

INSIDE:

BATTLE REPORT: SKAVEN INVADE THE EMPIRE

**GAMES
WORKSHOP**

WARHAMMER DWARF

WD373 January 2011

GAMES WORKSHOP'S MONTHLY MAGAZINE

ALSO INSIDE

**WARHAMMER
40,000**

**TACTICA: DARK ELДАР
ARMY MASTERS**

WAR OF THE RING

**THE FORCES OF GOOD
MARCH FORTH**

WARHAMMER

SKAVEN

WD373 January 2011 WWW.GAMES-WORKSHOP.COM

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Cover artwork by Alex Boyd

WHITE DWARF 373 JANUARY 2011

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Whilst in Warhammer 40,000 I like to play the forces of the Imperium, collecting Space Marines and Imperial Guard, in Warhammer I like to don my black cape and play as the villain, whether in the guise of a Warrior of Chaos or a Beastman.

Of all the evil villains that threaten the Warhammer world, perhaps the most malignant are the Skaven. The thing that has always appealed to me about the Skaven is that wicked blend of mad science and monster, manifesting itself in peculiar warpstone-powered engines of destruction and horrifying monsters.

So, if you're anything like me, then, this issue will be quite the treat, as both mad science and monsters dominate the new Skaven releases with some of our biggest kits yet for Warhammer – the Hell Pit Abomination and the Warp Lightning Cannon/Plagueclaw Catapult. We take a look at the plastic kits in more detail later in the issue, and you can see them in action in this month's brutal battle report – if you thought one Hell Pit Abomination was a handful, wait till you see what two can do to the poor men of the Empire! My favourite article is the Colours of the Under-Empire, which details how you can use the Uniforms & Heraldry of the Skaven to inspire your own hobby. I'd be lying if I said I wasn't tempted to pick up my own paintbrush after reading it, and a small force from Clan Septik has taken up residence on my desk.

The Skaven aren't the only malevolent presence in this issue, however, as we have more from the Dark Eldar – Chris Peach has painted up a stunning Dark Eldar Wych Cult army, whilst Phil Kelly puts his money where his mouth is and offers up some tips for any would-be Archons on how to conquer realspace.

But if evil isn't your thing, then worry not, for we also take a look at the Free Peoples of Middle-earth and Jervis Johnson offers us an expanded look at buildings in Warhammer; just in time to protect house and home from the encroaching Skaven.

Andrew Kenrick, Editor

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WARHAMMER® SKAVEN™

With the pealing of ominous bells and the scuttling of millions of clawed feet the Skaven are upon us once more as this month sees the release of a plethora of new Skaven miniatures, kits and even a new book. Turn to page 16 to delve into the Under-Empire.



FEATURES

16 A TALE OF INFAMY

This month has a distinctly Skaven-oriented theme – White Dwarf's Adam Troke goes off on the trail of the designers of the Skaven army book and miniatures.

30 TACTICA: DARK ELДАР

Grand Archon Phil Kelly, author of Codex: Dark Eldar offers a treatise on how to crush your foes using the scions of Commorragh.

38 HOUSE RULES

Mat Ward and Jervis Johnson take a look at the rules for multipart buildings in Warhammer with this article on how to get the best from them in your battles.

72 ARMIES OF MIDDLE-EARTH PART 1: THE FREE PEOPLES

The White Dwarf team (and guests) take a look at the Good armies for War of the Ring and offer some collecting and gaming advice.

102 MAY YOU LIVE IN LEGENDARY TIMES

Renowned Black Library authors Graham McNeill and Dan Abnett explain the joys of delving into legend.

REGULARS

02 NEW RELEASES

The latest releases surge forth from the Under-Empire.

12 NEWS

All the news from the Games Workshop hobby.

70 STANDARD BEARER

Jervis talks all about the history of painting miniatures.

86 HALL OF FAME

Martin Footitt nominates the chosen of Gork and Mork.

104 FRONTLINE

Hobby activities and news in your area.

BATTLE REPORT

46 BATTLE FOR BLÜDHOF

Clan Skryre's machinations unleash Ikit Claw and a vast horde of Skaven into the Empire. Can the Empire defenders of Blüdhof hold out long enough to thwart the Skaven?



HOBBY

78 ARMY MASTERS

Studio army painter Chris Peach's Dark Eldar army takes centre stage in this stunning showcase – behold the Wych Cult of the Red Grief.

86 MODELLING WORKSHOP: COLOURS OF THE UNDER-EMPIRE

The Studio's team of crack hobbyists have used the new book, Uniforms & Heraldry of the Skaven to inspire the colour schemes and heraldry of their Skaven regiments.

96 WONDER WEAPONS OF SKAVENBLIGHT

All of the war machines and Weapon Teams in the Skaven army are now available – this article showcases them in glorious detail.

NEW RELEASES

WARHAMMER

SKAVEN

This month our new releases are dominated by the verminous hordes of Skavenblight – giant, monstrous rats, deadly war machines and even a couple of new Skaven special characters all lead the charge.



SKAVEN HELL PIT ABOMINATION



Warpstone drill jaw attachment



Warpstone-corrupted raptoria



Mutated claw



Abomination head with distended jaw



Trundle wheel and scaffold



SKAVEN HELL PIT ABOMINATION £30.75
 Product code: 99120206012
 Sculpted by Seb Perbet.
 €39, 3000kr, 3800kr/hkr, 150€

ON SALE JANUARY 15TH

The fevered imagination of sculptor Seb Perbet has unleashed the Hell Pit Abomination onto the battlefields of the Warhammer world this month. With a massive, warpstone-powered body that engulfs the whole of its base, the Hell Pit Abomination ripples with mutated muscles and is vilely festooned with all manner of sinister weapons and murderous appendages. In the game these provide the

Abomination with special close combat attacks, such as the chance to inflict 3D6 Strength 6 hits on his target!

The kit contains a host of options for you to choose from, including alternative weapons such as the pneumatic claw and plague censer fist. Other options include an alternate weapon jaw, different symbiotic heads and even half a dozen tiny little rats.

TURN TO PAGE 16 TO SEE DESIGNERS' NOTES FOR THIS MONSTER.

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SKAVEN WARP LIGHTNING CANNON/PLAGUECLAW CATAPULT

Colin Grayson and Seb Perbet have produced this new kit that enables Skaven collectors to build either a Plagueclaw Catapult or a Warp Lightning Cannon. Whether you're planning to blast the enemy with incandescent beams of lightning or murder them with an avalanche of pestilent, toxic slop, these two war machines will be a massively destructive boon to your army. The versatile design of the kit enables you to build the chassis in a variety of ways, while the characterful Skaven crew also have plenty of options of their own.



Plagueclaw crewrat



SKAVEN WARP LIGHTNING CANNON/PLAGUECLAW CATAPULT £20.50
 Product code: 99120206013
 Sculpted by Seb Perbet and Colin Grayson.
 €26, 2000kr, 250\$/€kr, 100€

ON SALE JANUARY 15TH



Deadly, toxic sludge



Warpstone core



Crewrat with telescope

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TURN TO PAGE 96 TO SEE EVEN MORE WAYS TO ASSEMBLE THIS NEW KIT.

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NEW RELEASES

TRETCH CRAVENTAIL

Tretch Craventail is a Hero who has made an artform of escaping from danger and embodies the Skaven discipline of verminous valour. Wearing his Lucky Skullhelm and perched atop a crumbling piece of masonry, the metal Tretch miniature is surveying the battlefield, waiting for the chance to strike – or skulk off elsewhere.



Tretch's Lucky Skullhelm

TRETCH CRAVENTAIL £8.70
 Product code: 99060206095
 Sculpted by Seb Perbet.
 €12.50, 100dkr, 115skp/nkr, 42.50zł

ON SALE JANUARY 15TH

IKIT CLAW

Perhaps the greatest Warlock Engineer of all time, Ikit Claw marches into battle clad in a mighty iron frame that grants him exceptional strength and durability. This new metal incarnation of Claw is sculpted with his trademark armaments – Storm Daemon, a potent magical halberd that can hurl bolts of lightning, and a warfire projector.



Storm Daemon



IKIT CLAW £10.25
 Product code: 99060206094
 Sculpted by Seb Perbet.
 €13, 100dkr, 125skp/nkr, 50zł

ON SALE JANUARY 15TH

Find Out More
 To learn more about Ikit Claw and Tretch Craventail, check out our design feature starting on page 16.

WARHAMMER BATTLE MAGIC: SKAVEN

This pack of 13 cards contains all of the Skaven Spells of Ruin, Plague and the Dreaded Thirteenth Spell – just what a Grey Seer needs to keep track of his spells in battle.



Warhammer Battle Magic: Skaven is a set of 13 large-format cards specifically designed to make your Magic phase easier and more effective than ever. Each card contains all the details and effects of your spells, enabling you to quickly reference them – ready to unleash havoc on the foe at a moment's notice. Having these cards to hand helps you keep track of which spells you have in your army and saves you looking up spell effects when it's time to enact your cunning plan.

The set contains all six spells found in the Skaven Spells of Ruin, all six of the Skaven Spells of Plague and (most sinister of all) the Dreaded Thirteenth Spell.

WARHAMMER £3.60
BATTLE MAGIC: SKAVEN
 Product code: 60220206001
 €4.35, 35dkr, 45skp/nkr, 17.50zł

ON SALE JANUARY 15TH

Find Out More
 The Games Workshop website is alive with Skaven-related articles this month, including a new Skaven Magic Tactics which you can find at:

games-workshop.com



Skaven Spells of Plague



Skaven Spells of Ruin



The Dreaded Thirteenth Spell

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SKAVEN WARP-GRINDER



Specially designed to tunnel beneath the earth, the Warp-grinder enables a Night Runners and Gutter Runners to emerge behind enemy lines. The metal Warp-grinder features an enthusiastic Skaven operator wielding a warpstone drill, and his heavily encumbered crewmate.

SKAVEN WARP-GRINDER £8.70
WEAPON TEAM
Product code: 99060206097
Sculpted by Seb Perbet.
€12.50, 100dkr, 115skr/nkr, 42.50zł

ON SALE JANUARY 15TH

SKAVEN DOOM-FLAYER

A motorised ball of whirling death, the Doom-flayer is the perfect weapon for scything through tunnels, slaughtering its way down crowded streets and chopping up shieldwalls. The Doom-flayer offers some point-blank killing-power to your regiments of Clanrats and Stormvermin.

SKAVEN DOOM-FLAYER £12.30
WEAPON TEAM
Product code: 99060206096
Sculpted by Giorgio Bassani.
€15.50, 120dkr, 150skr/nkr, 60zł

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UNIFORMS & HERALDRY OF THE SKAVEN

Uniforms & Heraldry of the Skaven is a brand-new 72-page hardback volume that details the colours, iconography and fighting units of the Skaven. Created by Neil Hodgson and Robin Cruddace, this full-colour volume is teeming with exciting history, background and artwork that describes the clans and regiments of Skavenblight and beyond – a showcase of treachery, duplicity and cunning that will give inspiration to any hobbyist.

The pages of the book burst with illustrations of every unit to be found in the Skaven army, in many and varied colour schemes, each presenting invaluable ideas and inspiration to the burgeoning collector and painter.

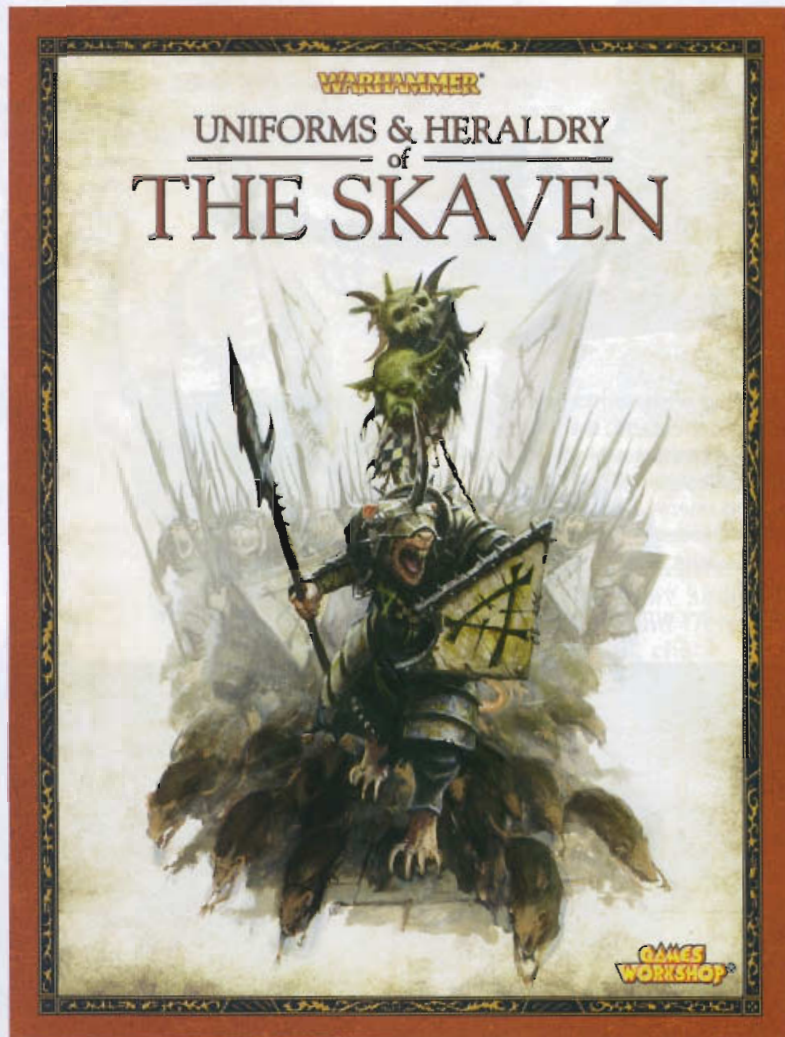
Of course, the book also contains swathes of background, explaining Clan structures, infamous clawpacks and famous battles from the Skaven's history.

UNIFORMS & HERALDRY OF THE SKAVEN
 Product code: 60040206002
 £19.50, 175dles, 200skavink, 75ztl

ON SALE JANUARY 15TH

Colours of the Clans

Uniforms & Heraldry of the Skaven is a fantastic resource for Skaven collectors. To see examples of how the the artwork and information contained in the new book can be put to use, turn to page 86 where Studio hobbyists have delved deep into the book to create a host of fantastic regiments of Skaven Clanrats, Stormvermin and Plague Monks.



Uniforms & Heraldry of the Skaven is a 72-page hardback book. With full-colour throughout, this is the indispensable guide to the clans and markings of the Under-Empire – a fantastically exciting reference for any Warhammer collector.

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SPACE MARINES



Servants of the Emperor rejoice! This month also sees some of the greatest heroes of the Space Marine Chapters become available to order from the Games Workshop website.



Wherever you see this symbol, that product is only available to order. See page 118 for details.

MARNEUS CALGAR, LORD MACRAGGE



This classic model lets players field Marneus Calgar in power armour, granting more tactical options, such as riding in a Rhino.

MARNEUS CALGAR, LORD MACRAGGE £10.75
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NJAL STORMCALLER

The classic Njal Stormcaller returns. Now you can choose between the protection of Terminator armour or the flexibility of runic armour.

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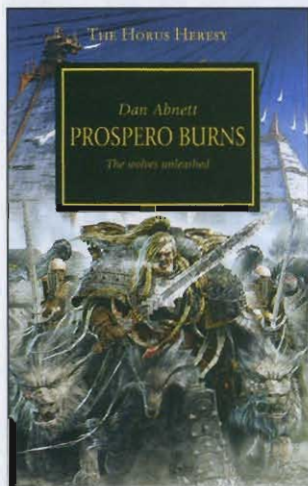
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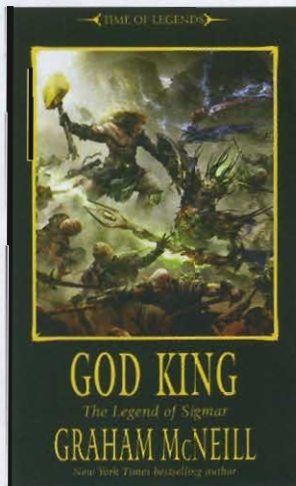
PROSPERO BURNS



Primarch Magnus the Red has made a terrible mistake that endangers the very safety of Terra. With no other choice, the Emperor charges Leman Russ, Primarch of the Space Wolves, with the apprehension of his brother from the Thousand Sons' homeworld. With wrath in his heart, Russ is determined to bring Magnus to justice and bring about the fall of Prospero.

PROSPERO BURNS £7.99
by Dan Abnett
ISBN: 978-1-84416-776-0
£12.50, 180pp, 115sk, 39.95z

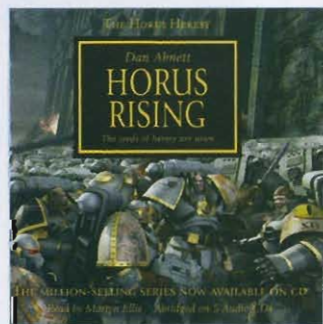
GOD KING



Having defeated the Chaos invasion of Middenheim, the Empire led by the god king Sigmar at last knows a measure of peace. But in the vast deserts of Nehekara, another empire is rising. Nagash, the most feared of necromancers, raises legions of unnatural creatures swarm the Empire. Sigmar must defend the lands of the living and prevent Nagash's terrible vision of power coming true.

GOD KING £7.99
by Graham McNeill
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£12.50, 180pp, 115sk, 39.95z

HORUS RISING (ABRIDGED AUDIO)

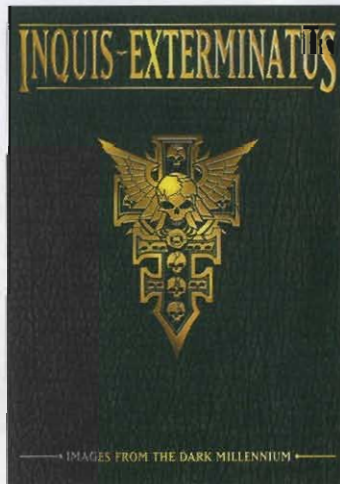


Promoted to Warmaster, can the idealistic Horus carry out the Emperor's grand plan, or will this promotion sow the seeds of heresy amongst his brothers? Horus Rising is the first chapter in the epic tale of the Horus Heresy, a galactic civil war that threatened to bring about the extinction of humanity.

HORUS RISING £20
by Dan Abnett, read by Martyn Ellis
ISBN: 978-1-84970-015-3
£26, 200pp, 240sk, 39.95z

Abridged from the bestselling novel by Dan Abnett and read by Martyn Ellis, Horus Rising comes to life in this audio book.

INQUIS EXTERMINATUS



Compiled by John Blanche from years of astonishing images, Inquis Exterminatus includes pieces not seen since the earliest incarnations of the Warhammer 40,000 game – and a selection produced especially for this book.

This book is available to order as a P.O.D. through www.blacklibrary.com

INQUIS EXTERMINATUS £20
Compiled by John Blanche

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RETURN TO ARMAGEDDON

The White Dwarf team are gearing up for war right now, as they prepare to refight the Battle for Armageddon (the third one, for those of you keeping count) in their own Planetary Empires campaign.

Already the fires of industry burn hot as players scramble to gather their armies, the only rule being that the forces the players use must have been present in the 'historical' events of the famous campaign. Adam Troke has been frantically painting a unit every week in an effort to get an Imperial Guard army ready in time for the kick-off, while other players have been able to rest on their laurels and simply add a new unit or two.

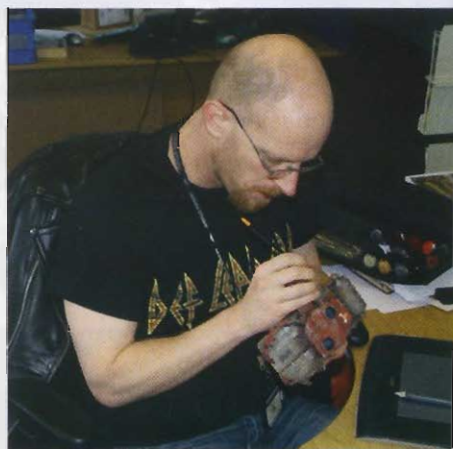
Next month we'll bring you the details of the rules we're using for this campaign in White Dwarf – so if you fancy joining in the fun and fighting your own version of the campaign, it's time to get painting. You've got a whole month to get your forces ready!



Left: Matt Hutson's Armageddon Planetary Empires map – originally made when Planetary Empires was released, we've recently been cooking up some house rules for it. For example, the city tiles will be contested using the Cities of Death expansion and we're looking at some quirky rules for fighting in the Equatorial Jungle to the west of the map.

Top right: Christian Byrne puts the finishing touches to another of his Ork Battlewagons.

Bottom Right: Adam Troke frantically paints Commissar Yarrick ready for his first game.



GAMESDAY & GOLDEN DEMON 2011

With 2011 now in full swing, we're already making tentative plans for this year's Games Days that will be happening around the world. Expect to see the usual eclectic mix of great participation games, fantastic displays, Studio guests, as well as the world's premiere miniatures painting competition. And if all that wasn't exciting enough, this is the 2011 Games Day exclusive model. The Skaven Warlord, by Dave Thomas, will only be available to hobbyists that attend this year's Games Days, so book your ticket early!

games-workshop.com



Above: Dave Thomas' venerable Skaven Warlord will make a brilliant army general. Obviously a veteran of many battles, Dave has given the Warlord long wavy fur under his chin to instigate a beard. His warpstone-powered backpack channels energy directly into his weapon, making him deadly up close.

School League Heats back for 2011

A new year means a fresh round of School League Regional Heats, and without further ado, battle commences this month and continues into February. If you have a school team but haven't yet booked a place, don't despair! There are still spaces available.

With more locations across the country than ever before, this year's Heats will take place in Glasgow, Aberdeen, Truro, London and Nottingham, to name but a few. To enter one of the events, or to find out more about the School League, ask your teacher to get in touch with Bek Hawkby, our Community Coordinator on 0115 900 482.1.

Good luck, and remember to get lots of practice in at your local Hobby Centre before the big day!

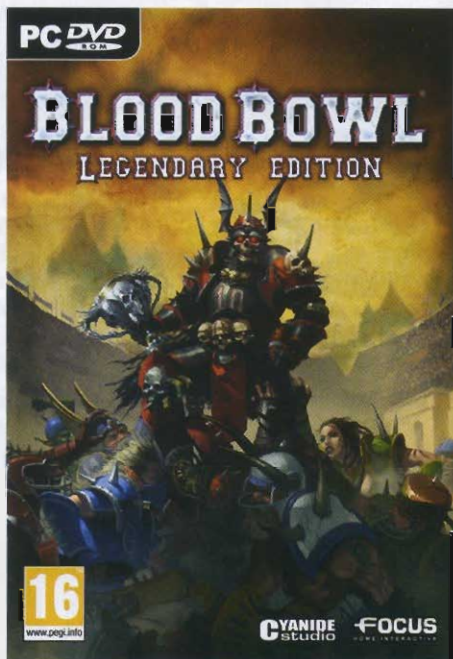
ESSENTIAL GUIDES AND PLUNDERED VAULTS

Fantasy Flight Games is pleased to announce six new products for Warhammer Fantasy Roleplay! The Creature Guide and Creature Vault, Player's Guide and Player's Vault, and Game Master's Guide and Game Master's Vault collectively feature all the content included in the Warhammer Fantasy Roleplay Core Set (and more!), but offer the versatility many players have been seeking. Purchase only the content and components you want to bring new players into your campaign, or use the hardcover guidebooks alone for a more traditional, component-free WFRP experience. The choice is yours!

With the Creature Guide, GMs can expand their library of dangerous beasts. The Player's Guide presents all the information a player needs to play Warhammer Fantasy Roleplay, including updated, expanded, and clarified rules from the Core Set. Finally, the Game Master's Guide presents all the Game Master information from the Warhammer Fantasy Roleplay Core Set in book form, as well as detailed information and background on the roles of religion and magic in the setting. Want to enhance your experience? Each 'Guide' has a 'Vault' to complement it - an expansion including the cards, tokens, and sheets to go with your hardcover books. Build the WFRP experience you've been looking for!



www.fantasyflightgames.com



Blood Bowl: Legendary Edition is the ultimate version of the computer game!

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All 20 races have their personal style, tactics and unique skills, which give each game a huge diversity rarely seen in a strategy or sports game. New, impressive stadiums welcome all these new teams, from the snow-filled Norse stadium to the creepy interior of a crypt. A change of scenery is guaranteed!

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BECOME LEGENDARY

BLACK LIBRARY LIVE! 2011

Saturday 5th March 2011, Warhammer World, Nottingham.

Celebrating and showcasing Black Library's books, audio productions and authors, Black Library Live! returns for its third year.

Top authors including Dan Abnett, Graham McNeill, James Swallow, Nick Kyme and Aaron Dembski-Bowden, as well as editors and artists, will be giving readings and panels, where they will discuss their work at length.

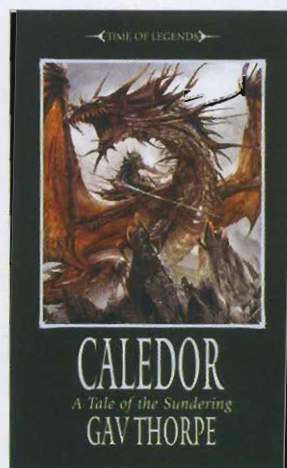
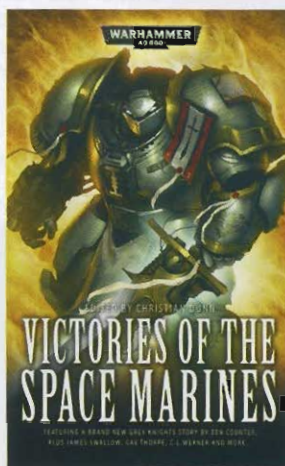
It is an exciting opportunity for any Black Library fan to get an exclusive behind the scenes look at forthcoming products, buy pre-release novels, learn how to write for the Black Library, as well as a chance to talk to their favourite authors. The day will also include a chance to take part in themed games and hobby activity.

Last year's event sold out quickly and we have increased capacity to 350 to meet the high demand. Tickets are only £12, which includes a free pre-release paperback novel to collect on the day – choose from Time of Legends: Caledor, or Victories of the Space Marines. Doors open at 9am.

For more information and to order your ticket, visit:

www.blacklibrary.com/blacklibrarylive

Only 350 tickets available – order now to avoid disappointment



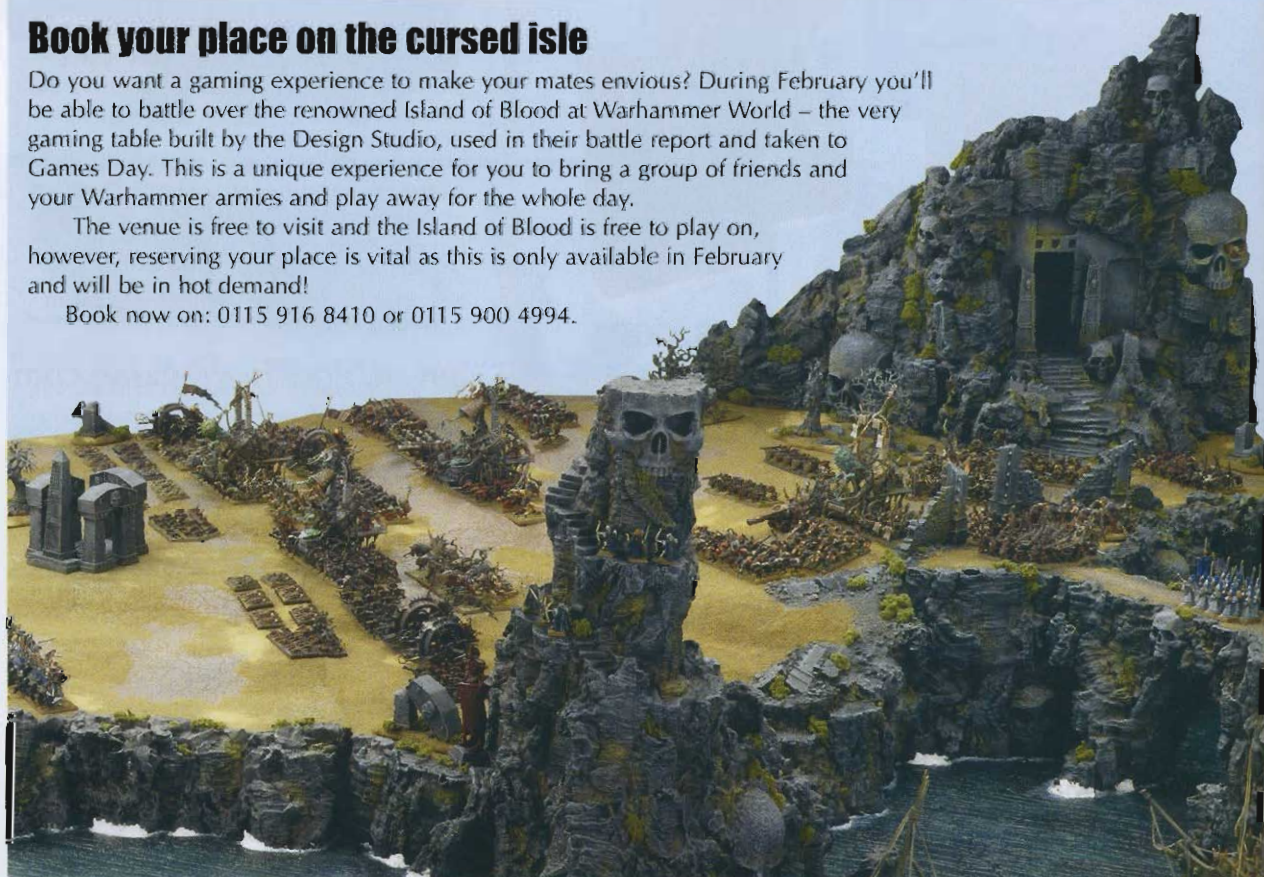
Tickets for this year's Black Library Live! event include a fantastic, free pre-release copy of Time of Legends: Caledor or Victories of the Space Marines.

Book your place on the cursed isle

Do you want a gaming experience to make your mates envious? During February you'll be able to battle over the renowned Island of Blood at Warhammer World – the very gaming table built by the Design Studio, used in their battle report and taken to Games Day. This is a unique experience for you to bring a group of friends and your Warhammer armies and play away for the whole day.

The venue is free to visit and the Island of Blood is free to play on, however, reserving your place is vital as this is only available in February and will be in hot demand!

Book now on: 0115 916 8410 or 0115 900 4994.



GAMES-WORKSHOP.COM

The Games Workshop website is the most complete resource for hobbyists and collectors you could hope to find. As well as boasting the entire Citadel range, including all the products that are only available to order, it's also a fantastic repository of hobby articles,

tutorials and strategy guides. Every month we upload a host of new articles to the site, ensuring that there's always something awesome to check out. Whatever your current hobby project and whichever army you need tactics for, you'll find something!



COLLECTING & GAMING

Our ever-growing library of collecting and gaming articles gains some new additions this month as we showcase a variety of Skaven sample armies, delve into the tactics you can unleash with the Skaven lores of magic and advice on how to unleash the weapons and war machines of Clan Skryre. It's not all Skaven though; the heroes found within Codex: Space Marines also get some time in the spotlight in a detailed tactical focus.

PAINTING & MODELLING

Online you will find a dazzling array of painting and modelling articles. There are tutorials designed to accommodate painters of all levels of skill and experience, along with galleries of showcases of fantastic Citadel miniatures. Among the new content we're adding this is a new guide on how to paint the impressive bulk of the Hell Pit Abomination and a showcase featuring Chris Peach's impressive Clan Skurvy army.



WHAT'S NEW TODAY?

The tireless fellows who run the Games Workshop blog provide daily updates every day from Monday to Friday each week.

Featuring hobby content from around the world, 'What's New Today' contains all the latest hobby news, runs regular competitions and provides readers the chance to submit pictures of their own wonderful miniatures and scenery and have them seen by the whole Games Workshop community.

WARHAMMER

A TALE OF INFAMY

This month the sinister machinations in the Under-Empire take on a new vigour as the joined by the towering Hell Pit Abomination, new Weapon Teams and more. As the Skaven surge forth from their lairs, Adam Troke risks his sanity to reveal all.

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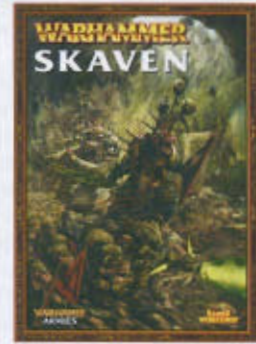
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There are stirrings in the dark corners beneath the Warhammer world. Subtle, devious machinations are culminating to unleash blood and death upon the civilised races. These are the works of the Skaven, cruel ratmen whose evil Under-Empire seeks to dominate the whole world. Hunched creatures whose twisted visage is a mockery of both men and rats, the Skaven are creatures of Chaos – abominations as evil of heart as they are vile in appearance. Skaven, though individually feeble and prone to cowardice, are nonetheless a fearsome and formidable foe. Within their ranks are powerful sorcerers, Grey Seers capable of harnessing terrible magics and amongst the throng can be found skilled warriors, savage Warlords and deadly Assassins. Towering war machines loom over the chittering horde, harnessing mad science and terrible magic to unleash bolts of searing lightning or deafening peals of sound. Huge mutated beasts, the fleshy combination of Ogres and rats stride into battle, their warpstone-fuelled limbs tearing through the flesh of their foes. Beneath their feet swarm a carpet of red-eyed rats great and

small – all eager to sink their fangs into the warm flesh of their enemy.

Life is cheap in Skaven society, and so their generals will seek to win their battles by any gambit they can employ. Normally this involves the callous sacrifice of warriors in their droves. Expendable troops are hurled heedlessly into the foe, while the force's elite elements chip away at their distracted opponents. Such tactics would make many of other races baulk, but not so the Skaven; such things are considered not only acceptable, but indeed the height of tactical genius and cunning, the tricks by which all the races of the Warhammer world will be brought low, that the Skaven can finally rise ascendant!

This month the armies of the Skaven are bolstered by the arrival of fresh reinforcements – a selection of new kits that add even more power to the clans of the Skaven race. Ranging from the gigantic Hell Pit Abomination down to the diminutive (but endlessly cunning) Tretch Craventail, there's something for every Skaven Warlord (or would-be Warlord). White Dwarf's own Adam Troke dons the whiskers of enquiry and sets off to speak to the designers.



Warhammer Armies: Skaven

Containing 112 pages of Skaven goodness, **Warhammer Armies: Skaven** is the ultimate source of information describing the nefarious armies of the Skaven. Along with background information, the book is crammed full of artwork and all the rules you will need to unleash the verminous hordes on the Old World.



The Skaven army book was written by games developer Jeremy Vetock, a name long associated with quirky and exciting rules and ideas.

'I've always had a passion for the verminous ones,' Jeremy says with a smile, 'largely because my best wargaming buddies always seemed to have a Skaven army of their own. This meant that Skaven have always been the army I played against the most (and subsequently the army that beat me the most). It also gave me a strong appreciation for the wackier stuff that they bring to the battlefield – the monsters and the war machines.'

'The Skaven fit beautifully into the look and feel of the Warhammer world. They have strong imagery that combines all sorts of archetypes, eldritch engineering, festering rags and rusted wargear to mention a few – and a really entertaining character on the battlefield, singing while they're winning, backstabbing when they aren't. The Skaven have always had a great mix of character – for the most part terrifying but with no few horrible parallels to human behaviour (everyone has known a cowardly me-first, credit-taking, backstabbing dirty rat, haven't they?).

'Anyone who knows me knows how much I love a good joke, and that's the final piece of the Skaven puzzle. Amid all

that darkness and the cutthroat backstabbing nature, their background and stories are always littered with good gags about equipment blowing up, musk-squirting and so on.'

'When I got around to writing Warhammer Armies: Skaven,' Jeremy says, 'I wanted to identify what gameplay elements made the Skaven army distinctive and then enhance those central characteristics. One of the key factors was the relationship between the great big regiments of lowly Skaven warriors and the other, more unique elements to be found in their force: hordes of cheap (some cruel types might even say expendable) regiments of Clanrats and Skavenslaves are backed up by incredibly innovative wargear, towering monsters and of course formidable Weapon Teams. Generally speaking, neither will win without the assistance of the other. A vast horde of Skaven Clanrats will struggle against regiments of High Elf Spearmen or Dwarf Warriors, but when you've hammered those same foes with a Warfire Thrower or Ratling Gun things start to look a little different. Likewise, if you're struggling to win a war of attrition, a Doom-flayer whirling away in combat alongside your Clanrats can make all the difference as it shreds through the foe.'

WARP-GRINDER

The obsessive tunnelling nature of the Skaven has given rise to a number of innovations for boring through the ground as quickly as possible. The Warp-grinder is one such answer to this need, a powerful warpstone drill that enables the Skaven to quickly fashion tunnels. On the battlefield, it allows a unit of Night Runners or Gutter Runners to emerge from the ground behind enemy lines, where they can catch the foe unawares, destroying war machines or flanking regiments of foot troops.



CLANRATS

Skaven Clanrats are the mainstay of the armies of the Skaven – teeming hordes of vicious ratmen armed with sharp swords, daggers or spears. Whilst they are not individually fearsome, as a large group they possess an altogether more fearsome proposition and when they are supported by the deadly Weapon Teams and war machines of Clan Skryre. Once the enemy has been softened up by the whirling blades of a Doom-flayer or had half of their number seared by a Warfire Thrower, a clawpack of Clanrats is more than able to slaughter the remnants.



HELL PIT ABOMINATION

The crowning achievement of the flesh-crafters of Clan Moulder, the Hell Pit Abomination is a heaving mass of muscle and bone. A gigantic combination of a Blindwyrms and countless rats, Rat Ogres and other, less savoury additions, a Hell Pit Abomination is an utterly insane weapon of destruction.

On the battlefield these many-headed, multi-limbed beasts flail and chomp at the foe. Some victims are beaten to a pulp by pummeling fists or scythed in two by claw-like appendages of iron or bone. Others are simply crushed by the relentless, corpulent bulk of the creature or even consumed by its many ravenous mouths.

To ensure that the Abomination can move swiftly around the battlefield, it is

fitted with all manner of wheels, warpstone furnaces and fluid pumps – all designed to keep the misshapen mountain of flesh moving towards the foe as quickly as possible.

On the tabletop, the Hell Pit Abomination offers Skaven generals a monstrous addition to their army. It is swift, moving 3D6" each turn, and is able to dish out a formidable array of attacks in close combat. Effects range from the Avalanche of Flesh (which involves the Abomination rolling across models in base contact) to the Feeding Frenzy (a proposition as horrible as it is deadly, as it inflicts a Strength 6 hit that causes D3 wounds on adjacent models). Of course, this is all on top of the Thunderstomp it will inflict on the foe at the end of each round of close combat!

Abominable Fact

Perhaps Clan Moulder's most successful Hell Pit Abomination was the beast known as the Pale Death. Made from pieces of the most ferocious Blindwyrms yet caught, the beast's pallid flesh glowed a poisonous shade of green. Sold to Clan Mors, the Skaven monster left a trail of wrecked Dwarf holds across the Worlds Edge Mountains.



STORMVERMIN

While most Skaven are stoop-shouldered, cowardly and somewhat feeble, a few in each litter are instead broad chested and bull-necked. Capable of outfighting their litter-mates with ease, these Skaven quickly rise above the flotsam of Skaven society to fill the ranks of the Stormvermin, elite troops who hold a prestigious position as the bodyguards and shock troops of their Warlord. Their position brings with it the best weapons and wargear, and the willingness to fight to protect it.



Stormvermin Fangleader



Stormvermin



Stormvermin standard bearer



Uniforms & Heraldry of the Skaven

Uniforms & Heraldry of the Skaven contains a multitude of illustrations and examples of Skaven clawpacks and war machines from across the Under-Empire. Whether you're a sworn enemy of Chaos, seeking to learn more about the ratmen, or a burgeoning Warlord intent on adding more detail and depth to your army, this is an indispensable addition.

Listening to Jeremy espouse the virtues of the Skaven Weapon Teams rings true, it's nice to know that the balance of power doesn't solely lie with the Skaven. 'These Weapon Teams aren't without their own weaknesses,' Jeremy points out. 'First and foremost they're quite unreliable. All Skaven technology is prone to misfire and mishap (from the mightiest Screaming Bell to the lowliest jezzail). Often you'll find that whole games pass without one of your so-called 'wonder weapons' having major impact. Then, in one glorious moment of carnage, everything comes together and some poor opponent gets to feel the full fury of your army as luck balances things out again. Just look at how things went in The Island of Blood mega-battle from White Dwarf back in October last year to see how that can play out. I've never seen such carnage caused by a pair of Warp Lightning Cannons before!

'The presence of powerful elements in your army creates an interested tactical aspect to the game,' Jeremy adds. 'Faced with a wall of mangy fur and rusty swords and spears, your opponent will be wondering whether to concentrate his fire on your regiments or focus on the more immediate threat of the Weapon Teams, Doomwheels, Screaming Bells, Rat Ogres

and so on. How they handle that challenge, and how you capitalise on your advantages will determine your success or failure. Oh, luck will play a part too!'

Having talked about the somewhat bewildering elements found in the Skaven army (if we accept for a moment that man-sized rat-beasts capable of building gatling cannons and wielding terrible magic are 'normal'), I asked Jeremy how these things all came to be.

'These weapons, in fact everything in the Skaven miniatures range, ultimately find their origins in the fevered mind of Jes Goodwin and the many sculptors that have worked alongside him over the years,' Jeremy explains. 'It's fair to say that Jes is the master of the Skaven and the creator of their original miniatures range, so it made sense to pick his brains first.

'Jes was enthusiastic and obviously had done so much work on all of the original material that his ideas were invaluable, but one of his first actions was actually to put me on to Seb Perbert. It was Seb who I conspired with to get inspiration and ideas for the new units we were adding into the Skaven army book this time around. The Skaven have long had a strong theme and identity within Warhammer, but we wanted to expand on that.

TOWERS OF DESTRUCTION

Soaring above the ranks of the Skaven army are the gigantic structures of the Screaming Bell and Plague Furnace. The Screaming Bell is an iconic war machine, the tolling of its gigantic bell sounding doom across the battlefield, unleashing a cacophony that can shatter minds and split stone. Meanwhile, the Grey Seer perched atop the bell hurls spells and curses into the foe.

A foul effigy dedicated to the Great Horned One, the Plague Furnace is a war engine that smites the enemy with a vast, billowing plague censer. Smashing into the foe with the force of a wrecking ball, the Plague Furnace slaughters with crushing power and the noxious fumes emanating from its censer.



CLAN PESTILENS

Clan Pestilens are the scions of the Great Horned One, disciples of pestilence and disease. Their goal is to spread corruption and decay. Their foot soldiers are the Plague Monks, stinking, infectious ratmen whose unending proximity to the most virulent contagions has left them scarred and vile. Alongside frenzied regiments of Plague Monks skulk Plague Censer Bearers, the most insanely devoted of Clan Pestilens, who wield gigantic flails imbued with corrosive warpstone. At their head march the dread sorcerers known as Plague Priests.



Plague Censer Bearer



A Plague Priest armed with plague censer



CLAN ESHIN

The shadowy Clan Eshin are feared throughout the Skaven empire as assassins and murderers. For a price their agents will take any contract, no matter how diabolical, whether it is infiltration, sabotage or outright murder.

The foot soldiers of Clan Eshin are the Night Runners, who are used to range ahead of the main Skaven armies to pepper the foe with throwing stars or sling shot, before joining with the main Skaven advance.



'Inspired by the obvious lack of a large monster in the Skaven army, we bounced ideas back and forth with one another about what it could be – a tunnelling beast, a flesh-construct... the ideas came thick and fast. I particularly liked Colin's creepy slimy white eyeless Rat Ogre conversion (you can see it on page 378 of the hardback Warhammer rulebook). So, I 'borrowed' the model and it sat on my desk for a few months (Colin was really patient). I knew I was on the right track using that as a blueprint because everyone who came near the desk was both disgusted and fascinated by it at the same time. It is a horrible monster and Seb and I knew we wanted something just as horrible.

'So, we had some conversations, got excited, and Seb did some sketches that were really intriguing, but I'll let him tell that story. From this dark genesis the rules grew. By and large they are inspired by disgusting ideas gleaned from classic horror stories (along with some more contemporary movies, for that matter). I'm thinking of all those scenes where the horrific beastie is supposed to be dead, but it just won't stay down, rearing up for one last rampage. I love the idea of the monster being a tortured patchwork creature – forever regrowing itself anew even as the enemy are hacking at it with swords and

axes and the cluster of rats that live within its unnatural body gnaw away at the monster from the inside. When the monster finally dies part of you wants to feel sorry for it – it being so entirely unnatural and tortured. And you can imagine everyone looking at the horrible creature in its death throes and really hoping it doesn't twitch itself back to life! Or leave a pile of hungry rats that abandon their sinking flesh ship!

Having talked about the rules and ideas that Jeremy poured into the Skaven army, it seemed only right to find out about origins of the fantastic new miniatures. Seb Perbet is the master of all things ratty and for months now he's been sneaking around clandestinely collaborating with games developers and artists and holding secretive meetings with his fellow sculptors. Seb's reputation as the Master Moulder of the Studio seems to be set in stone now... warpstone, I am sure.

'The story of my involvement with the Skaven is rather back-to-front,' Seb warns when I ask him about it. 'It all started just after I had finished sculpting the Ork Warboss in the Assault on Black Reach boxed game. I was looking for something else to get stuck into and picked up a copy of the original 1993 Skaven army book. I read it ravenously over the course of a few nights. Everything about it, from the

background to the artwork got me really fired up. I loved how the original models that Jes had sculpted had such strong themes running within them, really iconic blade shapes, details on the armour and so on. I could imagine myself making models using those early models and pieces of artwork as my design cues. So I came back into work and told the cruel taskmasters in charge of the miniatures designers that I was raring to go if there were any Skaven in the offing.

'Well, they took me at my word. First I worked on the Stormvermin. The existing models were great metal miniatures, but we wanted to give more options for hobbyists who would be building them, along with more variety. Making the kit in plastic was the obvious way to do both of these things. There are loads of options on the frames for kit-bashing experts and first-time collectors alike,' Seb adds, 'from alternate banner tops to spare weapons for the unit champion. Doing the Stormvermin whetted my appetite for more Skaven shenanigans. It also taught me a few lessons as I learned from the master of the Skaven, Jes Goodwin, about the rights and wrongs of the ratmen. All I needed was a chance to revisit them again, and it wasn't that long in coming.'

'I was able to inveigle my way into the team making the new plastic kits to accompany the Skaven army book, and got dibs on the Screaming Bell/Plague Furnace model alongside Colin Grayson. At about the time master sculptor Brian Nelson was brought in to help spearhead the design on the Skaven Clanrats. He brought a fresh sense of energy and perspective to the project – tackling the challenge of making the new plastic Clanrats in as few pieces as possible. The two-piece prototypes that he brought into the Studio caused a real stir. They were really exciting and very much inspired all of the Skaven models that have come since. From the point of view of the Screaming Bell, Brian's prototypes had me looking really closely at the Grey Seer and the other crew that ride along with him.

'While I handled the crew, Colin took the lead on the design of the Screaming Bell itself,' Seb explains. 'Together we produced something really impressive. The heart and soul of the kit is the great big bronze bell along with the Grey Seer who rides along on the contraption. This focus is why we ended up making the Grey Seer so that he is hanging on to the bell. Not only does this pose look dynamic and fantastical, but it also keeps the focus very much on both the key elements at once.'

IKIT CLAW

Ikit Claw is perhaps the greatest mind amongst the evil geniuses of Clan Skryre. Clad in an iron-framed exoskeleton that provides his mangled body with incredible strength, he is a formidable leader, fighter and sorcerer.



THE WAR MACHINES OF CLAN SKRYRE

Clan Skryre has long since earned itself a reputation for innovation and invention in the field of diabolical war machines and weaponry. Deep in the warforges beneath Skavenblight the Warlock Engineers devise newer and more deadly weapons with which to annihilate their foe. Unleashed on the battlefield, these devices give the Skaven a much-needed advantage – a lone ratman might be little match for the champions amongst Elves, Men or Dwarfs, but when crewing a Warp Lightning Cannon or piloting a Doomwheel they can slaughter any foe.



TRETCH CRAVENTAIL

A rising star of Clan Rictus, Tretch Craventail has risen to the rank of Chieftain through cunning, guile and no small amount of luck. Tretch can often be found leading a cunning ambush or scampering off to 'fetch help' when things go awry.



'Getting this kind of detail just right can be a time-consuming process,' Seb adds. 'I would put together a mock-up using paper and cardboard cutouts and show them around the Studio and someone would point out a design feature we could tweak. The Grey Seer was riding on the platform; wouldn't it be nice if he was a little more prominent, someone would ask? I'd add a raised platform for him to cast spells from and someone would point out that it was detracting from the bell as a focal point. The solution that we came up with here is one that everybody seems happy with.'

'After the Screaming Bell, I found myself locked in battle with the special characters of the Skaven army,' Seb says with a grin. 'I completely bypassed doing new Warlords and Warlock Engineers and went straight onto sculpting some of the biggest names in Skavenblight. With each of these models I looked closely at their background, stories and character and then dialled this up to eleven! Deathmaster Snikch is a fine example of this – he has a really strong martial arts pose, plundered from a mispent youth watching too many kung-fu movies. There's a common trend that runs through these heroes, however. All of them have flowing lines that you can trace across the miniature. Brian Nelson suggested this idea to me when I was just

starting out with them – giving them a curving, almost serpentine aesthetic would make them look more fluid and dynamic. It runs across all of the models, from Skweel Gnawtooth and the curving shape of his whip to the brand new Tretch Craventail and the way that his long tail dangles down forming an 's' shape.

'All this thinking about curving lines came in really handy when I moved on to sculpting the Abomination,' Seb says, gesturing to an almost comical mockup of the gigantic monster he keeps on his desk.

'Jeremy was pushing for a cool new kit to add to the Skaven army, and we began to put all of our ideas into a metaphorical melting pot. This idea-factory gave rise to the Warp-grinder and Doom-flayer, amongst other ideas, and also to the Hell Pit Abomination.

'I began making sketches of what this new hybrid monster could look like, and as Jeremy mentioned earlier, some of them were quite disturbing. Games Workshop's art director, John Blanche, drew some images of his own. Frankly they were brilliant, but incredibly disturbing. Aspects on the model such as the wheel and boilers were adopted from John's contribution to our own mad Clan Moulder experiments. With the basic design nailed down it was time to sculpt the beast



Rat Ogres



Packmasters



Giant Rats

CLAN MOULDER

When a Skaven army goes to war, it does so accompanied by all manner of vile war-beasts, the greatest of which are the mighty Rat Ogres and the horrific Hell Pit Abomination. These degenerate creatures are the creation of Clan Moulder, masters of mutation and surgical manipulation. Using arcane secrets, fuelled by warpstone, the practitioners of Clan Moulder stitch the dismembered parts of disparate creatures, enabling them to create truly horrific

creations. These mutant creations are so dangerous that the Warlords will pay vast sums in warp tokens to acquire a pack of Rat Ogres for their force.

Should the interests of Clan Moulder itself be threatened, it is able to unleash a horde of uncountable proportions. Giant Rats carpet the ground even as larger, more sinister beasts stomp, crawl and writhe their way into battle. When Hell Pit, the clan stronghold, opens its gates, it sets loose a tide of unending horror.

THE ISLAND OF BLOOD

The Warhammer boxed game, *The Island of Blood*, presents an incredible opportunity for any collector to begin, or add to their Skaven army. In addition to two regiments of 20 Clanrats the set also includes a Warlord, Warlock Engineer and two deadly weapon teams (including a Poison Wind Mortar) and pack of towering Rat Ogres. All of the miniatures in this set are exclusive sculpts, only found in *The Island of Blood* box game. Even better, it comes with a High Elf force too – an army that you can foist onto a friend or family member and then destroy upon the battlefield!



I kept in mind Brian's point about the sweeping curves on the model, settling on a shape for the model akin to a wave. To win everyone over, I put in a slightly frantic day's effort making a mockup out of wire, bits from various Skaven kits and lots and lots of sculpting putty. Once I had the rough shape I wanted I carved a load of sigils and runes into it and then I took it around the Studio to gauge opinion.

'Everyone was shocked when they saw how large I had made it,' he admits. 'But impressed at the same time. The sheer size of the Hell Pit Abomination makes it a genuine centrepiece for the Skaven army.'

The other large kit released this month is the Warp Lightning Cannon and Plagueclaw Catapult, sculpted by Colin Grayson. 'If you compare it to the original

Warp Lightning Cannon, you'll notice the difference immediately – it's a great deal bigger!' The kit also makes a Plagueclaw Catapult, a fiendish device employed by Clan Pestilens to hurl its noisome cargo at the foe. 'Cunning use of the A-frame allows the kit to be assembled in several different ways, allowing for variety amongst your war machines,' points out Seb.

What this all means is that Skaven collectors have a range of impressive, large units to add to their force and it adds some height to the army as a whole. When you see a Skaven force on the tabletop, it's a sea of clawpacks broken up by towering elements such as the Screaming Bell, Plague Furnace and now the Plagueclaw Catapult and, of course, the monstrous Hell Pit Abomination.

MORE SKAVEN ONLINE

There are loads of Skaven articles available on our website, from stage-by-stage guides to painting your Clanrats to tactics for getting the best out of your magic. Go to the Games Workshop website today to read the *Skaven: Army Tactics*, where we present several different sample army lists and tactics for using them.

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2513 - TERROR IN THE GREY MOUNTAINS Warlord Sleekfur is ordered to sow anarchy throughout the Grey Mountains. Gathering a mighty horde, including a malodious throng of Plague Monks led by a Plague Priest and a contingent from Clan Eshin. After three months of carnage, and with burning settlements and smouldering fortifications in his wake Sleekfur was ready to return in glory to Skavenblight. A distant dust-haze, however, heralded the arrival of a Bretonnian army and the chance for more bloodshed and glory.

When the Council of Thirteen decreed that a clan was required to conduct a series of raids in the foothills of the Grey Mountains the rival Warlords in attendance quickly fell into petty bickering and blame-laying as they sought to avoid the task. Seeing advantage where others saw none, Warlord Sleekfur proffered his services to the Council (amidst a shameless display of gratitude that involved prostration, the offering of slaves and all together too much genuflection) in exchange for the promise of assistance from certain of the Greater Clans and the guarantee of great rewards and Clan privileges upon his return.

Quickly gathering his forces and reluctantly accepting the 'aid' of Lord Greysore, Sleekfur set off before his rivals caught wind of his plans. Sleekfur and his warriors headed through the grim network of passageways and tunnels towards the Black Chasm. There they were joined by the ranksome figure of Festerlung, a Plague Priest and his filthy coterie.

From the Black Chasm, Sleekfur set out, travelling at night and seeking shelter in the days to avoid the prying eyes of the scattered inhabitants of the region. Sleekfur's orders had been to destroy any sizeable settlements that he found, to create a sense of fear and terror that would draw out the armies the manthings. Although he hadn't been privy to the details, a general of Sleekfur's calibre knew that this must be to provide a distraction elsewhere. His own plan was to gather as much plunder and as many slaves as possible, and then escape before any reprisal could be meted out.

In short order the towns of Rachenburg and Lorel were razed to the ground, their puny garrisons overrun by his hordes of Clanrats. The smell of burning manflesh soon filled the air and each day a new pillar of smoke tarnished the skyline.

The aged keep of Parone was defended by a grizzled old Man-thing atop a powerful horse. With a band of retainers he rode out to challenge the indomitable

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Skaven, so Sleekfur proudly unveiled Killerzzap, his prized Warp Lightning Cannon. The unfortunate Man-thing was all but disintegrated and his horse somewhat over-cooked, but the shot had the desired effect, sending the rest of the Man-things fleeing for the hills and leaving the nearby settlement ripe for plunder.

With each successive attack the wagon trains of Warlord Sleekfur grew fuller and soon the canny Skaven was planning his return to Skavenblight. Hours of haggling with Festerlung for his silence-price yielded a share that would still leave Sleekfur a huge hoard of wealth.

When Sleekfur announced to the leaders of his clawpacks he planned to return to Skavenblight, Lord Greysore warned him against it. Sleekfur's duty, the horned sorcerer warned, was not yet done.

Flanked by his favoured warriors and far from the devious political wrangling of Skavenblight, Sleekfur might have dared push his argument, had not a shadowy

figure emerged from the darkly robed Skaven of the Night Runners. As soon as Sleekfur recognised the legendary Deathmaster Snikch, he squirted the musk of fear (several times) and offered to stay just as long as Greysore would like.

That time arrived sooner than Sleekfur and his (now very nervous) Stormvermin would have expected. The very next day the Sewer Raiders, acting as scouts, reported that a large Man-thing army was approaching. Mounted on horses, the Man-things were wearing plenty of metal clothes and were approaching quick-quick.

Lord Greysore leaned in close to the anxious Warlord Sleekfur as he issued a final set of orders.

'Fight-fight the Man-things. Kill their general we shall. Make him dead and much riches and slaves will be yours,' he hissed into Sleekfur's ear.

Sleekfur looked at his army, the towering war machines and fierce clawpacks. Grinning, he squacked for the advance.

LORDS	
Warlord Sleekfur Warlord with halberd, tail weapon and Talisman of Protection.	116 points
Lord Greysore Grey Seer with Shadow Magnet Trinket and Screaming Bell.	470 points
HEROES	
Deathmaster Snikch	270 points
Festerlung Plague Priest with flail and Plague Furnace.	254 points
CORE	
Slacktail's Spearhorde 40 Clanrats with shields, spears, musician, standard bearer, Clawleader and Poisoned Wind Mortar.	285 points
Whirlmange's Clawpack 40 Clanrats with shields, musician, standard bearer, Clawleader and Warfire Thrower.	270 points
The Sewer Raiders 10 Night Runners with slings, Night Leader and Warp-grinder.	148 points
Ripsnout's Horde 20 Stormvermin with musician, standard bearer, Fangleader with warlock pistol and Doom-flayer.	228 points
SPECIAL	
Greel's Ratbeasts 4 Rat Ogres and Master Moulder with shock-prod.	210 points
Mangespore's Monks 30 Plague Monks with musician, standard bearer and Bringer-of-the-Word.	235 points
RARE	
Warpmaw Hell Pit Abomination	235 points
Killzzap Warp Lightning Cannon	90 points
Rumblezzap Doomwheel	150 points
Total	2996 points

WARHAMMER

THE UNDER-EMPIRE RISES!

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January
If you're
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IN-STORE THIS MONTH

As the New Year bell tolls a plague of untold proportions spreads across the land. Once more a skittering, diseased horde of Skaven descend on the Warhammer World to wreak havoc and strike fear into the very heart of men. All this month you can join the vermintide or seek to conquer these hideous ratmen as part of our Winter Crusade.

The Winter Crusade

Join us this month as we continue our programme of free events and activities. Grand battles, modelling workshops and painting activities all await you in-store, many of which will showcase the brand new Skaven additions. Don't miss your chance to become a Crusader!

January Beginners' Weekends

If you're new to the hobby or just starting out in Warhammer, Warhammer 40,000, The Lord of the Rings

or War of the Ring, then speak to our staff about signing up for a free January Beginners' weekend. They are a great introduction to the hobby and lots of fun! Check out the dates below for details of this year's January Beginners' Weekends.

- 8th-9th January Warhammer
- 15th-16th January Warhammer 40,000
- 22nd-23rd January War of the Ring/The Lord of the Rings
- 29th-30th January Grand Finale

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DARK ELДАР

Extremely fast on the attack and packed full of deadly warriors, the Dark Eldar can prove a tricky army to master. The author of the codex, Phil Kelly, gives us a few pointers on to how to get the most out of these alien raiders on the battlefield.



If the Dark Eldar are not to be reckoned with, it's because of some key skills most of their units possess. Broadsword, for example, is the big dupe that allows them to fight dirty, and lightweight models always get a look at how to strike and win. Victory is theirs.

Go for it
To win with the Dark Eldar, you need to learn how to use their strengths and that of your army. Some armies are better back in cover than enemy close combat will, unless you can get in as soon as possible. Dark Eldar are a force into combat.

The Kabalite Flyers are your Kabalite Flyers. They can fire rapidly and get shot down. Dark Eldar are fast and because of the Fleet spell, they can move with enemy units. Board from the front and get 12" forward. Forward and good fleet. And your 6" 26" – the dreaded fire splinter rifle. A big gamble. Enemy to a run roll with front of a error for a

If you're taking lots of and just get at least one of in the initial right units, capacity to those of you behind. If then I advise with nine-character you disembark off from the chances of with at least

Thing is on your fall for it a up further longer. I fi

If the Dark Eldar were a weapon, I reckon they'd probably be a rapier of some kind, for they reward finesse and skill most of all. You'll find that the solid broadsword of the Space Marine army and the big dumb club of the Orks will batter them in a straight fight, but the Dark Eldar fight dirty, and the good thing about a fast and lightweight weapon is that you almost always get the first hit in. We're going to look at how to make the most of that initial strike and keep the pressure on until victory is firmly in your grasp.

Go for the Throat

To win with the Dark Eldar you'll need to learn how to dictate the pace of the battle, and that usually means getting stuck in. Some armies are reactive, preferring to sit back in cover and hammer away as the enemy closes in – and hammer you they will, unless you get right in their faces as soon as inhumanly possible. Luckily the Dark Eldar are really, really good at getting into combat nice and quickly.

The Raider is the ideal tool for getting your Kabalite Warriors and Wyches into rapid fire or assault range without them getting shot to pieces first. Because the Dark Eldar's transports are open-topped, and because almost all of your units have the Fleet special rule, you can get to grips with enemies on the other side of the board from a standing start. It's simple enough to do, in theory – the Raider moves 12" forward, the squad inside moves forward another 2" whilst disembarking, a good fleet roll gets you another 5 or 6", and your 6" assault move makes a total of 26" – theoretically enough to pull off the dreaded first-turn charge or get all your splinter rifles close enough to rapid fire. It's a big gamble, though, as it relies upon the enemy to deploy far forwards and a bad run roll will leave your unit stranded in front of the enemy gunline, which is a fatal error for a Dark Eldar player to make.

If you're feeling brave, by all means take lots of dedicated transport vehicles and just go for the first-turn mass assault; at least one or two of your units will get lucky in the initial sprint and, by engaging the right units, close down the enemy's capacity to shoot the living daylights out of those of your sprinters that have fallen behind. If you're considering this tactic then I advise you to load up your Raiders with nine-man squads with independent characters leading them; that way when you disembark you can split the character off from the main unit and double your chances of getting a decent Fleet move with at least one of them.

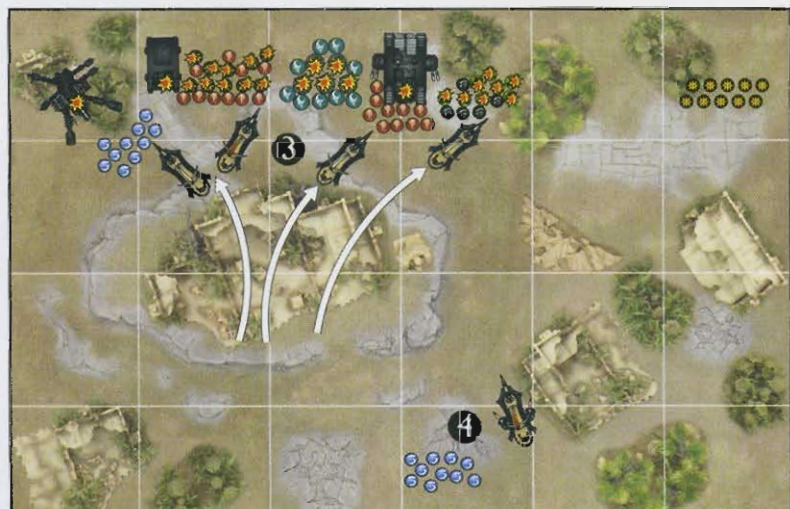
Thing is, once you've pulled this trick on your opponent once, he's not likely to fall for it again, and next time he will set up further away to keep you at bay for longer. I find on balance it's best to set

yourself up for a devastating series of second-turn charges, using your first move to get your troops into position behind the chunkiest pieces of cover you can find before pouncing on your prey.

In a decent-sized army you should expect to see at least three Raiders zooming about the battlefield, moving from cover to cover before disgorging their passengers into the enemy's midst. It's a good idea to fill your Raiders with units of Troops so you can claim far-flung objectives, along with small units of Elite warriors such as Incubi. Using two units of five Elites is usually a better idea than one big unit mounted in a single Raider, because it gives you far more options – including throwing both of your small units against the same enemy unit if you really need a concentration of force. A transport vehicle packed full of Incubi and another of Archon-based nastiness is usually enough to deal with any threat short of a Dreadnought or full-size Ork mob; their power weapons mean that they certainly have no trouble slicing and dicing their way through Space Marines.

Tactics Key

- 1 The Raiders move forwards and hide behind the cover in the middle of the battlefield, hopefully out of sight of the enemy's big guns.
- 2 The Ravager and Raider with dark lance take aim at the biggest target, whilst minimising return fire by staying out of lines of sight.
- 3 The Raiders zoom forwards, disgorging their passengers into close combat.
- 4 The Ravager continues to hang back and pick off any targets that might threaten the Dark Eldar assault.



Breakneck Speed

Rather than leaping from cover to cover, you can go for a 24th first turn Turbo Boost, giving your transports a 4+ cover save because of their sheer speed. Though risking proximity to the enemy's rapid fire and special weapons, this can be immensely satisfying, and a flurry of successful saves can see you firmly in control of the game next turn.



A vanguard of Raiders packed with Troops squads zooms forwards, supported by Hellions and a Ravager.



Covering Your Assets

Commorragh's finest go to war clad in lightweight armour. Their vehicles are designed for speed, not durability. Their armour looks amazing but sadly it's not going to stop a mass-reactive rocket-propelled bolter shell. Because of this you need to use everything else on the table as a protective screen instead. That doesn't just mean hugging cover, it also means creating it, because sometimes the terrain just isn't on your side.

What I mean by 'creating cover' is using your own vehicles as a screen to protect the units behind them. I know, it sounds like madness, but there is a method here. If your units have to cross an area of the board where there is little or no cover, you'll need to sacrifice a Raider or two to do the same job. Move your Troops-carrying Raiders forward in close formation, with your more valuable units skulking behind them – this second wave will benefit from a 4+ cover save because of the intervening units, but with a bit of careful positioning your opponent won't be able to see them at all. I usually take the flickerfield vehicle upgrade on my Raiders to give them a fighting chance – the 10 points it costs you for that 5+ cover save will seem well worth it when it saves you from a melta shot – though beware of putting too many vehicle upgrades on your transports as they are likely to bite the dust in the early-to-mid game. One upgrade per vehicle is usually enough.

Whilst we're on the subject of vehicle upgrades, splinter racks can really boost the effectiveness of embarked Kabalite Warriors or Trueborn, especially at close range. Night fields, on the other hand, are perfect for protecting Ravagers because they shorten the reach of incoming enemy heavy weapons fire whilst still allowing your heavily armed gun-skiffs to shoot at full effectiveness from a safe distance. This is the Dark Eldar strategy in a nutshell – hit the enemy hard whilst robbing him of the ability to hit you back.

When your Raiders do get shot down (and they will), try to ensure that the passengers are placed in the optimal position for the ensuing carnage. If your opponent has a lot of anti-infantry fire yet to unleash, deploy them in the shadow of another Raider or the wreckage of their own transport and consider going to ground. If he's running out of guns, deploy the passengers as close to enemy lines as possible so your unit can leg it the rest of the way. If it's a unit of Kabalite Warriors or Kabalite Trueborn that was riding in the Raider, you could even use the wreckage of your transport as an impromptu bunker. Using fragile vehicles takes a bit of getting used to, but this is why it's important to take several Raiders – your opponent will bag two or maybe three of them before you get your evil revenge, but whilst he's obsessing about shooting down your relatively cheap vehicles, the rest of your army is moving into position for the kill.



An Archon charges forwards, deploying a webway portal right in the face of the Imperial Guard.

Your Secret Weapon and How to Use It

So what is the most deadly weapon in the Dark Eldar arsenal? Is it the dark lance, ideal for tank-busting at a distance? Maybe the super-nasty void mine, or one of the Haemonculi's instant-death causing little toys? Well, those things are mean as hell, but for me the key gadget in the Dark Eldar armoury is the webway portal.

At first glance the portal is an innocuous Archon upgrade that doesn't seem like a weapon at all, but it's often the crux upon which the whole game changes, because it enables your units to get right into the thick of combat without taking so much as a single bullet. Take an Archon with one of these exotic little wonders and zoom him across the board in a transport, sticking to cover all the while. Then disembark him within 6" of the enemy lines, deploy the webway portal in the thick of the enemy army in the Shooting phase, and then plunge the Archon headlong into the fray. Properly equipped, an Archon is more than capable of taking on an entire enemy squad by himself – as any veteran Dark Eldar player will tell you, a shadow field and agoniser's a good place to start – but that's not really the point. From that point on, all your units held in reserve can enter play through the webway portal, meaning that

anything within 12-24" of it is risking a full-strength unit of Dark Eldar in the face.

If you can get the webway portal into the opposite side of the board then nowhere is safe for your opponents. It's possible you'll lose your brave Archon as your opponent fights back, but there's no better way of getting lethal but lightly armed units such as Wyches, Hellions and Harlequins into the fray intact, and it's certainly cheaper than using lots of Raiders. Try using the Raider tactics outlined above in combination with a webway portal and you'll be spoilt for choice – the more options you have, the less your opponent has, and control of the battlefield almost always leads to success.

Some players like to use two Archons, each with a webway portal, and race them up the flanks of the table to catch the enemy in a two-pronged attack. This is quite an investment but it almost always pays off – you can choose which of your reserve units appear where, giving you loads of flexibility. Canny opponents will attempt to either back away from your portal to deny you your easy assaults, or to surround it altogether, cutting off your reinforcements. By using two portals you're doubling your chances of getting the rest of your strike force into the fray without taking a single wound, and that's worth 70 points any day.

Death from the Shadows

Although units of Mandrakes excel at outflanking assaults, they can also become rather shooty when they gain their first pain token. Try sending a transport-mounted Haemonculus into the ranks of a unit of Mandrakes once they've arrived on the battlefield in order to give them a pain token – suddenly you have another weapon in the form of their Assault 2, Pinning Baleblast attack.



This unit...	Is great against...	Because...
Kabalite Warriors	Carnifexes, Wraithlords	Splinter weapons always wound on 4+.
Wyches	Enemy characters	High Initiative, 4+ invulnerable save in assault, specialist weapons.
Hellions	Ork mobs, Tyranid Termagants	Great anti-infantry firepower/loads of Strength 4 attacks.
Incubi	Terminators	Multiple power weapon attacks at Initiative 5.
Mandrakes	Basilisks, Devastators	Can enter play in enemy's deployment zone.
Scourges	Predators, Battlewagons	Mobility plus tank-busting special weapons.
Reaver Jetbikes	Hellhounds, Infantry Squads	Exceptional mobility plus bladevane attacks.
Talos/Cronos	Space Marines, Leman Russ	T7 and deadly monstrous creature attacks.
Wracks	Carnifexes, Wraithlords	Lots of Poisoned Weapon (4+) attacks.
Ravagers (dark lances)	Land Raiders, Leman Russ	Unparalleled at killing Armour 14 behemoths.
Ravagers (disintegrators)	Space Marines	Can reliably kill four Space Marines per turn.

A Splintery Doom

Splinter rifles en masse are a terrifying prospect for any non-vehicle unit, especially when backed up by shredders and splinter cannon. The idea is to force your opponent to make dozens of armour saves, so don't obsess about AP – weight of fire does the same job, if not better.



The Right Tool for the Job

So, we've covered how to get there, now what to do when you're right in the middle of the enemy army? The first thing to do is ensure that all of your shock troops have the right target in front of them – Wyches are great for winking troops out of cover due to their plasma grenades and high Initiative, infiltrating Mandrake units are the perfect weapon for sneaking up on Heavy Support units that hug the opposing table edge, and Incubi excel at taking down well-armoured infantry, for instance. Much like their Craftworld Eldar cousins, the Dark Eldar units all have an enemy that they excel at fighting, and a good Raider strike or a well-placed portal can ensure that you can pick your fights. Let's look at a few ideal match ups; use the table above as a guide and you'll be off to a good start.

Bringing the Pain

The second thing to do is to ensure your units pick up their first pain token as quickly as possible. If your enemy is close-combat oriented and eager to get into the fray as quickly as possible, whittle his numbers down with splinter weapon fire from your Kabalite Warriors and then deliver the killing blow with a unit of Wyches – this will give the girls the Feel no Pain rule just in time to withstand the inevitable counter-attack. If you're charging across the table instead, things become a little trickier, because like as not you'll be launching combats against a well-dug in enemy force. This is where the second-round unit kill comes in.

Mastering the second-round unit kill is a must for assault-based tactics. We've all

seen it – the super-hard close combat unit piles in and absolutely nukes an enemy squad in a single round of close combat, then, after their moment of short-lived glory, stands there looking desperately exposed whilst the vanquished squad's mates take their shooty revenge. Even with a pain token this can spell death for a Dark Eldar unit. You're looking to finish off the enemy squad in the second round of combat – or more accurately in the opponent's turn – so that you can consolidate and then launch a fresh assault without giving your foe a chance to shoot your assault unit to pieces.

The Dark Eldar excel at the second-round unit kill because of their high Initiative. Say you charge a unit of Succubus-led Wyches in against a unit of Space Marines – the Wyches go first, and kill half the unit of Space Marines, though they take a good few casualties in return. The Space Marines, knowing no fear and all that, aren't going anywhere. Next round, the Wyches are still striking first; meaning you've got two whole batches of attacks in, hopefully finishing off the enemy squad before the Space Marines get a chance to strike back. If you'd finished that Space Marine squad off in one round, it'd be a bolter breakfast for the Wyches, but the second round unit kill has allowed them not only a pain token but also a turn of moving, fleeing and assaulting in which to find fresh prey.

That first pain token is often the difference between your force acting like a collection of immortal vampiric killing machines and a bunch of bullet magnets. Even if you're countercharged whilst trying for your second round success, you should pick on the most depleted squad mercilessly, because if you manage to kill it you'll immediately get Feel No Pain in time to save your unit from the countercharger's attacks. I recently had a game where my Wych unit, led by Duke Sliscus, had been exchanging kills with a unit of Chaos Space Marine Berzerkers led by a Chaos Lord. I got the charge in, but the combat was a draw, and I failed miserably to break them. Next thing I knew another unit of Berzerkers had piled in, but instead of spreading the kills around I concentrated on the depleted squad, finishing them off and allowing me to shrug off the new squad's attacks with a 4+ invulnerable save backed up by Feel No Pain. The Berzerkers lost the combat as a result, and the Chaos Lord bit the dust during the resultant Fearless-induced batch of armour saves.

The Art of Horrible Death

The good thing about pain tokens is that there's a lot of ways to get hold of them. Imagine a couple of Haemoncufi bolstering a full-strength unit of Incubi –

These Hellions are about to use their Hit and Run rule to leave combat in the enemy's turn – allowing them to shoot and then charge the same unit in their own turn, or find new prey elsewhere.



those power weapon-wielding murderers will be unstoppable with a double save and Furious Charge boosting their multiple attacks to Strength 5 and Initiative 6. Haemonculi start the game with a pain token due to their Altered Physique special rule – attach one of these wizened fiends to a unit and bingo, they all benefit from Feel No Pain. Seeing as you can take three Haemonculi as a single HQ choice, it's not difficult to put more than one in the same unit, conferring several special rule bonuses and some seriously nasty arcane wargear into the bargain. Experienced Dark Eldar players will soon find the triple-Haemonculi HQ choice a staple in their armies – blowing an enemy character up or cutting him into pieces is all well and good, but turning him to glass and shattering him or causing his body to grow uncontrollably is just so much more... well, evil I suppose.

Zooming In, Zooming Out

The fastest Dark Eldar are, strangely, the trickiest to use well. Both Hellions and Reavers can outstrip the Fast Attack choices of other armies with ease, but even basic sidearms can ruin a speed fiend's day unless they are used appropriately. Tempting as it is to equip Reaver jetbikes with all the upgrades under the sun, it really doesn't pay off. Either give them as many heat lances and blasters as you can in order to use them exclusively for tank hunting duty, or give them cluster caltrops and grav talons for those bladevane slash attacks, but not both. I would advocate moving 36" a turn every turn with your Reavers; they can still cut enemy infantry to pieces (ideally finishing off depleted units), but do not leave themselves vulnerable, because as soon as

you slow down with these guys, their amazing 3+ Turbo Boost cover save becomes a rather average 5+ armour save. Besides, it looks extremely cool zooming about and it's great fun to do. Just ensure that you don't pull a fly-by attack on something with enough reach to assault you next turn – Reavers don't fare well in an assault.

As for Hellions, these guys really need to fly behind a Raider screen or hug cover to prevent them from getting shot up as they close, but once they are in the thick of things, they can really show off. Their splinter pods are ideal for softening up targets before the fighting really begins – just be sure you're in nice and close before using them, or a cunning foe will remove those nearest your Hellions to prevent you launching an assault. My favourite tactic with these guys is using their Hit and Run special rule to disengage from a difficult combat in the enemy's turn, moving back in, shooting the same unit and then launching another assault to finish them off. Stunclaws are great fun to use too; it's great fun carrying an enemy independent character off from his unit for a nice little ten-against-one fight whilst your shooty units mop up those footsloggers left behind in the Hellions' wake.

In summary, the Dark Eldar are a very unusual army. They move like lightning, they hit like a ton of bricks, but they have all the resilience of a wet paper plate. If you can make the most of their advantages whilst compensating for their weaknesses you'll be winning games left right and centre. The best way to learn, of course, is with practice – so get out there and challenge your gaming buddies to take on the fastest, fiercest and meanest army of them all!

Which Wych is Which?

It's always worth upgrading your Wyches. Try to get your shardnet and impaler-toting Wych into contact with the enemy champion whilst the razorflails and hydra gauntlets get on with the high-Initiative kills on the unit – the aim is to win the combat and run the character down with a sweeping advance.



Wych with hydra gauntlets



Wych with razorflails

WARHAMMER
40,000

DARK ELДАР

The Dark Eldar strike without warning from their twilight realm of Commorragh. Cruel beyond compare, their way of warfare is swift, deadly and unerringly precise.

On this page you can see a selection of the multi-part plastic kits available from the Dark Eldar range.



HOUSE RULES

Scenery kits such as Witchfate Tor and the Fortified Manor form great focal points for your battles, as armies struggle valiantly to control of them. In this article Jervis Johnson and Mat Ward expand on the rules for using buildings.



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Large buildings such as Witchfate Tor, Tower of Sorcery, the Fortified Manor and the Mighty Fortress all form great centrepieces to games of Warhammer, towering edifices that dominate the battlefield. Such buildings form key objectives and defensive fastnesses, over which armies clash in bloody struggle.

In this article we're going to look in detail at the rules for multipart buildings that appear in the Warhammer rulebook. Using these rules will add an extra layer of complexity to your games, but they really let models like the Tower of Sorcery become a deserved focal point.

Multipart Buildings

The rules for multipart buildings appear on page 129 of the Warhammer rulebook, boiling down to the following principle:

"Large building models should be broken down into sections, each of which is treated as a separate building."

The example given to illustrate this in the Warhammer rulebook is a Fortified Manor, and it will serve just as well as an example for this article.

As you can see below, the Fortified Manor is a single building model, and can be treated as such in a battle. If you decide to do this, then the building rules in the

rulebook are used unchanged, and the Fortified Manor can only be garrisoned or assaulted by a single unit.

However, it is much more appropriate to treat large buildings like this as a 'multipart building'. If you do this then the building is divided up into a number of sections. When you discuss this matter with your opponent, you should also decide if units in the separate sections can shoot at each other or not; in general it's best to say that they can't, but there will be circumstances where it makes sense to allow them to.

The obvious thing to do is to break the Fortified Manor down into two sections – 'the Tower' and 'the Great Hall'. You could go a step further – as we do at the end of this article – and decide to count the courtyard and outhouse as separate sections too. Units in the adjacent sections may not shoot at each other, as it doesn't appear that units in one section could see units in the other without leaning far out of a window or over a parapet.

This means that the Fortified Manor becomes, effectively, two separate buildings as far as the rules are concerned, and that each section can be garrisoned or assaulted by a separate unit. Note that a unit can assault one building section even if this would bring it within 1" of the other,



Assaulting a Building

The foundation for any good assault party is an elite infantry unit, preferably packing multiple high-Strength attacks to devastate the defending unit and drive them from their fastness. High Elf Sword Masters are amongst the best at this, each striking first with 2 Strength 5 Attacks.

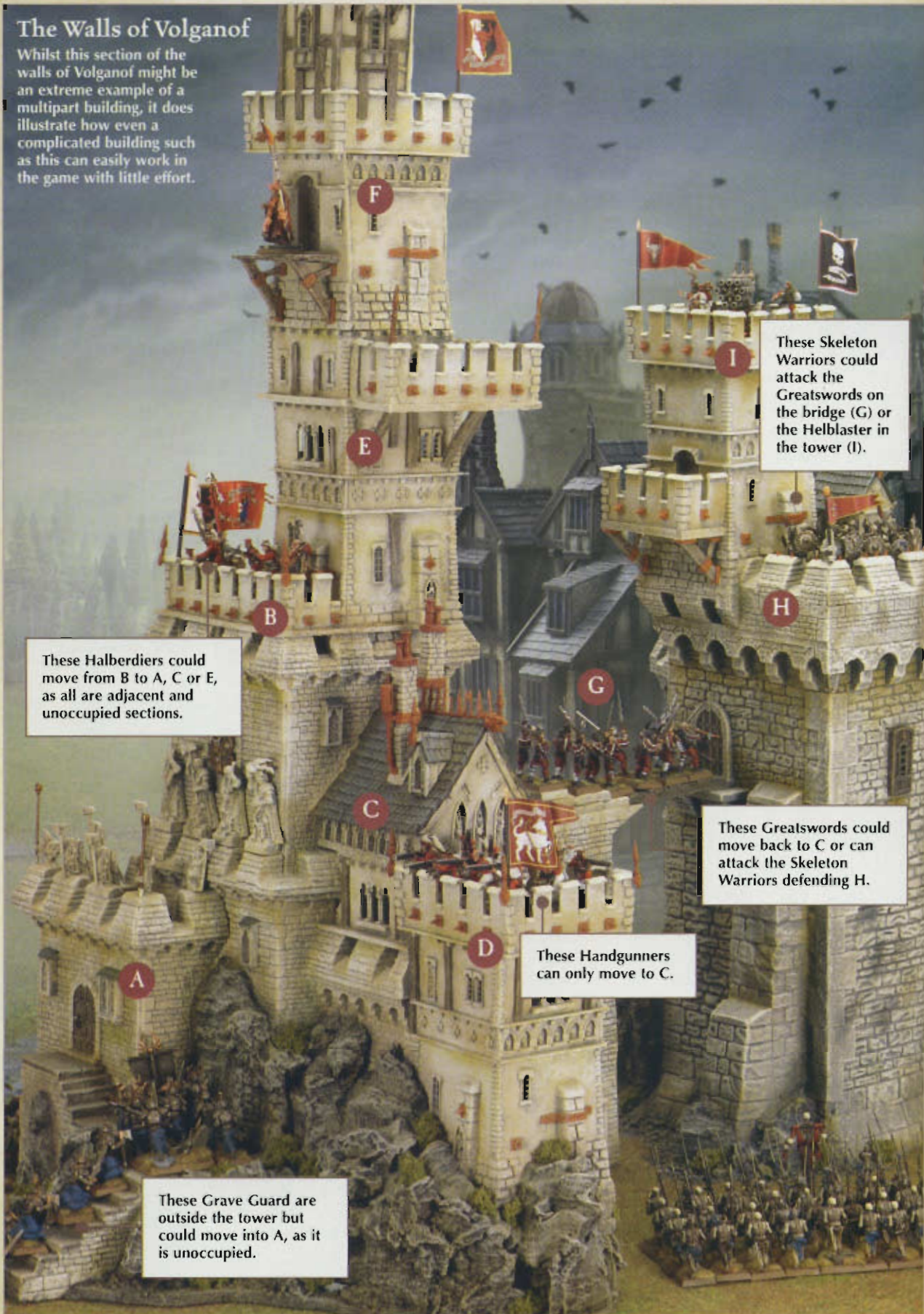


The brave soldiers of the Empire garrison the Fortified Manor against the foe.



The Walls of Volganof

Whilst this section of the walls of Volganof might be an extreme example of a multipart building, it does illustrate how even a complicated building such as this can easily work in the game with little effort.



These Halberdiers could move from B to A, C or E, as all are adjacent and unoccupied sections.

These Grave Guard are outside the tower but could move into A, as it is unoccupied.

These Handgunners can only move to C.

These Greatswords could move back to C or can attack the Skeleton Warriors defending H.

These Skeleton Warriors could attack the Greatswords on the bridge (G) or the Helblaster in the tower (I).



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A unit of sturdy Dwarf Longbeards defend the tower against an attack from the castle's walls by Dark Elves.

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as charging units are allowed to ignore the 1" rule, but that the assaulting unit would not be allowed to end up in base contact with the other section if it is garrisoned by a unit. Also note that a unit in one section may have to take a Panic test if a unit in the other section breaks or is wiped out – garrisoning a building does not confer the Immune to Psychology special rule. Finally, note that adjacent sections can each be garrisoned separately.

Assaulting between Sections

You can treat multipart buildings exactly as described above, so that they are really nothing more than a group of buildings set up close together. However, such a solution, while practical, can lead to the odd situation where a unit in one part of a building can't move to or assault another part of the same building without leaving it first. This can seem decidedly odd, but you can agree to allow units in one section to move or assault into adjacent sections. Returning to our example, this would allow a unit in the Great Hall to move to the Tower should it be unoccupied, or to assault the tower if it is garrisoned by an enemy unit.

Moving between sections is simply a matter of transferring a unit from the section it is currently garrisoning to the adjacent section. Note that units can only move and assault for that matter between adjacent sections of the same building. This is important for very large buildings, such as the Mighty Fortress, which have different sections that are quite separate from one another.

Assaulting between sections is just as straightforward – the assaulting unit is assumed to automatically make its charge roll and the defending unit is allowed to choose a Hold or a Stand and Shoot charge reaction. Note that choosing to Stand and Shoot is allowed even though the attackers are in close proximity of the defenders – this represents the defenders firing at point blank range as attackers batter their way through doorways or barricaded corridors. The defender will suffer To Hit modifiers for standing and shooting, as well as for firing at a unit in hard cover.

The assault is then resolved in the same manner as any other building assault, except if the attacker loses, they must return to their own building section.

Arcane Architecture & Multipart Buildings

One last thing that you may wish to consider is whether any of the sections in your multipart building should count as Arcane Architecture. Doing this will add a lot of character to the buildings you use in your battles, and because of this it's well worth considering. Inventive players will also want to consider making up their own 'house rules' (no pun intended!) for special sections. You'll find an example of this in the battle report on page 432 of the Warhammer rulebook, where we gave units occupying sections of the Bretonnian castle the ability to drop D6 rocks on the heads of units assaulting the building!

Further ideas for specific house rules can be found on the example multipart buildings on the following pages.

Defending a Building

Whilst numbers of bodies might allow a defending unit to win a war of attrition, it won't stop them fleeing in the face of overwhelming casualties. Instead, heavily armoured, high-Leadership warriors such as Chaos Warriors or Dwarf Ironbreakers have the resilience and the stomach to repulse a would-be attacker.



FORTIFIED MANOR

Remote coaching inns and manor houses are often fortified with sturdy walls and a defensive perimeter, allowing a garrison to defend against attack. The Fortified Manor comprises four separate sections, each adjacent to a different section.

Outhouse

Whilst cowering in the watercloset is not the noblest way to go, the door is quite sturdy and might preserve the life of a particularly desperate individual. Only a single character model can occupy the Outhouse. A model garrisoning it can move to, or launch an assault against, the Tower.

The Tower

Towers can be pressed to all manner of service, fair or otherwise. The most obvious rules to apply are those for the Wizard's Tower or the Tower of Blood. However, you might decide that the curious buttress details are really Sinister Statues, or are set with Bane Stones. A unit garrisoning the Tower can move to, or launch an assault against, the Great Hall or the Outhouse.

Great Hall

Is your Fortified Manor a tavern, temple or spirit-infested hall? Depending on what answer you choose, the Great Hall could follow the rules for a Dwarf Brewhouse, Sigmarite Shrine or Haunted Mansion. A unit garrisoning the Great Hall can move to, or launch an assault against, the Courtyard or the Tower.

The Courtyard

With its high walls, the courtyard is practically a building in its own right and can be treated as such. Any unit assaulting the courtyard also count as having charged a unit behind a Blessed Bulwark. A unit garrisoning the courtyard can move to, or launch an assault against, the Great Hall.

Alternate Theme: Corrupted Crypt

The Fortified Mansion can serve admirably as a building taken over by one of the vicious Vampire Counts of Sylvania. If you want to give this a try, use the following rules instead:

Outhouse: A tortured corpse of a noble captive is chained within – his ravaged form a most unsettling sight for any who enter. Use the rules for a Charnel Pit.

The Tower: Devious spirits lie within, testing the unwary with riddles and feasting upon those who fail to provide proper answers. Use the rules for the Nehekharan Sphynx.



The (Cursed) Courtyard: Wailing wisps thread mournfully through the unhallowed wall-stones. Any unit assaulting the courtyard also count as having charged a unit behind a Ghost Fence.

Great Hall: The site of many a foul feast of blood, the floor of the hall is slippery with magically-tainted gore. Use the rules for a Wyrding Well.



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WITCHFATE TOR, TOWER OF SORCERY

Towering over the surrounding landscape, Witchfate Tor commands the battlefield. Each floor counts as a separate building, which is adjacent to the floor above and below. If a floor has a special rule, it only affects models occupying that floor.

Top Floor

Atop the Witchfate Tor is a temple of Sigmar open to the skies, the better to catch the rays of the twin-tailed comet when it returns once more. This floor could follow the rules for a Sigmarite Shrine. A unit garrisoning the third floor can move to, or launch an assault against, the second floor.

Second Floor

The site of the tower's garrison in days gone by, this chamber still resonates to the sound of their victory feasts and the celebration of past glories. The rules for an Acropolis of Heroes are ideal for this floor. A unit garrisoning the second floor can move to, or launch an assault against, the first floor or third floor.

First Floor

Save for a few stray chains, this floor seems unadorned, but it was once a dungeon where prisoners languished. This could be represented by using the rules for a Charnel Pit or a Haunted Mansion. A unit garrisoning the first floor can move to, or launch an assault against, the ground floor or second floor.

Ground Floor

The floor of the lowest level is embossed with the Wheel of Magic. This part of the building could be treated as a Wizard's Tower. Or is it perhaps the site of a Sorcerous Portal bricked up behind a wall? A unit garrisoning the ground floor can move to, or launch an assault against, the first floor. Alternatively, it can abandon the building without harm. Units outside the building can only assault the ground floor.



You might decide that the Wheel of Magic on the ground floor of Witchfate Tor counts as a Wizard's Tower, meaning that any Wizard occupying this floor knows all the spells from his chosen lore.

It's Mysterious Within...

Of course, if you don't want to make a conscious decision as to what special rules to use for each floor, you can instead roll on the table below as soon as a unit enters the relevant floor:

2D6 roll	Result
2	'Normal' Building
3	Dwarf Brewhouse
4	Acropolis of Heroes
5	Grail Chapel
6	Haunted Mansion
7	Wizard's Tower
8	Arcane Ruins
9	Sigmarite Shrine
10	Charnel Pit
11	Tower of Blood
12	Altar of Khaine

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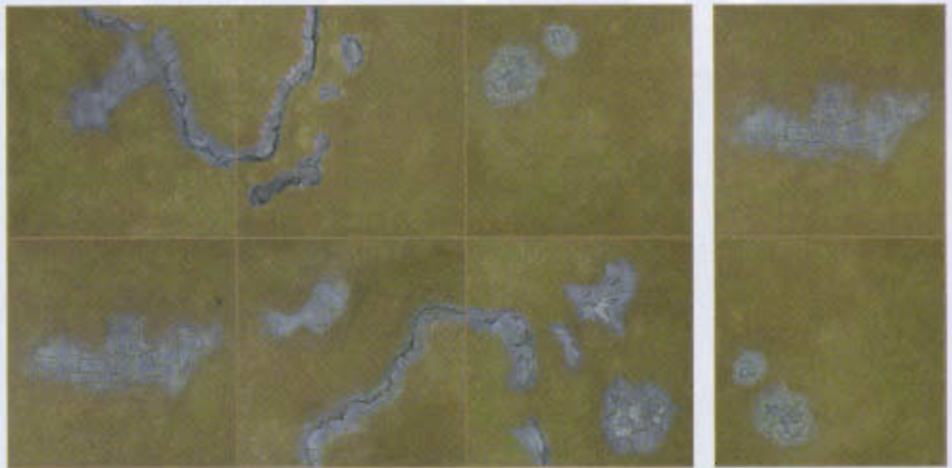
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THE BATTLE

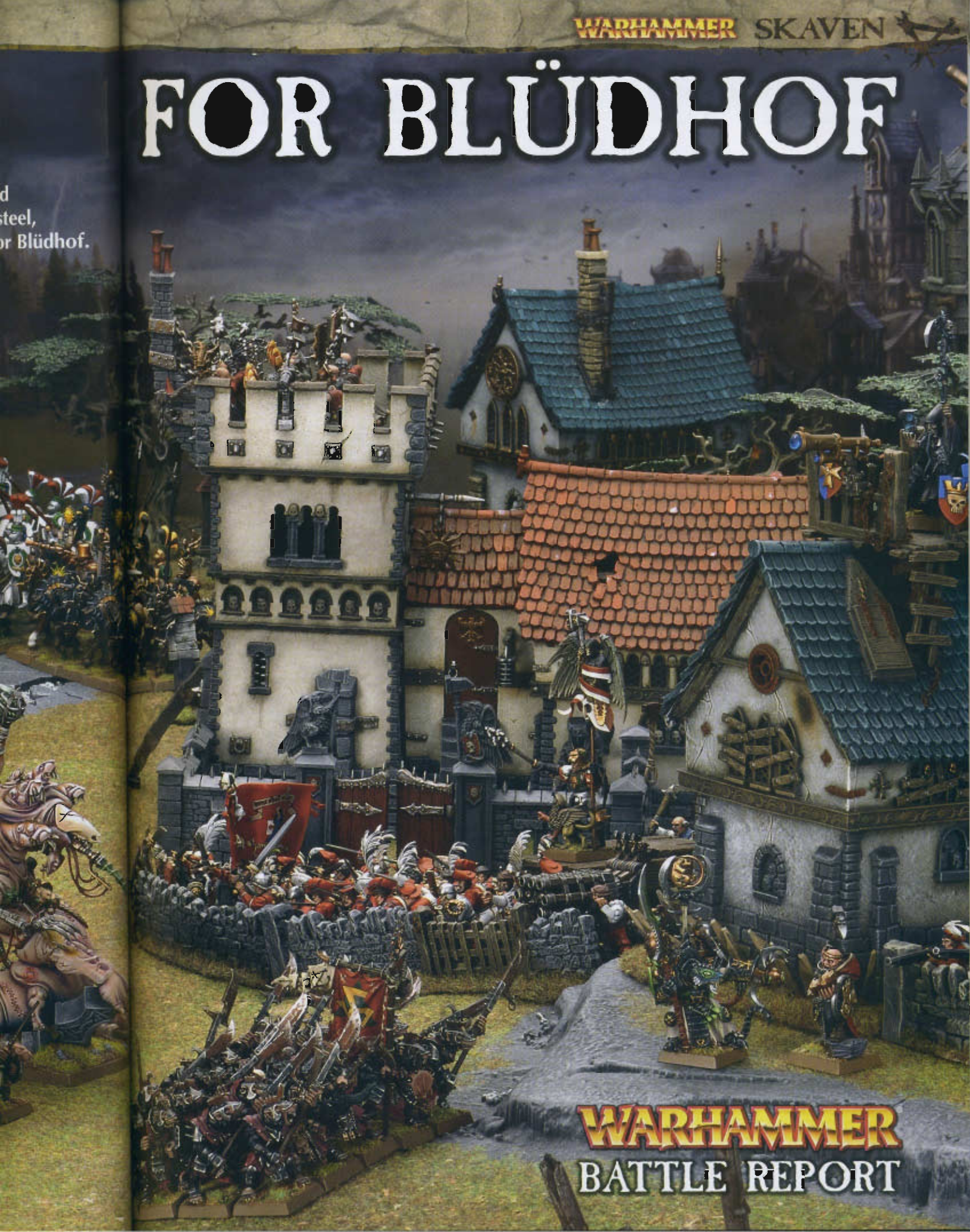
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In this month's battle report the Skaven attack the Empire as Andy Hall and Christian Byrne pit mutant monsters and diabolical war machines against steel, blackpowder and human courage. Robin Cruddace introduces the battle for Blüdhof.



FOR BLÜDHOF

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or Blüdhof.



WARHAMMER
BATTLE REPORT

CAMPAIGN BACKGROUND



Kratch Gristleclaw, Chieftain of Clan Mange and Battle Standard Bearer of Ikit Claw's army.

Robin: As anyone here in the Studio will tell you, it's the narrative theme of a battle that I find most enticing. You see, for me, games of Warhammer are an extension of the storylines printed in our books – they're just another way of telling a cool story. And as every storyteller knows, a great tale needs a great cast of characters, from the bravest hero to the most duplicitous villain.

Don't get me wrong, heroes are important, but I do have some sympathy for the villains. I guess it comes from watching too many Saturday morning cartoons as a kid, wherein the most ingenious, foolproof plans of the 'bad guys' were foiled at the last by the heroes of the hour, defying all manner of death rays, pit traps and out of control trains in the process. Now I know that there are some goody-two-shoes out there who'll say that every hero needs an evil nemesis to do battle with, but I'm of the opinion that it's actually the other way around. You see, I reckon that every villain is in need of a decent hero to plot against. After all, the diabolical machinations of our villains

would all be for naught without a hero or two to cunningly trap, threaten and laugh manically at. Villains work hard in their underground laboratories and volcano lairs to devise these schemes, and I think it's a bit ungrateful of the heroes to get out of them so easily, and that's why I usually root for the bad guys. Now this didn't seem to help much on those Saturday mornings, but in the grim world of Warhammer, heroes are devoured by howling bands of mutant monsters, slain ingloriously on the field of battle and blasted apart by deadly magic on a regular basis. In Warhammer, the evil villains *can* win!

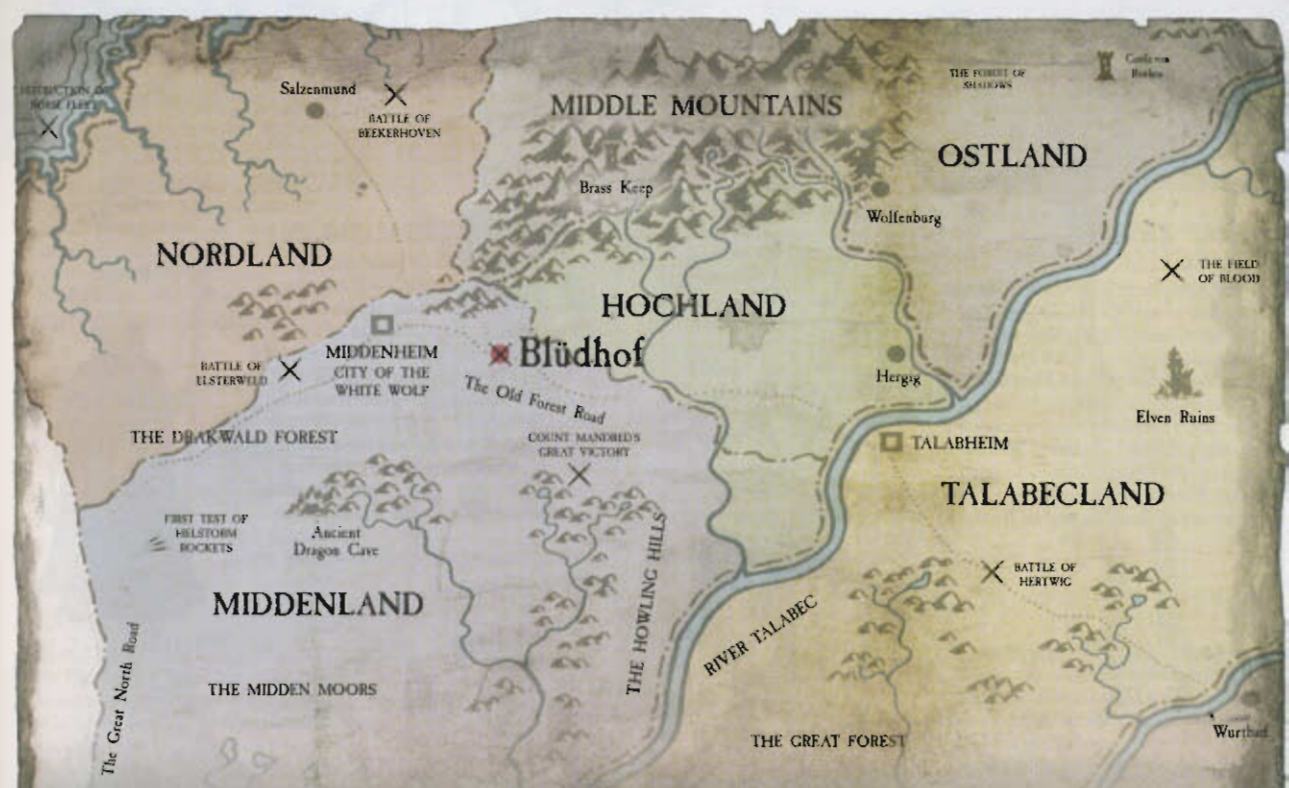
When it comes to villains in Warhammer, I can think of no better candidate for our story than the Skaven. One of the joys of the Skaven is that they epitomise every despicable trait that we associate with villains. They are treacherous, underhanded, devious and cowardly cretins, one and all. Life is cheap in the Under-Empire and assassination is rife. If that's how the Skaven treat their own kind, what compunction do you think they have for those civilisations that live on the surface of the Warhammer world? That's right, none whatsoever, so our heroes had better beware.

The villainous mastermind behind the Skaven of our story is none other than Ikit Claw, a true evil genius on a secret, nefarious mission from his Clan Skryre masters. Our story will take place in the Empire town of Blüdhof, where the townsfolk have been desperately trying to hold back waves of ravenous, mutant

“The townsfolk of Blüdhof have been desperately trying to hold back waves of mutant ratmen.”

ratmen. Then, just when all hope looks lost, a band of knights turn up to bolster Blüdhof's beleaguered defences. However, there is no mistaking the superior strength of the enemy forces, nor the price for failure. If the Empire fail to stem the tide of Skaven, Blüdhof will be destroyed, its inhabitants slaughtered to a man. Though they don't know it, the defenders of Blüdhof fight for much more than their own survival. Should the nefarious Warlock Engineer succeed in his appointed task, Clan Skryre will be able to create a weapon of untold destructive power, one that might very well spell the doom for the entire Empire.

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THE SCHEMES OF CLAN SKRYRE

The Warlock Engineers of Clan Skryre are obsessed with creating ever more fiendish weapons. This technology forms the foundation of Clan Skryre's powerbase and it is one they are always looking to further. So it was that during the solstice of the year 2515, Morskittar, Lord Warlock of Clan Skryre, put into motion a scheme that might finally oust his greatest rival, Seerlord Kritislik. Morskittar planned to construct a weapon of untold power, one that would make even the Grey Seers quake with fear. Morskittar planned to forge this weapon from blending warpstone with a rare meteoric iron. For years Morskittar's spies searched the world for this elusive metal, and when they finally returned to Skavenblight they whispered a name: Blüdhof.

In the centre of the Empire town of Blüdhof there stood a great tower, in whose belfry there was a baroque bell cast centuries ago from a fragment of a comet. Morskittar desired that bell for his plans, but he could not do so openly without alerting his rivals on the Council of Thirteen. And so Lord Morskittar, ever mindful of the usefulness of a stooge, entrusted this task to his emissary, Ikit Claw.

Ikit was instructed to act with the utmost discretion. To this end Lord Morskittar lent only a meagre fraction of Clan Skryre's formidable wealth to the task at hand. Thankfully the Warlock Engineer was a resourceful and ingenious Skaven who snuborned, bribed, hired and threatened enough Slavemasters, Warlords, Master Moulders and Warlock Engineers to muster together a formidable, if rag-tag, army. When any Skaven asked why they were attacking Blüdhof, Ikit replied that they were going to enslave the entire populace for experimentation. This had the benefit of being half-true, as Ikit was always in need of some new victims to experiment on, but the Warlock Engineer was careful not to mention the bell.

The assembled Skaven horde was not Ikit's preferred choice of allies and underlings - Claw was, after all, a name to strike fear into even the most powerful of Skaven - but the Warlock Engineer dared not risk a single one of the Grey Seers discovering his plans. However, trying to keep a secret in the Under-Empire is like trying to assassinate a shadow. The Council of Thirteen has eyes everywhere, and Clan Skryre was no exception. Skrish Charwhiskers, an ambitious Warlock Engineer, was just one such thrall. When the sniveling informant reported that Ikit Claw was secretly mustering an army, orders came down from Lord Kritislik himself that Skrish should arrange an accident for his iron-clad superior, or else. So it was that Skrish Charwhiskers bided his time for the perfect opportunity to strike, but as the assembled horde marched from Skavenblight, Ikit was very careful never to be left alone with any of his lieutenants.

The Skaven descended upon Blüdhof under the cover of night. Clan Eshin agents disposed of the first of the town's sentries quickly and silently, and for a while it looked as if Ikit's vanguard would infiltrate Blüdhof undetected. Then, without warning, the crack of pistol resounded loudly in the still night air. Ikit Claw fumed with anger; the element of surprise was lost. Skrish Charwhiskers cursed under his breath; he had missed Ikit's head by scant inches.

The militia of Blüdhof, alerted by the gunshot, roused quickly from their slumbers. Blüdhof lay near the Old Forest Road and attacks from bandits, Beastmen and other monsters were not uncommon. Within minutes, every man had armed himself and stood ready to defend their homes. Ikit pushed his minions on regardless, but the bulk of his forces were far behind and not yet in position. A desperate and bloody skirmish ensued and though the defenders were hard pressed, they repelled the initial assault. Ikit Claw withdrew, planning to return on the morrow with the full weight of his forces.

Barely a score of Blüdhof's militia survived the night's horrors. However, they could not abandon their homes, and so they steered their resolve with prayer and strong drink, for they knew that there was little chance they could survive another attack. Early the next morning, a shout was heard from Blüdhof's watchtower; banners had been seen approaching on the horizon. The militia prepared themselves for the onslaught to come, but these were not the tatty flags of the rat-men, but the noble banners of distant Talabheim. Help had arrived.

Dietr Krieghertz, Grand Master of the Order of the Blazing Sun, had been travelling from Talabheim with a relief army to distant Middenheim, which was still under siege from Waaagh! Goretoof. When Dietr's scouts reported that the nearby town of Blüdhof was under attack, Krieghertz's sense of honour forbade him from abandoning the beleaguered townsfolk. The Grand Master immediately detached a force and led them to Blüdhof's rescue. Krieghertz arrived without a minute to waste, for the Skaven were already mustering. The Talabheimers deployed with smooth military efficiency, garrisoning Blüdhof's outer fortifications with utmost haste. The Skaven were going to find that Blüdhof still had teeth.

Ikit Claw's spies had also seen the new force of man-things, but the Warlock Engineer now had the full might of his horde in position. He was close to victory and all that stood in his way were a few dozen man-things holed up in their puny buildings. He would smash their stone walls apart and seize his prize. With one iron-gauntleted claw, Ikit signaled the attack. The Battle for Blüdhof had begun.

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THE DEFENDERS

GRAF DIETR KRIEGHERTZ

Dietr Krieghertz is a seasoned veteran who has served the Emperor and the Elector Counts with honour and distinction his entire adult life. He has been the Templar Grand Master of the Order of the Blazing Sun for the past four years following his predecessor's death in distant Nehekara. When news arrived that Middenheim was under siege, Krieghertz immediately gathered a company of warriors and set forth.



KNIGHTS OF THE BLAZING SUN

The Order of the Blazing Sun was founded during the Crusades against Araby. When Graf Dietr Krieghertz rode to reinforce Middenheim, he did so with an honour guard of the Order's most dedicated knights at his side.

KURT STERNBACH

While most Warrior Priests would like to be remembered for their stirring rhetoric, Kurt Sternbach is better known for the incident when a badly aimed Helstorm Rocket landed at his feet like a comet but failed to explode. Ever since he has been seen as a bit of a good luck charm and when the bullets and arrows start flying, many soldiers jostle for a position at the Warrior Priest's side.



THE REIKSGUARD

This regiment of Reiksguard Knights were seconded to Graf Krieghertz's command by none other than Kurt Helborg himself. Preceptor Klaus Valhoff has a reputation for bravery and courage that is renowned across the Empire. That such a fearless warrior has been taken from his duties at the Emperor's side is a sign of the seriousness of the threat facing the city of Middenheim.

Special Rule: As long as the unit's Preceptor, Klaus Valhoff, is alive, the unit automatically passes Fear tests.



ALBRECHT MAUSMAN

Albrecht Mausman of the Amethyst Order is pompous and aloof, even for a Wizard. Mausman's fear of rats is well known, and so Hans Blechter of the Taalbaston Sureshots decided to release a pet mouse into Albrecht's tent for a bit of a joke. Whilst the high-pitched screams provided much hilarity for the common soldiery, Albrecht did not see the funny side and Hans has suffered from dark dreams since even since. None have dared play another joke on the Wizard since.

Special Rule: Albrecht Mausman Fears any unit of Skaven.



CAPTAIN MARKUS VON STAHLBURG

Markus von Stahlburg is a young nobleman and the only son of the renowned general, Baron Otto von Stahlburg. Despite distinguishing himself in Talabheim's Pistolkorps, Markus has still fallen short of the impossible standards set by the imposing Otto. Markus is eager to make a name for himself and stop living in the shadow of his noble father.



WEISSHELM'S SHARPSWORDS

The Sharpwords fought beside Elector Count Feuerbach during the siege of Grünberg Keep, when a tide of Skaven threatened to swamp the fortress' outer walls. The regiment's Sergeant, Freidrich Weisshelm, was horribly scarred in that battle when a Stormvermin raked his razor-sharp claws across his face. Freidrich has been waiting to settle the score ever since.

Special Rule: The unit's Sergeant, Freidrich Weisshelm, has the Hatred (Skaven) special rule.



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THE BLÜDHOF MILITIA

Barely a score of Blüdhof's Militia have survived the Shaven's initial assault, and they are full of stories of giant rats and mutant monsters. Were it not for the notoriously strong local brew 'Blüdknackers', the Militia's courage might already have failed them.



TAALBASTON TOWERGUARD

The Taalbaston Towerguard are just one of the many regiments that man Talabheim's fortified city wall. Their Sergeant, Jaeger Helsemschmidt, or as he is called behind his back, 'Sergeant Hell-strict', is a particularly harsh disciplinarian. Though Jaeger's troops grumble profusely under their breath, there is no denying the Towerguard are a well-drilled unit.



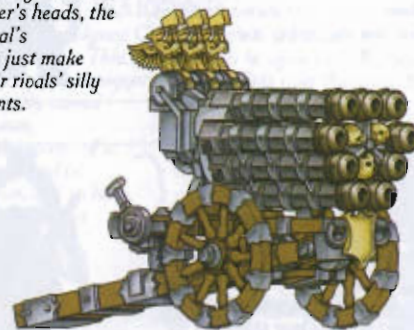
RICHTER'S FLINTLOQUES

The Flintloques' longest-serving member, known as Lucky Richter, has a well-deserved reputation for being both a crack shot and a bit of a lady's man. Richter puts his luck on the battlefield down to a white griffon feather he keeps on his person, and his luck off the battlefield to his undeniably impressive moustache. Others cite Richter's fondness for Hochland brandy and his notoriously low standards.



TAAL'S VENGEANCE

The crew of Taal's Vengeance has taken an instant dislike to the haughty artilleryists of the Roar of Nuln. The two crews openly compete and exchange insults. The Nuln crew offer snide, high-brow remarks that go over the Talabheimer's heads, the crew of Taal's Vengeance just make fun of their rivals' silly posh accents.



THE DOOMSAYERS

When Graf Krieghertz's warband departed for Middenheim the Doomsayers followed in their wake, spouting loudly to all that could hear that there was still time to make amends before the end. Only the Warrior Priest Kurt Sternbach shows any tolerance for the Doomsayers' wailing rhetoric. The rest of the company just think that the warband are noisy, smelly and very depressing, and so go to great lengths to avoid them.



THE ROAR OF NULN

The Roar of Nuln and its crew are part of a company of war machines temporarily detached from the Nuln artillery trains. Having been schooled in the Imperial Gunnery School, the crew see themselves as superior academics and artilleryists, and they take every possible opportunity to remind the relatively uneducated crew of Taal's Vengeance of how much better they think they are.



TAALBASTON SURESHOTS

The Taalbaston Sureshots have fought beside the Towerguard for numerous years. The Sureshots have a well-deserved reputation for being practical jokers, but they have endeavoured to stay clear of Albrecht Mausman ever since they discovered the Wizard had no sense of humour.



Special Rule: Albrecht Mausman may not join the Sureshots.

THE GREAT HORDE

IKIT CLAW

Ikit Claw is the Emissary of Lord Morskittar dispatched on a secret mission to recover a magical bell from the tower of Blüdhof. It is of tantamount importance to Lord Morskittar that the Council of Thirteen do not find out about Ikit's mission, and so the Warlock Engineer has had to assemble an army using all manner of secretive bribes, threats and false promises. Business as usual then.



SKRISH CHARWHISKERS

Skrish Charwhiskers is Ikit's chief lieutenant. Skrish has also been an informant for the Council of Thirteen since he was old enough to take bribes (which for a Skaven is usually around the same time they learn to walk). Skrish has been told that if he can arrange an accident for Ikit Claw, he will be handsomely rewarded. He has also been told that the consequences, should he fail, would be rather unfortunate for his own continued survival.

Special Rule: If Skrish Charwhiskers rolls a 1 to hit when firing his warlock pistol, he 'accidentally' hits the closest friendly character in range.



THE BLOODVERMIN

The Bloodvermin are an exceptionally violent and bloodthirsty group of Stormvermin. Their Fangleader, Skrot Gnawtooth, is a deeply paranoid Skaven prone to uncontrollable fits of violent rage. Those underlings who look at Skrot Gnawtooth in the wrong way (or any way) rarely live long enough to realise their mistake, as many, including the Skarlungs, have learned to their cost.

Special Rule: The unit's Fangleader, Skrot Gnawtooth, has the Frenzy special rule.



KRATCH GRISTLECLAW

Kratch Gristleclaw is a ruthless warrior from Clan Mange whose loyalties lie firmly with the highest bidder. He was previously in the employ of a chieftain who made the mistake of stepping on Kratch's tail. Gristleclaw strangled the chieftain with his own tail before stealing his banner and leaving in search of a new employer. Ikit respects Kratch's tyrannical command style and pays careful attention where he's treading.



THE SKARLUNGS

Several of the Skarlungs' members were hacked apart by an angry Skrot Gnawtooth who claimed they were all plotting against him from behind their gas masks. The Skarlungs have been their plotting revenge ever since, but to their annoyance, the Bloodvermin have been careful to stay upwind.



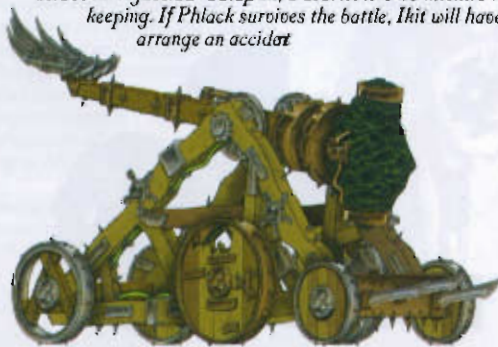
TRIKK WARPFORGE

Trikk Warpforge of Clan Ektrik has an incredibly annoying, high-pitched voice, even for a Skaven. He will squeal on for endless hours about his latest inventions and if it were not for Trikk's ability to procure a Warp Lightning Cannon, Ikit swears he would have fed him to GutsplICE's Rat Ogres by now.



FESTERBOIL'S OFFERING

When Ikit approached the Plague Monks of Clan Pestilens, only Phlack Festerboil was interested in following him. In exchange for Phlack's aid, Ikit Claw has agreed to enhance the range of his beloved Plagueclaw Catapult, a deal he has no intention of keeping. If Phlack survives the battle, Ikit will have to arrange an accident.



STORM KLAU

Clan Ektrik have always been the thralls of Clan Skryre, and they were only too eager to donate one of their beloved Warp Lightning Cannons to their master's mission. Whilst Ikit is mightily pleased to have one of these destructive weapons at his disposal, he is aggrieved by the presence of the war machine's incredibly fawning owner - Trikk Warpforge.



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THE BLACKCLAWS

The Blackclaws are one of Clan Mors' more successful mercenary regiments, due in no small part to their light-fingered nature. The regiment has stolen so many warptokens over recent months that their musician now wields a bell laced with pure warpstone. The tolling of this bell is so loud that it drowns out all other noise, and the Blackclaws advance into battle completely oblivious to the panicked screams of other dying Skaven.

Special Rule: Whilst the Blackclaw's musician, Qrech Warpknell, is still alive, the unit can re-roll failed Panic tests.



FANGBITER'S CLAWPACK

Fangbiter's Clawpack was formally known as Goreskab's Clawpack, but after the regiment's former Clawleader accidentally fell over backwards onto a rusty dagger, twice, Fangbiter took charge.



IKIT'S SLAVEPACK

Ikit Claw left Skavenblight with over three hundred of his own, personal Skaven slaves. However, the journey to Blüdhof was long and GutsplICE's Rat Ogres (not to mention GutsplICE himself!) turned out to have much greater appetites than Ikit first realised. By the time the Skaven horde reached their destination, Ikit's Slavepack barely numbered a few dozen morsels.



THROATSLICER'S DEATH SQUAD

Ikit Claw knows there is at least one spy in his ranks, and so he has hired a Clan Eshin Death Squad to find and dispose of him. Throatslicer worked out long ago that the traitor was Skrish Charwhiskers, but only because the smiveling Warlock Engineer has also bribed the Death Squad to eliminate Ikit. Throatslicer has wisely decided to see how many other death contracts he can acquire before making a decision about which ones to fulfill.



SPIKETAIL'S WARPSNIPERS

Lord Morshittar assigned Clan Skryre's best Jezzail sharpshooters to aid Ikit's mission. This turned out to be Spiketail's Warpsnipers, who have somewhat exaggerated their skills over the years. Spiketail himself is easily scared by loud noises, including the sound of a firing Jezzail, and he has only managed to hit a single Goblin in his entire life – and that poor wretch was already dead.



SKRATCH GUTSPLICE

Skratch GutsplICE is a particularly vile Master Moulder, whose ego is matched only by his ravenous appetite. Indeed, it has been remarked (behind his back of course) that Skratch crams more food into his maw than any of his beloved Rat Ogres. Skratch will gladly hire his services out to any who can afford to feed him.



GUTSPLICE'S BEAST PACK

It cost Ikit Claw a small fortune in warptokens to acquire six of Clan Krizzor's very best Rat Ogres. It cost him considerably less to hire the services of the Master Moulder GutsplICE. Ikit fully intends to make some improvements to his new acquisitions upon the successful completion of his mission and his return to Skavenblight.



THE THROTTLEBEAST OF HELL PIT

The Throttlesbeast is a particularly foul specimen created in Hell Pit's flesh laboratories. Ikit convinced its Clan Moulder creators that he should be able to 'borrow' the Throttlesbeast for an indefinite period, but only after he had personally ripped out the throat of the first Master Moulder who refused his demands. The next Master Moulder, always a quick learner, agreed quickly and completely with Ikit's suggestion and thanked the Warlock Engineer greatly for offering to test their latest creation.



THE WARPCLAW ABOMINATION

The Warpclaw Abomination was part of a special two-for-one deal currently being offered by Clan Moulder's breeding pits. Seeing as Ikit Claw has no intention of paying on his debt anyway, it seemed like a fantastic price.



SCENARIO AND DEPLOYMENT

The Empire

LORD

2 Albrecht Mausman
Level 4 Wizard Lord with Earthing Rod, Grey Wand, Talisman of Endurance.
395 points

1 Graf Dieter Kriegherz
Templar Grand Master with Sword of Power.
185 points

HEROES

3 Markus Von Stahlburg
Battle Standard Bearer with full plate armour.
83 points

4 Kurt Sternbach
Warrior Priest with heavy armour.
94 points

CORE

Weisshelm's Sharpshooters
34 Swordsmen with musician, standard bearer and Duellist.

The Blüdhof Militia
15 Free Company
Richter's Flintlocks
10 Handgunners
384 points

Taalbaston Towerguard
20 Halberdiers with musician, standard bearer and Sergeant.

Taalbaston Sureshots
10 Crossbows
205 points

The Doomsayers
20 Flagellants with Prophet of Doom.
210 points

SPECIAL

The Reiksguard
10 Inner Circle Knights with musician, standard bearer with Steel Standard and Preceptor.
312 points

Knights of the Blazing Sun
9 Inner Circle Knights with musician, standard bearer with Banner of Eternal Flame and Preceptor.
286 points

The Roar of Nuln
Mortar
100 points

RARE
Taal's Vengeance
1 Hellblaster Volley Gun
110 points

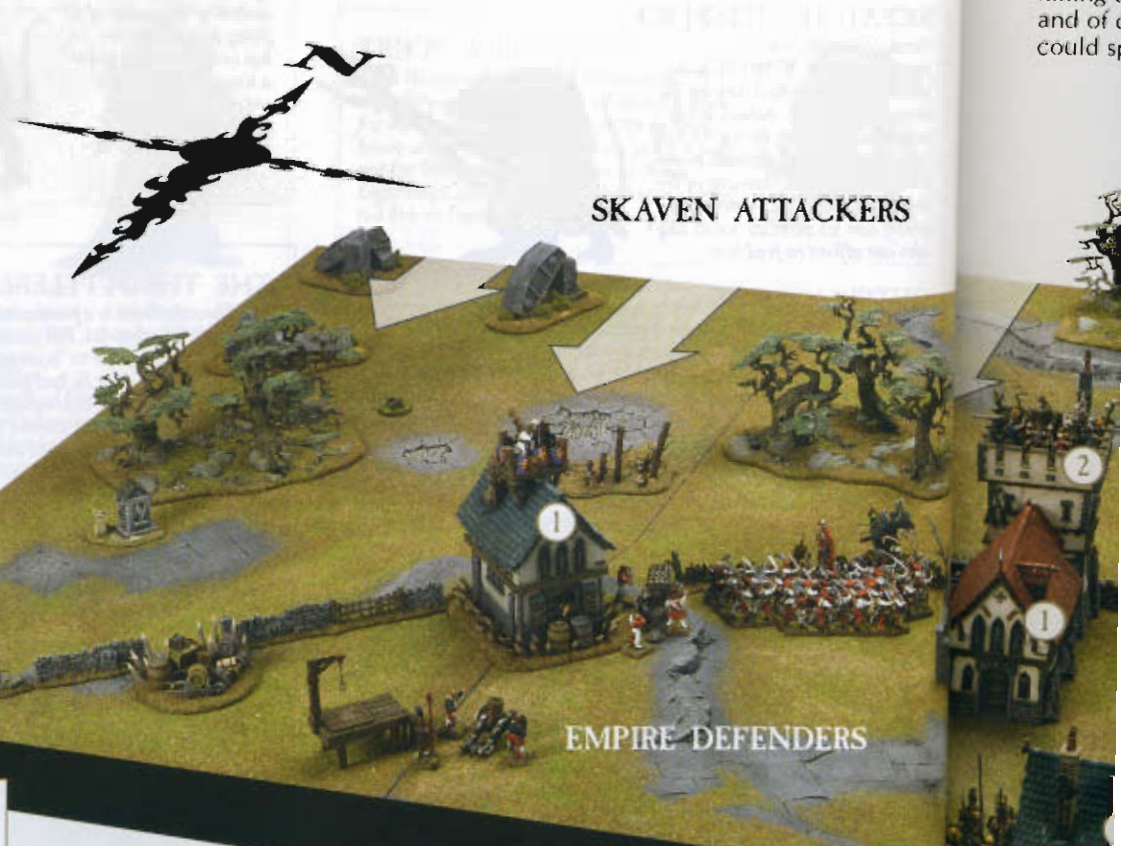
TOTAL 2249 points

Robin: The Battle for Blüdhof will be hard fought by two of White Dwarf's very own, Andy Hall and Christian Byrne. Andy's Skaven horde from Clan Mange has been growing steadily for many years and has led the minions of the Horned Rat to several resounding defeats in recent battle reports. However, like any good Skaven Warlord, Andy has simply blamed his underlings and devised a new plot to wreak his revenge; a plot that I suspect shall take the form of unleashing Hell Pit Abominations, Warp Lightning Cannons and Plagueclaw Catapults upon his rivals. Christian will be taking the role of the hero in our story, facing our villains with the faith, steel (and I suspect a healthy amount of blackpowder) of the Empire's finest.

Christian and Andy will be playing the Raze and Ruin scenario, detailed in the Battles section on page 398 of the Warhammer rulebook, with Andy taking charge of the Skaven attackers and Christian taking the role of the beleaguered defenders. The reason I chose this scenario is that it gives the heroes a chance to be truly heroic. The defenders only have 75% of the points the attackers have to spend on their army. There's nothing like pitting a group of outnumbered heroes up against an army of monsters that can tear them

apart in all manner of gruesome ways. These fights are a chance for the heroes to redeem their reputation in the eyes of all of us who've thought they got it too easy in the past. If they can band together, overcome their own mortal fears and save the town of Blüdhof, despite the overwhelming odds, they'll truly be worthy of the title of heroes.

But before you go thinking that the Skaven have an unfair advantage, let's not forget that Christian would be able to set up his forces in several buildings, garrisoning them from the start of the game. This will give the soldiers of the Empire a massive defensive bonus. The buildings are in fairly close proximity to each other, meaning that Christian's troops would be able to support each other more easily, and there are plenty of walls and barricades for the Empire gunlines and state troopers to defend. Andy's Skaven horde will have to move on to the opposite board edge, braving a fusillade of firepower as they close the distance to the Empire held defences. Andy will have to take control of these fortifications by force, or smash them into rubble, in order to win this scenario. There was no doubt about it, the Battle for Blüdhof was going to be a bloody affair.



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Christian: I admit to being a novice Warhammer player, but as many of my colleagues will be present to gently point out that the move I am about to make might result in the loss of many Empire lives, I feel

confident that I will still put up a decent fight! Andy's dice-rolling mishaps are well documented in our department, so hopefully I will be able to sit back and watch while he destroys his own army with a variety of comical misfires and miscasts.

Selecting my army is a little trickier. I know there will be Abominations storming the walls as a precursor to the swarms of rats; I also know that their will be 750 points more Skaven! So I need a good defence and a solid counter-attack. I have the guns, artillery and men to hold the buildings (the Flagellants in the tower will take some time to kill), whilst my knights hold back to charge anything that breaks through my lines. In particular the unit with the Banner of Eternal Flame will aim for one of the Hell Pit Abominations.

My final ace-in-the-hole is my Wizard Lord, who has the Lore of Fire instead of the obvious Lore of Death, as it contains some crippling hexes that exploit the Skaven's weaknesses and spells capable of killing characters and monsters quickly, and of course rolling *Purple Sun of Xereus* could spell Hall's doom.



Andy: So, it's the Raze and Ruin scenario is it? I get a point for every destroyed building? Oh, that's easy I'll start with the Screaming Bell... What's that? No Screaming Bell? Hmm... OK then, I'll

take two Hell Pit Abominations! These monstrous Clan Moulder creations will not only be able to rid any buildings of pesky occupiers with its myriad Strength 6 attacks and Thunderstomp, but should have no trouble destroying the structure as well.

But that was not my only solution for collapsing buildings, with Ikit Claw and two Warlock Engineers in my force I stand a very good chance of getting *Cracks Call*, a spell that makes structures topple on a 5+, I wouldn't even have to bother with all that Toughness and Wounds nonsense!

Finally, my third option was to simply occupy the buildings with my ratty hordes. An assault party of ten Clanrats may not seem very threatening, but give them *Death Frenzy* and all of sudden you've 31 Attacks! This is my three-pronged strategy for taking and/or destroying the town of Blüdhof. With these three options I can chop and change my strategy depending on how the battle unfolds.

I badly need a win in the pages of White Dwarf so let's hope I've got incisors to do it, or I'm sure the Council (*And the editor - Ed*) will be having words...



ACKERS

DERS

The Skaven

- LORD**
- 1 **Ikit Claw** 395 points
- HEROES**
- 2 **Skrish Charwhiskers**
Level 1 Warlock Engineer with warlock pistol and Warlock-augmented weapon. 118 points
 - 3 **Trikk Warpforge**
Level 1 Warlock Engineer with Doomrocket. 95 points
 - 4 **Kratch Gristleclaw**
Battle Standard Bearer with the Banner of Swiftmess. 95 points
- CORE**
- Fangbiters Clawpack**
40 Clanrats with spears, shields, musician, standard bearer, Clawleader and Doom-flayer. 275 points
 - The Blackclaws**
40 Clanrats with shields, musician, standard bearer, Clawleader and Warpfire Thrower. 269 points
 - Throatslicer's Death Squad**
20 Night Runners with Nightleader and Warp-grinder. 208 points
 - The Bloodvermin**
20 Stormvermin with shields, musician, standard bearer, Fangleader and Ratling Gun. 240 points
 - Skavenslaves**
30 Skavenslaves with musician and Pawleader. 66 points
- SPECIAL**
- Gutsplice's Beast Pack**
6 Rat Ogres with 2 Packmasters and Master Moulder with shock-prod. 306 points
 - The Skarlungs**
6 Poisoned Wind Globadiers with Bombardier with Death Globe and Poisoned Wind Mortar. 155 points
 - Spiketail's Warpsnipers**
5 Jezzail Teams. 100 points
- RARE**
- Throttlebeast of Hell Pit**
Hell Pit Abomination with warpstone spikes. 250 points
 - The Warpclaw Abomination**
Hell Pit Abomination. 235 points
 - Storm Claw**
Warp Lightning Cannon. 90 points
 - Festerboil's Offering**
Plagueclaw Catapult. 100 points
- TOTAL 2997 points**

1 THE ENCROACHING HORDE

Venom Thickets

Woods may be easy to traverse, but entering one is not without risks. Trudging through the woods at the top of the hill, the Rat Ogres found themselves in difficult straits. The wood was a Venom Thicket and Andy rolled a clutch of 1s as the units moved through the undergrowth, wounding a Rat Ogre, the Master Moulder and killing a Packmaster!



The trees of the forest parted as two gigantic monstrosities smashed through the undergrowth and approached the town. Andy rolled 12 for both Abominations, sending them forward on either side of the watchtower.

In the north, Warlock Engineer Skrish Charwhiskers made his way towards the ruins of Dreadstone Blight, which we had decided counted as a Wizard's Tower. Although Skrish was but a lowly Engineer, the secrets hidden in the ruins of the tower would allow him to cast all of the Skaven Spells of Ruin.

Fangbiter's Clawpack also emerged from the north next to the Venom Thicket. Further south the Skavenslaves and the Blackclaws advanced, the rotating blades on the attached Doom-flayer were already spinning as if eager to bite into the flesh of the Empire soldiers. In the far south, amongst the temple ruins, the Globadiers and their Poisoned Wind Mortar advanced. The Knights deployed opposite were clearly their intended targets.

Even as the Skaven advanced above the surface the attack was already happening below. A Warp-grinder was busy burning away the rock underneath the town, with a planned exit close to the war engine

battery nestled amidst the buildings. Should the Warp-grinder emerge, Andy was hopeful that the Night Runners could either charge the war machines or occupy a building before Christian could react.

Still the Skaven continued to emerge from the forest and into the outskirts of Blüdhof. Following in the trail of the Throttlebeast of Hell Pit came Ikit Claw and his retinue of Stormvermin, whose loyalty had been bought at great expense. Behind him the diabolic war machines of the Greater Clans were pushed or dragged onto the battlefield. In the centre the Warplock Jezzails set up, their long barrels pointing towards the settlement. The pox-ridden crew of the Plagueclaw Catapult made themselves busy winding down the arm that would shoot their noxious payload high into the air. And, on the northern side of the woods, the Engineers of Clan Skryre powered up the Warp Lightning Cannon.

Ikit tried *Cracks Call*, but Christian didn't hesitate in dispelling this. Finally, Andy attempted to cast *Warp Lightning* on the Swordsmen but this was also dispelled.

Even though Andy had an awesome force of Skaven wonder weapons at his command there was no shooting, as they



The forest surrounding Blüdhof shudders as Ikit's horde descends on the Empire town.

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had all moved on to the table this turn and the Poisoned Wind Mortar, the only one that could move and fire, was out of range.

Christian started the battle very conservatively. The Reiksguard Knights cantered forward, along the ridge, but that was all the movement. Instead the brave defenders looked on and gripped the hafts of their weapons tighter.

Albrecht Mausman botched his casting roll – he was obviously too distracted by the sight of hundreds of ratmen to cast any spells. This only left the Warrior Priest to pray for *Unbending Righteousness*, but Ikit Claw easily dispelled it.

Then it was time for the shooting, the phase Christian was really looking forward to. The Taalbaston Sureshots levelled their crossbows at the nearest Hell Pit monstrosity and fired. The Warpclaw Abomination was hit four times but the bolts simply sank into its flesh and caused no wounds. The Helblaster then turned its many barrels on the closest Abomination, the Throttlebeast. Ikit was unconcerned, as if he knew what was about to happen. As the cranks on the machine started to turn, the Helblaster exploded – Christian had rolled a misfire and then a 1 on the chart. Almost immediately afterwards the Mortar disappeared in a puff of black smoke, as Christian proceeded to roll the same result again! Christian's turn ended with both war machines blowing up. Was foul play afoot?



“The trees of the forest parted as two gigantic monstrosities smashed through the undergrowth and approached.”



2 FORTUITOUS OCCURRENCES

Annotations

- (A)** The Warp-grinder emerges right on time in the middle of Blüdhof, along with the Night Runners.
- (B)** The Abomination smashes into the watchtower, slaying 12 Flagellants. The Flagellants strike back, but the monster regenerates and only ends up losing two wounds.
- (C)** The Plagueclaw Catapult gets a direct hit on the Reiksguard and slays three.
The Reiksguard sustain another hit, this time from the Poisoned Wind Mortar, killing three more knights.
- (D)** The Warp Lightning Cannon aims for the flanks of the Swordsmen but the shot is blocked by the wall, destroying the obstacle but leaving the Empire regiment unharmed.
- (E)** Ikit Claw's warpfire projector makes up for the disappointing warp lightning shot, incinerating 18 of the Swordsmen.

Once more the Skaven advance was led by the shambling monstrosities of Clan Moulder. The Throttlebeast of Hell Pit flung itself forward and into the watchtower held by the Flagellants. The Warpclaw Abominaggtion shambled over the boundary wall and into Blüdhof, its many heads pathetically mewling and sniffing the air, searching for victims.

As the attention of the Empire forces were rightly centred on the approaching Abominations the Warp-grinder broke through the surface of the ground, right on cue. Rather than the lightning raid into the (now-destroyed) war machine battery that he had planned, Andy faced them towards the Knights of the Blazing Sun to prevent being charged the own rear and ready to move into one of the buildings next turn.

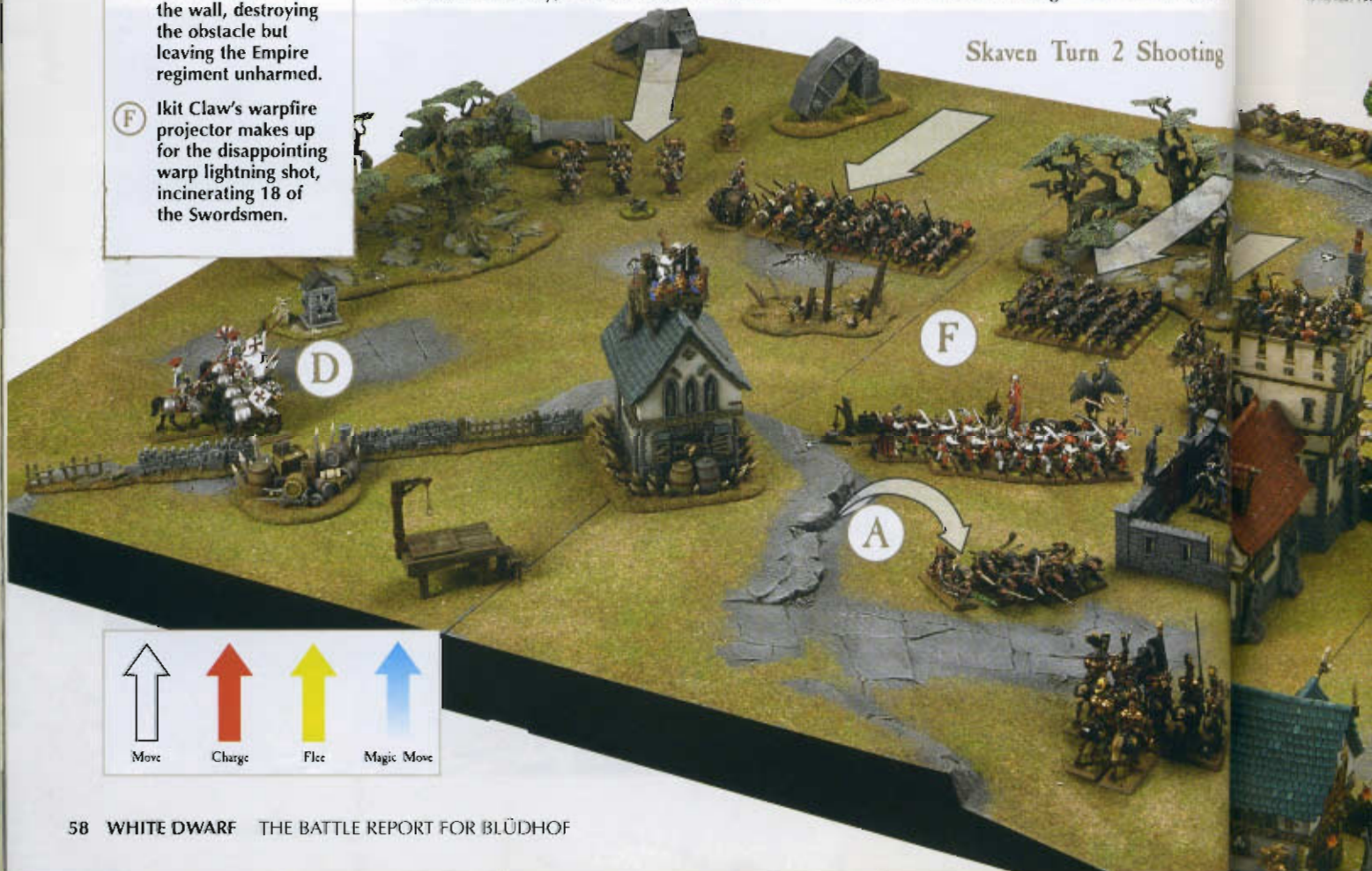
Back in the west, GutsplICE's pack of Rat Ogres eventually cleared the Venom Thicket but not without another casualty as the second Packmaster succumbed to the poison. This only left GutsplICE the Master Moulder to herd the Rat Ogres, although he was down to a single Wound.

The rest of the Skaven simply advanced ever closer to Blüdhof (although Ikit's regiment remained suspiciously static – Andy must be up to something, Christian reasoned sensibly). Skrish made it into the

ruins of Dreadstone Blight and immediately set about ransacking the rotting parchments, looking for ways to increase his knowledge and gain power. The Poisoned Wind Mortar detached from the Globadiers so it could fire, allowing its parent unit to advance more rapidly to get their thrown weapons in range. In the centre, the Skavenslaves scampered through the woods, which turned out to be a Blood Forest. They would be fine as long as no spell was cast on them, and it was safe to assume that the Amethyst Wizard had more pressing concerns.

The Winds of Magic blew stronger this turn with eight power dice rolled in total, the Skaven got a bonus power dice as Skrish successfully channelled; rummaging around the ruins was obviously paying off! The spells started to fly, starting with Trikk Warpforge's *Warp Lightning* attempt at the Reiksguard, which was easily dispelled by Mausman. Ikit then levelled Storm Daemon at the Sharpshooters but Christian was again wise to the potential destruction this could cause and so dispelled it. Then, with great delight, Andy declared that Ikit was going to cast *Cracks Call*. Christian tried but failed to dispel allowing the potentially devastating spell through. Andy carefully aimed the crevice through both sections of

Skaven Turn 2 Shooting



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the fortified manor. Members of the Blüdhof Militia dived out the way as a crack rent across the ground from the Warlock's feet. However, disappointingly for the Skaven, although both buildings rocked violently they still stood at the spell's end.

Undeterred, Andy moved on to the Shooting phase. The Plagueclaw Catapult and Poisoned Wind Mortar hit their target, the Reiksguard, early in the phase. The Knights of the Blazing Sun were also targeted, brought into sharp focus by the warpstone lenses atop the barrels of the jezzails. Two noble Knights were wounded and one was killed by the warpstone bullets. With much scampering, final checks and general frenetic activity the engineer crew of the Warp Lightning Cannon signalled they were ready to fire their weapon. A sizzling ball of energy shot from the barrel, aimed at the flank of the Sharpshooters. Unfortunately, whilst the shot was on target it hit the wall just in front, utterly destroying the obstacle but leaving the regiment otherwise intact. It was a minor annoyance, although the way was now clear for future attempts. But Andy wasn't finished with the horde of Sharpshooters just yet. Ikit pointed his iron claw in their direction and unleashed a hellish gout of flame. Andy's roll was perfect, as the entire flame template came to rest across the length of the regiment, instantly burning 18 state troopers to death.

BILE FROM ABOVE

Heavily armoured foes are the ideal target for the Plagueclaw Catapult as wounds caused by it allow no armour save. Unfortunately for Christian, the same artillery dice that had given him such a disservice in the previous turn was working a treat for Andy. The Reiksguard Knights were the target of the Plagueclaw Catapult and a direct hit meant that all ten were covered in toxic bile, killing three. To further the Empire's woes the Poisoned Wind Mortar was also on target, hitting six and slaying three more.



2 Shooting



TURN 2 CONTINUED...



The Humble Handgunner

Handgunners may not be most terrifying of foes in Warhammer but, point for point, they are extremely effective. Their Strength 4 armour-piercing rounds can deal out damage to most things, as one of the Hell Pit Abominations found out, when it lost two of its precious Wounds to their fusillade.



Whilst the Empire was still recovering from a particularly effective Skaven Shooting phase, the Hell Pit Abomination smashed its warped body against the watchtower and its multifarious heads snapped fiercely through windows and doors at the Flagellants inside. Andy rolled an Avalanche of Flesh and slaughtered ten men. Christian struck back by sacrificing one of his Flagellants, allowing the rest to hate the creature. Filled with madness, the Flagellants struck out, hitting a mighty 19 times, and wounding nine – more than enough to slay the monster outright. But the Abomination had Regeneration and Andy was rolling well, saving seven, meaning the creature was only wounded twice. And still the assault continued as Andy rolled for Thunderstomp, killing another two Flagellants.

The soldiers of the Empire were certainly riled as they began their second turn and Christian was keen to mete out as much damage as he had received. Both regiments of Knights dug their spurs into the flanks of their steeds, forcing them into a charge. The Knights of the Blazing Sun ignored the Night Runners and galloped

around the other side of the tower, smashing into the Warpclaw Abomination. The Reiksguard managed an impressive 20' across the southern flank of the battlefield thanks to the Steel Standard, although two of their number were lost as they traversed the difficult ground right in front of the Blackclaws. To further weaken their attack, Trikk Warpforge's Stand and Shoot reaction felled another.

For the remainder of the Movement phase the surviving Sharpshooters reformed; otherwise the rest of the Empire continued to man their defences.

Once again Christian failed to cast *Fate of Bjuna* – the Wizard Lord was still unnerved by the presence of the Skaven – and Warrior Priest Kurt Sternbach's prayer was dismissed by Ikit Claw once again.

In the Shooting phase the Taalbaston Sureshots managed to slay a Clanrat, depleting Fangbiter's Clawpack of one of their number. Richter's Fireloques took aim at Throttlebeast and wounded it an impressive four times, two of which were regenerated by Andy.

Christian wasted no time in the Close Combat phase, revealing that the Knights of

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the Blazing Sun were carrying the Banner of Eternal Flame, giving every member of the unit Flaming Attacks and therefore staunching any Regeneration saves from the Hell Pit Abomination. Graf Dietr Krieghertz, Templar Grand Master, struck out at the monstrosity, wounding the creature twice. The Warpclaw Abomination then hit back, hurling itself at the Knights in an Avalanche of Flesh, killing four and leaving just the Grand Master and champion alive. The Knight's lance failed to puncture the creature's hide, ending the combat in a draw. Across the battlefield, the Reiksguard were not faring any better. The spears of the Blackclaws struck 15 times and toppled 3 Knights. The Reiksguard hit back, but only killed three Clanrats. The Knights were well and truly beaten and turned their horses to flee, even as the crew of the nearby Doom-flayer looked crestfallen that their machine wouldn't get a chance to participate in the slaughter. The Knights were caught in the pursuit by the Clanrats, and wiped out, although Christian could take some meagre satisfaction that six of the Clanrats were also killed as they gave chase through the dangerous terrain.

This was the final act of what had been a mammoth turn of death and destruction, but sadly for the Empire the casualties were mostly sustained on their side of the battlefield and not by the Skaven.



Spurred on by Grand Master Krieghertz, the Knights of the Blazing Sun dip their lances and prepare to charge.



3

"BRING THEM DOWN!"

Death Wizard

Christian's Wizard was not having the best of battles. Although he had been effective at dispelling Skaven magic, his offensive arcana had not gone to plan. Matters were not helped when the Jezzails sniped a wound off him and a second was lost to a miscast spell.



The Bloodvermin Champion, after managing to rein in his frenzied urges in the previous turn, let his instincts get the better of him this time, charging the Blüdhof Militia and dragging Ikit along as well. A high roll was needed to reach the wall of the manor that the Free Company were emplaced behind, but the Horned Rat smiled its rictus grin and the Stormvermin made it into combat.

The Skavenslaves were not so willing and failed to charge the Swordsmen, which was unfortunate for the Stormvermin as their flank was now exposed. Further south and buoyed from their victory against the Reiksguard, the Blackclaws assaulted the building held by Richter's Fireloques. The Handgunners stood and shot at the incoming Skaven, killing three, but it was nowhere near enough to rob the Clanrats of their impetus. Behind them the Skarlungs continued to approach the town from the south. Further north, Fangbiter's Clawpack marched on, the chapel on Christian's base line their objective. More importantly, the Night Runners, who counted their blessings for not being charged by the Knights, scampered into the vacant manor building, claiming it for the army of Ikit Claw.

In the Magic phase, Andy found his magical options more limited as Ikit was now in combat. However, he did successfully cast *Death Frenzy* on the Blackclaws, to really boost their chances the upcoming assault on the building.

The Plagueclaw Catapult took aim at the Sharpshooters but misfired (and, in Christian's opinion, about time). Andy then rolled a six on the misfire chart, dodging all the unpleasant results, which simply meant that it couldn't fire this turn. The Warp Lightning Cannon was next up and also misfired – it looked like the Skaven's war machines were now acting true to form. This time the war machine spun wildly on its axis and then fired. From the variety of targets on offer, Andy was lucky that it shot off the table and actually took aim at White Dwarf designer Tom Hutchings, who was recording proceedings. We thought about rolling to wound but in the end it was decided that it would be easier for everybody concerned if Tom lived – someone had to keep recording the battle report, after all!

The Ratling Gun that had remained stationary as the Stormvermin had charged off took aim at the Swordsmen. Twelve shots were generated but only one actually



hit! The Jezzails took aim at Albrecht Mausman, as Christian realised too late his mistake of leaving him in the open. He was lucky in that only one of the warpstone bullets hit and wounded.

The Throttlebeast assaulted the building again, but this time Andy rolled 'Feed' for its attack, causing it to strike every model in base contact. However, in a building assault, it only counted as in base contact with a single model, it only ate a single Flagellant. With the single Flagellant well and truly gobbled the Doomsayers struck back. Christian martyred two of their number this time so he could not only re-roll hits but wounds as well. Their flails struck out and the Abomination was slain – as the massively bloated corpse hit the ground it split open to reveal a swarm of rabid rats.

Just to the north Grand Master Krieghertz brandished his flaming sword to wound the remaining Abomination twice more. However, Andy also rolled Feed for this creature, consuming both the Knight and Grand Marshal.

Ikit's Stormvermin were somewhat stymied by the defended wall, and whilst they comfortably won the combat, the Blüdhof Militia held. Meanwhile, the Blackclaws wiped out the Handgunners to take the building.

The Empire hit back with the Sharpshooters charging the flank of Ikit's unit. The Wizard wisely jumped over the wall and out of the Jezzails' line of sight. Once in relatively safety, he tried to cast a few spells. *Soulblight* was dispelled but *Doom and Darkness* was cast on the

ATTACK FROM BELOW

One of the more ingenious devices of the Skaven, the Warp-grinder isn't really a weapon at all but an over-sized piece of mining equipment. Andy employed a Warp-grinder to accompany his unit of Night Runners, hoping to get them behind the Empire lines and into combat with Christian's war machines. Unfortunately, no Skaven device is foolproof, and when he brought the unit on, he rolled a misfire, resulting in a partial collapse. The unit still emerged, blinking, into the daylight, but could not charge and suffered the loss of eleven of their number – as well as the hapless crew of the Weapon Team.



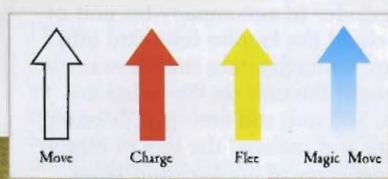
Stormvermin with irresistible force. The resulting magical feedback wounded Mausman and ended the Magic phase.

The Taalbaston Sureshots took aim at the Abomination, determined to exact revenge for the fallen Knights. A single wound was rolled, which Andy promptly failed to regenerate. Christian had slain both Hell Pit Abominations in the same turn – could the Empire be making a belated comeback?

His good fortune continued in combat as the Sharpshooters hammered into the flank of the Stormvermin. Ikit answered the challenge of the Warrior Priest but only wounded him once and took a wound in return. However the Swordsmen, combined with the Blüdhof Militia, had done enough. *Doom and Darkness* and no flank meant that the Ikit was all but guaranteed to run. Christian was on the cusp of turning the battle forever in the Empire's favour when the unthinkable happened: Andy rolled a double 1! The spectators yelped in disbelief but there it was. Ikit's retinue was staying put. The battle had a few more twists and turns to deliver yet.

	4	Buildings Held	1	
THE EMPIRE			SKAVEN	

4 RATS IN THE TOWER



Annotations

- A** Deprived of targets, the Poisoned Wind Globadiers scamper towards the town.
- B** Trikk Warpforge climbs to the top of the roof and launches his Doomrocket at the Taalbaston Guard occupying the far building, but the missile falls short of the target.
- C** The Warlock Engineer kills the Wizard Lord with an irresistible *Warp Lightning*, which also results in death.
- D** The Blüdhof Militia flee through the buildings, taking two casualties as they run for their lives.
- E** Before rallying, three more Swordsmen die as they dodge through a multitude of intervening enemy units and obstacles.
- F** Fangbiter's Clawpack attempts to charge into the chapel but fails to reach it. the Crossbowmen detachment stands and shoots against them but doesn't cause any casualties.

Skaven Turn 4 Move

After having their snouts bloodied by the Empire in the previous turn, the Skaven were keen to enact revenge on what remained of Blüdhof's defences. A rash of charges was declared. In the north, Fangbiter's Clawpack attempted to charge the chapel that was currently housing the Halberdiers. But the distance proved too far even for fast-moving Skaven and so they meekly advanced 4" instead.

The chattering mass of Rat Swarms that had recently erupted from the distended corpse of the Abomination attacked the watchtower. Further south, Ikit's Slavepack and the Doom-layer attempted to charge the Sharpshooters in the rear. Whilst the Skavenslaves easily made it, the Doom-layer proved too far away and looked as if it would miss out on combat once again.

The Skaven Magic phase produced 8 power dice, which although far from the maximum, gave Andy enough to enact a devious plan. He started by casually casting *Warp Lightning* at Mausman with Trikk. As expected, Christian dispelled it. Andy then switched Warlock Engineers, using Skrish in the ruins of the Wizard's Tower. First he cast *Skitterleap*, for at this point Skrish knew all spells in the Lore of

Ruin despite only being Level 1. Christian, failing to spot the imminent danger, let the spell through. With a 'bamf' Skrish Charwhiskers appeared a few short inches away from the Death Wizard. Andy then used his remaining dice to cast *Warp Lightning*, which he did – with irresistible force! Albrecht Mausman was zapped to death in a maelstrom of bright green lightning. However, Skrish himself exploded as the magical power proved too much resulting in a dimensional cascade. The ensuing explosion hit the corner of the mansion, which was currently harbouring the remaining Night Runners. Four Night Runners were killed and the remainder fled from the building they were meant to be defending for Ikit Claw!

After the mixed success of the Magic phase Andy turned his attention to shooting. The Plagueclaw readied its noxious unguents but the war machine collapsed in on itself, killing the crew. The *Warp Lightning Cannon* fired next. The shot was on target, smashing into the roof of the chapel, killing four Halberdiers and damaging the structure. The *Warpfire Thrower* attached to Fangbiter's Clawpack didn't move in this turn so it could fire. It aimed at the same building but Andy rolled



	4	Buildings Held	1	
THE EMPIRE			SKAVEN	

HAMMER AND CLAW

It was always going to be difficult to top the destruction he dealt with his warfire thrower when he got into combat, but Ikit's clash with Warrior Priest Kurt Sternbach got off to a decidedly rocky start. On the first turn of combat, both Ikit and Kurt traded a wound apiece, but the combat itself ended in a resounding defeat for the Skaven – only Andy's decidedly jammy (and uncharacteristic) luck saw the ratmen wavering stay put. On the following turn, Ikit hit his stride and crushed the weak Man-thing in his claw, swinging the combat in the favour of the Skaven and seeing off the Swordsmen.



TOO HORRIBLE TO DIE

When a Hell Pit Abomination is killed it is far from the end of the monster. As the corpse twitches its last there is a chance that the creature's unholy metabolism may restart or some other disgusting thing will come about. When the Throttlebeast was brought low, a mass of rats burst forth. These creatures had lived within the beast, gnawing on its insides, and now had escaped to create three rat swarms for Andy. The other Abomination could not roll on the Too Horrible to Die chart as it had been wounded by Flaming Attacks.



l 1. Christian, danger, let the Skrish short inches. Andy then cast Warp with irresistible s zapped to at green itself exploded too much cascade. The mer of the y harbouring. Four Night remainder fled meant to be

a misfire result, resulting in a fuel leak that ignited the Weapon Team. The screaming and burning crew of the Warfire Thrower then ran into the Rat Ogres, killing one of the beasts and slaying the Master Moulder.

In combat the tide of rats flooding into the tower proved too much for the Flagellants as four were brought down, for no wounds in return, yet the few survivors still held onto it. The mass combat in the courtyard was more conclusive. Ikit finally got his augmented claw working and crushed the Warrior Priest. The Stormvermin and Skavenslaves caused a further six wounds. This proved too much for the Swordsmen and the brave Blüdhof defenders, and so they fled.

The Empire were reeling as they started their fourth turn. Nevertheless, Weissshelm's Sharpwords, despite being covered in warfire, witnessing their Warrior Priest being cut down by some insane metal-clad Skaven mage, being attacked in the rear by rabid slave creatures and then fleeing through swarms of rats and Rat Ogres, still had the gumption to rally – readying themselves for the next onslaught!

The only other action was for the Taalbaston Sureshots to kill another fleeing Night Runner, ensuring that the Clan Eshin would take no further action in the battle.

5 THE VERMINOUS TIDES



Slice and Dice

Such a decisive victory should never be bemoaned, but if there is one thing that didn't go Andy's way it's that the Doom-flayer didn't make it into combat. The Doom-flayer is lethal in melee, causing both Impact Hits and a number of automatic hits equal to the roll of an artillery dice.



Although they had taken a battering, at the beginning of the fifth turn the Empire were still in the lead as the Flagellants still held the watchtower and the chapel was controlled by the Taalbaston Guard. There were no buildings destroyed and the only structure occupied was the one in the south, although that was held by a horde that would eventually all die out as *Death Frenzy* had been cast on them. However, the Skaven still had plenty of options. Fangbiter's Clawpack attempted a second charge against the Halberdiers holed up in the chapel and this time the Skaven reached their target. The Clanrats lost three of their number to a Stand and Shoot reaction from the Crossbowmen detachment attached to the Halberdiers. The Rat Swarms attacked the watchtower again – Andy hoping the verminous tide would finally rid Blüdhof of the Flagellants.

The Bloodvermin successfully attempted a rapid reform, putting them within move distance of the manor, which they immediately entered. The Globadiers finally entered the boundary of the town while the Skavenslaves moved northward,

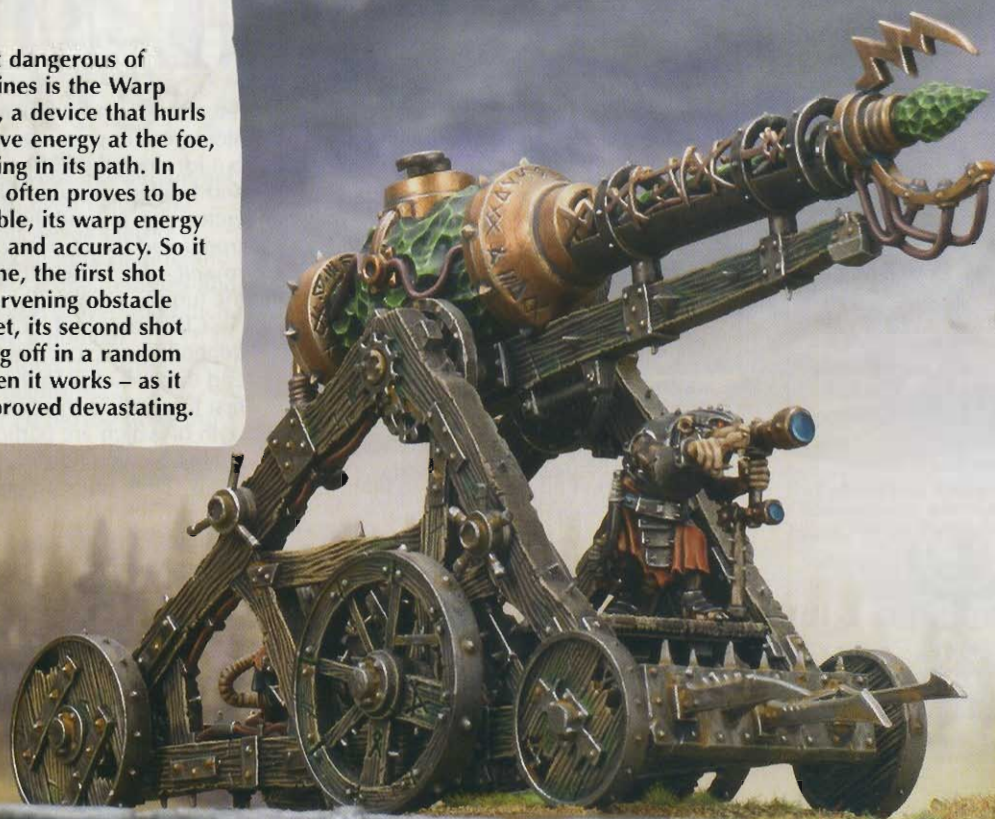
hoping to catch up with the Sharpshooters. The Jezzails had also ran out of targets and so advanced to get a better chance of shooting something, should there be a next turn. The Rat Ogres, now bereft of any Packmasters to control them, were subject to Stupidity and so shuffled forward.

In the Magic phase Ikit was unopposed and so cast *Death Frenzy* with ease. From his vantage point in the fortified manor house, he spied the Crossbowmen and initiated the bound spell within Storm Daemon, wiping them out to a man. The Warp Lightning Cannon targeted the surviving Sharpshooters and struck them with a direct hit, killing half their remaining number as the bolt of warp lightning smashed through. This was too much for the state troopers who could see that the town was all but lost, and so they ran towards the northern edge of the table.

The Close Combat phase started with the Rat Swarms launching themselves at the watchtower. The rats' 10 Attacks easily overpowered the last three Flagellants. The rats swarmed into the watchtower and claimed it for the Skaven. This just left the

ZZZAP!

Amongst the most dangerous of Skaven war machines is the Warp Lightning Cannon, a device that hurls a bolt of destructive energy at the foe, immolating anything in its path. In reality, the device often proves to be wildly unpredictable, its warp energy erratic in strength and accuracy. So it proved in this game, the first shot destroying an intervening obstacle instead of its target, its second shot misfiring and firing off in a random direction. But when it works – as it did this turn – it proved devastating.



chapel in Empire hands, but with a death frenzied Clanrat horde in the midst of an assault, it didn't look good for Christian's last gasp defence. And indeed this was the case as the Skaven struck hard, hitting 18 times and killing 9 Halberdiers for the loss of just one Clanrat. The Halberdiers fled out of the chapel and off the battlefield, leaving the Skaven to occupy every building on the table.

In Christian's own turn, he tried in vain to rally the Swordsmen but by then the state troopers thought discretion was far better than valour and so left the battlefield. With the Empire having lost all units and the Skaven winning a mighty 5-0 (controlling four buildings as well as the watchtower, which counted as two) the battle ended there.

It was a clear victory for Ikit Claw and the Skaven. Whatever Ikit had planned for the town of Blüdhof and the meteoric iron of its bell, his scheme would continue unopposed by the humans... although there was no telling what spies the Council had hidden amongst his own followers might do. And then there was the small matter of explaining to Clan Moulder why they were missing two of their prized Hell Pit Abominations. But they were all worries for another day – for now Andy Half and Ikit Claw could revel in victory over the hated Man-things.



	0	Buildings Held	5	
THE EMPIRE				SKAVEN

SKAVEN VICTORY!

VICTORY IS MINE-MINE!

Ikit Claw

The devastation caused by the Hell Pit Abominations make them an obvious choice but it's Clan Skryre's resident genius I'm nominating for 'rat of the match'. He may be expensive, but he has so many uses – he's a Level 3 Mage, a combat beast, a walking artillery piece and a Warpfire Thrower. Ikit is the consummate all-rounder!



Andy: Finally, after a spate of defeats – mainly at the delicate hands of the Elf-things – in recent issues of White Dwarf, the Skaven have shown what they are truly capable of. Ikit Claw now not only

controls but dominates the town of Blüdhof, his plans continue apace – praise be to the Horned Rat!

Still, it didn't all go exactly to plan. After a phenomenal second turn of shooting that saw Knights keel over from poison and Ikit's warpfire projector decimate a horde of Swordsmen, normal service resumed in later phases as things started to misfire. A typical incident included a burning Warpfire Thrower team running into the midst of my force before exploding, killing the Master Moulder and effectively making the surviving Rat Ogres redundant for the rest of the game – the second time that's happened to me! And it all could have gone so horribly wrong in Turn 3, when Christian mounted a terrific counter-attack, by flank charging the Stormvermin. He had resoundingly won

the combat and it looked as if Ikit and the Stormvermin were about to be run down but for once the Horned Rat was smiling and I rolled a double 1! After running a victory lap around the gaming area (*It's true, I had the misfortune to witness it for myself – Ed*) I knew that this could well be the turning point of the battle.

Christian's bad luck (or my good luck, depending on your point of view) didn't end there. Earlier in the battle, on the very first turn in fact, his two war machines, both of which are particularly effective against Skaven hordes, blew up. This freed up my large units no end and allowed me to approach his defences almost unmolested. This was further compounded by the Abominations, which Christian wisely focused on at the expense of leaving the rest of my force intact.

As for taking two of Hell Pit's largest and most disgusting creations? Well, they're both dead and I'm sure Ikit will now have to think on his feet when Clan Moulder come calling; however, the damage they did, and the resource they soaked up, more than made up for the points cost. It's worth noting, that if you're feeling particularly evil, you can squeeze in two Abominations in a 2000-point army – but you didn't hear that from me!

RATS IN THE ARMOURY!

Flagellants

They may only be men in dirty robes, but a mob of them not only held the watchtower but bashed in the head(s) of one the Abominations with their flails. Good job lads! For Sigmar!



Christian: Losing both war machines on the first turn makes me think that Clan Eshin sent some saboteurs over the walls on the eve of the battle to ensure that my artillery would not play a part.

Well I could whine about spilt milk, but that wasn't going to help the town's garrison to turn back the scuttling tide, particularly with two monstrous Hell Pit Abominations in the lead. The horrifying Hell Pit Abominations did the Skaven proud though, as I had to spend valuable Empire lives to stop them lest they run riot. And spend them I did: a Templar Grand Master, a unit of Inner Circle Knights and a large unit of Flagellants to be precise. By the time the Abominations were slain I only had to deal with another one hundred rats...

What could I have done better? Well I thought my deployment was sound, the

buildings were well garrisoned and the walls manned and the Knights were in a good position to counter-charge. However, there were some mistakes on my part. While the Knights of the Blazing Sun did exactly what I needed them to (that is deliver the Grandmaster into the face of the Abomination) their Initiative 3 versus the Abominations' Initiative 4 was their doom. I threw the Reiksguard away by charging a horde; I think holding them back would have been a better idea, but the Plagueclaw Catapult and Poisoned Wind Mortar were both taking their toll as they closed. My biggest and most costly mistake was letting the Warlock Engineer *Skitterleap* next to my Wizard Lord. Being a novice I overlooked it (In fact Matt Hutson looked at me and shook his head saying, 'Never let the Skaven get that spell off, as they're bound to be up to something') and my poor Wizard got zapped in the face! He was also unlucky to not cast many spells, as he was quite capable of wounding the Abomination and sending the Skaven packing. Oh well, I am sure there will be another battle...

THE BEST-LAID PLANS OF RATS AND MEN...

Robin: What did I tell you? In Warhammer, the bad guys *can* win! Even before the game started Christian was under no illusions as to the task in front of him, and despite a heroic defence, the monsters and machines of Ikit's Horde proved too much.

For me there were a number of moments that really stood out. The Doomsayers' battle against the Throttlebeast of Hell Pit proved to be truly epic, man against monster as the Flagellants slowly but surely battered the Abomination apart. However, no sooner had they slain the beast than a swarm of rats spilled from the dead monster's ruptured flesh and overrun them – talk about not getting a break! Even the opening shots of the game, when the Mortar and the Volley Gun misfired and exploded, were full of drama. This one seemed a little too much like coincidence to me and I strongly suspect that Clan Eshin saboteurs were involved. The destruction of both war machines proved to be a crippling blow to Christian's defences. I can't help but think of the Talabheim soldiers, stuck in the confines of the buildings, when the two war machines exploded. I can almost see the colour draining from their faces as they realised that nobody was going to be able to help them now; it was down to them.

However, I said at the beginning that Warhammer games need heroes and villains, and we ended up with plenty of both. Of all the characters that took part in our story there are two exemplars that spring to my mind.

Let's start off with the villains of the tale. Whilst Ikit Claw's killing frenzy was most impressive, wiping out the majority of Weissman's Swordsmen with fire and lightning, my 'villain of the match' is Skrish Charwhiskers. This devious Warlock Engineer was soaking up magical power whilst other Skaven were doing the messy business of killing (and getting killed) in the melee of close combat. He then skitterleaped across the battlefield, appeared in front of a no doubt surprised and petrified Albrecht Mausman, before electrocuting the Wizard to a crisp. But the Winds of Magic spiraled out of control and Skrish managed to get himself sucked into the Realm of Chaos for his troubles. If that wasn't bad enough for Andy's plans, the death of the Warlock Engineer then caused Throatlicer's Death Squad, who were garrisoning a building, to panic and flee. The combination of dastardly plans going awry and craven underlings running away

just at the crucial point is, it has to be said, typical of the Skaven.

My 'hero of the game' award goes to Diatr Krieghertz. The Templar Grand Master's charge against the Abomination, his honour guard riding at his side, was easily worthy of a cinematic slow-motion action shot. The reason I think Diatr and the Knights are worthy of the title of heroes is simple. It was a fight that few of them were ever going to come away from alive, but they charged in anyway. Now, don't get me wrong, it was also a clever tactical move by Christian, who knew that the



Diatr Krieghertz, whose sacrifice helped slay an Abomination.

“In Warhammer the bad guys can win! Despite a heroic defence, Ikit's Horde proved too much”

Knights' Banner of Eternal Flame would deny the Hell Pit Abomination the ability to regenerate. Though the Knights tore the heart out of the beast, the cost was great indeed, and the Abomination quite literally crushed the Knights. Their noble sacrifice bought the Blüdhof Defenders a few more vital turns in which to turn the battle around, but alas, it wasn't to be.

So Blüdhof has fallen and Ikit Claw has secured an artefact that could spell the doom of Clan Skryre's enemies. But as one story ends, another begins. Will Ikit return to Skavenblight as planned? Will he keep the precious artefact for himself? Was that the wind whistling by or was it a bullet narrowly missing his head?



Fangbiter's Clawpack were the first Skaven unit to breach the defenses.

Ikit rubbed his gauntleted claws together with glee. The puny Man-things had thought to deny him his prize by hiding behind their walls, but he had shown them not to underestimate his evil genius. Ikit's underlings were even now dragging the meteoric bell from Blüdhof's watchtower, well, apart from Gutsplice's Rat Ogres who were busy feasting on the last few of his slaves. Ikit had promised the sniveling wretches that if they fought well they wouldn't have to haul the heavy iron bell back to Skavenblight. He hoped they liked their reward.

As the Warlock Engineer surveyed the battlefield his sense of triumph turned to annoyance. More of his minions had survived the battle than he was expecting. As Ikit had no intention of fulfilling his promises of payment this was quite inconvenient. Thankfully, none of the lousy curs would be missed if they met with unfortunate accidents on the journey back to Skavenblight. However, the loss of two Hell Pit Abominations was going to be harder to explain. Ikit was always planning on returning the monsters to Clan Moulder's beast pits, but he was fairly sure the Master Moulders were going to notice they were dead. Ikit suspected the Abominations' demise was the result of sabotage. He was convinced there was a traitor amongst his ranks now. After all, his initial assault had failed as well, and that was hardly his fault either.

Ikit's thoughts of potential saboteurs and assassins were interrupted by a high-pitched squeal that set his fangs on edge. It was just his luck that the insufferable Trikk Warpforgie had survived whilst the dependable Skrish had been killed. Was Skrish's demise coincidence? Ikit thought not. It had to be part of a wider conspiracy. After all, it made perfect sense that any would-be assassin would first have to dispose of Ikit's longest serving minion. He didn't care if he had to slit the throats of every one of his miserable underlings, he would find the traitor, starting with Trikk.

STANDARD BEARER



This month we found Jervis hard at work at his desk, but instead of a pen in his hand he had a paintbrush. Here he talks about the evolution of painting techniques over the years.

Recently I was showing a friend round the Citadel Miniatures Hall. For those of you that haven't been, the hall is home to hundreds of Citadel miniatures painted by the Studio's 'Eavy Metal team. In short, if you visit you will see the finest collection of painted Citadel miniatures that can be found anywhere in the world. Go, if you get the chance.

But that's not really what this month's Standard Bearer is about. You see, what the collection also shows is how painting techniques have evolved and changed over the years. Included in the collection are some of the very first Citadel miniatures ever painted, as well as some of the very latest, with examples of just about everything in between. As I showed my friend around I was struck by just how much we have learnt about painting techniques over the years – you can almost date a model by how it is painted. Now, this isn't to say that the older models in the collection are painted any less exquisitely than the most recent ones. In the same way that Da Vinci, Van Gogh and Picasso used very different techniques, but all produced

Victorian era. I still have some of those old miniatures in my collection, and though the techniques come nowhere near to producing the effects we're used to nowadays, they do still have a charm.

Even then, though, some painters were experimenting with techniques of blending and highlighting, similar to those used by portrait artists. However, there was only so far you could take these techniques when using enamels, and it wasn't until painters started to increasingly use acrylic paints that things really began to change. Acrylic paints had been around for a while, but it was the development of acrylic paint ranges specifically designed for painting miniatures, not least of which were the first sets of Citadel Colour paints, which really heralded a new era in painting. These new acrylics could be thinned with water, and this, combined with a slightly more translucent finish, made them perfect for layering and blending.

In the early days these techniques were not fully understood, and if you look at miniatures from the time you will see that they tend to combine techniques from the

“I was struck by just how much we have learnt about painting techniques over the years.”

sublime paintings, the miniatures in the collection painted in the early days of the 'Eavy Metal team are every bit as good as those painted by the modern day team – it's just that the techniques used to paint them, and to an extent the aesthetics that inform the way they are painted, have evolved and changed over the years.

I'm going to use my own 'painting journey' as an example of what I mean. Before I do, though, I should hastily point out that I'm not putting my self anywhere near the same class as the 'Eavy Metal team: anyone who has seen the miniatures I've painted will attest to that! However, I did start painting miniatures back in the sixties, so at the very least I've experienced how things have changed over the years. So, poor as my output may be, it will serve as a metaphor for how things have changed. Anyway, when I started painting miniatures, just about everybody used thick enamel paints that were designed for painting model aircraft, vehicle and train kits. These enamels covered well, but could only be thinned by turpentine or white spirit (brushes had to be cleaned in turps too). Because of this we tended to paint models in simple block colours – shading was almost unheard of – with the result that the miniatures looked rather like the shiny toy soldiers produced back in the

earlier 'enamel' period, with the new methods that were being developed. It was at around this time that the 'Eavy Metal team was first established. The idea of having a permanent team of miniatures painters was ground-breaking at the time, and the hot-house painting environment it created led to a huge leap forward in the way that miniatures were painted. Within a few years most of the techniques used today were established. More importantly, they were written down and passed onto others in the pages of White Dwarf and in books like the first 'How to Paint Citadel Miniatures' hobby guide.

For the rest of us, these articles and books proved invaluable. I know that I learnt a lot, and soon I was using the basic 'base coat, shade, and highlight' technique that so many of us use to this day. The result was models that had a much more natural and realistic effect, compared to the 'Britain's toy soldier' look of my early models. Almost as important were advances in the ways that models were based. In my early days I just painted the models bases a dark green colour and left it at that. Over time I learnt to first of all flock the bases, and then later how to apply sand and use a basecoat and highlight to produce a very satisfying and realistic result.



'Eavy Metal painted Captain Tycho using a non-metallic metal technique. This is a technique designed to give the illusion that the model is painted with gold, when it really isn't.

'EAVY METAL™ THROUGH THE AGES...

The painting style and technique used by the world-famous 'Eavy Metal team has changed and evolved over the years, from the bold and bright colours used in the

nineties to the more realistic, yet still very distinctive technique employed more recently. And the 'Eavy Metal team continue to experiment with new techniques.



Eldar Guardian



Chaos Warrior



Kasrkin



Daemonette of Slaanesh

In the years since, the techniques pioneered by the 'Eavy Metal team have become the standard by which miniatures are painted. New techniques have been added to their repertoire, but the next really important advance was the development of the Foundation and Wash ranges. These two sets of paints were specifically designed to complement the 'basecoat, shade and highlight' techniques I mentioned earlier. Foundation paints provide a really good basecoat, while the Washes make it very easy to shade a miniature. I've found both have really helped to speed up my painting, and to 'raise the bar' on what I can achieve; although I'll never match the standard achieved by 'Eavy Metal, these new paints have made the average result I achieve rather higher. Meanwhile the 'Eavy Metal team continue to raise standards at the upper end of the painting hobby, developing new techniques as they endeavour to achieve new effects.

By now some of you may be thinking 'Well this is all well and good, but what does it mean for me?' For my answer I will turn to my friend and colleague Aly Morrison, expert miniatures designer and a far better painter of miniatures than I can ever hope to be. Aly has been in the hobby at least as long as me, probably longer in fact, but he never tires of trying out or inventing new painting techniques. Just before I started writing this article, he showed me a miniature that he's painted using only Foundation paints and a thin wash of Devlan Mud over the top. This gives a nicely shaded finish that only requires some highlights on the face and

weapons on the miniature to achieve a great result – perfect for painting up big regiments of troops to take advantage of the horde rule in Warhammer.

Of course, my point is less in the actual technique used, and more about Aly's attitude. Aly is an old dog who is not afraid to learn new tricks when it comes to painting miniatures. More, he *actively* searches out new techniques, and also develops new ones himself. Some techniques he tries and discards, while others become part of the vast repertoire of methods he uses when painting miniatures. Although I have nowhere near the range that Aly does, over the years I've developed the way I paint from the simple block colours of enamel paint I started out with, to the paints I use now. The trick is to be willing to experiment, and develop a set of techniques that suits you. Don't be afraid to ask others how they achieve the effects they do and don't be afraid to try out new ideas of your own. Finally, don't be afraid to vary what you do to achieve the effect you want. You never know, you may develop a technique that becomes the next step in the evolution of how we paint.

And with that clarion cry, I will leave you for another month. As ever, please feel free to write to me if you have any comments about this month's Standard Bearer, or about hobby in general. What painting techniques do you use, and what new methods that you've learnt recently have helped you to improve? Although I can't reply to all of the letters I receive, but I do read every one, and I really value what you have to say – especially when it comes to improving my painting skills!



This Poisoned Wind Globadier has been painted with a directional source lighting technique, where the light effect painted on to the miniature gives the impression that part of the model is glowing.

Write to Jervis at:

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c/o White Dwarf
Design Studio
Games Workshop
Willow Road
Nottingham
NG7 2WS
United Kingdom

WAR OF THE RING™

The Armies of Middle-earth: Part One

THE FREE PEOPLES



Getting Started

To embark on your own campaign for the fate of Middle-earth, the War of the Ring rules manual contains everything that you need to know. War of the Ring: Battlehosts is an Expansion for the game, allowing you to field iconic formations plucked from the battles of the War of the Ring.

White Dwarf editor Andrew Kenrick introduces the first in a series examining the armies to be found in War of the Ring. Here he casts his all-seeing eye upon the forces of Good.

Andrew: There's something about the spectacle of The Lord of the Rings – the epic battles, valiant heroes and evil villains – that really gets the heart pumping and makes me want to play games set during the War of the Ring. If you've ever marveled at the heroism of the Rohirrim, as they charge to the aid of Minas Tirith or sat open mouthed as the Elves cut down the Orcish hordes in the opening scene of the movies, you'll know how I feel.

Moments like these make me want to recreate the great moments in The Lord of the Rings with my own armies: seeing if the Uruk-hai can succeed where Saruman failed, for example. I also want to tell stories of my own, leading my army to victories on the field of battle.

War of the Ring is the game that allows me to do exactly that. It captures the feel of the battle scenes from the movies, with great sweeping battlelines, daring cavalry charges and ferocious duels fought between the heroes we all know and love – or love to hate. Large conflicts can be

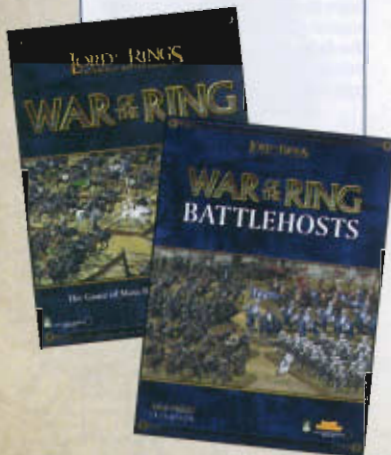
fought seamlessly across the gaming table, allowing me to fight battles with hundreds of models aside.

I Bid You Stand!

The idea for this article stems from a conversation that erupted in the White Dwarf department only recently. Andy Hall, one of our loyal White Dwarfers, was postulating which of the War of the Ring armies he might like to collect, when the idea popped into my head.

Adam Troke and Christian Byrne immediately tried to convince him that his future lay with the Dwarf Holds while Wade Pryce argued for the Legions of Isengard. Soon rallying cries were sounding for the various factions.

That's when it hit me – in the Studio we have a collection of passionate and collectors who adore the armies of Middle-earth. It was time to turn them loose on the pages of White Dwarf to introduce the armies they know and love. Perhaps they can also recruit you to their cause.



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THE KINGDOM OF ROHAN

Andrew Renrich champions the mighty Horse Lords of Rohan.

The Kingdom of Rohan lies west and north of Gondor. It is a land of rolling plains and tall grass, populated by the proud warrior people known as the Rohirrim. Famed for the skill with which they fight from horseback, the Rohirrim feature horses upon their banners and shields, a sign of their affinity with the strong, swift steeds they ride into battle.

Rohan's king is Théoden, a proud and strong man much advanced in years. Although the machinations of Saruman the White sought to make him infirm, a slave to the will of the treacherous Wizard, thanks to Gandalf he is free once again. Before the War of the Ring has ended, Théoden will prove his strength and valour once again – for the people of Rohan will not rest while evil stalks their lands, nor will they forsake the oaths of friendship and loyalty they swore in years long past. When Gondor calls, the Riders of Rohan will take to the field once again.

In Battle

The Kingdom of Rohan probably has the best selection of cavalry formations available in War of the Ring. From the Riders of Rohan who will doubtless make up the bulk of your fighting strength to the King's Guard and the Outriders there a great variety to choose between.

There is also infantry in the force, but it's certainly not the greatest in the game.

While the mighty cavalry detachments storm across the table, taking the fight to the foe, the infantry advances behind, seizing objectives or lending numbers to a fight that hangs in the balance.

Anyone who has read or watched The Lord of the Rings will know the great heroes of Rohan. King Théoden, a brave leader who commands the absolute loyalty of his people is a formidable presence on the battlefield, while Éomer, his nephew, is one of the most dangerous warriors to be found on the battlefield in any army.

When you play with the Kingdom of Rohan you must use daring hit-and-run tactics to harry the foe, weakening them until you can deliver a crushing cavalry charge – ride for ruin, and the red dawn!

Collecting the Kingdom of Rohan

A Rohan army is really quite easy to collect, even for an absolute newcomer to War of the Ring. A few boxes of Riders of Rohan will give you some powerful Éoreds to form the core of your army – they're also quite costly in points so you don't need as many to start playing games. I'd recommend three or four box sets of Riders of Rohan and a few of your favourite Heroes to lead them. Once you get to grips with the force, you'll find you want to expand your tactical options by adding some Oathsworn Militia and some cavalry elites such as Royal Knights.



Théoden, King of Rohan

Epic Heroes

Choosing an Epic Hero to lead your army is always a matter of personal opinion, but for my money there is no better choice than King Théoden. My heart soars whenever I watch his stirring speech to the Riders of Rohan on the Pelennor – there's no other character I'd choose to lead my army.





The Swan Knights

Gondor is fortunate to have a great many loyal allies sworn to fight alongside it. Greatest of these are the famous Swan Knights of Dol Amroth, elite cavalymen who are famed for their heroic charges. Their leader is Prince Imrahil, a mighty and noble leader who comes willingly to the aid of Minas Tirith in the Siege of Gondor.



Knight of Dol Amroth

✦ GONDOR & ARNOR

Chris Peach rises to the defence of the Men of the West.

Gondor is the last great bulwark against the dread power of Mordor, a bastion of light in the path of the encroaching darkness. For too long it has fought the minions of Sauron, bearing the brunt of the Dark Lord's power. In earlier years Gondor and Arnor were far mightier, but now Arnor is a shattered ruin, inhabited only by ghosts and rangers, while Gondor hangs on by a thread.

All is not lost, however, for the men of Gondor are the lineage of Numénon and their courage and duty is strong as ever. Their weapons are well-wrought and their armour is of fine quality and their leaders are bold and courageous as any to be found. In such champions does the fate of the Free People lie.

In Battle

The army of Gondor & Arnor is probably the most versatile force in War of the Ring. It has a wealth of infantry and cavalry formations, as well as Epic Heroes to choose from.

As a rule, the men of Gondor are well armed and armoured, but this comes at a cost. On the battlefield they are frequently outnumbered, especially by Mordor and

Misty Mountains forces. You can compensate for this by using cavalry units to sweep your flanks clear, and strong missile units such as Rangers to whittle down the enemy formations.

The Heroes within the Gondor & Arnor army tend to improve the resilience and bravery of your formations. Those such as Faramir can help stop your army from fleeing from a lost combat. If you want a Hero who can slaughter the foe, however, Boromir, Aragorn and Prince Imrahil can all wade through the ranks of the foe!

Collecting Gondor & Arnor

The best place to start with a Gondor & Arnor force is with a solid core formations. I'd go with three boxes of Warriors of Minas Tirith, for six Companies of Warriors with Shield and three of Warriors with bows. You could then add a box of Rangers of Middle-earth to hold woods and add to missile fire and either some Knights of Minas Tirith or Dol Amroth to get started. Knights of Minas Tirith are cheaper but less effective, so the choice is one of quantity against quality. For a leader, Faramir is a great Hero to start off your force with; he's cheap but very effective.

THE FORGOTTEN KINGDOMS

All the people of Middle-earth will be drawn into the conflict, as Adam Croke explains.

Not all of the Free Peoples of Middle-earth are warlike, nor do they all possess kings or mighty cities. Deep in Fangorn Forest the ancient tree shepherds are stirring, their anger at the betrayal of the White Wizard Sauron stirring them to wrath.

In the Shire, the peaceful folk known as the Hobbits yet have their part to play. Already a small band of companions find themselves part of the great struggle against the Dark Lord, and though Shirelings are quiet and gentle when roused to anger they are tenacious. Who knows what greater part they might play in the War of the Ring.

In other places, the enemies of Mordor also stir. In their eyries the Giant Eagles have made alliance with the Wizards still loyal to the cause of the Free Peoples and deep in the Drúadan Forest the Woses, an ancient enemy of Sauron, keep their vigil against the intrusions of the Orcs.

Although none of these groups are an army in their own right, they have common cause with the great nations of the Free People, and when the time comes they will fight alongside them for the good of all Middle-earth.

In Battle

The Forgotten Kingdoms are an exciting part of the Good armies in War of the Ring. Contained in this list are some tremendously powerful and evocative units, such as the mighty Ents, the noble Eagles and even the Wizards in Gandalf, Radagast and Saruman (obviously, before he joined Sauron in alliance). The

Forgotten Kingdoms enable you to bring elements into your army that you couldn't otherwise get – Gondor and Rohan have no monsters, but either could bring in Great Eagles or Ents to give their army a little clout. The Dwarves could certainly benefit from the help of a Wizard such as Radagast or Gandalf the Grey. As you can see, the Forgotten Kingdoms do allow you to negate weaknesses in your force, or exploit certain advantages, but they also provide the opportunity to delve deeper into the background. The most famous group in the story of The Lord of the Rings is The Fellowship of the Ring and these, amongst other groups are found within the Forgotten Kingdoms. Adding the Fellowship, the Three Hunters or the Council of Wizards to your army can create a fantastic and exciting sense of narrative within your army – the presence of such iconic characters from the story completely changing the feel of any battle.

Collecting the Forgotten Kingdoms

It's very easy to collect models from this section – just add the models to your collection that you like. They can ally with any Good force, so this gives you the freedom to add, paint and play with the Citadel miniatures you want, be they Wizards, Ents or Hobbits!



Gandalf the Grey



Ent of Fangorn

“Do not meddle in the affairs of Wizards, for they are subtle and quick to anger.”



The Three Hunters: Aragorn, Gimli and Legolas.

The Lord of West Glorfindel, Lord of the West, is a mighty Hero, perhaps the greatest living warrior at the time of the War of the Ring. His legendary prowess is such that in the game he is treated in the same way as a monster – he can take on enemy formations all by himself. His best use, however, is to hunt down the champions of the Dark Lord – he's perfectly suited for slaughtering Captains, Trolls and even the dreaded Nazgûl.



Glorfindel

THE ELVEN KINGDOMS

Elf-friend Simon Grant shares his wisdom concerning the Eldar...

The eldest and greatest of the races of Middle-earth are the Elves, the chosen of the Valar and the mightiest of all the Free Peoples. In ancient days the Elves were at the forefront of all the battles against the Dark Lord, indeed Sauron and his servants have learned to fear the nobility and power of the Elves. Now, as the War of the Ring arrives, the Elves are fewer in number, however, and so the Dark Lord grows confident in his power.

In battle the Elves are both great and terrible, the most skilled warriors to be found anywhere. Their mastery of blade, bow and magical powers are unmatched and thus they are able to overcome foes that grievously outnumber them.

Although all Elven warriors are skilled, their Heroes are perhaps the most powerful of all beings – combining the preternatural agility of the Eldar with wisdom and power earned through millennia of experience.

In Battle

The Elven Kingdoms army is an impressively varied force. It has Wood Elves, who fight without armour, Galadhrim Warriors who wear finely wrought light armour and the heavily armoured High Elves. There are lots of elite regiments to call on, such as the Mirkwood Sentinels and the Galadhrim Knights. All

Elves cause Terror, which means that Evil models will often shy away from charging you (and quail in fear during combat too). This can give you a real advantage, which is just as well since you'll almost always be very badly outnumbered. Similarly, the high Courage of all your own models will mean your Elves can be relied on to do their duty, even in dire circumstances. Because Elves are fast, and can move swiftly through all types of terrain, attack with as much of your force as possible against isolated parts of the enemy. Try to avoid meat-grinder style fights with all but your best-armoured warriors – instead hit with such overwhelming force that you can slaughter one enemy formation quickly and then move on to the next.

Collecting the Elven Kingdoms

Because the Elven Kingdoms army is so varied, there are lots of ways to start a collection. One great way is to begin with a few boxes of Galadhrim Warriors – these give you a powerful core of elite warriors and some decent missile troops too. The Galadhrim Knights are amazingly good in the game, and make a fine addition to this core force. Finally, a suitable Hero such as Haldir or even the lady of the Galadhrim herself, Galadriel, will complete the starting force nicely.





Balin, Lord of Moria

The Lord of Moria

There are several great Dwarf Heroes to choose from. A strong choice for a starting force is Balin, who led the expedition to reclaim the lost kingdom of Moria.

Not only is Balin a courageous leader, but he's a very strong fighter. Sure, he might lack the trickery and sorcerous power of many other Heroes, but in a duel he'll show the enemy just what a Dwarf can do!

THE DWARF HOLDS

Adam Croke explains why the Dwarf Holds are the greatest of armies...

Dwarves are a fierce and proud people, skilled artisans and courageous warriors who have long proven a thorn in the side of Sauron and his endless machinations. Sturdy and strong, they are natural fighters, wielding weapons with a skill that few can match.

When they fight they do so clad in thick, well-wrought armour – for their love of craft encompasses the trappings of war.

In the past Durin's Folk have suffered greatly at the hands of Sauron. Their greatest hold, Khazad-dûm was overrun and its glory spoiled and ever since they have chafed against its loss.

As the War of the Ring approaches, the Dwarves will not be found lacking. Few in number, though they are, they are also proud and brave, willing to do their part against the Great Enemy – armies of the Dark Lord beware.

In Battle

The Dwarf army is entirely based around resilient formations of slow-moving infantry – no cavalry or flying monsters here, only super-tough, well armoured and skilled warrior bands. Think of your army as a threshing machine that will steadily grind lesser foes in close combat.

Close combat is where the Dwarf Holds really excel and on the battlefield

you can count on your Dwarves to hold their ground in the face of overwhelming odds. They are braver than most and more likely to stand fast, even when combat goes against them, than any other race.

Collecting the Dwarf Holds

A Dwarf army is made up of lots of familial groups called Kinbands. These formations of Dwarf Warriors are the (extremely robust) heart and soul of your force.

The best place for any Dwarf army to start is with several such formations. In each box set of Dwarf Warriors you'll find a company each of Dwarves with shields, two-handed axes and bows – so collect a few boxes and you've got a great starting point for your force. Next, add some Banner Bearers and Captains to these formations and you'll see your force taking shape. These three formations give you a tough, skilled core to your army – the perfect foundation.

For long-range support look at adding a Ballista or some Dwarf Rangers, while for close combat clout you can look towards the heavily armoured elite of the Khazâd Guard, Vault Wardens or maybe even a King's Champion.

As for Heroes to lead your force, well, I recommend Gimli (who doesn't love him?), but the choice is entirely your own.

NEXT MONTH

In the next instalment of the *Armies of Middle-earth*, Andy's gaze turns east to Mordor as he is seduced by the power of the Dark Lord Sauron and the forces of Evil. Join us again next month and find out all about Evil, as well as which army Andy decides to collect.



ARMY MASTERS

Chris Peach's

WARHAMMER
40,000

WYCH CULT ARMY



Chris Peach is the Studio's army painter, an ever-cheerful hobbyist whose every waking hour is spent painting great-looking armies for the Studio collection. On those rare occasions when not armed with a paintbrush, he can be found with mug of tea in hand... or should that be the other way round?

This month's Army Masters takes on a sinister undertone as we take a look at Chris Peach's stunning Dark Eldar Wych Cult army – the Cult of the Red Grief.

No sooner had the Dark Eldar kits begin to appear in the Studio, than army painter Chris Peach started to plan his force. 'When we started working on the codex, the 'Eavy Metal team had the mammoth task of painting an entire Dark Eldar collection from scratch. As you can imagine they were flat-out painting Dark Eldar every minute they got. This meant they were (wisely) focusing their resources on painting up Kabals with lots of Kabalite Warriors. So I spotted a definite 'gap in the market', so to speak, and decided to paint a Wych Cult army.'

Chris wanted to create a striking colour scheme with red as the dominant colour. 'I didn't want a bright or gaudy red; it needed to be a more muted crimson tone. In actual fact, I was looking for the tone of dried blood. To contrast with the red I selected a bright blue, but this time I did

want a much brighter colour and liked the fact that these colours could clash. I think it helps give the models a strong identity and a really distinctive appearance on the battlefield,' says Chris.

Despite it being a Wych Cult army Chris still wanted to use a wide variety of the various Dark Eldar kits on offer, so as well as Raiders and Ravagers, you'll also see Hellions and Jetbikes. 'I view the Reavers and Hellions as being in thrall to the Red Grief, on permanent secondment to the army, if you will,' continues Chris. 'And so their craft – their jetbikes and skyboards – have been painted in the same livery as the rest of the army. Their inclusion, alongside the transport vehicles, also gives the army a strong theme, in that they are all airborne. It is only the Wyches that will ever touch ground, and only then to enact the perfect kill.'

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Wyches

Chris: I wanted my Wyches to all look like they were in motion, which is very easy to do, as that was always Jes' intentions with the Wych kit. When assembling them I made sure I used corresponding legs to arms, giving the impression that the models were moving fast; so if a left arm was positioned forward on the torso then the left leg would be placed behind.

I didn't just use Wych bits, as I was painting my army in concert with 'Eavy Metal there were plenty of spare Kabalite Warrior parts to go around and so I took full advantage of their compatibility. You'll

find arms, the occasional head and even a Sybarite banner pole scattered amongst the various squads.

When it came to painting I dithered on whether to have red bodysuits and black armour, or vice versa. As you can see from the final results, I chose black bodysuits and red armour, because even though the surface area of the armour is smaller than the bodysuits, it's such a strong feature on the models that the red is still the dominant colour. The blue hair finishes the effect as it is a really strong spot colour that helps to break up the bold red of the armour.



Chris wanted to paint very pale skin for his Dark Eldar to accentuate their alien nature. He contrasted this with bright red war paint.



▲ Lelith

Chris uses the Lelith Hesperax model to lead his army. He painted Lelith in the colours of the Cult of the Red Grief so that she matched the rest of the force.

◀ Banner Bearer

To act as a centrepiece model, Chris created a banner bearer with Wych parts and then used a spare aethersail as the banner. Because the aethersail is such a strong and easily distinguished shape, it works really well. Chris uses this model as a Hekatrix in one of his squads.

The Cult of the Red Grief

Even by the violent standards of other Wych Cults, the Red Grief will set the arenas alight with their atavistic displays. Such is their need to spill blood, they daub themselves in stylised scars with red war paint infused with the plasma of past victims.

As well as unadulterated violence, the Red Grief excel in the air; they are acrobats supreme, every one of them able to spiral from the hull of a Raider and onto the hood of a passing jetbike as it speeds past. Such lithe feats are always impressive, especially when combined with a mid-air kill. It is said that the Red Grief have participated in insatiable acts of bloodletting without ever setting foot on the ground, with all kills achieved as the Wyches pounce from one craft to another with blades drawn.



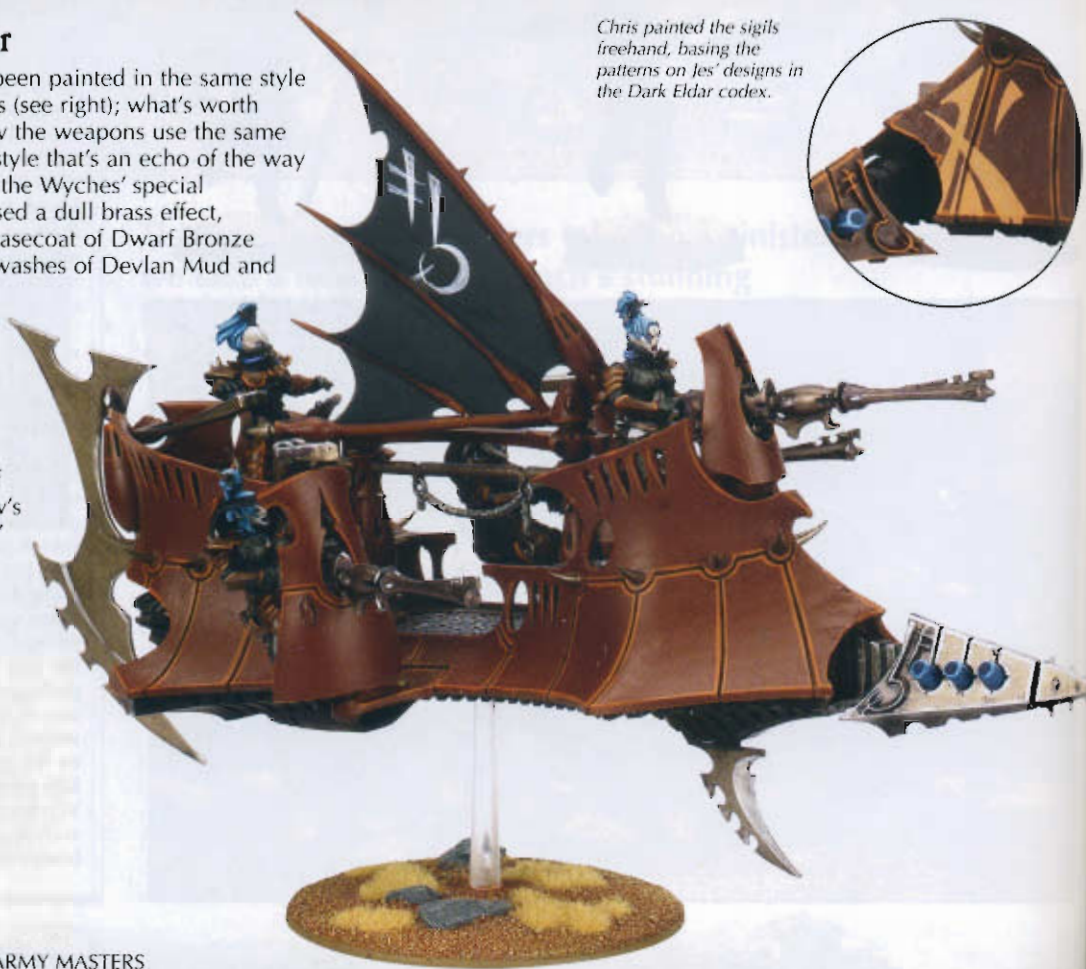


The Ravager

The Ravager has been painted in the same style as the four Raiders (see right); what's worth noting here is how the weapons use the same archaic 'antique' style that's an echo of the way Chris has painted the Wyches' special weapons. Chris used a dull brass effect, achieved with a basecoat of Dwarf Bronze and Tin Bitz and washes of Devlan Mud and Leviathan Purple.

To keep with the theme of the army, Chris wanted to have Wyches crew his craft. This was simply a matter of replacing the crew's heads for Wyches' and replacing the odd arm with a spare one from the Wyche kit.

Chris painted the sigils freehand, basing the patterns on Jes' designs in the Dark Eldar codex.



The

For both the Ravager and the Raider, Chris used a dull brass effect to keep the models looking like they were made of metal. The same colour scheme was used on the Wyche's special weapons. The Ravager's wings were painted in the same colour as the Raider's wings, although the hull was painted a bright orange. This is because Chris wanted to have a different colour of metal than the Raider's. The Ravager's wings would stand out a contrast.

The Ravager's crew was painted in the same style as the Raider's crew. Chris kept the same detail. If you look at the symbols on the Ravager, you will see that they are a replica of the symbols on the Raider's aethersail. The Ravager's craft a st



The Raiders

For both the Raiders and the Ravagers Chris wanted to keep the same strong colour scheme he had used on the Wyches. The hulls were painted using the same crimson tone, although the symbols on the hull were painted in orange rather than blue. This is because Chris wanted to complement the colour of the hull rather than clash with it. The bright blue on the red hull would simply be too stark a contrast.

The Raiders really show Chris' keen attention to detail. If you look at the symbols on the rams you'll see that Chris has replicated them on the æthersails, to give each craft a strong identity.



The crew and passengers on the Raiders have been converted to fit into the theme of the army with a simple head swap.



Sigils

Chris has adorned almost every flat surface – whether a back banner, an aethersail or the hull of a Raider – with a sigil of some sort. Many of these are inspired by the Dark Eldar codex.



The Reavers

Chris' five Reaver jetbikes are painted to clearly be a part of the same force. To keep the squad coherent he has used the mirrored visor head on four of the riders while the Arena Champion was given a Wych head to distinguish her from the rest. All the Reavers have been assembled with a mix of Wych parts, often using specific arms so they are holding Wych weapons.



To highlight their close association with the Wych Cult, Chris has armed his Reavers with weapons taken from the Wych frame.



Whilst using the same style and orange tone, Chris has made sure the sigils painted onto the Reaver jetbikes are all subtly different.

The Hellions

Like the Reavers, the Hellions have a scattering of Wych parts, in keeping with the rest of the force. Nominally Chris has created two Helliarchs, one with agoniser, the other with hellglaiive. This is so he has the option of using the Hellions as one big squad or two separate units, the subordinate Helliarch taking control of the second squad should they be deployed in that manner. The symbols on the skyboards also reinforce this function he has used two designs to split them into groups of five. Chris views them as two 'talons' that will close in to grip their prey.



Like the Wyches, the Hellions have daubed their heads with stylised markings that contrasts well against their pale flesh.

The Hellions' skyboards have all been adorned with different sigils, echoing the designs painted on the jetbike canopies.



Dark Eldar Online

If you want more inspiration for your own Dark Eldar force then simply visit the Games Workshop website where you'll find a feature detailing more of the Kabals that inhabit Commorragh as well as a stage-by-stage guide to painting Wyches from the Cult of the Red Grief.

games-workshop.com



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.

ORK WARLORD GHAZGHKULL THRAKA

NOMINATED BY MARTIN FOOTITT



Ghazghkull's maniacal grin is exaggerated by the huge metal jaw that frames his face. Huge jaws are a feature of Ork bosses, and Ghazghkull is king of them all.



Big shootas don't come bigger or better than the kustom monstrosity fixed to Ghazghkull's arm. Despite its size and deadly nature, it's still held together with twine and wire.



Martin Footitt has been part of the furniture here in the Studio for more than ten years now. During this time he has been both an 'Eavy Metal painter and a miniatures designer, so he knows a thing or two about what makes a great Citadel miniature. Additionally, he has won a number of prestigious painting competitions. His accolades include four Golden Demon awards from the Open Category and the winning entry in the Studio's Spirit of Warhammer contest.

Martin: Nominating something to the Citadel Hall of Fame is not an easy task. In my time as an 'Eavy Metal painter I must have painted hundreds of models, many of which I really admire. So over the past few weeks I have been wracking my brain (and looking long and hard at my miniatures collection) to choose a model that really deserves to go in to the Hall of Fame.

That model is Ghazghkull Thraka, sculpted by Brian Nelson. When the model first appeared it was a revelation – he was so imposing and cool. He defies the usual expectations of a character model in that he's not brandishing a sword or directing the warriors around him; Ghazghkull is coming to get you! He's a heavily armoured brute, a walking tank, and he's striding purposely towards his chosen target (probably Commissar Yarrick). His posture is full of aggression and the cunning design of Ghazghkull's suit of mega armour looks like it actually works. Pistons and servos appear in places that lend credence to Ghazghkull's armour as a feasible battle suit.

The mega armour is one of my favourite elements of the model. Brian has covered the armour in fantastic details – the wire with the outer casing sheared away, rivets, toof necklaces and more – but he's also left plenty of space for the painter to show his craft. At the time the model first came out that was the most important aspect of this sensational miniature – to me at least. If you've got a mind to do so you can really go to town painting this model with intricate details and designs. Clan markings, rust spots, chips and checkerboard designs all beg to be painted onto the clean, flat areas that sit amongst the sea of sculpted detail.

As the years have passed and I have become a Citadel miniatures designer myself, my admiration for Brian's work on the Ghazghkull miniature has continued to grow. I believe that this model remains the pinnacle of imposing presence, the epitome of the Ork Warboss. All of which is only fitting for a character who has become the best-known Ork in the whole of the galaxy.



DESIGNER'S RESPONSE

Brian: When I sculpted Ghazghkull I wanted a striking centrepiece that posed well with what I had in mind for Commissar Yarrick, but most importantly I didn't want to simply mirror the pose of the classic Ghazghkull miniature. The size of the miniature was also very important; I carefully compared it to the size of the other Warbosses that I'd sculpted and then worked out how big they'd be with mega armour, hence the sheer bulk.

Whether I am sculpting Orks, Imperial Guard or even the Empire, I like to make sure that the technology on the model looks vaguely feasible no matter how fantastical the model. The armour is carefully thought out, which makes Martin's comments about it very gratifying. It's been a long time since I sculpted Ghazghkull and I feel the Citadel miniatures designers have learned a lot. I wonder what some of the younger designers would do with Ghazghkull if they had the chance...

You can see the entire Citadel Hall of Fame on our website, including expanded interviews and even more pictures of the great models held within. Go online to see more:

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BRIAN NELSON ORK SHOWCASE



When sculpting these Ork Warbosses, Brian was aiming to demonstrate a progression of size amongst the Orks, so he sculpted in significant size increases ranging from Ork Boy to Nob and finally Warboss. Ghazghkull is a category all of his own!



Shortly before Ghazghkull was unleashed on the unsuspecting galaxy, Brian sculpted these Meganobz and quite a stir they caused too. Looking at them, you can see where he tried out many of the shapes and concepts that he then went on to use on Ghazghkull.



So, he's not an Ork, but Ghazghkull's arch-nemesis Commissar Yarrick was also sculpted by Brian at the time of the worldwide Armageddon campaign.

COLOURS OF THE UNDER-EMPIRE

Uniforms & Heraldry of the Skaven contains hundreds of examples of colour schemes and clan markings. We interview Studio hobbyists Duncan Rhodes and Chad Mierzwa about how they used this book to inspire their Skaven collections.



Uniforms & Heraldry of the Skaven is a 72-page, full-colour hardback book that delves into the livery and emblems of the Skaven clans. It's a must-have addition to your Warhammer library.

As far as the good citizens living in the glorious Empire of Karl Franz know, there's no such thing as Skaven. But, for the rest of us, we're well aware of the Under-Empire emanating from Skavenblight that is home to a dreaded and powerful race of vile ratmen. The Skaven are evil, treacherous creatures, organised into clans that constantly squabble and vie for dominance. Uniforms & Heraldry of the Skaven examines the many clans and clawpacks of the Skaven, and presents a multitude of ideas for hobbyists to incorporate into their armies.

Written by Robin Cruddace and illustrated by Neil Hodgson, the book bulges with details on not only the most famous Skaven clans such as Clan Mors, Pestilens, Moulder, Skryre and Eshin, but dozens of other smaller clans. The full-colour illustrations, along with accompanying text explaining the

background of the clans and clawpacks, is a rich resource for hobbyists as they model and paint their own Skaven armies.

Inspired by the possibilities that the book presents, Chad Mierzwa and Duncan Rhodes set about recreating some of the designs, runes and icons featured upon the pages of the book on their miniatures.

'What's exciting about delving into the Uniforms & Heraldry of the Skaven,' Duncan points out, 'is that that it gives you a chance to create an identity for your army. You take your plastic models and you give them a story.'

'Your army is no longer *just* a Skaven force, but is the Glorious Host of Clan Ferrick. Your clawpack isn't *that brown one over there*, but is instead Mangetooth's Spear Rats... you get the idea.'

Over the next few pages we'll look at the miniatures that the pair have painted and the source of their inspiration.

CLAN VOLKN

The red-furred Skaven of Clan Volkn are branded from birth to show that they are the property of the clan. Furthermore they dye their fur red, making them exceedingly distinctive on the battlefield.

Duncan has reflected their background on his models, using Mechrute Red as the basecoat for his fur. He's also delved into their backstory to inspire some of his other painting decisions – for example, their weapons are bladed with obsidian rather than metal, the razor-sharp stone mined from deep inside their volcanic stronghold.



Duncan used Gloss Varnish to make the blades on his Clan Volkn Skaven gleam like obsidian.



Both the banner and shield designs used on these Skaven hark back to the volcanic home of the Clanrats of Clan Volkn.



CLAN PESTILENS

Clad in filthy, diseased robes and riddled with all manner of loathsome poxes, the Skaven of Clan Pestilens are a vile breed. Their clan is one of the most powerful, with hordes of fanatical warriors, sorcerers and hideous war machines.

Although the repulsive Plague Monks of Clan Pestilens are traditionally seen clad in dirty green robes, Uniforms & Heraldry of the Skaven presents four pages of different heraldry, banners and colour schemes for the Great Clan. Chad was inspired to paint these Plague Monks based on some of the illustrations in the book.



Chad has used Hornagaunt Purple washed with Devlan Mud to create dark, faded purple robes on this unit of Plague Monks.



CLAN SKUTTLE

Clan Skuttle possesses a formidable fleet of rickety boats and barges, only bested by the mighty navy of Clan Skurvy. As a result they constantly vie for supremacy in the hope of usurping Skurvy as the preeminent naval power.

Chad Mierzwa painted these Skaven from Clan Skuttle in dirty green colours, achieved with basecoats of Gretchin Green, Knarloc Green and Catachan Green – the end result is a very pleasing shade reminiscent of rotten seaweed.



Chad replicated the rune displayed on the shield of Clan Skuttle on the banner of his Clanrat unit.



For a quick, effective paintjob Chad applied a basecoat, followed by a wash of Devlan Mud and finally a highlight on all areas of the model.

Chad used Tausept Ochre to paint the complicated Clan runes on the banner.

Clan Skuttle prepare to advance on the foe, covered by the watchful eyes of their Ratling Gun team.



COUNCIL ALBINO GUARD

The white-furred Albino Guard are an elite regiment of fighters and the ever-loyal (for a Skaven, at least) servants of the Council of Thirteen. Feared by all, their presence upon a battlefield is an indication of the Thirteen's interest in the result.

Whether the fur of the Albino Guard is natural, or the result of careful dyes, is a matter of some (quiet) debate amongst the Skaven clans.

Chad painted the red armour with a basecoat of Mechrite Red and then highlighted it with Blood Red. Finally he washed the recesses with a 1:1 mix of Badab Black and Devlan Mud.



CLAN GANGROUS

Tunnel-fighting experts, Clan Gangrous have a reputation for viciousness that is mirrored by the fact they often hack off their claws and replace them with long, sharp blades that are rammed directly into the stumps.

Duncan decided that the description of this clan was so interesting, and the picture so unusual, that he wanted to replicate it with miniatures – notice that all of the Skaven have their right hands replaced with blades.

For the blades protruding from the Skaven's wrists Duncan chopped the points from the spears and glued them directly to the stump.



Each clan design in the book is accompanied by example iconography. The rune above inspired Duncan's Gangrous shields, shown below.

The sigil of Clan Gangrous has been repeated on both the regiment banner and the shields of the Clanrats.



CLAN EKTRIK

An obsession with lightning (and its uses upon the battlefield) has left Clan Ektrik beholden to the Great Clan Skryre, from whom they obtain the Doomwheels and Warp Lightning Cannons that they covet.

This passion for electrical discharge manifests in the lightning-bolt details on their banners and shields. Furthermore their warriors wear conductive bronze armour, ensuring that their fur is always standing on end from the frequent static discharges that surround them.



The armour on Duncan's Clan Ektrik unit was basecoated with Tin Bitz and then highlighted with Dwarf Bronze and finally Mithril Silver – let's hope they don't stray too near to their Doomwheel during the game!



CLAN GRISTLECRACK

Renowned for the vast chain gangs that form the bulk of its armies, the Skaven of Clan Gristlecrack are all branded and mutilated to show their allegiance to their clan. Each warrior has his tail docked, leaving only a bloody stump behind.

The artwork of Clan Gristlecrack in the Uniforms & Heraldry of the Skaven depicts them as poorly equipped, little more than slaves. Chad has conveyed this by choosing the Clanrats clad in ragged robes as his front rank, so that their better-armoured warriors are less obvious.



Extra details, such as the tiny runes Chad has painted onto the robes of his Skaven add to the character of the unit. Chad has even snipped off the tips of the tails, leaving only bloody stumps as a sign of loyalty.



The three-clawed sigil of Clan Gristlecrack has been replicated on all of the shields in the unit, as well as the banner.



CLAN SKURVY

Clan Skurvy is perhaps the greatest naval power within the Skaven Under-Empire, bolstered by a formidable army of Clanrats and Slaves.

Chris Peach painted the Clan Skurvy army that you can see below. He was so taken by their somewhat nautical nature that his collection has a host of little conversions and kit-bashes. The preponderance of whips and lashes is apparently to keep all the mutinous rats in line. Other touches, such as lookout rats atop banner poles, are for comedy effect.



As the elite of Chris' Clan Skurvy army, the Stormvermin have the brightest yellow cloth and a host of extra items – bits plundered from his massive collection, enabling him to arm them with pistols, handguns and more.



The hordes of Clan Skurvy swarm out from the coastal marshes towards the city of Marienburg.

CLAN SEPTIK

Insanely fanatical members of the Pestilent Brotherhood, Clan Septik holds a position of great favour alongside Clan Pestilens.

The Plaguevermin are the famous elite warriors of Clan Septik, renowned for never cleaning or maintaining their weapons – in spite of this abuse, their blades never lose their edge or fall apart.

Clan Septik like to wear off-white robes to better show their filth off, so Duncan has painted them using Dheneb Stone highlighted with Skull White and then washed liberally with Devlan Mud.



The rust effect on the Plaguevermin was achieved by washing areas of the armour with Bestial Brown, followed by Blazing Orange. Afterwards it was highlighted with Mithril Silver to show fresh scratches and nicks.

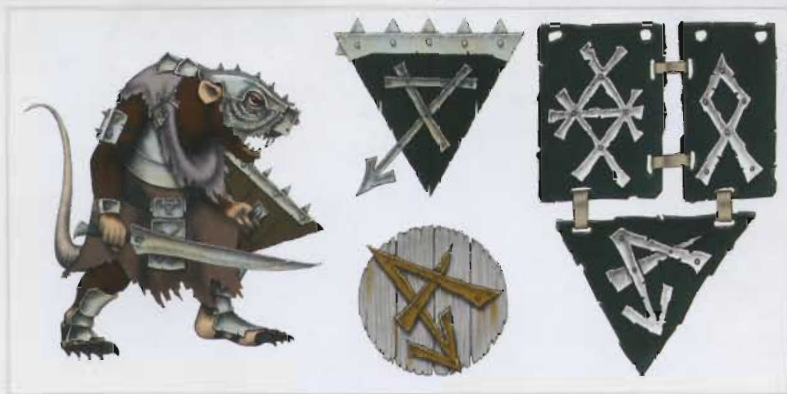
The Plaguevermin of Clan Septik scour the smouldering ruins of Kolhoff, hunting down the last few defenders.



CLAN FERRICK

Clan Ferrick have possession of an ancient Dwarfen mine, a resource they jealously guard for the relative wealth it brings them. A result of this plundered mine is that their warriors are often better armed and armoured than their fellows, with wargear that is less worn and battered.

Duncan reflected their status by highlighting all of the armour and weaponry with Mithril Silver once painted – this gives the armour a cleaner appearance overall, making it look of finer quality and better maintained.



Duncan has reproduced the clan markings and runes on the shields. Where the detail is sculpted on he's painted it with Mithril Silver, using Skull White for the hand-drawn sigils.

This banner is made from sheets of metal – Duncan has painted it to look chipped and tarnished, except for the bright Skaven runes.



THE TEEMING HORDES

With 72 full-colour pages, *Uniforms & Heraldry of the Skaven* contains far more than we can ever show in one article. There are hundreds of examples throughout the book to fire your imagination and inspire your collection. The villainous, backstabbing hordes of Skavenblight await.



Clan Carrion musician



Clan Rictus Fangleader



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The Skaven range is too large for us to squeeze onto a single page. Go online to view the entire range:

games-workshop.com

contact us for current prices. 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 Games Workshop prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

WARHAMMER

WONDER WEAPONS OF SKAVENBLIGHT

The armies of the Skaven contain hosts of weird and marvelous weapon teams and war machines, from the flame hurling Warpfire Thrower to the eldritch power of the Warp Lightning Cannon. This article showcases all of these weapons.



Need a hand building and painting your own Skaven war machine? Well, while we can't ship you out your very own living, breathing team of Clan Skryre Warlock Engineers, we've done the next best thing and put comprehensive guides to building and painting many of the Skaven kits on our website, as well as Nick Bayton's definitive Skaven painting article. Go to the website to read the article now:

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In the catacombs gnawed into the depths of Skavenblight the warpforges of Clan Skryre blaze white hot. In these darkened caves, many of the most devious and dangerous weapons in the Warhammer world are forged. The monotonous pounding of hammers on iron and the sibilant hiss of bellows is the score to which this relentless hive of industry labours. As the maniac engineers and their slaves toil to fashion the wargear with which Skavenblight will overrun the world, eager Warlords barter warpstone tokens, and any other commodity, to secure the promise of such weapons for their clans.

On the battlefield these weapons often make the difference between victory and defeat. An iridescent green blast from a Warp Lightning Cannon can slay a Dragon or blast the head from the shoulders of a

Giant. The grinding bulk of a Doomwheel can crush through the armour of knights and the dire tolling of a Screaming Bell can drive whole regiments of men mad with despair or cause cannon barrels to crack open with its cacophonous peals.

For many hobbyists these diabolical contraptions are the focal point for their collections – not only are the models incredible examples of Citadel miniatures, but their presence on the battlefield makes them an indispensable addition to a Skaven army. A horde of Clanrats, Skavenslaves or Stormvermin just looks so much cooler when there is a Screaming Bell, Doomwheel or Plagueclaw Catapult rumbling along beside them.

In this article we'll present a showcase of all these technological monstrosities – your own tour of the Skaven arsenal.

SCREAMING BELL

The Screaming Bell is without doubt the most iconic of all Skaven war machines. The vast bronze bell is deeply symbolic of the origin of the Skaven race – after all, legend has it was the cacaphonic sounding of a bell that brought their race into the world.

On the tabletop this massive kit presents an imposing structure that will inevitably form the centrepiece of your collection. Just to look at it's an impressive kit – the wheels alone are taller than a Clanrat and

from his perch atop the bell itself, the Grey Seer looks down on any other miniature in the Warhammer range, including the Giant!

Of course, it's also really good in the game. While the Grey Seer hammers the enemy with spells, the Screaming Bell has the power to shatter enemy war machines, kill foes by the dozen and even make your Skaven fight harder. As it makes the unit pushing it Unbreakable you should surround it with a really big horde.



PLAGUE FURNACE

The Screaming Bell and Plague Furnace kit enables you to choose between assembling the two models. The Plague Furnace is dangerous to all the models in base contact with it (including those doing the pushing), but in combat the giant censer wreaks havoc, slaughtering low-Toughness models in their droves with its bilious cloud and smashing warriors from their feet as it crashes into the ranks of the foe.



Grey Seers

One of the most striking aspects of the Screaming Bell is the Grey Seer clinging onto the bell as he unleashes magical destruction – the exquisite posing of this model is a masterpiece of miniatures design.

PLAGUECLAW CATAPULT

The Plagueclaw Catapult enables the Skaven of Clan Pestilens to hurl a sickly payload of diseased gunk into the ranks of the enemy. Created by an alliance between Clans Skryre and Pestilens, this war machine is designed to fire its evil munition far across the battlefield, the vile concoction dissolving flesh and causing spontaneous mutations on impact.

In the game the Plagueclaw Catapult fires just like a stone thrower, except of course that the unfortunate victims are splattered with corrosive liquid (which makes their flesh fall off) rather than being squashed flat by a large rock. The effect is no less horrific, however, as any model touched by the large round template it uses suffers a Strength 2 hit with no armour saves allowed. In densely packed units, that's a world of hurt!

The kit, designed by Warlock Engineers (OK, Citadel miniatures designers) Colin Grayson and Seb Perbet, has a great amount of versatility in the way that it can be put together. When assembling it you can build the triangular frame any way up, giving you three possible heights and thus the ability to include three different-looking Plagueclaw Catapults in your army. The crew, complete with gas masks to protect against the fumes, can be placed in a variety of places, adding even more versatility to your model.

The 'Eavy Metal Plagueclaw Catapult in all its glory – note the Skaven busily loading the claw.



Chad Mierzwa made this Plagueclaw, opting for a low-profile build (all the better to hide).

WARP LIGHTNING CANNON

The Warp Lightning Cannon is a deadly long-range weapon capable of blasting blazing green chunks out of enemy formations.

Powered by a great, glowing chunk of warpstone, the Warp Lightning Cannon harnesses its power into a lethal beam that can zap through flesh, bone and armour with unnerving ease.

Although somewhat random there's no denying that when the Warp Lightning Cannon works, it works really well. Firing in a similar fashion to a normal cannon (but with the whistles and bells you've come to expect from the ingenious Clan Skryre), the Warp Lightning Cannon is exceedingly dangerous when it hits.

The new Warp Lightning Cannon model is a dominating piece – built from the same kit as the Plagueclaw Catapult (you can make one or the other from the kit), the Warp Lightning Cannon shares the same versatility. The triangular frame enables you to build the war machine at varying heights. The 'Eavy Metal model (see right) has been assembled with a low-slung and menacing profile, while Chad Mierzwa's own Warp Lightning Cannon has been built taller – bearing in mind that if you can trace line of sight from your gun-barrel to the target you can make a shot, there's probably something to be said for going tall with this one.



The Skaven crewrat checks the range of the next shot with his telescope.



The barrel of the Warp Lightning Cannon is etched with enchanted runes.



The Warp Lightning Cannon and Plagueclaw Catapult are crewed by a select band of eager crewrats who see to the mundane (and often very dangerous) task of aiming and firing their weapon at the enemy. The kit contains options to equip the crewrats for their duties, including gas masks for the crew of the Plagueclaw Catapult.



Chad's Warp Lightning Cannon assembled on a tall frame. A devious player might point out how this could fire over intervening terrain with ease.

DOOMWHEEL

A nefarious invention that is perhaps the crowning achievement thus far in the career of master-inventor Ikit Claw, the Skaven Doomwheel is a swift and exceedingly dangerous addition to any Skaven arsenal.

Moving much like a chariot (although with a 3D6" random movement), the Doomwheel can unleash a trio of lightning bolts into nearby units (friend or foe). The fact that you might accidentally electrocute your own models underlines the haphazard nature of the Skaven and the slightly mad way in which they wage war against their foes – there's always a chance things will go badly wrong. If super-dangerous lightning bolts aren't enough for you, it is a formidable ramming machine in its own right too.

In terms of an army centrepiece, it's hard to argue against the gigantic Doomwheel. Powered by a horde of rats (just look at them all inside the apparatus) and with a warpstone core, spikes, scythes and warpstone conductors, it's an item that is quintessentially Skaven in both appearance and effect on the table.

As one of the most detailed and intricate kits in the Skaven range, the Doomwheel is a real treat for painters and modellers, who can really go to town on its fine details, such as the warpstone engine, Warlock pilot and all those tiny rats.



While the Warlock Engineer gets the exciting job of driving, this poor Skaven has the task of pumping the bellows.



WEAPON TEAMS



WARP-GRINDER

The rat-portable response to the Skaven's tunnelling needs, the Warp-grinder combines a warpstone-tipped drill and a bewildering engine to enable quick, effective underground movement. This Weapon Team can be attached to a regiment of Night Runners, enabling them to emerge from the ground anywhere on the battlefield, ready to loose their throwing weapons at point blank range.



DOOM-FLAYER

An invention designed to make fighting in tunnels easier (and doubtless more entertaining for the Skaven), the Doom-flayer is a spiked and bladed iron ball that rumbles ominously towards the foe, scythes and razor-spines whirring as it does so. Able to inflict up to 10 Strength 4 hits in each round of combat (and surprisingly robust in defence), the Doom-flayer can turn the tide against the foe.



POISONED WIND MORTAR

The perfect weapon for a race that likes to fight in dirty, underhanded and preferably safe ways, the Poisoned Wind Mortar is able to target units that it can't see (so long as its nearby parent unit can). This makes it ideal for hiding out of harm's way and lobbing orbs of noxious gas into the foe, whose lungs will shrivel, leaving them to die in agony, none-the-wiser as to the location of their attackers.



RATLING GUN

The Ratling Gun is a multi-barrelled shooting machine, capable of peppering enemy units with deadly warpstone shot. It's great in the game, but best of all it's really fun to use. Roll a D6 and that's how many shots it looses. If you're feeling brave, you can roll again and add the second roll to the first. And again, and again... just don't score a double or something might go comically wrong.



WARFIRE THROWER

The complex condensers, pumps and munitions that make up the fearsome Warfire Thrower have given rise to one of the most formidable of all Weapon Teams. Inflicting a punishing Strength 5 hit (that causes D3 wounds) on any



model touched by the flame template that it hurls out, it's capable of laying entire regiments low. The Warfire Thrower on the left comes in The Island of Blood boxed game, while the one on the right is available separately.

MAY YOU LIVE IN LEGENDARY TIMES



BLACK LIBRARY



God King is the third book in the Legend of Sigmar trilogy, telling the tale of the war against Nagash.

With the release of two new books in Black Library's most popular series, the *Horus Heresy* and the *Time of Legends*, we asked the authors how they write tales of the mythic past.

Graham McNeill: Warhammer is played out against a rich backdrop that's had two decades and more to grow, evolve and layer on the detail that makes it one of the most compelling settings to write in. I love writing novels set in the contemporary period of Warhammer, but the chance to go back and tell the stories of the heroes and villains that shaped it was a mouth-watering chance. This would be the *Time of Legends*.

When I was asked by the editors which story I'd like to tell, there was only one name that leapt to mind: Sigmar.

As a die-hard Empire player, I've loved the story of Sigmar for years, with its huge canvas of epic battles, barbarian kings and queens, warlike invaders and the forging of something incredible. It's a story that's been told many times over the years, becoming more mythic and grand with each retelling. I loved the sense of history and myth merging together to form a heroic tale where the true deeds of a great man could be so eclipsed by his legend that it became almost impossible to tell one from the other.

The *Time of Legends* was going to delve deep into the ancient history of the Warhammer world. It was a chance to discover the real Sigmar behind the myth, to see what had driven this great man to achieve triumphs so incredible that he was revered as a god within a

generation of his death. What man could unite so savage a land, drive off invading armies and establish a realm that would endure for two and a half millennia of unremitting warfare?

These were the questions I asked myself when I sat down to plan out the story of Sigmar. I put together a synopsis for *Heldenhammer*, together with a whole lot of pages that set out my rambling thoughts as to how I would tell the story.

I'd originally planned the story of Sigmar to be a single book, ending on the defining moment of his life: the victory at Black Fire Pass. But I quickly realised that wasn't going to happen. As with all stories, this one took on a life of its own, with the setting and characters demanding to be given fresh life in other books.

Empire was the second of the Sigmar books, and it was as the characters made their way to face a dread necromancer, that one of the prominent themes of these books really made its presence known. As *Heldenhammer* ended, I realised the trilogy represented the three 'ages' of Man. *Heldenhammer* was the youth of the trilogy, full of optimism and the beginning of new ventures, *Empire* was the older brother, where that first flush of exuberance is tempered by loss and the realisation that nobody lives forever. *God King* became the old man of the trilogy, where many of the characters' journeys reach their end.

But even this wasn't the end. With each novel, more threads emerged that begged for future stories, so it seems likely the story will continue beyond even the war against the undead legions of Nagash. There's still a great deal to tell of Sigmar's life. And, of course, there's the big question of what became of Sigmar when he took that fateful walk east...

In a sense, these books are writing Warhammer without the Warhammer world to rely on. The world, as players of the game know it, doesn't exist yet, and none of the familiar institutions or characters are there. It's a journey into the unknown, a chance to see what lies behind the myths of some of the Warhammer world's mightiest heroes and dastardly villains.



Dan Abnett: Millennia from now, and yet way back in the past, a terrible civil war called the Horus Heresy will shred the galaxy as we know it. This event is an undeniable fact, known by all. It's the future, but it's also ancient history. It's going to happen. It has already happened. It's fluid possibility and set fact. It's been etched in the archives for ten thousands years... or since, ooh, the late nineteen eighties at least. Makes your head hurt, doesn't it?

Consider: when I first started to write Warhammer 40,000 fiction about twelve years ago, I had to immerse myself in that universe we all know and love. There was a lot of reading to do, but that was good, because it meant there was a lot of supporting material around. Every rulebook, supplement and codex helped me to build up a picture of the 40K universe, just as they help you build your game setting. If I needed to know something, the answer was somewhere.

“The Space Wolves don't know if they're going to survive next week let alone their ten thousandth birthday.”

When the Horus Heresy series came along, there was an added wrinkle to this process. The Heresy is set ten thousand years before 40K (making it, I suppose, Warhammer 30K). I, and the other authors involved in the project, had to reverse engineer the 40K universe to arrive at what the Imperium must have been like at the time of Horus. Suddenly we didn't have rulebooks and supplements to consult.

The root of the challenge is that the Heresy era has never been codified in the same way as 40K. It's never been explored in a definitive way. It's a legend that's grown piecemeal over the years, a semi-formed myth that has changed and evolved. Not only is there a lot to invent, but that invention has to be fitted very carefully into what we know of the 'history' of the Imperium. In simple terms, the Heresy-era fiction cannot contradict what we know to be reality in 40K.

My latest Horus novel, *Prospero Burns*, is the flipside to Graham McNeill's *A Thousand Sons*, telling the story of the Fall of Prospero from the Space Wolves' side. As I wrote it, I became aware how complex and tight some of the 'gaps' I had to fill in were. I chose to construct a timeline that ran through history from the start of the Great Crusade to the events on

Prospero. I had to take into account when Legions had been founded, when lost Primarchs had been discovered.

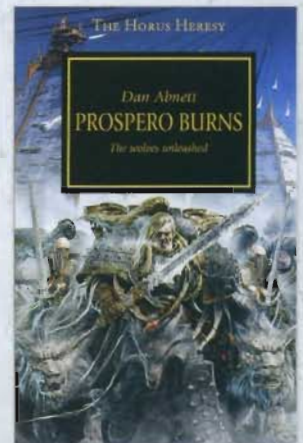
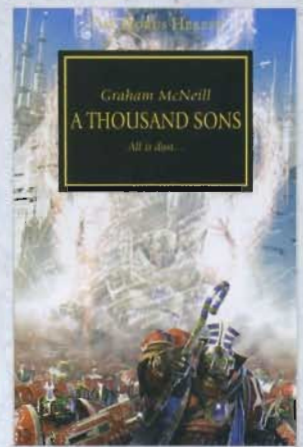
One of the fundamental traits of 40K is that nothing changes. Everything is static and set, and has been that way for untold lifetimes. Though decaying, the Imperium of 40K is like a fly set in amber. You get used to the idea, for example, that a Space Marine Chapter has always been the way it is, that it is the unwavering product of an ancient tradition.

Imagine then how weird it is to write about Space Wolves when they are no more than a generation into their existence as a Legion. They haven't had time to build up traditions. They haven't been around long enough for anything to have become established. Everything is a novelty. In 40K, there is a confidence in tradition. In 30K, anything can happen. The Space Wolves don't know if they're going to survive to see next week let alone their ten thousandth birthday. They haven't got that legacy to inspire confidence. They could all get wiped out in one big fight. It would be a shock, but not a surprise, because no one knows that Space Marine Legions are the sort of institutions capable of surviving for ten millennia.

It's hard to think yourself out of 40K into 30K. I had to contemplate the Space Wolves and the Thousand Sons in a different way. I was comparing notes with the author of a forthcoming Space Wolves book and was intending to borrow his brilliant designs for the plan of the Fang when I realised they were no good to me: the Fang hadn't been completed at the time of Prospero Burns.

I invest 30K with a greater sense of history in terms of art and culture than I ever include in 40K. I do this to give it a flavour of its own: it's more aware of its own past, where 40K is simply aware of its own tradition. The citizens of the Imperium in the 31st Millennium are more adventurous and imaginative, more ambitious and questing, more individual. They can see possibilities and embrace them. They strive for change where 40K citizens struggle to keep things the same.

I think that's the guiding difference. The Imperium of 40K is set and stagnating. There is no hope. There is only war. The Heresy era is a time of ambition and opportunity. There is risk because there is choice. It is a time when anything is possible, including the most terrible civil war any history has ever known.



Prospero Burns and A Thousand Sons both tell the tale of the Fall of Prospero from opposite sides.



THRONE OF SKULLS

SPRING GRAND TOURNAMENTS



Spend two days fighting great battles, seeing wonderful-looking armies, making new friends, and swapping war stories.

Warhammer: 9th - 10th April 2011 • Warhammer 40,000: 16th - 17th April 2011

WHAT WILL YOU NEED TO ATTEND?

- Either a fully painted 2000 point Warhammer army or a 1500 point Warhammer 40,000 army (depending on which event you are entering).
- Somewhere to stay on the Saturday night.
- A desire to have a great time playing your favourite game.
- You must be at least 16 years of age to attend these events.
- The Throne of Skulls rules pack, available to download from www.games-workshop.com

WHAT DOES THE TICKET COVER?

- Five games over two days.
- Lunch on Saturday and Sunday and an evening meal on Saturday.
- Access to all the Warhammer World facilities including Bugman's Bar, the Citadel Miniatures Hall and the Gaming Hall, together with the option for early registration from Friday evening.
- Take part in some great organised activities on the Saturday evening.
- Tickets cost £55 per event, per player.

Tickets released 5th January, available from www.games-workshop.com



GAMES WORKSHOP

DIRECTORY

A directory of everything you need to get involved in the Games Workshop hobby community, from events and activities in your local gaming club to what's going on at Warhammer World and in your GW Hobby Centre.

Events and Community **106-107**

- **Events Calendar**

Find out what's happening when and where in the Games Workshop hobby community with this comprehensive list of unmissable dates; tournaments, campaigns and more.

Store Information **108-117**

- **New Hobby Centres of 2010**

This year we opened even more Games Workshop Hobby Centres in a town near you. We look at back at this year's newest beacons of the hobby, with a reminder of our latest UK, Netherlands and Belgian stores.

- **Games Workshop Hobby Centres**

Get everything you need to build your forces, and then take them into battle! GW Hobby Centres are the place to learn and practice the intricacies of the hobby.

- **Store Listings**

All the Games Workshop stockists in your territory listed, so wherever you are, you can always find a Games Workshop and Citadel Miniatures retailer.

Available to Order **118-119**

- **Games Workshop Direct**

The full range of Games Workshop products are available from GW Direct, our premier on-line and telephone ordering service.

- **Available to Order**

If you are looking for reinforcements for your Skaven horde then look no further, as a plethora of special characters, deadly weapons and warped creatures are available to order now to boost your army.

www.games-workshop.com



EVENTS DIARY

Conquer the world at tournaments and learn new skills at hobby days! Events are your opportunity to immerse yourself fully in the hobby with, potentially, people from all over the world. Events are the places to spend your weekends.

January 2011

January 15th



WARHAMMER THRONE OF SKULLS WINTER GRAND TOURNAMENT

Date: 15th-16th January, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Spend two days fighting in five great battles, seeing wonderful looking armies, making new friends, and swapping war stories.

You will need a fully painted 2000 point Warhammer army and a desire to have a great time playing your favourite game.

Tickets: Tickets are available from www.games-workshop.com and cost £55 per player. Each ticket includes lunch on both days, an evening meal on Saturday, and access to all of Warhammer World's facilities.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

January 16th

SUBCULTURES WARHAMMER FRIENDLY TOURNAMENT

Date: Sunday 16th January, 2011

Venue: Admiraal Helfrichlaan 8 Utrecht, The Netherlands

Details: Bring along your best painted 2500 point army and compete in this one day Warhammer tournament. Painting, converting and background stories for your army will increase your score, as will a firm but friendly gaming style. Please contact us directly for full details and an event pack, before submitting an army.

Tickets: Tickets cost €5 per person. Places are limited, so make sure you book your place soon to avoid disappointment.

Contact: info@subcultures.nl

Website: www.subcultures.nl

January 22nd



WARHAMMER 40,000 THRONE OF SKULLS WINTER GRAND TOURNAMENT

Date: 22nd-23rd January, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Spend two days fighting in five great battles, seeing wonderful looking armies, making new friends, and swapping war stories.

You will need a fully painted 1500 point Warhammer 40,000 army and a desire to have a great time playing your favourite game.

Tickets: Tickets are available from www.games-workshop.com and cost £55 per player. Each ticket includes lunch on both days, an evening meal on Saturday, and access to all of Warhammer World's facilities.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

February 2011

February 5th & 6th



MASTERCRAFTED: TANKS

Date: 5th & 6th February, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Come and spend a day at Warhammer World with Golden Demon winners Mark Bedford and Phil Stutchinskas, and learn a variety of techniques as used by these artisans to paint the extraordinary tanks and vehicles found in your codex, White Dwarf and on the website.

Tickets: Available from www.games-workshop.com, tickets cost £110 each and include the following:

- Entry into a single workshop of your choice.

Workshop One: Saturday 5th February

Workshop Two: Sunday 6th February

- Mark and Phil will teach you seven different techniques they use for painting tanks. You can find more details on the Games Workshop website.
- A fully built and undercoated Hellhound tank will be provided for you to practice the techniques on.
- You will be provided with all the paints and hobby materials required for the sessions.
- Lunch in the legendary Bugman's Bar.
- Access to all of Warhammer World's facilities including our exclusive range of merchandise, the Citadel Miniatures Hall and the Gaming Arena.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com



February 12th



THE LORD OF THE RINGS: HEROES OF MIDDLE-EARTH

Date: 12th-13th February, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 12+

Details: Gather your forces and do battle at Warhammer World. Can you reign supreme across the lands of Middle-earth?

Compete in eight games across the many battlefields of Middle-earth to become this year's The Lord of The Rings Champion. You will need two fully painted 700 point armies; one Good and one Evil, following the rulespack and the Legions of Middle-earth supplement.

Tickets: Tickets cost £55 per player and include lunch on both days, an evening meal on Saturday and access to all the Warhammer World facilities including our exclusive range of merchandise, the Citadel Miniatures Hall and the Gaming Arena.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

February 19th



WARHAMMER 40,000 DOUBLES TOURNAMENT

Date: Saturday 19th-20th February, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 12+

Details: If you fancy teaming up with a friend to take part in a fun and slightly chaotic weekend of gaming, then our Warhammer 40,000 Doubles Tournament is for you. Players team up to field a combined force of allied armies in order to fight it out to see who is the Best Team.

Tickets: Tickets cost £85 per two player team and include lunch on both days, an evening meal on Saturday and access to all the Warhammer World facilities including our exclusive range of merchandise, the Citadel Miniatures Hall and the Gaming Arena.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

March 2011

March 19th



MIGHTY EMPIRES CAMPAIGN WEEKEND

Date: 19th-20th March, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Spend two days at Warhammer World where you and a team of fellow gamers will carve out your very own empire in the lands of the Old World. You will need a Warhammer army of 3000 points, from which you will create smaller army lists for games of varying sizes following the guidelines in the event pack.

Tickets: Tickets are available from www.games-workshop.com and cost £55 per player. Each ticket includes lunch on both days, an evening meal on Saturday, and access to all of Warhammer World's facilities.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

April 2011

April 2nd



REALM OF BATTLE GAMEBOARD WORKSHOP

Date: Saturday 2nd April, 2011

Venue: Warhammer World, Nottingham, England

Details: Construct and paint your very own Citadel Realm of Battle Gameboard in a day! Over the course of the day you will get to paint and take away your very own battlefield, with the guidance of the Warhammer World scenery team.

Tickets: Tickets are available from www.games-workshop.com and cost £200. Each ticket includes a Citadel Realm of Battle Gameboard, with your choice of design and finish, all the paints and materials you will need to paint your gameboard, lunch in Bugman's Bar and access to all of Warhammer World's facilities.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

April 18th & 25th



EASTER HOBBY CAMPS

Dates: 18th-22nd April, 2011 and 25th-29th April 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 12-16

Details: Spend your Easter holiday immersed in five days of fun and furious hobby activity! Build and paint a brand new army with the help of our team of experts in the legendary Warhammer World venue and learn how to secure victory on the field of battle.

Tickets: Tickets are available from www.games-workshop.com and cost £200 each for either week. Each ticket includes a Battalion or Battleforce of your choice, a large Army Carry Case, lunch every day, and access to all of Warhammer World's facilities.

Tickets on sale date: 19th January 2010

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

April 30th



FORTIFIED MANOR WORKSHOP

Date: 30th April-1st May, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Come and spend two days with our Warhammer World scenery team expert, building and painting a fantastic centrepiece to take home for your gaming table. Built around the Citadel Fortified Manor set, you can choose from four options: Wizard's Tower, Undead Mausoleum, Empire Grand Manor or Orc Stronghold.

Tickets: Tickets cost £150 and cover all the materials needed to make and paint the scenery piece (well over £100 worth of resources), expert tuition throughout the weekend, lunch in the legendary Bugman's Bar and access to all of Warhammer World's facilities. Tickets are available from www.games-workshop.com.

Tickets on sale date: 19th January 2010

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

Find all of these as well as our many in-store events at:

www.games-workshop.com

NEW STORES

Over the past year we've opened up even more Games Workshop Hobby Centres in a town near you, so it's now even easier to enjoy your favourite hobby.

Our mission to bring the Emperor's Guiding Light to the far reaches of the galaxy (well, your local high street) will never cease, so to this end 2010 saw ten brand new Hobby Centres spring up in locations across the UK, The Netherlands and Belgium.

Staffed by friendly and knowledgeable hobby experts, these ten new stores stock the entire range of Citadel miniatures, games, books and hobby supplies. Each of them is also equipped with an in-store web terminal, so if there's ever anything you can't get your hands on there and then, you can easily order it online and have it shipped to the store, post free.

We run exciting events and activities all year round, so you can be sure that whenever you visit, there will always be something you can get involved with. These activities vary from store to store, so to get the latest on what's going on keep an eye on the Games Workshop website, give the manager a ring, or simply get yourself down there.



GW Eindhoven 1

Kleine Berg 50
5611JV
Eindhoven
The Netherlands



Manager: Ramon Laan
Tel: 0031 402 443 448

GW Gent 2

St. Niklaasstraat 17a/19
Gent 9000
Belgium



Manager: Stijn Olieslagers
Tel: 0032 922 391 20

To find your nearest Games Workshop Hobby Centre, go to:
www.games-workshop.com

GW Kendal

3

Units 4 & 5
Blackhall Yard
Kendal
Cumbria
LA9 4LU
United Kingdom



Manager: Eoin Rylands
Tel: 01539 722 211

GW Bury

4

16 Crompton Street
Bury
Lancashire
BL9 0AD
United Kingdom



Manager: Brian Purchase
Tel: 0161 797 6540

GW Boston

5

45 Wide Bargate
Boston
Lincolnshire
PE21 6SH
United Kingdom

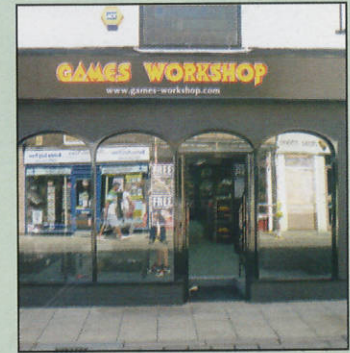


Manager: Adam Johnson
Tel: 01205 356 596

GW Kings Lynn

6

23 Norfolk Street
Kings Lynn
Norfolk
PE30 1AN
United Kingdom



Manager: Liz Stevens
Tel: 01553 777 920

GW Carmarthen

7

19 Bridge Street
Carmarthen
Carmarthenshire
SA31 3JS
United Kingdom

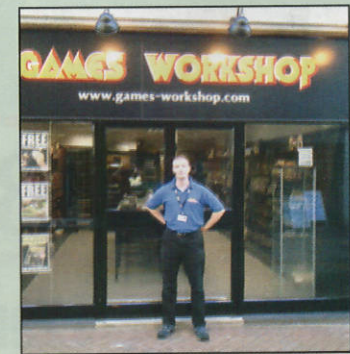


Manager: James Seymour
Tel: 01267 231 209

GW Aylesbury

8

6 Market Street
Aylesbury
Buckinghamshire
HP20 2PN
United Kingdom

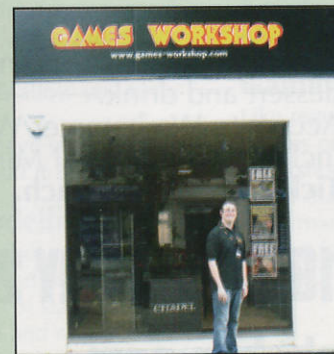


Manager: Scott James
Tel: 01296 429 703

GW Muswell Hill

9

117 Alexandra Park Rd
Muswell Hill
London
N10 2DP
United Kingdom

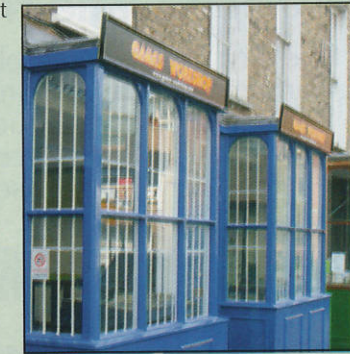


Manager: Jason Webb
Tel: 0208 883 9901

GW Angel

10

36/37 Myddleton Street
Islington
London
EC1R 1UA
United Kingdom



Manager:
Richard Commons
Tel: 0207 713 0835

WARHAMMER® WORLD



EASTER HOBBY CAMPS

**18th–22nd April 2011 & 25th–29th April 2011,
Warhammer World, Nottingham**

WHAT DOES THE TICKET COVER?

- Five days of intense hobby activity at Warhammer World, Games Workshop's visitor and gaming venue.
- A Battalion or Battleforce of your choice.
- A Large Army Carry Case.
- Lunch each day including a main meal, dessert and drink.
- Access to Warhammer World's facilities including the Citadel Miniatures Hall.
- Tickets cost £200 each.

TICKETS AVAILABLE FROM 19TH JANUARY 2011

www.games-workshop.com



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STORE FINDER



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

Full range of products

All our centres stock a full range of Warhammer 40,000, Warhammer and The Lord of The Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.

In-store order point

All our stores 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, if you have your order sent to the store, we'll send it POST FREE!

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 Beginners programme

Our special Beginners programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. All you need to do is come along!

Gaming Rooms

Like regular Hobby Centres, all Gaming Rooms provide the full range of Games Workshop services. However they are larger than a normal Hobby Centre and have many tables, which makes them perfect for meeting fellow hobbyists.

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

GAMES WORKSHOP INDEPENDENT STOCKISTS

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

IN YOUR LOCAL AREA

With over 2,000 locations worldwide there is never a stockist very 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 listings of all the stores that sell Games Workshop products across the UK, parts of Europe, South America, South Africa, the Middle East and Far East.

AROUND THE WORLD

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



GAMES WORKSHOP

PREMIUM STORES

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 GW Hobby Centre than a traditional independent stockist.

- Premium Stores offer a wide range of GW products.
- They also offer a Mail Order service giving you access to the entire Games Workshop range.
- The knowledgeable staff of these stores offer painting and modelling lessons and can help devise killer tactics for your armies.
- Premium Stores also have a number of gaming tables to hold in-store tournaments, bespoke mega battles or general open-play gaming

Check out the list below to find your local stockist!

If you are an independent retailer and you think you could be our next Premium Store, then why not give us a call?

FOR MORE INFORMATION, CALL: 08700 134411

STORE LISTING

January 2011

STOREFINDER KEY

GAMES WORKSHOP HOBBY CENTRE
(*) These Hobby Centres are closed on Mondays and Tuesdays.

PREMIUM STORE
Stocks most of the product range.*

NEW STORE OPENING
Indicates new stockists

* To be sure they have what you want in stock, we recommend calling the store first.

AVON

GW BRISTOL:
87 The Horsefair, BS1 3JR
Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS34 5UP
Tel: 0117 959 2520
BRISTOL, Area 51:
Tel: 0117 9246855
BRISTOL, Cut and Thrust Wargaming:
Tel: 01173 020 021
BRISTOL, HobbyCraft:
Tel: 0117 959 7100

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, MK40 1HP
Tel: 0123 427 3663
CRANFIELD, Wargames Workshop:
Tel: 01234 751 570
LUTON, Fantasy Wargames:
Tel: 01582 729 001
LUTON, Ottakers:
Tel: 01582 486999

BERKSHIRE

GW MAIDENHEAD:
1 Kingsway Chambers, King Street, SL6 1EE
Tel: 0162 863 1747
GW NEWBURY:
114 Bartholomew Street, RG14 5DT
Tel: 0163 540 348
GW READING:
29 Oxford Road, RG1 7QA
Tel: 0118 959 8693
GW WINDSOR:
Unit 3, 6 George V Place, SL4 1QP
Tel: 01753 861087
HENLEY ON THAMES, Henley Model Miniatures:
Tel: 01491 572684
NEWBURY, Toycraft:
Tel: 01635 38077
READING, HobbyCraft:
Tel: 0118 902 8600
WINDSOR, WJ Daniels:
Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
36 Priory Queensway, B4 7LA
Tel: 0121 233 4840
GW DUDLEY:
Unit 36, Merry Hill Centre, DY5 1SP
Tel: 01318 448 1818
GW SOLIHULL:
690 Warwick Road, B91 3DX
Tel: 0121 705 7997
GW SUTTON COLDFIELD:
36 Birmingham Road, B72 1QQ
Tel: 0121 354 3174
GW WALSALL:
Unit 26, Old Square Shopping Centre, WS1 1QF
Tel: 0192 272 5207
GW WOLVERHAMPTON:
9 King Street, WV1 1ST
Tel: 0190 231 0466

BIRMINGHAM, Console Games:

Tel: 0121 477 0022

DUDLEY, The Arcade Toy Shop:

Tel: 01826 252608

KIDDERMINSTER, TJ Models:

Tel: 01562 747002

WOLVERHAMPTON, HobbyCraft:

Tel: 0845 051 6543

BUCKINGHAMSHIRE

GW AYLESBURY:
6 Market Street, HP20 2PN
Tel: 01296 429 703
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 0477
AYLESBURY, Bear Necessities:
Tel: 01296 421098
MILTON KEYNES, Fenny Models:
Tel: 0208 1332871
MILTON KEYNES, HobbyCraft:
Tel: 01908 308 330
MILTON KEYNES, Jays Crafts:
Tel: 01908 565378
MILTON KEYNES, Maple Models:
Tel: 01908 367588

CAMBRIDGESHIRE

GW CAMBRIDGE:
54 Regent Street, CB2 1DP
Tel: 0122 331 3350
GW PETERBOROUGH:
3 Wentworth Street, PE1 1DH
Tel: 01733 890 052
ELY, City Cycle Centre:
Tel: 01353 663131
HUNTINGDON, Sports & Fashions:
Tel: 01480 454541
PETERBOROUGH, The Rift:
Tel: 01480 354413

ST IVES, Appletree Games:

Tel: 01480 217 443

ST NEOTS, Gamers:

Tel: 01945 584142

WISBECH, Prams & Toys:

Tel: 01945 584142

CHANNEL ISLANDS

JERSEY, ST. HELIER, Imagination:
Tel: 01534 505407

JERSEY, ST. HELIER, The Little Shop:
Tel: 01534 732187

GUERNSEY, ST. PETERS PORT, Carousel:
Tel: 01481 721721

CHEESHIRE

GW CHESTER:
112 Foregate Street, CH1 1HB
Tel: 0124 431 1967
GW CREWE:
8 Market Street, CW1 2EG
Tel: 01270 216903
GW MACCLESFIELD:
31 Church Street, SK11 6LB
Tel: 0162 561 9020
GW STOCKPORT:
32 Mersey Square, SK1 1RA
Tel: 0161 474 1427
GW WARRINGTON:
Unit 20, Bank Street, Time Square, WA1 2AP
Tel: 0192 565 1984
CHESTER, HobbyCraft:
Tel: 01244 650 110
MARPLE, Marauder Games:
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SHROPSHIRE

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OSWESTRY, Totally Games:
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FROME, The Ellenbray Press:
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TAUNTON, Hatcher & Sons:
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BURTON, Blue Grove Racing:
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Tel: 01483 273 777
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Tel: 01252 722222
GODALMING, The Toy Box:
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HASLEMERE, Enchanted Wood:
Tel: 01428 649980
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WOKING, HobbyCraft:
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Tel: 0191 482 7410
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REDDITCH, Hobby Hut:
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• **GW HARROGATE:**
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Tel: 0113 242 0834
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GW SHEFFIELD (Meadowhall Centre):
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(next to entrance near Boots), S9 1EN
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GW WAKEFIELD:
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110 Commercial Street, DD1 2AJ
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136 High Street, EH1 1QS
Tel: 0131 220 6540
• **GW FALKIRK:**
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GW GLASGOW:
81 Union Street, G1 3TA
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• **GW LIVINGSTON:**
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SHANGHAI, Zhanchui Store:
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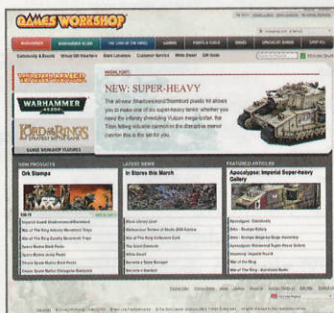
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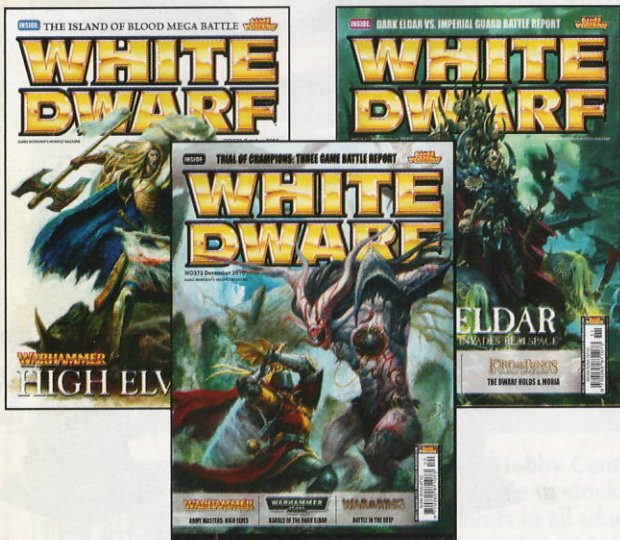
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