

INSIDE IMPERIAL GUARD TACTICA AND TANK PAINTING GUIDE

GAMES
WORKSHOP

WHITE DWARF

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD356 August 2009



WARHAMMER
40,000

TANK SHOCK!

WAR OF THE RING

Last March of the Ents

WARHAMMER

Tactica: War Machines

PLANETARY EMPIRES

WD356 AUGUST 2009 WWW.GAMES-WORKSHOP.COM

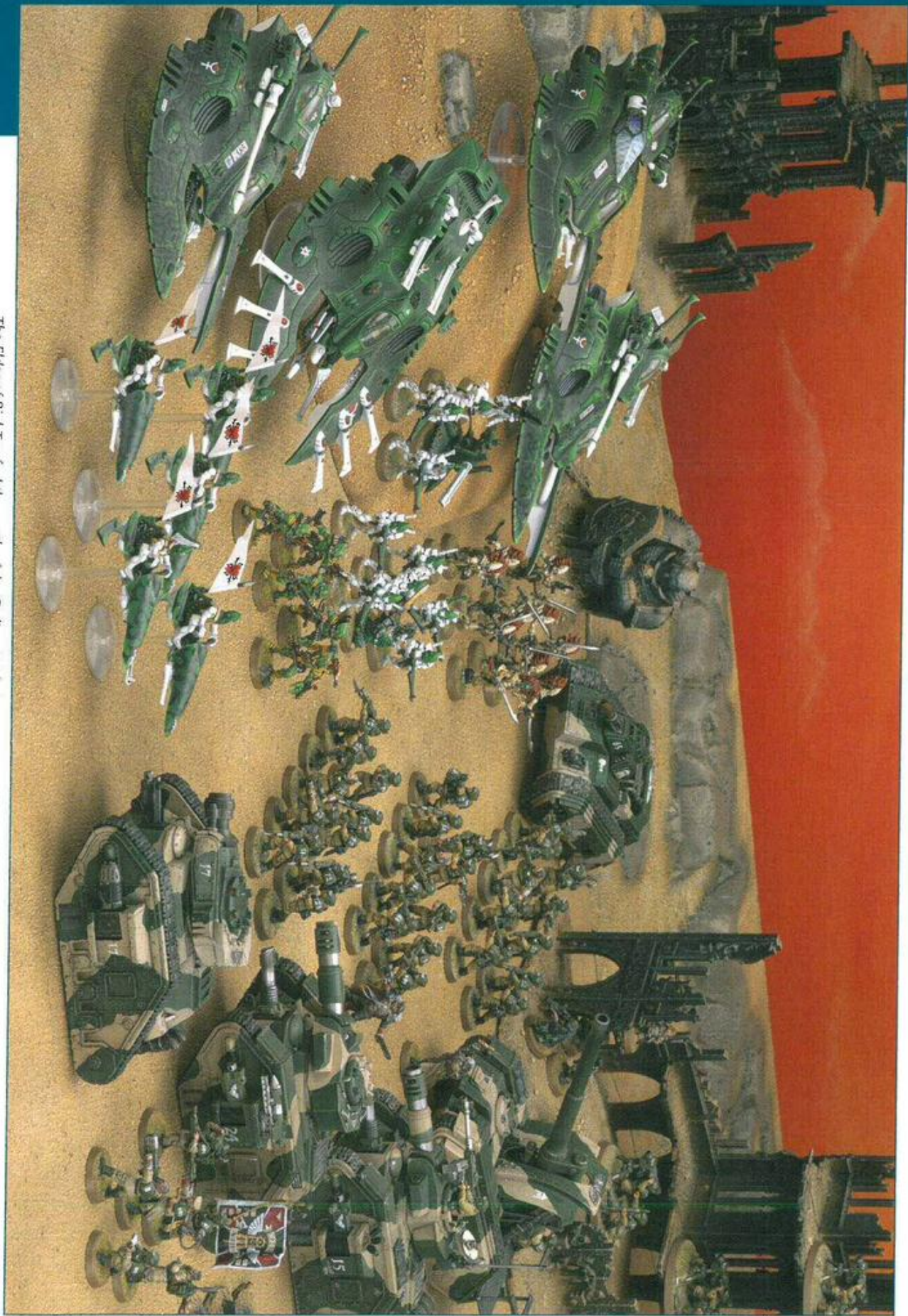
GAMES
WORKSHOP

ISSN 0265-8712



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UK £4.50; EURO €7.50; DENMARK godter; SWEDEN/NORWAY 70kr/mkr



The Eldar of Biel-Tan feel the wrath of the Cadian 112th Company upon the blasted world of Verinox II.

WARHAMMER
40,000

ARMOURED SPEARHEAD

For all you treadheads, there are two tank-heavy features in this month's packed issue. Look out for the comprehensive Imperial Guard Tactics on page 22 and an in-depth tank modelling article on page 80.



FEATURES

15 GALACTIC OVERLORDS

At some point, a campaign beckons to all wargamers. The new Planetary Empires set allows 40K players to take that next logical step – Jervis explains how and why.

34 THE ROK OF AGES

An Ork Rok is on collision course with the Imperial world of Meridian. Can the inhabiting races stop the Rok, or will the Orks and their allies destroy the planet?

BATTLE REPORT

58 LAST MARCH OF THE ENTS

A War of The Ring battle report featuring no fewer than 19 Ents and over three hundred Orcs; it can only be a re-enactment of the Fall of Isengard.



REGULARS

03 NEW RELEASES

The latest releases from the Citadel forges.

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Games Workshop news and previews.

22 TACTICA IMPERIALIS

Andy Hoare gives us the full rundown on how best to use the massed ranks of infantry and massive tank formations of the Imperial Guard.

50 WARHAMMER TACTICA: WAR MACHINES

Master Engineer Pete Foley steers you through the shark-infested waters of war machine usage.

77 STANDARD BEARER

How and why do we create those battle reports you see in every issue of this very organ? Jervis explains.

102 HALL OF FAME

Brian Nelson's classic Orc Shaman is the subject of this month's Citadel Hall of Fame.

104 FRONTLINE

The latest events and activities near you.

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80 MODELLING WORKSHOP: TANKS

How to Paint Citadel Tanks is so crammed full of advice we couldn't fit everything in – so it's here instead!

92 'EAVY METAL MASTERCLASS: FACES REDUX

Darren Latham returns to the subject of faces for this Masterclass, with more on alien and monstrous visages.

CITADEL®

HOW TO PAINT CITADEL TANKS

This latest Citadel hobby manual is a complete guide to assembling and painting the vehicles of the 41st Millennium, from the sleek, advanced grav-tanks of the Eldar, to the lumbering war machines of the Imperial Guard.

How to Paint Citadel Tanks is a 96-page book crammed with the combined knowledge of the Studio's treadhead contingent. The techniques presented in the book have been developed by experts of modelling and painting, giving you comprehensive advice on widely used methods, as well as contributing personal tips and secrets gleaned from years of experience. From veterans to first-time Rhino builders, this tome has everything you need to get the most out of your tank kits.

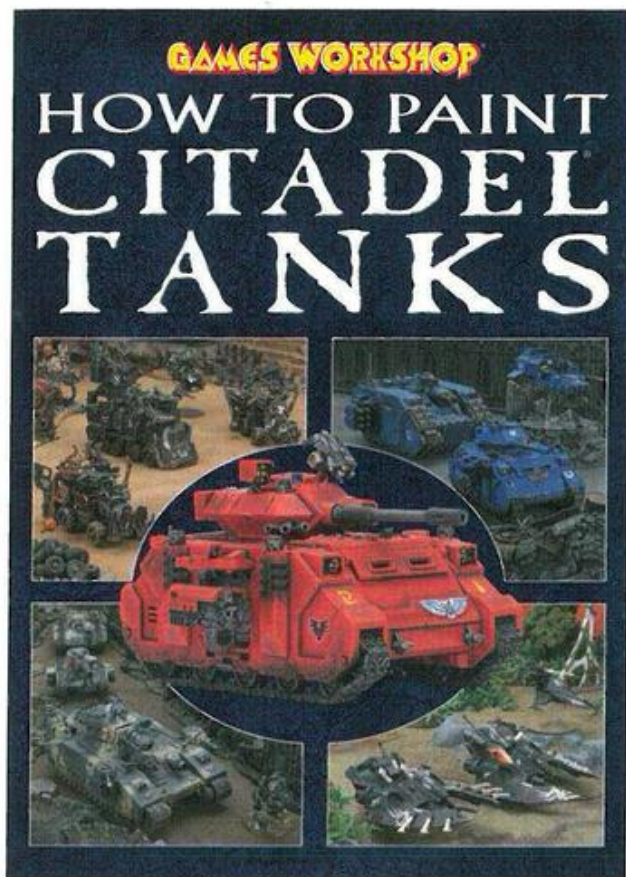
HOW TO PAINT CITADEL TANKS

Product code: 60040199025

UK £15 Denmark 175dkr

Euro €22.50 Swe/Nor 200skr/nkr

ON SALE AUGUST 1st



New releases marked with this symbol are only available to order. Turn to page 118 to see how to get them.

WARHAMMER 40,000™

IMPERIAL GUARD HELLHOUND



The Hellhound Flame Tank is the Imperial Guard's weapon of terror. It's a fast vehicle equipped with a powerful flamethrower known as the inferno cannon, which discharges a self-igniting chemical, consuming any troops caught in the way.

The new Hellhound kit not only allows you to build one of these feared tanks, but also has all the components you need to create the Devil Dog or Bane Wolf instead. All three tanks are extremely potent at dealing swift death to enemy infantry.



One of the many options available is the tank commander, who stands out of the open hatch, manually directing the turret's deadly fire.

MULTI
PART
PLASTIC
KIT



IMPERIAL GUARD HELLHOUND

Product code: 99120105044

Sculpted by Dale Stringer

UK	£30+	Denmark	300dkr
Euro	€39	Swe/Nor	380skr/nkr

ON SALE AUGUST 1st



The Hellhound can be equipped with a hull-mounted multi-melta, so can deal out damage not just to infantry but enemy tanks as well.



The Bane Wolf is armed with a chem cannon. It is very short ranged but the toxic gas it expels is extremely deadly.



The melta cannon on the Devil Dog is perfect for using against heavily armoured troops, turning their armour into molten slag.

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked f do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

IMPERIAL GUARD LEMAN RUSS DEMOLISHER



When the Imperial Guard have an enemy fortification to crack open there's only one tank for the job – the Leman Russ Demolisher. Fitted with extra layers of armour plating and armed with the short-ranged but highly destructive Demolisher siege cannon, this version of the Leman Russ is the ultimate recourse in breaking enemy siege lines.

This new plastic tank kit can be assembled not just as a classic Leman Russ Demolisher, but also as the Punisher or Executioner variant. There are many other options in the kit, including all the sponson and hull-mounted weapons available in the army list, allowing you to tailor the tank to your specific needs, strategy and style of play.



The new kit comes with a choice of sponson weapons. Shown above are the plasma cannon and heavy bolter options, but the kit also includes heavy flamers and multi-meltas.

MULTI
PART
PLASTIC
KIT

IMPERIAL GUARD DEMOLISHER

Product code: 99120105045

Sculpted by Tom Walton and Dale Stringer

UK £30† Denmark 300dkr

Euro €39 Swe/Nor 380skr/nkr

ON SALE AUGUST 1st



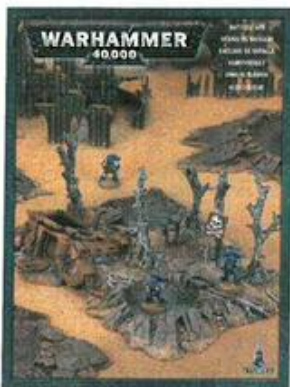
The Executioner plasma cannon is a technological relic, and therefore the Leman Russ Executioner is not seen on the battlefields as much as its explosive firepower would seem to warrant.



The Punisher gattling cannon is a relatively new weapon and has already gained a deadly reputation. There are no other tanks in the Imperial Guard that can pour as much ammunition into the foe as the Leman Russ Punisher.

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BATTLESCAPE



Made of a crater-strewn copse of petrified trees and a wrecked, rusting Rhino, the new plastic Battlescape is another great piece of 40K terrain. This atmospheric scenery piece is great for adding cover and difficult terrain to your battlefields.

With minimal assembly required, you can get this evocative piece onto your gaming table in no time at all.



BATTLESCAPE

Product code: 99120199017

Sculpted by Dave Andrews

UK £15+ Denmark 150dkr

Euro €22.50 Swe/Nor 190skr/nkr

ON SALE AUGUST 15TH



CITADEL

CITADEL WATER POT

An idea so simple, it's amazing we haven't done one before! The new water pot is more than just a water vessel for cleaning brushes, however – its unique lip also allows you to clip your brushes into place, protecting the bristles and keeping them wet as you go.



CITADEL WATER POT

Product code: 9922999910002

UK £3+ Denmark 30dkr

Euro €3.90 Swe/Nor 40skr/nkr

ON SALE AUGUST 15TH

CITADEL PALETTE

No longer will you have to use old saucers, CD cases, or bathroom tiles as makeshift palettes – now you can have your very own wipe-clean Empire Shield to mix your paints and washes on!



CITADEL PALETTE

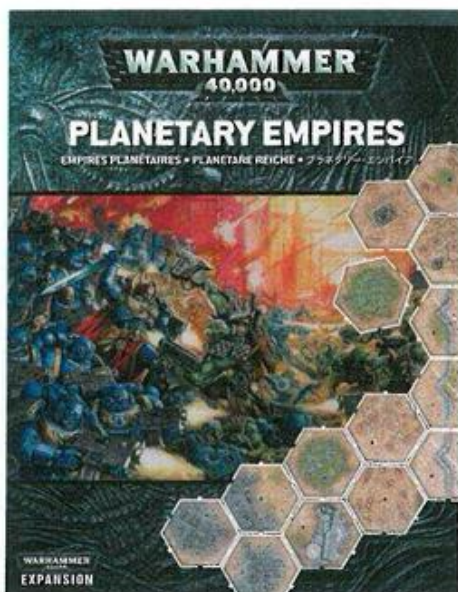
Product code: 9922999910102

UK £3+ Denmark 30dkr

Euro €3.90 Swe/Nor 40skr/nkr

ON SALE AUGUST 15TH

PLANETARY EMPIRES



WARHAMMER 40,000 EXPANSION

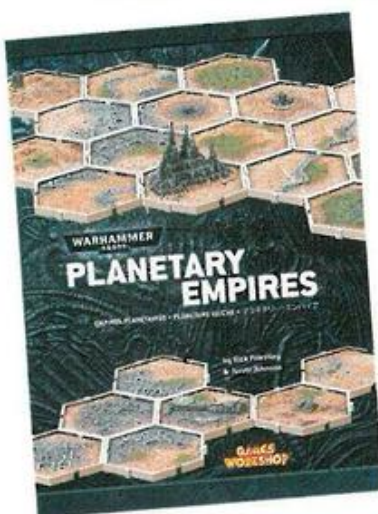
In the latest Warhammer 40,000 Expansion, you have the opportunity to carve out your own empire on a planet designed by you and your rival generals. You've fought battles in the 41st Millennium before, but now you can forge your own planet-wide empire!

Planetary Empires is an expansion for Warhammer 40,000 that provides players with a plastic map-building kit. Inside the kit are six frames packed with 48 double-sided map tiles and loads of gaming pieces. There's also a booklet with a sample campaign system that you can use to get the most out of your kit, complete with rules for all the different gaming pieces and how they can affect your 40K battles.

PLANETARY EMPIRES
Product code: 99020199001
Sculpted by Mark Jones
UK £30† Denmark 300dkr
Euro €40 Swe/Nor 380skr/nkr

**THIS SET CONTAINS
48 TILES, 96 BANNERS
AND 48 MAP PIECES**

ON SALE AUGUST 15TH



PLANETARY EMPIRES HIVE CITY TILE

To accompany the release of Planetary Empires, we're also releasing this Hive City tile. This Bitz Pack makes a great addition to the Planetary Empires set and contains two complete Hive City tiles – sure to be hotly contested in any campaign!



**FOR INFORMATION
ON HOW TO USE
THIS TILE WITH
PLANETARY
EMPIRES, TURN
TO PAGE 19**

PLANETARY EMPIRES HIVE CITY TILE
Product code: 99080199001
Sculpted by Mark Jones
UK £5† Denmark 50dkr
Euro €7.50 Swe/Nor 65skr/nkr

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BLACK LIBRARY

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

www.blacklibrary.com



RAVENOR: THE OMNIBUS

The three stories in this book tell the tale of Inquisitor Gideon Ravenor and his lethal band of operatives, whose investigations take them across time and space. Wherever they go, and whatever dangers they face, they will never give up until their enemies are eliminated. This omnibus contains three novels, an introduction by the author and a short story.

RAVENOR: THE OMNIBUS

by Dan Abnett

ISBN: 978-1-84416-736-4

UK	£9.99	Denmark	115dkr
Euro	€15	Swe/Nor	150skr/nkr

GREY SEER

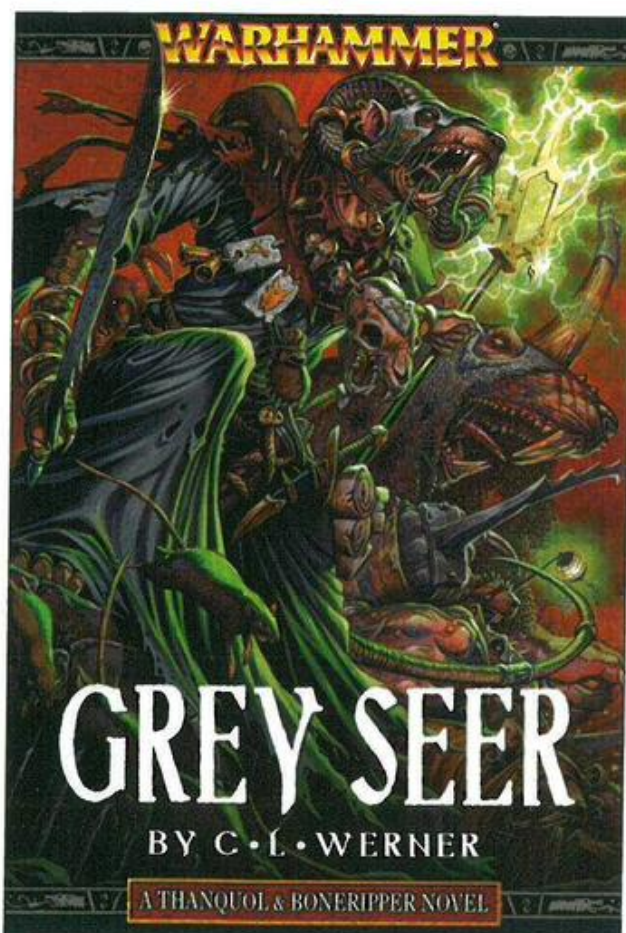
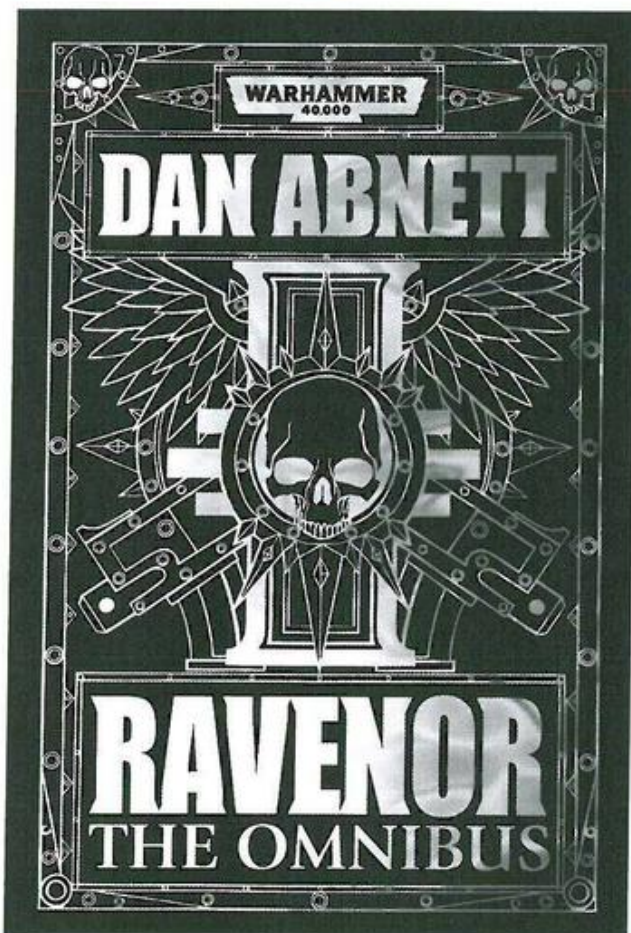
Nefarious Grey Seer Thanquol, Skaven sorcerer and arch-enemy of Gotrek & Felix, embarks on his own adventure to recover the deadly artefact known only as the Wormstone. With this dread substance, he plots to poison the city of Altdorf and rise to power in the eyes of his masters, the Council of Thirteen.

GREY SEER

by CL Werner

ISBN: 978-1-84416-738-8

UK	£6.99	Denmark	70dkr
Euro	€9	Swe/Nor	80skr/nkr



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EMPEROR'S MERCY

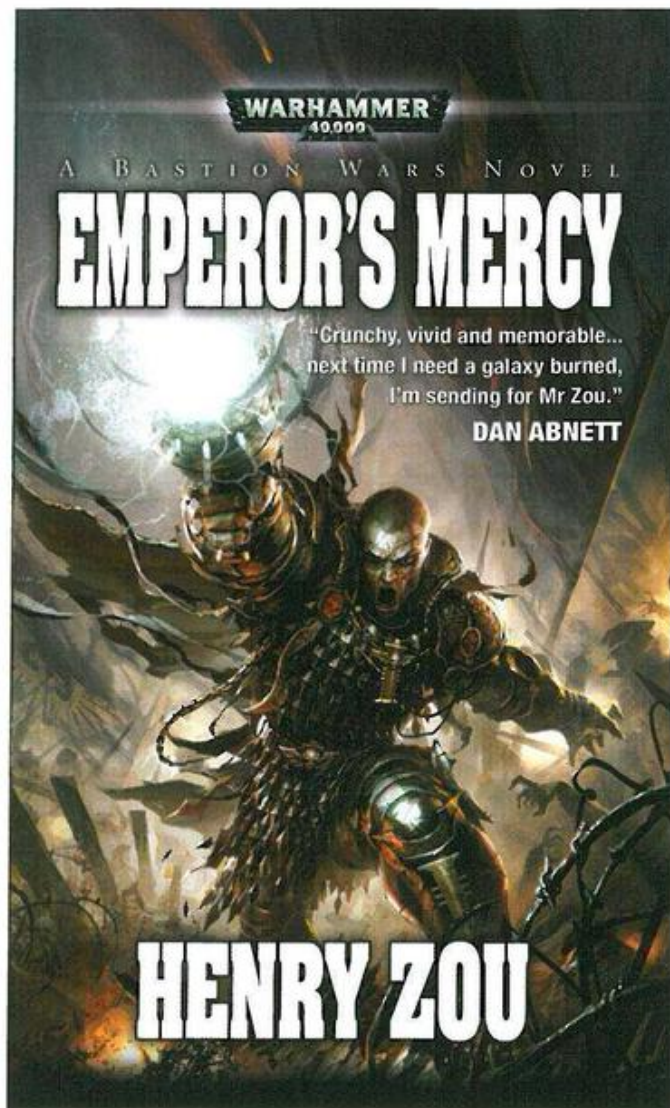
Inquisitor Roth and his henchman Silverstein are sent to the worlds of the Medina Corridor to uncover the location of a set of ancient artefacts. Meanwhile, the Ironclad, a force of Chaos traitors, invades the subsector in search of the artefacts for their own nefarious ends. With the Ironclad's indomitable army crushing all before it, will Roth be able to find the artefacts in time and prevent a terrible cataclysm engulfing the Medina worlds?

EMPEROR'S MERCY

by Henry Zou

ISBN: 978-1-84416-734-0

UK	£6.99	Denmark	70dkr
Euro	€9	Swe/Nor	80kr/nkr



"Crunchy, vivid and memorable...
next time I need a galaxy burned,
I'm sending for Mr Zou."

DAN ABNETT

HENRY ZOU

"Mercy, indeed. Crunchy, vivid and memorable, with more shooty-death-kill-in-space than you can shake a chainsword at. Next time I need a galaxy burned, I'm sending for Mr Zou."

- DAN ABNETT



Henry Zou lives in Sydney, Australia. He first started writing on long and lonely military exercises with the army. These scribbled notes and drawings, tucked into the underside of his helmet, became the basis for his stories. Of these musings, the first piece to be published appeared in the Planetkill anthology. When Henry is not working or studying, he devotes all his time to submission wrestling and listening to Baltic gypsy rock.

The assassin stalked toward him, hunching like a coiled feline. Her face was an inscrutable mask painted in the macabre form of a laughing jester. Roth recognised a death cult assassin when he saw one. She did not possess the techno-wizardry of a temple trained Assassinorum agent, but what she lacked she made up for with ferocity. For a death cult assassin, it was not a matter of eliminating a target; she was less calculating, less programmed than a Culexus or a Callidus assassin. Instead, she used her rudimentary arsenal of blades with a creative splendour that heightened murder into the realm of theatrics.

Kicking backwards across the tiles, Roth sprung up onto his feet, adopting a fist-fencer's orthodox stance. He would not lie to himself; unarmed, he was as good as dead.

The assassin flicked something at him.

A throwing needle pierced his forearm, sinking deep into his muscle spindles. The pain sent sparks of shock down into his elbow.

'No poison?' Roth mused, trying to maintain his wavering composure.

'I said keep still. You didn't. So we can make this slow and painful,' she replied.

Slowly, purposefully, from her back the assassin unsheathed a razor's edge. It was not a murder implement; this was a weapon for close-quarter combat. A slivered oblong of metal, the wafer-thin slice of mono filament blade was exactly a metre in length and a uniform one finger's width wide. In the night, it somewhat resembled a broken sword with a two handed rubberized grip.

As the assassin slashed the air with it, the razor emitted a shrill humming resonance. It was so sharp it was splitting the air, Roth mused.

'At least humour me, tell me who sent you,' said Roth, backing away and biding for time.

'I am doing the Emperor's work,' she hissed. Without telegraphing her movements, in a single mercurial surge of energy, the assassin aimed her razor at the gaps between the tessellating panes of his obsidian tabard. The blow was so fast, so precise, without an iota of wasted effort. One stroke, one kill.

Roth moved forward on his opponent, his fist-fencing instincts possessing him. Had he tried to slip backwards, the razor's edge would have surely taken off his trunk, clearly above the hip. As it was, he moved inside of her blow. The razor teathed into the black glass, glittering fragments exploding into the air. The tabard was not armour, not against physical attacks anyway, but it was enough to deflect the weapon's edge.

FORGE WORLD

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

www.forgeworld.co.uk



REAVER TITAN

Princes looking for new ways to inflict mass destruction on the foe will be pleased to know that Forge World have designed two new weapon systems for the Reaver Titan – the melta cannon and Titan powerfist. Like all Titan weapons, these are available separately so that you can customise your Reaver Titan as you see fit.

Weapon systems designed by Will Hayes.



DAEMON PRINCE URAKA AZ'BARAMAEL

This terrifying creature is the Khorne Daemon Prince Uraka Az'baramael and Herald, as featured in Imperial Armour Volume Seven: The Siege of Vraks Part Three.

*Models designed Simon Egan.
Weapons designed by Will Hayes.*



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FOR RUSS AND THE ALLFATHER!

The Space Wolves ready themselves for war.

Most savage and barbaric of all the Space Marine Chapters, the Space Wolves are proud, noble and fierce. They are warriors of myth and in their wake spring legends. This October, the ferocious warriors of Fenris return with a new Codex and an unbelievable range of miniatures. Aspiring Wolf Lords will be able to build their own Great Company using the brand-new Space Wolves Pack box set – including the incredible plastic Grey Hunter and Blood Claw pictured here.



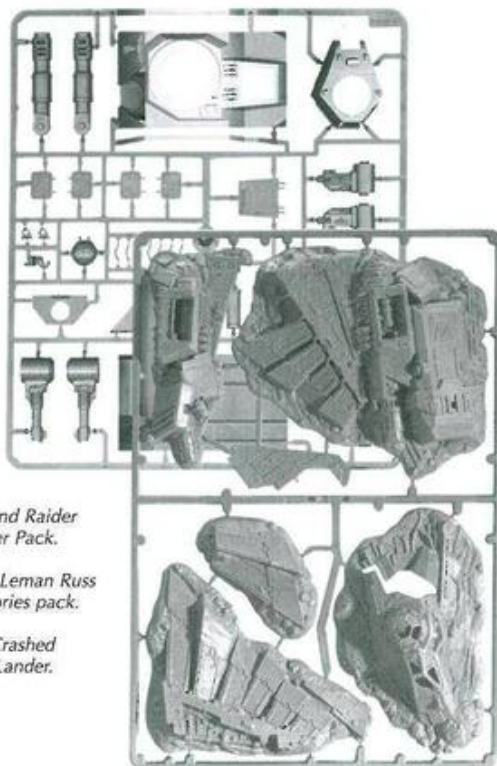
Space Wolf Grey Hunter and Blood Claw.



Bitz Packs

There are several Bitz Packs out this month. First up is the long-awaited Ork Battlewagon Upgrade Pack, a new plastic frame that includes the deff roller option – you can see the various components in situ on page 87. But that's not the only Bitz Pack that you can use to customise your vehicles – Space Marine players have the option of adding more sponson weapons and accessories to their Land Raiders with the Land Raider Crusader pack, while Imperial Guard players can make use of the Leman Russ Accessories pack.

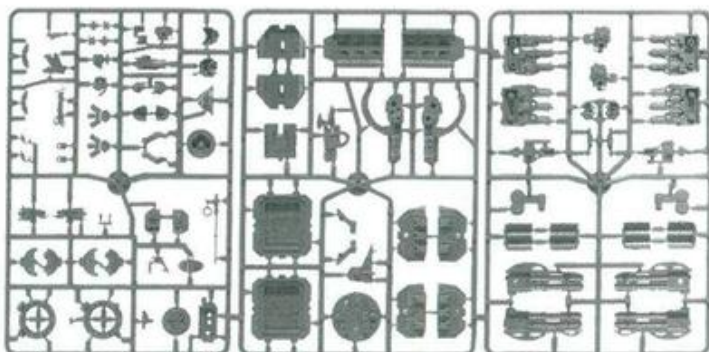
Finally, for those who missed the Battle for Macragge boxed game, you can now get your hands on the Crashed Aquila Lander separately – a great piece of terrain for your Warhammer 40,000 scenery set.



Left: Land Raider Crusader Pack.

Above: Leman Russ Accessories pack.

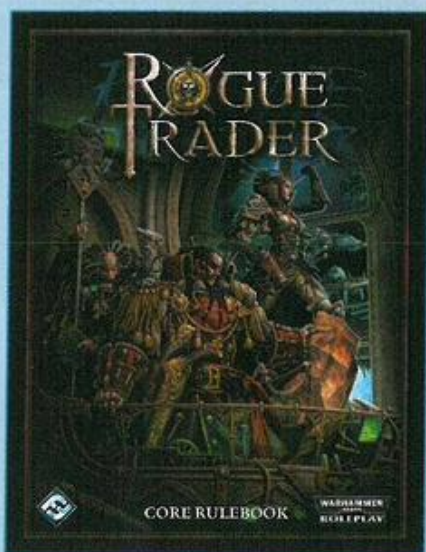
Right: Crashed Aquila Lander.



The First Company Veterans, a gaming club that meets in Warhammer World, Nottingham, have developed Orkyanapolis 40,000. This is a crazy Ork race that won best participation game at UK Games Day '08, and has been on a bit of a tour around England ever since. The good news is that it's back in 2009. So if you're going to UK Games Day in September, be sure to check it out and 'show 'em how it's done'.

The Studio has been bolstered with another pair of talented painters. Kornel Kozak and Tom Winstone have joined the 'Eavy Metal team as trainee miniatures painters. We're sure you'll be seeing their work in the pages of White Dwarf before too long.

War of The Ring fever continues unabated here in the Studio with a grand campaign in full swing. Much to everyone's surprise, the Studio's usual whipping boy, Chris Peach, seems to have found a game that he's quite good at (*We'll soon find out, as he's in the battle report this month – Ed*). With a five-battle winning streak under his belt, he's currently undefeated with his deadly Mordor army (as shown in WD352).



Rogue Trader

Vast fortunes await on the edges of the galaxy, if you and your fellow explorers can muster the courage to find and claim them. A Rogue Trader who can wrest profits from a dangerous universe through luck, cunning, or sheer force of will, quickly finds himself sought out by friend and foe alike. He enjoys something few humans in the 41st Millennium will ever know – a life of adventure and freedom.

Fantasy Flight Games introduces the second game in the Warhammer 40,000 Roleplay line, Rogue Trader. Completely compatible with Dark Heresy, but easily accessible to new players, Rogue Trader will have players travelling the galaxy, buying and selling entire worlds!

You can find more details at: www.FantasyFlightGames.com



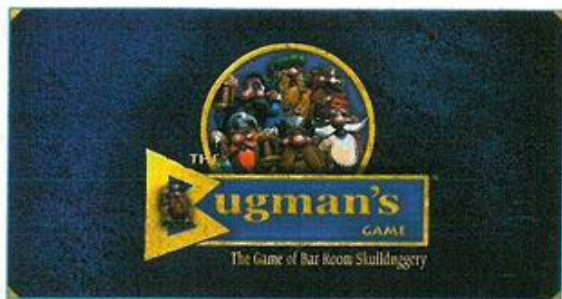
Bugman's Game

Visitors to Bugman's Bar at Warhammer World will know it's a place where gaming of all kinds is welcome. A place where you can kick back, have a pint and play a game with like-minded fellows.

Now, you can play a game about Bugman's Bar itself. You take the role of a Dwarf who's trying to get to the bar and back to his table with grub and beer. A task that sounds deceptively simple – but, when you throw moody Elves, grumpy Trolls, Gobbo loan sharks, locals with a propensity for fighting, and Halflings that are far too friendly into the mix, getting a drink to your table is far from easy!

The Bugman's Game is by Rick Priestley, who has a knack for designing fast-paced, fun and comical games that don't take themselves too seriously. 'Robin Dews, the then manager of Warhammer World, asked me to do it. He told me they wanted a game exclusive to Bugman's but I think he just wanted to keep me off the streets and away from the bins,' says Rick. 'I designed the rules, and we got well-known illustrator Ralph Horsley to do all the art – never has a pile of vomit looked so pretty!'

The Bugman's Game is only available from Bugman's Bar in Warhammer World, Nottingham, UK. It's sure to become a collector's item, so make sure you get your copy when you visit.



WEB LORE

www.games-workshop.com

Adam Troke: This month's web articles, inspired by the release of the fantastic new Warhammer 40,000 campaign system, is spearheaded by some great Planetary Empires content. Servitors VII and IX (assisted in places by Jim Sowter and myself) have worked tirelessly to give you the low-down on how to get the most from your own Warhammer 40,000 campaigns.

It doesn't stop there though. Not only will you find help getting started with Planetary Empires and a guide to planet building, but you'll also get first dibs on Jervis' great new Planetary Empires strategy cards. Of course, it'd be wrong not to pay homage to the monstrous armoured reinforcements rolling out this month, so you'll also find detailed guides to building and painting both the new Imperial Guard tanks, plus a timely revisit to how to assemble the Chimera.

That's enough for now though – Servitors II & IV have started jabbering nonsensical binaric cant about ~~++deleted by Inquisition++~~ and we've got another month's worth of exciting projects to begin...



Planet Building

In this feature we use both Planetary Empires and Mighty Empires to recreate some of the famous campaigns from the 41st Millennium's war-torn history. Look out for interactive maps and suggestions for using all the 40K Expansions and Specialist Games as well.

Also on the Web...

That's just the tip of our online coverage for this month. Visiting the Games Workshop website you'll also find:

- Hellhound assembly and painting
- Demolisher assembly and painting
- Chimera assembly and painting



Painting Faces

You can read the second part of the Painting Faces article later in this issue, but in case you missed the first part, we've put it on our website to download.



Strategy Cards for Planetary Empires

Jervis has been busy writing some cool new strategy cards that you can use in your Planetary Empires campaign. Expect some Jervis-style zaniness that will add loads of flavour to your games.

Sign up Now!

Registering with the Games Workshop website gives you many benefits – it's free and quick to do, and gives you access to our entire range of Citadel miniatures to look at online, including both the Bitz and Collectors catalogues.

You can also sign up to the Games Workshop newsletter, which means you need never miss another event or release. And on top of that you will also be amongst the first in the world to receive announcements about our upcoming product releases and see the latest Citadel miniatures for the first time. Don't miss out: sign up today at games-workshop.com

GAMES DAY & GOLDEN DEMON 2009



The 2009 Games Day Miniature is an Exalted Hero of Chaos and, like last year, is included in the £30 ticket price.

Games Day, our premier showcase of all that is new and exciting in our hobby, looms ever closer. This year we're occupying three gigantic halls at the Birmingham National Exhibition Centre (NEC) on Sunday 27th September.

Once again, all of our stores and Head Office will be participating, showing off all aspects of Games Workshop and the Hobby. You can read about more of the amazing stuff we'll have going on this year in our Games Day Preview on page 106. In the meantime, you can order your Games Day ticket from the website, by calling Direct on 0115 91 40000, or by getting down to your local store.

BECOME LEGENDARY

We are looking for great people to come and join our ever expanding team of store managers.

The Become Legendary web pages are a great place to start if you want to explore a career with Games Workshop. In here you will find information about the kind of people we're after, the opportunities that are coming up, how to apply and where to find out more. You will find venues and dates for upcoming recruitment events, where our expert recruitment team get out and about to meet people like YOU and talk about joining our exceptional store manager training programme.

To find out more about a career with Games Workshop check out our website below.

Do you have what it takes to Become Legendary?

www.become-legendary.co.uk

SUMMER OF WAR

The Explosive Conclusion!

For the remainder of August, Games Workshop stores are running a plethora of huge games, tutorials and hobby sessions to celebrate the Summer of War! At the end of August we will be holding presentations in all our stores and you too can join the chosen and become a Lord of War! Take a visit to your local Hobby Centre and the staff there will book you in for the activities that you want. Complete enough sessions and become a Lord of War!

Get down to your local store NOW and find out what they have planned.



**GAMES WORKSHOP
PREMIUM**

Premium Support

This month we are launching our new support programme for Premium Stores across the whole of Europe! You can find out more about the programme in the article on page 109 and a full listing of Premium Stores will appear in next issue.

Library Seminars

Our Community Coordinator, Bek Hawky, has recently been touring the country presenting seminars to librarians, and some teachers, on how to start and run a hobby club in schools and public libraries. Bek worked for the Library Service herself, and ran a club in her library prior to joining Games Workshop. "It's all about confidence," she told White Dwarf. "It doesn't matter if you yourself are not a hobbyist, though you might find yourself getting hooked; if you provide a club venue then the hobbyists provide the action themselves."

There is a charge for attendance at the seminars, but a complete Hobby Club starter package is included for delegates to take away, as well as the knowledge and confidence to get a club going.

If you are a teacher or librarian and are interested in starting a club, or know of one, then get in touch with Bek Hawky on 0115 916 8000, or by email at bek.hawky@games-workshop.co.uk

The background of the cover features a large, dark planet with glowing orange and yellow spots, suggesting a war-torn world. Above it, several smaller planets and a bright sun are visible, along with orbital lines. The overall color palette is dark with fiery orange and yellow highlights.

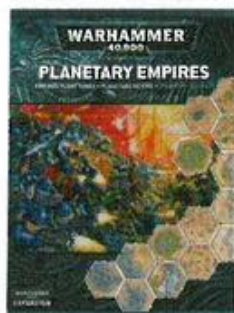
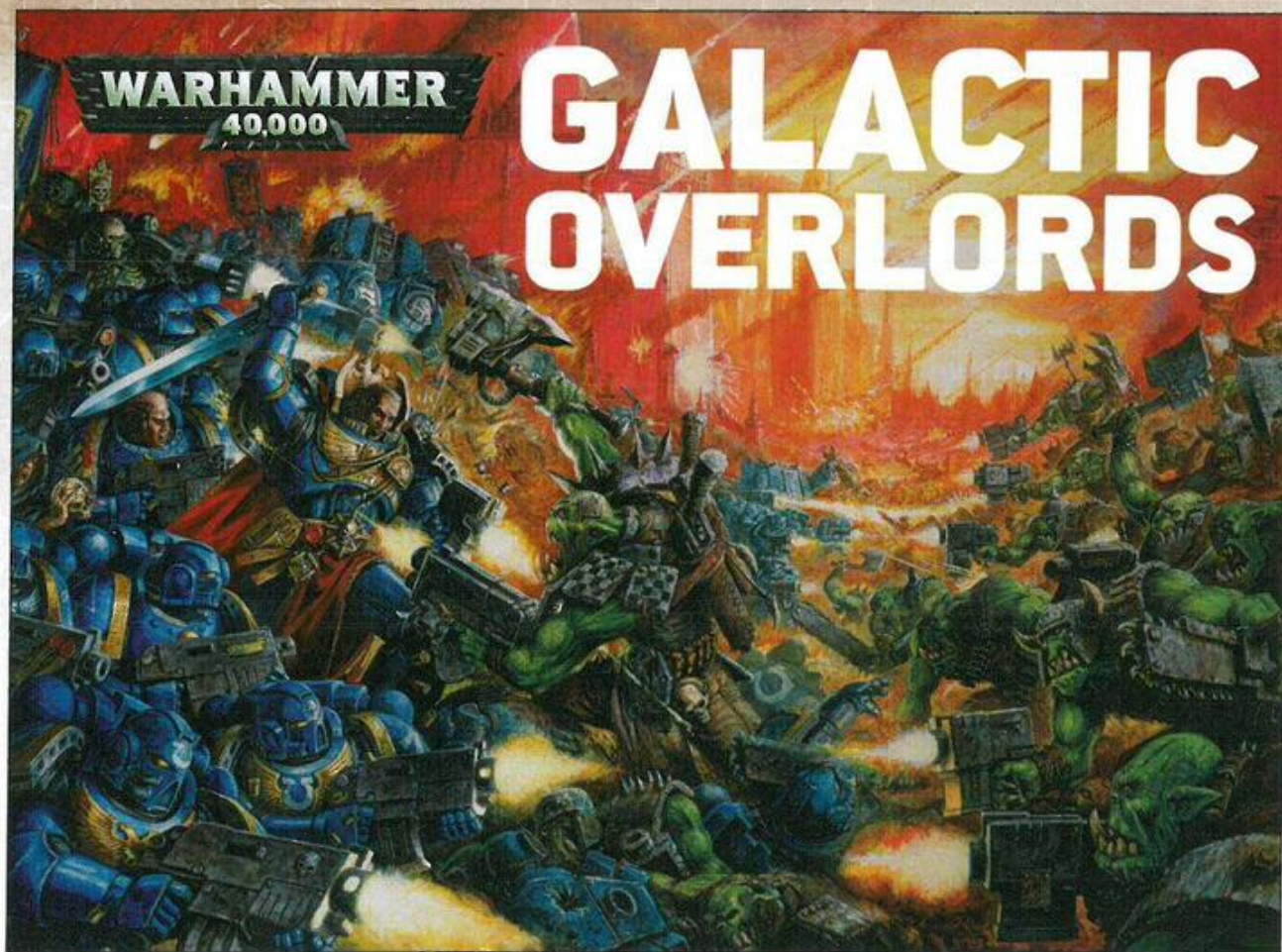
WARHAMMER
40,000

PLANETARY EMPIRES

“The Imperium. How mighty its aspect!
How far-reaching its boundaries!
As one world dies ten
more are brought into the fold.
Fear us, for we count the lives of
planets, not men!”

WARHAMMER
40,000

GALACTIC OVERLORDS



Planetary Empires is an Expansion for Warhammer 40,000. It contains all you need to carve out your own empire in the war-torn far future. The set contains:

- 1 Campaign booklet
- 48 snap-together hexagonal map tiles
- 12 Power Stations
- 12 Command Bastions
- 12 Shield Generators
- 12 Manufactorums
- 96 banners

Some people don't just want to battle in the 41st Millennium, they want to own a piece of it. Andy Hall found out how the latest 40K Expansion will let you do just that.

This month sees the release of the second Warhammer 40,000 Expansion in as many months; yes, we really do spoil you! The difference with this Expansion compared to Planetstrike, Cities of Death or even Apocalypse is that it doesn't feature a different way to fight. Instead, it gives you a planet to fight over.

For those of you not tapped into the Hive Mind, Planetary Empires shares its design ancestry with Mighty Empires, the Warhammer map-building kit. 'We were really pleased with Mighty Empires,' says Jervis Johnson, one of the lead designers of the project. 'We liked the way the tiles worked and enjoyed making maps and playing with it. So it was an obvious thing to do a 40K version – spread the love!'

The first step in the development process was to decide which tiles would create the new set. Having already sculpted the tiles for Mighty Empires, the services of Mark Jones were required once again. 'Mark came up with some prototype tiles of the kind of thing we thought should

be in a 40K map kit. What we wanted to do was make the new tiles as versatile as possible; we liked the idea of them being compatible with Mighty Empires so you could add in some of the map features from the Warhammer set and vice versa. However, there needed to be a balance, as we didn't want to compromise the 40K aesthetic. So while a lot of the tiles from Planetary Empires will work on a Warhammer campaign map others clearly won't; the spaceport and hive tiles (*I don't know, I bet that hive tile could be painted up as an Undead necropolis – Ed*) being the obvious examples. Conversely, adding Mighty Empires tiles to your 40K map offers far more freedom – mountain chains, rivers, forests and so on have as much place in a science fiction setting as they do on a fantasy landscape,' says Jervis.

With the set being so compatible with the Warhammer equivalent it's perhaps surprising that the campaign system is a very different beast to the one found in Mighty Empires. Jervis is unapologetic, 'This box set is primarily a plastic map-

making kit. I think that's a very important point. How you use it is up to you, obviously we envisage a player or group of gamers putting together a map and then fighting battles over it. Claiming tiles, launching offensives on enemy territory, defending spaceports – this is the next step 40K players can take after they've painted their army and fought numerous battles with it. It's what many gamers aspire to do – to play in a big map campaign.

'What I didn't want to do was to just modify the campaign from *Mighty Empires*,' continues Jervis. 'That was just one way to run a map campaign and the new system with *Planetary Empires* is another example. If there's one thing I've learnt over the years it's that campaigns will always be different. Players like to use their own rules, or take different elements from other campaigns, and even modify as they go. It's the very nature of running a campaign and this should be encouraged.'

Focusing back on the new campaign system, what was Jervis trying to achieve this time round? 'Both Rick [Priestley] and I wanted a system that was a useful tool; it had to have a solid core at the heart of the system that could be explained in a succinct fashion. The rules were written in a very deliberate way so that you immediately start thinking about extra things you'll add and special rules you'll come up with yourself. And that's fantastic because that will make your campaign unique and interesting. In effect, it's a starting point, you can use the rules as is, or expand upon them, just as Phil Kelly has done for his campaign' (See page 34 to see *Phil's campaign in action* – Ed).

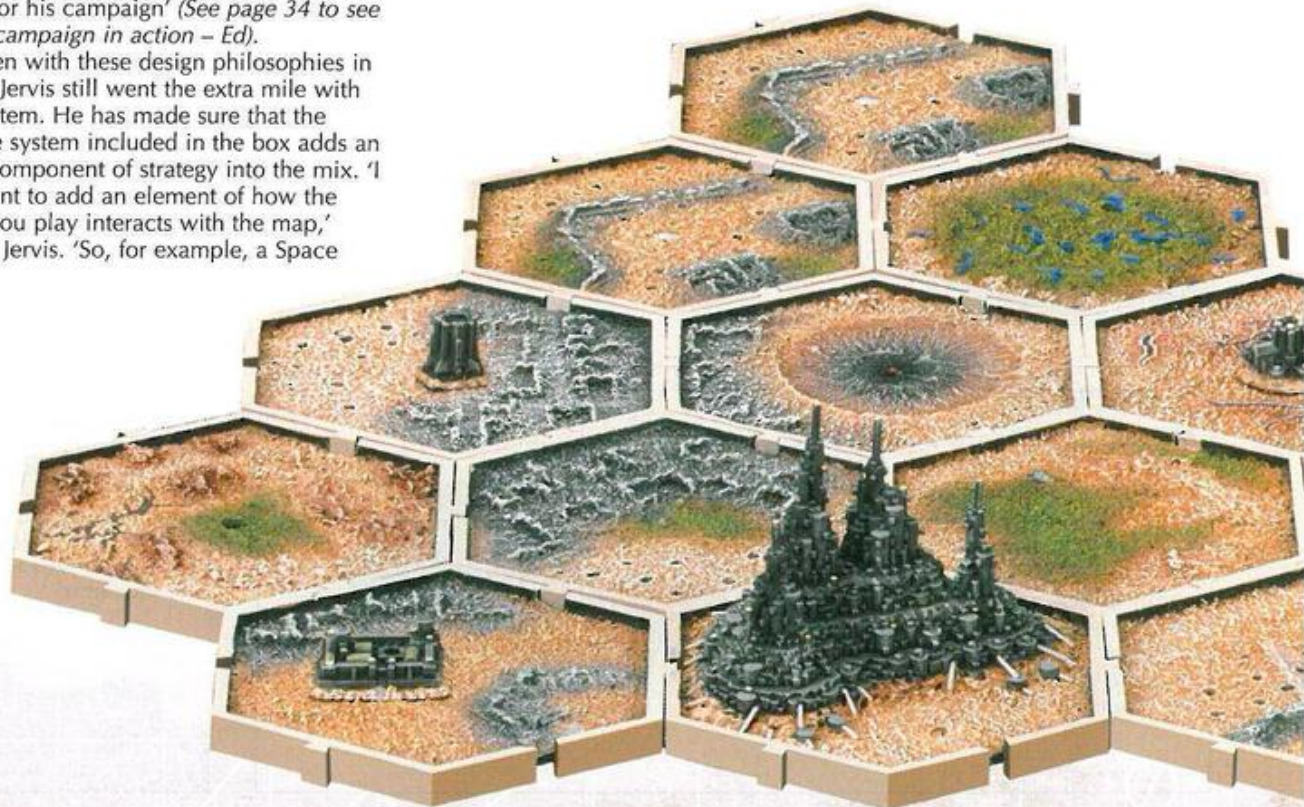
Even with these design philosophies in place, Jervis still went the extra mile with the system. He has made sure that the sample system included in the box adds an extra component of strategy into the mix. 'I did want to add an element of how the army you play interacts with the map,' admits Jervis. 'So, for example, a Space

Marine player will get more out of owning a Command Bastion, while the Imperial Guard are extremely productive when they own Manufactorums. I've also tried to stop campaigns becoming too predictable.

Quite often in a campaign once a strong lead has been established, the benefits of territory and resources make the leader impossible to catch, meaning the campaign ends in a foregone conclusion. What I've said is the more territory you own the more thinly stretched your forces are and so the enemy gets bonus points to spend. It's a great way of adding a handicap, keeping the campaign close and exciting.'

“Launching offensives on enemy territory, defending spaceports – this is the next step 40K players can take...”

All this adds up to a great campaign system and Jervis is excited to see where this will take us. 'The map is a tool to get you playing games and, in turn, the campaign rules are a tool to use the map. With the campaign systems in *Mighty Empires* and now *Planetary Empires*, we have provided just two of the limitless possibilities on how to use the tiles in your own campaigns. And I, for one, can't wait to see what empires are formed and galactic overlords created.'



EXAMPLE PLANET

INDUSTRIAL WORLD

This map has been painted with yellows and browns to suggest a desert climate. Of course, the tiles can be painted in any number of ways, from a verdant garden world to a sulphurous death world, and anything in between.

The Campaign

Planetary Empires includes a sample set of campaign rules, although you are free to write your own. If you win a battle you roll 2D6 on the Conquest table to try to claim a tile off the loser. If a territory of the losing force is adjacent to one of your tiles then you only need 3+ to capture it. You can try and claim tiles anywhere on the map, but those not adjacent to your own territory require a 7+ roll to capture. There are modifiers to the roll too; these range from the margin of victory, the races fighting and the type of tile the victor is trying to capture.

1 Shield Generator

Shield generators make it much harder to capture not only the tile with the generator, but any adjacent territories, too.



2 SPACEPORTS

Another key territory to own is the spaceport. These are fortified, so attempts to take them incur a -2 penalty on the Conquest table. A spaceport counts all other spaceport tiles on the map as adjacent. If two or more separate planet maps are being used in the campaign, then the spaceport tiles on these also count as being adjacent.



3 Manufacturums

These tiles produce the materials needed to equip and arm additional units for your army. Bonus points are gained for holding these, which can be spent on extra forces for your army.



7 THE HIVE CITY

The hive city is a massive tile and a defining element of an Imperial landscape. In campaign terms it is a highly desirable territory as it counts as a spaceport that has one power station, one command bastion, one shield generator and one manufactorium. This makes it very hard to capture, but the resources and bonuses it generates can help a player win other tiles more easily.



Runaway Leader

When armies clash, you compare the number of tiles each player controls. If one player has less tiles they get a 50 point bonus for each additional tile the opponent controls thus handicapping the more successful faction. This represents the larger empire having their forces more thinly stretched trying to protect all of their territory as well as keeping the campaign close and tense until the bitter end.

6 Command Bastion

Command bastions allow an army to be better prepared for a battle, and to organise special training and equipment for the troops taking part. When forces clash, whoever has the greatest command bastion resources can pick from a selection of special rules.



Double the Difference

42 of the 48 tiles have sculpted features on both sides of the tile, making each piece extremely versatile, and affording you a huge variation when assembling your map.

4 DEFENCE LINE

Attempting to take a tile that has ruins or defence lines on it incurs a -2 penalty onto the roll on the Conquest table.



5 Power Station

Power stations provide the energy to comms relays and transit systems, allowing you to manoeuvre troops into battle. The player with the most power station resources gets a bonus to picking deployment areas.



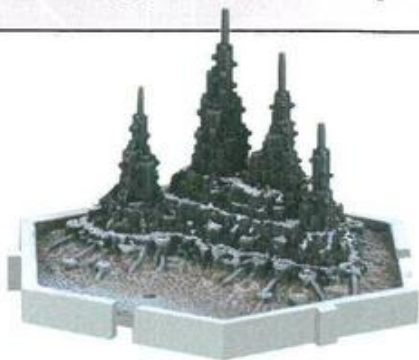
EXAMPLE PLANET

SHROUD – IMPERIAL ICE WORLD

Andy Hall and Chad Mierzwa came up with this world, named Shroud – an Imperial planet locked in an aeons-old nuclear winter. Beneath its ice-bound crust, the planet is covered in geothermal canals, an energy source the Imperium is keen to exploit.

1 Hive Poledarus

The only permanent habitable settlement on the planet, Hive Poledarus holds a populous of millions. They are mainly split into the hivers, who sort and refine the geothermal ores that are gathered from across the planet, and a smaller but powerful ruling elite, who inhabit the spires – getting rich off the planet's natural resources and the labour of those less fortunate.



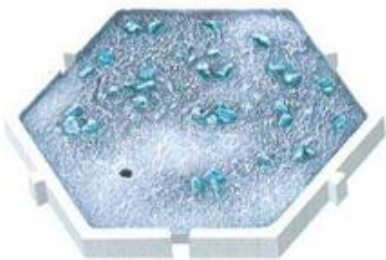
2 The Stalfus Ring

The hive is well served by a circuit of spaceports, known as the Stalfus Ring. These ports are busy, working continuously exporting mineral wealth off the planet and importing the many resources needed to survive in the harsh environment of Shroud.



3 The Crystal Forest

Vast swathes of Shroud's surface are covered in a great quartz forest. The crystals absorb any sound, and so are always silent. Expeditions venturing into the interior of the crystal forest have never returned.



4 The Icecade Ruins

Ruins of an ancient civilisation were discovered shortly after the Imperium colonised Shroud. What tragedy befell the original occupants is the subject of much debate amongst the few scholars and adepts of Hive Poledarus.



5 The Fromelt Mines

The main access to the rich geothermal energy found miles below Shroud's surface is from the expansive Fromelt Mines. It is an incredibly dangerous place as the labourers have to deal with both the extremes of sub-zero temperatures on the surface and the intense heat in the mines below. The ice tunnels that burrow through the planet's frozen crust become incredibly unstable the closer they are to the thermal canals, and cave-ins are common.

PREPARE FOR CONQUEST

We asked hobbymeister Chad Mierzwa to show us how he painted and assembled the ice world of Shroud. Whilst not the only method of assembling your map, Chad's approach is a quick and efficient way of preparing the tiles for conquest.

1 Preparing your tiles. Carefully remove the tiles and all other components from the frame, using Plastic Cutters and cleaning any mould lines off with a Hobby Knife. Then undercoat the tiles separately with Chaos Black Spray. The important point to remember is that the tiles should not be connected when you spray, and that you'll need to undercoat both sides of the tiles.

2 Painting your map. After undercoating the map, Chad assembled the map to make it easier to paint. Using the Citadel Spray Gun, Chad basecoated the tiles with Shadow Grey. He then overbrushed the tiles with Space Wolves Grey, and then a light drybrush of Skull White. Finally, Chad painted the tile rims Skull White. It's fine to leave the tiles like that, but Chad went a step further.

3 Finishing touches. To add to the frost-bitten feel of the world, Chad lightly dusted the map with Skull White Spray. He then used a Detail Brush to paint small patches of Skull White onto the hive city and spaceport tiles, to simulate snow.



GENERATING A MAP

There are many ways you can create a map, from designing your own planet as we have done, to recreating a famous planet such as Armageddon or Medusa V to refight a classic campaign. Here's just one method that all players can participate in for generating a random map.

1 Pick out all the spaceport tiles and place all the remaining tiles in the box lid. Take one of the spaceport tiles and one other random tile and connect them together.

2 Each player then takes it in turns to pick a tile at random from the lid – without looking! – and then places it on the table so that a random side of the tile is placed face up.

3 Take the tile and connect it to the map. It must be placed so that it connects with at least two other map tiles.

4 Continue building up the map, taking it in turns to pick a tile. You may decide to add a spaceport instead of the tile you have randomly drawn instead. However, you may not place two spaceports together.



5 When you are happy with the finished map, take it in turns to add power stations, command bastions and manufacturums. Keep adding these markers until one player decides or is forced to stop; every other player present may, if they are able to, add one more marker. The map is then ready for the conquest!



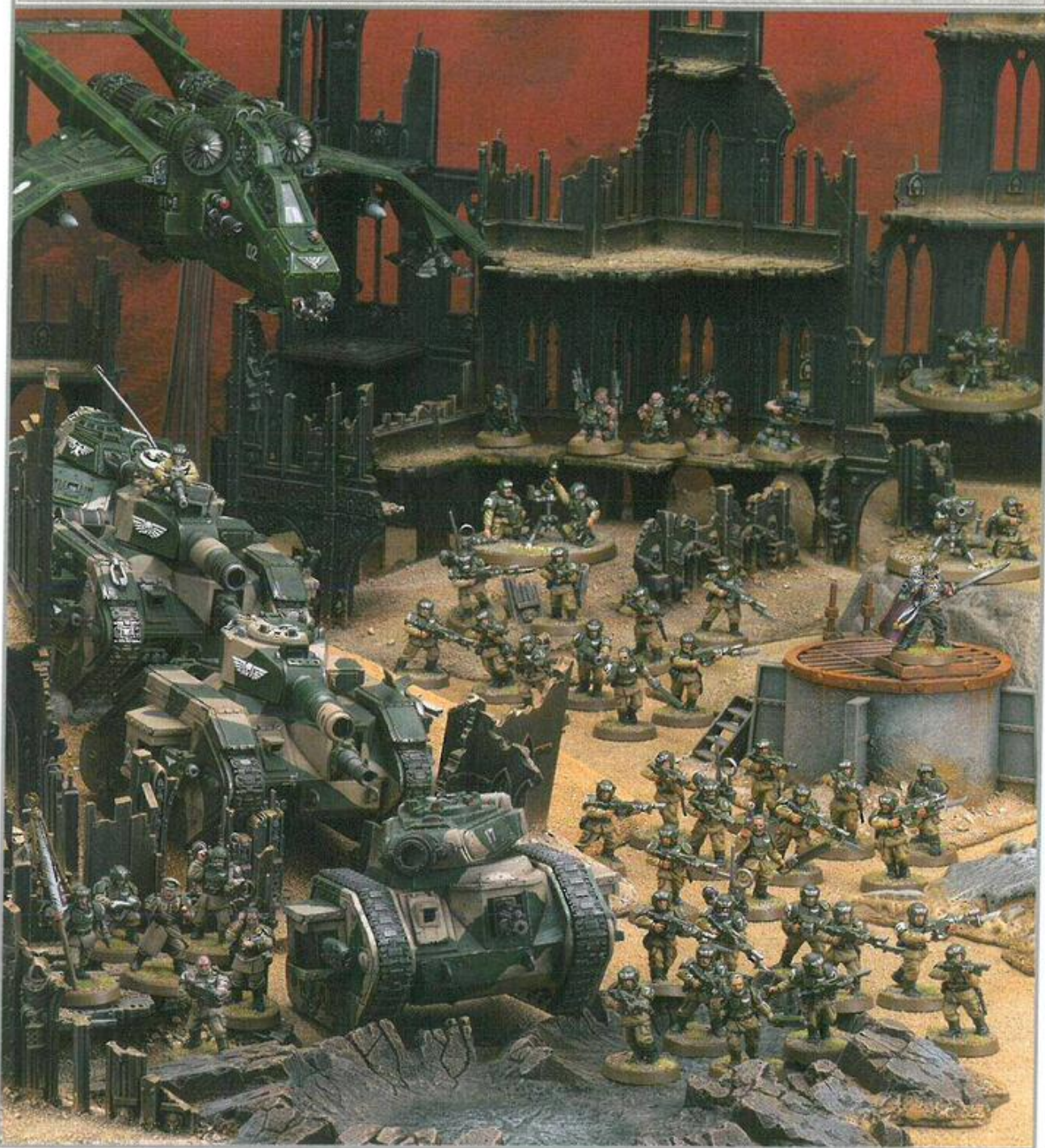
More Empires Online

Head to the Games Workshop website for even more Planetary Empires coverage. New maps, campaign advice, painting guides for tiles and even brand-new and exclusive strategy cards designed by Jervis are all online and free to download.

WARHAMMER
40,000

TACTICA IMPERIALIS

This month Colonel Andy Hoare and his cadre of ingenious staff officers take a look at some essential Imperial Guard tactics.



I've been collecting Imperial Guard for a good five years now, and in that time my army has faced pretty much the worst the Studio can throw at it. My staunch Imperial Guardsmen have won glorious victories and suffered ignominious defeats – hopefully this article will give some pointers to achieving a little more of the former, and not so much of the latter.

The Imperial Guard have always had a good number of tools to get most jobs done, but I think it's fair to say us Imperial Guard colonels have struggled with the problem of aggressively seizing objectives. We've often fallen back on the good old tactic of standing still and simply shooting every available weapon in an effort to ensure that, if we can't take those objectives defended by the enemy, then we can at least deny them to the foe by shooting all their scoring units! We also had the problem that our somewhat fragile units gave up a lot of kill points when the bullets started flying.

Fortunately, Lord High General Cruddace has given us the ability to combine all of the Infantry Squads in a single platoon into one large unit. This allows us to overcome both of these issues. Combining squads means that a platoon only gives up a single kill point if wiped out, but it's also very useful in the offensive.

A huge combined squad has a good chance of surviving a dash across no-man's-land and of overwhelming enemy troops defending objectives in the opponent's deployment zone. Plus, when sat on one of your own objectives, they're hard for the enemy to shift.

The other new special rule that Imperial Guard players both new and old will be getting their teeth into is the orders system. This allows officers of Company and Platoon Command Squads, as well as certain special characters, to bolster nearby units. These orders can increase the effectiveness of shooting, cover or movement, the last of which is particularly useful in moving those large combined squads across the table to take an objective. The orders system is worthy of an entire tactica on its own, and many veteran players like myself are only just starting to discover the huge range of tactics it makes possible. Needless to say, get familiar with them as soon as possible!

So, without further ado, we present a short article presenting a range of tactics gathered from a number of veteran Imperial Guard players, both inside and outside of the Studio. We'll cover a range of subjects, but extended versions of these and many more tactics can be found at:

In our not-so-humble opinion, the use of the following are essential keys to victory:

- Imperial Guard Orders, which greatly increase the flexibility of your Infantry Squad.
- Combined Squads, allowing you to overwhelm your enemy with manpower.
- Regimental Advisors, increasing the odds that your reserves will turn up on time, and your foe's will be late.
- Storm Troopers: AP3 hot-shot lasguns kill Chaos Marines with impunity.
- Leman Russ Punisher, with its Heavy 20 Punisher gatling cannon, is great at dealing with hordes.
- Grav Chute Insertion, for rapid deployment of troops on the fly-by.

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WORDS FROM THE WISE – FORCE DENIAL

Alessio Cavatore: I usually play Eldar, so normally I'd advocate a balanced army, one that is capable of adapting and taking on any opposition. On the other hand, when I'm writing an Imperial Guard army list (I also have a Cadian army as well as my beloved Biel-Tan), I always bear in mind that it is made up of two totally different elements. One is very soft and squishy – the men. The other is really hard and difficult to kill – the tanks.

Most opponents you are going to meet will have two types of guns to deal with either part of your army:

- Rapid-firing light arms to mow down your infantry.
- Big guns to pierce the armour of your tanks.

So my simple idea is: deny the enemy the use of half of his weapons by not presenting suitable targets to each type of gun. This can easily be achieved by selecting an 'Extreme Army', one that is either made completely of infantry (and cavalry! Never leave base without your Rough Riders) or that is as close as possible to an all-armoured force – tanks and a minimum amount of elite infantry, all mounted in Chimera APCs.

The all-infantry army will make the enemy's very expensive lascannons, bright lances and so on pointless – 'Well done, you've incinerated a Guardsman!'

A well-played armoured army, on the other hand, can happily ignore any weapon that is Strength 5 or less. And, needless to say, always remember to concentrate your firepower on the guns that *can* hurt your Extreme Army!





INFANTRY TACTICS



Corey Somavia is a hardened commander of humanity's most prolific fighting force, his preference being for the humble infantry company. He employs the superior numbers and numerous heavy weapons of the Imperial Guard to deadly effect – here Andy presents some of Corey's nuggets of wisdom.



Catachan with heavy flamer

The mainstay of the Imperial Guard is its infantry. Though individually none are a match for many of the killing machines that stalk the battlefields of the 41st Millennium, the Imperial Guardsmen have the advantage of discipline, numbers and heavy weapons. Lots of heavy weapons....

Many Imperial Guard players like to base their tactics around their infantry squads, using their tanks, Ogryns and so on in a supporting role. When building an army based around infantry, there are two main points to consider: heavy weapons and counter-assault.

The most important element in any Imperial Guard force is the 'poor bloody infantry'. The mighty Leman Russ may strike fear into the heart of your enemies, but it is the humble Infantry Squad that wins games. And you'll need infantry by the bucketload. The more squads you take, the more heavy weapons within each.

When arming your infantry, two heavy weapons stand out as being particularly worthy of inclusion: the autocannon and the lascannon. The autocannon is your workhorse gun; with its two shots, Strength 7 and 48" range, it has the Strength to

crack most vehicles (even the Leman Russ treads softly, lest it reveal a flank) and wounds most things on a 2+, while still having a high enough rate of fire to take down horde armies such as Orks or Tyranids. In most armies, roughly half the heavy weapons should be autocannons. Lascannons provide the high Strength/low AP firepower for dealing with heavily armoured tanks, Terminators and large monsters. The remaining heavy weapons in the army are mostly heavy bolters and multi-lasers, for dealing with infantry.

The next element is your counterassault force. The Assault phase is a question of when and where, not if. Your infantry will get assaulted, so prepare for it. Luckily, the Imperial Guard has a selection of units that can hold up an assaulting enemy. Storm Troopers, Ogryns and tool-ed-up HQs are all good choices to either stymie the enemy assault or retaliate.

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

Take your army and divide it into two parts: the 'sacrificial flank' and the 'victory flank'. The two parts are roughly similar, with the same number of squads deployed to each flank – I'd recommend dispatching about one platoon to each flank. The victory flank should have the Company Command Squad with it too, preferably equipped with a regimental standard.

During deployment, place these two flanking forces so that they are 24"-36" apart, making sure that they have a clear line of sight to each other. Any counterassault units should be within one or two turns of movement of either of your flanks, to neutralise any threats or tie down the enemy on the sacrificial flank for as long as possible.

This deployment forces an assault-orientated enemy to choose: split his forces or concentrate on one side and try to roll up your flank. If he chooses to split his forces, direct all your firepower into stopping any transports going after the victory flank. Even the units of the sacrificial flank shoot vehicles going after the victory flank – even if they're in danger of being overrun. There is a reason it is called the sacrificial flank, after all!

Then, once the vehicles menacing your victory flank have been dealt with, take out any transports going after the sacrificial flank – this makes sure that the enemy can't redeploy from one flank to the other, to threaten the victory flank. Finally, open fire on any enemy infantry units getting close to the victory flank. It may be necessary to send in your counter-assault units to make sure the enemy on the sacrificial flank stays put long enough – it's no use selling the lives of the brave Imperial Guardsmen in vain.

MORE ON THE VOX-NET



As well as the fine words written here, Andy Hoare has been busy on the web this month too! He has also written an in-depth tank tactica to accompany Adam Troke's Imperial Guard Orders tactica. Go to our website to see these and more tacticas:

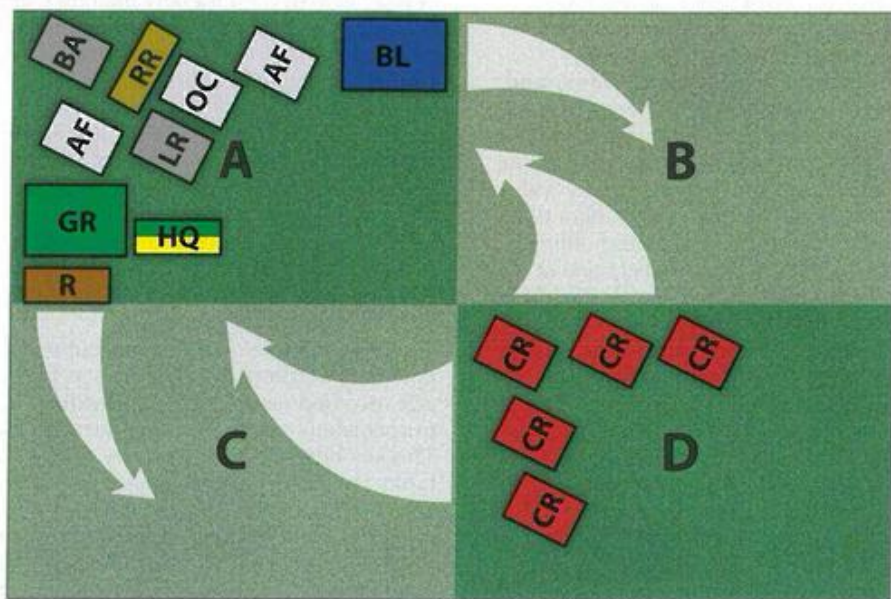
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WORDS FROM THE WISE - SPLIT DEPLOYMENT

In this diagram, Blue Platoon has the unfortunate duty of being the sacrificial flank. It is deployed on the border of table quarters A and B. Meanwhile, Green Platoon, the Company Command Squad and the Ratlings are set up on the border of table quarters A and C. In the centre are the vehicles, deployed further back to avoid blocking line of sight. By the Leman Russ are Chimera-mounted Infantry Squads and Ogryns. The Ogryns are aboard their Chimera so they can counter-assault against the enemy. The Chimera-mounted Infantry Squads are stationed outside their Chimeras so that they can shoot. The

Rough Riders have taken cover until they are needed to bolster the Ogryns or the victory flank (the flank opposite the sacrificial one).

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

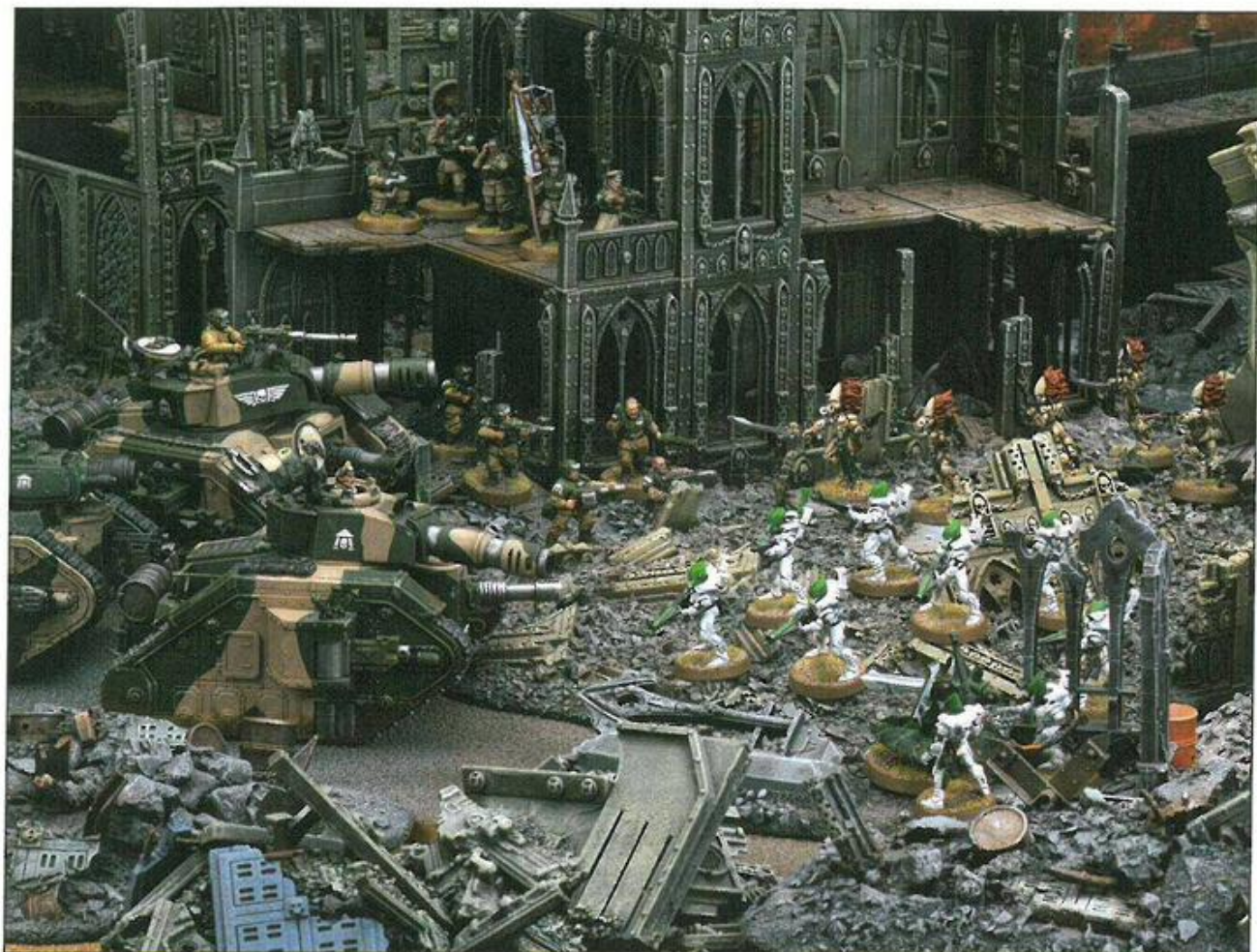


KEY

- BL** Blue Platoon
- GR** Green Platoon
- HQ** Command HQ
- R** Ratlings
- RR** Rough Riders
- LR** Leman Russ
- BA** Basilisk
- AF** Chimera-mounted Ogryns
- OC** Chimera-mounted Infantry
- CR** Chaos Space Marine Rhino



ARMOURED MIGHT



I often find it a good idea to think of my battle tanks as belonging to one of three broad categories:

- Assault tanks play an aggressive part in the game, advancing forward, engaging the enemy head on. They balance armour, firepower and speed.
- Infantry support tanks sacrifice speed for armour and firepower. They bristle with defensive weapons, and can unleash a fearsome storm of close ranged fire.
- Gun platforms forego speed and often armour for devastating long range firepower.

Battle tanks are there to seriously bolster your lines. They have serious firepower, sometimes provided by one large weapon, sometimes by lots of small ones, and often by a balance of different types.

Assault tanks do three things: move forward to contest objectives, soak up the inevitable barrage of fire the enemy will lay down in an attempt to stop them doing so, and to destroy any enemies holding objectives. A tank that excels at one of these factors will often do so at the cost of one or both of the others, and therefore will be better at another role entirely and should not be used as an assault tank.

A key to using an assault tank effectively is to support it with infantry mounted in transport vehicles, or equally fast moving squads such as Rough Riders. This is particularly important if there's a lot of terrain around or near the objective, as it only takes a single enemy trooper armed with a meltagun popping out from behind some cover to destroy even the largest of

tanks. For this reason, assault tanks are most effective when friendly infantry can be used to engage any enemy that might threaten the tank in this way, tying the enemy tank hunters up in close combat while the assault tank gets on with its mission. Lastly, this principle is absolutely vital if you are playing a Cities of Death game. Never, ever take a tank into a city without a squad or two of mounted infantry to protect it from an ambush!

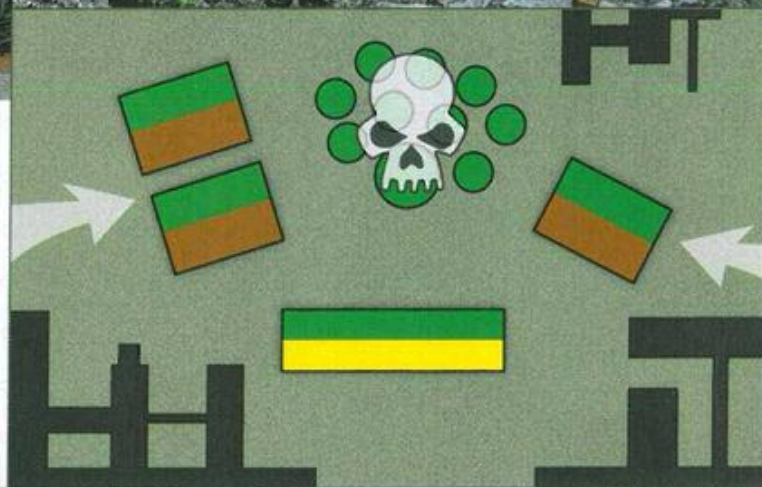
Good examples of assault tanks include Hellhounds, Devil Dogs and Bane Wolves, as well as Armoured Sentinels.

The main role of an infantry support tank is to accompany other units as they advance upon an objective, providing immediate fire support where needed most. The key here is that the infantry support tanks are there, as the name suggests, to support the infantry, not the other way round. When choosing an infantry support tank to accompany your squads, consider how the tank's weapons will complement those of the infantry. In all likelihood, the

A WORD FROM THE WISE - STRENGTH IN RESERVE



Graham Davey: I like to leave my tanks (and a Valkyrie or two) off the table, in reserve. This way, all the enemy's nasty lascannons and the like will be wasted for the first few turns with nothing but cheap Guardsmen to fire at. Then, as the foe closes in on my seemingly defenceless infantry (making good use of the Incoming! order to stay alive), my heavy vehicles can roll onto the table at just the right spot. I've had great success using the Lemman Russ Punisher like this, while a Valkyrie, armed with multiple rocket pods (Strength 4 and therefore defensive weapons) can fire two large templates as well as its main gun, even after moving 12". Devastating!



infantry will lack any anti-tank weaponry they can fire very far on the move, but the Lemman Russ has access to lascannons and hunter-killer missiles, and can fire these on the move so long as it does not travel further than 6". If an enemy tank threatens your infantry, then the tank can deal with it. Similarly, a small, elite unit of Storm Troopers might be swamped were it to charge a large mob of Ork Boyz or a brood of Genestealers. However, a Punisher will make short work of such units, thinning them down to the point where the Storm Troopers can deal with them comfortably.

Lemman Russ Demolishers, Punishers and, to a lesser degree, Chimeras, are all good infantry support tanks.

Gun platforms don't move at all – they are intended to destroy the enemy from a distance while your army advances upon its objectives. The primary role of a gun platform is to blow stuff up. They need to be deployed carefully to make full use of their range and effectiveness, and the fact that they are unlikely to count towards

your army's ability to take objectives should make you think very carefully about taking them. For me though, the main thing I need to consider when using such a tank is whether my army will be attacking or defending. This is a crucial difference, and will heavily affect the choice of tank I take.

When attacking, I want my gun platforms to have weapons with a good range. Basilisks are ideal. A long-range weapon can be used to reinforce the army's success anywhere on the table, allowing me to concentrate all the destructive firepower where needed most.

The Basilisk and the Lemman Russ are the obvious choices for gun platforms.

If playing a more defensive game, it's more likely my enemy will be heading towards me. As it happens, one of the most destructive weapons in the game is carried by the Lemman Russ Demolisher, and its short range is no problem when the enemy are heading towards it. As you won't have to move such tanks, they won't forego any shots and will be firing right from the off.

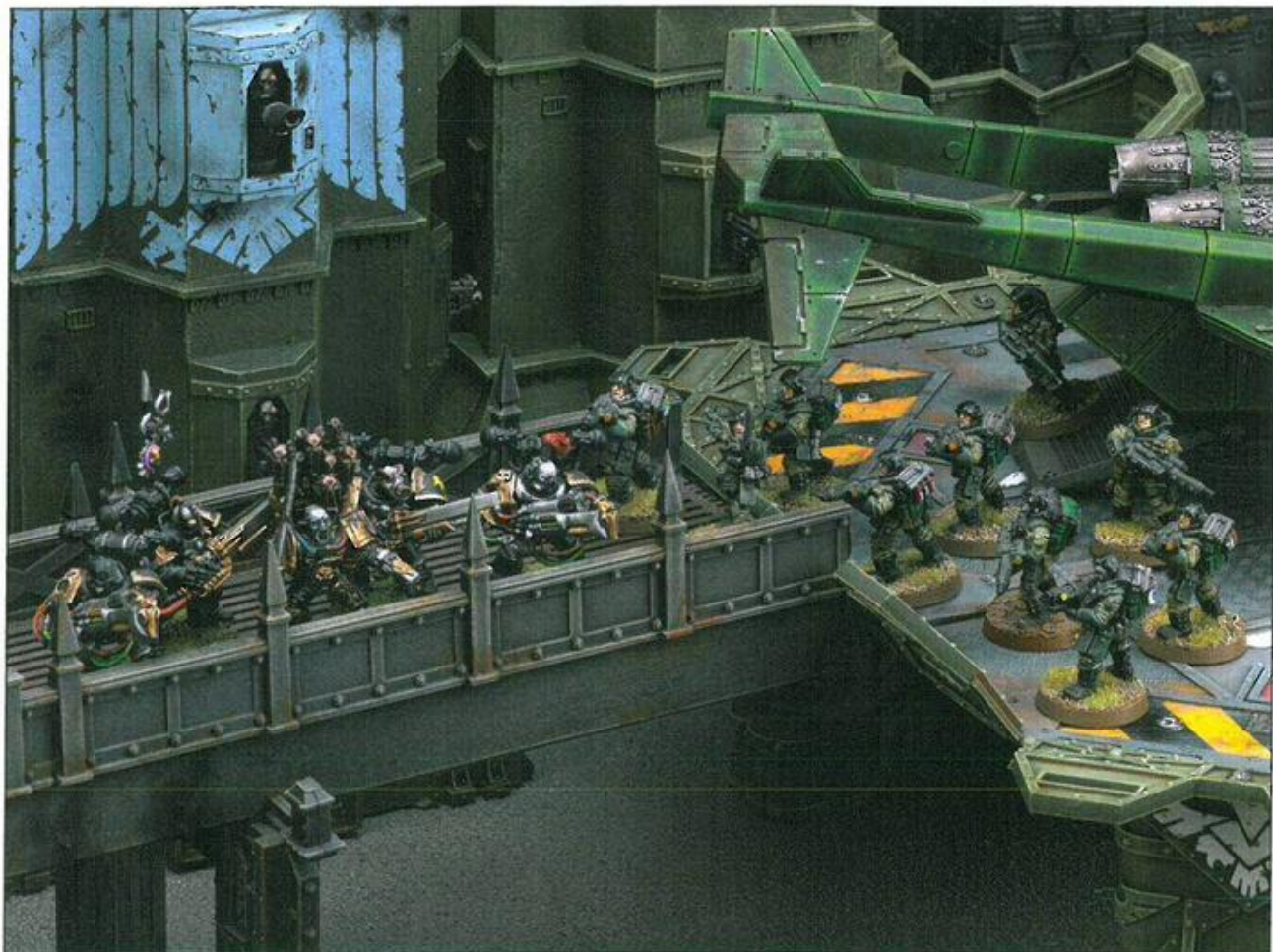


Tank Commander

Whilst tanks can't benefit from a Commander's orders, the troops that support it become all the more useful when so bolstered. Bring it Down is particularly useful in destroying enemy tanks who might pose a threat to your own armour.



AIRBORNE ASSAULT



Christian Augst is a veteran of the North American gaming scene, and an avid Imperial Guard player. According to his friends, his Storm Trooper-based army is the scourge of many a gaming table. Andy chats to him about what he'll do with all those shiny new AP3 weapons.



Storm Troopers are the elite of the elite, the best of the best. They are deployed where the fighting is the fiercest and are counted on to win the day and reap the glory – for the Emperor!

Storm Troopers have always found a place in Christian Augst's Imperial Guard army. With the release of this new Codex they've gotten a few more tools to get the job done, especially their new airborne assault carriers: the Valkyrie and the Vendetta. These airborne transports give the Imperial Guard the range to strike at any point on the battlefield, bringing the fight right to the enemy. The elite Storm Troopers are the perfect troops to take advantage of the capabilities of these fast new carriers.

With the Valkyrie's ability to scout, you can embark your Storm Troopers before deployment and declare them as Outflanking. This keeps them and their transport safe from the enemy during the early part of the game, and lets them arrive in a most heroic fashion, as is befitting for the 'Glory Boys'.

The Grav Chute Insertion special rule allows your units to Deep Strike from any point of their transport's flight path – even when moving flat out! When combined with the Storm Troopers' Aerial Assault option, this will help them to get exactly where they are needed to attack key enemy units or contest enemy objectives. With their special weapons and hot-shot lasguns, Storm Troopers have the firepower to fight off enemies until help arrives.

The Storm Troopers come into their own when it comes to clearing enemy units off of objectives. As an Elites choice, the Storm Troopers can't claim objectives themselves, but their brand new AP3 hot-shot lasguns give them all the firepower they need to clear even power-armoured enemies off of their objectives, especially when ordered to Fire On My Target! to force the enemy to re-roll any of his cover saves! Instead of mounting them in a Valkyrie, consider using the Behind Enemy Lines option to allow them to Infiltrate or outflank, and to really punish the first unit they fire at.



ADVANCED TACTICS

The Imperial Guard have such a wide range of units available to them that it's sometimes hard to know where to begin when deciding what to field in a coming battle. We all have different reasons for taking various styles of army and fielding particular units. Most of us field what we enjoy using, whether it's a unit's weapons, tactics or special rules that appeal to us. I often choose an army for its overall appearance, and one of my favourite types of army is lots of infantry supported by Sentinels (not so useful on an open battlefield, but almost unbeatable in Cities of Death!).

With all the amazing new models, along with the various special rules and options in the Codex, many Imperial Guard colonels will be busy trying out units, finding how best to integrate them into their existing armies and experimenting with different tactics and strategies on the battlefield. It's during these early stages after the release of a Codex that some of the most fun can be had – there are still countless strategies and nuances yet to be discovered, and every new unit type or rule could be the key to victory.

Something that I've found is that many of these models are particularly good against certain opponents or in specific situations. With that in mind, here are some tips for using two of my favourite units – the Sentinel and the Hellhound, although you will no doubt come up with your own.

THE SENTINEL

I've always found a place for Sentinels in my army list, and the new Sentinels have already made their way onto my procurement order (or shopping list, as it's otherwise known). They have lots of options when it comes to assembling them, making it hard to decide between Scout and Armoured Sentinels, not to mention which weapon to arm them with! I think I'll be concentrating on the Armoured Sentinel version, however – their front armour of 12 means that, for the first time, my Sentinels won't have to worry about being gunned down by bolters. In terms of weapons, I'll definitely be putting together a squadron armed with plasma cannons, as this allows the walkers to take on power-armoured enemies such as Space Marines, and even have a good go at foes with a 2+ save. I always take hunter-killer missiles on my Sentinels too, and these will be given to all of the walkers I assemble as Scout Sentinels as they can Scout and potentially put a missile into a more vulnerable side armour of enemy tanks.



THE HELLHOUND

The Hellhound has always been a favourite of mine (I have three!), and with the plethora of Ork armies around, the new kit couldn't have come at a better time – that inferno cannon's template will make a mockery of tightly packed Boyz mobs. But don't neglect the alternative tanks that the kit makes possible – I know I'll be assembling at least one as a Devil Dog. With its 24" melta cannon it's capable of annihilating anything from a Terminator to a Planetstrike Bastion. And the Bane Wolf kills Chaos Space Marines on a 2+ – for the Emperor!



MUSTER THE PLATOON!

You can now build an Imperial Guard army entirely from plastic! That makes it more convenient to raise a platoon of hard-bitten soldiers for the Emperor.

CADIAN COMMAND SQUAD



CADIAN COMMAND SQUAD 99120105036 £15+, €22.50, 175dkr, 205skr/nkr
This set contains 5 plastic multi-part Cadian Command models, including options for an officer, and Guardsmen with medi-pack, vox-caster, standard and various weapons options. Command Squads can be assembled as either a Company Command Squad (HQ choice) or a Platoon Command Squad (part of a Troops choice) in an Imperial Guard army.

CADIAN SHOCK TROOPS



CADIAN SHOCK TROOPS 99120105039 £12+, €20, 140dkr, 170skr/nkr
This set contains 10 multi-part plastic Cadian troopers and includes options for a Sergeant, a variety of weapons, special wargear and extra details.

CADIAN HEAVY WEAPONS SQUAD

Also available individually,
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MULTI
PART
PLASTIC
KIT

CATACHAN COMMAND SQUAD 99120105037 £15+, €22.50, 175dkr, 205skr/nkr

This set contains 5 plastic multi-part Catachan Command models, including options for an officer, and Guardsmen with medi-pack, vox-caster, standard and various weapons options. Command Squads can be assembled as either a Company Command Squad (HQ choice) or a Platoon Command Squad (part of a Troops choice) in an Imperial Guard army.

CATACHAN JUNGLE FIGHTERS

MULTI
PART
PLASTIC
KIT

CATACHAN JUNGLE FIGHTERS 99120105040 £12+, €20, 140dkr, 170skr/nkr

This set contains 10 multi-part plastic Catachan Jungle Fighters and includes options for a Sergeant, a variety of weapons, wargear options and extra details.

CATACHAN HEAVY WEAPONS SQUAD

MULTI
PART
PLASTIC
KIT

Also available individually,
CATACHAN HEAVY WEAPONS TEAM
99120105017 £10+, €12.50, 100dkr, 115skr/nkr

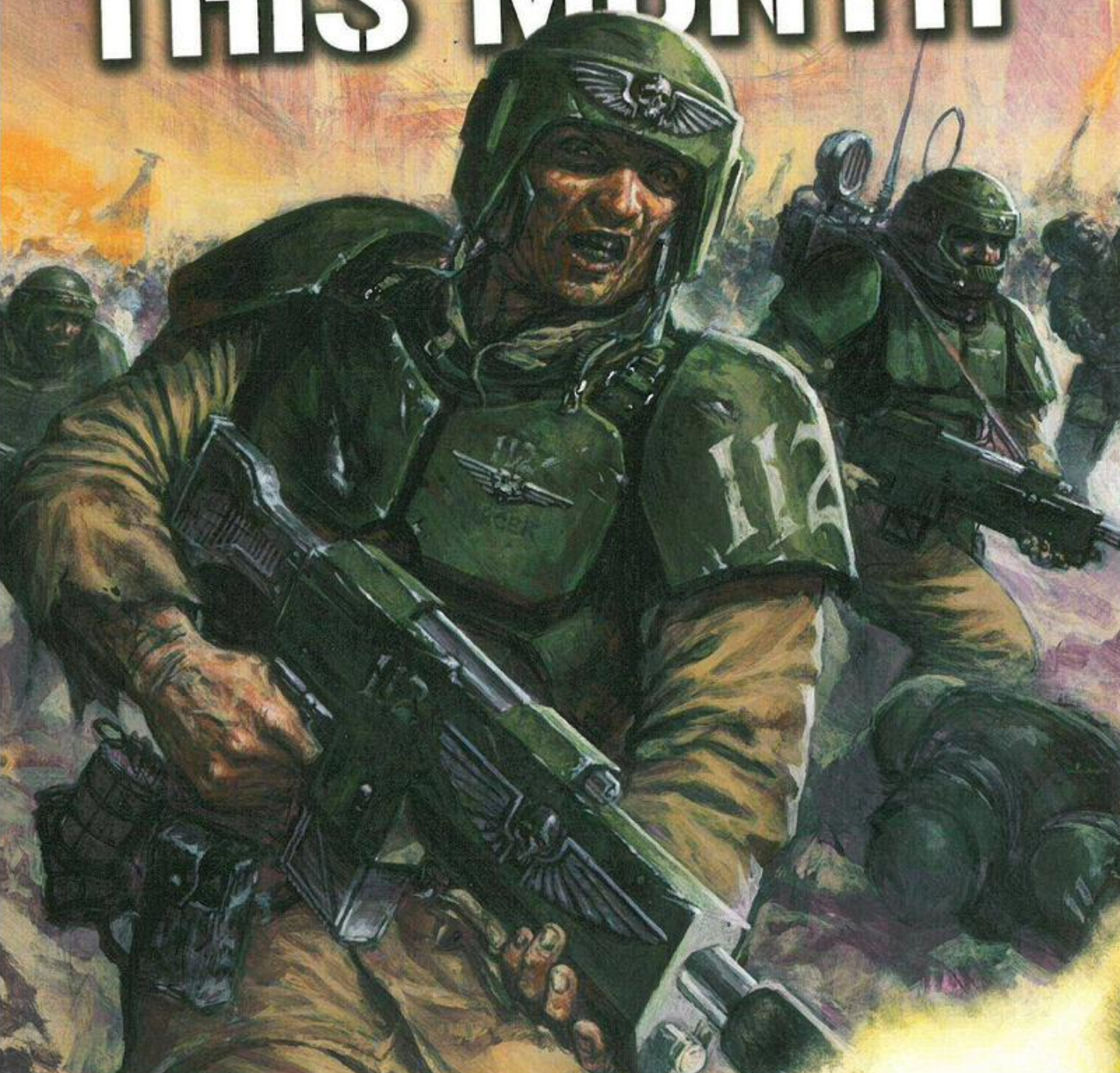


CATACHAN HEAVY WEAPONS SQUAD 99120105014 £20+, €30, 225dkr, 270skr/nkr

This set enables you to build 3 Catachan Heavy Weapons Teams. Each team of two can be equipped with any one of the following weapons: lascannon, heavy bolter, missile launcher, autocannon or mortar.

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THIS MONTH**



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Pick up some tips and advice on painting and collecting armies, from the Imperial forces of Karl Franz, to the slaving greenskin hordes of Grimgor Ironhide.

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Become a Lord of War!





engines of captured spacecraft. With a few megatonnes of Mek-know-wots and the mineral resources of the Rok itself, the Orky engines were completed, propelling the Rok through space with slow but deadly momentum. By the time it reached its target world of Meridian, the Rok would be impossible to stop. Or so the Orks thought – arrayed against them were not only the Imperial settlers of Meridian itself, desperate to mine as much of the planet's riches as possible, but also the Eldar to whom the maiden world rightly belonged. They would fight to the last to reach the Rok of Ages and blow it to smithereens before it could scourge the life from Meridian. This premise gave us a storyline upon which to base all manner of cool games, a rich opportunity for dozens of different games of 40K, Cities of Death, Apocalypse and Planetstrike, and a suitably dramatic climax that will give us a chance to use our entire collections. I got busy putting the two campaign maps together and roped in some of the lads for an evening of beer, pizza and bastion-building. Before long we were ready for the most ambitious campaign yet.

The once-verdant meadows of the former maiden world of Meridian have been befouled by the morbid architecture of the Imperium. Its azure skies are choked by acidic smoke and its lush fields are smothered by grey urban sprawl. Meridian is rich in Helian III, an isotope that can provide near limitless energy under the right conditions. Because of its bountiful natural resources, this green paradise has been plundered by Imperial forces, settlers and explorators. Yet more converge upon it day after day. They will not leave until Meridian is mined to exhaustion, reduced to a scarred and ravaged husk where once was a jewel hanging in the firmament.

And yet that is only half of the tragic story of Meridian. Drifting through space towards the maiden world is a catastrophe waiting to happen, or rather one that is looking for a world to happen to. The Rok of Ages it is called; a titanic asteroid that has been infested with greenskins and equipped with gigantic engines that propel it through space with slow but deadly momentum. As the Rok of Ages floats through the void, the Orks aboard it make their plans of conquest. They laugh about driving their harnessed planetoid straight into an unsuspecting and populous world. They fight amongst themselves to lead the invasion as Meridian, at first a green dot in the distance, becomes a circle, then a sphere, then a world. In the dead of night, they whisper in hushed tones of things even more strange and deadly than their Chaos Space Marine allies, things that live inside the Rok itself. All hell is poised to break loose upon Meridian in a planetary invasion of epoch-shattering proportions.

But the Imperial forces upon Meridian are not without their defences. The capital hive of Arcadia boasts an ancient defence laser capable of destroying orbiting spacecraft. The Mechanicus launch-base of Benefact Majoris is priming Ignis Deo, a Skylord-class missile that towers above even the spires of the nearby hives. The long-range augur stations of Hive Ereone have picked up the Rok's approach. Meridian is girding itself for war. Yet even with all its defences arrayed, its bastions manned and its defence lines bristling with interceptor batteries, the combined firepower of Meridian cannot stop the planetoid's descent, for the Rok is the size of a small moon. All know in their hearts that if the Orks complete their plan and the planetoid collides with the world below then it will be the end. Destroying the Rok is the only way to save Meridian from the imminent apocalypse inexorably approaching from the depths of space.

So the stage is set. As Ork and Chaos ships blast through the stratosphere to take out Meridian's planetary defences, the spaceports of Meridian fill with strike forces intent on establishing a landing zone upon the planetoid whilst the Rok of Ages grinds ever closer with the inevitability of death. If the Imperial forces launch a successful counter-invasion and penetrate deep into the Rok, they can plant nuclear charges and blow it apart in a spectacular display of pyrotechnics that will fill the night sky of Meridian from horizon to horizon and give rise to a new era of hope and prosperity. Conversely, if the Orks and their nefarious allies make planetfall and take out Meridian's defence networks, the Rok of Ages will come crashing down with world-crushing force onto the maiden world below, altering the course of history forever.

The fate of Meridian hangs in the balance...



CAMPAIGN OVERVIEW

The Rok of Ages campaign has been split into three distinct phases as the Rok plummets ever onward towards the planet. Splitting the campaign up like this gives it structure and allows for a variety of types of game.

The Rok of Ages campaign is designed to celebrate all aspects of the Warhammer 40,000 game, and can be adapted for use in your own gaming group with a little effort. Though it uses the Planetary Empires rules to determine the shape of the campaign overall, the individual games will cover a lot of different variants. These are broadly categorised into three phases:

PHASE ONE – PLANETSTRIKE!

As the gigantic planetoid of the Rok burns through the stratosphere of Meridian, both sides are attempting to make planetfall upon their foe's base and cripple their military installations so that more of their comrades can flood into the enemy warzone. For that reason the campaign starts with lots of games of Planetstrike – the good guys can invade the planetoid base, whilst the bad guys invade Meridian itself. This gives everyone a chance to try the role of attacker and defender – each has its perks and strategies for you to enjoy.

It is possible that the defender in a game of Planetstrike beats his attacker, and ends up capturing the attacker's hex as a result. This is perfectly fine – it means that the defender has capitalised on his enemy's failure, and that his counter-attack was particularly effective!

PHASE TWO – TOTAL WAR

Once the battle is in full swing and forces are properly established on each map, you have a choice; you can either invade more territory by playing more games of Planetstrike, play games of Cities of Death to represent the terrible struggles in the urbanised areas of Meridian, or you can play normal games of Warhammer 40,000. Intrepid players will want to roll on the following chart to determine what type of game they play:

Result	Game type
1-2	Standard 40K Mission.
3-4	Cities of Death.
5	Planetstrike – 'good' defending.
6	Planetstrike – 'bad' defending.

During this phase, one player may end up with more resources than another, but the difference is never that drastic so never fear if you get off on the wrong foot. This phase makes up the main bulk of the campaign.

PHASE THREE – APOCALYPSE

Whatever happens, the last phase of the campaign will involve some large and impressive games of Apocalypse, some of which will be hinged around the fuel refineries that process the precious Helian III so vital to the war effort. The outcome of these games will determine the fate of Meridian itself, but rest assured it'll be indescribably violent either way.



THE RULES

The campaign uses the sample system designed by Jervis, and included in the Planetary Empires booklet. However, just as Jervis encourages, the system has been further developed and tweaked to suit the campaign background.

The Rok of Ages campaign, as you might have already figured out, is a campaign with a difference. We've learnt from previous Studio campaigns that not everybody has the same amount of time to play, so we've devised a system that accommodates both the casual gamer and the super-keen fanatic alike. We've also kept it relatively simple, because that way you can concentrate on getting the best out of the new Planetary Empires and Planetstrike rulesets.

TAKING SIDES

The players in the campaign are divided into two factions – 'good guys' and 'bad guys'. The good guys are based predominantly on the green Meridian map, the bad guys on the grey asteroid map. If you want to rationalise why aliens such as Tau would be attacking Meridian, you can explain it away with the presence of the precious isotope Helian III, though we suggest you don't lose too much sleep over it and just concentrate on getting some really fun games started for now. The sides are divided as follows:

Good Guys

Space Marines (all loyalist Chapters), Imperial Guard, Witch Hunters, Daemonthunters, Eldar.

Bad Guys

Orks, Chaos Space Marines, Necrons, Tyranids, Dark Eldar, Tau.

If the sides do not work out evenly, try swapping the Eldar or Dark Eldar players around – Eldar are notoriously fickle after all, and they are really on no one's side but their own!

RED vs BLUE

To keep things simple, good guys have blue flags and bad guys have red flags – the campaign's progress is decided by counting up the flags at the end of each week of play. Essentially, whichever side has the most flags at the end of the campaign is the winner, so grab territory whenever you can – it is territory and not victories that determines the ultimate fate of the planet(s). The player with the most flags at the end of the campaign is the overall winner and is proclaimed Grand Overlord of Meridian.

To mark out a flag as your particular territory, the little blip on the top of the flag (as well as the flagpole) can be painted in a colour or design of your choice. This will mark out your flag from the rest of those on your side – add your initials in black pen to your flag as well if you can write that small! The only stipulation is that your flag must remain predominantly red or blue so that players can see which side is winning at a glance.

Designer's note: In our campaign there are more hexes on the good guys' map, and more good guy players, so they start with more flags. To balance this out, the bad guys have two special areas that confer campaign-wide advantages. You might want to tinker with the rules to ensure your own campaign is 'fair', but we've found that it is more important to have fun and vibrant games than to ensure that everything is completely fair. The good guys, for instance, also have hive cities, which are fantastic advantages as they combine the benefits of a spaceport, a command bastion, a shield generator and a manufactorum (upgrades detailed in the Planetary Empires rules).



SEASONS OF WAR

Phil wanted a visual way to track the different phases over the course of the campaign. Because he wanted something a bit more imaginative than a sign that said 'PHASE ONE' (and also because he's a bit peculiar), Phil decided to do this by changing the 'seasons' of the board so that the campaign began in the height of summer, then progressed through to autumn and finally winter. In this way the players got the feeling of the landscape changing as the campaign went on, and there was a nice visual way of representing the time passing as Meridian drew ever closer to the winter of its discontent.



UPGRADES APLENTY

In the basic Planetary Empires rules, a player can place an upgrade (command bastion, manufactorum, shield generator, or power station) whenever he wins a game. In this campaign we used a slightly different system, because many of the upgrades were already built into the maps Phil had put together. Essentially Phil placed a great many upgrades on the boards and let the players fight over who controlled them during the course of the campaign. Then, at the beginning of every phase, Phil made like Santa Claus and gave each player another upgrade that they could place whenever they wanted – provided they painted it up first! Don't be mean with upgrades – their actual effect on individual battles is slight, but it all adds up.

THE GRAND MUSTER

Once your flags are painted, you're ready to begin. There should always be a grand muster to kick the campaign off – details are included below. If you cannot make it to this grand muster, send someone in your place, otherwise you will end up with rubbish territories!

HOW TO PLACE FLAGS

Each player has a number of flags to begin with, depending on the size of the maps used – simply count the number of hexes and divide it by the number of players you have signed up for the campaign. That's how many flags each player has to begin with. For instance, in the Rok of Ages campaign we have 25 players and a total of 90 tiles, so each player has 3 flags (though more have been supplied in case they do well) and there will be 15 unclaimed tiles left over. That's actually a good thing – it means that new players can join in at a later date.

To determine in which order our players placed their flags, each player rolled a D100 (the first D10 rolled for the tens, second D10 rolled for the units – but you can just as well use D6 for this to give a result between 11 and 66 instead). We then listed the players on a flip chart in order from 1 to 100. Having established a 'priority' order we let the players take turns to place their flags in any tile they wished. Naturally the hive tiles and hexes with cool-looking features were the first to go! Once every player had placed his flag we went round again until every player had placed three flags.

NB: If you want to be extra gracious and 'fair' to the players, you can go in reverse order for the placement of the second set of flags and then back to the normal order for the last flag.

The last flag that each player has in his collection may be planted upon the enemy's map if you wish – this represents your forces making planetfall upon an empty drop zone.

TERRITORIES

Each player starts with the same number of hexes or 'territories' under his control. This number will ebb and flow as the campaign progresses, but what we're really interested in is the number of territories belonging to each side, not each person. In this way a player with hardly any spare time can play a single game and still contribute to the war effort, whilst keen players can mastermind an entire campaign by leading from the front.

It's important to conquer territory. Some territories (those furthest away from your own) will be difficult to conquer even if you win your game – a special dice roll is needed, and you have to beat a certain score depending on how distant or well-protected that square is. An unprotected square (most of them) adjacent to your own territory can be conquered on the roll of a 3+ on 2D6, so you'll probably succeed if you pick your fights well. Territory that's not adjacent is conquered on a 7+. That said, some well-protected hexes give you massive advantages, so you might want to gamble and go for the jackpot – fortune favours the bold.





SPECIAL TERRITORIES

Certain territories have special rules that go alongside them. If you are in possession of a special tile (showcased later in this article), you get to apply the bonus rules that go alongside that tile. Assume that the larger and more impressive the terrain upon a named territory, the more powerful it is, and you won't go far wrong.

UNCLAIMED TERRITORIES

Occasionally you will find that there are unclaimed territories on the map. Any player who scores a win in any game may place a flag in an unclaimed territory without having to roll to see if he conquers that territory.

You can also use these unclaimed territories to include new players who have decided they want to get in on the action – simply give them D3 flags and let them place their new empire anywhere on the board. Hopefully, they can carve out a powerbase before being descended on!

PLAYING CAMPAIGN GAMES

By now you'll be wanting to get stuck in. Luckily, in the Rok of Ages campaign, this couldn't be simpler. All you need to do is to challenge a member of the opposing team to a game, agree on a points value, agree on what type of game you'll be playing, and go for it. Simple as that. Each phase of the game recommends a certain type of game, but as long as you're playing Warhammer 40,000 it doesn't really matter; just play whatever you feel like.

CLAIMING TILES

Once you have played a game, you and your opponent will need to head over to the campaign map(s) and see whether any territory changes hands. The victor chooses one of his opponent's territories and rolls to see if he can conquer it as per the Planetary Empires rules. If the victor captures it, then he replaces his opponent's flag with one of his own, claiming any of

In the aftermath of the game, Fil makes his conquest roll against Andrew, but doesn't score enough to take a territory.



the upgrades there for himself. It's good practice to let the games master and the other players know every time this happens, if only for the bragging rights – we got into the habit of sending an in-character email to the other players, glorifying our victories or making excuses for our defeats (see below right).

LOSING ALL YOUR FLAGS

The good news is that even if you lose all your flags you can still play with just as much verve as anyone else – you'll just find it more difficult to claim territory. After all, it's hard to have hexes adjacent to any others if you have no territory at all. Still, never fear; if there are unclaimed territories on the campaign maps you can automatically claim them with even the most tenuous win.

OK, that's it for now – the Planetary Empires rules explain the rest. Ignore the Ending the Campaign section though – your games master will no doubt have a far more special finale in mind!

Paint up your flags, pull your collection together and get ready to wage war!

++ Inquisitor
Caspriel Rex: This is the Inquisitor, we will repel these...
Oh, Emperor, no...
[fragment lost. Data retrieval suggests the revving of multiple chain-weapons] ++

Datascript Ends - 1301hrs

MERIDIAN

Meridian was once an Eldar maiden world, though its natural splendours have long since been replaced by the gothic stonework of Imperial architecture as human settlers seek to harvest the priceless Helian III that enriches the planet's crust.

MIGHTY MERIDIAN

Phil put together the Meridian board out of not only Planetary Empires tiles but also some spare Mighty Empires tiles that he had left over from an earlier Warhammer campaign. You might recognise the forests, rivers and mountains from Mighty Empires, though Phil made sure that any field tiles were face down; Meridian isn't an agri-world after all. The great thing about these campaign tiles is that they clip together and do not need glue – once the Rok of Ages campaign is over the guys can just break the maps down into individual hexes and restore their Warhammer campaign board to its former glory.



THE RIVER LETHID



The River Lethid was once a crystal-clear stream of freshwater that flowed through the verdant meadows of Meridian. Since the Imperial settlers twisted the lands to their own ends, it has burned with toxic chemicals that make it ice-cold and poisonous to all forms of life.

Defensible: Any tile that has a river upon it is easier to defend – even in the 41st Millennium it is an advantage to know that an army's flanks are guarded by an impassable terrain feature. All attempts made to claim river tiles deduct one from their dice roll. This is cumulative with bonuses from shield generators and the like.

Terrain Advantage: Any general with a river tile knows the value of defensible terrain locations. A player may roll a dice at the beginning of each Planetstrike game in which he is the defender – on the roll of a 6+ the player has a free Drop Zone Denial stratagem.

THE CLAWED SWAMPS



The wetlands of Meridian are home to all sorts of unusual species, from megaraptors to self-detonating toads.

Here be dragons: At the end of the Spring phase of the campaign, players must roll a D6 for each of their flags that occupies a swamp tile. On the roll of a 1 the flag is removed to represent the forces there getting gobbled up (or worse) by the alien beasties that dwell in the region.

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The defence laser was made from part of an Imperial cruiser from *Battlefleet Gothic*, and a plastic bead.

THE DEFENCE LASER OF HIVE ARCADIA



Hive Arcadia was once a prosperous node of industry and culture, host to many aristocratic and political figures who oversaw the mining of Helian III from a safe distance. It has suffered terribly under the bombardments of the Rok of Ages, though its pride and joy is still intact – a Cronos-pattern defence laser with enough power to scar a moon.

After every game that he plays, a player that controls Hive Arcadia can open fire with Old Cronos, the defence laser of Hive Arcadia. Place a marker on any tile on the Rok of Ages and roll a scatter dice as near to it as possible. If a hit is rolled, the tile with the marker is obliterated. If an arrow is rolled, an adjacent tile to the tile with the marker is targeted – pick the one that best corresponds to the direction on the arrow. Replace the targeted tile with a crater tile and remove any upgrade or flag that was on that tile.



Battlefleet Gothic bitz and a rocket from the Whirlwind frame have been used to create the Benefact Majoris Spaceport tile.

URBAN SPRAWL



The Meridian urban sprawl is surrounded with countless hab-blocks that have been bombed flat in the war.

A player with an urban sprawl tile may choose to convert any game he is challenged to play into a Cities of Death game. In this game the player with the urban sprawl gains an extra stratagem to represent his home territory advantage.

THE BENEFACT MAJORIS SPACEPORT



The Adeptus Mechanicus launch base is dwarfed by its most ambitious creation yet, the Skylord-class missile Ignis Deo. If the warriors defending it can buy the Servitors enough time to finish the priming rituals then it can be launched at the Rok before it enters orbit...

Spaceport: A player that controls the Benefact Majoris Spaceport gains all the benefits of a spaceport tile.

3...2...1... Ignition! At the beginning of each new season after the first, a player that owns the Ignis Deo may attempt to fire it at the Rok of Ages. Roll a dice and add one to the result. If the dice roll is equal to or less than the number of games the owning player has played over the course of the campaign, the Ignis Deo is launched.

Should the Ignis Deo be launched, its detonation is all but assured. The GM of the campaign should organise one last mega-game to represent the defenders of the Rok of Ages scrambling to stop the Deo from launching/detonating and blowing them all to smithereens. This game can take any format provided that it's ambitious and looks great.

If the bad guys lose this mega-game, then they lose the entire campaign as the Rok is blown apart! However, if they win the game, they automatically claim Benefact Majoris Spaceport.

MORE LOCATIONS OVER THE PAGE ►

THE WARP GATE



Beyond the haunted depths of the Vidian Forest lies an arcane structure of alien origin, a towering edifice that hums with barely contained power. Not only does it shield the environs from harm, but if correctly activated, it can open a portal from this reality into the next.

Terrain Advantage: The Warp Gate tile automatically has the 'force field' upgrade. This cannot be negated or destroyed.

Webway Assault: An Eldar or Dark Eldar player that occupies the Warp Gate tile is able to pass his troops through the webway. The owning player may opt to roll a dice before each game; on the roll of a 2+ he gains a free Webway Assault stratagem. On the roll of a 1, his forces get lost in the labyrinthine tunnels of the webway and he must subtract 1 from all Reserve rolls he makes for the duration of that game.

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Phil made the Warp Gate tile simply by raiding his bitz box and sticking the end of a plastic Eldar gun upright onto a normal tile.

++ The Battle-barge *Hammer of Nocturne* has taken up position above the Rok and commenced preliminary bombardment operations. ++

Captain Da'c'tyr, Salamanders 4th Company

THE HIVE EREONE OBSERVATORY



A radar dish so titanic that it has its own city of Technomagi at its base, forms the early warning system for the Meridian mining operation. The observatory lies at the heart of the Imperial Cognitas Network and monitors every fluctuation and troop redistribution of the battle upon the Rok.

The player that controls the Hive Ereone Observatory may choose what type of game he plays and whether he takes the role of attacker and defender. Furthermore such is the scope and quality of his intel that his opponent must show him his army list in advance, allowing the Ereone player to tailor a force best suited to its destruction.

7



The observatory was made from a standard Hive City tile with the addition of a couple of odd-shaped bitz found in Phil's bitz box to make the radar dish. Plastic strips were then stuck onto the dish.

GLADIUS MOUNTAINS



The Gladius Mountains are rich with an unlimited supply of Helian III, an isotope that can be used to create vast amounts of energy. The mining operations are of such importance that the mountain passes are dotted with bastions and defences bristling with interceptor cannons.

Defensible: Any mountain tile is easier to defend than a normal tile. All attempts made to claim mountain tiles deduct two from their dice roll. This is cumulative with bonuses from shield generators and the like.

Interceptor Gun Network: Any defender with a mountain tile not only knows the value of an interceptor cannon in a tight spot, but also has more than enough wealth to afford them. In games of Planetstrike he may use twice as many interceptor cannons as he has bastions, instead of one interceptor cannon per bastion as is normally the case.



DEFENCE NETWORKS

Heavy-duty defence networks zigzag for hundreds of miles across Meridian. Even the most inexperienced general can hold out against the odds with the firepower of the bastion networks behind him.

Defensible: Any defence networks tile is easier to defend than a normal tile. All attempts made to claim these tiles deduct one from their dice roll. This is cumulative with bonuses from shield generators and the like.

Aegis Network: A player who controls a defence network tile gains a bonus Interlocking Defences stratagem (detailed below) in any game of Planetstrike in which he takes the role of defender.

Interlocking Defences**Stratagem Points: 2****When declared: Pre-game**

The fortified zones that criss-cross the lands are so heavily reinforced that they can be seen from space, an endless collection of Anvil and Gauntlet-pattern defence centres with which to smash potential invaders.

- Provided the defender places at least four objectives across the table and links all of them with defence lines of some sort from table edge to table edge, he may re-roll any reserve rolls. He may also re-roll his rolls to determine from which table edge his reserves enter play.

CRATER PIT

The surface of Meridian and the lunar blastscape of the Rok of Ages have one thing in common – they are both pitted with massive craters left by megatonnes of detonating ordnance. These mile-wide eyesores scar the planet's surface like a violent skin disease, and all too many of them lead into the subterranean colonies of the vile alien species that have made their nests in the devastation.

Provided they control at least one crater pit, a Tyrand player may treat any hex that is adjacent to a crater pit as adjacent to one of his own territories.

**MERIDIAN STRIKES BACK**

In phase two of the campaign, all defender armies have access to the following stratagem:

Defence Stratagem: The Maiden Stirs**Stratagem Points: 1****When declared: Defender's Shooting phase**

The world the Eldar are defending is in fact a dormant maiden world. Sensing the turmoil of the defenders' emotions, the world begins to awaken and is soon joining the fight to repel the attackers.

- Enemy units that move within a wood-based terrain feature are treated as moving through dangerous terrain. This affects entire units whether they are wholly or partially in a wood.

THE HAUNTED FORESTS

The towering forests of Meridian once covered the lands as far as the eye can see with gigantic thallorn trees. Much of the land has since been deforested for lumber and fuel so that the humans might build their urban sprawl ever higher. Those forests that remain are said to be haunted by unquiet spirits that can drain a man's life force with a touch.

Terrain Advantage: A general with a forest tile has a free Hypertrophic Flora stratagem, regardless of what race and game type he is playing. This essentially allows him to place free woods and foliage before the game starts, representing his ability to use the native terrain to his advantage. This bonus terrain is always treated as dangerous as well as difficult terrain.

THE ROK OF AGES

Primarily Ork-held, the Rok has drifted from one side of the sector to another. Only now have the Orks installed enough stolen and salvaged engines onto the Rok that they are able to steer its course, sending it hurtling toward Meridian.

THE MAKING OF THE ROK

Phil made the Rok of Ages board with a simple but cunning technique. Grabbing a big pair of sharp scissors and a couple of spare moonscape craters, Phil cut the craters into rough halves so they would fit around the map he had put together. He then slotted each piece roughly up and under the map tiles so that the crater's base was as far underneath the hexes as it would go, with the slopes of the craters touching as they surrounded the edge of the hex map. He then traced around the map's edge with a marker onto the crater pieces and cut off the corresponding areas so that each crater piece fit back in snugly. A little bit of modelling putty to cover the joins, a few bits of pipe and spare tank barrels for the engines, and the board was ready to Rok (*Oh dear – Ed*).

AZURITE CRYSTALS

12 Azurite crystals are miraculous and rare, magnifying the energies of the stars and chiming softly with the scintillating music of the spheres. Even a single Azurite Crystal is an artefact of wonder and awe to the Eldar race. Sadly the Orks smash them up and bung them in the furnaces instead.

Any player with an azurite crystals tile may harness the energies of the Crystal Forests whenever he is playing as the defender in a game of Planetstrike. Everything on the board has a 5+ cover save from the effects of the firestorm and the Meteor Strike, Crash and Burn, and Laserburn stratagems.

ENGINES

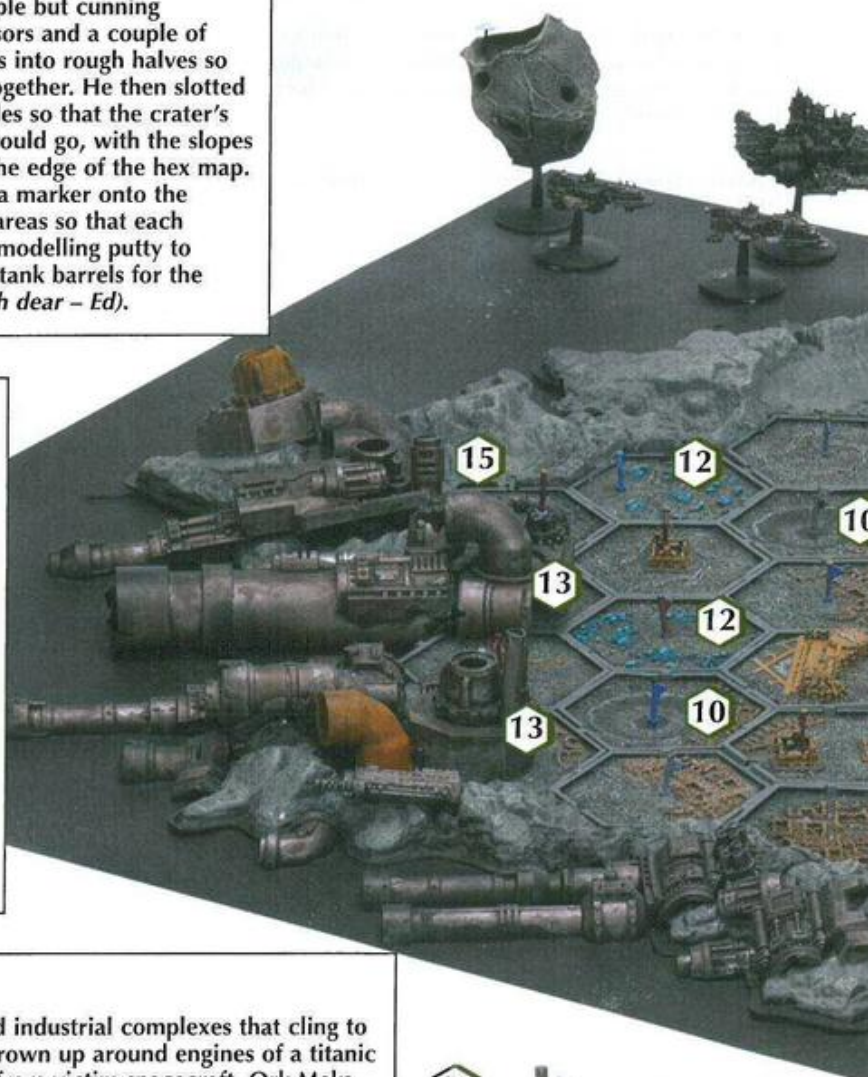
13 The vast, lumpen refineries and industrial complexes that cling to the rear end of the Rok have grown up around engines of a titanic scale captured and retrofitted from victim spacecraft. Ork Meks have an uncanny way of making such salvaged technologies work, and the so-called 'Enginetowns' are no exception.

A player with control of an engine hex may roll a dice at the end of each game he has played and add one to the result. If the result is less than the number of games he has played in this campaign, he has refined enough azurite for a last burst of speed – he can have the Rok blast into the stratosphere of Meridian and come crashing down onto the planet.

The GM of the campaign should organise one last mega-game to represent the defenders of Meridian scrambling to evacuate in the last few days that are left before the cataclysmic end. All games from this point on are played with the Planetquake rules (see page 51 of Planetstrike) to represent the terrible forces pulling the worlds apart.



The engine tile was created using spare bits from a Shadowword super-heavy kit.



ROKKER CANNON

Most Ork Meks just don't feel right about a new project unless it involves a big gun, and those responsible for the Rok of Ages were no exception. In fact, they went for the biggest gun any of them had ever seen...

The rokker cannon tile is treated exactly as an azurite crystals tile with the following exception.

The player who controls the rokker cannon can fire it at the end of every game he plays.

Place a marker on any tile on Meridian and roll a scatter dice as near to it as possible. If a hit is rolled, the tile with the marker is obliterated. If an arrow is rolled, an adjacent tile to the tile with the marker is targeted – pick the one that best corresponds to the direction on the arrow. Replace the targeted tile with a crater tile and remove any upgrade or flag that was on that tile.

INDUSTRIAL REFINERY

The industrial refinery is a miracle of technology. Not only does it refine the crude oil drained from the crust of the Rok but it also allows the energy-rich azurite crystals to be converted into incredible amounts of thrust by the expedient of hitting them with really, really large hammers.

We do prometheum, too: The industrial refinery also produces prometheum (or 'burny juice' as the Orks call it) in great quantities. Any player who has control of the industrial refinery may re-roll any to wound rolls made by his flame weaponry. However, if the final result includes two or more rolls of a 1 and the firer is an infantry model, the operative has overloaded his prometheum tanks and goes up in flames himself – remove the model from play.

**THE REALM OF FIRE**

The Realm of Fire is the base of operations for the worshippers of Chaos upon the Rok of Ages. Originally an active volcano, a shot from the defence laser of Hive Arcadia utterly destroyed the volcano itself in a single blast, leaving nothing but an inland sea of magma covered by shifting islands of shattered rock. This hostile, vile-smelling environment is much to the liking of the Chaos Space Marines and their daemonic allies.

Defensible: Any magma-covered or volcanic tile is easier to defend than a normal tile. All attempts made to claim such tiles deduct two from their dice roll. This is cumulative with bonuses from shield generators and the like.

Hellrealm: A player who controls the Realm of Fire may inflict the effects of the Hellish Cacophony stratagem in any game in which he is the defender. This free stratagem affects both armies equally as Daemons scream and shriek in the skies above. Furthermore that player may always opt to play a Planetquake mission.

THE END GAME

After weeks or even months of endless destruction, you'll need to think about concluding the campaign. There are three ways the campaign can end. The first is the usual Planetary Empires way, the others are a bit more special...

TEN-TILE TACTICS

Once a player has amassed ten tiles the campaign is essentially over and that player is declared the winner. We suggest this fiendishly cunning general plays one last mega-game against several opponents to end the campaign in a particularly spectacular fashion. This is the usual way for a Planetary Empires campaign to end – you might want to suspend this rule if you want a Rok-based finale.

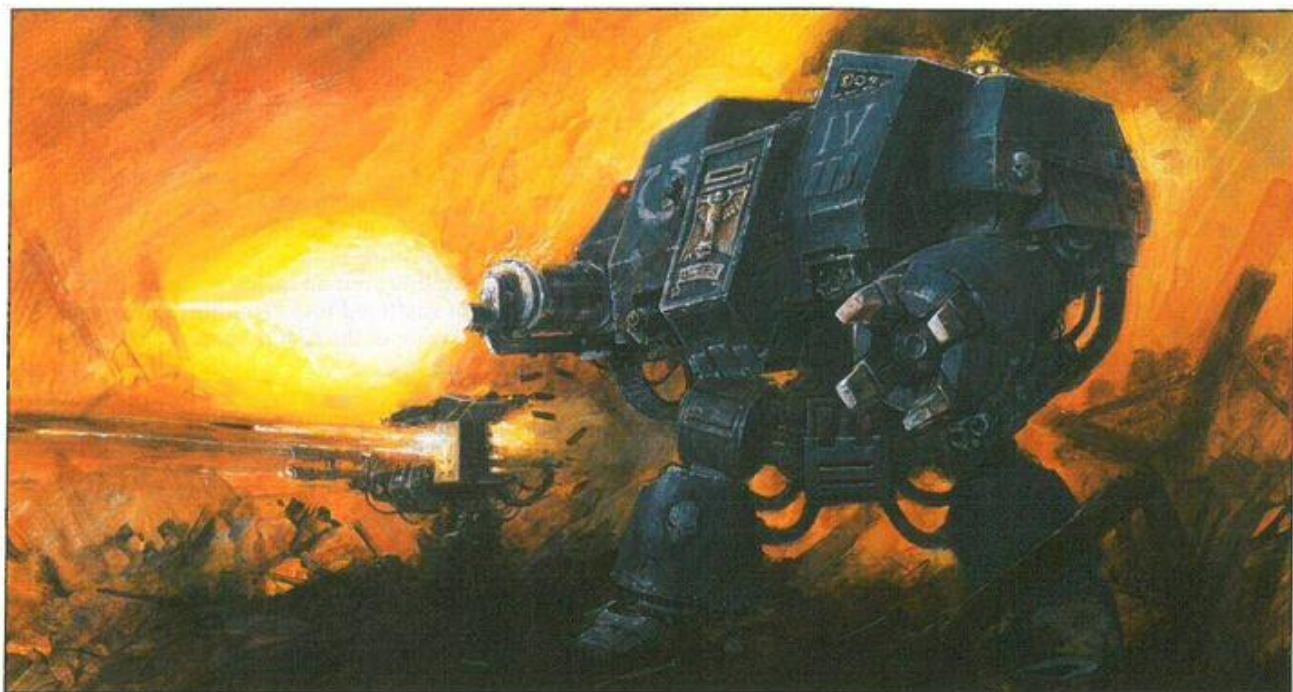


DESTROYING THE ROK OF AGES

The second way to end the campaign is if the vast missile known as the Ignis Deo, a weapon that makes a Deathstrike missile look like a pea shooter, is successfully launched (see the Benefact Spaceport tile's rules for details). If the bad guys win, the missile launch is delayed – ignition may be attempted again if the good guys manage to claim the spaceport. If, after playing a climactic end game to ensure the missile reaches its target intact, the bad guys lose, then that means the Ignis Deo has made it to the Rok and detonated its insanely destructive payload. The super-missile will detonate inside the Rok of Ages, blowing it to tiny pieces, killing the incoming bad guys and causing a magnificent orbital firework display to erupt across the night sky of Meridian. Well done good guys, you've saved a precious world from oblivion!

A ROK AND A HARD PLACE

The third way for the campaign to end is if the bad guys succeed in firing the engines of the Rok to their full potential, driving the planetoid down onto the strongholds of the good guys and obliterating them in a devastating cataclysm. See the engine tile's rules for details of how this can happen. If the engines reach their full potential in this manner, play one last mega-game to see if the good guys can stop the cataclysm. If the good guys win, they have bought themselves some more time – the campaign progresses normally until the bad guys can fire the engines up once more. If the bad guys win, however, the Rok of Ages comes crashing down onto Meridian, grinding into it with such force that the entire world begins to come apart. Meridian is lost, becoming a realm of war and despair where the sun will never shine again. Congratulations!



NEXT MONTH

We've explained how to run it, so next issue we find out what's been happening, and document the campaign's climactic finale.



Alex Boyd's Ork horde has been doing as much defending as attacking, so Alex made some amazing Orky bastions.



Glenn More's Eldar have been raiding from the deep forests of Meridian and have even made it onto the Rok itself.

A World of Hobby

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www.games-workshop.com



The Machines of War



Pete Foley has been knocking around the Warhammer tournament circuit for a while now and has helped to develop several of the Warhammer army books. In the following article he turns his thoughts to getting the best out of those menacing technological wonders: war machines.

All the Rage

Tournament seasons, like fashion seasons, shift as players get to grips with the tricks offered by new releases and new tactics. This year Dark Elves, Daemons, and Vampire Counts are 'in'. Last season the Steam Tank-toting Empire army was the choice for the trend-setting tournament player. The season before it was the Wood Elves' turn in the spotlight and so on and so on. Check what's going on in the tournament scene by logging on to the Warhammer World blog and checking the results of the most recent tournaments to see what's hot and what's not in the gaming scene this year!

<http://warhammerworld.typepad.com/>

Selecting your Arsenal

The first tactical decision that any general needs to make concerning war machines, is which ones he needs to include in his army. Choosing the right war machine for the job at hand is very important when selecting your army list – if you are already aware of which army you will be facing you can choose the war machine best suited to deal with the units your opponent is likely to field. That's all well and good if you're playing in a casual game against a well-known opponent, but if you are heading to a tournament or your local gaming club and you're not sure what army you're likely to face, then selecting the right tool can be a little more difficult. After all, at a tournament there's a huge variety of armies you could face.

So, when playing a tournament game, you need to take certain steps to equip your army to face the most likely opponents, and this is by considering what opponents are most common – you can do this by considering the armies 'of the moment' (see sidebar) and by taking choices that can deal with a variety of threats. If you attend tournaments at the moment, for example, there is a good

chance you will come up against Vampire Counts, Dark Elves or Daemons of Chaos, so selecting war machines that will do well against these races is a good start.

The Vampire Counts and Dark Elves have a couple of things in common, in that the bulk of their armies are made up of relatively low Toughness warriors (Dark Elf Warriors, Skeletons and Zombies), who are unlikely to flee (due to being Unbreakable or having a high Leadership) and who have potent characters. To this end, consider weapons that will smash apart formations of infantry or can snipe at exposed characters. Daemon armies feature monstrous brutes such as Daemon Princes and Greater Daemons, who need killing as fast as possible; and several very threatening and swift units. Weapons such as Mortars and Stone Throwers can deal with regiments of warriors, especially larger formations, while Great Cannons, Skaven Warp-lightning Cannons and Bolt Throwers can deal with multi-wound characters, monsters and the like.

Variety is the key here though – if you opt for an army that is a one-trick pony, you'll only have yourself to blame if your one trick doesn't work!

Deploying War Machines

Deploying war machines for a game of Warhammer used to be so easy when I first started playing. My thought process would go something like this:

- Find the nearest hill.
- Deploy all of my war machines atop it.
- Start shooting.

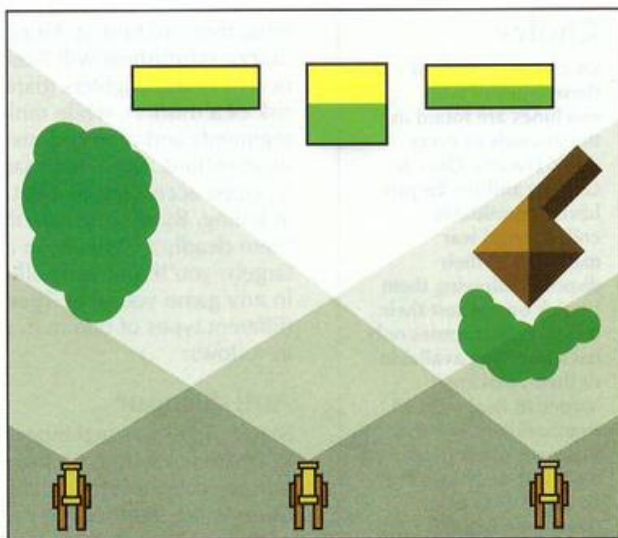
And this 'tactic' works well in many situations. A hill allows you to see over all of your own troops and makes it very difficult for your opponent to hide from your guns. However, a canny player will deploy his army to counter this (see later), all of which means that your precious artillery will find itself hamstrung before the battle has even begun. Although bunching your war machines together on a hill does make it easy to defend them from the enemy, it also means that if he does manage to get at one of your prize war machines, chances are that he'll get all the rest of them too. As artillery crew are not the best in close combat, a domino effect is likely to ensue with one war machine after another getting nobbled, until your backline resembles a great war machine graveyard.

So how *do* you deploy effectively? The first thing to do, as any great military commander will tell you, is to consider the terrain. Hills can be great places to set up your shooting units, unless there are plenty of line-of-sight-blocking terrain pieces between your opponent's deployment zone and your battery of artillery. If so then deploying all of your artillery on the hill may leave you in a precarious situation as your opponent can use the terrain to approach them in safety.

Most important of all, consider where your opponent is likely to deploy his army and make sure you counter it in your plan in some way. I find it useful to try and work out where my opponent is likely to deploy his troops, which terrain he's likely to use, and which paths his units are likely to manoeuvre through, to get to my army. I counter this by placing my own units in places that have dominating arcs or fire or are well defended against enemy units trying to get to them. I then plug these gaps with sturdy defensive units of my own.

One disadvantage to fielding a significant number of war machines is that they all have to be deployed at the same time – something a canny foe will know, and be more than happy to take advantage of. This usually limits the number of deployment drops that you have (*That's the number of units you have to deploy on the table, for those of you who don't speak 'tournament' – Ed*) and may allow your opponent to deploy his precious elite units after you have already deployed your artillery, allowing him to respond to their positions and seek to minimise the damage your war machines will cause. As a rule, I try to put my war machines down as late as I can. Doing this lets me see where my opponent is deploying most of his troops, and enables me to respond as much as possible.

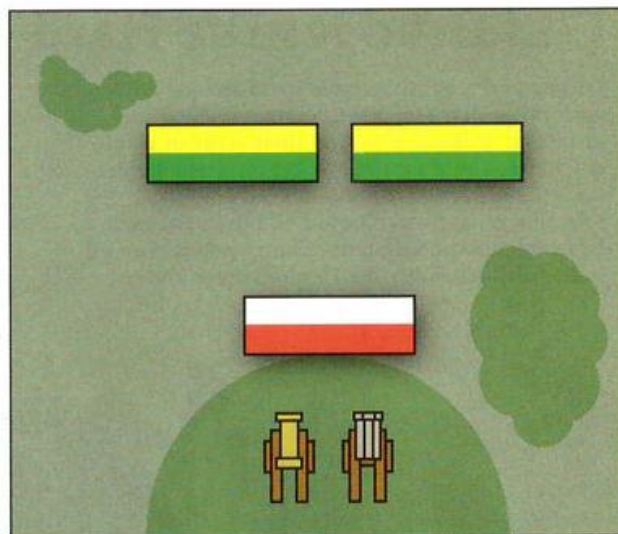
A word from the wise on this philosophy though: don't forget to leave space for your war machines when you're placing your own units. The last thing you want to do is block off their fields of fire and lines of site with clumsy deployment. Whenever you place something, consider the effect it's location will have on your artillery.



In this set-up the three Cannons have countered the possibilities of hiding behind the terrain. No matter where the opponent deploys his unit, at least one of the cannons will be able to draw a bead to it. Spreading artillery out in this method is also good for dealing with cavalry units, as they will find it difficult not to expose their flanks to one of the artillery pieces, allowing you to get off an all-important enfilading shot which could wipe out the whole unit! It also avoids the chances of the domino effect, where a unit which gets into contact with one of your war machines then overruns into another one and so on through your entire battery.

Top Tip

It's always important to agree what effect terrain has on line of sight before the game starts when using an army that relies on shooting. Better to do it before your Shooting phase is wrecked because you assumed your artillery could see over that building that your opponent's Dragon is hiding behind.



Deploying on a hill gives your war machines unequalled line of sight across the battlefield – just make sure to stick a reliable defensive unit between you and the enemy. Also, beware nearby terrain that could easily give enemy units cover as they advance on your redoubt.

Target in Sight

Weapons of Choice

Of course, not all of these types of war machines are found in the arsenals of every army. Dwarfs, Orcs & Goblins and the Empire have a formidable collection of war machines at their disposal, allowing them to pick one to suit their needs. Other armies only have one type available to them, making it harder to deal with all eventualities. And then there are other races that have war machines that can deal with any situation. High Elf Repeater Bolt Throwers and Dark Elf Reaper Bolt Throwers can deal with pretty much any type of enemy by being able to switch the way they fire. They can either fire a single bolt, like a normal Bolt Thrower, or fire six weaker shots, which allows them to deal with infantry blocks as well as armoured troops.

Getting the best out of your Shooting phase is all about selecting appropriate targets for your war machines and letting them do what they are best at. Firing a Cannon at a unit of skirmishers will likely kill only one or two of the blighters (barely worth the risk of a misfire), while ranked up regiments and monsters are ideal targets for its attentions. Most war machines can be grouped according to what they are good at killing. By making sure that you use these deadly machines on appropriate targets, you'll find yourself in good stead in any game you play. There are three different types of common war machines as follows:

Anti-Armour

Many of the war machines in the Warhammer world are the bane of heavily armoured troops: the Bolt Thrower and Cannon are the most prominent examples of these, although they aren't the only ones by any means. Anti-armour war machines are simply defined as those that allow their targets no saves. Many can also penetrate multiple ranks. An added bonus of such weapons is that they also tend to cause multiple wounds, which means that they are also good at taking out monsters, characters or units of creatures with more than one Wound (such as Ogres), if you can get one in your sights.

Consider: Dwarf Cannons, Bolt Throwers, Empire Great Cannons and Goblin Doom Divers

Anti-Personnel

The second type of war machine is one that causes horrendous damage to large, ranked-up units. Mortars and Organ Guns are good examples of these. These weapons work by either putting out a high volume of shots or by using a template. Large blocks of troops have learned to fear these beasts, and often a single accurate round of firing from one can turn a menacing formation into little more than an afterthought.

Consider: Empire Volleyguns, Mortars and Dwarf Organ Guns,

Jack-of-all-Trades

The Jack-of-all-Trades is a slim category of war machines that can do it all! These death-dealing weapons can pummel heavily armoured units, slaughter the massed ranks and deal with multi-wound models all at once. The most obvious example of one of these is the Stone Thrower, a weapon that can hit several models at once, allows no armour saves and inflicts D6 wounds on its victims.

With these war machines the trick is to prioritise your targets; since they can kill everything your enemy has, it's a matter of getting the order right. Generally speaking, it makes sense to hammer the units in the enemy army that threaten you most, fast-moving cavalry, large formations of elite infantry and so on first.

Consider: Repeater Bolt Throwers, Stone Throwers, Bretonnian Trebuchet.

Old Grudges Die Hard

Dwarfs and greenskins have spent so long killing each other that they have become really quite proficient at it – just look at their array of war machines. There's a strong case for arguing that the greenskins and the stunties have the best selection of war machines of all the races, each boasting anti-armour, anti-infantry and jack-of-all-trades artillery. Only the Empire comes close.



The Art of Hitting Things

Choosing the right war machines is really only half of the battle – the other half is making sure that your shots hit, and do maximum damage. Let's look at how to wreak havoc with your beloved artillery.

Troke-o-nometry

Last month Adam Troke regaled White Dwarf readers with several pages of devious Empire tactics. Most useful to us, looking at war machines, was the section where he addressed how best to hit with your artillery. Guessing range successfully is a skill learned through years of wargaming (and the sinister application of Pythagoras Theory) and while I'd never stoop to recommending anyone used tactics espoused by the despicable Mister Troke, if you're struggling to guess ranges, it's worth digging out last month's White Dwarf and taking a refresher.

Side to Side

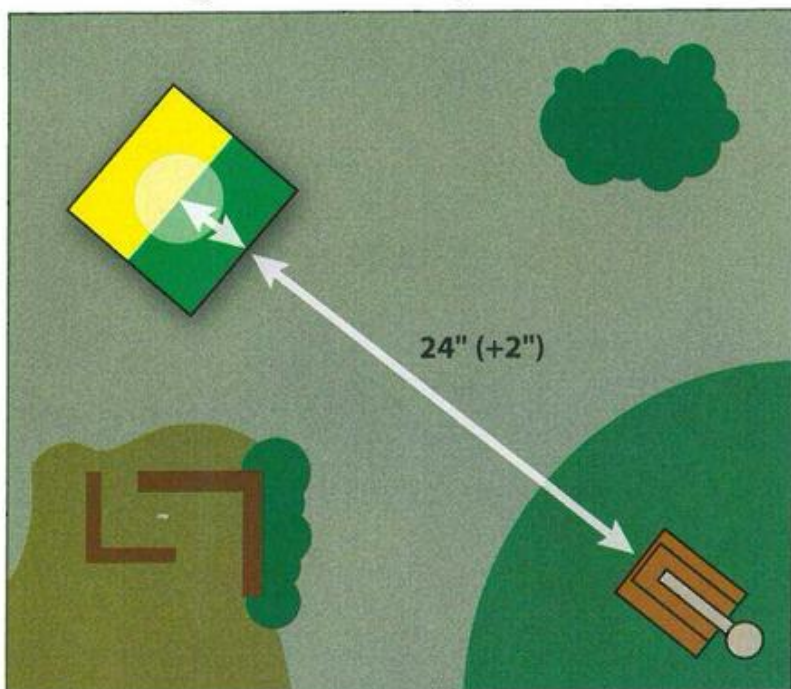
War machines with templates don't really require enfilading fire, but those that benefit from piercing shot really come into their own when they can travel through several ranks. I strongly recommend placing units like Bolt Throwers and Cannons on the flanks of your force to ensure enfilading fire – as your enemy's battleline advances he'll be unable to prevent some of his units exposing their flanks, and that's when you hammer them with a cannonball or two! This is a particularly effective tactic against cavalry units – they don't normally have more than a single rank, but if you can catch them with a shot in the flank you might just slay the whole unit!

Area Denial

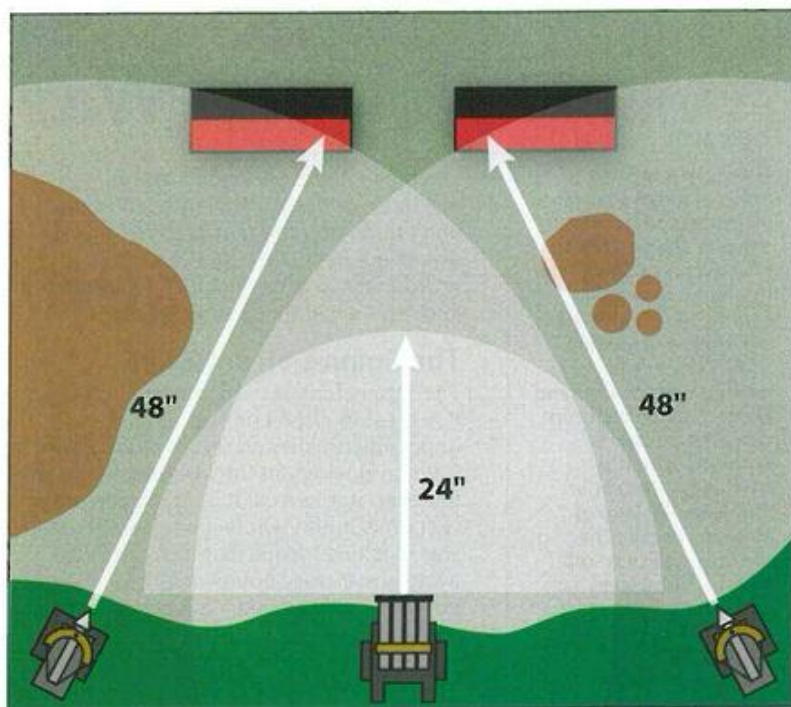
There are a few weapons which are lovingly (or loathingly) referred to as 'area denial' weapons – the Helblaster Volleygun and the Dwarf Organ Gun are the primary examples. These don't require any guesswork, they aren't interested in flanks or ranks or anything like that. All an area denial weapon needs is a dominating fire position and a little luck. If you have a choice of targets, weigh up the best likelihood of hitting (are they skirmishers, are they in cover, and so on) against the damage they will do if they're left alone.

Practice Makes Perfect

I can't say this enough – try, try and try again. The more times you have a go at guessing the range of a cannonball, the better you will get at it. The same is true when it comes to working out the facings of targets and assessing threats.



This Orc & Goblin Rock Lobba is about to pulp a unit of Empire Greatswords. Remember when you're guessing range with a war machine that uses a template that you want your shot to land 'inside' your target. I know it sounds patronising, but the number of times I've watched people laboriously work out the distance to the front of the target, and fail to do maximum damage are beyond counting!



These two Dwarf Bolt Throwers are placed at opposite ends of the deployment area. With a range of 48" they can cover most of the battlefield between them, and will force the opponent to advance cautiously for fear of exposing his flanks. The Organ Gun – acting as an area denial weapon – deters the enemy from approaching too close to the deployment area, keeping the Bolt Throwers safe for as long as possible.



External Forces

There are a number of external forces that can be brought to bear to enhance the power and effectiveness of your war machines. Dwarf and Empire players can field engineers who enable artillery to re-roll misfires and the like (and Dwarf Master Engineers can even be used to entrench your war machines). *Portent of Far*, from the Lore of Heavens enables the effected unit to re-roll rolls of 1 to wound – a sure-fire way to get your cannonball smashing through enemy. Best of all, in my opinion, is the *Incantation of Righteous Smiting*, which enables a Screaming Skull catapult to fire twice in one turn! Awesome stuff.

Special War Machines

Of course, there are plenty of war machines in the Warhammer world that don't quite fit into the categories already discussed. Here are just a few of the weirder and wackier engines of destruction and how to get the best out of them.

The Empire Steam Tank

The Steam Tank is a mighty engine of war. It is great in close combat, almost impossible to kill and drives around with a Cannon poking out the front, which it can fire even if it moves! It really is one of the best units in the whole game and being a war machine means that it doesn't give away any victory points until it is completely destroyed – a feat which is easier said than done.

At a tournament a couple of years ago I played against a very tough opponent and the luck of the dice went with me that day. I wiped out every model in his Empire army except his Steam Tank, which took at least two turns of magic, shooting and combat from most of my army and it still survived.

A Steam Tank is versatile, but without focusing its efforts you can easily waste its abilities by doing a little of this or a little of that and never truly concentrating it on any one thing. If you want it to fight then make sure to get it stuck in – it can take on most units, so do that. If you want it to shoot, then move it into a great vantage point and start shooting its Cannon!

Skaven Warp-Lightning Cannon

The Skaven are an ingenious race and have come up with some cracking weapons to deal with their foes, such as the dreaded Warp-Lightning Cannon. This wonder-weapon doesn't require line of sight to fire at a target and, although it is incredibly unreliable, you can never ignore it as it has the potential to destroy any (and every) model in its path.

Use your Warp-Lightning Cannon to snipe at characters wandering about on their own, blast multi-wound models and kill off targets in hard to reach places, thanks to its uncanny ability to fire through terrain (and intervening models).



Screaming Skull Catapult

The Tomb Kings possess one of the most deadly war machines in the game – the Screaming Skull Catapult. Screaming Skull Catapults are utterly lethal on the tabletop. Primarily, these bony trebuchets are Stone Throwers, and work in the same way. They cause D6 wounds, they allow no armour saves and they use a template, ensuring plenty of damage. Worse still, however, is the ‘Screaming Skull’ aspect of the war machine. Any unit that suffers even a single wound from a Screaming Skull Catapult must take a Panic test! Oh, the number of times this has sent my soldiers into a rout.

Worse (or better, depending whose side you’re on) is the fact that Liche Priests can mutter incantations that can make the Screaming Skull Catapult fire twice each Shooting phase, and that for a modest 20 points you can upgrade the shot to inflict a -1 penalty on the Panic tests!

Feel free to target both heavily armoured troops and lightly armoured formations with your Screaming Skull Catapult – it can deal with absolutely any unit, and makes a mockery of any foes with a Leadership score.

Chaos Hellcannon

The Hellcannon sits in a similar place to the Screaming Skull Catapult, in terms of its firepower. Not only does it fire like a Stone Thrower (with an even higher Strength of 5, or Strength 10 under the hole), but it also causes Panic tests (with a -1 penalty) on any units wounded by it. And, misfire results that it suffers are often beneficial to the Warriors of Chaos player – or at least equally destructive to the foe!

The primary weakness of most war machines is their fragility in close combat, something the Hellcannon is not concerned by – a Hellcannon is a deadly close combat monster (literally – it counts as a monster, not a war machine) in its own right, and controlling players will need to spend more time worrying about whether it’s going to charge nearby enemies than whether somebody might actually do it harm in a fight. Oh, and it’s got a 5+ ward save.

Use your Hellcannon to pound your enemy into submission while the rest of your army advances. Warriors of Chaos armies normally struggle for fire support, but in the Hellcannon, they get the best there is!

Twin-Linked!

Why have one when you can have two? Many of the war machines listed throughout this article work even better in tandem – some armies get two for the price of one as well. Pair ups such as a couple of Steam Tanks or two Screaming Skull Catapults are absolutely terrifying for an opponent to have to play against. Even if they have considered how to deal with one of these terrors, it is unlikely that they will be prepared to deal with two. Also it means that if one of your war machines doesn’t do quite what it was supposed to over the course of a turn, you get to have another go with the other one! Double the fun, in other words.

Defending your War Machines

Dig In!

Dwarf war machines have an extra edge when it comes to staying alive. Not only are the crew of the machines Dwarfs, meaning WS4 T4 warriors who are Stubborn as long as their machine is intact, but for each Master Engineer you include you can entrench one of your war machines. An entrenched war machine is a difficult prospect to deal with, as it counts as being in cover. This means that it is much harder to hit with shooting, and in combat enemies lose all charging bonuses. If there's a Master Engineer toolled up with runic weapons, they'll prove particularly troublesome to deal with.

Keeping your war machines alive can be a difficult challenge. With marauding cavalry and skirmishing archers taking pot-shots, the life of a war machine crewman is an uncertain one. So, how do you ensure that these weapons of destruction are still causing your opponent problems right to the bitter end?

Use the Terrain

Where you can, set up your war machines behind difficult terrain that does not block line of sight, such as setting up in rocky ground or behind low walls and hedges. This could give you a vital extra turn of shooting before your opponent can declare a charge against your war machines.

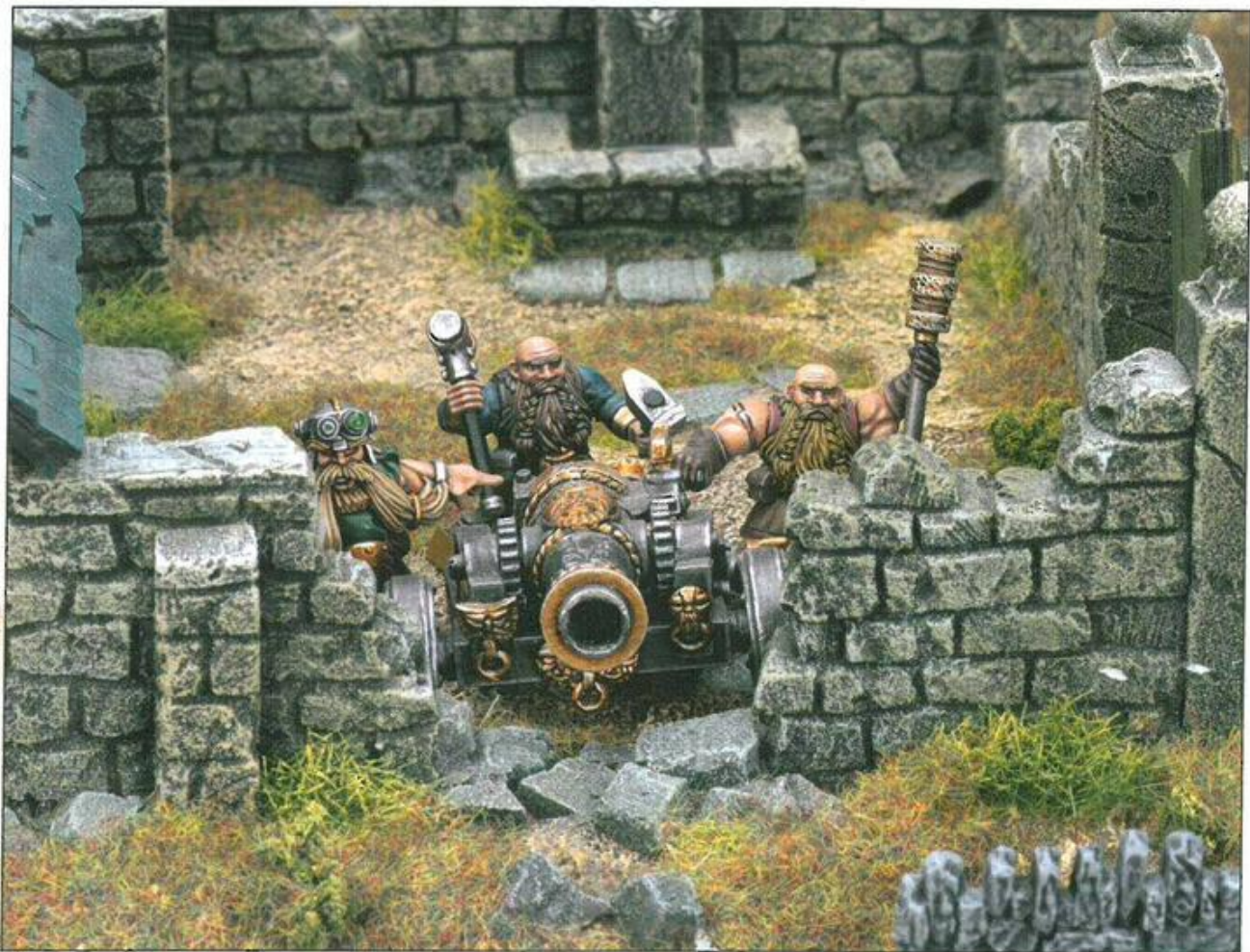
At the same time make sure that there are no direct paths to your war machines behind interposing terrain. Take a moment to think how you would try to get at the war machine if you were the opponent. If you can see a route that allows you to get within charge distance without drawing a significant amount of firepower then maybe this isn't the best spot to deploy in.

Target Selection

Make sure that you target the units that are likely to be able to get at your war machines as soon as possible. Units of flyers, fast cavalry or fast-moving skirmishers will be the usual suspects and should be wiped out in short order. Slower infantry units will take time to get to your lines and are more susceptible to being march blocked by your own units.

Interception Tactics

Use your own fast cavalry, skirmishers and flyers to engage and disrupt any forays against your war machines – keep an eye out for enemy units moving around your flanks or darting from cover to cover, and then move in with your own units to intercept them. By doing this you can keep these enemy units distracted long enough – or kill them to properly end the threat they pose to your artillery battery – for you to get a few extra rounds of shooting out of each of your valuable war machines. If it means sacrificing some of your cheaper troops to do so, then so be it.



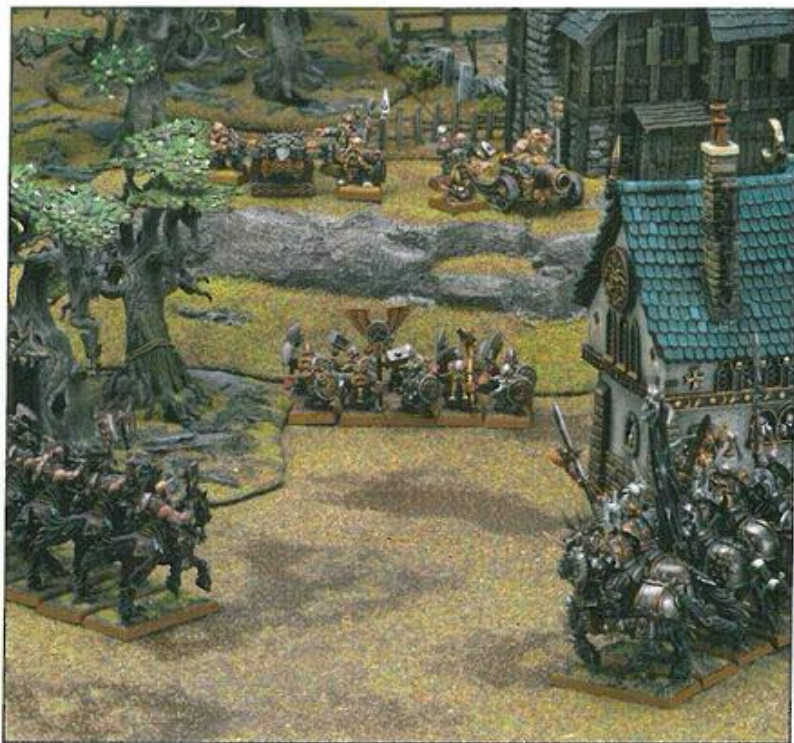
The Art of Getting Shot At!

So I've spent the last seven pages telling you how to wreak havoc on your enemies with your artillery. To redress the balance somewhat, here are some tips as to how to survive the attentions of a master gunner!

Opposing Deployment

Using the terrain and your deployment effectively can mean the difference between getting blown off the board in two turns or getting into combat with his squishy war machine crew in short order.

Try to delay deploying units in your army that excel at hunting war machines until as late as possible. Because your opponent has to deploy all of his war machines at once, it means that he will probably have had to deploy all of these dangerous units before you have to put down all of yours. Once they are deployed you can take your time to plan a route for your elite units through the terrain, using it to block line of sight as you approach his war machines. You can also heavily weight one side of your battleline so that you can easily overpower the units on that side without the rest of your opponent's guns drawing a bead on your troops.



Killing War Machines

If you suspect that you are likely to be facing war machines then make sure you have the tools to deal with them. Examples include units of flyers, fast cavalry units or fast-moving skirmishers. If you have access to these troops in your army then seriously consider them.

Many army books have their own special war machine-hunting unit types. These units can turn up behind the enemy and these are well worth investing in if you can. Examples of these include Skaven Gutter Runners or the dreaded Tomb Scorpions of the Tomb Kings.

Scour the vaults of your army book for any magic items to help keep your units alive, especially those expensive ones that all the enemy shooting will be aimed at. Ward saves vs shooting, extra -1 modifiers to hit – anything to help keep your warriors alive on the way across the board.

Finally, you can use your own war machines! There is nothing quite as good at taking out an Empire Great Cannon in the first turn of a game as another Great Cannon. With a Strength of 10 and each wound causing D6 wounds, it can easily destroy it. Many other war machines are great at taking out their counterparts too.

Above. Use intervening terrain to safely approach enemy war machines. Move from cover to cover until you are close enough to charge, having minimised any incoming fire.

Below. When using tunnelling troops to attack war machines, consider which angle you attack them from. Place the tunnel counter in such a way as to be able to overrun into an adjacent war machine.



WAR OF THE RING™ BATTLE REPORT

THE LAST MARCH OF THE ENTS

For this month's War of The Ring battle report, we're delving deeply into the Forest of Fangorn, for the Ents are on the march against Isengard. Andrew Kenrick introduces what should shape up to be a thrilling encounter.



Since its launch back in April, we've already had two great War of The Ring battle reports here in the White Dwarf bunker. We've recreated the Pelennor Fields with a thousand or more miniatures on the table. We've unleashed the might of magic and the Elves against the Necromancer in a slightly smaller game, Swords of the Galadhrim. So for our third War of The Ring battle report, we decided to plump for something different still – one of the historic scenarios from the rulebook, recreating a famous scene from the movies, that of the Fall of Isengard.

We all remember the Fall of Isengard and the end of Saruman's evil ambitions, for it really shows off the spectacle of a horde of Tree-shepherds on the march. After failing to persuade the Ents to march to war to aid their friends, the cunning Pippin asks Treebeard to take the Hobbits south so they might slip past Isengard and through the Gap of Rohan to safety beyond. It was a ruse, of course, and upon reaching the southern slopes of Fangorn, Treebeard sees for himself the damage wrought

by Saruman to his beloved trees. The Ents march to war, slaying and crushing Saruman's Orcs, and defeating the ambitions of Isengard.

With both the release of War of The Ring, and the plastic Ent kit, it's possible to faithfully recreate this scene on the tabletop – and who wouldn't want to play the Last March of the Ents? We certainly had no shortage of volunteers when we went to muster players, that's for sure! This scenario has something of a pedigree – and a reputation – here in the Studio. We played it quite a few times during the writing of War of The Ring (myself included), and every time it proved to be a great deal of fun – but really quite hard for the Ents to win. In fact, so tricky had the scenario proved in the past that it is widely regarded to be a tough challenge by the forces of Good.

Not daunted in the least, Graham Davey and Alessio Cavatore stepped up to the mark, determined to show us exactly what we've been doing wrong all this time. Unless hobby machines Nick Bayton and Chris Peach put paid to their ambitions, that is...



SCENARIO: THE FALL OF ISENGARD

Saruman has miscalculated, and miscalculated badly. His mighty army has been destroyed, slaughtered before the walls of Helm's Deep by the vengeful Rohirrim. Worse yet, the slumbering Ents of Fangorn Forest have been awakened to the White Wizard's evil. The last march of the Ents has begun, and it shall spell doom for Saruman's dreams of conquest.

A handful of Ents and vast shadowy forests of vicious Huorns travel south to block all retreat from Helm's Deep. Most march on Isengard itself, their ire roused by the wanton destruction of Saruman's wicked schemes. With Treebeard at their head, the Ents easily breach the outer ring of Isengard – few walls can withstand a furious Ent, let alone an army of such creatures. However, Saruman is not entirely defenceless. Hundreds of Orcs still labour within the circle of Isengard and, at their master's urging, muster to defend the workshops, mines and smithies.

At first glance, the Orcs seem doomed. It takes a dozen axe-blows to fell an Ent, but no Orc survives long enough to land a second blow. However, Saruman, safe in his impregnable tower of Orthanc, soon turns his hand to using the machinery deep within the many pits that

pockmark Isengard. Fire is deadly to the Ents and soon gouts of flame belch forth from the ground. The Orcs begin using burning pitch and alchemical mixtures to set their arrows and siege engine shots alight. Can the Ents defeat the forces of Isengard before they are consumed by fires?

The Battlefield

This scenario is played on a 6' x 8' board. The River Isen is dammed in the northern corner of the board. Several vast rifts dot the battlefield – these are impassable terrain but may serve as spawning points for Isengard Orc Warbands throughout the battle. The ramshackle towers are defensible terrain with a Capacity of three and a Defence bonus of +2.

The Forces. The Good forces comprise all three Ent Heroes, plus 2000 points of Ents. The Evil forces comprise Saruman, plus 1500 points of Isengard forces.

Deployment. The Good forces set up first. Both sides must divide their forces between their deployment zones, as marked on the map.

Ramshackle Towers – These rickety creations are defensible terrain. They have a Capacity of 3 and provide a Defence bonus of +2.

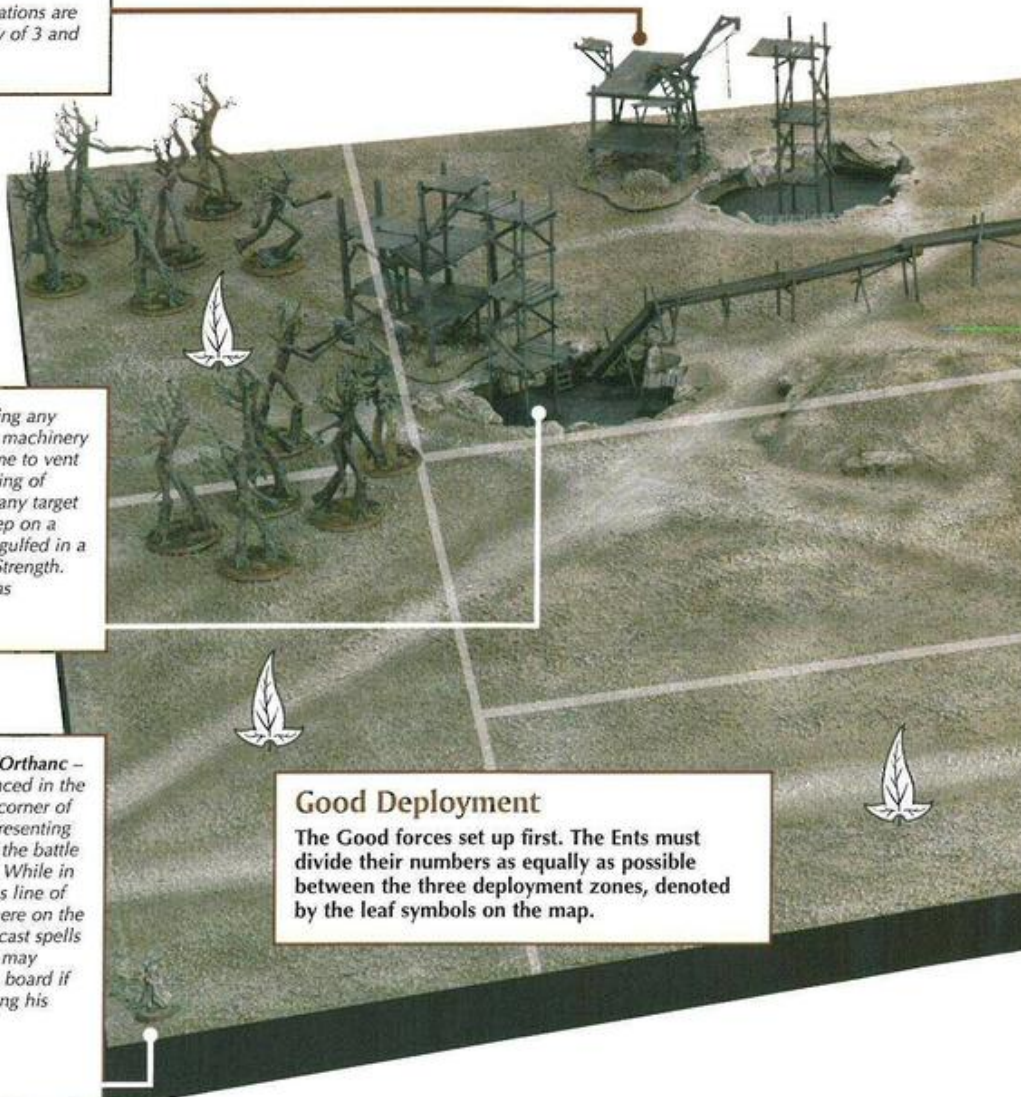
Machinery of Orthanc – Instead of casting any spells, Saruman can instead operate the machinery of Orthanc and cause great gouts of flame to vent from the many shafts pockmarking the ring of Orthanc. The Isengard player may pick any target (except Treebeard, who is too wily to step on a vent) – on a roll of a 4+ the model is engulfed in a fiery blast. Roll D6+2 to determine the Strength. All hits from the flames treat any target as Resilience 1.

The Tower of Orthanc – Saruman is placed in the southernmost corner of the board, representing him surveying the battle from Orthanc. While in Orthanc he has line of sight to anywhere on the table and can cast spells as normal. He may move onto the board if he wishes during his Move phase.



Good Deployment

The Good forces set up first. The Ents must divide their numbers as equally as possible between the three deployment zones, denoted by the leaf symbols on the map.



MAP KEY

- | | |
|---|--|
| T Treebeard |  Ent |
| B Beechbone | 1 Isengard Trolls |
| Q Quickbeam | 2 Trolls |
| P Uruk-hai Phalanx | |
| X Uruk-hai Warband with Crossbows | |
| S Uruk-hai Scouts with Shields | |
| B Uruk-hai Scouts with Bows | |
| K Uruk-hai Berserkers | |
|  Isengard Orcs with Shields |  Dam Hit Points |

DEPLOYMENT



Victory! – Fangorn wins automatically if the dam is destroyed. The dam has Defence 10 and can be attacked as if it were a formation. Once it has suffered 10 hits, it is destroyed. If all the Ents are destroyed before this, Isengard wins.

Burning Pitch – The forces of Isengard may place three burning pitch markers after both sides have deployed. Isengard formations touching a burning pitch marker add +1 to the Strength of their shooting attacks.

Evil Deployment

The Evil forces must deploy at least three formations in each board half (as shown by the White Hand). Evil formations may not be deployed within 6" of an Ent deployment zone.

From the Depths – At the start of his Move phase, the Isengard player may take any full company of Isengard Orc Warbands previously removed as casualties and place them on the board in contact with a rift or chasm. If more than one company returns at once, they may be grouped into one or more formations. They may not charge on the turn they return, but may otherwise act as normal.

Go on, get 'im – Before the game begins, the Good players deploy Merry and Pippin on an Ent of their choice. Due to the encouragement of the Hobbits, the Ent carrying them may re-roll any shooting and close combat attacks. The Hobbits can transfer to another Ent in base contact in their Move phase. Should the Ent carrying them be slain, the Hobbits can immediately transfer to any Ent within 12". If there are no Ents within range, they are removed from the game as casualties.

ENTS OF FANGORN



Ent Army

EPIC HEROES

- 1 Treebeard
- 2 Quickbeam
- 3 Beechbone
- 4 Merry and Pippin

COMMON FORMATIONS

16 Ents

2000 points

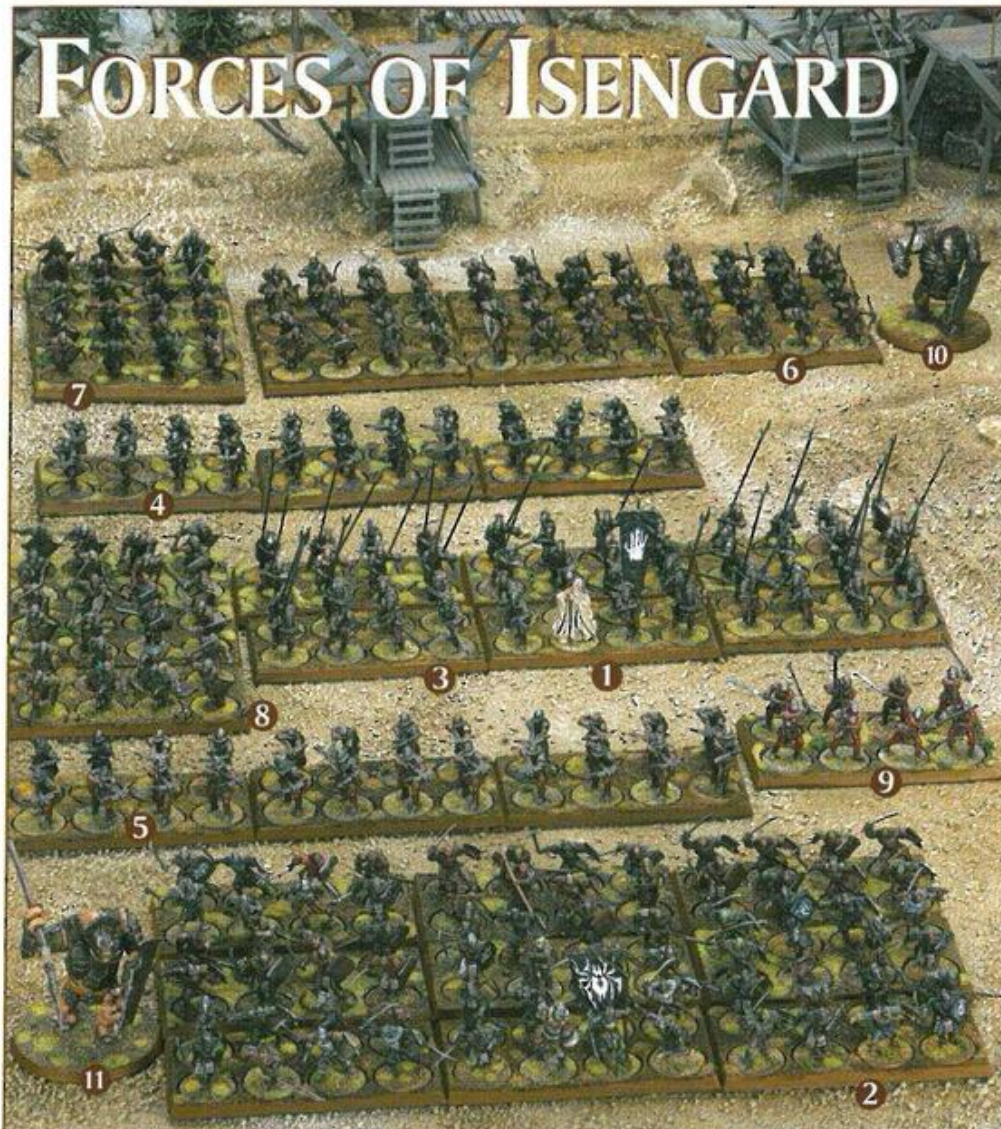


Alessio Cavatore
and Graham Davey.

Graham: We divided our forces equally across the three deployment zones, each group led by one of the Epic Heroes. Once we had finished our deployment with the harmonious wisdom of the Tree-herders, I was amused to see Nick and Chris bickering over where to place their formations – perfectly in character for two Evil captains of Isengard! There is a great sense of power in charging that many monsters towards a screen of puny Orcs, but Ents alone don't have a huge range of tactical options. This is because, apart from the

three Epic Heroes, the Ents have no access to Heroic Moves or At the Double! moves – both of which would have been invaluable in a scenario that requires us to cross the length of the table! There will be little help from cunning rules tricks – we will have to rely on our own wits and hitting things really hard. Accordingly we concocted a simple plan in which Treebeard and Beechbone's groups will charge forward, hopefully drawing the bulk of the enemy force to counter them. This will leave a clearer path for the third group on the left flank, who will hang back slightly – Quickbeam will then make a speedy dash for the dam later in the game. We likened this approach to playing American football, in that we had a team of blockers trying to clear a path for the ball-carrier to get through to the end of the pitch and score. Game on!

FORCES OF ISENGARD



Isengard Army

EPIC HEROES

- 1 Saruman

COMMON FORMATIONS

- 2 Isengard Orc Warband (9 Companies) Shields, Orc Captain, Banner Bearer and Orc Taskmaster. 290 points

- 3 Uruk-hai Phalanx (6 Companies) Banner Bearer. 245 points

- 4 Uruk-hai Warriors (3 Companies) Crossbows. 105 points

- 5 Uruk-hai Warriors (3 Companies) Crossbows. 105 points

- 6 Uruk-hai Scouts (6 Companies) Bows. 210 points

- 7 Uruk-hai Scouts (3 Companies) Shields. 105 points

- 8 Uruk-hai Scouts (3 Companies) Shields. 105 points

RARE FORMATIONS

- 9 Uruk-hai Berserkers (1 Company) 110 points

- 10 Isengard Troll 100 points

- 11 Isengard Troll 100 points

FATE

- Balefire Arrows 25 points

TOTAL 1500 points



Chris: Picking a force to deal with 19 Ents is going to be quite tricky: should we go with lots of cheap troops, which might stall the mass of walking, talking trees, but more than likely will get horribly battered? Or should we instead go for fewer but more elite troops, which have more specialist equipment, such as spears, and a higher Courage? We decided to go for a mix of the



Nick Bayton and Chris Peach.

two, picking units such as Berserkers, Uruk-hai Phalanx, and Uruk-hai Warriors armed with crossbows, complemented by a big block of Orc infantry.

Keeping in mind that Orc companies return to play after they are destroyed, we decided to use the large Orc Warband as a 'speed bump' to slow the Ents down, while

we plan to use the Uruk-hai units to single out Ents and destroy them one by one.

We took several formations of missile troops to make best use of the burning pitch markers, which increase their weapon's Strength by 1. We gave the large formation of Orc Scouts the Balefire Arrows fate, which makes their shooting Strength 6 against Ents. Coupled with the burning pitch marker, this makes them Strength 7 – enough to pose a formidable threat indeed!

Whilst the Orcs and the Uruk-hai get trampled in the name of Isengard, Saruman will be directing the battle from Orthanc. The Machinery of Orthanc will be our secret ace in the hole – hopefully, with judicious use of Saruman's Might points, we can kill an Ent a turn with the great gout of fire he can unleash.

But if all else fails, we'll claim a moral victory if we can just kill Treebeard, Quickbeam, and Beechbone, but most importantly of all, the annihilation of those meddling Hobbits.

TURNS 1-2 FANGORN STIRS

As dawn broke the Ents marched inexorably into Isengard, crushing crude mine workings and workers alike underfoot. In response, a tide of foul Orcs came swarming from the tunnels and shafts that littered the once-beautiful Vale of Orthanc – the servants of Saruman.

The Ents started the game with priority, and Graham and Alessio chose to go first, the Tree-shepherds striding forwards in three rough groups. Chris and Nick had deployed conservatively, waiting to see which way the Ents advanced. Now that their foe was committed to a direction, the Orcs frantically reordered their battlelines, using *At the Double!* moves to prepare for the Ents. The Orc Warband shuffled backwards, frantically trying to get out of charge distance from the large herd of Ents led by Treebeard advancing on them. The large Uruk-hai Phalanx in the centre advanced forwards, trying to block the way for the Ents in the centre.

Seeing the Tree-shepherds striding into Isengard, Saruman tried to activate his baleful machinery. Nick spent a Might point to call a Heroic Shoot with the Wizard, but promptly failed the roll to operate the machinery.

Elsewhere, the only Ent in range plucked up a chunk of masonry and hurled it at the Berserkers, bowling one over. The Uruk-hai responded in kind, unleashing a hail of burning crossbow bolts at the nearest foe – two rolls on the *Hard to Kill!* table saw the wooden giant fall to the ground.

Distracted by the felling of his brother Ent, the only Tree-herder within reach of the Berserkers failed its charge. The frothing Uruk-hai suffered no such shortcomings, and launched an unstoppable charge against the Ent. Not only was it an unstoppable charge, but also a berserk charge, thanks to their Berserk rule – Strength 8 would certainly come in handy in felling another mighty oak. The Ent

planted his feet firmly to withstand the charge, swiping a Berserker aside as the screaming Uruks hacked and chopped at its trunk. The Berserkers managed to hit five times, but could not slay the sturdy creature – they did inflict two Wounds upon it, however.

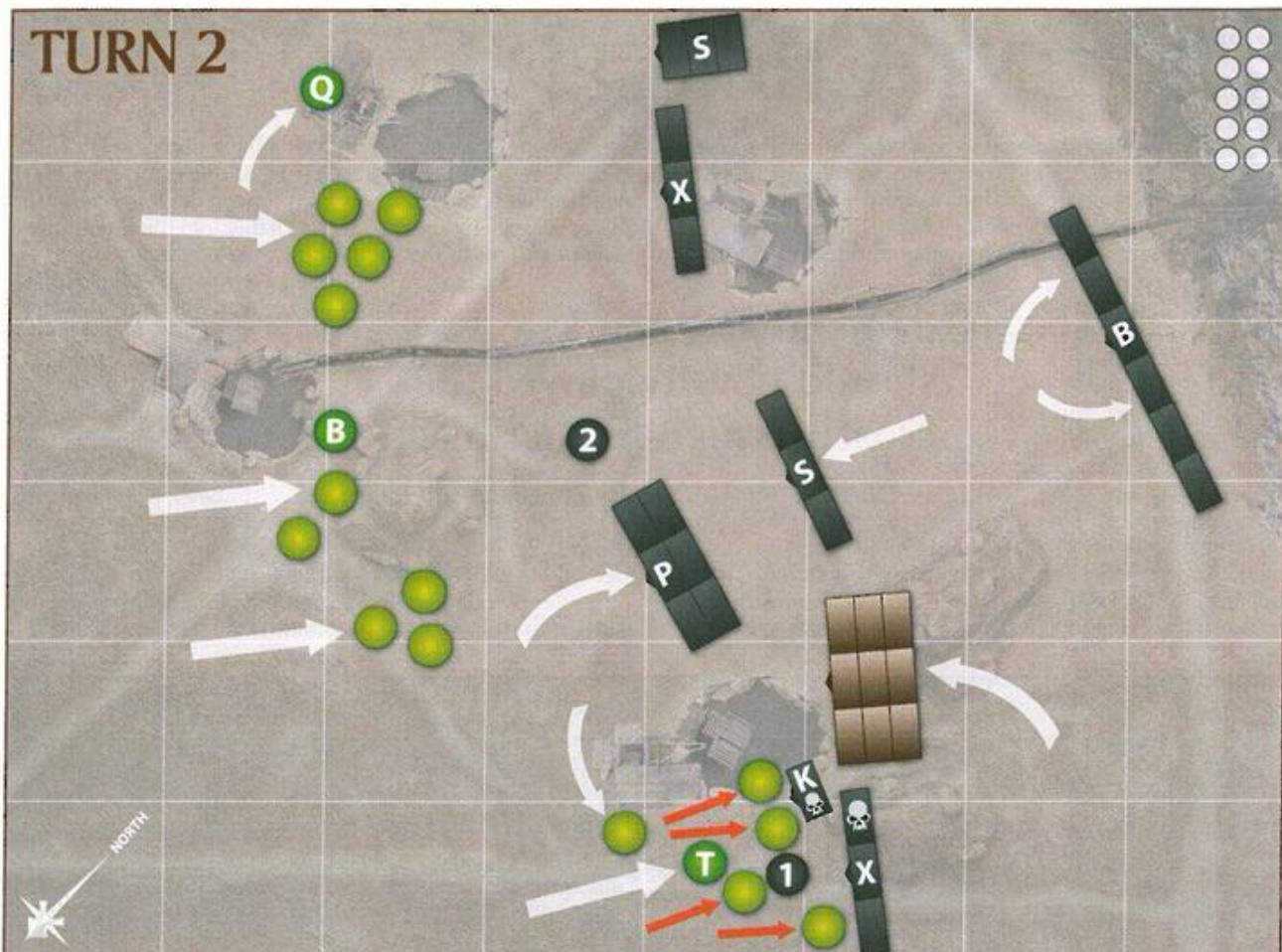
Graham and Alessio won priority in Turn 2, but this time let the Orcs act first, preferring to bide their time and see where the foe moved. The battlelines shuffled, especially the Uruk-hai crossbowmen, who were quickly coming to regret deploying so close to the approaching behemoths. Nick moved his Troll in front of them, in a vain attempt to prevent the Uruk-hai being charged – the Ents advanced all the same, looking to bat the Troll aside to get at the cursed Orcs. Whereas the Berserkers had stood a chance against a single arboreal giant, five Ents now peered down at the crazed Uruks, evening the odds.

Desperate to slay another Ent, the Uruk-hai unleashed 27 crossbow shots but Chris failed to roll a single 6 to hit! The second formation of Uruk-hai armed with crossbows tried as well, inflicting two Wounds on an Ent but not halting their advance. In return the Ents in the south stoned the Berserkers and the Uruk-hai, killing six.

Treebeard spent a Might point to call an Ent Charge, but subsequently rolled a 1, failing to reach the Uruk-hai. Thankfully his companions weren't so slow: two of them smashed into the Berserkers, another into a Troll and the fourth into the Uruk-hai. In combat, the Berserkers failed their Terror test, their reduced Fight of 0 awarding the Ents 16 bonus dice – there were only two Berserkers left, and the enraged Ents simply trod them underfoot. The Troll fared little better, failing to hit its foe and suffering two Wounds in return. The crossbowmen survived their fight, but were disordered as the Ent strode into their midst.



The Berserkers race forwards, eager to cut Treebeard and the Ents down to size.



MAP KEY							
T Treebeard	Q Ent	P Uruk-hai Phalanx	B Uruk-hai Scouts with Bows	Move	Dam Hit Points		
B Beechbone	1 Isengard Trolls	X Uruk-hai Warband with Crossbows	K Uruk-hai Berserkers	Charge			
Q Quickbeam	2 Isengard Trolls	S Uruk-hai Scouts with Shields	Isengard Orcs with Shields	Fatality			

KILL COUNT

16 ORCS	1 ENTS
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TURN 3 ENT CHARGE!

As Turn 3 started, the table was alive with the sound of bickering – things weren't going entirely the Orcs' way, and true to form their commanders were looking to deflect the blame elsewhere. The Ents won priority and opted to go first, moving in to surround the Troll – it could hardly be seen for the veritable forest surrounding it! The large Orc Warband was whipped forwards in an attempt to lend their blades to the Troll, as Nick and Chris fought over where the Uruk-hai Phalanx should move, eager to stop the Ents marching towards the dam up the centre of the board. The small formations of Orc Scouts hastened forwards, hurrying to keep up, and positioned themselves

to flank the Phalanx and prevent a flank charge by the Ents. In the Shoot phase, Treebeard and one of his brother Ents hurled boulders at the Troll, slaying the foul beast at last and opening up the way to charge into the Orc horde. The other Ents in the south threw their boulders at the

Uruk-hai crossbowmen and the large Orc Warband, killing another six of the foul creatures. Meanwhile, the Ents in the north strode within range of the Uruk-hai's crossbows – although they only hit the

“Remember when I said we should have deployed the crossbowmen further back?”

- Nick, as the Uruks with crossbows are wiped out

nearest Ent twice, Chris outdid himself and rolled a 6, felling the gentle creature with the slightest of effort!

After two turns of trying, Saruman finally unleashed the arcane machinery of Orthanc and a great gout of flame

TURN 3

MAP KEY

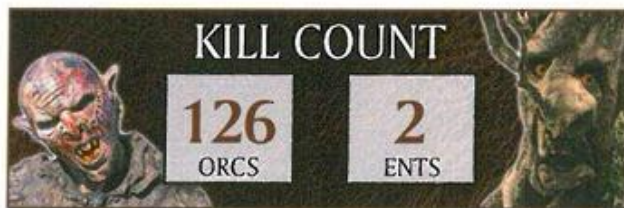
T Treebeard	● Ent	P Uruk-hai Phalanx	B Uruk-hai Scouts with Bows	Move	Dam Hit Points
B Beechbone	1 Isengard Trolls	X Uruk-hai Warband with Crossbows	K Uruk-hai Berserkers	Charge	
Q Quickbeam	2 Isengard Trolls	S Uruk-hai Scouts with Shields	I Isengard Orcs with Shields	Fatality	

Treebeard calls an Ent Charge, leading a stampeding herd of Ents into the Orc lines. Merry and Pippin shout encouragement as they charge in.



enveloped one of the Ents – but its Strength was a paltry 5 and the Ent was merely singed by the blast.

Finally rounding the intervening crane, the Ents to the south found themselves with a clear path to the main body of the Orc army. The huge Orc Warband attempted to steal the initiative, the Orc Captain calling a Heroic Charge against the Ents. Thwarting his boldest of intentions, the Orc rabble behind him quaked at the prospect, failing their Terror test.



Bellowing a mighty cry of 'Rárum-rum!', Treebeard spent a Might point to call an Ent Charge – his special rule means that when Treebeard calls a Heroic Charge, all Ents within 6" call a Heroic Charge as well, for free. With a thunderous roar, half-a-dozen mighty Ents charged into the midst of the Orc lines. Most of the Orcs panicked, failing their Terror tests as the towering creatures ploughed into their ranks. For every Orc formation that failed its Terror test, each Ent gained eight bonus dice due to the difference in battle skill – enough to ensure that the Ents ground the Evil creatures under their gnarly feet. The Uruk-hai Warriors armed with crossbows – all 45 of them – were wiped out to an Uruk!

Treebeard led the mass charge into the Orc Warband, calling a Heroic Duel as he did so – the lowly Orc Captain stepped forward, meekly trying to fell the mighty Ent. Alessio rolled a total of 15, whereas Chris only managed a 2 – that made for 13 rolls on the duelling table. The Captain was crushed underfoot six times, and Treebeard inflicted 7D3 hits on the unit as he swung wildly about, killing everything between him and the vile Captain – two whole bases of Orcs died in the carnage of the duel alone!

With the duel over, Treebeard then got to make his regular attacks against the formation. The heroic Ent killed another 13 Orcs – that was 29 killed by Treebeard alone in just this Fight phase! The remaining three Ents then got to fight, squashing a further 29 Orcs. Perhaps understandably, the Orcs failed to hit the Ents in return and promptly failed their Courage test.



TURN 4-5 FURY OF FANGORN

No sooner had the Ents ground the Orcs into the dirt, then yet more swarmed from the warren of tunnels beneath it. Seven companies of Orcs returned to the table, having been destroyed last turn. Nick and Chris grouped them into several smaller formations, hoping to use them to block the Ents in. The survivors of Treebeard's rampage failed their Courage test and remained disordered in the face of the marauding Ents. For their part, the Ents continued their march, with Quickbeam and Beechbone making At the Double! moves to better position themselves to charge the flanks of the foe.

In the north, the Uruks unleashed a deadly hail of crossbow bolts at the already-wounded Ent. Bolts juttied out of the Ent from every angle, and yet he still stood – he now had five Wound counters, however, so was not long for this world! To the south, the Ents were finally in range of the Uruk-hai Scouts armed with bows and balefire arrows. A hail of fiery arrows arced through the sky towards Treebeard, but his Very Hard to Kill! rule meant that he emerged unharmed from the volley.

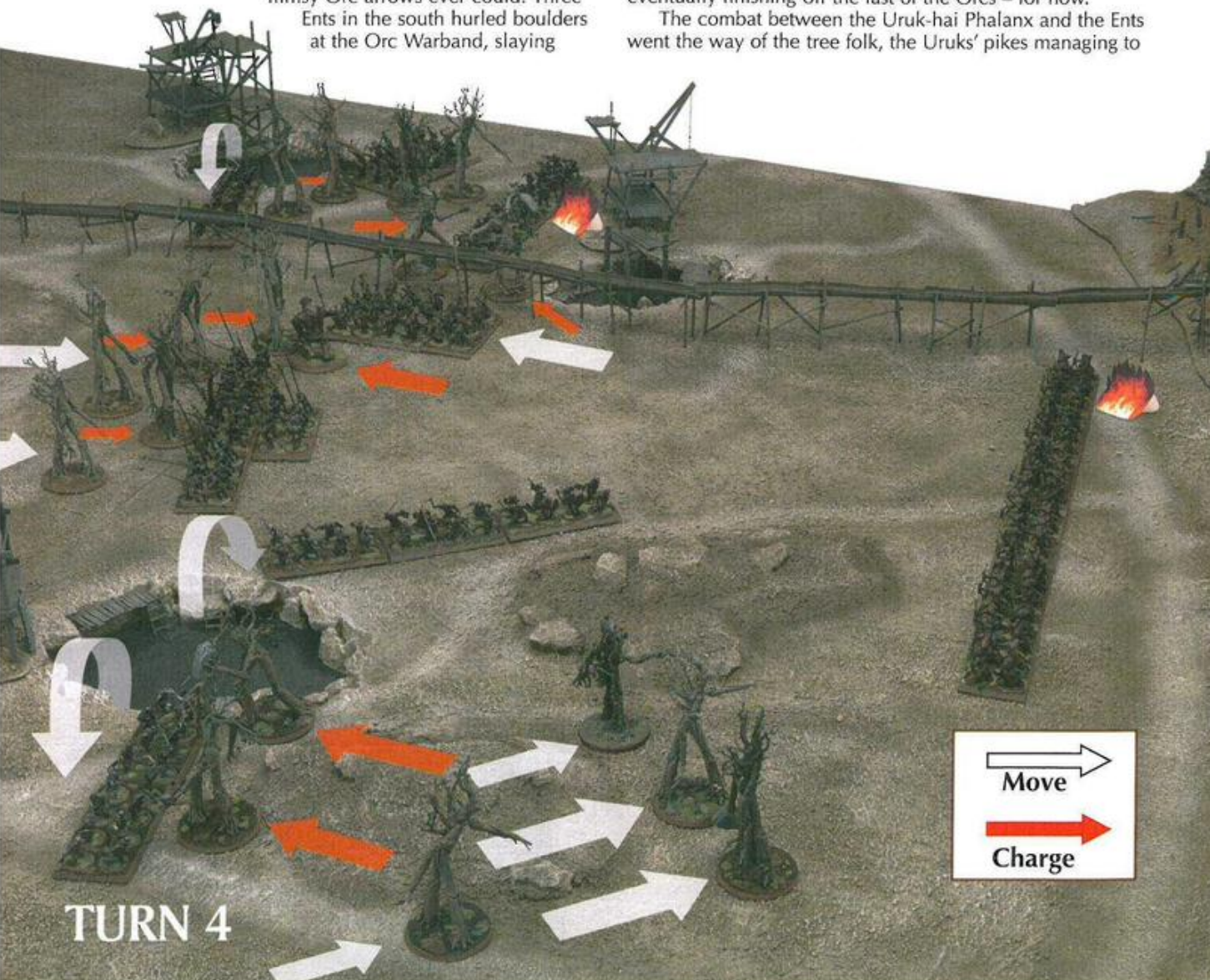
The return fire from the Ents was far more successful, a veritable storm of stone causing far more injury than the flimsy Orc arrows ever could. Three Ents in the south hurled boulders at the Orc Warband, slaying

eight and driving them back. In the centre of the board rocks were lobbed at the Phalanx, slaying eight Uruk-hai pikemen, and at the Troll, wounding him. In the north, the Ents threw rocks at the Uruk-hai and the Scouts, killing seven in total. Whilst largely ineffectual in isolated numbers, all of the players were quickly realising quite how deadly massed Ent firepower could be!

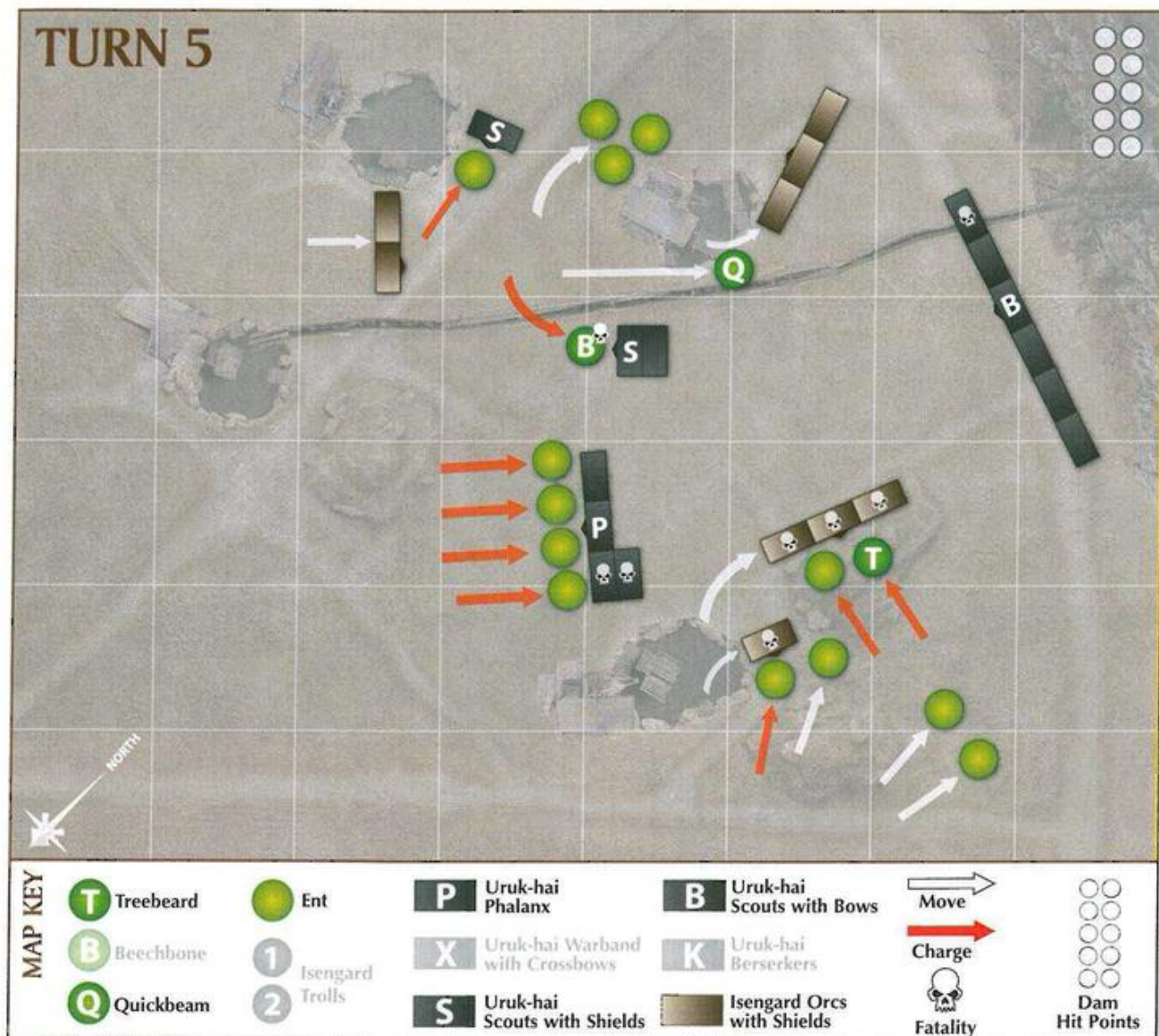
In the Charge phase, the Orcs tried to take advantage of their priority by charging as many Ents as they could. In the north, the small formation of Scouts charged the nearest Ent, although they were in turn charged by Beechbone and promptly fail their Terror test. The nearby Uruks with crossbows were charged by Quickbeam and a pair of Ents, and they somehow manage to hold their nerve. In the centre of the board the Uruk-hai Phalanx and the Troll charged forwards, but the Uruks could not keep up with the lumbering gait of the Troll and failed to reach their foe. The Ents had little trouble reaching their foes, however, and both the Troll and the Phalanx were charged in turn.

The Ents in the south were once again embroiled in melee against the Orcs swarming around their feet like ants. The Orcs barely troubled the giants, Treebeard eventually finishing off the last of the Orcs – for now.

The combat between the Uruk-hai Phalanx and the Ents went the way of the tree folk, the Uruks' pikes managing to



TURN 4



score a Wound on the Tree-herder, but not before eight of their own were crushed. The Uruk-hai, most loyal of Saruman's servants, remained steadfast. The Troll fared better, toppling an Ent before it too was laid low.

Beechbone managed to kill six Uruk-hai Scouts, but was wounded twice by their crude axes. Buoyed by their success against the Ent, they remained steadfast. Quickbeam and his Ents finished off the last of the crossbowmen, and fifteen more Scouts were rent asunder.

At the start of Turn 5, four more companies of Orcs appeared from the cracks in the ground, and the swarming formations continued to manoeuvre around the Ents to block their progress and slow them down. Quickbeam lived up to his name and strode past the Orc Warband in the north, giving himself a clear run at the dam.

In a rare display of effectiveness, Saruman used the Machinery of Orthanc to blast Beechbone, renting the young Ent asunder. The Uruk-hai bowmen, inspired by the handiwork of their master (or, more likely, reminded that he was still watching them from his tower), unleashed 45 shots at Treebeard, tipped with both burning pitch and balefire. Chris scored 9 hits, resulting in 4 rolls on the table – surely the great tree would fall to such odds? But nobody rolls dice like Peachy, and his first two rolls proved to be

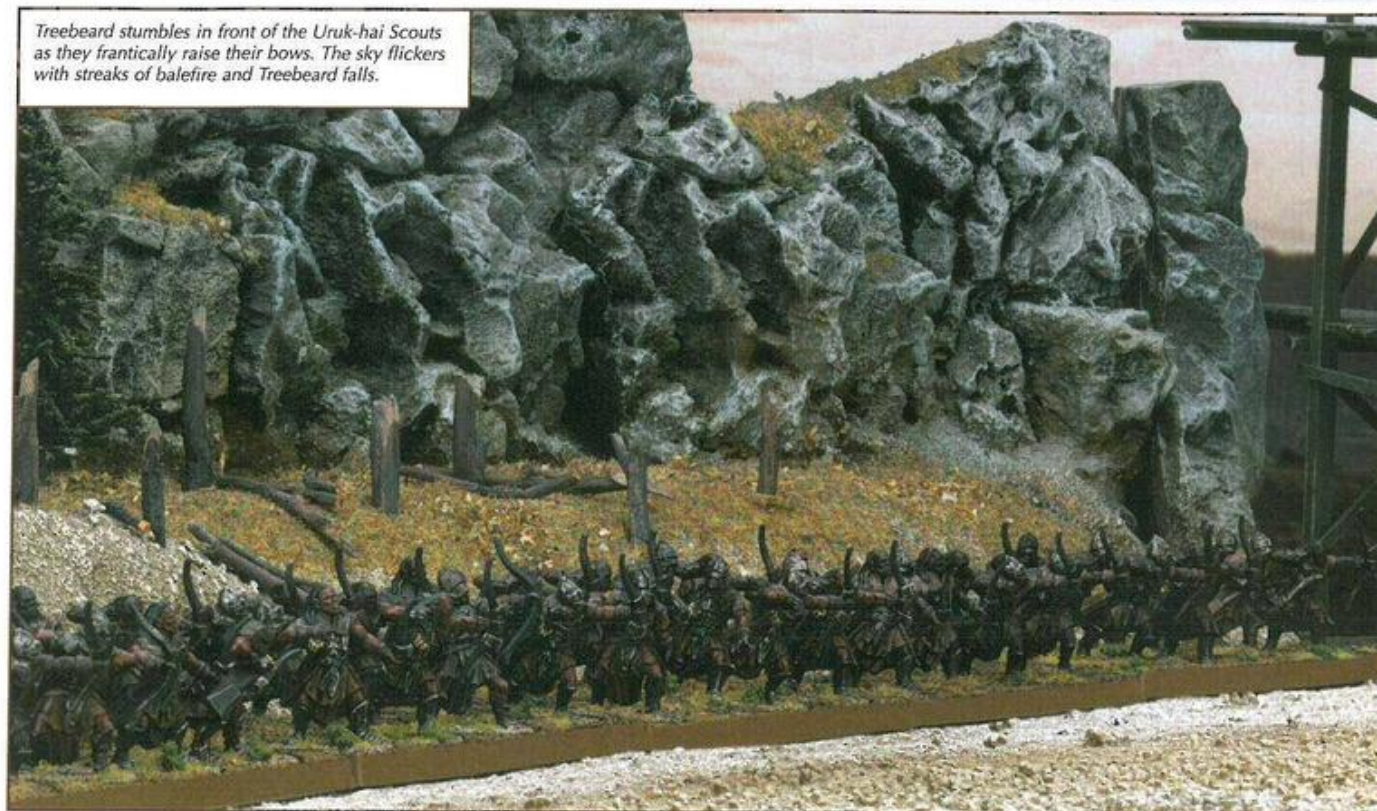
1s. Nick waded in then, snatching the remaining dice from Chris' hand but, proving to be just as fallible, rolled a third 1. The final dice proved to be a 6, but Very Hard to Kill! turned the roll into a 5, netting Treebeard two Wound counters and a lucky escape instead.

In the centre of the board the Uruk-hai Scouts prepared to charge. They passed their Terror test and were all set to plough into the Ent, until Graham uttered those fateful words to Nick: 'Anything but a 1!' The Scouts duly failed.

The Phalanx charged two Ents, and was charged in turn by two more Ents. The Phalanx somehow held its ground, and judicious expenditure of Might saw one of the Ents badly wounded. Quickbeam ploughed into the bowmen, but only managed to slay three – the Uruks lost the fight, and four more of their number succumbed to panic.



Treebeard stumbles in front of the Uruk-hai Scouts as they frantically raise their bows. The sky flickers with streaks of balefire and Treebeard falls.



TURN 6-7 **TIMBER!**

Mastering the last of their courage, the scattered and disordered Orc Warbands managed to reform in the face of the Ents' inexorable march towards the dam. The Orcs jostled for position once again, hoping to continue to distract the Ents from their objective. Treebeard tried to outpace the Orcs and move out of the arc of fire of the archers, but failed his At the Double! test and ended up stranded in front of them instead!

Unwilling to pass up the chance to shoot such a tempting target, the Orcs unleashed 43 shots at Treebeard! 11 hit, and Treebeard fell to the ground with an almighty crash. Merry and Pippin scampered away to the safety of another nearby Ent. The Ents to the north wreaked a terrible vengeance and succeeded in crushing a dozen or more Orcs.

Perhaps overwhelmed by the death of their beloved Treebeard, the Ent Charge stalled almost everywhere as the Ents fell short and failed to reach their opponents. The exception was in the far south, where a lone Ent launched an unstoppable charge into an Orc Warband. 11 Orcs were crushed by the enraged creature, but it too was brought down by the cunning and vicious blows of the survivors.

The Ents won priority in Turn 7, and Quickbeam started by covering the distance to the dam with several long Entstrides. Quickbeam threw rock after rock at the dam, eventually inflicting the first point of damage on the creaking structure.

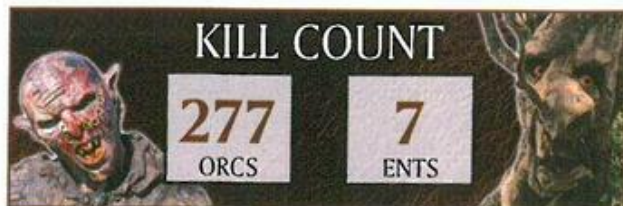
The Hobbits began to wonder whether they were the true targets of the Orcs' ire, for the Ent to which they had fled to last turn came under heavy fire from the archers. 12 balefire arrows struck the shepherd of the trees, burning it to a crisp and forcing the Hobbits to seek shelter elsewhere once again.

Saruman desperately tried to work the arcane machineries of Isengard, but even with a Strength 8 blast the fires of Isengard couldn't finish off the badly injured Ent! No doubt by this point, the White Wizard was already plotting his escape, rather than staying to help his minions!

In the Charge phase, Quickbeam ploughed ever onwards, charging into the dam itself and damaging it twice more with swift blows from his branch-like fists. Their hatred for Saruman renewed by the death of another Ent, the once-placid creatures launched charges all across the board. The hapless Orc Warbands caught in the path of the enraged Ents were swiftly smashed into a bloody pulp, their bodies batted aside as the Tree-herders made for the dam with all haste.

“Looks like we lost all of the Orcs... again!”

- Nick, resigned to removing another score of Orcs.





TURN 6

TURN 7

MAP KEY	T Treebeard	Ent	P Uruk-hai Phalanx	B Uruk-hai Scouts with Bows	Move	 Dam Hit Points
	B Beechbone	1 Isengard Trolls	X Uruk-hai Warband with Crossbows	K Uruk-hai Berserkers	Charge	
	Q Quickbeam	2 Isengard Trolls	S Uruk-hai Scouts with Shields	Isengard Orcs with Shields	Fatality	

TURN 8-9 THE FIRES OF ORTHANC

At the start of Turn 8, another four companies of Orcs swarmed forth from the tunnels – testament to just how quickly the Ents were slaying them. The Ents continued their advance towards the dam – their pace might not have been great, what with all the Orcs in their way, but each turn they pushed their way that little bit further forwards. The Orcs attempted to manoeuvre in the way of the trampling Ents once more, but many remained disordered in the aftermath of the devastating Ent Charge from last turn.

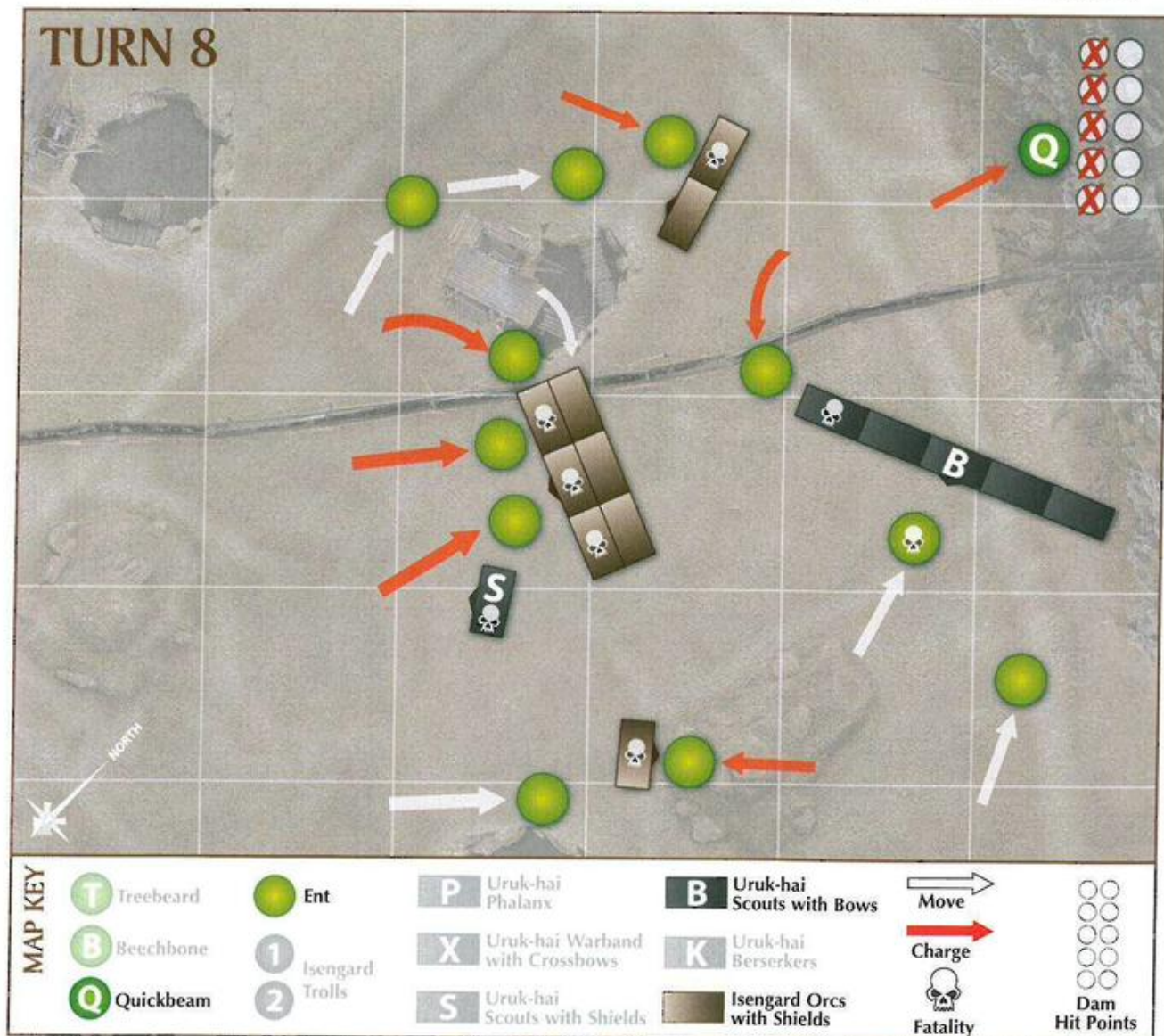
In the Shoot phase, the Ents slew yet more Orcs with their rocks – when there are so many Orcs, it doesn't take much accuracy to hit one or two. Although a mere three

shots per Ent didn't seem very intimidating on its own, when nine or ten hurled their rocks together, Nick and Chris quickly grew to fear the Ent's Shoot phase.

Quickbeam hurled more rocks at the dam, damaging it yet further. Noticing the danger posed to his plans by Quickbeam, Saruman unleashed the Machinery of Orthanc at the impetuous young Ent – the gouts of fire hit the Ent and Nick rolled a 5 on the damage table, inflicting two Wounds. Had Saruman not spent the last of his Might earlier in the game, he could have slain Quickbeam, but it was not to be. The Ent proved hardy and resisted the flames – and learned not to stand too close to the vents next time. The Uruk-hai Scouts unleashed a volley of arrows at another of the Ents, slaying him with balefire and pitch.

“Time for a new tactic – I'm going to stand next to Graham to make him roll 1s!”

– Chris

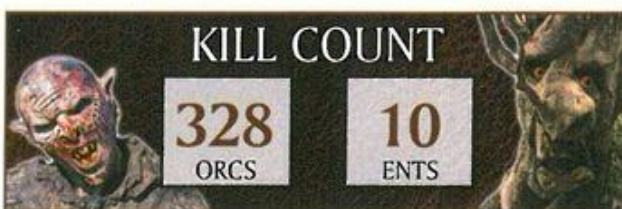


Having miraculously survived this long with five Wound tokens, the badly wounded Ent launched an unstoppable charge into the rear of the Uruk-hai Scouts armed with bows. The Uruks passed their Terror test, and stood firm in the face of the towering Tree-herder. Nine of the archers were swatted aside, and the Ent remained standing. In the north, three Ents charged into an Orc Warband that had newly emerged, blinking into the daylight. The Ents killed 25 Orcs, but still the servants of Saruman mustered up the courage to stand firm.

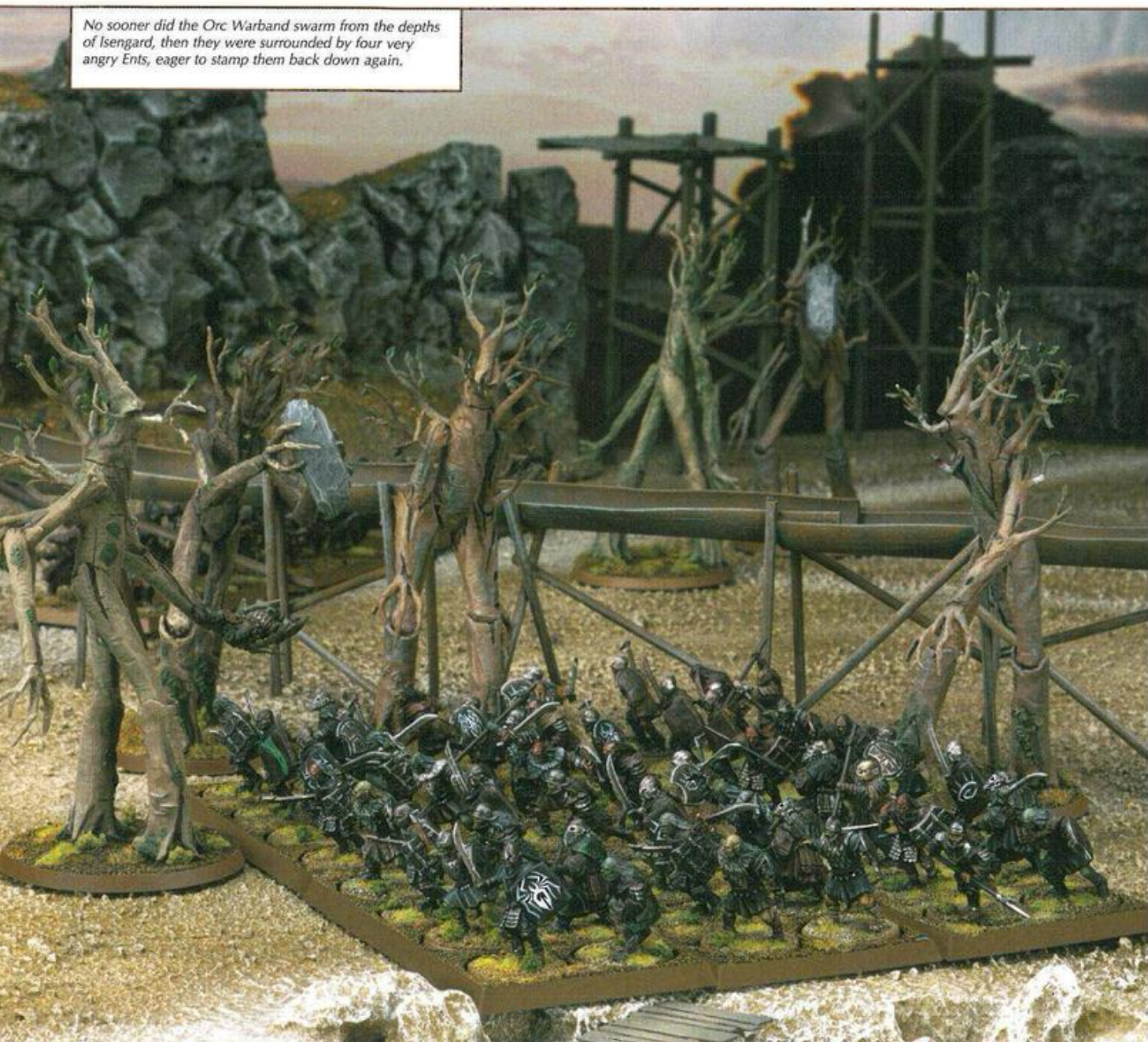
Five more companies of Orcs clambered out of the pits in Turn 9, but were swiftly surrounded by the herd of stampeding Ents. Aware of the swiftly crumbling dam behind them, the Uruk-hai archers wheeled around to level their bows at Quickbeam, who was busy pounding at the structure. Quickbeam damaged the dam twice again, but this would be for the last time. Although Quickbeam had learnt to keep away from the flaming vents, the hasty Ent could not avoid the balefire arrows of the Uruk-hai. The archers unleashed their arrows again, striking the Heroic Ent a dozen times. Quickbeam swayed gently in front of

the dam for a long while, balefire flickering all over his lean and willowy body, before toppling backwards down the hill. The unnatural green-tinged flames consumed his body in but a moment.

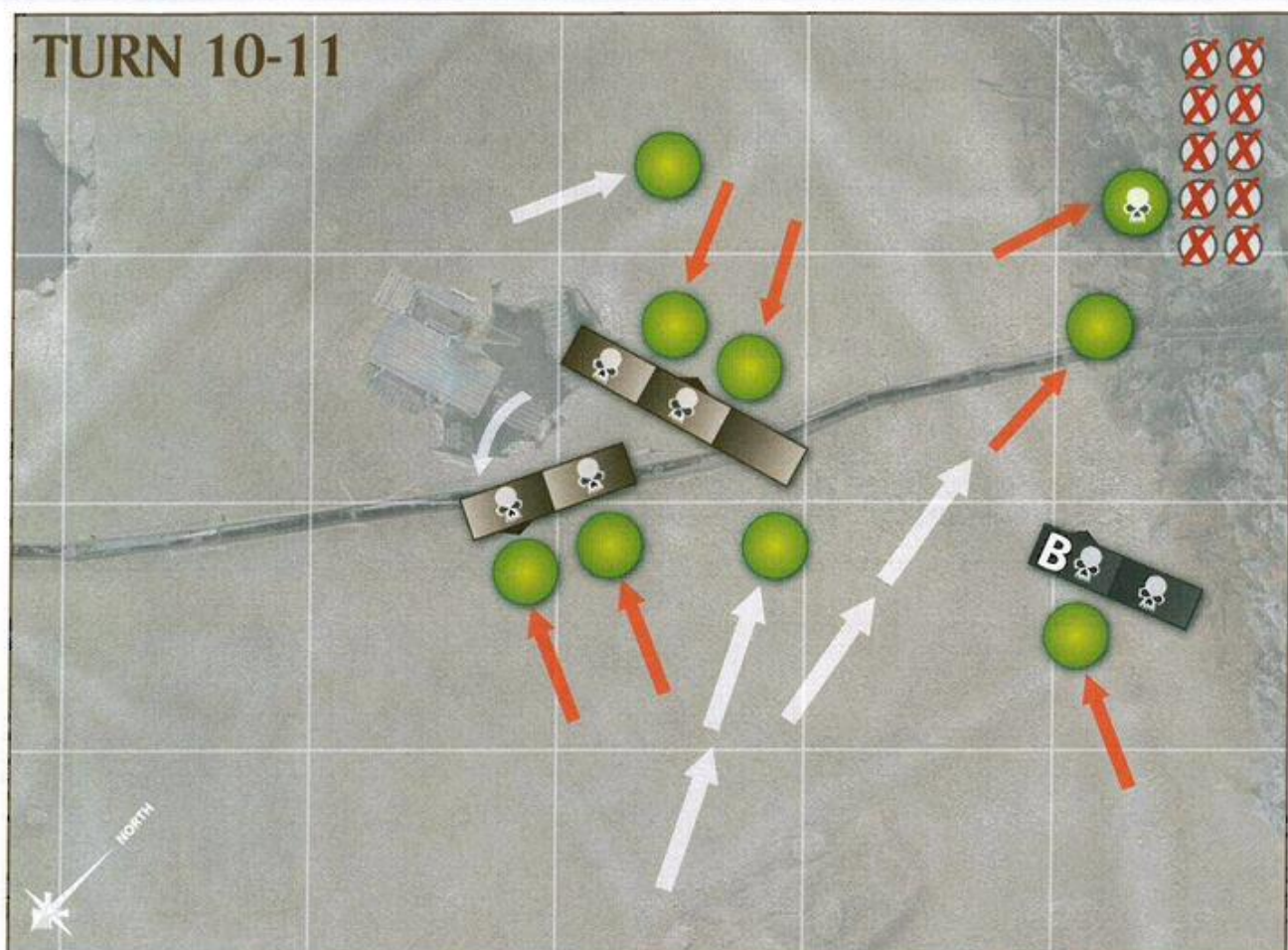
The Ent bearing the Hobbits charged into the back of the Uruk-hai Scouts, hoping to scatter them and end the threat they posed to his fellows. Eight of the Uruk-hai bowmen died, but the survivors managed to round on the Ent, dragging him down into their pitch-filled pits. The Hobbits, once again, were forced to flee – they would have to be quick on their hairy feet from now on, for the number of Ents was fast dwindling.



No sooner did the Orc Warband swarm from the depths of Isengard, then they were surrounded by four very angry Ents, eager to stamp them back down again.



TURN 10-11



MAP KEY	T Treebeard	Ent	P Uruk-hai Phalanx	B Uruk-hai Scouts with Bows	Move	Dam Hit Points
	B Beechbone	1 Isengard Trolls	X Uruk-hai Warband with Crossbows	K Uruk-hai Berserkers	Charge	
	Q Quickbeam	2 Isengard Trolls	S Uruk-hai Scouts with Shields	Isengard Orcs with Shields	Fatality	

TURN 10-11 THE FALL OF ISENGARD

By the start of the tenth turn, the numbers of both Ent and Orc were dwindling. There were still Orcs pouring forth from the festering depths of Isengard, but even this flow was slowing to a trickle. The Tower of Orthanc had fallen silent, Saruman either long fled or retreated to its depths to hide from the vengeance of the forest raging all about outside. Yet no forest of Ents remained in Orthanc, but a fast diminishing wood. But the dam was near to bursting, and the Ents were fast closing in.

Every Ent within reach threw rocks at the Uruk-hai Scouts who had inflicted such a heavy toll on the arboreal giants over the course of the game – the combination of burning pitch and balefire arrows had proven deadly to several Ents. Seven Orcs were crushed by the heavy masonry chunks, but enough remained to fell the seriously injured Ent. Once again Merry and Pippin fled as their Entish shepherd fell to the hail of arrows. With their encouragement their new protector finished off the last of the archers, and a cheer went up from Hobbit and Treeherder alike.

With the last of the Uruk-hai Scouts lying dead or scattered to the winds, and only a handful of Orc Warbands remaining on the battlefield, the last eight surviving Ents marched on the dam. They lay waste to its creaking timbers and crude stone walls with great blows from their mighty thews, and inflicted a half dozen or more points of damage to it, taking the total damage inflicted well above 10.

And, with that, the dam burst, the Isen gushed forth, and the threat from Isengard and Saruman was ended at long-last. But the Ents would march no more.

KILL COUNT	
335 ORCS	11 ENTS

THAT'S ENT-ERTAINMENT!



Alessio: In the end it was a victory but, of all the battle report conclusions I have written, this one was without a doubt the one victory that felt the bitterest. Much like King Pyrrhus, we managed to defeat the accursed opposition, but suffered losses too grievous in the process – losses that can never be replaced.



Alessio Cavatore
and Graham Davey.

Too many Ents were destroyed, including both the ancient Treebeard and the young Quickbeam and Beechbone. I was saddened by the thought of these gentle and wise creatures consumed by the evil fires of industry. Not least because their race is slowly dying, so that losing even one of

them to lowly Orcs felt like an utter waste. Imagine those centuries (or millennia!) of experience, all destroyed and lost forever. Sigh!

But enough of this melancholy! The game was great fun and the awesome power of that large unit of archers with balefire arrows and burning pitch was truly terrifying. For a moment it felt like any Ent that tried to get near them was destined to be burnt to a crisp! Luckily we managed to overwhelm them with a mass charge of Ents. After that, the game was effectively over, as we still had enough Ents to take care of the Orcs emerging from the depths of Isengard whilst a small 'demolition squad' got to work on the dam, pretty much undisturbed. I really want to play this scenario again as the Evil side, and see if I can do better!



Nick: So it would appear that the gaming curse that hangs over myself and Chris continues! Peachy and I must have played that scenario four or five times and, although it's proven to be great fun each time, that is the only time we've ever seen the Ents make it as far as the dam, let alone destroy it! In hindsight, we made several crucial errors, namely not putting our crossbowmen in the wooden towers, which would have given them a useful Defence bonus against the mighty attacks of the Ents. We should have taken more Orcs and less Uruk-hai Scouts, so we could have more troops swarming out of the tunnels each turn.



Nick Bayton and
Chris Peach.

We also should have moved Saruman onto the board as well, so that we could take advantage of his magic. Instead we relied on the Machinery of Orthanc to kill and maim the Ents, but it rarely hit, let alone did any damage!

But, grumbles aside, we did kill a lot of the Ents (well over half of them) and, until the last couple of turns, it was a close-run thing. If we were to pick a unit of the match, it would have to go to the Uruk-hai Scouts armed with bows and Balefire Arrows, who accounted for numerous Ents, including Treebeard and Quickbeam, as well as a surprise Ent felled in combat!

Congratulations to the Ent players – it was a challenge, but one they were more than up to. Next time I'd like to have a go with the Ents and see if I can sack Isengard too.



With the Orcs brushed aside, the few surviving Ents crash into the dam, breaking apart the rickety structure with rock and stone.

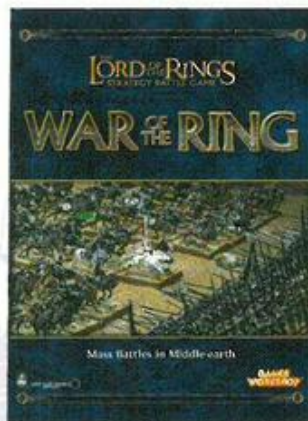
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look to the east.”*

- Gandalf, The Two Towers



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STANDARD BEARER

If you ask people about their favourite bit of White Dwarf, more often than not they'll say it's the battle reports. This is hardly surprising – what's not to like about an article that features two magnificent armies of painted Citadel miniatures locked in a life and death struggle from which only one side can emerge victorious! Given their popularity, I thought that in this month's Standard Bearer I'd lift the curtain and reveal how we go about making a battle report, and also why, for me at least, they are such an important part of the magazine.

But first of all, a brief bit of history. Nowadays, it's very hard to imagine White Dwarf without a battle report or two in the issue. Which makes it all the more surprising that for the first hundred issues or so, battle reports rarely featured in the magazine. In fact, the first 'proper' battle report, at least as we'd recognise them now, didn't appear until White Dwarf 107. It consisted of a description of a large game organised by a certain Robin Dews, who went on to become the editor of White Dwarf and now runs Games Workshop Spain. Back then Robin ran a youth club, and was a huge fan of Warhammer to boot. He took it upon himself to write to us with the description of a large charity game of Warhammer that had been played at the club, complete with turn-by-turn maps and photographs. Robin's aim was to both show how magnificent a large game of Warhammer can be, and at the same time encourage people to organise charity games of their own (he always was a bit of a hippy like that).

Although Robin's report was very popular, it took us quite a while to organise the first 'in-house' battle report, which didn't appear until almost three years later in White Dwarf 136. This report was about a battle between myself and fellow game designer Andy Chambers, and although much has changed in the way that we present battle reports since then, the basic template has remained the same – there is an introduction written by the players, a turn by turn description of what took place, maps to show how things unfolded, photographs illustrating the highlights of the battle, and then finally what we call an 'outro', where the players explain what they learnt from the game. In fact, the only real difference is that modern reports look about 100 times better than our early efforts, mainly because back then Robin (who had just joined the White Dwarf editorial team), Andy and I had to do pretty much everything ourselves, including taking the photos and creating the maps! Despite our limited resources, this second battle report was an even bigger hit with our readers, with the result that we quickly decided to do a second battle report, and before we knew it, battle reports had become a regular feature of the magazine.

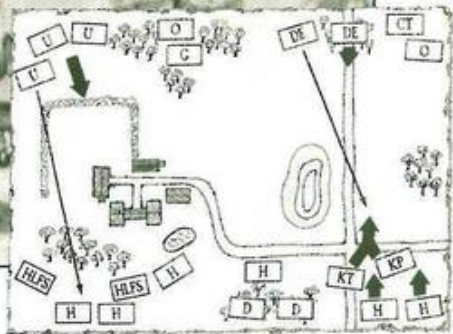
Those early games set the template for how we make battle reports to this day. In a nutshell, they are an opportunity to show a magnificent battle on the pages of White Dwarf, but they are also an opportunity to get across a deeper point about the hobby. One of the things we learnt very early on was that a good battle report is really just an article on another subject 'in disguise'.



This month we've been busy clearing out the store room of old White Dwarfs and all the dust has set Jervis off. Here he tells a tale of how the first battle report in White Dwarf came to be.



The very first battle report appeared in WD107 and was a fan-submitted report of a giant game of Warhammer sent in by Robin Dews! Despite its age, the battle report still has much in common with modern-day reports.



Favourite Battle Reports from Around the Studio

Graham Davey: My favourite has to be the *Armageddon* battle report, with four linked tables – it was so big it took two issues of *White Dwarf* to tell the whole story.

Mark Latham: My favourite battle report was a massive tank battle called *Heretic*, from *WD185*. It had a great narrative, real rivalry between the players, and featured *Imperium vs Imperium* action.

Phil Kelly: My favourite game was from *WD252* – the first *CARNAGE!* four-player game – due to the funny banter. The players constantly tried to use diplomacy, wheedling, and even some mock threats to gain an advantage.

Andy Hoare: The one I remember most fondly was called *Storm the Trenches* in *WD230*. It was really inspiring, coinciding with the release of 3rd edition *40K*.

Matt Hutson: I've played in many battle reports but the one that stands in my mind is quite recent, the *Ork* inspired set of battles from *WD349*.

By this I mean that just saying 'here's what happened when we played a game' doesn't really cut it – you need to make a point about something else as well. This can be as simple as 'here is how our new army works', but it can also be 'how to run a large multiplayer game', or 'how to create an interesting scenario', or even 'why you learn more from losing than winning' (the subject, after my umpteenth loss, of one of my own battle reports, sigh...). With the point you want to make in the report firmly in mind, you then need to set up a battle that will allow you to illustrate it. This is

because they produce battle reports that are memorable and inspiring, and that act as 'how to' guides that players can use for their own games.

The next stage is to select the armies that will take part in the battle. This is generally left up to the players taking part, who will get to pick the army they will use for themselves, though sometimes the nature of the report dictates what will be in the army. For example, Andy Hoare picked the units to be used by both sides in his battle report, rather than letting the players choose for themselves.

“They are an opportunity to show a magnificent battle.”

easy when we're showing how a new army works, but rather more difficult for the other types of report.

A perfect example of the sheer amount of work and preparation that can be needed is the battle report we ran in *WD334* to celebrate the release of *Apocalypse*. This game required the construction of special game boards and models, and took a whole day to fight, with ten players commanding the armies and seven 'reporters' recording what went on. More recently, the *Lizardmen* battle report in *WD350* required a lot of careful thought and planning on Andy Hoare's part in order to devise a scenario that illustrated an important aspect of the background for the *Lizardmen*, using only the models and scenery we already had available in the Studio. Such efforts are worth it though,

With these things done, it is finally time to fight the battle for the report – which is where all of the hard work really begins. Although it may appear on the face of it that a battle report is just a case of playing a game and dashing down a few notes, the reality is that even the shortest battle report takes a full day to fight and, more importantly, record. The photographs that accompany this article shows this well – as you can see, the players are almost outnumbered (indeed, often they are outnumbered!) by the people taking photographs, making maps and generally recording what is going on. Every move, every attack, and every casualty is kept track of, along with notes about extraordinary or exciting things that happened, and comments from the players about how the game is going.



The very first *Apocalypse* battle report was a large-scale operation, involving three specially made boards, ten players and seven dedicated recorders.



Although only a fraction of this information actually ends up in the printed battle report, it's important to capture it all so that the writers and photographers can refer back to it later on, making sure that what we say happened actually did happen!

As an aside, people often ask if we re-fight a battle reports game until we have a result we're happy with. The truth is that the sheer amount of work involved in recording a single battle means the idea of re-fighting a report is met with some horror by the participants. Trust me, after you've already spent upwards of eight hours recording every detail of a battle, the last thing you want is to do it all over again the next day! This can make it tempting to 'fudge' things a bit, allowing a player to re-roll a disastrous Break test, for example, or saying that the exciting new tank model wasn't actually destroyed by the lucky lascannon shot on turn one. However, tempting though fudging things can be, we've learnt that it's best not to do it. Doing so just seems to anger the gods of fate, who respond with an even more outrageous misfortune for the opposing side. This, of course, also has to be ignored (in order to be fair, if nothing else), which angers the gods of fate still further, and before you know it the battle has lost all touch with reality. We've learnt that it is far better to let the dice fall as they may and trust that things will work out okay in the end. Fortunately they usually do!

But I digress. Returning to the matter in hand, with the report in the bag, it's up to the writers and the White Dwarf team to turn what happened into an exciting article. This involves even more work than reporting the battle itself; the maps need to be transformed from rough sketches into top-down graphics and isometric battlefield photos (called 'isos', for short) that appear in White Dwarf, the hastily scrawled notes



of about what happened must be re-written into an exciting account of the battle, and the players need to write their intros and outros for the report. While all this is going on, the Studio's photographers must spend hours, and sometimes days, carefully recreating what happened in the game in front of the large-format cameras and bright lights of the Studio's photographic area. Each one of these processes requires hours and hours of work before the editorial team is allowed to take them and make them into the finished article that appears in the pages of this magazine.

All these things mean that, in many ways, our modern battle reports are a far cry from where Robin, Andy and I started all those years ago. But at their heart the battle reports we print today have the same goals as the very first ones that appeared over 200 issues ago: they are an opportunity to show a magnificent battle on the pages of White Dwarf, and at the same time get across a deeper point about the hobby. At their best battle reports can be every bit as important and inspiring as a new army book or range of models, because they show off our hobby in all its glory and spectacle and depth. Long may they continue!

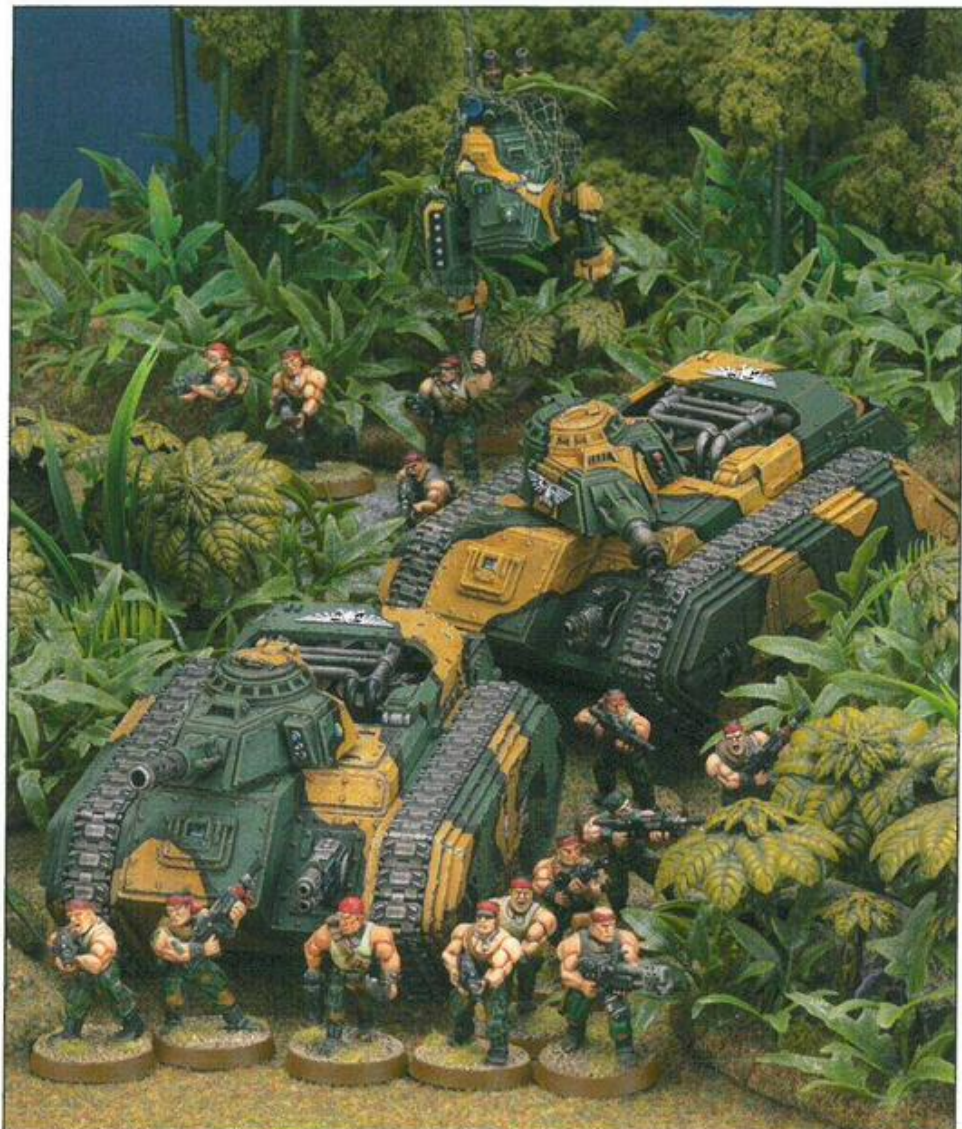
Top: This month's battle report in action... or rather, inaction, as Graham ponders his next move and everyone looks on expectantly.

Inset, left: Christian diligently notes down the movement of units on his rough map.

Inset, right: Like so much in the Studio, battle reports are powered by tea. Andrew takes a break from jotting down his notes.

Write to Jervis at:

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United Kingdom



With a new tome dedicated to the art of modelling tanks, *Modelling Workshop* unearths some previously unseen material, and Andy Hall talks treads with author Andy Hoare.

Modelling and painting Citadel vehicle kits is not a unified art, but a whole collection of techniques, any number of which might be used in combination before your tank reaches the table. So, a book dedicated to not only how to assemble your kits, but how to paint them, with tips and advice from the best modellers and painters in the world seems a no-brainer. Which makes it remiss of us to only bring it out now; after all, we've been making tanks for years. But, as Andy Hoare explains, there's a very good reason for its timely arrival. 'There's a large array of vehicle kits out there and that range is set to explode over the next few years. So, this book fulfils an obvious need explaining how to apply specific vehicle techniques or showing how more general processes are adapted for larger tank kits.'

The word 'tank' is going to get bandied about a lot when talking about this book, especially with it being so prominent in the title. But it's important to note this book isn't just for Space Marine and Imperial Guard players. 'That's very true,' agrees Andy. 'There's no denying that Guard and Space Marine collectors will get a lot out of the book, but it covers the whole gamut of modelling vehicles – not just tanks, but bikes and walkers from all the different races – with universally applicable techniques, alongside some very specific examples. If you're an Eldar player, for instance, you're in for a real treat, as 'Eavy Metal painter Darren Latham does a full workshop on an Eldar Falcon, explaining hull blending and how to paint Eldar iconography on to your craftworld's vehicles and walkers.'

WARHAMMER
40,000

Tanks of all shapes and sizes are found in almost every army in the 41st Millennium, so for this *Modelling Workshop* we take a closer look at how to paint and model them.

It's interesting to note Darren's involvement; although Andy is the author – and as the proud owner of over 20 tanks, a proven treadhead who knows his stuff – he was far from the only contributor. 'All the material comes from people who do this for a living; they are professional modelmakers or painters, the tips and techniques are often ones they've developed themselves so the first time you'll see them is in this tome. A great example is Keith Robertson's extremely realistic chipping effect that he uses on dozer blades. This is a technique that's never been shown before because it's a method that Keith has invented, not something that's been re-presented from another source. And because I've had all these experts contribute, the book is full of such techniques as well as examples of best practice for more general and well-known methods.'

With a book full of these advanced and bespoke techniques, I'm guessing that the reader needs to be at a certain level before he can attempt some of the stuff in there? 'No, absolutely not,' answers Andy. 'It's true that specialist books of this genre usually presume the reader to be well versed in the area. But that was not my intention; there's no assumed knowledge in the book. That doesn't make it basic – as I've already mentioned, there are plenty of tips and techniques from the world's best within the pages. What we've done is make it as comprehensive and accessible as possible; whether you've been in the hobby a day or a decade, there's material in this manual that will be new to you. Even a subject such as spraying the undercoat on the hull of your vehicle – something veterans may initially skip – has information that will interest and inform. For instance, did you know you shouldn't spray in times of high humidity, such as just after it's been raining, as this will mist up the paint? I never knew that until I started researching this book!'

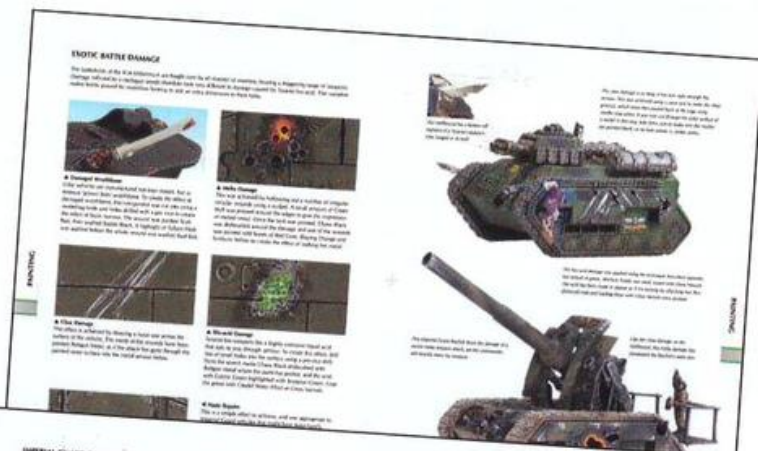
“Whether you've been in the hobby a day or a decade, there's material in this manual that will be new to you.”

Flicking through the book you can tell a lot of thought has been put into the presentation. 'Like the other Citadel "How To Paint" manuals, we've gone for a clear and concise look,' says Andy. 'Rather than something over-designed we wanted to make sure that the techniques were easy to follow. The book actually works in chronological order, so you start off with assembly and preparation before moving on to the painting. We then show how the

techniques work with some actual stage-by-stage projects towards the end. Each section is book-ended with some brilliant models, illustrating the techniques and trade secrets presented over the previous pages. It's really packed.'

Having finished working on the project, and now that he's seen the book in print, Andy must be one of the world's tank modelling aficionados. So what is his favourite technique, or what method did he learn the most from? 'It's got to be how

you apply freehand lettering to your vehicles. The 'Eavy Metal team have come up with a process that allows you to paint lettering on your vehicles that looks great, and all it takes is a bit of patience. It's all explained in the book, and you'll be surprised how easy it is to get a very intricate look. That encapsulates the whole point of the book: to teach you how to get great-looking tanks and vehicles with minimum fuss.'



How to Paint Citadel Tanks is a 96-page book filled with bursting with advice. Inside you'll find:

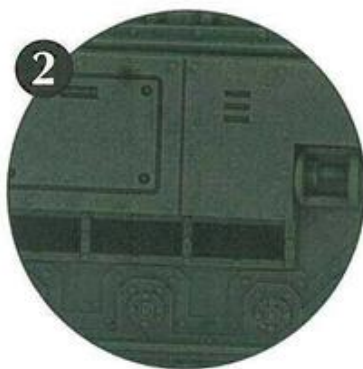
- **Materials and Tools:** Detailed run down on the tools and other materials you'll need.
- **Preparation and Assembly:** Not just building your models 'out of the box' but also more involved techniques for adding extra details.
- **Painting Techniques:** Presenting a wide range of painting methods, from the essentials of drybrushing to high-end blending.
- **Stage-by-Stage:** Five modelling projects putting the techniques shown into practice.
- **Colour Guide:** Showing which of the paints in the Citadel range work best together for painting your tanks.

IMPERIAL GUARD HELLHOUND

Chad Mierzwa was tasked with painting a new Hellhound kit using the methods and techniques that Keith uses in the book to paint a Leman Russ. After assembling the tank he set about painting the hull, then the camouflage scheme, and finally the inferno cannon.



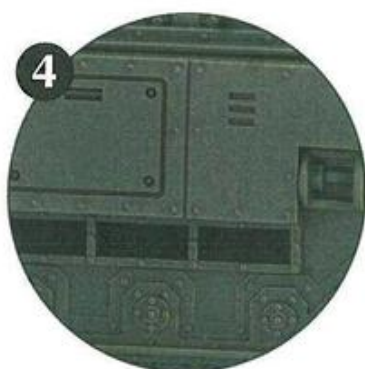
Step 1. A Dark Angels Green basecoat was applied over a Chaos Black undercoat, using the Citadel Spray Gun.



Step 2. This was followed by a heavy drybrush of Catachan Green that covered the entire surface, not just the raised details.



Step 3. A 1:1 mix of Scorched Brown and Chaos Black was painted around the rivets, and into the panel lines and other recesses.

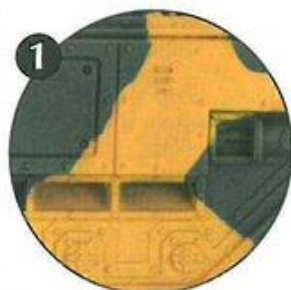


Step 4. Next, a 1:1 mix of Catachan Green and Camo Green was drybrushed over the previous stage, bringing out the detail further.

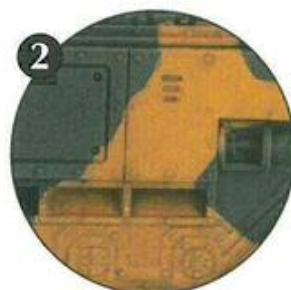


Step 5. The final stage of the hull base colour was a light drybrush of Camo Green.

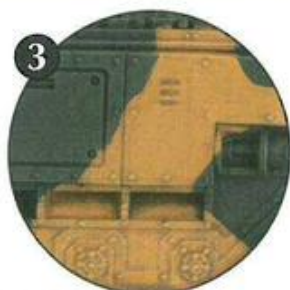
Catachan Camouflage



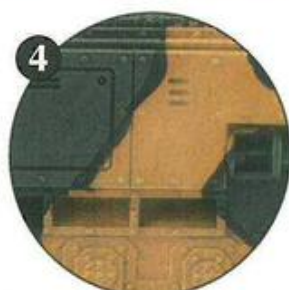
Step 1. Outline and then fill in your camouflage design with Tausept Ochre. Try and 'continue' the design over different areas.



Step 2. A generous wash of Devlan Mud was then applied over the Tausept Ochre.



Step 3. A light drybrush using a 1:1 mix of Tausept Ochre and Bleached Bone was brushed on to the camouflage.



Step 4. Bleached Bone was used as the final highlight and black banding was painted on with Chaos Black.

Inferno Cannon



Step 1. The metal areas on the cannon were blocked-out with Chaos Black, and then painted with Boltgun Metal.



Step 2. A wash of Devlan Mud was then applied, and, when this was dry, a second wash of Badab Black was layered over that.



Step 3. The metal areas received a drybrush of Chainmail, using a Medium Drybrush.



Step 4. To create the effect of scorched metal, the front area of the gun barrel was washed with Gryphon Sepia.



Step 5. A second wash, this time of Devlan Mud, was applied, towards the end of the nozzle where scorching would be most prevalent.



Step 6. Finally, Badab Black was liberally washed over the nozzle to finish the effect.



IMPERIAL GUARD DEMOLISHER

Here's the Leman Russ Demolisher kit in all its glory, assembled as an Executioner. Below we talk to the guys responsible for both the great new Demolisher and Hellhound kits to find out some of the design decisions they took when building the kit.



Chad has assembled our Leman Russ Demolisher as an Executioner, outfitted with sponson-mounted multi-meltas and a hull-mounted heavy flamer.

Tom Walton and Dale Stringer are two Citadel designers who are experts at straight-line work, having worked on such kits as the Drop Pod and the Battlewagon. It was they who were tasked with coming up with a new Demolisher and Hellhound design, but what did they actually want to achieve? 'We didn't want a total reinvention,' answers Dale. 'It was important to keep the classic silhouettes of these vehicles, but what we wanted to do

tracks. 'We've got rid of the wheel frame, says Tom 'You could never see them on the finished model and all they ever did was act as spacers. And instead of a separate track frame, these parts have been included on the main part of the kit. The best bit is that all the track components have been fitted with lugs so they'll fit flush onto the tank and you won't have any more unsightly gaps.'

As already noted the kit may be called the Leman Russ Demolisher, but that's just one of the three variants it can make. The same is true with the Hellhound, it's this variety from just one box set that hobbyists can expect to see more from now on. 'It's not just about the different types of tank but trying to get all the possible options from the army list onto the frame as well,' says Dale. 'But you don't want to compromise the design and look of the model either. For instance, we could have made space on the frame for even more components by having the sub-assemblies as one part. The new Executioner plasma cannon, for example, could technically have been just one piece, but then the design would have lost some detail and sharpness. So that's the balance you make, keeping the kit versatile but not compromising on any of the design.'

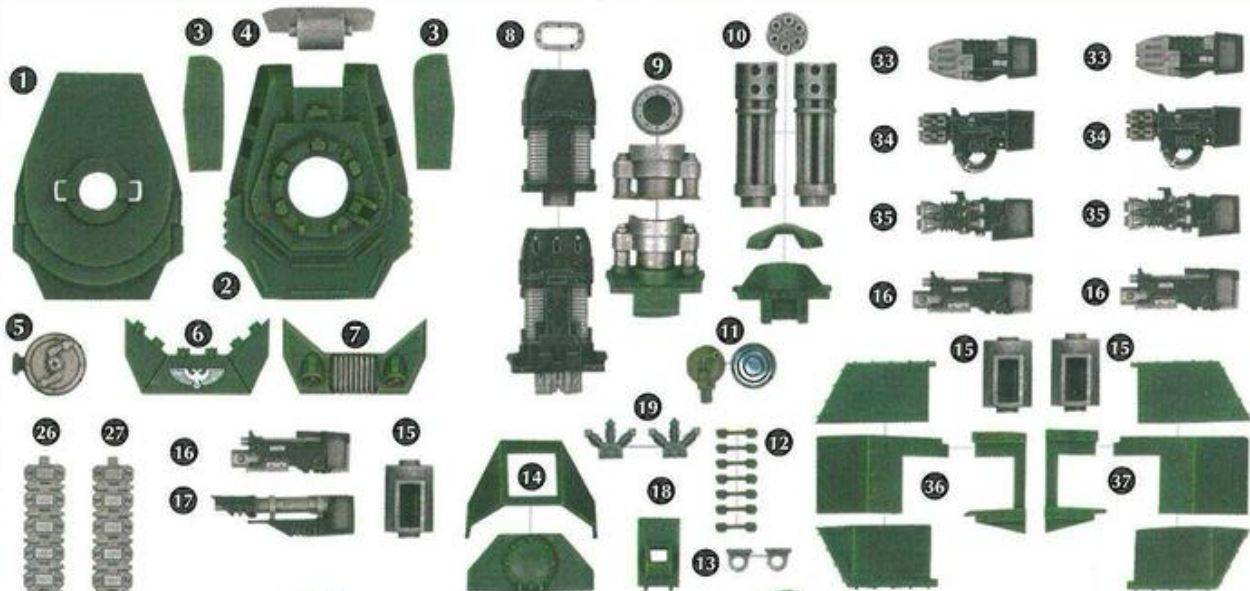
“It's this variety from just one box set that hobbyists should expect to see from now on.”

was integrate them more into the 41st Millennium, and not just by having a big futuristic looking gun on the turret.'

'From a more practical perspective we wanted to reduce the number of frames, whilst at the same time cramming more onto them – in effect, making the kit work harder,' continues Tom. 'That's why both kits now make not just one tank but three.'

A great example of this more efficient design has been with the wheels and

Leman Russ Demolisher

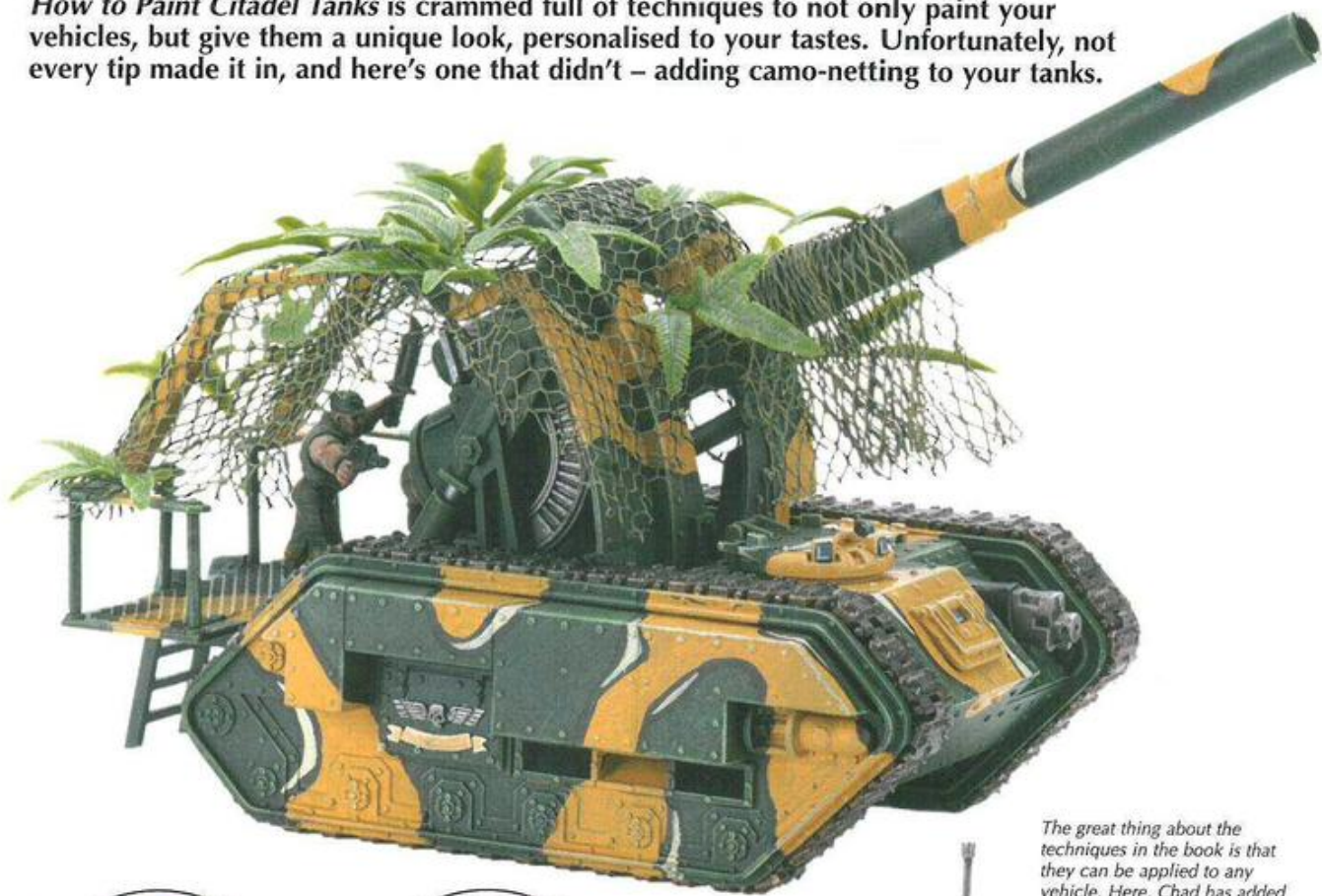


Key

- | | |
|-------|------------------------------|
| 1 | Turret base |
| 2 | Turret top |
| 3 | Turret sides |
| 4 | Cannon mount |
| 5 | Hatch lid |
| 6 | Turret rear plate |
| 7 | Executioner plasma vent |
| 8 | Executioner plasma cannon |
| 9 | Demolisher cannon |
| 10 | Punisher galling cannon |
| 11 | Searchlight |
| 12 | Ladder rungs |
| 13 | Tow loops |
| 14 | Hull-mounted gun compartment |
| 15 | Sponson mount |
| 16 | Heavy bolter |
| 17 | Lascannon |
| 18 | Driver vision port |
| 19 | Smoke launchers |
| 20 | Tank hull |
| 21 | Right outer side |
| 22 | Left outer side |
| 23 | Hull floor |
| 24 | Right inner side |
| 25 | Left inner side |
| 26-27 | Track strips |
| 28 | Rear vent |
| 29 | Ammo box |
| 30 | Exhaust system |
| 31 | Tow hook |
| 32 | Crewman |
| 33 | Plasma cannon |
| 34 | Multi-melta |
| 35 | Heavy flamer |

CAMO NETTING

How to Paint Citadel Tanks is crammed full of techniques to not only paint your vehicles, but give them a unique look, personalised to your tastes. Unfortunately, not every tip made it in, and here's one that didn't – adding camo-netting to your tanks.



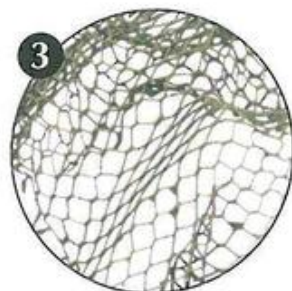
The great thing about the techniques in the book is that they can be applied to any vehicle. Here, Chad has added camo-netting to a Sentinel.



Step 1. A frame was constructed out of plastic struts at the rear of the Basilisk. The whole vehicle was then painted.



Step 2. A lightweight metal mesh was formed around the built frame. It was then removed and painted separately.



Step 3. The mesh was then painted Catachan Green, followed by a 1:1 mix of Camo Green and Catachan Green.



Step 4. The mesh was fixed back on the Basilisk. A few aquatic plant leaves were added to enhance the final effect.



ORK BATTLEWAGON

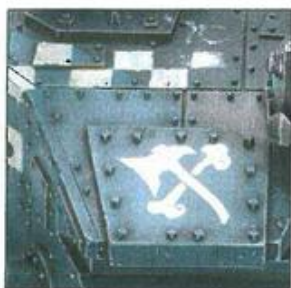
It's not just the new Imperial Guard tanks that are being released this month. There's a new plastic frame now available as a Bitz Pack that can take your Battlewagon to the next level of destruction.

The Ork Battlewagon Upgrade Pack consists of a brand-new frame that's full of extra bitz to make your Battlewagon even more deadly. Most notably there's the deff rolla, but there's also a lobba enhancement, which could easily be used as a kannon as well. And there's also a killkannon, adding even more shooty power to your Battlewagon.

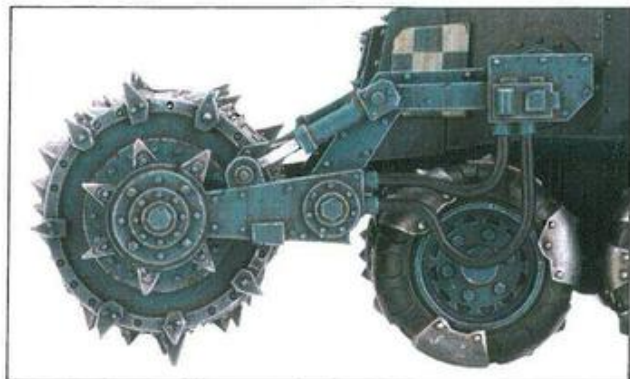
Of course, the weapons on the new kit aren't limited to use on the Battlewagon – every Mek knows that inventin' is the way forward!



The lobba is a big mortar that fires an explosive payload, sending a shell high into the air and hurtling into the midst of the foe.



This tank has had some great details painted on, such as the axe and bone motif and even Grot footprints in the checks above.



The deff rolla in all its spiky glory. As the Battlewagon thunders into – and through – a beleaguered squad the spinning, spiky drum stains red as the unfortunate victims are pulped!

Bitz Packs

Our bitz range caters for all vehicles, not just Orks! You can view the full range online.

- Chaos players can purchase two frames to make their tanks spiky, or, if you want your vehicle covered in foul sigils there are a variety of Chaos icon packs.
- Land Raiders can be transformed into Terminus Ultras, or customised using the accessory frame.
- You can even get the Baneblade sponsons frame to add extra firepower to your super-heavy vehicle.

www.games-workshop.com

SHOWCASE

With the new tank kits out this month, it's easy to focus on them – but the new book features dozens of different vehicles, including detailed stage-by-stage guides, in-depth tips and techniques and beautiful showcases.

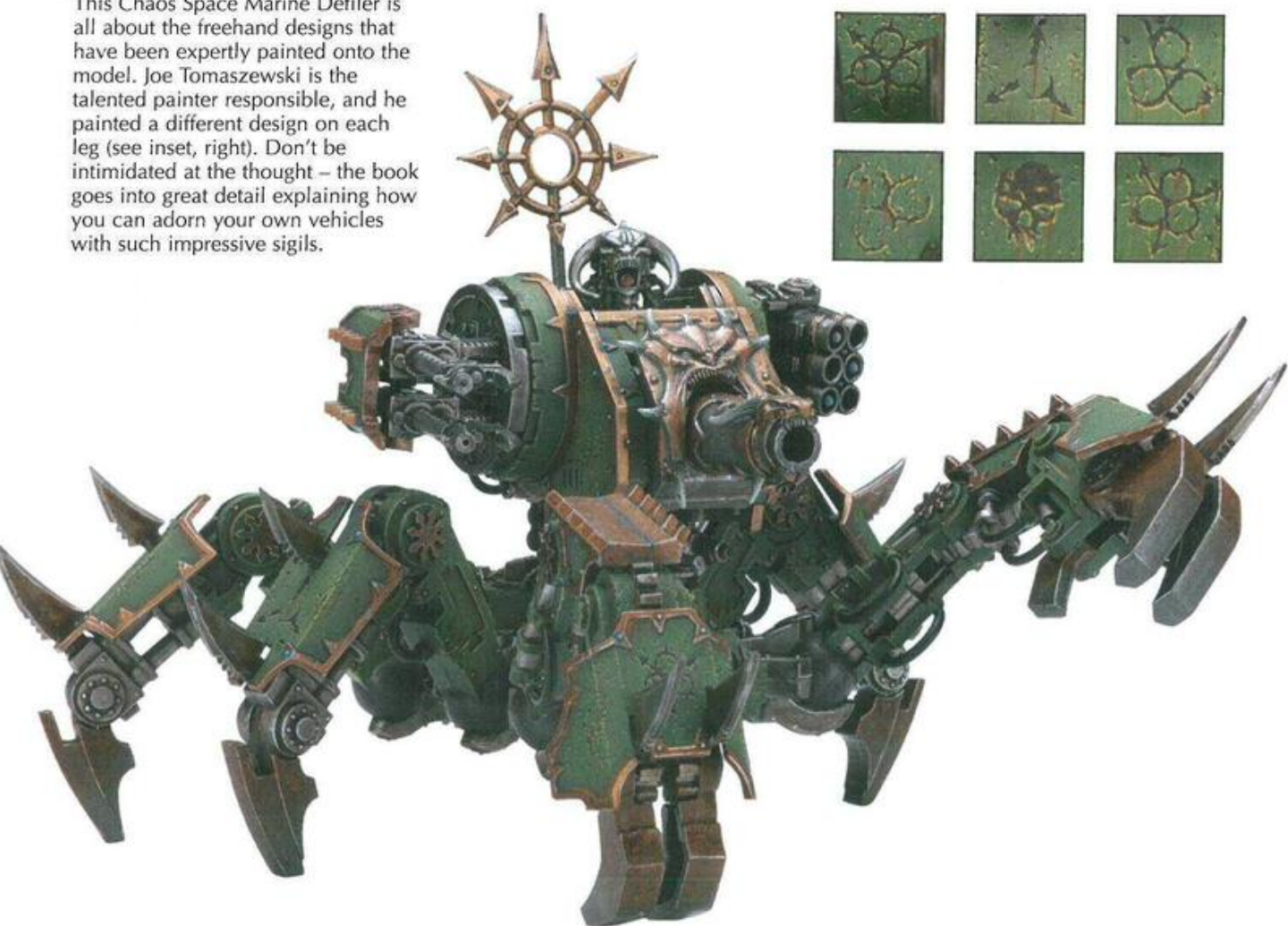
ORK WARBIKES

Ork vehicles are usually in various stages of disrepair, making them the ideal candidates for applying chips, mud and rust to. These Ork Warbikes have been heavily chipped by applying Boltgun Metal followed by Chainmail. The worn brass on the engine blocks and exhausts acts as a good contrast to the silver and black on the rest of the model. This is achieved with Scorched Brown, highlighted up to Mithril Silver before being washed with Devlan Mud.



CHAOS SPACE MARINE DEFILER

This Chaos Space Marine Defiler is all about the freehand designs that have been expertly painted onto the model. Joe Tomaszewski is the talented painter responsible, and he painted a different design on each leg (see inset, right). Don't be intimidated at the thought – the book goes into great detail explaining how you can adorn your own vehicles with such impressive sigils.



SAIM-HANN ELДАР FALCON

Another vehicle that was painted especially for *How to Paint Citadel Tanks* is this great Eldar Falcon. Darren Latham used it as a perfect showcase for the 'Eavy Metal blending method. It's designed to show a model off to the best possible effect. Few people will paint every model to such a high standard – but it's well worth the extra effort for a centrepiece model.



The black banding is achieved by masking off the required area to ensure you get a sharp, crisp line.



ULTRAMARINES WHIRLWIND

This Space Marine Whirlwind of the Ultramarines Chapter has only had light dust weathering and scratches applied to it. The dust effect was achieved by drybrushing Chaos Black and Adeptus Battlegrey around the tracks, while the scratches are small Chainmail marks painted over slightly larger areas of Boltgun Metal. This is just enough weathering to suggest that the vehicle has seen action recently, but has not been involved in a protracted engagement.

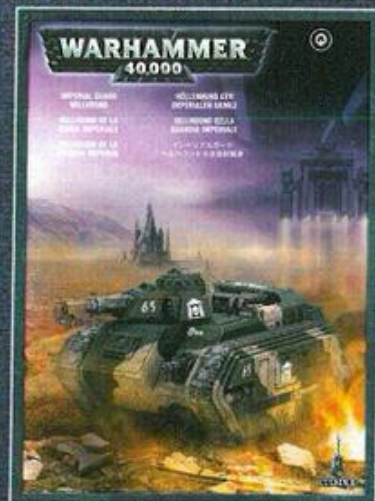




ARMOURIED FIST



"Over thirty thousand tanks and artillery pieces are mine to command.
Emperor show mercy for the fool who stands against me, for I shall not."
— Warmaster Demetrius, Salonika Crusade, 733.M38

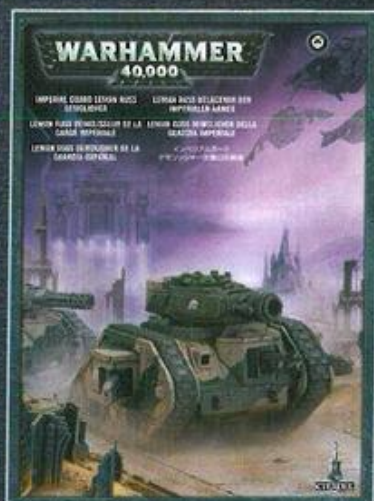


Imperial Guard Hellhound

The Hellhound's deadly inferno cannon has a vicious reputation. But this kit also gives you the option of fielding a Devil Dog with melta cannon, or the chem cannon-armed Bane Wolf.

£30†, €39, 300dkr, 380skr/nkr

product code: 99120105044



Imperial Guard Lemn Russ Demolisher

The Demolisher, the ultimate siege-breaker, is not the only option with this kit; you can also make the anti-infantry Punisher, or the Executioner with its deadly Executioner plasma cannon.

£30†, €39, 300dkr, 380skr/nkr

product code: 99120105045



Imperial Guard Lemn Russ Battle Tank

The Lemn Russ is the workhorse of the Imperial Guard. An incredibly versatile piece of armour; its fearsome battle cannon rips through infantry and tanks with equal contempt.

£25†, €35, 250dkr, 310skr/nkr

product code: 99120105011



Imperial Guard Chimera

The Chimera is the Imperial Guard's ubiquitous armoured troop carrier. As a potent symbol of the Imperium's might they are fitted with a range of equipment and armed with the high strength anti-infantry multi-laser.

£20†, €30, 225dkr, 270skr/nkr

product code: 99120105029

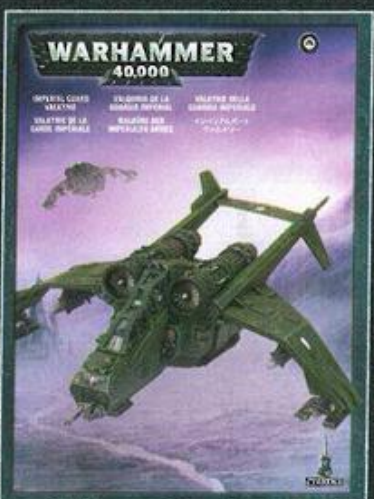


Imperial Guard Basilisk

The Basilisk is a mobile artillery platform that has a long reach. It is armed with an earthshaker cannon – a long-barrelled, breach-loaded gun with such a tremendous recoil that when it fires the very ground trembles.

£25†, €35, 250dkr, 310skr/nkr

product code: 99120105015



Imperial Guard Valkyrie

With the Valkyrie Assault Carrier, the Imperial Guard can fight from the air as well as the ground. Valkyries are twin-engine attack craft used for aerial insertions and drop missions. The kit comes with numerous weapon options.

£35†, €50, 405dkr, 475skr/nkr

product code: 99120105038

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WARHAMMER
40,000

FACES REDUX



Back in WD350 we showed you how to paint human faces and touched on other techniques. In this article Darren Latham goes into even greater depth about painting faces the 'Eavy Metal way, including more advanced techniques.

The face is always the most important part of any miniature; it is the first part anyone will look at and needs time and attention spent on it. It dictates the whole appearance of the finished miniature. As such it deserves extra attention when it comes to painting, as it's tricky to get right, which is why White Dwarf turned to the 'Eavy Metal team for help and advice. Last time we showed you how to paint the skin and the hair, as well as more advanced techniques such as painting scars. But I think there's much more to say on the subject, so I'm going to delve even deeper into the art of faces.

Before we start, it's worth recapping some of the basics discussed last time: always keep your paint thin and apply

several thin layers rather than one thick coat of paint; remember that you can always add paint to thin layers but you can't take away from one thick layer. The other advantage is that thin layers will not obscure the detail on the face. You can add expression with painting and give an indication as to the environment that the figure is placed in. All of this will add to the depth and background of the miniature.

One final thing to keep in mind is that the skin areas on your models are the only parts that will have colour 'underneath' them, something known as subcutaneous colours. Skin is the living part of the figure and should have tones and nuances added to it to give it life - I'll cover this in more detail in a moment.

You Will Need

For the techniques featured in this article Darren has used the following colours from the Citadel Colour, Wash and Foundation ranges.

Wash: **W** Foundation: **F**

- | | | |
|-------------------|-------------------|-------------------|
| Chaos Black Spray | Kommando Khaki | Space Wolves Grey |
| Bleached Bone | Liche Purple | Vomit Brown |
| Codex Grey | Regal Blue | Warlock Purple |
| Chaos Black | Rotting Flesh | Fenris Grey |
| Dark Flesh | Scab Red | Knarloc Green |
| Dwarf Flesh | Scorched Brown | Orkhide Shade |
| Elf Flesh | Shadow Grey | Tallam Flesh |
| Fortress Grey | Skull White | Badab Black |
| Goblin Green | Snakebite Leather | Thraka Green |

**WARHAMMER
40,000**

WARHAMMER

**THE LORD OF THE RINGS
STRATEGY BATTLE GAME**

In WD350 we published an 'Eavy Metal Masterclass on painting faces. Darren Latham, assures us he has much more to say on the subject.

DARK SKIN – Intermediate 🔴🔴

When painting dark faces it is difficult to get colour, life and expression into them because of the colours you are using. To help solve this problem I didn't make the skin tone too dark. This enabled me to wash the colour around the lips, eyes and nose to bring the face to life. I then used

edge highlights to give it definition, if the highlights are layered up too much then the dark look of the face will be lost. Remember that the face is very important and you must not lose it to the rest of the figure, so a fine highlight is needed on dark skin tones to emphasise the expression.



Step 1. First of all the face was basecoated with Dark Flesh.



Step 2. A wash using a 1:1 mix of Scorched Brown and Badab Black was applied all over the face area.



Step 3. A 2:1 mix of Dark Flesh and Vomit Brown was then layered on to the face.



Step 4. Next, a 1:1:1 mix of Dark Flesh, Vomit brown and Kommando Khaki was applied as a first highlight.



Step 5. Scab Red was washed around the bottom lip while a 1:1 mix of Regal Blue and Dark Flesh was washed around the eyes.



Step 6. Finally, Bleached Bone was used as a highlight, applied to accentuate the model's dour expression.

AGEING – Advanced 🔴🔴🔴

With the two age examples shown here, the aim is to illustrate that even with the same head you can achieve a completely different look with the use of a brush. One is a young man and the other an old veteran. The young face has lots of warm colour within it and a smooth finish to the face with minimal lines added, all this adds to the look of the face being youthful and healthy. With the older face, greys were added to the skin highlights to wash out the colour. Many thin expression lines were added to give a wrinkled appearance.



Ageing Showcase



This model represents an older version of Griff – the paint has been applied in a sympathetic way, with grey tones to wash out

the colour. In the other example, Bilbo's age has been alluded to with the addition of expression lines and creases.

FEMALE FACES – Intermediate ☼☼

When painting female faces, subtlety is the key. A much softer approach is needed for any female face, and this is especially true for The Lord of The Rings figures. I decided to use a white undercoat for Arwen to make sure that the skin did not end up too dark, as can sometimes happen if a black undercoat is used. Once again I started with a midtone colour. This cuts down on the number of paint layers, more of which would be needed if a darker tone were used as a base. Colour was then washed over to add warmth to the face and give me some direction as to where I should place my highlights. Thin paint layers were then applied to build up the light appearance.

The colour on the cheeks was painted on just under the cheekbone to add depth and height. It's important to note that if placed on the cheekbone itself it will flatten the face and give a flustered appearance. Just as vital are the lips – the bottom lip is straightforward but the top lip can cause problems. One thin line is enough to add colour and fullness to female lips, any more than this and it will look over the top and fake. A small highlight on the bottom lip is a good way of adding a different surface texture to the face. I also added some eyebrows – this is usually a big no-no in miniature painting, but with certain female visages it can enhance the look.



Step 1. The face was first basecoated with a 4:1 mix of Tallarn Flesh and Scab Red.



Step 2. This was followed by a wash of Dark Flesh and then followed by a further wash of Scorching Brown.



Step 3. Highlighting started with a 2:1 mix of Tallarn Flesh and Elf Flesh.



Step 4. A further highlight of pure Elf Flesh was then applied.



Step 5. The next highlight layer was a 2:1 mix of Elf Flesh and Skull White. The lips were painted with a 2:1 mix of Scab Red and Tallarn Flesh. The cheeks were painted with a 1:1:1 mix of Scab Red, Tallarn Flesh and Warlock Purple.



Step 6. The eye shadow was painted with Tanned Flesh. Finally the face was highlighted with Skull White.

Female/Elf Showcase



With blonde hair, the features on the face need to be even subtler. Skin should also be kept pale, or else it will tend to look overly pink when contrasted against the yellow in the hair. Any make-up should barely be hinted at. This is especially true with The Lord of The Rings models, where a hint of realism is desired – this Galadriel model is a good example. In general, the rule of thumb is that the lighter the hair, the lighter the skin needs to be.



To enhance the fantastical look of Warhammer models, your painting needs to be bold and striking. You should still be mindful of the things we've already talked about, but you don't need to ensure that they are as life-like as The Lord of The Rings figures.

NON-HUMAN FACES

The Warhammer world and the galaxy of the 41st Millennium are inhabited by more than just humans, but painting an alien face calls for a different technique. Let's start with a detailed Ork face before moving onto other creatures.

ADVANCED 'EAVY METAL'™ TECHNIQUE

This greenskin method is more realistic than the four-stage example in the previous article. I used a more natural green with Knarloc Green rather than Goblin Green, which can sometimes appear too bright. For this stage by stage I started with a midtone green rather than a dark green and washed colour into the face for shade. I then added Vomit Brown to the base colour for a natural warmth, rather than adding yellow. This gives the face a 'real' look rather than a cartoony appearance. Nuances

were added around the eyes, nose and lips to give the face life and have the colour appear subcutaneous (see p92). To get this effect a red was used to represent blood and green added to tie it to the rest of the face, applied to the lower portion of the face. I used blue around the eyes to give the face some expression and focus. These areas were then highlighted to pull them into the surrounding face and tone them down a little. This Ork face should be reserved for characters and special figures that require extra attention.



Step 1. The face was first basecoated with Knarloc Green.



Step 2. A wash using a 1:1 mix of Dark Flesh and Catachan Green was then applied all over the face and head.



Step 3. This was followed by a second wash using a 2:2:1 mix of Scorched Brown, Catachan Green and Chaos Black.



Step 4. Knarloc Green was then built up round the face in several thin layers.



Step 5. A highlight using a 2:1 mix of Knarloc Green and Vomit Brown was then applied.



Step 6. Bleached Bone was added to the previous mix in a 1:1 ratio and applied as the next layer of highlighting.



Step 7. A wash of Scab Red and Knarloc Green was used around the lip and scar, while a mix of Regal Blue and Knarloc Green was brushed around the eyelids.



Step 8. The raised areas were then highlighted with Bleached Bone.



Step 9. Skull White was used as the final highlight and also applied to the teeth.

TAU SKIN – Intermediate

For Tau skin a different approach is needed – I had to do my research for this and found out that Tau blood is purple (for very scientific reasons, Andy Hoare assures me)! With this in mind I washed a mix of purple over the skin to make it look more lifelike, this adds good definition and tone to the skin. I then highlighted the skin by adding in Kommando Khaki. This is a very good neutral tone with

some warmth to it, to make the skin look natural, but is not too harsh as to form a stark contrast. With Tau being blue in skin tone, all of these different nuances with shade and highlight help emphasise the appearance that it is a living creature. If it was just shaded with a darker blue and highlighted with a light blue, the skin would look unnatural and, therefore, unrealistic.



Step 1. The entire face was first basecoated with Fenris Grey.



Step 2. A wash using a 1:1:1 mix of Liche Purple, Scorched Brown and Badab Black was then applied all over.



Step 3. The skin was then layered up with Shadow Grey.



Step 4. A highlight using a 1:1:1 mix of Shadow Grey, Fortress Grey and Kommando Khaki was then applied.



Step 5. The skin was highlighted further with pure Kommando Khaki.



Step 6. The final stage was to highlight the most prominent areas with Skull White.

Tau Showcase



The face of Aun'va, an ancient and powerful Ethereal, has been painted using Tau skin colours, but with the ageing techniques as described over on page 93.



Commander Shadowsun, as a female Tau, has been given a deeper purple wash, with Liche Purple added to Fenris Grey. This gives her skin a softer, subtler appearance. Unlike Aun'va, her face contains warmer tones, to convey a youthful energy.



UNDEAD SKIN – Intermediate ☠☠

When painting Undead skin, the thing to remember is to keep it pale; this way you can add lots of colour into the skin to make it interesting. For the Zombie face I added purple into the basecoat to give it a slightly dead tone, and added washes to make it look like the flesh was oozing out

its colour. To give the skin an unnatural appearance I highlighted it with Rotting Flesh. The green in the Rotting Flesh gives a nice contrast to all the warm tones and adds to the dead and pale look. And, because this is a Zombie, I added the requisite visceral splatter on the face.



Step 1. A 2:1 mix of Tallarn Flesh and Liche Purple was used as a basecoat.



Step 2. This was followed by a wash using a 1:1:1:1 mix of Scorched Brown, Liche Purple, Scab Red and Badab Black.



Step 3. A 2:1 mix of Tallarn Flesh and Rotting Flesh was then layered onto the skin.



Step 4. A highlight using a 2:1 mix of Rotting Flesh and Tallarn Flesh was then applied.



Step 5. A 1:1 mix of Liche Purple and Tallarn Flesh was washed around the eyes. At the same time a 1:1 mix of Scab Red and Warlock Purple was washed around the mouth and nose.



Step 6. A final highlight of Rotting Flesh was applied to the skin. Gore was then splattered on the face with Scab Red and Badab Black.

Undead Showcase



This Zombie has been painted in a more fleshy, pink tone. The gore aspect of the model on both the body and face has been played down but the lining around the face is excellent, especially around the eyes and teeth.



Joe Tomaszewski's brilliant Vampire has a face painted in blue tones for a very washed out, long-dead look. Rotting Flesh has been used as the blend to highlight with but this has been applied in a very subtle way.



The same techniques applied to the Zombie to give it a lifeless appearance can be applied to a Ghoul too. The difference is with the blood and gore spatter. On a Ghoul it should look a lot fresher, as if the creature has just eaten.

FACIAL DETAILS

All faces tend to have common traits that lend expression, character and clues to the model's personality. Applying some or all of these details can add depth to the model far beyond what the sculptor ever intended.



CATACHAN STUBBLE – Intermediate 🟡🔴

When painting stubble, the finished effect must seem natural, as if the stubble is inside the skin. This is achieved by adding flesh colours and browns into the wash applied over the face. The other thing to keep in mind is the placement of the stubble – if it is too high up the face or in the wrong area then it will not look realistic. Darker stubble can be achieved by simply adding in a touch more

black to your mixes, but don't go over the top or your miniature will end up with a full beard! Once again, a highlight over the finished stubble area will 'pull' the stubble into the skin and knock it back a little for a natural finish. The same technique can be applied to a shaved head too, but remember to follow the hairline on the head or the effect will look fake.



Step 1. The lower part of the face was washed with a 1:1:1:1 mix of Tallarn Flesh, Fortress Grey, Scorched Brown and Chaos Black.



Step 2. This was followed with a wash using a 1:1:1:1 mix of Tallarn Flesh, Codex Grey, Scorched Brown and Chaos Black.



Step 3. The skin was then re-highlighted with Tallarn Flesh and, finally, Bleached Bone.

RUDDY-FACED DWARF – Basic 🟡

For the Dwarf flesh I first painted the skin in the usual way, and then added washes over it. I mixed Tallarn Flesh into the washes to give them a natural look. If I had used straight colour on the skin it would look too bright and fake. When washing colour over the face it is important to keep your paint very thin and build the layers up slowly

until you reach the desired effect. After the colour was added to the nose and cheek the areas were then re-highlighted to pull the colours back into the skin and tone them down a little. This effect can also be added to the ears, lips, and knuckles on a model, but only works on certain miniatures, so use it sparingly in your painting.



Step 1. The Dwarf was washed with a 1:1:1 mix of Tallarn Flesh, Scab Red and Warlock Purple.



Step 2. Next, layers were built up with a wash consisting of a 1:1:1 mix of Scab Red, Tallarn Flesh and Regal Blue.



Step 3. The skin was re-highlighted with Dwarf Flesh and then Bleached Bone.

MARAUDER TATTOO – Advanced ❖❖❖

It is important to sketch out the design out on paper before you start to paint the tattoo – it's easier to correct potential mistakes on paper! Real-world reference can be useful – the Internet or specialist tattoo books are obvious places to look. Firstly, I lined in the tattoo with a thin mix of Scorched Brown and Chaos Black. This helps for the placement and can be easily corrected because of the thinness of the mix. The design was then thickened with a

darker mix to which I added blue. The blue tone sits naturally on skin and gives a finish that is not as harsh as pure black. Other colours such as red and green are best saved for war paint effects. A highlight was added over the tattoo, with the skin colour mixed in to give it a subcutaneous appearance. You can darken or lighten your tattoos to get different age effects or add more blue to alter the pigmentation.



Step 1. The outline of the tattoo was painted using a thin 1:1 mix of Scorched Brown and Chaos Black.



Step 2. Next, the outline was thickened up with a 1:1:1 mix of Tallarn Flesh, Regal Blue and Chaos Black.



Step 3. The tattoo was then highlighted with a 1:1:1:1 mix of Tallarn Flesh, Regal Blue, Chaos Black and Bleached Bone.

SPOTS AND ROT ❖❖



Painting spots and rotting flesh is the chance to have a bit of fun with painting, you can wash and add almost any colour you like to rotting skin. This is usually done after painting the skin area and then washing colour over it (the Citadel Washes are great for this). Painting a spot is pretty simple – just glaze the area with some Scab Red and then give it a little highlight of Blood Red, and for that ready-to-burst look, add a yellow spot head with Iyanden Darksun – nice!

HAIR SHINE & GREYING ❖



The thing to keep in mind with hair is that it is very reflective and usually shines. To get this effect on your miniatures simply mix a good amount of white in with your hair colour and paint a 'halo' ring around the top of the hair. This will give the appearance that the light is bouncing off the hair. Of course, this technique should only be used on creatures that could be expected to keep a certain level of hygiene and would actually wash their hair, such as Elves or female models (Are you trying to suggest men don't wash? – Ed). Greying hair is another way to add age and character to a face. To achieve a natural-looking grey it is best to add in either Bleached Bone or Kommando Khaki to the hair colour – these are neutral tones and not as harsh as white. Once again, placement of the grey is important, it needs to sit either above the ears for slight grey or all over the hair.

BODY HAIR ❖❖



When painting body hair you need to take a similar approach to painting stubble, a little of the flesh colour mixed in with the hair colour will help the look. Painting hair on flesh is more about technique than colour though; you need to feather the hair on with a fine brush and build up the colour gradually. As with stubble, the hair needs to be placed in the correct areas or else it will not look natural. The usual place to see this effect is on the forearms and chest. This technique can also be used on animals that have fine hair, such as horses, to give a textured finish.

ASK 'EAVY METAL'

We've covered painting faces in great detail in parts 1 & 2 of this article. If you have any more queries about painting faces – or about any other techniques for that matter – remember that you can write to 'Eavy Metal' at the address below:

White Dwarf,
Games Workshop,
Design Studio,
Willow Road, Lenton,
Nottingham, NG7 2WS,
United Kingdom



CITADEL

PAINTING ESSENTIALS

The Citadel Colour, Wash and Foundation paint ranges contain over 70 different colours, each specifically designed and formulated to paint Citadel miniatures. Our paints are available in a range of sets, or can be purchased in individual pots.



BATTLE FOR SKULL PASS PAINT SET
A great first hobby starter paint set. This set contains one paintbrush, six paints and 10 plastic Night Goblins.

Battle for Skull Pass Paint Set
.....£15†, €22.50, 175dkr 200skr/nkr



ASSAULT ON BLACK REACH PAINT SET
Inside you will find a selection of six paints, five plastic Space Marine models and a starter paintbrush.

Assault on Black Reach Paint Set
.....£15†, €22.50, 175dkr 200skr/nkr



MINES OF MORIA PAINT SET
Designed for new players of The Lord of the Rings, this set contains 12 plastic Moria Goblins, six paints and a paintbrush.

Mines of Moria Paint Set
.....£15†, €22.50, 175dkr 200skr/nkr



HOBBY STARTER SET
This set is great whether you're new to the hobby or looking to expand your collection of paints and modelling essentials.

Hobby Starter Set
.....£30†, €40, 300dkr 380skr/nkr



FOUNDATION PAINT SET
The Foundation Paints have been designed to provide great coverage. This set contains all 18 Foundation Paints.

Foundation Paint Set
.....£35†, €50, 350dkr 440skr/nkr



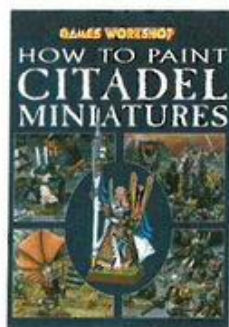
CITADEL WASHES
The Citadel Washes are specially formulated for shading Citadel miniatures. This set contains all 8 Washes.

Citadel Washes
.....£14†, €20, 150dkr 190skr/nkr



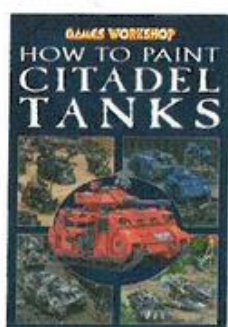
CITADEL SPRAYS
Whether you're undercoating your models or protecting them with varnish, Citadel sprays are perfect for the job.

Citadel Spray Paints
.....£8†, €12.50, 100dkr 115skr/nkr



HOW TO PAINT CITADEL MINIATURES
The ultimate guide to painting Citadel miniatures – this book is packed with techniques, both basic and advanced.

How to Paint Citadel Miniatures
.....£15†, €22.50, 175dkr 200skr/nkr



HOW TO PAINT CITADEL TANKS
This book is packed with techniques and tips for assembling, painting and converting your Citadel tanks.

How to Paint Citadel Tanks
.....£15†, €22.50, 175dkr 200skr/nkr

CITADEL

Colour Chart

Citadel's range of paints, metallics, washes and varnish provides you with a comprehensive palette to paint your miniatures in any colour scheme or tone you wish. Foundation colours provide the perfect basecoat, Citadel Washes are fantastic for shading, while the Citadel Colour range contains great acrylic paints, specially formulated for a host of miniature-painting techniques.

Citadel Colour

	Sunburst Yellow		Goblin Green
	Golden Yellow		Scorpion Green
	Blazing Orange		Rotting Flesh
	Blood Red		Camo Green
	Red Gore		Catachan Green
	Scab Red		Graveyard Earth
	Dark Flesh		Scorched Brown
	Dwarf Flesh		Bestial Brown
	Elf Flesh		Vermin Brown
	Liche Purple		Snakebite Leather
	Warlock Purple		Bubonic Brown
	Regal Blue		Vomit Brown
	Ultramarines Blue		Desert Yellow
	Enchanted Blue		Kommando Khaki
	Shadow Grey		Bleached Bone
	Space Wolves Grey		Fortress Grey
	Ice Blue		Codex Grey
	Hawk Turquoise		Chaos Black
	Dark Angels Green		Skull White
	Snot Green		

Metallic Colour

	Burnished Gold
	Shining Gold
	Dwarf Bronze
	Tin Bitz
	Boltgun Metal
	Chainmail
	Mithril Silver

Citadel Foundation

	Iyanden Darksun
	Macharius Solar Orange
	Mechrite Red
	Tausept Ochre
	Calthan Brown
	Khemri Brown
	Tallarn Flesh
	Dheneb Stone
	Gretchin Green
	Knarloc Green
	Orkhide Shade
	Fenris Grey
	Hormagaunt Purple
	Mordian Blue
	Charadon Granite
	Necron Abyss
	Adeptus Battlegrey
	Astronomican Grey

Citadel Wash

	Baal Red
	Asurmen Blue
	Leviathan Purple
	Devlan Mud
	Ogryn Flesh
	Gryphon Sepia
	Thraka Green
	Badab Black

Citadel Varnish

	Gloss Varnish
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INDIVIDUAL PAINTS
If you're after a specific colour then you can buy paint pots individually. All of our Hobby Centres carry the full range.

Individual Paint pots£2.25†, €3, 30dkr 35skr/nkr





CITADEL® HALL OF FAME

The Citadel Hall of Fame is a collection of the best miniatures in the world, nominated by the people who know best: the artists, figure-painters and designers themselves.



Keith Robertson is the first of the 'Eavy Metal painters to nominate a miniature for induction into the Citadel Hall of Fame. As one of the longest-serving members of 'Eavy Metal, countless figures have passed under his brush, making him the perfect candidate for nominating the next model.

KEITH'S FAVOURITE MINIATURE

Keith: I've been in 'Eavy Metal for over ten years now and seen thousands of models come through, having painted hundreds of them myself! With so many to choose from I made three shortlists based on which models I like, which figures I enjoyed painting and which ones are in my own collection. One model that cropped up in all of the different lists was Brian Nelson's Orc Shaman.

It's a model worthy of nomination because it has stood the test of time. The Shaman was first released in April 1997, over 12 years ago, but if Brian had sculpted it last week it wouldn't look out of place against the outstanding models we are producing today.

But I haven't chosen it just because of personal preference; it's a seminal model in it's own right as it marked a new Orc

aesthetic. Brian's Orcs are instantly recognisable, with their jutting lower jaws, hulking shoulders and rounded postures. The Shaman, along with an Orc Warlord and the current range of Boar Boyz (another testament to Brian's timeless design), were the first of a new look that has informed all our greenskin designs to the present day, both for Orcs and Orks. Suddenly, greenskins became less comical and far more dangerous, more bestial.

The Shaman model in particular encapsulates these features, which is why it's a favourite of painters. For instance, Neil Green has just finished painting one in his spare time (shown below). The design of the model really lends itself to a great paint job, the carved bone staff, the posture, the bag of casting bones, all add up to make this a classic figure.



The Shaman carries a bag of bones on his back, no doubt for use in primitive rituals or divinations.



The Shaman's giant-bone staff – from the way it is held, to the intricate details carved into its surface – is a thing of beauty.



The Shaman's grim visage, with the close-set eyes and nose, drawn top lip and jutting lower jaw, helped redefine the look of Orcs for years to come.



As well as all manner of pouches, the Shaman also has an amulet adorned with fetishes and talismans, to aid him channel the power of the Waaagh!



BRIAN NELSON SHOWCASE



This Shaman was the first of the new range of Night Goblins to be sculpted by Bryan. Although markedly smaller than its more brutish cousins, it is still instantly identifiable as a greenskin.



These Orc Boar Boyz were released at the same time as the Orc Shaman, and Brian really captured the nasty, brutish look of Orc cavalry. The attention to detail is incredible – the hook crudely stitched onto the stump of the standard bearer's hand stands out in particular.

The Orc Shaman was originally released to be Nazgob, a character from the old Idol of Gork campaign pack. This Warboss was Grotfang, another character from the same campaign.



Brian: I must admit it's been a while since I last looked at this model in any real detail; 12 years is a long time so trying to remember some of the design and thought processes behind it is a real stretch! I do remember that I wanted to try and make him look old so I denoted that by only giving him one tooth, while other Orc mouths are usually crammed with teeth. I wanted him to look a bit ravaged as if he's had a constant battle to try and control the Waaagh! energies that play around him. Although he was one of my early models to be released, the 'Orc look' that came about during this periods wasn't exactly started by this model – I seem to remember sculpting some Big 'Uns first, and he evolved from them. The only reason I ended up sculpting so many Orcs was because Alan [Merrett] gave me a second chance at doing a monster. The first Orc I ever did was atrocious, and I didn't think I'd ever be able to do monstrous creatures. But Alan said to have another go, so I tried again and seemed to crack it – coming up with a design everyone has been happy with since.

Event Calendar

What's on, when and where:
All the events for the next
few months are listed here.

SUMMER OF WAR

August

1st Huddersfield Apocalypse

Date: 1st-2nd August, 2009

Venue: Laser Zone, 29 St Johns Road, Huddersfield, HD1 5DX

Details: The Cellar Dwellers gaming club invites you to join them in the Huddersfield Apocalypse Tournament. With prizes to be won for friendly and competitive play, battle your way through four games over two days with armies of 3000 and 5000 points.

Tickets: Tickets cost £30 per player.

Contact: sales@huddersfieldgames.co.uk

15th Warhammer Battlefields

Date: 15th-16th August, 2009

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Battlefields events represent a fantastic opportunity to play the sort of games you wouldn't be able to play under normal circumstances. Making use of different sized armies, challenging scenarios and unusual deployments, the event is geared towards emphasising the wider possibilities of the rules in a relaxed, social environment.

Tickets: Tickets cost £55 per player and includes lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

Contact: Mail Order - 0115 91 40000

Website: www.warhammerworld.org

23rd The Lord of The Rings Doubles Tournament

Date: 23rd August, 2009

GAMES WORKSHOP

Venue: GW Wakefield

Details: Pair up with a friend to battle against others in this competition of deadly duos. To play you will need two warbands of 300 points using the armies from the Legions of Middle-earth supplement, and a friend to play with. Full details of the rules will be sent with the event pack.

Tickets: Tickets cost £15 per two player team.

Contact: GW Wakefield - 01924 369431

29th Thunderfire on Jericho IV

Date: 29th August, 2009

GAMES WORKSHOP

Venue: Warhammer World Store, Nottingham

Details: The Warhammer World Store's Space Marine Chapter, the Blood Knights, continue their mission to cleanse the world of Jericho IV of Chaos renegades by besieging the traitor stronghold of Omnis Moriar.

Bring your own forces to this Apocalypse battle and either join the assault of the Blood Knights as they bring the fury of the Emperor to this foe, or bolster the defences of the renegades as they attempt to resist. Anyone who brings a Space Marine Thunderfire Cannon or Chaos Space Marine Vindicator will receive additional bonuses in the game. Call the Warhammer World store for more details.

Contact: Warhammer World - 0115 916 8410



**WARHAMMER
40,000
THRONE OF SKULLS**

HEAT 1
• 10th-11th October 2009

HEAT 2
• 7th-8th November 2009

HEAT 3
• 21st-22nd November 2009



**WARHAMMER
40,000
THRONE OF SKULLS**

HEAT 1
• 17th-18th October 2009

HEAT 2
• 14th-15th November 2009

HEAT 3
• 28th-29th November 2009



WARHAMMER WORLD

Gaming, painting and modelling at the heart of the community.

Summer Hobby Camps

Want to try something different during the School Holidays? Fancy assembling, painting and gaming with a brand new Warhammer or Warhammer 40,000 army? Then the Warhammer World Hobby Camps might just be the thing for you!

At each camp a group of gamers get together with like-minded hobbyists and spend the week assembling, painting and gaming with a brand new Warhammer or Warhammer 40,000 army.

Our goal is for hobbyists to learn a variety of skills and techniques that they can apply to their future modelling, gaming or painting projects. To help learn these skills we provide Hobby Camp Coaches, who advise and coach on all these areas.

The Warhammer World Hobby Camps currently cost £186.00, and includes a Large Army Carry Case, a Battalion or

Dates	Game Systems	Ages
3rd-7th August	Warhammer & Warhammer 40,000	16+
10th-14th August	Warhammer & Warhammer 40,000	12-16*
17th-21st August	Warhammer & Warhammer 40,000	12-16*
24th-28th August	Warhammer & Warhammer 40,000	12-16*

*Parents may attend with their children

Battleforce of your choice and a cooked lunch with a dessert and a drink each day. We'll also provide the tools, paints, brushes and materials you need to create a battle-ready army.

For more details and to make a booking, contact Matt Lincoln on:
whworldevents@games-workshop.co.uk



THE EMPIRE

Art and Design Exhibition

20th July-5th October

Celebrate The Empire's glorious forces, resplendent in their bright liveries of the Empire's many city states. Experience original artwork from the Design Studio alongside miniatures and product at Warhammer World.



October

3rd The Storm Hunt

Date: 3rd October, 2009

Venue: Warhammer World Store, Nottingham

Details: Known as Hellrider to the Norse, Headtaker to the men of the Empire, and Soulbleeder to the Elves, the Vampire Lord known as Count Fenrir strikes fear into the hearts of all that hear his name. Now his wrath has fallen upon the Skaven of Cripplepeak.

Defeated by the verminous horde a century ago, Fenrir has re-gathered his strength and is now poised to slaughter every ratman that dwells in the festering mountain. But he has been betrayed, and the Skaven are prepared...

Bring your Skaven or Undead armies to swell the ranks, and all participants will also receive the special rules for Count Fenrir. Call the Warhammer World store for more details.

Contact: Warhammer World - 0115 916 8410

24th Warhammer 40,000 Dutch Tournament

Date: 24th-25th Oct, 2009

Venue: Sporthal University of Tilburg, The Netherlands

Age Limit: 16+

Details: The Dutch Warhammer 40,000 Grand Tournament consists of five rounds of furious gaming played across two days with armies of 1700 points as gamers from all over Europe compete for the title of Dutch Grand Champion 2009.

Tickets: Tickets cost 55 Euros and include lunch on both days and an evening meal on the Saturday. Tickets are available from the Games Workshop stores or from the website.

Contact: For more information, including the rulespack, visit the GW website or email martina.jiricka@games-workshop.co.uk.

Website: www.games-workshop.com

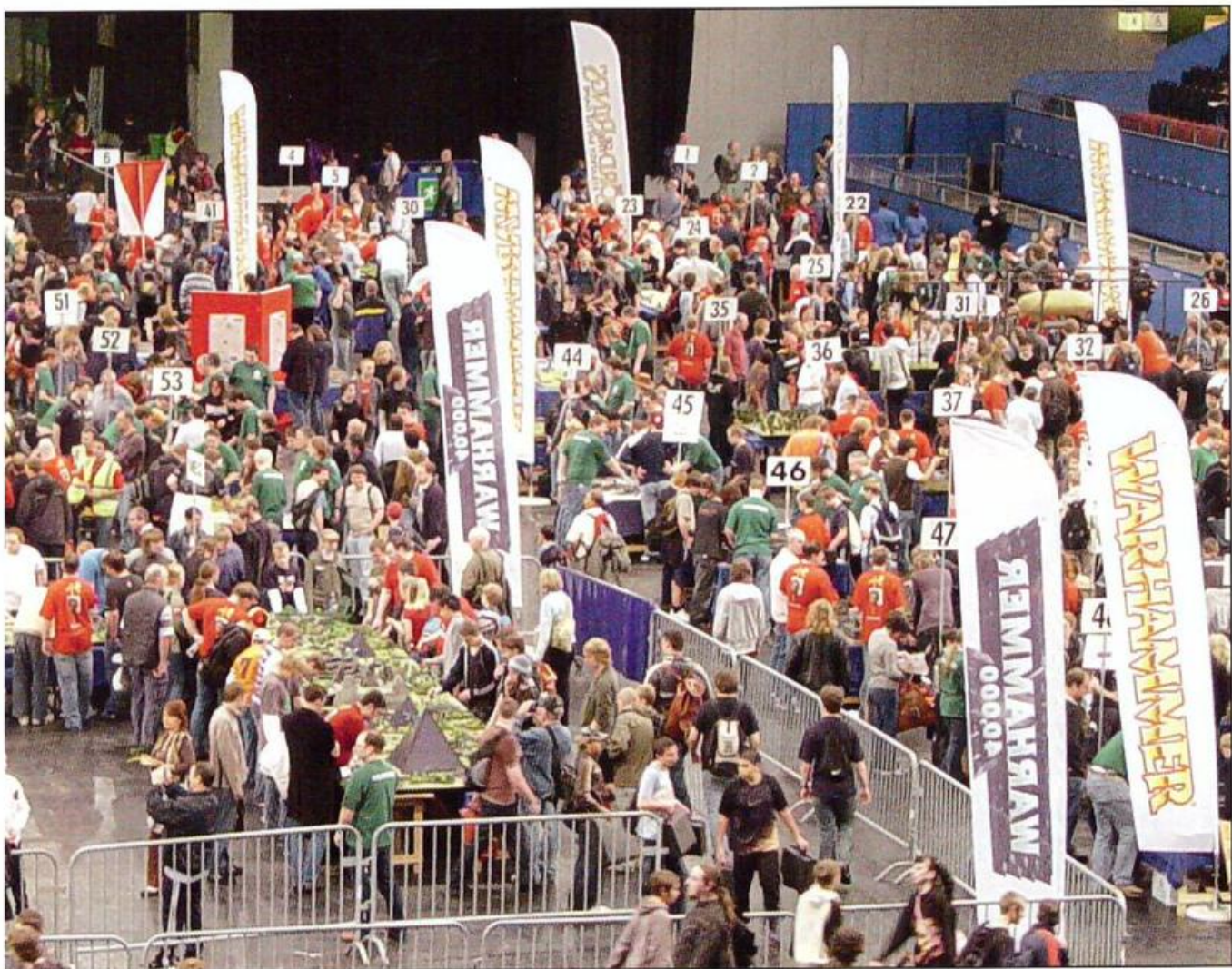
GAMESDAY GOLDEN DEMON 2009

27th September Birmingham NEC

As part of the Birmingham NEC's ongoing programme of improvements, Games Day 2009 will be situated in the cavernous expanses of Halls 1 and 2, allowing us to hold, literally, the largest Games Day in history! Read a sneak preview of some of what we have in store for this year's event on page 106.

Visitors to this year's event are advised that seating in Halls 1 and 2 will be extremely limited.

To find more exciting events and activities near you, go to:
www.games-workshop.com



time of writing, a closely guarded secret – so guarded, in fact, that not even our most experienced interrogator-chaplains have been able to discover them – however, they are promising an experience to remember! This will be an unparalleled opportunity to play games and talk tactics with the Games Developers, make scenery and get tips from the Hobby team, pick the brains of our 'Eavy Metal painters for techniques and find out how our sculptors get such unbelievable detail into their designs! The Design Studio have always striven to show what they can do, and for Games Day 2009 they are pulling out all of the stops!

PRE-RELEASE MINIATURES

Another jealously guarded secret is the subject of this year's pre-release product which you can buy early, exclusively at Games Day. Every year, since time immemorial, we have made a selection of releases available early to the dedicated individuals who make their way to our biggest event in the world. This year is no exception; however, we are going to break with tradition in one aspect. Rather than taking limited numbers we will try to ensure

that we have enough for everyone! We would therefore ask that everyone buying pre-release products on the day respect a 'one per customer' rule to make sure that we have enough to go around. Visit the Sales Stand on the day and find out what future delights are on offer!

“ The mission for the Design Studio this year is to get interactive... play games and talk tactics with the Games Developers... ”

SEATING AT THE EVENT

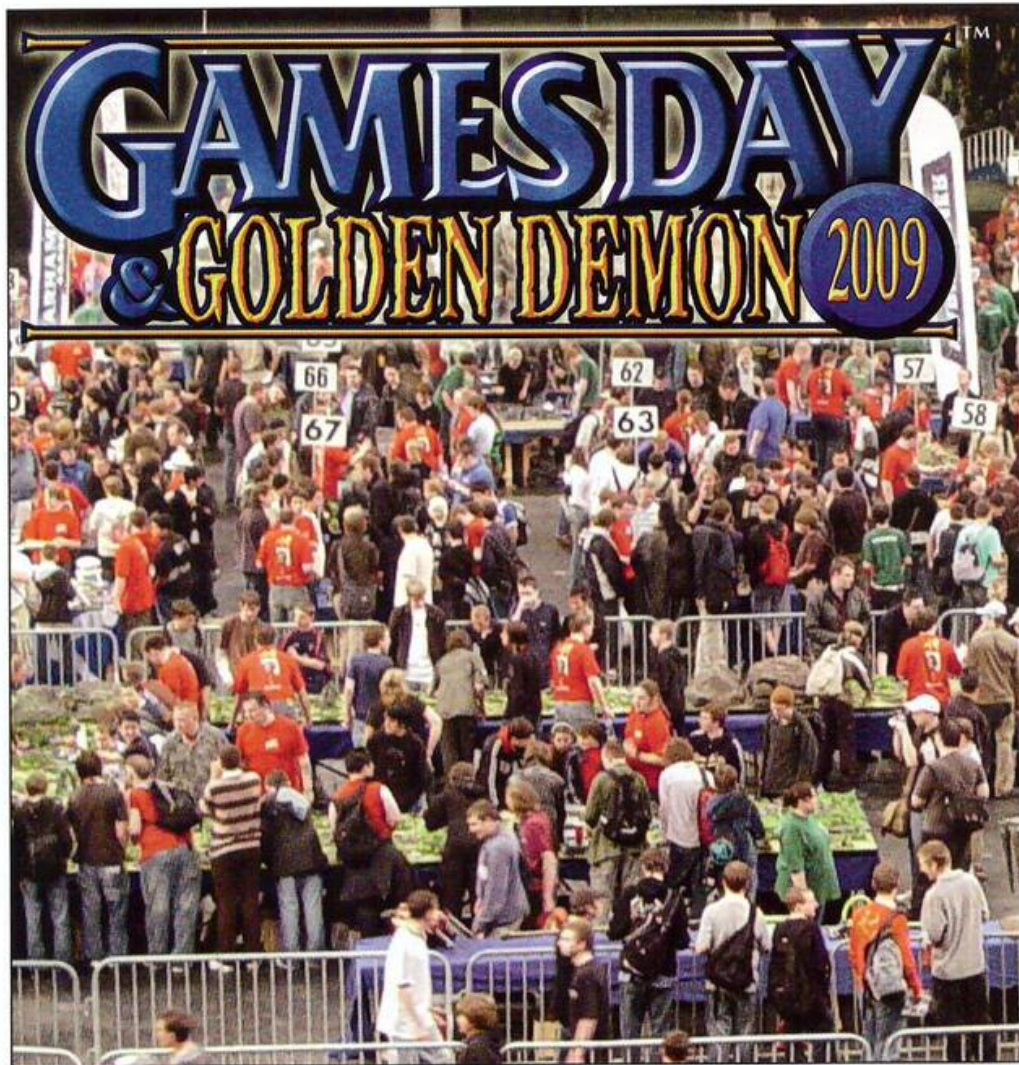
The Birmingham NEC will once again play host, however, as they continue their programme of redevelopment and refurbishment of the venue, this year's Games Day will be held in Halls 1 and 2 and the Pavilion. While this awesome space enables us to cram in even more amazing spectacles and surprises to blow your socks off, visitors are advised that seating at the event will be extremely limited.

**PREMIER
EVENT**

GAMES DAY PREVIEW

**GAMES DAY
& GOLDEN DEMON 2009**

In a bid to bring to you the latest details of the goings on at this year's Games Day, we brave the gates of the Design Studio itself.



Last month we lifted the lid on some of the surprises in store at this year's Games Day. In this issue, we take a look at what the Design Studio and Hobby Zones will be getting up to.

Now into the final stages of planning and preparation, Games Day 2009 is shaping up to be the grandest show we've ever held, bigger and better than any that has come before. As the excitement around Head Office continues to build, we've found that it's becoming increasingly easy to find and talk to those souls who can barely contain their enthusiasm.

THE HOBBY ZONE

Located in the immense space of Hall 2, the Hobby Zone gives you the opportunity to let your imagination take over; to make, model and paint to your heart's content.

So, do you want to try your hand at making a piece of evocative scatter scenery to use with your Citadel Gameboard? Or would you want to let your creative juices flow and create a mini diorama in plastic and take a stab at winning the coveted Scrap Demon trophy in our conversion

competition? Maybe you just can't wait to get home and want to assemble the latest pre-release models you bought from the Sales Stand not two minutes before! If any of these activities sound like fun, then the Hobby Zone is the place for you!

As in previous years, the Hobby Zone and Scrap Demon conversion competition will be adopting a theme, tying in with September's releases. Check out the website for more details.

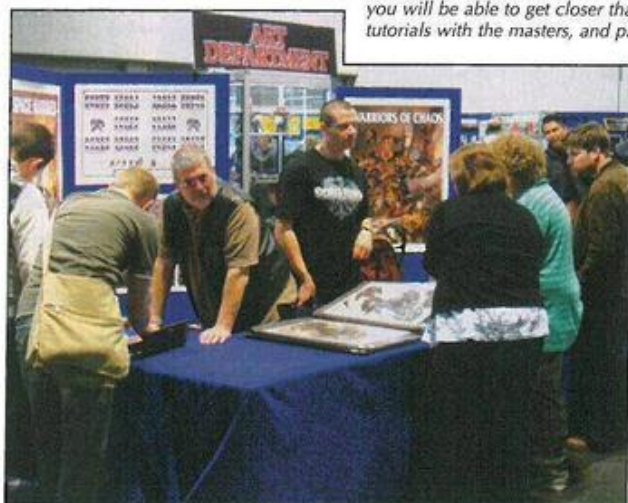
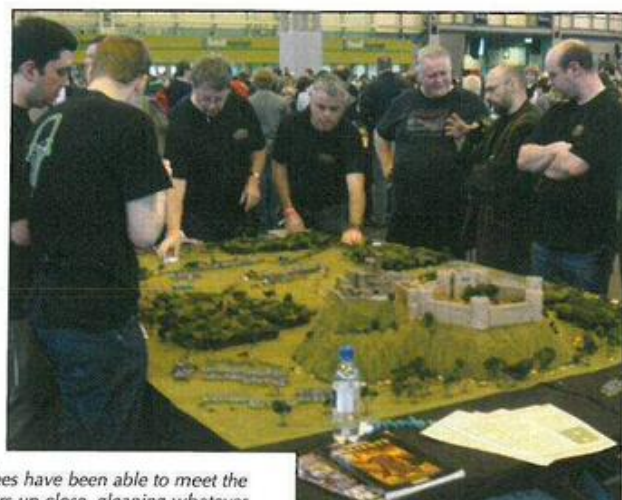
As in previous years, we will provide all the materials and tools you'll need to assemble your miniatures, and our Hobby Skills experts will be on hand to guide your hand, offer advice and judge your efforts. And, of course, all of these activities are completely free to take part in.

THE DESIGN STUDIO

This year the mission for the Design Studio guys is to get interactive! Their cunning projects for Games Day 2009 are, at the



In previous years, Games Day attendees have been able to meet the artists, sculptors, painters and designers up close, gleaning whatever tips and tricks they could to help further their own hobby. This year, you will be able to get closer than ever before, take part in hobby tutorials with the masters, and play games with the designers.



Some seating will be provided in Hall 2 for the Golden Demon Awards Presentation, and many of the various concessions will be open and provide additional seating.

Coach Trips

If you have not already arranged your transport to the event, and are not looking forward to a lengthy train, car or plane journey, you can always get a seat on one of our store coaches.

All our stores, from Truro to Aberdeen, run a coach from the store to Games Day, and back again in the evening. The really

great thing about the store coaches is that you'll get to travel with your friends and loads of other like-minded hobbyists, and the store staff are always sure to lay on some fun activities, such as quizzes, competitions and sing-alongs! Well, maybe not sing-alongs...

If you want to find out more about the coach trips to Games Day, or anything else about the day itself, pop into your local Games Workshop store and, as well as sorting out tickets and coach places, our friendly and helpful staff will be able to answer all your questions.

10am to 4pm on Sunday 27th September 2009. Birmingham National Exhibition Centre (NEC). Tickets cost £30 and include this year's exclusive Games Day Miniature, shown above.

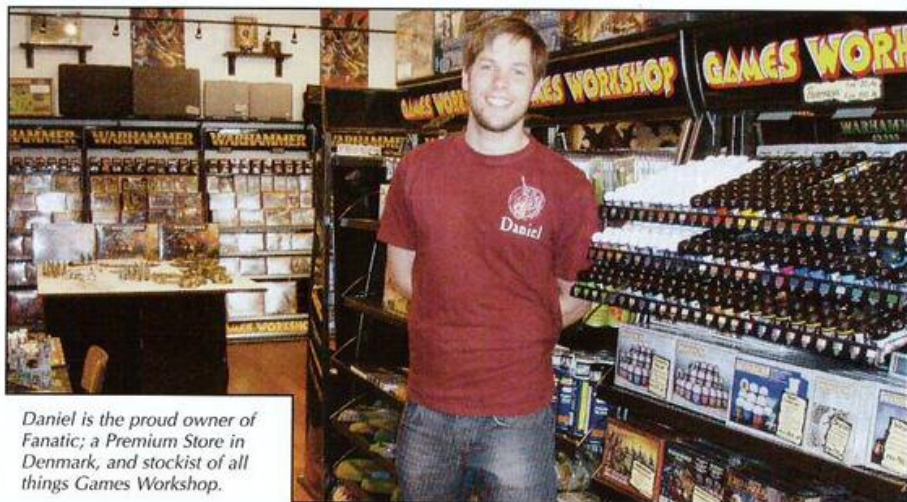
Games Day tickets are **ON SALE NOW** and are available from your local Hobby Centre, through Direct on 0115 91 40000, and from Games Workshop online:

www.games-workshop.com



GAMES WORKSHOP®

PREMIUM STORES



Daniel is the proud owner of Fanatic; a Premium Store in Denmark, and stockist of all things Games Workshop.



Games Workshop Premium Stores are a select group of independent retailers located across the UK and Europe that offer a 'complete hobby experience' more akin to a Games Workshop Hobby Centre. Rik Turner explains.

From the humble beginnings of three men in a shed, to the vast continent-spanning phenomenon it is today, the Games Workshop hobby has grown significantly over the past thirty years, thanks in no small part to Independent Stores – privately owned shops across the world who stock Games Workshop products.

Over the years many stores have grown considerably in size as they find themselves selling more and more Games Workshop products. There are even a few stores with the space and staff who can introduce you to our games, take you through painting lessons and conversion clinics, and lend advice on what you need for your next army – exactly like our very own Games Workshop Hobby Centres. For these stores, the hobby means as much to them as it does for us and it is for these shops and stores we hold the special title of Premium Store. 'So,' I hear you cry, 'what can a Premium Store do for me?'

Very simply, Premium Stores provide a very similar service to Games Workshop Hobby Centres; staffed by enthusiastic and knowledgeable folk who are often hobbyists themselves. And like the staff of any Games Workshop Hobby Centre, they are more than happy to talk at length about the hobby, lending advice, offering suggestions and giving guidance to those seeking a little more help with their own hobby.

Premium Stores offer a great range of Games Workshop

products, from boxed games, Battalions and Battleforces to paints, spray undercoats, glues and brushes. Should you find a specific miniature or boxed set you're after is not available in the store, these stores also offer a Mail Order service giving you access to the entire Games Workshop range of miniatures, the Collectors Range and Bitz Packs, scenery, tools, gaming aids and other paraphernalia.

Premium Stores also have a number of gaming tables in their stores which are used to run introductory games, hold in-store tournaments, bespoke mega battles between you and your friends. Some even offer general open-play gaming where anyone can bring their armies along for a game. Not only that, but they even have dedicated painting and modelling areas where you can sit, assemble and paint your latest acquisitions.

Many Premium Stores also run gaming evenings or are affiliated with local gaming clubs, pooling their resources to hold tournaments, campaign events or even just a series of regular gaming sessions between friends, the details of which can be found in stores and occasionally here in White Dwarf.

So, check out the Store Finder pages of White Dwarf or visit our website to find your nearest Premium Stores.

From next month, you will be able to find a complete list of all Premium Stores, GW Hobby Centres and other independent retailers in the Store Finder.

STORE FINDER

All the Games Workshop stores, stockists and clubs at your fingertips



GAMES WORKSHOP Hobby Centres

OPENING TIMES

Games Workshop stores can be found up and down the land, in cities and towns, on high streets and in shopping centres. Consequently, the opening hours of individual stores may vary greatly.

We therefore recommend you contact the relevant store for individual opening times before visiting.

You can find your local store's details online with our Store Finder:

www.games-workshop.com

Hobby Centres are Games Workshop's own retail outlets. Each store provides gaming and painting facilities and is staffed by expert hobbyists! Hobby Centres are marked in red in the store listings.

Range of products

Our Hobby Centres stock a large 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.

However, if ever you're looking for something not on the shelves, all our stores also have a webstore order point through which you can choose from our entire range of Citadel miniatures, including the Specialist Games and Collectors ranges and the ever-expanding range of Bitz Packs which allow you to customise your armies.

What's more, have your order sent to the store, and we'll send it POST FREE!

Gaming Rooms

Gaming Rooms are exactly the same as our other Hobby Centres. However, as well as offering our complete range of products, they also have additional gaming tables and space making them the perfect place to play your games.

Free painting & 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 & 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.

Free beginner's programme

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, but there is also one night during the week when you can indulge in more gaming too. All you need to do is come along!

GAMES WORKSHOP

Independent Stockists

Games Workshop Independent Stockists are official sellers of Games Workshop games and hobby products.

IN YOUR LOCAL AREA

With over 500 locations across Europe there is never a stockist far away, making them perfect for that quick resupply or hobby need.

MOST POPULAR STOCK LINES

Independent Stockists stock our most popular products, so you're more likely to find exactly what you're looking for!

Games Workshop products are sold by a large number of shops in many different countries across the world.

IN THIS DIRECTORY

Full listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the Middle East.

AROUND THE WORLD

If you're unsure where your nearest stockist is located, anywhere in the world, call Mail Order on: +44 (0) 115 91 40000

Store Directory

AVON

GW BRISTOL:
87 The Mansel, BS1 3JH
Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS34 5LP
Tel: 0117 939 2926
BRISTOL, Area 51:
Tel: 0117 9244655
BRISTOL, HobbyCraft:
Tel: 0117 959 7100

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, MK40 1HP
Tel: 01234 427 3663
LUTON, Fantasy Games:
Tel: 01582 729 001
LUTON, Otkaters:
Tel: 01582 486999
CRANFIELD, Wargames Workshop:
Tel: 01234 756923

BERKSHIRE

GW MAIDENHEAD:
Unit 2, 17 Market Street, SL6 8AA
Tel: 01628 863 1747
GW READING:
29 Oxford Road, RG1 7QA
Tel: 0118 959 8693
GW WINDSOR:
Unit 2, 4 George V Place, SL4 1QP
Tel: 01753 861087
BRACKNELL, Waterstones:
Tel: 01494 480124
NEWBURY, Toycraft:
Tel: 01635 38077
READING, HobbyCraft:
Tel: 0118 952 0600
WINDSOR, WJ Daniels:
Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit 115, Bullring Link, B5 4BS
Tel: 0121 633 7193
GW DUDLEY:
Unit 36, Merry Hill Centre, DY5 1SP
Tel: 0121 848 1818
GW SOLIHULL:
690 Warwick Road, B91 1DX
Tel: 0121 705 7997
GW SUTTON COLDFIELD:
45-47 Birmingham Road, B72 1RH
Tel: 0121 354 3174
GW WALSALE:
Unit 26, Old Square Shopping Centre, WS1 1QP
Tel: 0192 272 5207
GW WOLVERHAMPTON:
9 King Street, WV1 1ST
Tel: 01910 231 0466
BIRMINGHAM, Console Games:
Tel: 0121 477 0072
KIDDERMINSTER, TJ Models:
Tel: 01562 747002
WOLVERHAMPTON, HobbyCraft:
Tel: 0045 051 6543

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
No 55 Eden Walk Gallery, Eden, HP11 2HT
Tel: 0149 453 1494
GW MILTON KEYNES:
Unit 2, 502 Silbury Boulevard, MK9 2AD
Tel: 01908 869 9477
AYLESBURY, Bear Necessities:
Tel: 01296 421098
BUCKINGHAM, Abacus Toys:
Tel: 01290 821815
MILTON KEYNES, HobbyCraft:
Tel: 01908 300 310
MILTON KEYNES, Jayz Crafts:
Tel: 01908 565178

CAMBRIDGESHIRE

GW CAMBRIDGE:
54 Regent Street, CB2 1DP
Tel: 01223 331 3350
GW PETERBOROUGH:
3 Woodworth Street, PE1 1QH
Tel: 01733 890 052
ST NEOTS, Gamers:
Tel: 01480 217 443
ELY, City Cycle Centre:
Tel: 01353 663111
HUNTINGDON, Sports & Fashions:
Tel: 01480 454341

PETERBOROUGH, The Rift:

Tel: 01753 341007
WISBECH, Poppycraft:
Tel: 01945 475555
WISBECH, Prams & Toys:
Tel: 01945 584142

CHANNEL ISLANDS

JERSEY, ST. HELIER, The Little Shop:
Tel: 01534 732187
GUERNSEY, ST. PETERS PORT, Carouse:
Tel: 01481 721723

CHESHIRE

GW CHESTER:
112 Foregate Street, CH1 1HB
Tel: 0124 431 1967
GW MACCLESFIELD:
Unit 38, Chestergate Mall, Grosvenor Centre, SK11 6AR
Tel: 0162 361 9020
GW STOCKPORT:
32 Mersey Square, SK1 1RA
Tel: 0161 474 1427
GW WARRINGTON:
Unit 20, Bank Street, Time Square, WA1 2AP
Tel: 0192 865 3984
ALTRINCHAM, The Gaming Crypt:
Tel: 0161 929 9519
BIRKENHEAD, Kit Shop
Tel: 0151 447 9067
CHESTER, HobbyCraft:
Tel: 01244 658 118
CONGLETON, Deans Toys & Cycles:
Tel: 0129 0273277
CREWE, ABC Model Sport:
Tel: 01270 505 048
CREWE, Jac in a Box:
Tel: 01270 581 118
CREWE, Jac in a Box:
Tel: 01270 581 118
ELLESMERE PORT, W Homer Cycles:
Tel: 0151 3552130

MARPLE, Marauder Games:
Tel: 01662 427499
NANTWICH, HobbyCraft:
Tel: 0045 051 6537
NESTON, Carouse:
Tel: 0151 336 423
NORTHWICH, Level 1:
Tel: 01666 459073
NORTHWICH, The Model Shop:
Tel: 01666 47740
STALYBRIDGE, Hardcastles:
Tel: 0161 301 9402
STOCKPORT, HobbyCraft:
Tel: 0161 425 5400
STOCKPORT, Marauder Games:
Tel: 0161 427 1113
HYDE, Goslings Toymaster:
Tel: 0161 427 2099
WARRINGTON, HobbyCraft:
Tel: 0045 051 6547
WIDNES, The Hobby Shop:
Tel: 01514 281 947

CLEVELAND

GW MIDDLESBROUGH:
Unit 33, 39 Dundas Street, TS1 1UR
Tel: 0164 225 4091
HARTLEPOOL, Illusions:
Tel: 01429 233 199
NORMANBY, PC Tech:
Tel: 01272 461010
REDCAR, PC Tech:
Tel: 01462 401808

CORNWALL

GW TRURO:
Unit 1, 36dge House, New Bridge Street, TR1 2AA
Tel: 0187 232 0047
CALLINGTON, Zaggy Games:
Tel: 01379 384 837
CAMBORNE, Exit:
Tel: 01208 619224
BODMIN, Bricknells:
Tel: 01208 77080
BUDE, More Value:
Tel: 01288 352 362
FALMOUTH, Kernow Toymaster:
Tel: 01326 312 571
FRADDON, Kingsley Village:
Tel: 0175 861111
HAYLE, Blewetts of Hayle:
Tel: 01736 753 012
HELSTON, Exit:
Tel: 01126 565117
LISKEARD, Trago Mills:
Tel: 01579 340 817

NEWLYN, Newlyn Post Office:

Tel: 01736 364592
NEWQUAY, Planet Hobbywood:
Tel: 01737 879 941
ST AUSTELL, Mad for Miniatures:
Tel: 01726 722519

ST IVES, Dragon's Hoard:

Tel: 01736 79848
WADEBRIDGE, Bricknells:
Tel: 01208 813 274

COUNTY DURHAM

GW DURHAM:
64 North Road, DH1 4SQ
Tel: 0191 374 1962
GW DARLINGTON:
79 Skimmergate, DH3 7LX
Tel: 0123 538 2643
BARNARD CASTLE, Toy Shop:
Tel: 01833 637 396
BISHOP AUCKLAND, Windsock Models:
Tel: 01388 409 746
CONSETT, Kwikpart:
Tel: 01207 561024
SEAHAM, Games of War:
Tel: 01915 817 118
STOCKTON ON TEES, HobbyCraft:
Tel: 0045 051 6559
STOCKTON ON TEES, Stockton Modeller:
Tel: 01612 616 680

CUMBRIA

GW CARLISLE:
Unit 2, Earl Lane, CA1 1DP
Tel: 01228 858 8216
BARROW-IN-FURNESS, Heaths:
Tel: 01229 820 435
BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:
Tel: 01519 443 047
COCKERMOUTH, The Toy Shop:
Tel: 01960 823595
KENDAL, Ailreys of Kendal:
Tel: 01539 720 781
PENRITH, Harpers Cycles:
Tel: 01768 864 475
WIGTON, Jacksons Diecast Models:
Tel: 01697 342 522
WORKINGTON, ToyTown:
Tel: 01960 873 122

DERBYSHIRE

GW DERBY:
42 Sadler Gate, DE1 3NR
Tel: 0133 237 1657
ASHBOURNE, Lumbards Toys:
Tel: 01333 345115
BELPER, Children's Choice:
Tel: 01773 825865
BUXTON, Knowles Toys and Models
Tel: 01298 24200
CHESTERFIELD, Chesterfield Department Store:
Tel: 01246 220 200
GLOSSOP, Wain Services:
Tel: 01457 853 548
ILKESTON, Ilkeston Co-op:
Tel: 01159 327 277
MATLOCK, Shaws:
Tel: 01629 582 482
RIPLEY, Chimera Leisure:
Tel: 01773 747849

DEVON

GW EXETER:
31a Sidwell Street, EX4 6NN
Tel: 0139 249 0305
GW PLYMOUTH:
84 Cornwall Street, PL1 1LR
Tel: 0175 225 4121
GW TORQUAY:
72 Market Street, TQ1 3AQ
Tel: 0180 320 1036
BARNSTAPLE, The Battlzone:
Tel: 01273 321 344
BIDEFORE, The Tarka Train Company:
Tel: 01237 424 887
BRIXHAM, The Brixham Model Centre:
Tel: 01803 282555
DARTMOUTH, WG Pillar & Co:
Tel: 01803 832 139
EXETER, Edritch Games:
Tel: 00450839026
EXMOUTH, Gamezone Models:
Tel: 01395 267 733
HONITON, Honiton Toy Shop:
Tel: 01484 43741
ILFRACOMBE, KJ Hobbycrafts:
Tel: 01271 879502

STORE FINDER KEY

GAMES WORKSHOP HOBBY CENTRE (*) Indicates Gaming Room facilities.
HOBBY STOCKIST Offers a hobby gaming and painting service.
NE ELITE STORE Stocks the complete Games Workshop range and offers introductory gaming and painting lessons.
NE PARTNER STORE Stocks most of the Games Workshop range.
INDEPENDENT STOCKIST Official sellers of Games Workshop products.*
NEW STORE OPENING Indicates new stores and stockists.
* To be sure they have what you want in stock, we recommend calling the store first.

KINGSBRIDGE, The Trading Post:
Tel: 01548 852 923
NEWTON ABBOT, Austins:
Tel: 01225 231 444
NEWTON ABBOT, Dragon's Cave:
Tel: 01426 334999
PAIGINTON, Paignton Model Shop:
Tel: 01801 555802
PLYMOUTH, Model Shop:
Tel: 01752 231 801
TAVISTOCK, Kaleidoscope:
Tel: 01822 613 216
TEIGNMOUTH, Jackmans Toybox:
Tel: 01626 778 200
TIVERTON, Banbury's:
Tel: 01862 26277
TORQUAY, Action Model Centre:
Tel: 01258 480999
TORRINGTON, Toyzone:
Tel: 01895 624 790
TOTNES, Finishing Touches:
Tel: 01903 862244

DORSET

GW BOURNEMOUTH:
24 Post Office Road, BH1 1BA
Tel: 0120 231 9292
GW POOLE:
Unit 12, Towngate Centre, BH15 1ER
Tel: 01202 308 5634
BLANDFORD FORUM, Inspirations:
Tel: 01258 480999
BOURNEMOUTH, Boscombe Precinct Post Office:
Tel: 01202 390706
BOURNEMOUTH, Hobbycraft:
Tel: 01202 282 444
BRIDPORT, Frosts Toymaster:
Tel: 01308 422 296
CHRISTCHURCH, Christchurch Post Office:
Tel: 01202 485511

CHRISTCHURCH, Simple Miniature Games:

Tel: 01202 485511
DORCHESTER, Dorchester Toys:
Tel: 01305 261 152
SHAFTESBURY, Hardings:
Tel: 01747 858295
SHERBORNE, The Corner House:
Tel: 01935 815 615
SHERBORNE, The Toy Barn:
Tel: 01935 815 040
WEYMOUTH, Howley's Toymaster:
Tel: 01305 779255

ESSEX

GW CHELMSFORD:
Unit 4C, The Meadows Centre, CM2 4FD
Tel: 0124 549 0040
GW CHELCHESTER:
2 Short Wyre Street, CO1 1LN
Tel: 0120 676 7279
GW SOUTHEND:
12 Southchurch Road, SS1 2NE
Tel: 0170 246 1251
GW THURROCK:
Unit 415B, Level 3, Lakeside Shopping Centre, RM20 2ZJ
Tel: 0170 886 7153
SAFRON WALDEN, Game On:
30 High Street, Tel: 01798 286 079
BASILDON, HobbyCraft:
Tel: 01268 240 100
BRENTWOOD, B&M Cycles:
Tel: 01277 214 342

CLACTON ON SEA, Clacton Art & Craft Centre:
Tel: 01225 436 346
COLCHESTER, 4TK Gaming:
Tel: 01206 756300
HARLOW, Marquee Models:
Tel: 01278 423 374
HORNCHURCH, Tole Havens:
Tel: 01708 475051
MALDON, Colin Bliss Models:
Tel: 01621 851 327
RAYLEIGH, Toys N Tucks:
Tel: 01286 775 50
SOUTH WOODHAM FERRERS, Candy Stix:
Tel: 01245 625 786

GLOUCESTERSHIRE

GW CHELTENHAM:
16 Pittville Street, GL52 2JL
Tel: 0124 232 8419
GW GLOUCESTER:
35 Clarence Street, GL1 1EA
Tel: 0145 258 5033
BOURTON ON THE WATER, Bourton Model Railway:
Tel: 01452 424 999
STOW ON THE WOLD, Cleaver Models:
Tel: 01453830424
STROUD, Anticks:
Tel: 01451 820 686
GW GLOUCESTER, HobbyCraft:
Tel: 01452 424 999
STOW ON THE WOLD, Cleaver Models:
Tel: 01453830424
STROUD, Anticks:
Tel: 01451 820 686
TEWKESBURY, Toy Zone:
Tel: 01664 295 776

HAMPSHIRE

GW BASINGSTOKE:
3 Potters Walk, RG21 7GQ
Tel: 0125 645 6050
GW PORTSMOUTH:
34 Arundel Street, PO1 1NL
Tel: 0239 287 6266
GW SOUTHAMPTON:
23 East Street, SO14 1HG
Tel: 0238 033 1963
GW WINCHESTER:
35 Jewry Street, SO23 8RY
Tel: 0196 286 0199
ALDERSHOT, The Game Shop:
Tel: 01252 311 443
ALTON, Alton Model Centre:
Tel: 01428 542 244
ANDOVER, Hoggosaurus Toymaster:
Tel: 01264 352 263
BOTLEY, Just Add Imagination:
Tel: 01489 781 177
FARNBOROUGH, Dark Star:
Tel: 01252 549191
GOSPORT, TN Books and Wargames:
Tel: 02392 580 931
HAVANT, HobbyCraft:
Tel: 0045 051 6354
LYMINGTON, HE Figures:
Tel: 01590 527892
MILFORD ON SEA, Millard Models and Hobbies:
Tel: 01590 442 112
NEW MILTON, Toys of New Milton:
Tel: 01425 617 805
PETERSFIELD, Folly Models:
Tel: 01738 267 032
RINGWOOD, Toys of Ringwood:
Tel: 01425 479 444
ROMSEY, Roundabout:
Tel: 01794 512 145

SOUTHAMPTON, HobbyCraft:
Tel: 0945 951 6321

SOUTHSEA, Southsea Models:
Tel: 01752 733 285

WATERLOOVILLE, Forever Toys Ltd:
Tel: 01293 256 225

WATERLOOVILLE, Paul's Hobby Shop:
Tel: 01703 259 186

HEREFORDSHIRE

GW HEREFORD:
40 High Cross, 188A 018
Tel: 01432 353 040

LEOMINSTER, Martin's Models & Crafts:
Tel: 01566 433 292

ROSS ON WYE, Revolutions:
Tel: 01498 562 429

HERTFORDSHIRE

GW HEAL HEMPESTEAD:
16 Bridge Street, 1091 118
Tel: 01464 224 9752

GW ST ALBANS:
18 Herbygate Close, AL3 4EB
Tel: 01727 796 1192

Herts Langley, The Battle Shop:
Tel: 07504 400 319

BARNET, Toys Toys Toys:
Tel: 0208 449 0946

BERKHAMSTEAD, Hamblins:
Tel: 01492 664 643

BISHOPS STORTFORD, Boardmans:
Tel: 01279 854 011

HITCHIN, Mainly Models:
Tel: 01462 422 294

STEVENAGE, HobbyCraft:
Tel: 0442 951 5523

STEVENAGE, KS Models:
Tel: 01438 745 634

WELWYN GARDEN CITY, Fun House Toy Store:
Tel: 01707 943 319

WARE, King George Stores:
Tel: 01279 462 279

WATFORD, HobbyCraft:
Tel: 0994 971 6545

ISLE OF MAN

DOUGLAS, ToyMaster:
Tel: 01524 423 354

RAMSEY, Creativity and Craft:
Tel: 01624 436 143

ISLE OF WIGHT

COWES, Chivertons Newsagents:
Tel: 01983 292 013

NEWPORT, Cheap Thrills:
Tel: 01904 439 170

NEWPORT, Toy & Models:
Tel: 01983 228 212

RYDE, The Sports & Model Shop:
Tel: 01983 462 534

KENT

GW BLUEWATER:
Unit 6158, Upper Thames Walk, Bluewater, DA9 9JG
Tel: 01524 242 7800

GW CANTERBURY:
Unit 3, Jean Bar Lane, CT1 2BN
Tel: 01223 745 1600

GW MAIDSTONE:
75 Pudding Lane, ME14 4PA
Tel: 01622 297 8433

GW TUNBRIDGE WELLS:
26 Governors Road, TN11 2AP
Tel: 01892 252 3781

ASHFORD, GZ Computers Ltd:
Tel: 01233 663996

BEXLEY HEATH, Kit Krazy:
Tel: 0208 295 1747

BROADSTAIRS, Time & Space:
Tel: 01463 866 096

CHATHAM, Maynes:
Tel: 01464 460 911

CRAYFORD, HobbyCraft:
Tel: 01709 232266

DOVER, Turners Models:
Tel: 01324 201 731

FAVERSHAM, Abacus Toys:
Tel: 01293 294 203

FOLKESTONE, Penkraft:
Tel: 01793 427420

GRAVESEND, Steve's Collectables and Models:
Tel: 08478 564 483

GRAVESEND, The Stamp Centre:
Tel: 01474 534 106

HASTINGS, Hastings Hobbies:
Tel: 01424 209922

HERNE BAY, Speezings:
Tel: 01323 376 049

HYTHE, Apple Jack:
Tel: 01393 261 682

MAIDSTONE, HobbyCraft:
Tel: 01622 631 710

ORPINGTON, JH Lorimer:
Tel: 01499 629196

SEVENOAKS, JH Lorimer:
Tel: 01773 432 688

SEVENOAKS, Manikows:
Tel: 01732 454 952

LANCASHIRE

GW BLACKPOOL:
8 Birkley Street, FY1 1DU
Tel: 01253 275 2054

GW BOLTON:
Unit 14 (1st Floor), Compton Place, BL1 1DF
Tel: 01204 300 3131

GW PRESTON:
15 Miller Arcade, PR1 2QY
Tel: 01773 282 1855

ASHTON UNDER LYNE, Roundabout Toys:
Tel: 01513 432 244

BLACKBURN, Batacava:
Tel: 01254 687 488

BLACKBURN, Mercer & Sons:
Tel: 01513 439 768

BOLTON, HobbyCraft:
Tel: 01204 376 300

BURNLEY, Compendium:
Tel: 01282 457 069

BURY, Comways ToyMaster:
Tel: 01257 516 709

CLITHEROE, Covgills of Clitheroe Ltd:
Tel: 01204 401 422

KIRKHAM, RK Boyes:
Tel: 01772 471 408

LANCASTER, Micro Markets:
Tel: 01524 819 405

LEIGH, ToyMaster:
Tel: 01524 871 716

MORECAMBE, Micro Markets:
Tel: 01524 416 796

ORMSKIRK, Taylors:
Tel: 01695 723716

ROSSENDALE, Rossendale Models:
Tel: 01524 238 087

PRESTON, HobbyCraft:
Tel: 01772 465 200

THORNTON-CLEVEYS, Toysave Collectables:
Tel: 01251 851 905

WIGAN, Wigan Model Centre:
Tel: 01542 241 883

LEICESTERSHIRE

GW LEICESTER:
Unit 2, 16/20 Silver Street, LE1 3EJ
Tel: 0116 233 0310

GW LOUGHBOROUGH:
22 Regent Street, LE11 1JA
Tel: 01509 923 8102

LEICESTER, Gifts For Geeks:
Tel: 01532 51934

LOUGHBOROUGH, Wargames Inc:
Tel: 01509 232509

LOUGHBOROUGH, ZX GAMES:
Tel: 01509 509275

MELTON MOWBRAY, Cobwebs:
Tel: 01564 590799

ASHBY-DE-LA-ZOUCH, Steve's Models:
Tel: 01130 416 827

LINCOLNSHIRE

GW GRIMSBY:
9 West St Mary's Cafe, DN11 1LR
Tel: 0147 234 2757

GW LINCOLN:
Unit 30/3A, Nabrigg, outside of Hobbyville Centre, LN2 1AP
Tel: 01522 204 9027

BOSTON, Models and Computers:
Tel: 01203 361 182

GRANTHAM, Access Models:
Tel: 01476 792 081

LOUTH, Castlane:
Tel: 01509 602 142

MABLETHORPE, Belas ToyMaster:
Tel: 01507 917 218

SCUNTHORPE, Shermans Model Shop:
Tel: 01724 842 419

SKEGNESS, The Model Shop:
Tel: 01754 743 429

SPALDING, Mason's Models:
Tel: 01775 224 456

STAMFORD, Stamford Models and Hobbies:
Tel: 01780 767938

LONDON

GW BRENT CROSS:
Unit 19, Lower Mall, Brent Cross Shopping Centre, NW9 9LJ
Tel: 020 269 4091

GW BROMLEY:
Unit 2A, The Mall, Bromley, BR1 1YS
Tel: 01898 466 8278

GW COVENT GARDEN:
Unit 3A, The Market, WC2E 8BF
Tel: 0207 249 5106

GW CROYDON:
Unit 33, Dawson Centre, Kenley Road, CR0 1TF
Tel: 0208 688 4690

GW EPSOM:
8 High Street, KT19 8AD
Tel: 01872 751891

GW KENSINGTON:
Shop 7, Lancer Square, Kensington Church Street, W8 4RN
Tel: 0207 827 7811

GW KINGSTON ON THAMES:
33 Park Road, KT1 1SF
Tel: 0208 549 5224

GW LONDON (Oxford St):
Unit 170, The Plaza Shopping Centre, 1st Floor, 116-128 Oxford Street, W1D 1ET
Tel: 0207 424 0819

GW ROMFORD:
32 Quadrant Arcade, RM1 3ED
Tel: 01708 742 140

GW STAINES:
8 Charter Street, TW19 4SP
Tel: 01753 446 0675

GW Sutton:
Unit 26, Times Square Shopping Centre, SM1 1EF
Tel: 0208 770 9454

GW UXBRIDGE:
Unit 32, Chagson Mall, The Pavilions Shopping Centre, UB8 1EN
Tel: 0189 225 2660

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Tel: 01823 245286

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Unit 31, The Mall Wood Green, High Street, N22 4BA
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CAMDEN, Goodwoods:
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CLAPHAM, Russ:
Tel: 0207 238 8170

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FINCHLEY, Leisure Games:
Tel: 0208 346 2127

GREENFORD, HobbyCraft:
Tel: 0208 747 1599

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PUTNEY, ToyStop:
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ROMFORD, HobbyCraft:
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RUSSLIP, John Sanders:
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GW MANCHESTER (Central):
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Tel: 0161 634 6271

GW TRAFFORD CENTRE:
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ECCLES, Amazon Miniatures:
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NORTHENDEN, Stelovac:
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MIDDLESEX

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ENFIELD, Pezsons:
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NORFOLK

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CROMER, Cromer Furniture:
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EAST DEREHAM, Starlings ToyMaster:
Tel: 01553 405 749

EAST DEREHAM, Youngsters World:
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GREAT YARMOUTH, Kerrisons:
Tel: 01493 521091/01493 889839

HOLT, Starlings ToyMaster:
Tel: 01525 711 201

HUNSTANTON, The Card Box:
Tel: 01495 04466

HUNSTANTON, Pavilion ToyMaster:
Tel: 01495 513 100

NORWICH, Battlesn:
Tel: 01603 755 510

NORWICH, Langley's:
Tel: 01603 623105

NORWICH, Kerrisons:
Tel: 01603 499608

NORWICH, S P Models:
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SHERINGHAM, Starlings ToyMaster:
Tel: 01753 432 347

TAVERNHAM, Norvic Models Ltd:
Tel: 01463 865213

THETFORD, Berties Crafts:
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WROTHAM, Point House Toyshop:
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NORTHAMPTONSHIRE

GW NORTHAMPTON:
26-28 Abington Square, NN1 4AA
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DAVENTRY, The Games Vault:
Tel: 01532 310541

KETERING, Green Angel Cards & Games:
Tel: 02336 279 240

NORTHAMPTON, HobbyCraft:
Tel: 01604 291 490

NORTHAMPTON, Project Hydra:
Tel: 01604 639566

RUSHDEN, Osborne Sports & Toys:
Tel: 01913 112 415

WELLINGBOROUGH, Software Seller:
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NORTHUMBERLAND

ASHINGTON, Blue Box Models:
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CORRIE, The Village Square:
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HEXHAM, Hobbs:
Tel: 01424 602 111

MORPETH, TG Allans:
Tel: 01670 575 196

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GW NOTTINGHAM (Central):
344 Fong Lane, NG2 4DQ
Tel: 01524 948 0621

GW WARRHAMMER WORLD:
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Tel: 0151 916 8410

MANFIELD, The Games Emporium:
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NEWARK, Access Models:
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NOTTINGHAM, HobbyCraft:
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WEST BRIDGFORD, Inspirations:
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WORKSOP, Model Base:
Tel: 01959 569 751

OXFORDSHIRE

GW OXFORD:
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ABINGDON, Just Toys:
Tel: 01235 124 337

BANBURY, Trinder Bros:
Tel: 01295 282 746

BICESTER, HobbyCraft:
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CARTERTON, Giles Sports:
Tel: 01851 842 966

OXFORD, Boswells ToyMaster:
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GW SHREWSBURY:
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OSWESTRY, Funfairer:
Tel: 01691 679 646

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BURNHAM ON SEA, GW Hurley:
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CLEVEDON, Just Fun For:
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FROME, The Embury Press:
Tel: 01753 462 179

FROME, Frome Model Centre:
Tel: 01275 465295

GLASTONBURY, Pedalers ToyMaster:
Tel: 01478 318 502

GLASTONBURY, PC's PC's:
Tel: 01478 313991

MINEHEAD, Minehead Toys & Models:
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SHEPTON MALLET, ToyMaster Shepton Mallet:
Tel: 01548 707020

TAUNTON, Krakkers:
Tel: 01274 135 917

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Tel: 01279 477 262

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YEovil, Witch Engine:
Tel: 01275 427077

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GW BURTON ON TRENT:
85, Union Court, Union Street, DE14 1AA
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GW STOKE:
27 Malpas St, ST1 1JY
Tel: 01829 226 2380

ALSAGER, Alsager Toys and Models:
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GW SUNDERLAND:
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SUNDERLAND, Toy and Computer Store:
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GW COVENTRY:
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GW LEEDS:
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GW SHEFFIELD (Central):
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Tel: 0114 225 0114

GW SHEFFIELD (Meadowhall Centre):
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(next to entrance near Books), S9 1EN
Tel: 0114 256 9836

• **GW WAKEFIELD:**
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Tel: 0192 436 9431

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HALIFAX, Conways Toymaster:
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ARMAGH, Kidzone Toymaster:
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SCOTLAND

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Tel: 01292 285 850

GW DUNDEE:
110 Commercial Street, DD1 2AJ
Tel: 0138 220 2382

GW EDINBURGH:
136 High Street, EH1 1QS
Tel: 0131 220 6540

GW FALKIRK:
12 Cow Wynd, FK1 1PL
Tel: 0132 462 4553

• **GW GLASGOW:**
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TURRIFF, E Rae and Son:
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WALES

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Tel: 0292 064 4937

GW CWMBRAN:
30 The Parade, Cwmbarn, Gwent, NP44 1PT
Tel: 01463 821 070

• **GW NEWPORT:**
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Tel: 01463 325 6295

GW SWANSEA:
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MACHYNLEITH, The Toy Box:
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NEWPORT, Hobbycraft:
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MECHELEN, De Spelnaat:
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AALST, Hermelijn:
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AALST, Plays2Be:
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BLANKENBERGHE, De Speelhoek:
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BRUSSEL, Inter Toys Anderlecht:
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BRUSSEL, The Brothers Workshop:
Tel: 047732647

BRUSSEL, Inter Toys Laken:
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DENDERMONDE, Utopia Games:
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Club Directory



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

THE GAMES WORKSHOP CONNECTION

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

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

The GCN strives to meet the following objectives:

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

THROW DOWN THE GAUNTLET!

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

SETTING UP YOUR OWN GAMING CLUB

If you would like to set up your own Gaming Club please contact Bek Hawkby, our Community Coordinator on 0115 900 4821, who will give you advice on the basics of setting up and running a club. This includes providing packs for schools, libraries, independent clubs and information on the GCN.

Please note, if you are want to set up a gaming club in a school we will need to speak to a teacher or member of staff before we can register your club.

VISIT THE GCN ONLINE AT WWW.GCNM.ORG.UK

GCN membership guarantees the highest standard of customer service and safety. As part of our ongoing commitment to our customers, we do not promote any club outside of the Gaming Club Network.

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GCN BRISTOL

Portbury Knights:
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GCN BEDFORDSHIRE,
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BERKSHIRE

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GCN MAIDENHEAD

MAD Gamers:
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GCN READING

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Dudley Darklords:
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GCN SOLIHULL

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GCN SUTTON COLDFIELD

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BUCKINGHAMSHIRE

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Armageddon Inc.:
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GCN TUNBRIDGE WELLS

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LANCASHIRE

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WALES

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SAFETY IN THE COMMUNITY

GCN membership guarantees the highest standard of customer service and safety. As part of our ongoing commitment to our customers and hobbyists, we do not promote any gaming clubs outside of the Gaming Club Network.

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www.games-workshop.com

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All of our Hobby Centres carry a large range of products, but, there simply isn't enough space to stock the entire GW range – which is why we now offer order points in many of our stores.

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See page 110 for the Store Directory

3 BY PHONE



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- To find a hobby or toy store near you that carries Games Workshop products, just call our Hobby Specialists team on 0115 91 40000, or log onto www.games-workshop.com

See page 110 for the Directory

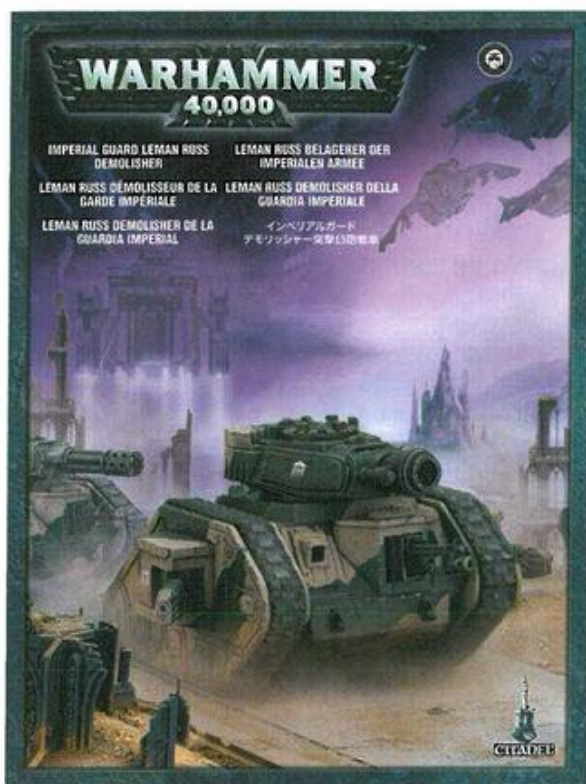


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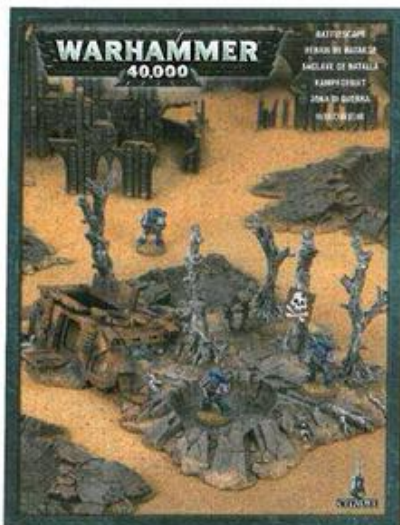
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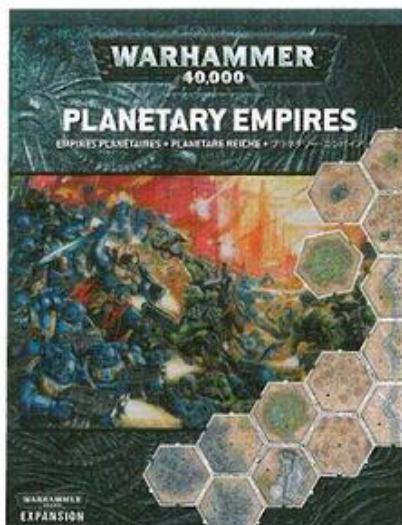
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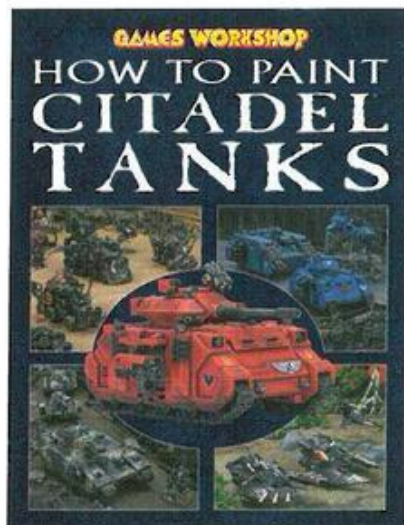
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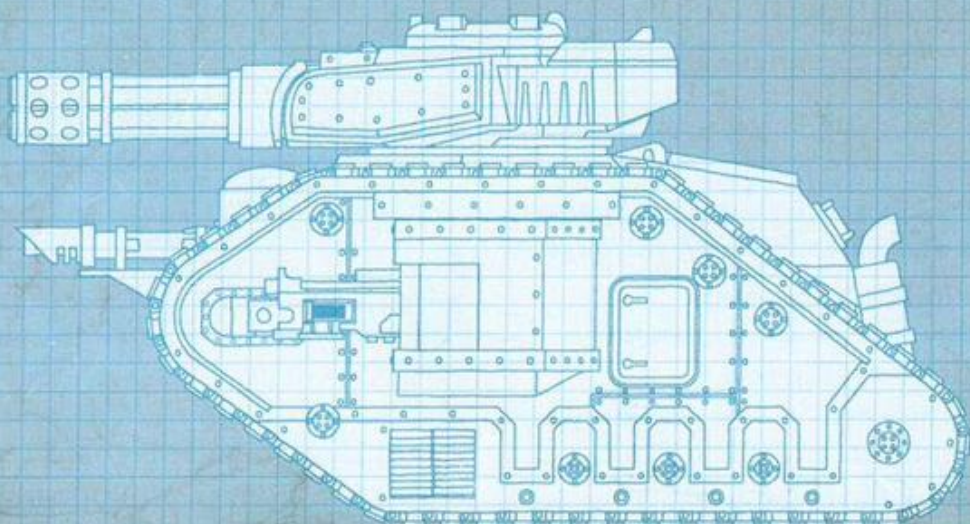
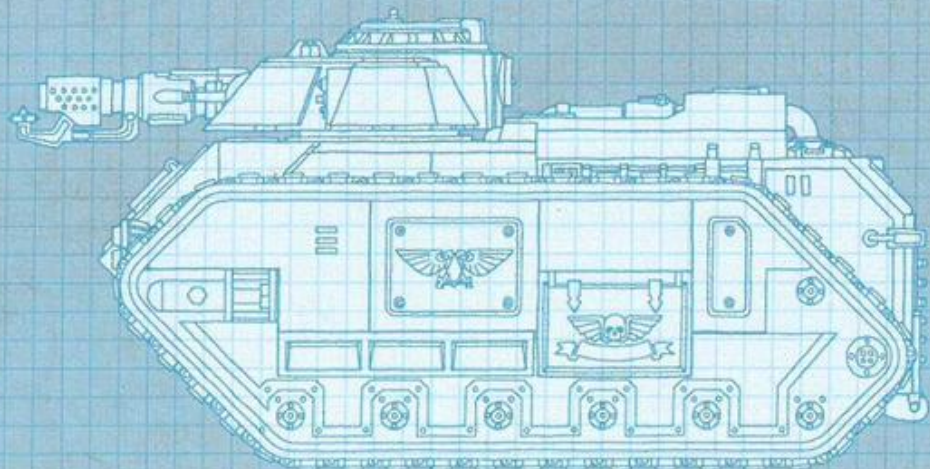
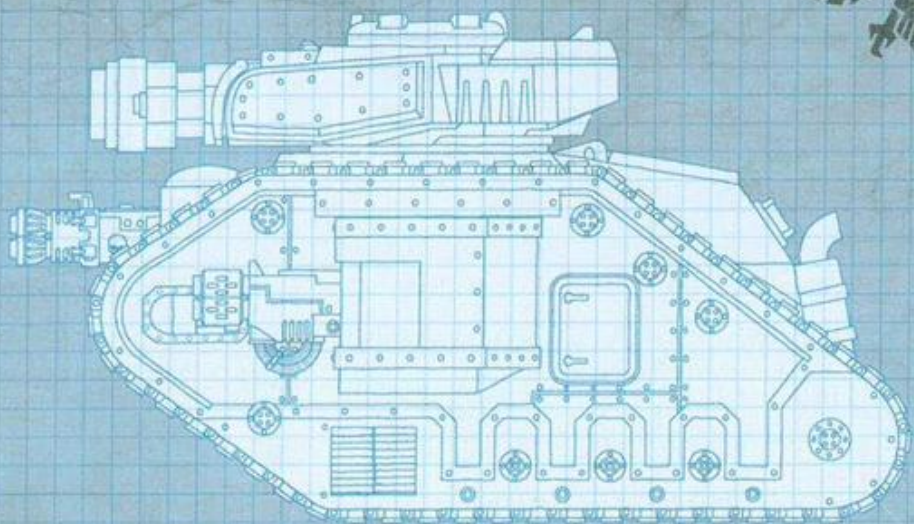
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