6



GRUDGE THROWER ARM
9947020511201 £3



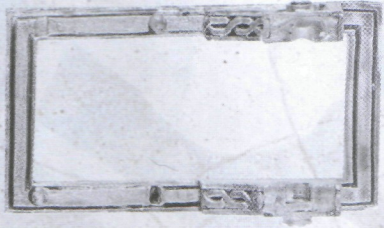
GRUDGE THROWER WINCH
9947020511206 £2



GRUDGE THROWER PLATES
9947020511209 £0.60



GRUDGE THROWER LEVER
9947020511205 £0.60



GRUDGE THROWER BASE
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The new Dwarf range boasts some of the finest models in the the Warhammer range, but older incarnations of this army have great models as well. We bring you a small selection of Classic Dwarf models, a mere taste of what is available. Many more can be found on the Online Store and in the Dwarfs Collectors' Guide.



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WHITE DWARF PAINT STATION

What the team are painting this month.



Nick Kyme

Nick: In the house of Kyme, the Dwarf love simply doesn't end (don't you even think about sniggering,

Byrax) Seriously, I'm riding a euphoric wave of Dwarfiness again this month, with all the gorgeous new miniatures for the stumpy ones. I'm currently putting together another Dwarf army as a result (just can't seem to shake the pesky critters). You saw my Bolt Thrower last month – well

this month two of my new heroes get the limelight: a Runesmith and an Engineer.

In addition to painting Dwarfs, I get to indulge my second favourite hobby passion too – Mordheim. As in 40K, Witch Hunters are my bag here. You can see some of my new warband on page 60-61, as they make ready to do battle in our campaign, debuting this month. Keep your eyes peeled for the progress of all the warbands and more of the protagonists of the campaign as it reaches its startling conclusion over the next three months...



Rik Turner

Rik: The main difference between the White Dwarf magazine and the GW Online UK website is the time it takes for

articles to make it into the public domain.

As many of you may know, way back in August, I began work on a series of articles for the website in which I assembled an army to take to the Sabbat Crusade Campaign Weekend held at the end of November – an event which, at the time of my writing this, has yet to happen... Very confusing...

Now the army is complete and, depending on whether you have read the conclusion on the website or not, has been

finished for some time. However, so pleased was I with my new Librarian in Terminator armour, I couldn't resist including him in this month's team page.

You can see the full army that I took to the Sabbat Crusade Campaign Weekend at the web link below.

Blood Ravens Librarian Armand, don't touch... the paint is still wet!



At this rate, Nick will have to rent storage space for all these Dwarfs.

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



Christian Byrne

Christian: Enough with Dwarfs! I want to talk about Space Marines, namely my home brew chapter known as the

Imperators. This month, I present my Venerable Dreadnought and Terminator squad (I will have two eventually). Currently, I am working on a third tactical squad, they will be wielding many types

of plasma weapons. I also have to start building and painting a load of transports for all these Space Marines.

Those who have been following the slow build-up of this army will probably notice that they all lack a chapter symbol. I will be designing the symbol on the computer, this will mean I can resize it to fit on to banners and vehicles. Once they're ready I will use blank transfer paper and print them out.

With these additions the Imperators grow closer to 1,500 points.



TAU EMPIRE FOR THE GREATER GOOD!

The mysterious Tau make their return next month with the imminent release of the new Codex: Tau Empire. Expect to see a whole raft of Tau articles as their dynamic expansion reaches new heights in its third wave.



The Sons of Rogal Dorn get their time in the sun too with a showcase of the mighty Crimson Fists. On the heels of A Shadow in the East, we have more on the Khandish Chariots and theming Easterling and Khandish armies for The Lord of The Rings and in Warhammer, more on Dwarfs, Wood Elves and the insidious Necrarch Vampires. All in all another hobby-packed issue!



WARHAMMER 40,000

- **Tau Designer's Notes** – Andy Hoare looks at the new Codex.
- **BATTLE REPORT** – The Tau Empire faces off against the twisted Dark Eldar in their inaugural battle report.
- **Tau Colour Schemes** – Uniforms of the Fire Caste.
- **Army Showcase** – Glynn James's amazing Crimson Fists army.



WARHAMMER

- **Tactica Necrachs** – Paul Gaynor provides useful advice for using these depraved Vampire Counts and shows off his superb army.
- **Warhammer Chronicles: Battle Under the Earth** – Dwarf battlefields, underground!
- **Meet the Ancestors** – How to use classic Dwarf characters with the new army book rules.



THE LORD OF THE RINGS

- **Theming armies** – Rules for using the Army of Cirith Ungol
- **Loot, Pillage, Plunder** – Collecting the Variags of Khand
- **Painting Khandish Chariots** – Helpful tips for painting the new Khandish Chariot.
- **Khandish Campaigns: The Wraith of Nazgul**



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