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THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

WD309 SEPTEMBER £4.00

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



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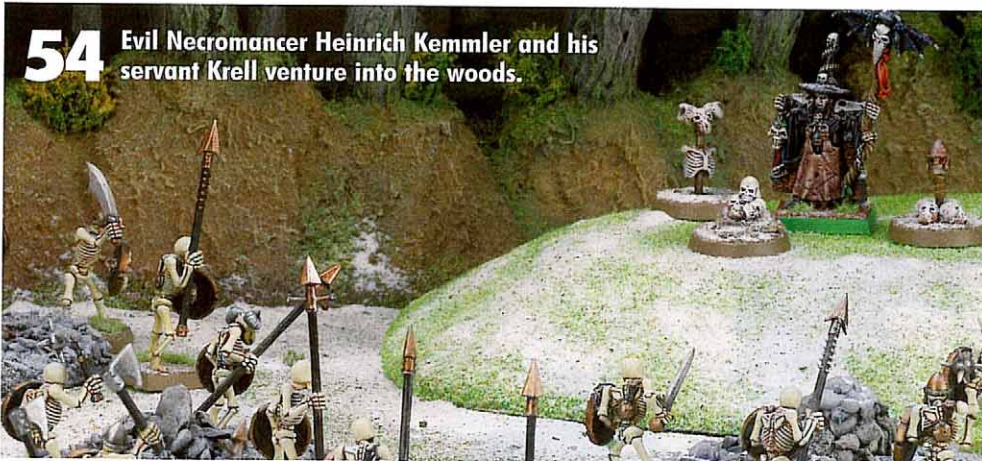
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DEEP STRIKE!

INCOMING REINFORCEMENTS FOR EMPEROR'S FINEST

Enemies of the Imperium beware, reinforcements in the form of plastic Assault Terminators and a new metal Terminator Chaplain (which will be revealed for the first time at Games Day Germany in August) are arriving from orbit.

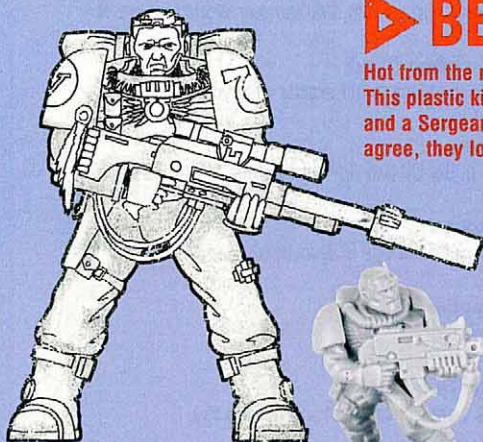
Sculpted by a whole team of Games Workshop luminaries including Dave Thomas, Mark Harrison, Martin Footitt, Tim Adcock and Jes Goodwin, these forthcoming models bolster the close assault prowess of any Space Marine army, and will be a must for all players of the Adeptus Astartes.



Top: Plastic Terminator Sergeant who comes with special thunder hammer and storm shield.
Left to Right: Terminator with thunder hammer and storm shield and Terminator Sergeant with lightning claws.

▶ BEHIND ENEMY LINES

Hot from the mould room are these new plastic Space Marine Scouts. This plastic kit is set to include both bolters, shotguns, a heavy bolter and a Sergeant. These are the test models below. We think you'll agree, they look fantastic!



• Scout with sniper rifles are available in metal.



Fans of The Lord of the Rings take heed. Clubs from the GCN are holding a special one-day Grand Campaign event at Warhammer World.

The fate of Middle-earth will be decided as all the races of the Third Age clash in five battles on five separate tables, all running at the same time!

Chelmsford Battle Bunker is the club leading this mammoth event, which takes place on 3rd September 2005. We'd like to wish the guys the best of luck for the day.

SPECIALIST GAMES WEBSITE GETS THE TECHPRIEST TREATMENT

Log on to the GW Specialist Games website and you'll notice a few changes. The entire site has been redesigned. For a start, there's a brand new look with a new logo. And with the aesthetic changes, come structural changes.

"The old website was difficult to navigate," says Andy Hall, Fanatic Online Editor. "The new site is much more user-friendly and presented in a simple and understandable layout." There are sidebars on every page detailing related articles and relevant products. Also, each Specialist Games system is identifiable by a unique symbol and colour. "There are loads of player aids too," Andy tells us, "such as roster sheets, name generators (for Inquisitor) and playsheets."



Fanatic Online

Alongside the redesigned website, Fanatic Online continues to grow apace. For those of you who don't

know, Fanatic Online is the electronic version of the old Fanatic Magazine. All of the material from issues 1-10 of Fanatic is covered, as well as all -new articles.

Fanatic Online is published weekly, is updated every Friday and is complete with free downloadable PDF's of the new articles.

"Fanatic Magazine was fantastic," says Andy, "but now we can reach more people - over 300,000 a month!"

Into the far future

More is planned from the Games Workshop Specialist Games website. Perhaps most exciting is the plan to publish Specialist Game variants online. "We had Pit Fighter for Mordheim, which used the same models but was a totally new game," Andy explains. "But there are loads of other games too like Bommerz over Death Sulphur River for Epic."

Hobbyist participation on the site is also something Andy is very keen to encourage. "We want your articles," he says. "We currently run regular competitions for writing articles. We award a prize for the best one."

So what are you waiting for? Check out the new website now.

www.specialist-games.com

IMPORTANT NEWS! GAMES WORKSHOP DIRECT IS CHANGING ITS OPENING HOURS. TURN TO PAGE 126 FOR DETAILS

TANK-TASTIC

Operation: Armoured Assault was the UK's attempt to break the record for the most tanks involved in a linked battle. All across the UK over 120 Hobby Centres were involved in this mammoth undertaking, the previous record being held by the French who had amassed an impressive 2,500 tanks.

Battle was joined on 11th June and the tally of total tanks came to a mighty 30,894 which smashed the old record!

If you like the sound of this event, and would like to get involved in future record attempts or other

activities then have a look at the Events Diary on page 122 for details of what's happening across the UK.



Operation: Armoured Assault underway at the Nottingham Hobby Centre.

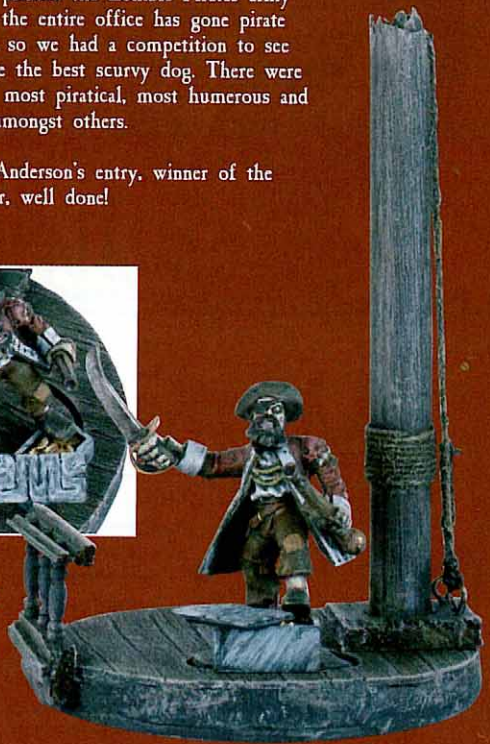
"ARR, SHIVER ME TIMBERS"

Every since we printed the Zombie Pirates army list in WD306 the entire office has gone pirate crazy. So much so we had a competition to see who could make the best scurvy dog. There were loads of prizes; most piratical, most humorous and best converted amongst others.

Here be Matt Anderson's entry, winner of the best painted. Yar, well done!



Matt constructed his pirate ship base from actual wood. It even includes rigging on the mast!



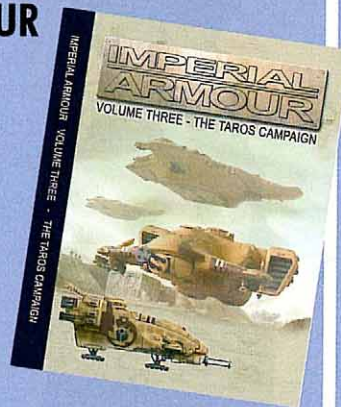
REINFORCED ARMOUR

New from Forge World this month is The Taros Campaign, the third volume in the Imperial Armour series. The book details a conflict between the forces of Imperium and the Tau Empire, including the battles, history and units involved.

There are rules for new Tau vehicles and aircraft and additional fighting machines of the Imperium. Interior details, background, technical specifications and more are all in abundance.

The book has 120 black and white pictures, 110 full colour vehicle profiles and over 80 technical drawings.

There are also army lists for the Elysian Drop Troops, the Tau in



Epic, and additions to the Tallarn Imperial Guard regiments and Tau forces in Warhammer 40,000.

For more details about all Forge World products log on to: www.forgeworld.co.uk

GAMES WORKSHOP ONLINE NEWS

THE WAR OF THE RING™ – COUNTING THE COST OF WAR

Thousands of results from hobbyists and hundreds from Hobby Centres and Gaming Clubs have been entered into our The War of the Ring™ campaign. After countless bitter battles during the last three months, the war in Middle-earth is finally over – only small pockets of resistance remain. But what has been the price of victory for the forces of the Free Peoples or the forces of Darkness? Log on to the War of The Ring website to discover the outcome of this long and bloody contest across Middle-earth.

www.thewarofthering.co.uk

GAMES DAY & GOLDEN DEMON 2005



The day is almost at hand. Just a few more weeks until, for the first time in Games Workshop history, the Birmingham National Exhibition Centre throws open its doors to Games Day and Golden Demon. This, the ultimate event of the Games Workshop calendar is bigger and better than ever, with a host of new attractions and stands. Have you got your ticket? Are you ready?

Games Day and Golden Demon 2005 is one of change and something of a milestone. A brand new venue brings an exciting and totally new experience for Games Day regulars and newcomers alike. In a huge departure from previous

years there are three separate halls, each hosting a variety of different activities and stands. Three halls on one level also means no more stairs, so you don't have to lug up and down to see the Golden Demon entries which are, by virtue of the new set-up, more accessible.

The focus this year and for future years is one of accessibility. We want everyone to get the very most they can out of the show. There are no seminars this year; rather there is a proliferation of plasma screens stationed throughout the venue. From here a constant barrage of hobby goodness will be fed to all, from upcoming new releases to

tantalising sneak peeks of miniatures to come. If you want to know more or have questions, then just pay a visit to the Design Studio stand and get all the gen from one of the hobby luminaries there.

There's a lot going on that's new this year, so we've provided a map of the halls, detailing what is contained in each, below so you can get the most out of what's on offer and get to grips with the NEC. This guide presents in broad strokes the activities that are taking place and where to find them. On the day itself a much more detailed programme will be available to ensure that you don't miss a thing.

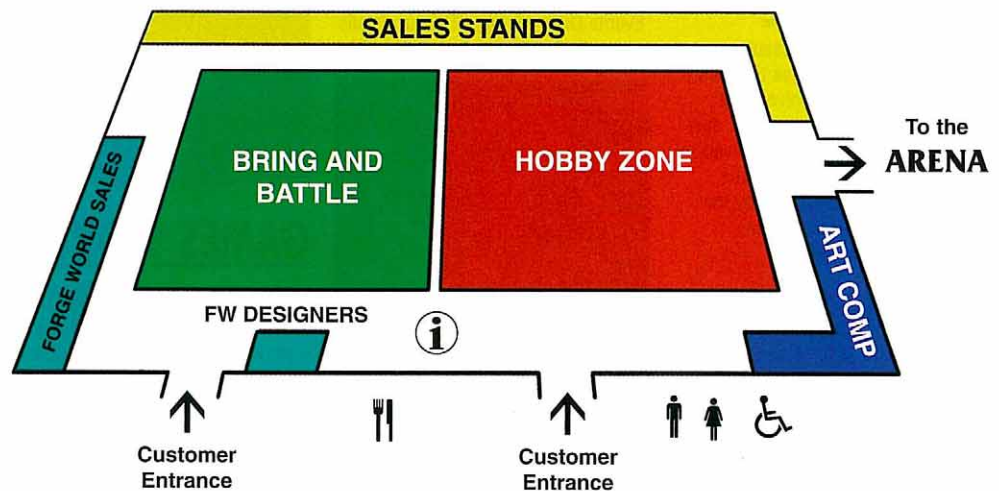
FORUM

- **Bring and Battle** Play games! Just bring a Border Patrol or War Party-sized force, a tape measure and some dice.
- **Hobby Zone** Build terrain and get army list advice from our hobby experts.
- **Art Competition** The theme is 'For the Emperor'. Bring your entry with you on the day.
- **Forge World** Upcoming releases and the latest products.
- **Sales Stands** All the latest and pre-release models are available to buy.

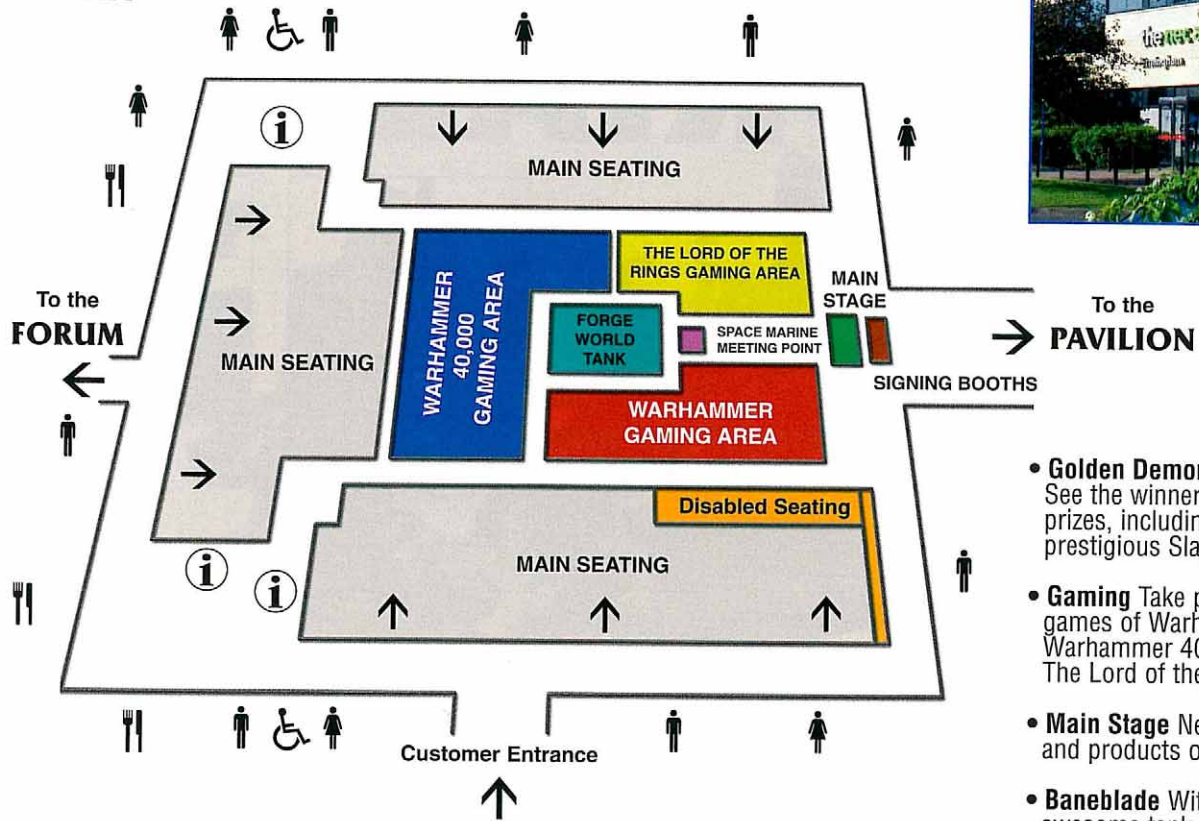


MAP KEY

- NEC information point
- NEC food kiosk
- Male toilets
- Female toilets
- Disabled toilets

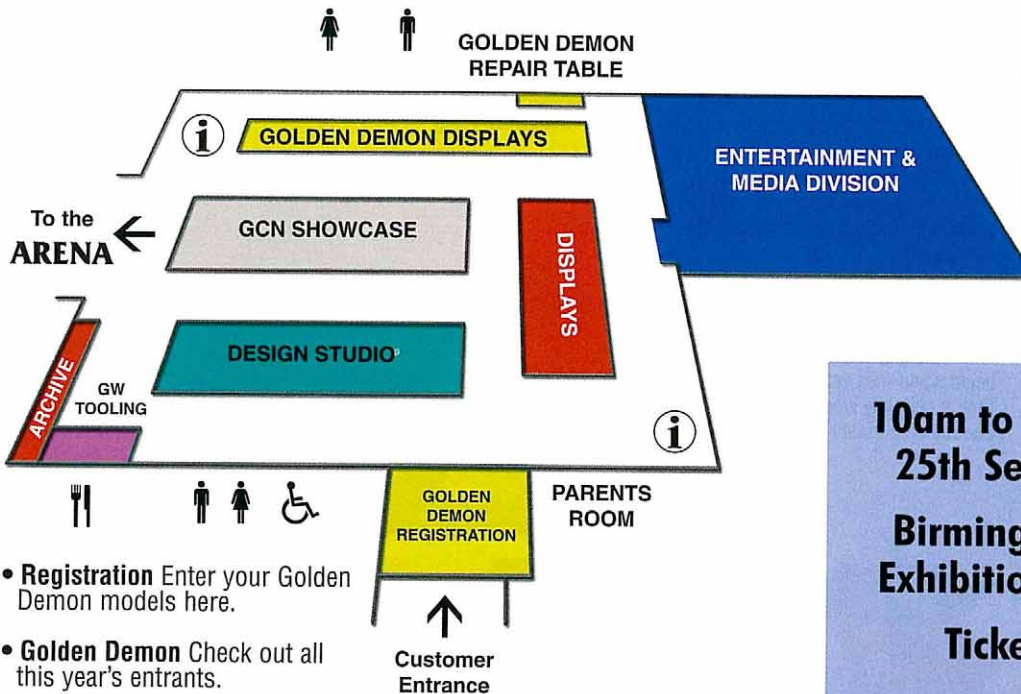


ARENA



- **Golden Demon Awards** See the winners get their prizes, including the prestigious Slayer Sword!
- **Gaming** Take part in huge games of Warhammer, Warhammer 40,000 and The Lord of the Rings.
- **Main Stage** New models and products on screen.
- **Baneblade** Witness the awesome tank in action!

PAVILION



- **Registration** Enter your Golden Demon models here.
- **Golden Demon** Check out all this year's entrants.
- **Design Studio** Your questions answered by the Studio team.
- **Stands** Check out the Archive, the GCN and play Dawn of War: Winter Assault!

**10am to 4pm on Sunday
25th September 2005**

**Birmingham National
Exhibition Centre (NEC)**

Ticket price £25

Tickets are on release NOW!
Order yours from your local
Hobby Centre
or by calling 0115 91 40000

EDITORIAL



Guy Haley

Guy: Life here at the WD hold has begun to calm down somewhat. We're past the winter months, and are now into the balmy

days of summer. No longer do we have to fight off bands of starving Goblins emerging from the depths of the earth, and the caravans of Imperial traders can make through to Grombrindal's gates, with their valuable supplies of ale and food.

We've also not had to make any huge bumper-sized anniversary issues for a while, which is especially pleasant.

So I've been out and about a bit. We all went to various stores for the anniversary celebrations earlier this year, I myself heading off to Bath. I recently followed this up with a trip to Bristol Conflict, and what fun it was!

Barely contained by the beautiful halls of Isambard Kingdom Brunel's first Bristol railway station, which now houses The British Empire and Commonwealth museum, were nigh on 300 hobbyists, all battling away with each other. Whilst there, I took the opportunity to chat with many WD readers, all of whom were exceptionally nice (no-one threw rocks, at any rate). There were loads of fantastic armies, including one made up entirely of Goblins, which I obviously liked, and some of the entries into the painting competition were truly stunning. Perhaps the only downside to the day was playing Paul 'PJ' Jones of Plymouth,

The new chariot in all its gl... er... greenery.



not because he was horrible, you understand – he was a pleasant fellow – but because I got my backside handed to me in a The Lord of the Rings Battle Companies game. Not that this was surprising, and even though we were playing from afresh, Ugbrag's unlucky streak dogged my dice, which produced more 1's than there are in a very long line of binary code. Paul won the opportunity to play me by coming top in the Battle Companies tournament. I think perhaps his Rohirrim could have warmed up their sword arms on my Orcs instead. I certainly would not have presented much of an obstacle in his road to glory.

The Conflicts for this year are coming to a close, but I heartily recommend going to one when they begin again next year. It was my first, it certainly won't be my last. See the community section of the

website for more details on Conflicts and other events.

DENMARK REDUX

Perhaps you remember my trip last year to Giant Fanatic 7? That was another brilliant weekend. Tickets are on sale for the 2005 Giant Fanatic – the eighth – which takes place on 30th September. For more details on this and other Scandinavian events go to:

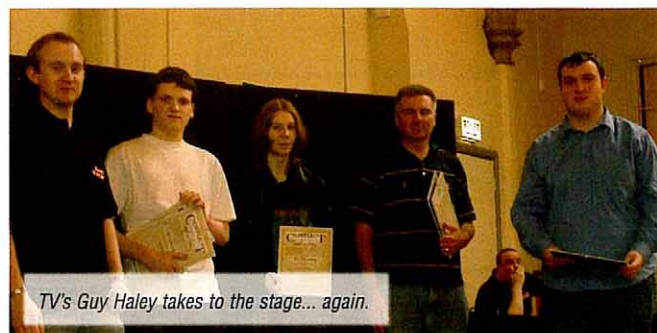
ne.games-workshop.com/eventsdiary.asp

MORE GOBLINS

I've also been busy on the hobby front, completing a chariot and two Spearchukkas for my Common Gobbo horde. I need to paint two more Spearchukkas and three more chariots soon, as I have challenged the Lord of Karak Kyme to a battle, and this is one game I do not intend to lose. I have a plan... (not that that has helped much in the past!)

Guy Haley
Editor

THE WHITE DWARF TEAM



TV's Guy Haley takes to the stage... again.



The tables at Bristol were swarming with eager gamers.

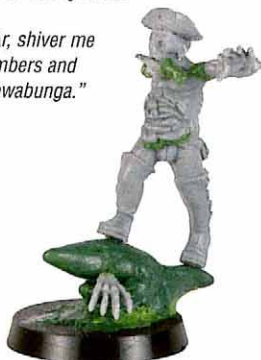


Greg MacGregor

Greg: Oh, life on the ocean waves... We've all been inspired here by the Zombie pirates article from WD306. So taken were most of the UK department, that we decided to hold a Zombie Pirate competition to see who could come up with the best nautical nasty. You can see my work in progress below. I toyed with the idea of having my pirate surfing on the back of a Zombie shark, but my skills aren't up to sculpting a suitable configuration of fish bones yet. Instead I settled on a pet shark... or pet dolphin for the more critical amongst you. Some of the other entries have been great – with blood-gorged ex-parrots, Zombies hunting treasure and all manner of other sailors of a rotting disposition. "Arrrrrrrrr, surfs up."

And so I too sail off into the sunset. The time has come for me to leave for pastures new, like a stray dog might as it moves on to save another group of children from some unknown danger. I'll be definitely reading White Dwarf in the future to see how the boys are getting on, and maybe even popping back to launch the odd starcannon salvo at one of their pitiful armies. I would cheekily like to take the opportunity to thank all the team behind the mag, and all the connected GW staff in Reprographics, the Studio and the UK department, before I board my Wraithship and head off into the wide blue yonder.

"Ar, shiver me timbers and cowabungas."



We are also sad to announce that, like Greg, Paul Rudge has left us too. We would like to thank both of them for their hard work and dedication to White Dwarf, and wish them all the best for the future.



Christian Byrne

Christian: Chaos Cows, that's what I call them, but everyone else likes to refer to them as Minotaurs. They have been sitting on my paint station for the last couple of weeks, as I busily add extra units to my Chaos horde in anticipation for London Conflict (which, when this issue is released, will be old news). Now they are

finished I can get cracking on some Screammers of Tzeentch and a converted Champion riding in a Chariot (I have used the classic Aekold Helbrass model as he carries a great weapon). Other than that you can see some more of my handiwork in this issue's Wood Elf painting guide on pages 70-71, and the Skeggi article on pages 72-77 (the goblin king, Guy, has demanded greater tributes from his minions in the past couple of weeks). So that's enough of me. Here are two of the four cows, in all their bovine glory!



"It's milking time! Grrr."



Nick Kyme

Nick: You may remember last month I was licking my wounds after the Dwarfs of Karak Kyme were given a good hiding in the Border Princes campaign. This game against the stinky Skaven was my fifth. I had to play a total of eight games or I'd be docked serious points in the campaign. Three to go then this month, and I badly needed some wins...

Step forth Tim Vincent. Tim, UK Studio design boffin and A-Team aficionado, wields Orcs and Goblins in battle in a manner befitting the greenskins – like a big spiky club. It was Capture. A tough game, Tim had some pretty meaty units and a Shaman Lord to boot! An unusually accurate Rock Lobber caused me some problems but the pressure came off when Tim's Shaman exploded after miscasting (tee hee). A glorious moment, it gave me the game. One down. I was back on the winning trail. What's more I had taken the lead in the campaign!

For my next game I took on the lascivious hordes of Steve Green's Cult of Slaanesh. Steve (also of A Tale of Four Gamers fame) is the organiser of the campaign so I really wanted to beat him. I'd also taken a few scalps from the finance department already in my earlier battles, so I fancied a complete set. Another close one, but thanks to the Rune of Slowness and the judicious use of an Organ Gun and Gyrocopter, I emerged the victor. Gawd bless Dwarf Engineers eh?

My final game was against Finance Manager Dave Holmes. It was civil war again as Dwarf fought Dwarf in a bloody feud. To cut a long story short (Dwarfs slowly advancing would make for a laborious narrative) great weapons won the day for me and so I notched up my third victory. What's more, it was enough to win the campaign!

I was absolutely delighted. Karak Kyme had done itself proud. It was a great campaign and much fun was had by all. My hat goes off to Steve and everyone I played against. I'll see you all next time, where perhaps you'll get your revenge!

SUBMISSION GUIDELINES

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

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

www.games-workshop.co.uk/whitedwarf

However, until then, follow these general pointers:

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

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

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

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

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A whole new range of products will soon be available for our battlegame!

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In full colour and with updated rules, it contains all the information you need to fight out the battles of The Fellowship of The Ring, The Two Towers and The Return of The King.

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In this set you'll find a rules manual, Getting Started book, dice and 34 highly detailed plastic miniatures. It is everything you need to play in a box!

Contents: 112-page full colour rules manual, 32-page Getting Started book, 34 highly detailed plastic miniatures: Frodo; Sam; Merry; Pippin; Gandalf; Aragorn; Boromir; Legolas; Gimli; 24 Moria Goblins and Cave Troll, Balin's Tomb terrain pieces, Dice and The Ring.

The Fellowship of The Ring£12.00

Fight out the battles and encounters of The Fellowship of The Ring book and film on your own tabletop.

See page 16 for more details



AVAILABLE TO PREORDER NOW! CALL 0115 91 40000

This month's releases for The Lord of the Rings

▼ Haldir on foot with bow

Sculpted by Gary Morley, this blister pack contains 1 Haldir.

These models require assembly.

HALDIR ON FOOT WITH BOW	£5.00
Denmark	kr 60.00
Sweden	kr 70.00
Norway	kr 70.00
Euro	€ 8.00



Available in Hobby Centres for a limited period!



▼ Sam and Bill the Pony

Sculpted by Gary Morley and Michael Perry, this blister pack contains 1 Sam and 1 Bill the Pony.

These models require assembly.

SAM AND BILL THE PONY	£6.00
Denmark	kr 75.00
Sweden	kr 85.00
Norway	kr 85.00
Euro	€ 10.00



▲ Gandalf and Cart

Sculpted by Tim Adcock and Alan Perry, this boxed set contains 1 Gandalf and Cart.

These models require assembly.

GANDALF AND CART	£12.00
Denmark	kr 125.00
Sweden	kr 150.00
Norway	kr 150.00
Euro	€ 17.50



Available in Hobby Centres for a limited period!

▼ Ringwraiths

Sculpted by Alan Perry and Michael Perry, this boxed set contains 1 Witch-king of Angmar and 8 Ringwraiths. These models require assembly.



RINGWRAITHS		£35.00
Denmark	kr	400.00
Sweden	kr	500.00
Norway	kr	500.00
Euro	€	60.00

Available in Hobby Centres for a limited period!



▼ Dúnedain of the North

Sculpted by Alan Perry and Michael Perry, this blister pack contains 3 Dúnedain of the North. These models require assembly.

DÚNEDAIN OF THE NORTH		£10.00
Denmark	kr	75.00
Sweden	kr	85.00
Norway	kr	85.00
Euro	€	60.00



▼ Witch-king of Angmar

Sculpted by Alan Perry and Steve Saleh, this blister pack contains 1 Witch-king of Angmar on foot and 1 Witch-king of Angmar on horseback.

These models require assembly.

WITCH-KING OF ANGMAR		£12.00
Denmark	kr	125.00
Sweden	kr	150.00
Norway	kr	150.00
Euro	€	17.50



▼ Arwen

Sculpted by Juan Diaz, this blister pack contains 1 Arwen on foot and 1 Arwen on horseback.

These models require assembly.

ARWEN		£12.00
Denmark	kr	150.00
Sweden	kr	180.00
Norway	kr	180.00
Euro	€	20.00



NEW RELEASES

WOOD ELF ARMY BOOK

The Wood Elves of Athel Loren are mysterious and secretive beings, rarely seen beyond their forest borders. Those foolish enough to set foot within their woodland realm, invite the fury of the Wood Elves and their Forest Spirit allies, whether in open combat or through sudden ambush.

Warhammer Armies: Wood Elves is one in a series of supplements for Warhammer. Each book in the series describes in detail an army, its history and its heroes. Inside you will find:

The Denizens of Athel Loren

A description of the origins of the Wood Elves and their pact with the forest of Athel Loren. Information on the Wood Elves and Forest Spirits as well as the history of the Wood Elves and how their destiny entwines with the fate of the Warhammer world.

Blessings of Isha

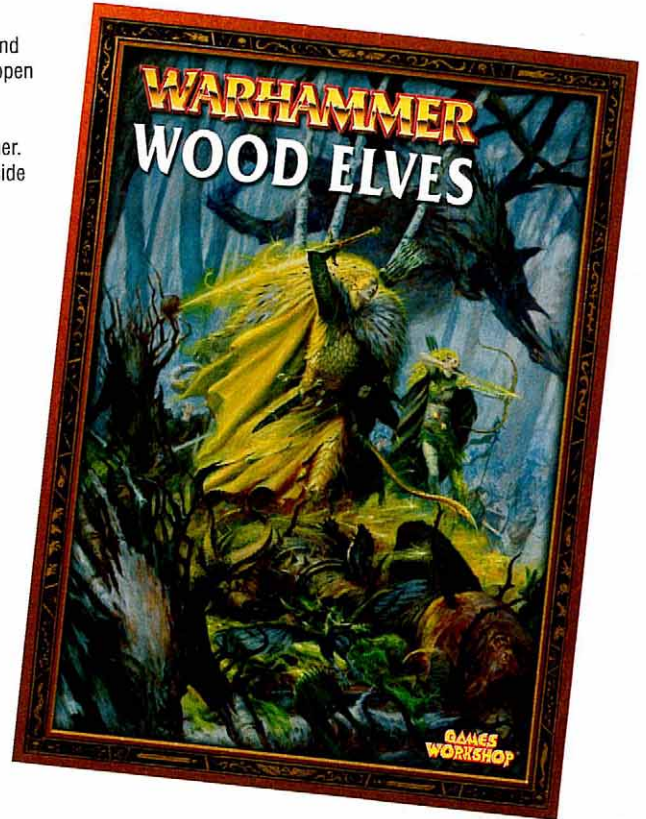
The magic items of the Wood Elves, in addition to the powerful enchantments woven by the Elven Spellcasters.

Lords and Ladies of the Forest

Rules and background for some of the mighty heroes of the Wood Elves: Orion, King in the Woods, the embittered Dryad Drycha, and the mysterious twins Naestra and Arahah.

Collecting a Wood Elf Army

A reference for collectors, introducing the miniatures and suggesting colour schemes for your Wood Elf army.



WOOD ELF ARMY BOOK£12.00

Denmark kr 150.00 Sweden kr 180.00
Euro € 20.00 Norway kr 180.00

WOOD ELF BATTALION

The Wood Elves follow a path walked by no other, and often appear capricious or cruel, though in truth each harmful act they perform is always balanced by one of beneficence. In the defence of their woodland realm, the Wood Elves and their allies are deadly and unforgiving.

This box contains 24 Glade Guard, 8 Glade Riders and 12 Dryads, sculpted by Steve Saleh, Alex Hedström, Aly Morrison, Brian Nelson and Michael Perry.

These models require assembly.



WOOD ELF BATTALION£50.00

Denmark kr 650.00 Sweden kr 750.00
Euro € 80.00 Norway kr 750.00



WOOD ELF DRYADS

Dryads are spiteful and deadly creatures with hearts akin to shards of ice within which there is neither room nor regard for compassion or mercy, merely an uncompromising dedication to Athel Loren that makes even the most heartfelt vows of Elf or Man seem trivial by comparison.

*This box contains 12 Dryads, sculpted by Aly Morrison and Brian Nelson.
These models require assembly.*

WOOD ELF DRYADS£18.00		
Denmark	kr 225.00	Sweden	kr 270.00
Euro	€ 30.00	Norway	kr 270.00



WOOD ELF GLADE GUARD

When an Elf comes of age, he or she will be formally inducted into their household's Kinband of Glade Guard, and given responsibility for patrolling a section of the forest. When Athel Loren goes to war, the Glade Guard form the bulk of the army, a deadly core of skilled archers that can often put a foe to flight before the battle has truly joined.

*This box contains 16 Glade Guard, sculpted by Steve Saleh and Alex Hedström.
These models require assembly.*

WOOD ELF GLADE GUARD£18.00		
Denmark	kr 225.00	Sweden	kr 270.00
Euro	€ 30.00	Norway	kr 270.00



NEW RELEASES

WOOD ELF GLADE RIDERS

The Glade Riders are perhaps the greatest horse-warriors of the Old World, their Elven reflexes allowing them to perform all manner of seemingly reckless acts that are far beyond the abilities of lesser races. Whether firing backwards while riding full pelt through deep woods or darting through the ranks of surprise enemy outriders, Glade Riders routinely survive their escapades unscathed through a formidable combination of graceful skill and unflappable confidence.

This box contains 8 Wood Elf Glade Riders, sculpted by Steve Saleh and Alex Hedström. These models require assembly.

WOOD ELF GLADE RIDERS	£18.00
Denmark kr 225.00	Sweden kr 270.00
Euro € 30.00	Norway kr 270.00



WOOD ELF TREE KIN

Athel Loren is inhabited by many strange and powerful beings, many of whom are as ancient as the forest itself. They watch over those that enter their realm with distrust and suspicion. In spirit form, these creatures are insubstantial, and may appear as little more than glowing spheres of light, though they can take physical form at will, and change their shape at whatever whim takes them. In times of conflict these spirits can bind themselves to the husks of dead trees, making the silent form uproot itself and meld into a powerful shell with which they can oppose interlopers.

This blister pack contains 1 Tree Kin, designed by Trish Morrison. This model requires assembly.

WOOD ELF TREE KIN	£9.00
Denmark kr 100.00	Sweden kr 120.00
Euro € 13.00	Norway kr 120.00



BRANCHWRAITH DRYCHA

Most believe that Drycha lost her mind when Morghur's death soured the ground of the Glade of Woe, the area of Athel Loren to which she was bound. However, in truth the Branchwraith was capricious and hostile for many years before this. As with many of Loren's spirits, Drycha is incredibly old, and is said to remember the days before the coming of the Elves.

This blister pack contains 1 Branchwraith Drycha model, sculpted by Juan Diaz. This model requires assembly.

BRANCHWRAITH DRYCHA	£6.00
Denmark kr 60.00	Sweden kr 70.00
Euro € 8.00	Norway kr 70.00



WOOD ELF SPELLSINGERS

Like all of their race, the Elves of Athel Loren are intrinsically magical beings, their consciousness residing on the physical and magical planes in equal measure. In most, their talent is too weak to be developed, but in truly gifted individuals it can be shaped into a tool of great power.

This blister pack contains 1 Spellsinger model, sculpted by Steve Saleh and Alex Hedström.

WOOD ELF GLADE SPELLSINGERS£5.00

Denmark	kr 60.00	Sweden	kr 65.00
Euro	€ 8.00	Norway	kr 65.00



WOOD ELF WARHAWK RIDER

Flying high above the treetops of Athel Loren, the Warhawk Riders scout the area for approaching enemies. They are skilful enough to guide their Warhawks down through the trees to strike at intruders should occasion demand it.

This blister pack contains 1 Wood Elf Warhawk Rider, sculpted by Steve Saleh and Trish Morrison.

This model requires assembly.

WOOD ELF WARHAWK RIDER£9.00

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



NEW RELEASES

WOOD ELF WAYWATCHER LORD

Long years of practice with their chosen weapon has left each Waywatcher capable of a tremendous rate of fire, able to loose an unerring stream of black-shafted arrows one after another, seemingly without pause and without loss of accuracy.

This blister pack contains 1 Wood Elf Waywatcher Lord, sculpted by Alex Hedström.

This model requires assembly.

WOOD ELF WAYWATCHER LORD£6.00

Denmark	kr 75.00	Sweden	kr 80.00
Euro	€ 10.00	Norway	kr 80.00



WOOD ELF LORD WITH GREAT WEAPON

The lords and ladies of Athel Loren have led the Asrai in peace and war since the Elves first came to the forest. Wood Elf nobles commonly inherit rank according to the station of their birth, though it is not unknown for a valourous individual to be elevated to higher authority – the Elf chosen by the Wild Riders to become Orion, for example.

This blister pack contains 1 Wood Elf Lord with great weapon, sculpted by Alex Hedström.

This model requires assembly.

WOOD ELF LORD WITH GREAT WEAPON£6.00

Denmark	kr 75.00	Sweden	kr 80.00
Euro	€ 10.00	Norway	kr 80.00



WOOD ELF WAYWATCHERS

Guardians of the paths leading into Athel Loren, the Waywatchers are silent and deadly sentinels. They are masters of concealment, and have trained themselves so that they can lie unnoticed and unmoving for days on end before springing into action to slay a startled and unfortunate prey.

This blister pack contains 3 Waywatchers, sculpted by Gary Morley.

These models require assembly.

WOOD ELF WAYWATCHERS£6.00

Denmark	kr 75.00	Sweden	kr 80.00
Euro	€ 10.00	Norway	kr 80.00



MOUNTED WOOD ELF LORD

Each Highborn, no matter his or her rank, is required to keep his domain free from intruders, and has the ultimate responsibility over the area of the forest in which his followers dwell.

This blister pack contains 1 mounted Wood Elf Lord, sculpted by Steve Saleh.

This model requires assembly.

MOUNTED WOOD ELF LORD£9.00

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

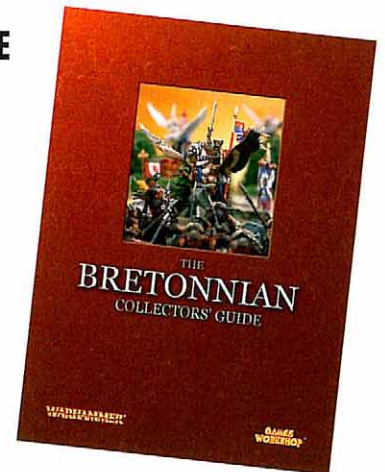


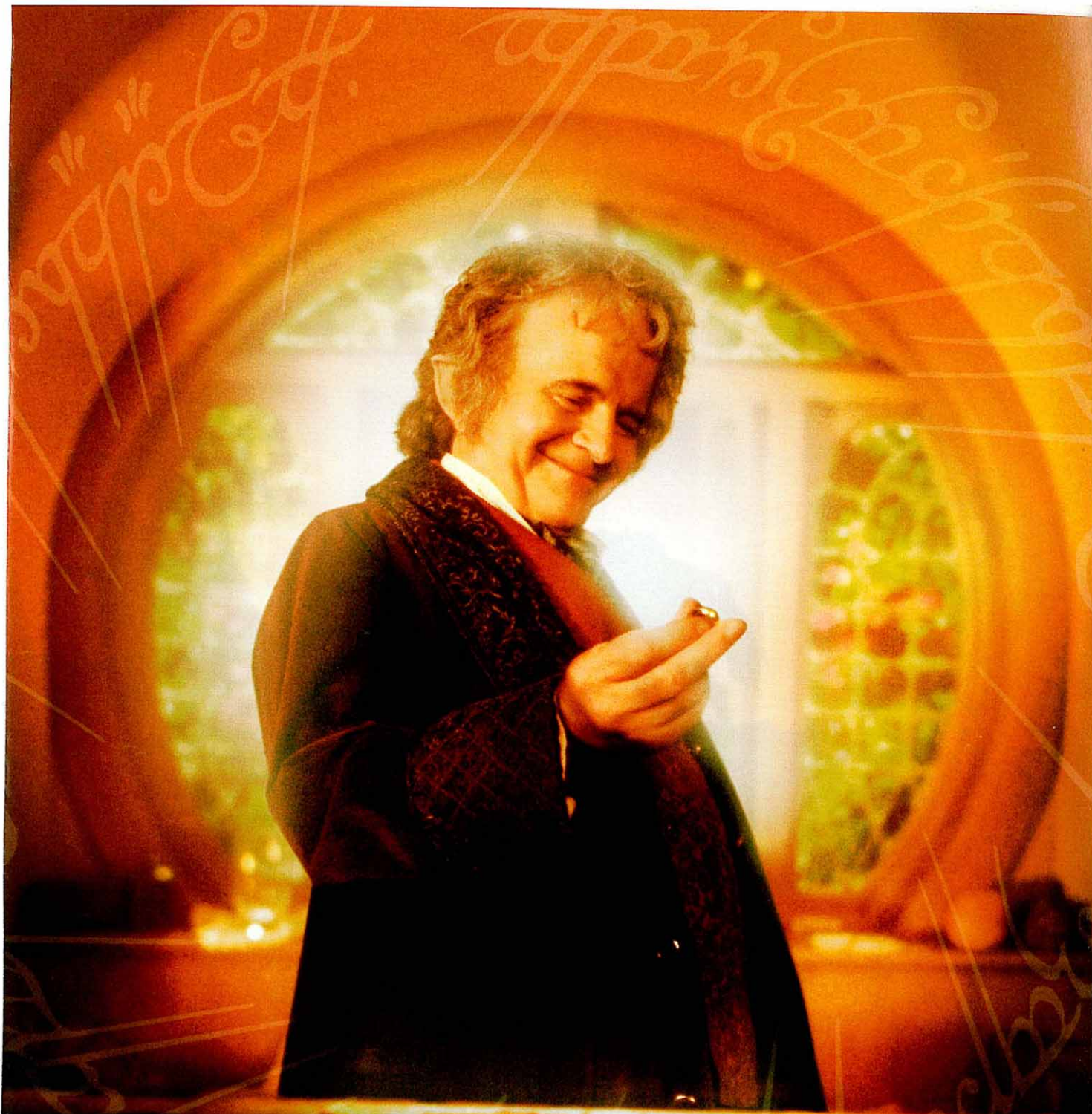
BRETONNIAN COLLECTORS GUIDE

Calling all Bretonnian players or those wishing to deploy an army of chivalrous knights ready to gain the honour of the Lady of the Lake. Featuring Classic miniatures, the entire Bretonnian range, Collector's models, showcase armies and more, this book is an invaluable aid to all who wish to serve King Louen Leoncoeur.

BRETONNIAN COLLECTORS GUIDE£5.00

Denmark	kr 60.00	Sweden	kr 65.00
Euro	€ 8.00	Norway	kr 65.00





THE LORD OF THE RINGS

STRATEGY BATTLE GAME

• Escape from Dwarrowdelf:
Battle Report

• The Road Goes Ever On:
Designers' Notes

• Victory Assured:
Tactics

One rules manual
to rule them all!™

The road



Above: A Ringwraith, Dunedain and Gildor Inglorion, just a few of the models soon to be released.

**The Battle for Middle-earth continues!
Buy these products from October 2005
Available to Advance Order now!**

goes ever on...

Alessio Cavatore heralds a new age for The Lord of the Rings Strategy Battle Game. It is an exciting time for games set in Middle-earth as Alessio looks at how the rules have been fine-tuned to make games run smoother than ever. We open the Mines of Moria box, take a peek at The Fellowship of the Ring and reveal a little of what is to come in the future. If you don't play, there's never been a better time to start...

Alessio: Greetings fellow players of The Lord of the Rings Strategy Battle Game. Starting from this summer, we will be entering a new stage in the life of our game – you could say that the game has come out of its adventurous youth and has now entered its full maturity, establishing itself as one of Games Workshop's core systems alongside its two older siblings: Warhammer and Warhammer 40,000. The worldwide community of hobbyists who share a passion for this game is constantly growing, as are the number of independent websites, gaming events and clubs that focus on The Lord of the Rings Strategy Battle Game.

There are more and more people out there that share our love for JRR Tolkien's novels and our game. Spurred on by all this enthusiasm, Games Workshop will continue to give The Lord of the Rings hobbyists all the attention they deserve.

One Rules Manual To Rule Them All

On 8th October we're launching a new rules manual collating all the rules material from the previous manuals – The Fellowship of the Ring, The Two Towers and The Return of The King – and supplements – Shadow & Flame, The Siege of Gondor, The Battle of Pelennor Fields and The Scouring of the Shire, bringing everything together in one place. As well as the rules, this precious tome contains the profiles of all the models currently in our range, making it a must-have for any hobbyist. The book also includes an extensive hobby section, which collects ideas, advice and experts' tips about all aspects of our The Lord of the Rings Strategy Battle

Game. This covers collecting, modelling, painting, terrain building as well as extra rules and other ways of playing with your collection of models. Examples of these alternative gaming ideas are the Coastal Raids set of rules and Battle Scenarios

You'll notice that, unlike its predecessors, this rules manual does not include any scenarios, but don't worry, the plan is to make them available in dedicated supplements, setting them neatly within an exciting campaign.

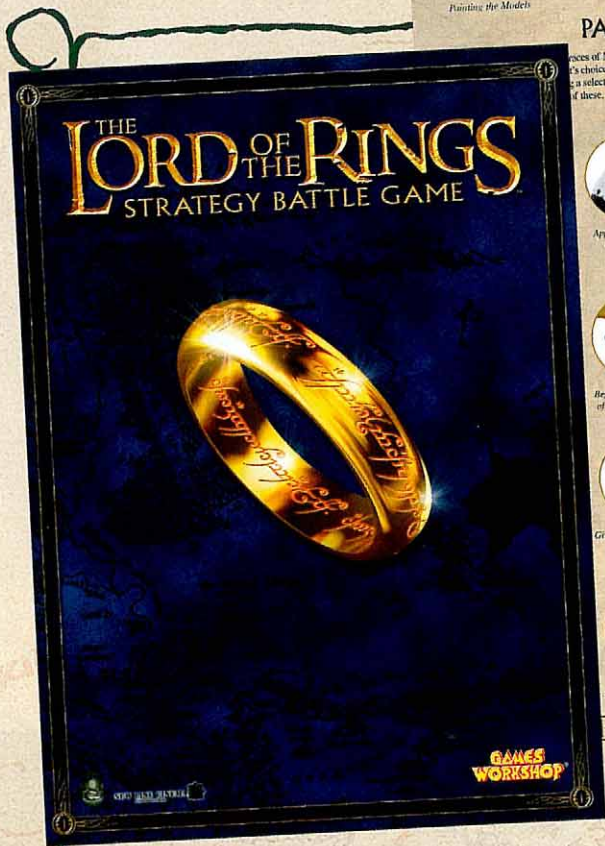
Telling The Story

The first example will be released simultaneously with the rules – The Fellowship of the Ring. It recreates the journey of Frodo from the Shire to the breaking of the Fellowship at Amon Hen, with many new scenarios (based on both the film and the book!), and is crammed with loads of painting, modelling and scenery-building advice. We will, of course, follow this book with The Two Towers and The Return of The King in the future.

For more information about The Fellowship of the Ring book, see Adam Troke's designer notes in this White Dwarf (page 22).

And don't worry, we will also continue to explore Middle-earth with a series of supplements very similar in format to Shadow & Flame, the Scouring of the Shire and the others.

The first two, to be released in 2006, will be centred on the Easterlings and the Fall of the Necromancer. The Dwarves, the Ents, the Corsairs of Umbar and the Last Alliance are only some of the subjects we'd love to cover at some stage in the future with these supplements, so keep your eyes open...



PAINTING HOBBITS

...of Middle-earth, the Hobbits have no armies. While this means that they don't wear a choice of clothing is different, they tend to share a love of natural colours. On these pages, a selection of colours, commonly worn by Hobbits. When you come to painting your own of these, and combine them as you wish.

WHITE APRON

Apply a basecoat of Fortress Grey.

Add a layer of Skull White.

Finally, stain the apron with watered down Vermil Brown.

LIGHT BROWN UNDERSHIRT

Begin with a basecoat of Snakebite Leather.

Apply a layer of Desert Yellow.

Highlight the undershirt with Khamondo Khaki.

BEIGE HAT

Give the hat a basecoat of Snakebite Leather.

Apply a layer of Desert Yellow.

Highlight with a mix of Khamondo Khaki and Bleached Bone.

ORANGE HAT

The Vermil Brown as the basecoat for the hat.

Apply a layer of Vermil Brown.

Highlight the hat with Bleached Bone.

KNIGHTS OF MINAS TIRITH

...him for is one versatile enough to treat situations. So far the Warriors of a good selection of "core" troops and ten troops, the missing element is especially important when facing large. This can be ably provided by s Tirth.



KNIGHTS

... painted in a similar way to the are in the horses and weapons.

ADDITIONAL COLOURS

- Dark Flesh
- Vermil Brown
- Chestnut Ink

The horses' coats were painted brown with small bits of white around the legs to distinguish them from each other.

Normally, spears, poles and other wooden weapons are made from the lighter heartwood of a tree. The Men of Gondor's weapons will have well as bits of bone as were given an older appearance (in being painted with a basecoat of Bleached Bone). This was achieved by painting strokes of Minot Brown on before the basecoat completely dried.

TS take cavalry horses stand in them you can with the use a plastic Warrior of a dead creature can be used to represent

The new, 240-page full colour rules manual is packed full of hobby tips and features 13 themed force selection sections, all for £30.

THE WORLD IS CHANGING...

Releasing a new edition of The Lord of the Rings game gave Alessio the chance to revamp a few of the rules. These are not major changes, but do much to add to the gaming experience, as he describes below.

The Move Phase

I simplified and shortened the Move phase section of the book by removing the rules for defending barriers. Each successive iteration of these rules had grown in size (mostly due to the siege of Helm's Deep and Minas Tirith playing such a huge part in the last two movies). I decided to dedicate a separate section to this complex matter and move it, together with the bit about defending elevated positions, to the Advanced Rules, as you don't really need to know these rather complicated rules from the start.

The Shoot Phase

Note the change in the Wound chart – Strength 3 wounds Defence 10 on the roll of a 6/6 instead of 6/5 as it used to be... good news for Sauron!

The Fight Phase

Apart from removing the part about Defending Barriers, this section of the core rules remains the same.

Advanced Rules

Defending Barriers

This entirely new section now includes both the bits from the Move phase and the Combat phase, placing them together for ease of reference. There has been a change

in the rules regarding defenders that are attacked by enemies from both across the barrier and on the same side of the barrier as the defender. This has been simplified and is now treated just like a normal multiple fight, the defender losing all advantages of being behind a barrier.

Courage

This is probably the section that contains the most important changes to the rules!

The "All on his Own" test is gone. The reason for its removal is that players very often completely forgot about it. That's normally the signal that a rule is not very intuitive, so I decided to terminate it.

The other major thing that I did not like about Courage was that when a force is broken (a term that means "reduced to 50% of its initial strength"), every model had to take a test every turn, meaning that they spent most of the rest of the game running backwards and forwards. A lot of time and dice rolling for nothing! Also, the Retreat rules were quite complex and easy to misread or exploit. I killed two birds with one stone by changing the rules so that if a model fails this test, instead of retreating, the model is removed as a casualty. This represents the warrior completely losing his nerve, turning tail and deciding to leave the battlefield. As

you probably have guessed, this makes for a faster and more decisive game end, highlighting these tests as very tense affairs indeed and making the leadership of your Heroes even more vital than ever to keep the troops fighting.

To completely get rid of the Retreat rule, I also changed the way Terror works. Now if a model tries to charge a terrifying enemy and fails the test, it freezes on the spot and does not move at all.

Heroes (Might, Will & Fate)

Might and Fate have not changed, but Will has become more useful. The thing I didn't like about Will was that if there wasn't a Wizard in the enemy force, it was completely useless, making it very difficult to assign it a points value when creating characters. So, in order to make it valuable in all circumstances, I've added a further use for it, which also compensates for the more lethal consequences of failed Courage tests described above. As well as casting/resisting spells, points of Will can now be spent to modify the score of Courage tests in exactly the same way as Might (and even in combination with Might). This gives Heroes a better chance of passing those important Courage tests and continuing to lead your troops by example.



The rules for Monstrous Mounts are amongst those to have been revised.

Weapons

From now on all models are assumed to have a hand weapon. Models count as unarmed and suffer the -1 penalty to their Fight value only if their profile specifically says they are unarmed.

Note that this also makes warriors armed with two-handed weapons more versatile, as they can now choose to either fight with their two-handed weapons or with their single-handed weapons.

I have also made Volley Fire a little more difficult, as now you need 10 models to form a group large enough for volley fire. Also, the receiving player allocates any hits, making a large group of firing models better than a small one (with the old rules it was better to fire with two small groups). This way it's more realistic, as the more warriors firing, the higher the chance of hitting the intended target.

Cavalry

I have allowed cavalry models to choose the best Strength, Attacks and Fight skill of the rider and its mount, which means that Warg Riders hit at Strength 4, representing the fact that it's the beast rather than the rider doing the fighting.

Monstrous Mounts now work in combat exactly like other cavalry (which means they get the extra attack on the charge!), though they can still knock down non-monstrous mounts.

Also, if a mount has its own Fight and Attacks value and its rider is killed, the beast is not automatically removed, but tests against its Courage. If the test is passed, the mount continues to fight.

Forces

With the help of Mat Ward, the forces section is no longer organised into Good

and Evil categories, but into themed forces.

This new layout has been created with the intention of helping you to collect forces that are themed, without obliging you to do so. You are still free to mix models if you prefer.

Of course, we seized the occasion to alter a few points values and change a few profiles and special rules here and there. In doing so, we were guided by two principles (which, funnily enough, occasionally conflicted with each other):

1. Make the game more exciting and loyal to the book (see the rules for the Elven Rings and the magical powers of Elrond).
2. Iron out any problems and achieve a sleeker gaming experience.

We hope you enjoy it!

STRIKES AGAINST MOUNTED MODELS

It is assumed that a horse is able to turn its head to look in any direction. This is the reason that the horse's head is assumed to be the front of the model. If a mounted warrior is hit by a missile or a sword, the missile or sword is assumed to hit the horse's head. If the horse is hit in any other place, the missile or sword is assumed to hit the horse's body.

If the horse is hit in the head, the rider is assumed to be hit. If the horse is hit in any other place, the rider is assumed to be hit only if the rider is hit in the head.

If the horse is hit in the head, the rider is assumed to be hit. If the horse is hit in any other place, the rider is assumed to be hit only if the rider is hit in the head.

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If the horse is hit in the head, the rider is assumed to be hit. If the horse is hit in any other place, the rider is assumed to be hit only if the rider is hit in the head.

Elven Riders (see page 24) are assumed to be able to turn their heads to look in any direction. This is the reason that the horse's head is assumed to be the front of the model. If a mounted warrior is hit by a missile or a sword, the missile or sword is assumed to hit the horse's head. If the horse is hit in any other place, the missile or sword is assumed to hit the horse's body.

If the horse is hit in the head, the rider is assumed to be hit. If the horse is hit in any other place, the rider is assumed to be hit only if the rider is hit in the head.

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If the horse is hit in the head, the rider is assumed to be hit. If the horse is hit in any other place, the rider is assumed to be hit only if the rider is hit in the head.



ATTACHED FROM TWO SIDES

A model is attached from two sides if it is attached to the top of a vertical surface by a ledge or a shelf. This is the case for models attached to the top of a wall or a platform. Models attached to the top of a wall or a platform are assumed to be able to see over the wall or platform.

FALLING OFF

A model is assumed to fall off a vertical surface if it is attached to the top of the surface by a ledge or a shelf. This is the case for models attached to the top of a wall or a platform. Models attached to the top of a wall or a platform are assumed to be able to see over the wall or platform.

DEFENDING ELEVATED POSITIONS

A model is assumed to be able to defend an elevated position if it is attached to the top of the position by a ledge or a shelf. This is the case for models attached to the top of a wall or a platform. Models attached to the top of a wall or a platform are assumed to be able to see over the wall or platform.



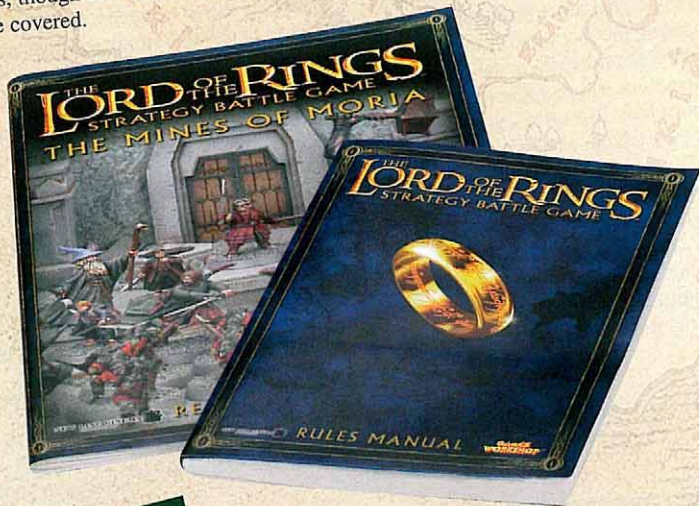
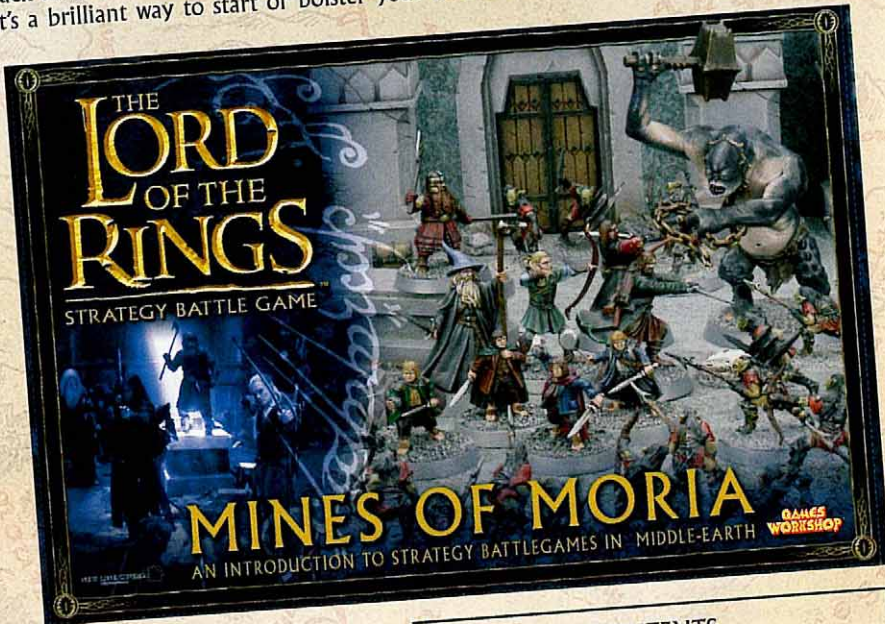
The rules for Defending Barriers have been moved to their own section.

THE MINES OF MORIA

Out alongside The Lord of the Rings hardback rules manual is the Mines of Moria, a boxed set that gives you everything you need to play the game straight away! It's a brilliant way to start or bolster your collection.

The first thing you notice when you crack open the Mines of Moria boxed set is just how much stuff you get! Designed along the same lines as our Battle for Macragge boxed set, The Mines of Moria is not only rammed full of enough plastic models to make you weep (many of which you will not find elsewhere), but it is also a fantastic introduction to the game, as it includes a 32-page booklet which introduces the rules through a series of simple scenarios.

Also included is a cut-down version of the rules manual. This mini-manual is small enough to fit in your figure case, yet includes exactly the same rules section as the full rules manual, making it useful for hobbyists that travel a lot to clubs, tournaments and other gaming events. The only differences, in fact, are the absence of the extended hobby section, and some of the profiles, though all our most popular models are covered.



CONTENTS

- 112-page full colour rules manual
- 32-page Getting Started book
- 34 highly detailed plastic miniatures:
Frodo; Sam; Merry; Pippin; Gandalf;
Aragorn; Boromir; Legolas; Gimli;
- 24 Moria Goblins and Cave Troll
- Balin's Tomb terrain pieces
- Dice and The Ring.

THAT'S TONS OF HOBBY GREATNESS FOR ONLY £40

Moria Exclusive!

An all-new Fellowship in fighting poses comes in the box, great for playing many scenarios.



Aragorn



Boromir



Legolas



Gandalf



Gimli



Frodo



Merry



Pippin



Sam



Moria Exclusive!

One of the best things about the new boxed set is the plastic scenery, a small sample of which is shown above. There are pillars, dead Dwarfs, the Book of Mazurbul, and a door perfect to crash an angry Troll through. There is also Balin's tomb itself, enough pieces altogether for you to stage an accurate re-enactment of one of the movie's finest moments.



Moria Exclusive!

"They have a Cave Troll", and now so do you, one with two weapons options at that! You won't find this big fella anywhere else – he's exclusive to the box.



Also included in the set are no fewer than 24 Moria Goblins. Two dozen of these lesser Orcs are enough to even give the Fellowship a headache. Add a Goblin Drum and a Balrog, and you'll have enough evil power to challenge even the mightiest of foes.



Recreate all the best scenes from the films – can your Fellowship escape the Chamber of Mazurbul?

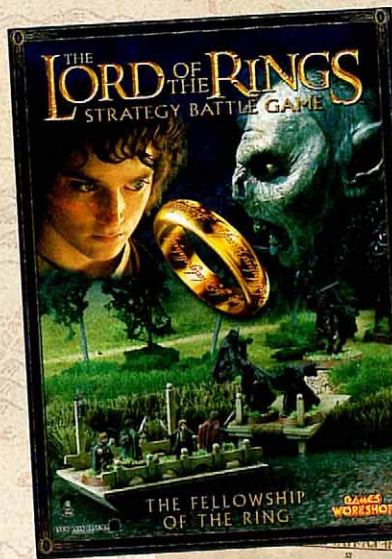
THE FELLOWSHIP OF THE RING

The Fellowship of the Ring is the first in a new range of supplements expanding the hobby and gaming elements of The Lord of the Rings Strategy Battle Game. Adam Troke talks to the guys behind the book and takes a look inside.

As the new rules manual is not film specific, it has given us a chance to revisit The Fellowship of the Ring with the most in-depth The Lord of the Rings supplement yet. Mat Ward, one of the book's authors, explains. "We wanted to merge all aspects of the hobby, and my part of this was from a gaming point of view. We needed an exhaustive list of scenarios, each one covering a skirmish or a battle that helps to tell the story of the Fellowship and their quest to destroy The One Ring. Originally I wrote 20 scenarios for this book, but there was so much other material to put into it, that two of them had to go. Both of those were good scenarios," he adds modestly, "so expect to see them in White Dwarf or on the website at some point soon."

The 18 scenarios that made it into the book begin with the Ringwraiths entering the borders of the Shire, and the Dúnedain Rangers attempting to bar their way. The action continues from there and follows Frodo and his companions as they escape to Bree and meet up with Aragorn. All the major events of The Fellowship of the Rings movie are depicted, along with a few that are related in the book alone.

"If you're new to the hobby, The Fellowship of the Ring is the obvious route to take after playing The Mines of Moria boxed game," Mat adds. "while veterans of the hobby will enjoy the scenarios and scenery projects that the book includes."



GIMLI

Use the correct size of Hobbiton to the correct size of the Ring. The Ring is the size of a small die, and the Ringwraiths are the size of a large die. The Ring is the size of a small die, and the Ringwraiths are the size of a large die.

- Gimli: 10mm
- Gandalf the White: 15mm
- Aragorn: 15mm
- Legolas: 15mm
- Sam: 10mm
- Merry: 10mm
- Pippin: 10mm
- Theoden: 15mm
- Eowyn: 15mm
- Merry and Pippin: 10mm
- Sam: 10mm
- Merry and Pippin: 10mm
- Sam: 10mm

COMBAT

Use the correct size of Hobbiton to the correct size of the Ring. The Ring is the size of a small die, and the Ringwraiths are the size of a large die. The Ring is the size of a small die, and the Ringwraiths are the size of a large die.

POSITIONS

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CREATURES OF THE MISTY MOUNTAINS

The Misty Mountains play host to a variety of creatures, from the hairy orcs, to the vicious, fire-breathing Balin. The Misty Mountains play host to a variety of creatures, from the hairy orcs, to the vicious, fire-breathing Balin.

GORLIN

- 10mm
- 15mm
- 20mm
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- 45mm
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- 60mm
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- 70mm
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- 85mm
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- 100mm

TENTACLES

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- 95mm
- 100mm

MORIA BASING

The Misty Mountains play host to a variety of creatures, from the hairy orcs, to the vicious, fire-breathing Balin. The Misty Mountains play host to a variety of creatures, from the hairy orcs, to the vicious, fire-breathing Balin.

CAVE TROLL

The Misty Mountains play host to a variety of creatures, from the hairy orcs, to the vicious, fire-breathing Balin. The Misty Mountains play host to a variety of creatures, from the hairy orcs, to the vicious, fire-breathing Balin.

DWARROWDELF

The Misty Mountains play host to a variety of creatures, from the hairy orcs, to the vicious, fire-breathing Balin. The Misty Mountains play host to a variety of creatures, from the hairy orcs, to the vicious, fire-breathing Balin.

BUILDING DWARROWDELF

The Misty Mountains play host to a variety of creatures, from the hairy orcs, to the vicious, fire-breathing Balin. The Misty Mountains play host to a variety of creatures, from the hairy orcs, to the vicious, fire-breathing Balin.

MATERIALS

- 10mm
- 15mm
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- 55mm
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- 75mm
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- 85mm
- 90mm
- 95mm
- 100mm

KHAZAD-DUM

The Misty Mountains play host to a variety of creatures, from the hairy orcs, to the vicious, fire-breathing Balin. The Misty Mountains play host to a variety of creatures, from the hairy orcs, to the vicious, fire-breathing Balin.



Setting The Scene

Dominic Murray is the newest member of the Design Studio Hobby team, and had a key role in the writing of *The Fellowship of the Ring*: “It’s important to know that this is the first in a new series of books,” Dom says. “The *Fellowship of the Ring* will, of course, be followed in time by *The Two Towers* and *The Return of the King*. Since the films for each of those has been released, we’ve all seen things in them that we want to represent in the game, and this will be the perfect opportunity to revisit them and tell our favourite stories in more detail than we have before. Each of these books will build on one another, introducing more skills and more complex modelling guides. What *The Fellowship of the Ring* does is teach you to paint the models, create awesome scenery and re-enact all the major battle scenes from the book and film. You’ll start by drybrushing Ringwraiths and flocking a board, but soon you’ll have painted the whole Fellowship, built Balin’s Tomb, reproduced the watchtower of Amon Sûl and put together loads of other great scenery too.”

Like most people who have had input on the project, Dom is especially keen on the scenery built to represent *The Fellowship’s* perilous flight from Dwarrowdelf. “It’s the way it all came together that is so good. It’s really, really simple and it looks

stunning.” The series of walkways and steps that create the Dwarrowdelf scenery were actually Mat Ward’s idea, Dom tells us. “He had this crazy idea for the board, that he’d tried to explain several times,” Dom explains. “Nobody had really figured out what he meant until he showed us his idea in a design meeting. He made a mock-up to show us how it would work, and it really does. The scenery you make for your Balin’s Tomb board becomes the walkways of Dwarrowdelf and then the Bridge of Khazad-dûm.”

The reusable nature of the scenery is something that continues throughout the supplement. Very few items in the book are one-use only. “When I spend time and money making something, I want to know I am going to get good use out of it,” Dom says. “Even Amon Sûl can be broken up, so that you can use it as Númenórean ruins. If gamers build their scenery collections up as they go, there are going to be some great looking games of *The Lord of the Rings* being played out there.”

All of the scenery that appears in *The Fellowship of the Ring* book has been worked on, at some point, by scenery guru Mark Jones – a real veteran of the Hobby team. His role in the project was to come up with simple and effective ways of making all the scenery, so that it could be

reproduced effectively in stages by the rest of the Hobby team.

“Coming up with the different terrain pieces was easy, since all the terrain for the scenarios was already described,” Mark says, “The idea behind it all is beautifully simple. Even a total beginner can tackle the stuff at the beginning of the book – painting a board and carving a hill out of polystyrene. Hopefully, soon they will have developed the skills and confidence to tackle the more challenging things like Amon Sûl.”

Amon Sûl, set on the hill of Weathertop, is the scene of the epic confrontation between Gandalf and the Nazgûl, and the attack of the Ringwraiths on Strider and the Hobbits. “To make Amon Sûl, we studied the scenery piece made by Forge World, using that to get an idea for how we would make our own,” Mark tells us. “I started by making a basic mock-up and broke that down into obvious sections. Once I was confident that I had it right, I sat down with the rest of the Hobby team (Steve, Dominic and Adi) and got their input on it too. We tried hard not to make it too complex, so we used tricks like adding the plastic king statue that comes in the Ruins of Middle-earth scenery set. It looks good, and it’s a lot easier than carving your own!”



Bringing Words To Life

Alan and Michael Perry have been heavily involved in every The Lord of the Rings project that Games Workshop have undertaken, and The Fellowship of the Ring is no exception. Between them they have sculpted the Dúnedain Rangers, new Ringwraiths, Gildor and Gandalf the Grey on Horseback and worked on the plastic Cave Troll and The Fellowship of the Ring found in the Mines of Moria.

"Gildor is really the first Elf I have worked on for The Lord of the Rings," Alan points out. "At least, the first that isn't Legolas." Gildor Inglorion is one of the Elves that the Hobbits meet as they are fleeing the Black Riders on their way to Bree. He's a character that doesn't appear in the movie, so his appearance needs to be distinct from the Elves of the film, whilst still retaining the distinctive feel of Middle-earth. "He's got dagging on the bottom of his tunic," Alan explains. "It's a very traditional fantasy image, borrowed from a 14th Century historical archetype, and very appropriate for an Elf like Gildor. He has firm, pleasant facial features and a hairstyle that is typically Elven."

The Dúnedain Rangers are another thing that readers of the book will be familiar with. Although their actions are only alluded to, their influence is clear. "These Men are the thin green line around the Shire," Michael tells us. "Each one of these looks like an individual, with a very 'woodland' theme – Men meet Elves!

They have the same quivers as the Rangers of the North sculpted by Gary Morley, which helps with the continuity, and each one has an action pose. We wanted to make them look like 'hit-and-run' troops."

When it came to adding four more Nazgûl to the existing Ringwraiths, the Perrys turned to one of the pivotal scenes from The Fellowship film. "There was lots of watching the attack at Weathertop, looking at the poses on the Ringwraiths. Quite a few hours, just on that one scene.

"They had to look great, be different from the existing five Ringwraith models and still work in the mould."

All-Action Sculpting

Dave Thomas is best known for his work on miniatures for Warhammer 40,000, including Marneus Calgar and the Space Marine Command squad. He and Juan Diaz were asked to sculpt the new boxed set of the Fellowship. "The brief we were given was to sculpt them in 'all-action' poses. They needed to be in positions and carrying weapon options that didn't already exist as models," Dave recalls.

Juan made Legolas and Gimli, Merry and Pippin. Dave sculpted Gandalf, Boromir, Aragorn, Frodo and Sam.

"Each of the models, with the exception of Gandalf, is decked out how they were at Amon Hen. We both used the Amon Hen scene from the film as our cue, looking for distinctive images," Dave says, explaining his choices, "Frodo is running

away from Boromir, looking over his shoulder as he flees. He's running scared. Sam is also running, chasing after 'Mister Frodo' towards the boat."

"Boromir is running to rescue Merry and Pippin, just like he does in the film, where he takes out the Uruk-hai with the two-handed axe. Aragorn is the odd one out really, since he's wearing Boromir's bracers. So it's obviously after Boromir has died, when they're getting ready to chase after the Uruk-hai."

"The theme of the set is the breaking of the Fellowship, which really takes place at Amon Hen, but we really had to include Gandalf," Dave adds, "so Gandalf is modelled to represent him as he was when he left the Fellowship – at Khazad-dûm." The other models in the set are sculpted by Juan Diaz and all continue the theme of motion and action. Legolas looks like he is hacking his way through the Uruks with his knives, whilst Gimli is about to deliver a throwing axe to an unfortunate victim. Merry and Pippin, meanwhile, look set to pounce on one of the Uruks attacking Boromir.

"It certainly wasn't easy for us," Dave points out. "With Warhammer 40,000 and Warhammer we have a different set of restrictions. Models for The Lord of the Rings need to be made to a smaller, more realistic scale than other Citadel miniatures, and they need to meet external approval too. It's a very different process, and it gives us very different challenges."

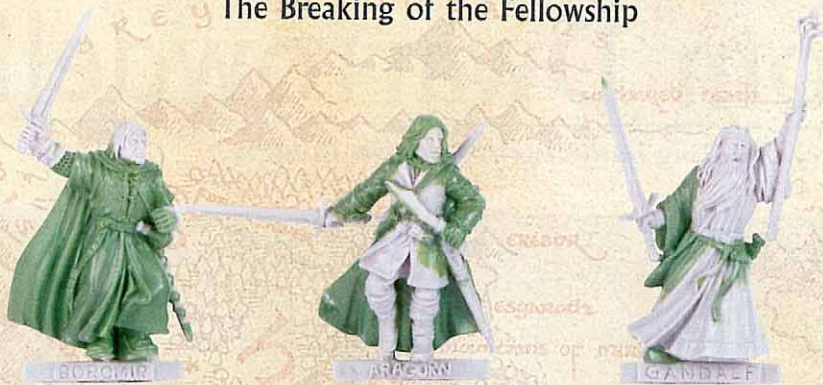
Nine Ringwraiths



Witch-king of Angmar

At last you can have all nine Ringwraiths in your games!

The Breaking of the Fellowship



Dave Thomas's greens and the finished models for some of the Fellowship.



Boromir

Aragorn

Gandalf



Frodo

Gimli

Legolas



Pippin

Merry

Sam

More models!

There are plenty more models and supplements planned for The Lord of the Rings over the coming year. Below are some of the models being released in conjunction with The Fellowship of the Ring supplement.



Gildor Inglorion



Dúnedain

The Future

This is but the merest fraction of what we have planned for you. There will be a series of supplements following on from The Fellowship of the Ring, which will explore Middle-earth much in the same vein as Shadow and Flame, The Scouring of the Shire and The Siege of Gondor did. The first to be released is A Shadow in the East, a book detailing the lands of the Easterlings. This will be accompanied by some fantastic new models and is scheduled for 2006. After that we have ideas for supplements on The Fall of the Necromancer, The Last Alliance, the Dwarves, the Corsairs of Umbar and more...

Escape from Dwarrowdelf

The Fellowship of The Ring battle against Moria Goblins

Veteran of The Lord of The Rings Strategy Battle Game, Adam Troke rallies the foul Goblins of Moria in a bid to halt Frodo and his friends under the command of Steve Cumiskey. The Fellowship are fleeing Darrowdelf and the wrath of a Balrog. The scene is set for a formidable showdown...



Hunt the Hobbit

Adam: I'm in the very fortunate situation of having played this scenario several times already. When Mat and I were playtesting the Fellowship book, we played it quite a few

times, ironing out the creases. This means I should be at quite an advantage for this battle report, something that feels good, if I'm honest.

The Evil forces enter play in this scenario in a very random fashion, determined by the chart in the scenario special rules, which limits how well I can plan my tactics. Ideally I'll be able to muster a decent sized force in front of the Fellowship and slow them down before they make too much progress along the walkways. If I commit my forces before I have enough models to put up a decent resistance to the Fellowship then I'll have little chance of victory, as there's a risk that the Fellowship will use heroic combats to gain ground. I need to hold them up for long enough to start causing some serious wounds on the members of the Fellowship, grinding them down in a war of attrition. My shooting will only be so much use, since Gandalf will almost certainly cast *Blinding Light*, so any damage I do will really have to be given out in the Fight phase. As long as I can hold them, I can recycle my Goblin Captains and Cave Troll, using their superior prowess to gradually wear down the Nine Walkers. My plan then is simple: slow them down with my superior numbers, use the time that the Goblin rank and file buy me to bring in reinforcements, and win the fight by putting enough bodies in front of the enemy.

The scenario special rules also provide a great additional advantage for the Evil player, in the form of the Unstable Realm special rule. This represents the crumbling



walkways of Moria, and can really work in my favour. Forcing the Good models to make Jumping rolls will really slow Steve's models down, whilst my Goblins will be completely unaffected.

All I need to do is get a little bit lucky, and keep my eye on the target...



Protect the Ringbearer

Steve: Most of my time playing The Lord of The Rings has involved pretty straightforward, stand-up battles, but after playing in that style for a while now,

I've begun to appreciate more and more the delights of a small cast of characters in a tricky situation. This means you've got to change the way you'd normally approach the game, especially if it takes place in or around a set of terrain. Following the escape of the Fellowship through Dwarrowdelf is that kind of scenario.

I've been spending a lot of time recently building the terrain for The Fellowship of The Ring book. So much time, in fact, that I haven't had much of a chance to use it, so this is a game that I've been looking forward to for some time. Needless to say, I'll be trying to get as much of the Fellowship off the board alive as I can, but the most important member, as always, is Frodo; if I lose him, it's all over.

Despite the relatively slow walking pace of the Hobbits, I expect to make rapid progress in the first few turns – Adam's forces will be coming on mainly from the south edge of the board, while any Goblins entering the board behind me will be arriving in small numbers so shouldn't prove much of a problem. The trouble will come when the forces from the far end of the board meet my models somewhere near the middle. When this happens, I'll start to make very slow progress indeed, which means suffering a persistent rain of arrows, allowing any following Goblins to catch up.

I'm going to lead off with two powerful fighters – Boromir and Gimli; they'll hopefully be able to batter aside most of the opposition ahead of the group. At the rear, I'll have Aragorn and Legolas. They're fast enough to catch up with the rest of the group if they need to, and can even cycle to the front if Boromir or Gimli start to flag. They can also provide some shooting as they'll be higher up than the rest of the Fellowship. The rest will go in the middle surrounding Gandalf, whose *Blinding Light* spell should, hopefully, give some protection for the group against Goblin arrows.

This should work out well, but if I get bogged down I'm going to have to be ready to cycle my rearguard to the front of the group. I'll also have to remember only to use a character's last Might point if I have no other choice – falling down a hole is no way for a great hero to die ...

After a desperate and vicious battle that leaves its mark upon all in the Fellowship, they manage to flee the confines of the Chamber of Mazarbul and escape into the great pillared halls of Dwarrowdelf. It is there that they realise the full horror of their plight – it is not merely Goblins and Trolls that pursue them, but a much greater evil from the earliest days of the world – a Balrog of Morgoth. Against this fell being the Fellowship stand little chance so, exhausted though they are, they make with all speed to the eastern gates of Moria and the Bridge of Khazad-dûm. Before they reach there, however, they must negotiate the spiralling maze of platforms and stairs that serve as defence for the Dwarven realms. A single wrong turn in this crumbling maze could yet tumble one of their number onto the rocks far below, yet there is no time to cautiously negotiate this decaying edifice – the Balrog gains ground with every moment, and the Goblins are still determined to feast on their bones...

Participants

Good

Frodo Baggins
Sam Gamgee
Peregrin Took
Meriadoc Brandybuck
Aragorn
Gandalf the Grey
Boromir of Gondor
Legolas
Gimli, son of Glóin

Evil

2 Goblin Captains
8 Goblins with shields
8 Goblins with spears
8 Goblins with Orc bows
1 Cave Troll

Layout

The scenario is played on a board approximately 24"/56cm by 36"/84cm, representing the torturous span of platforms and staircases that

lead from the halls of Dwarrowdelf to the Bridge of Khazad-dûm. The exact layout of the platform doesn't matter too much, but it should change direction at least three times. Using the scenery you built to make Balin's Tomb, lay your board out as shown on the photograph below. Use your Moria wall to create the rock face; this should be placed about 6"/14cm from the stairs of Dwarrowdelf.

Starting Positions

The Good player deploys his models within 6"/14cm of the north edge of the platform. The Evil player does not deploy any models at the start of the game, they move onto the board as the game goes on.

Objectives

The Evil side wins if five or more members of the Fellowship are slain or if Frodo is slain. The Good side wins if five or more members of the Fellowship (including Frodo) exit the board from the south board edge.

Special Rules

Unstable Realm. There is a long drop from the platforms – if a model leaves the platforms for whatever reason (except for a member of the Fellowship escaping), it is removed from play as a casualty. In addition, whenever both players score a 5 or a 6 on the Priority roll, the Evil player may place a Chasm counter (about 2"/4cm by 1"/2cm) anywhere on one of the platforms. This counts as an obstacle and must be jumped – if the model rolls a 1 whilst jumping a Chasm counter, they fall to their death. Chasm counters cannot be placed within 3"/8cm of each other.

Without Number. It's difficult to be sure how many Goblins are attacking the Fellowship, but they certainly number in the

hundreds, if not thousands – for the duration of this scenario, Evil models will automatically pass Courage tests for being Broken.

Goblin Pursuit. The Fellowship is not being pursued solely by the Balrog – their footsteps are also being dogged by the Goblins of Moria, who are looking to avenge their fallen. At the end of each Evil Movement phase, the Evil player rolls a D6 – this is the number of Goblins that have caught up with the Fellowship. He then selects this number of Goblins (in any combination) from the models not in play (including those that have previously been slain) and rolls a D6 for each to determine where it appears.

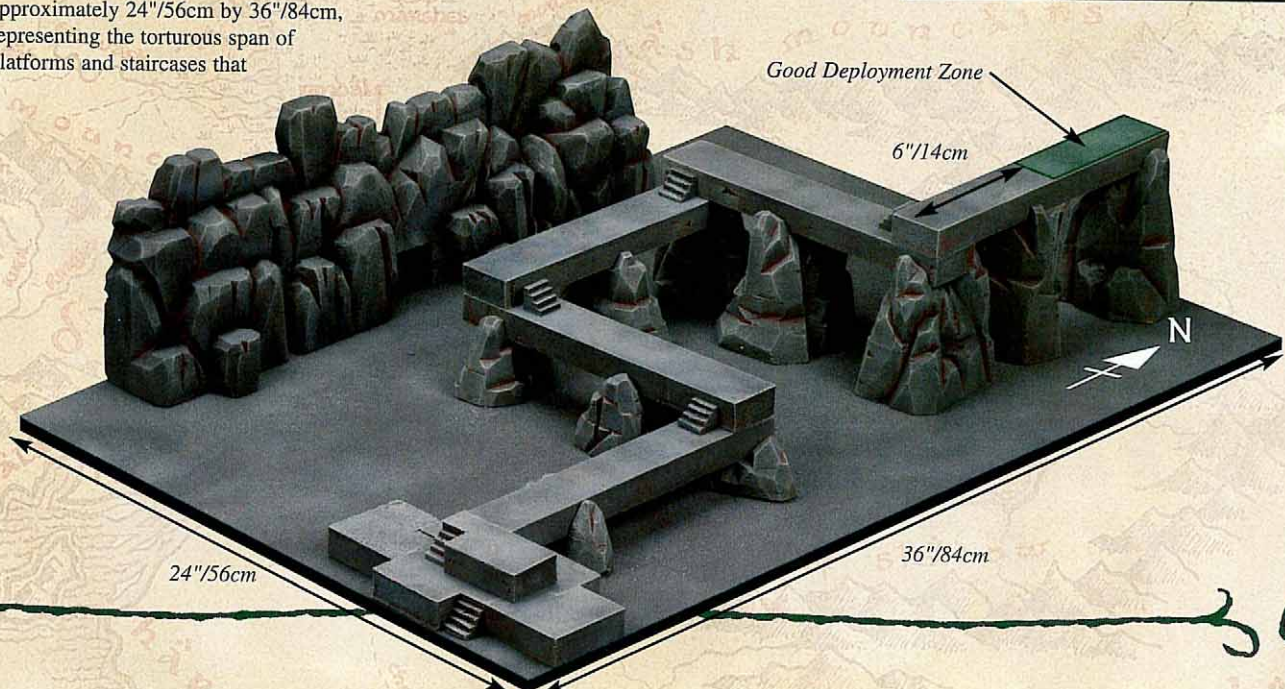
D6 Result

- 1 The Goblin moves onto the board from the north edge.
- 2-5 The Goblin moves onto the board from the south edge.
- 6 The Goblin moves onto the board from an edge of the Evil player's choice, including the second platform.

The Cave Troll and Captains can be brought into play in this way, but the Captains count as three Goblins and the Cave Troll counts as five Goblins. Reinforcements cease once a member of the Fellowship exits the board.

Points Match

To play this scenario with alternative participants, choose an Evil force approximately a third of the size of the Good force – ie, if the Good force is about 900 points in size, the Evil force should be around 300 points. The Good side should be composed entirely of heroes.





Crossing Chasms

The chasms in this scenario represent parts of the walkways literally falling away. These can only be crossed with a successful Jump test, making them a perilous risk to any model without Might points. Additionally, they are ideal places for warriors to hold off the enemy with any model that defends one counting as though they are defending an obstacle – both Legolas and Gandalf use chasms in this way in this battle, holding back more numerous foes to allow their friends to get away.

The Chase Begins – Turns 1-7

With Gimli and Boromir leading from the fore, the Fellowship of the Ring began their perilous journey across the unstable walkways. Gandalf whispered the secret words that allowed the tip of his staff to burst into light and a dazzling white aura enveloped the Fellowship as they hurried along their way. Steve kept the aged wizard in the centre of the Fellowship's formation where his *Blinding Light* spell could be of the most use, while Aragorn and Legolas protected the rear,

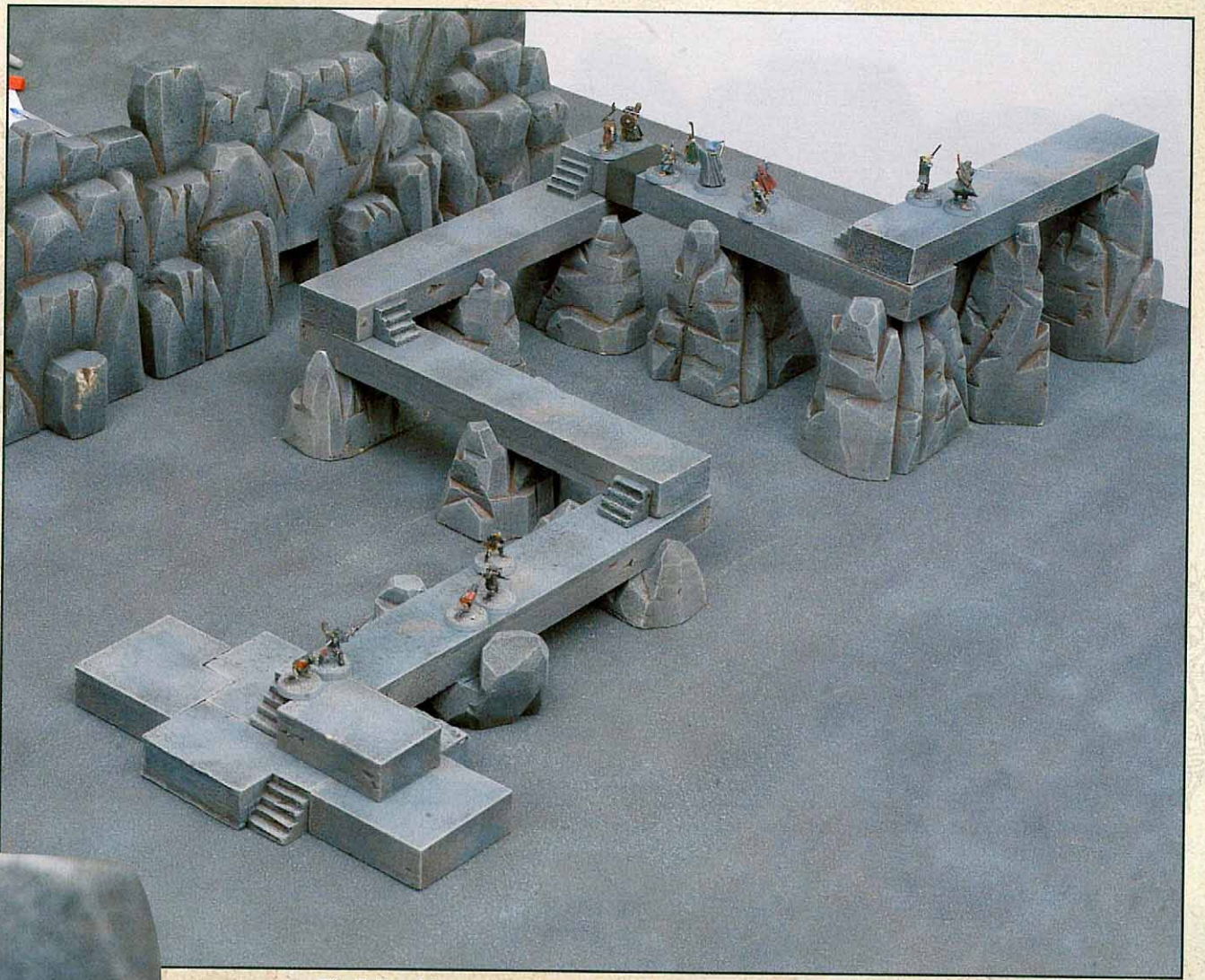
bows in hand. It was not long before the skittering of claws on rock caught up with the Fellowship; the first Moria Goblin emerged behind the Fellowship, Orc bow at the ready. Several more arrived over the following turns, including two Goblin Captains, who entered the area from the

south, leading a swarm of their vile minions with a dreaded Cave Troll following in their wake.

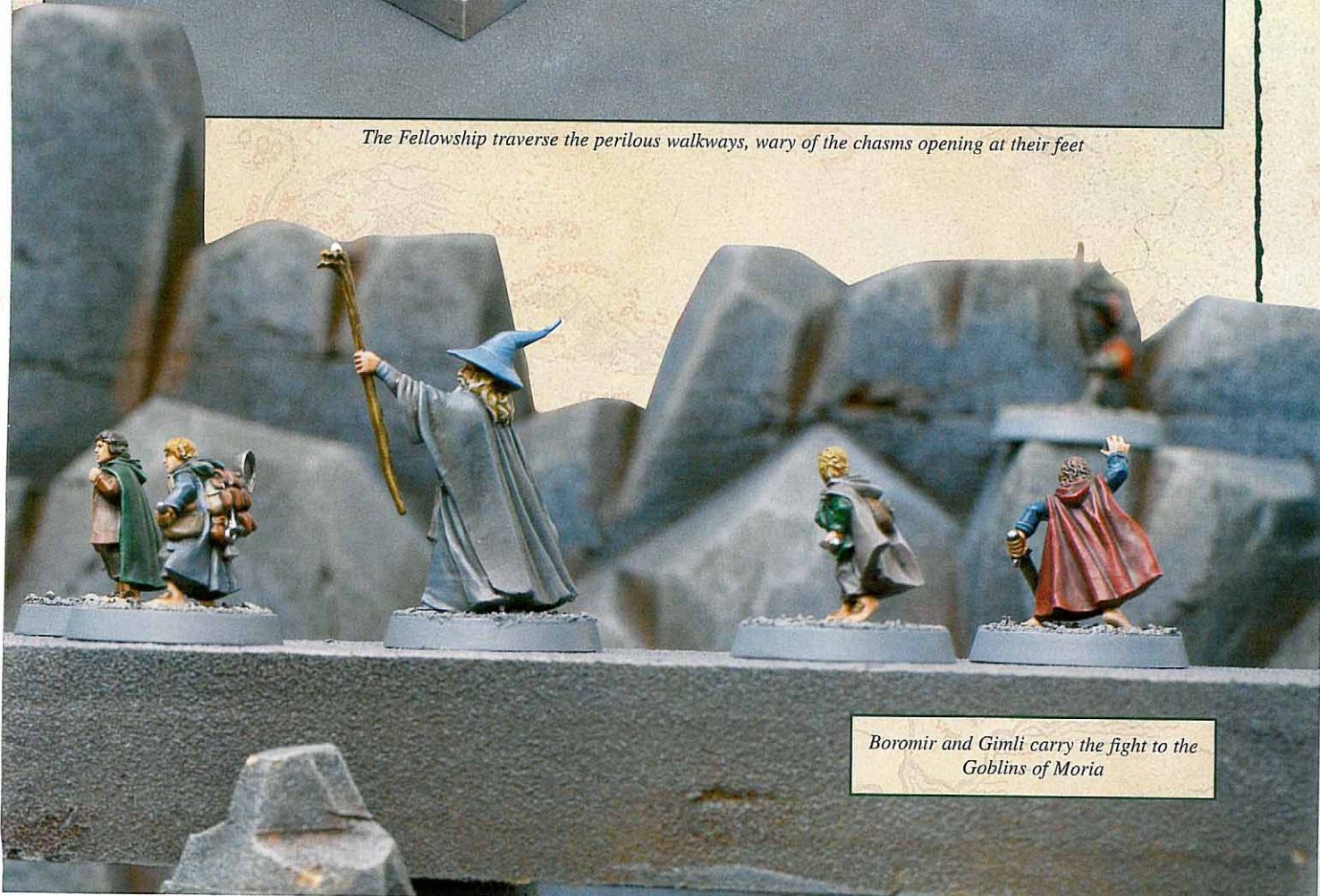
As the Fellowship made their way onto the second walkway, the great cavern began to quake and tremble, vast sections of rock breaking apart beneath the feet of the heroes. A single chasm opened up just ahead of Boromir and Gimli; Adam placed the treacherous fissure so that every member of the Fellowship would be forced to leap across. Whilst their companions jumped the chasm two at a time, Aragorn and Legolas turned and cut down the Goblin advancing behind them. Each of the Nine Walkers was able to leap the chasm without incident when their time came, except Sam who stumbled in his jump. Steve had to spend the clumsy Hobbit's Might point to save him and Sam scabbled back onto the walkway, sticking firmly beside Frodo.

Pressing their advance forward, Gimli and Boromir were approaching the third platform, the hordes of Moria Goblins closing in on them. Adam had formed an order of battle, of sorts, with his Evil warriors: the Goblin Captains at the front, supported by Goblins armed with spears. Behind them came more Goblins, armed with either hand weapons and shields or more spears, while bringing up the rear came the Jumbering Cave Troll. Adam was reluctant to bring the Cave Troll too close to the Fellowship, for fear of Gandalf unleashing a *Sorcerous Blast* on his most potent model. Yet more Goblins had arrived elsewhere, with Goblin archers gathering on the cave wall, from where they could rain their black-fletched arrows onto the Fellowship, and more Goblins came from the north, chasing after the Fellowship.





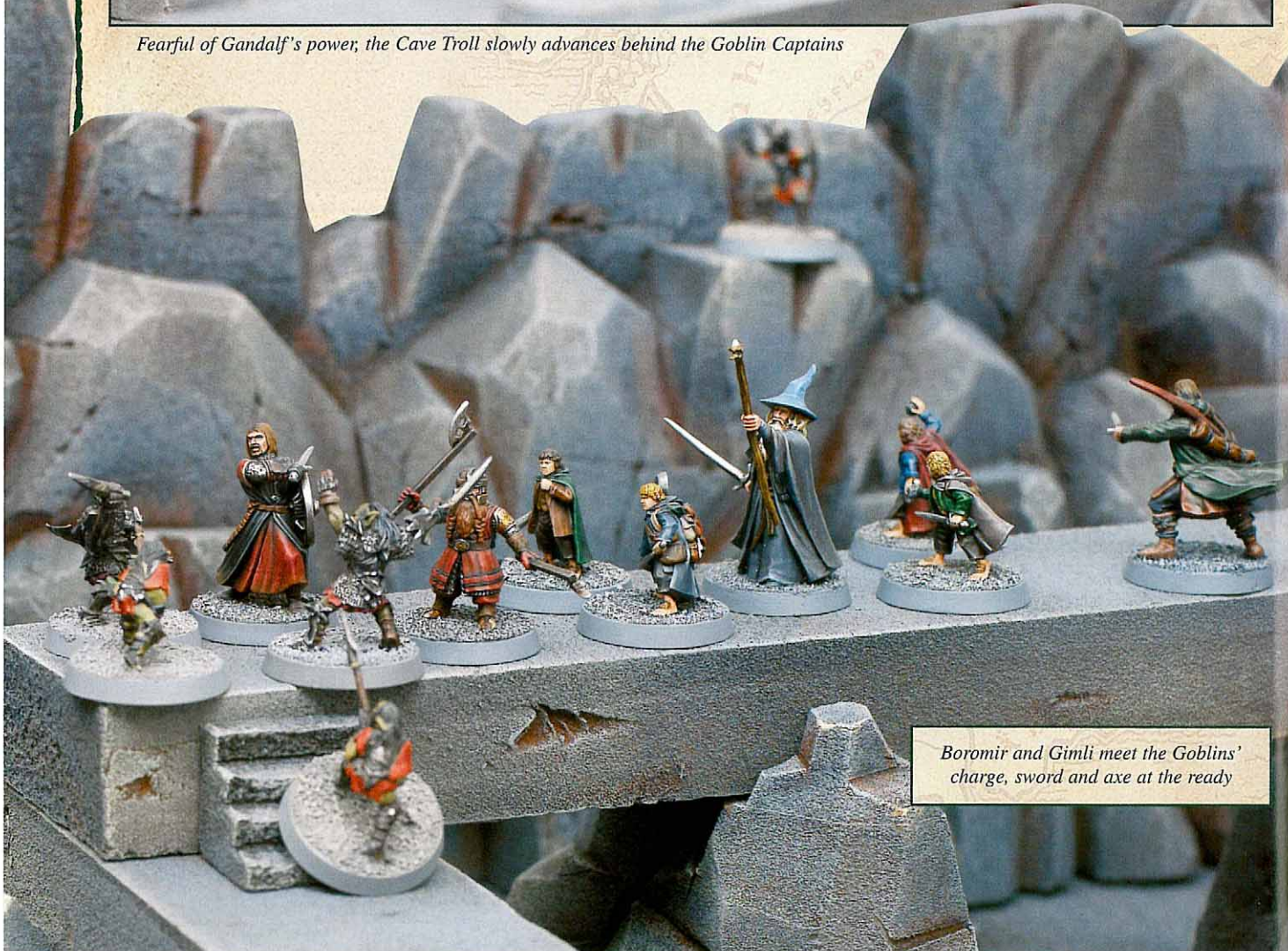
The Fellowship traverse the perilous walkways, wary of the chasms opening at their feet



Boromir and Gimli carry the fight to the Goblins of Moria



Fearful of Gandalf's power, the Cave Troll slowly advances behind the Goblin Captains



Boromir and Gimli meet the Goblins' charge, sword and axe at the ready

The forces clash: Turns 8-14

Until now there had been only one model slain in the fury of close combat, with the two forces rushing to confront each other, but now with a screech of fury the Goblin Captains carried home their charge. Hurling themselves forward, they leapt into Boromir and Gimli, each one supported by a spear-armed ally. Before the combat could fully begin, Adam directed the fire from his Moria Goblins with bows at Boromir, risking injury to his Captain for a change to slay the Son of Gondor. With some lucky dice rolls Adam was able to score a wound on the mighty hero. The following combat was furious with both Good heroes overcoming their foes to push them back, and Boromir, despite his injury, managing to inflict a wound on his opponent. Steve kept Legolas at the back of the Fellowship, using him to fire on the Goblins lurking on the cave wall, his deadly shots making short work of the foul creatures that lurked there. Despite his best efforts, Legolas couldn't fell all of the Goblin bowmen, and Pippin, who was attempting to shield Frodo from harm, was struck by their black arrows and slain – notch one up for the Evil side.

Gandalf, seeing Boromir and Gimli stalled in their advance, lent them his aid, casting *Immobilise* on Gimli's adversary, allowing the Dwarf to easily best his opponent and deal him a savage wound.

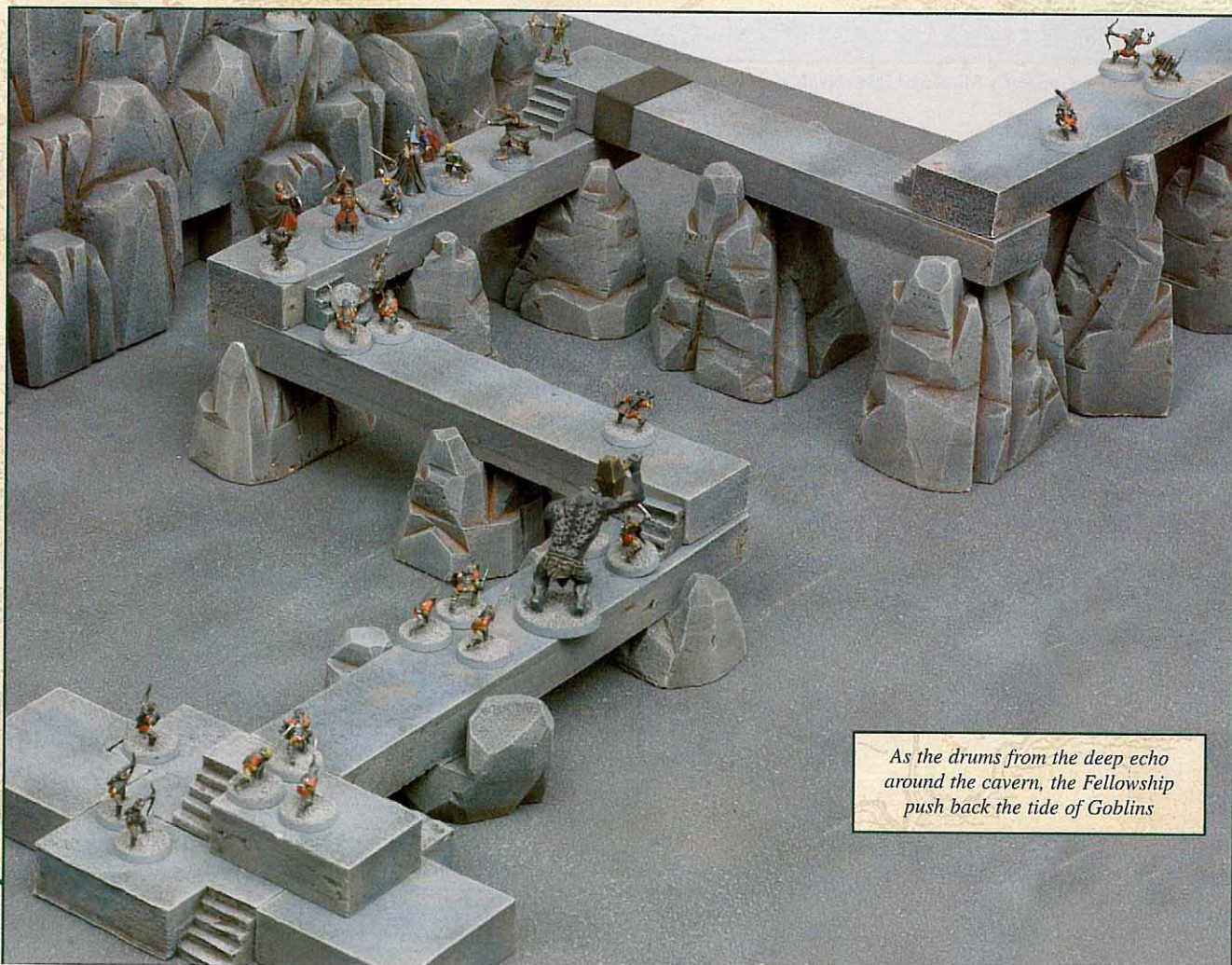
Boromir continued to beat his enemy back, slaying him with mighty thrusts from his sword. As the fighting intensified, Gandalf turned his hand to using his *Sorcerous Blast*, targeting the Goblins on the walkway, disrupting their advance, flinging one Goblin to his doom and knocking several others flat. While Boromir and Gimli pushed the lines of Goblin warriors back, hacking and slashing through their ranks, Legolas continued to use his bow, turning his aim towards the Cave Troll. Steve's dice rolls came up trumps as Legolas scored three hits, and two wounds, on the enormous beast, nearly slaying it. Despite Adam's cautious efforts to keep the Troll out of trouble, it appeared that trouble had found it anyway. With the Cave Troll nearly dead, Adam threw caution to the wind and sent it forward, ready to pounce on Boromir and Gimli and hopefully do some damage before it died.

As the fighting raged on the third walkway, the realm of Moria shuddered once more and another gaping chasm opened up. Adam placed the Chasm counter on the board, separating Boromir and Gimli from the rest of the Fellowship, hopefully enabling him to cut them off from much needed help and trap them. Undaunted by the approaching Cave Troll and the fact that they were cut off, Gimli and Boromir staunchly charged forward.

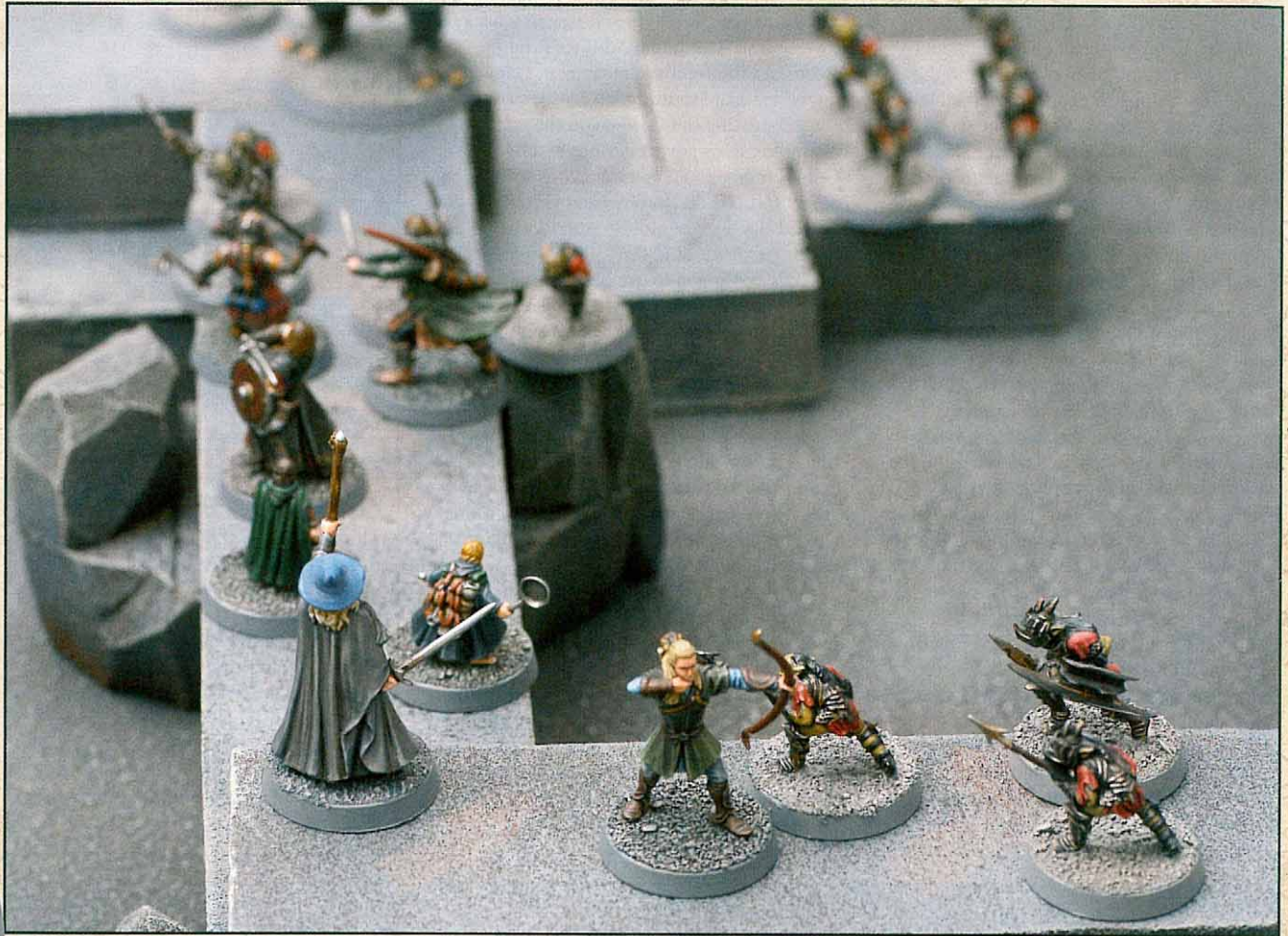


Gandalf's Blinding Light

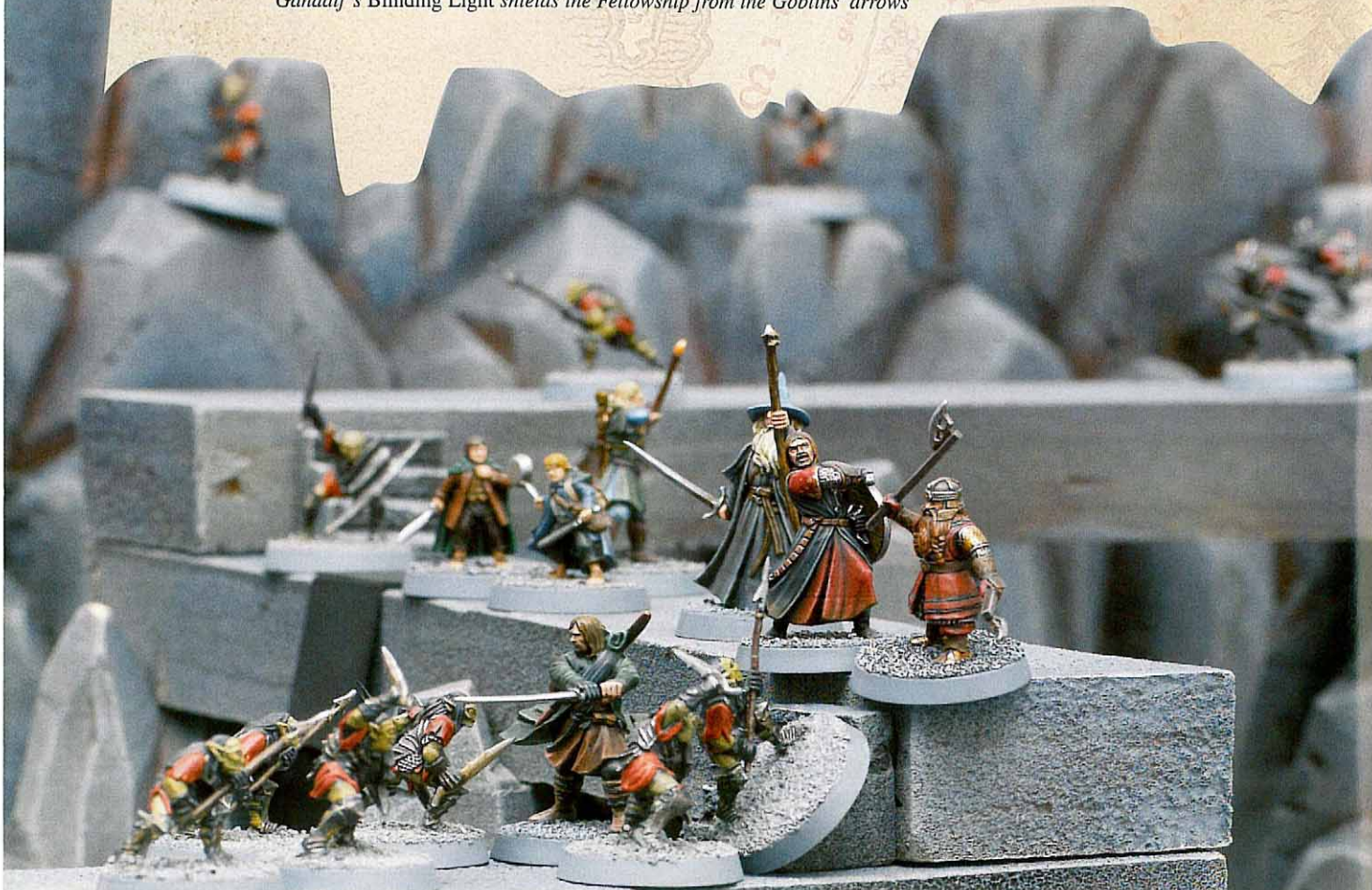
Throughout the game, Gandalf's spell *Blinding Light*, proved to be incredibly valuable to Steve. Any shooting at Gandalf or a Good model within 6"/14cm of him would only hit on a 6, instead of the firing model's Shoot value. In this scenario *Blinding Light* effectively halved the chances of the Moria Goblins hitting the Fellowship at all – no doubt saving the Fellowship a great deal of grief from the Goblin shooting.



As the drums from the deep echo around the cavern, the Fellowship push back the tide of Goblins



Gandalf's Blinding Light shields the Fellowship from the Goblins' arrows



The battle intensifies: Turns 15-20

With a terrifying roar the Cave Troll threw itself at Boromir. Gimli was charged by the Goblin Captain that had advanced behind the savage Troll, effectively keeping the Dwarf from aiding his ally. Gandalf stepped forward in his stead, lending aid from afar. Using extra Will points to make sure the spell worked, Gandalf cast *Immobilise* on the Cave Troll who was powerless to resist the subtle magic. Aragorn, pushing his way past the Hobbits, easily leapt the new chasm, allowing him to rush to the aid of his embattled comrades. The Moria Goblins with bows lurking on the cave wall and the southern platform directed their fire at Merry and Frodo. With *Blinding Light* still in play, the worst of the Evil shooting missed its target and caused no harm. In the Fight phase, Boromir effortlessly overcame the immobilised Cave Troll, slaying it with mighty blows from his sword. Beside him, Gimli defeated his opponent too, wounding the Goblin Captain and pushing him back.

As the Evil side reeled from the loss of the Cave Troll, the Fellowship made the most of their advantage. Steve had Gandalf cast a *Sorcerous Blast* on Adam's Goblin Captain, who was thrown backward, but not quite far enough to launch him from the walkway. Gimli charged the prone Captain, laying about him with his axe as he lay dazed on the floor and despatching him in short order. Boromir fought against another Goblin Captain, who bested him and inflicted another wound to bring Boromir close to death. Legolas, still holding a

rearguard action, fought a deadly combat for several turns against a Moria Goblin warrior, who despite the odds, not only survived the fighting, but pushed the Elf hero back. All was not to go according to plan for the Fellowship, however, for fate had a cruel hand to play. Adam's persistence in directing his bow-fire at Merry paid off. An arrow struck Merry, who was unable to pass his Fate roll and succumbed to his wounds.

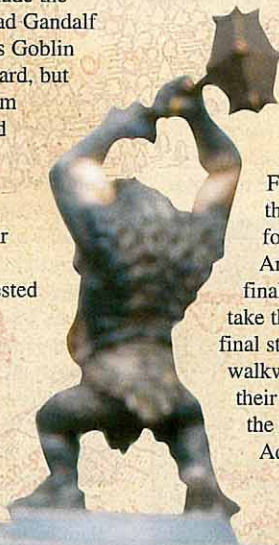
Adam's reinforcements continued to work in his favour, allowing him to bring a new Cave Troll onto the board. His excitement was short lived, however, when he rolled a 1 and had to bring the Troll on from the north edge – that was a long walk before it could catch up with the Fellowship.

Spurred on by the death of Merry, the rest of the Fellowship put forth an even greater effort. Aragorn, Boromir and Gimli laid into the Goblins before them. Gimli called a heroic move allowing him to slay two Goblins before charging into a third and killing him too. Aragorn and Boromir teamed up to attack Adam's remaining Goblin Captain.

To make things even easier for them, Gandalf cast *Immobilise* on the Goblin, who was cut to ribbons by the two heroes. The way was now clear for the Fellowship to battle their way onto the fourth walkway. Aragorn and Gimli finally managed to take the fight onto the final stretch of the walkway, hacking their way through the Goblins there. Adam had plenty



of Moria Goblins left on the board, but most of them were trailing behind the Fellowship, desperately trying to catch up. Legolas stalwartly prevented them from causing too much trouble, killing any Goblin that got close enough to threaten Gandalf and the Hobbits either with well-placed arrows or by getting close and personal with his knives.

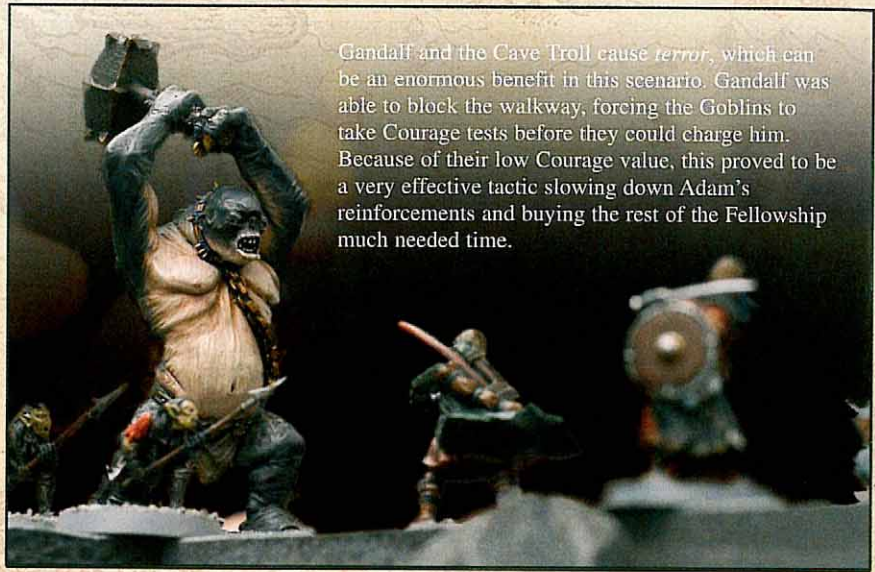


Aragorn leads the charge as the second Cave Troll races to catch up with his quarry

The final attack: Turns 21-26

Turn 21 began with what was possibly the most comical moment of the game. Adam, keen to get the chasing Cave Troll into action, made a Jump test to cross the second chasm... and rolled a 1. The Cave Troll slipped and fell to his death far below. Elsewhere Adam attempted to slow the Fellowship's advance by charging Aragorn and Gimli with his last remaining Goblin Captain and a handful of warriors. In an ironic turn of events, Adam's roll for reinforcements was high enough to allow him to bring on yet another Cave Troll, replacing the one who had fallen to his death moments before. This new Troll arrived on the southern platform, giving Adam a boost where he needed it most.

Gimli and Aragorn cut through the Goblin Captain and his followers over the course of a couple of turns, finally making their way onto the platform leaving the wounded Captain for Boromir to deal with. If Steve could move a single member of the Fellowship off of the board, via the staircase, Adam's reinforcements would stop arriving and the Goblins would have almost no chance of victory. In an effort to prevent that, Adam hurled the Cave Troll at Aragorn and swarmed Gimli with three Goblins armed with spears. Legolas moved forward, leaving Gandalf to guard the rear. Gandalf increased his chances of victory by casting *Terrifying Aura* upon himself. This would



Gandalf and the Cave Troll cause *terror*, which can be an enormous benefit in this scenario. Gandalf was able to block the walkway, forcing the Goblins to take Courage tests before they could charge him. Because of their low Courage value, this proved to be a very effective tactic slowing down Adam's reinforcements and buying the rest of the Fellowship much needed time.

enable him to hold off the worst of the pursuing Goblins, since they would need to pass Courage tests before they were able to charge him.

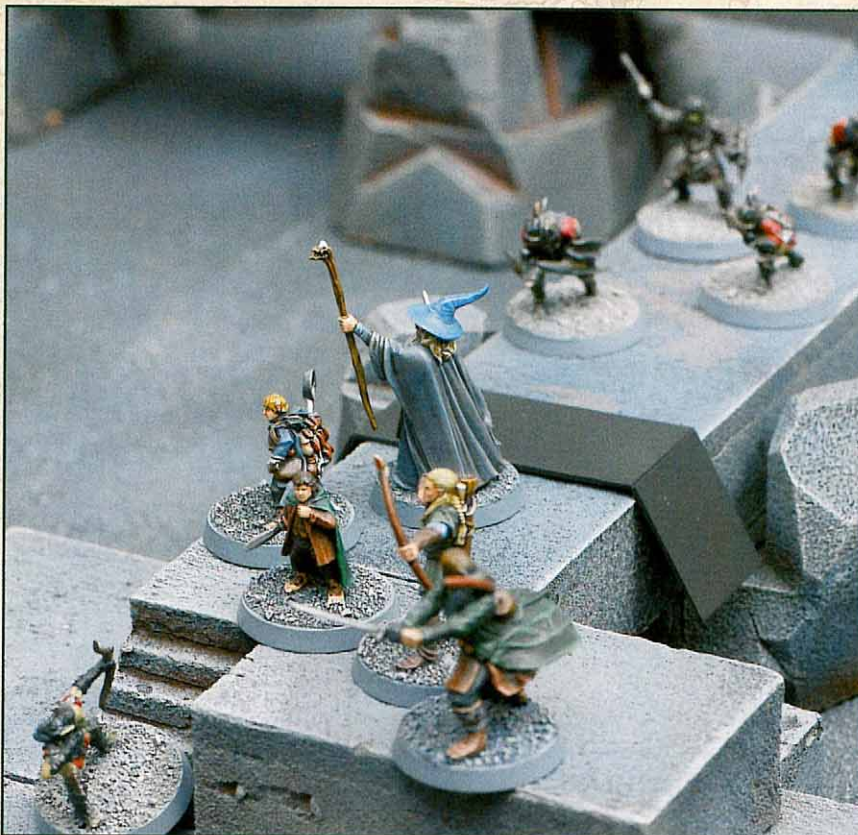
Legolas fired on the Goblins gathered on the platform, his arms a blur as he loosed arrow after arrow. All of his shots were on target, and two Goblins were slain by his deadly volley. Boromir and Sam despatched the last Goblin remnants on the fourth walkway, easily slaying the wounded Captain. Aragorn was able to beat the Cave

Troll, pushing it back and causing two wounds on it, but Gimli didn't fare so well. The three Goblins pitted against him not only beat him in combat, but inflicted two wounds on him too. Failing his last Fate roll, Gimli died, mere inches away from escaping.

To the surprise of both players (and no doubt the Fellowship too) another section of the walkways crumbled away, great chunks of rock disappearing into the gloom below. Adam, sensing a chance to separate the Fellowship for a while longer, placed the chasm marker so that it blocked the very end of walkway four, leaving Aragorn alone to face all the remaining Goblins and the wounded Cave Troll. Boromir leapt the chasm, lending his sword to Aragorn's plight and between them they ploughed through the assembled Goblins. Gandalf *Immobilised* the Cave Troll, and Aragorn, calling a heroic combat, slew his Goblin opponent before charging at the towering beast. Immobile, thanks to Gandalf's spell, the Troll stood no chance and was swiftly slain by the heir of Gondor.

With the space that the Cave Troll's death created, Boromir was able to move off of the board, escaping down the staircase and halting the Goblins' reinforcements once and for all. The Fellowship then rallied around Aragorn, slaying the remaining Goblins and keeping Frodo safe. Gandalf placed himself by the chasm, using it as a defended obstacle - enabling him to benefit from its protection and hold back the attacking Goblins. Adam tried all manner of cunning ploys with his remaining forces, but in the end it was too little too late. Gradually Aragorn, Legolas, Frodo and Sam killed off the remaining Goblins, eventually surrounding the last one and using a heroic combat to slay him and move off of the board.

The Fellowship had won!



With Boromir forging ahead Aragorn and the rest of the Fellowship fight their way free



That's the way to do it

Steve: Despite all the damage done by Boromir, Gimli and Aragorn, Gandalf was the one who probably did the most to get me through. It's hard to

estimate just how useful his *Blinding Light* spell proved to be. I lost count of the number of times that the Fellowship would have been hit without it, and while a single Goblin arrow isn't much of a threat, the sheer number of hits would have weakened the group considerably.

Progress was surprisingly good at first, there weren't any collapses for quite a while, and Adam's rate of reinforcement was encouragingly low. Things only really started to look dicey when I started hitting serious opposition just after the halfway mark. I ended up burning a lot of Might just to gain a few valuable inches of ground, or to stop characters from getting trapped, not to mention stopping Sam from falling down a hole. The collapsed sections really caused

problems, as it's very unlikely that a model that clears his jump can keep moving and allow someone else to cross behind him. Several times I got carried away with getting characters across the gap and ended up trapping Boromir or Gimli in combat. Moving Boromir off the board at the end was vital to stop Adam getting another Troll on, but it was a risky move, as it left the group without a powerful fighter, but it worked out fine in the end.

With the Fellowship, losing any character is a bit of a blow, especially Gimli so close to the end, but Merry and Pippin definitely warrant a mention for heroically acting as Halfling shields for Frodo.

In retrospect, maybe it would have been a better idea to have Gimli act as a lone rearguard. He could have blocked the way and, with his impressive defence, would have been best equipped to survive outside Gandalf's protection. His slow pace is still faster than the Hobbits', so he wouldn't have been left behind. That would have put Aragorn up front, with his valuable regenerating Might point to call heroic moves and combats with. That would have



meant little or no shooting, but it would have let me gain valuable ground much faster, and in this scenario, that's what's important.



Bring me a Balrog...

Adam: Curses! For a while it looked like I had that game all sewn up until that pesky Aragorn came to the fore. The first mistake I made in this game was

where I placed the Chasm counter on turn 4 – it was too tempting to place it where every member of the Fellowship would have to cross it, risking falls and so forth.

What I should have done was place it where my Goblins were – giving me an obstacle to defend straight away. Boromir and Gimli made short work of my front line, and pushed me back with relative ease – if my Goblins had been hiding behind a barrier, that wouldn't have happened quite so easily.

Being miserable over misused tactics aside, that was a really fun, close game. Boromir and Legolas were both wounded, and it wouldn't have taken that much to finish off either Boromir, Legolas or Frodo and Sam. I think the game was a lot closer than the final result made it look.

If we fought it again I'd be a lot more aggressive with my use of the Goblins and the Cave Troll in particular. I was so preoccupied with the idea that Gandalf would *Sorcerous Blast* him off of the walkway (something that happened more than a few times in playtesting) that I failed to use him at all. Doh!

To Steve's credit he played the scenario in a very sensible fashion, even rotating

Aragorn to the front of the Fellowship when Boromir started to suffer wounds. The threat of Gandalf's magic was a constant thorn in my side and his *Blinding Light* spell was a major contributor to the Good side's success. Without that, I imagine they'd have been shot to pieces.

If only the reinforcements hadn't been so fickle towards the end. Being forced to bring my best models on from the north edge was a serious blow. Oh well, that's the way the cookie crumbles sometimes.

I'd recommend everyone gives this scenario a try – it's very cool playing The Lord of The Rings on a board as different as this one. All the ledges and walkways really help to recreate the feel of the movie, with the headlong flight down the staircase. Now all we need to do is make an even bigger board, with more even more flights of stairs, pitfalls and all that Moria goodness.

I'll get you next time Mister Cumiskey...



Adam's initial confidence proved misplaced as Steve romped to victory

Victory Assured

Tactics for The Lord of The Rings Strategy Battle Game

Looking to raise your game with an arsenal of killer tactics? Adam Troke reveals a variety of strategies that he has developed during hours of playtesting The Lord of The Rings Strategy Battle Game.

With the release of the new edition of The Lord of The Rings Strategy Battle Game there are countless opportunities to play battles set in Middle-earth. Many of these games will be specific scenarios, pitting clearly defined protagonists against each other in tense and

exciting skirmishes. Many players also enjoy playing battle scenarios, as found in the new rules manual. Games like this provide an excellent opportunity for players to create a themed force and pit it against their friends in fun contests. Playing these kinds of battle scenarios is enjoyable for a couple of reasons. The first is carefully selecting your forces with a mind to their theme and how effectively they will perform on the battlefield, which can be very entertaining in its own right. The other attraction these games offer is the chance for grand strategy and careful generalship – players can tailor their armies to exploit one

another's weaknesses and utilise cunning ploys to achieve victory.

Throughout the development of the new edition of the game, I've had a chance to play a huge number of games (it's a hard life, I know...) and whilst playing them have noticed a few trends. Techniques, you could say, that will allow your forces to achieve victory over your opponents. Each of these strategies is fairly simple to explain, and they all fall into one of the following categories:

- Lead from the front
- Choose where you fight
- Target identification

Lead from the front

In the story of The Lord of The Rings all the mightiest heroes lead their warriors by example. Consider Prince Imrahil of Dol Amroth who, sparing no thought for his own safety, rides at the front of his Knights and inflicts a terrible slaughter on the forces of Mordor. Likewise Éomer and King Théoden lead the Rohirrim, fighting shoulder to shoulder with their brave men. Now, there is a school of thought that believes such bravery is reckless, that assumes that the risk of injury outweigh the advantages, however true heroes are seldom born in safety. In your battles, having Heroes to lead your force is the difference between victory and defeat and never more so than in the new edition of the rules.

In previous iterations of the rules when a force is reduced to half of its starting strength every model in it needed to pass a Courage test or retreat a full move away from the enemy. This led to much toing-and-froing as models passed and failed Courage tests. Now, when a model fails a Courage test for this reason, it is removed from play entirely, its morale broken and its willingness to fight gone. This makes the ability to make a Stand Fast! roll with a Hero more important than ever. When a Hero passes a Courage test every friendly Warrior within 6"/14cm automatically passes their Courage test too. This can be (and has proven to be for me) the key between winning and losing. Players that fail to place a Hero amongst their Warriors should expect their force to crumble as their warriors lose heart and flee. Not only do Heroes have higher Courage values and the

Here we can see that by keeping a Hero in close proximity to most of his followers the controlling player can benefit from the Hero's higher Courage value, and the Stand Fast! rule. Only those warriors that are not within 6"/14cm of Boromir will need to make Courage tests of their own.



Using an Heroic Move Elendil and his warriors charge the Orcs' line, singling out the Orc Banner before the Evil player can shield it or withdraw it to safety.

Stand Fast! ability, but they also have heroic characteristics that set them head and shoulders above their followers.

The careful use of Might points can be the difference between crushing defeat and glorious victory. A timely heroic move or heroic combat can turn the tide of many a battle for the canny player. A heroic move essentially allows a player to break the normal sequence of priority to move a Hero (and any followers within 6"/14cm) before enemies can respond. This is incredibly useful to prevent cavalry from making a decisive charge, or to allow horse-mounted models to gain the benefits of charging. It can allow a force to pull back, avoiding battle for a turn or enable a Hero and his men to engage the enemy before they can escape.

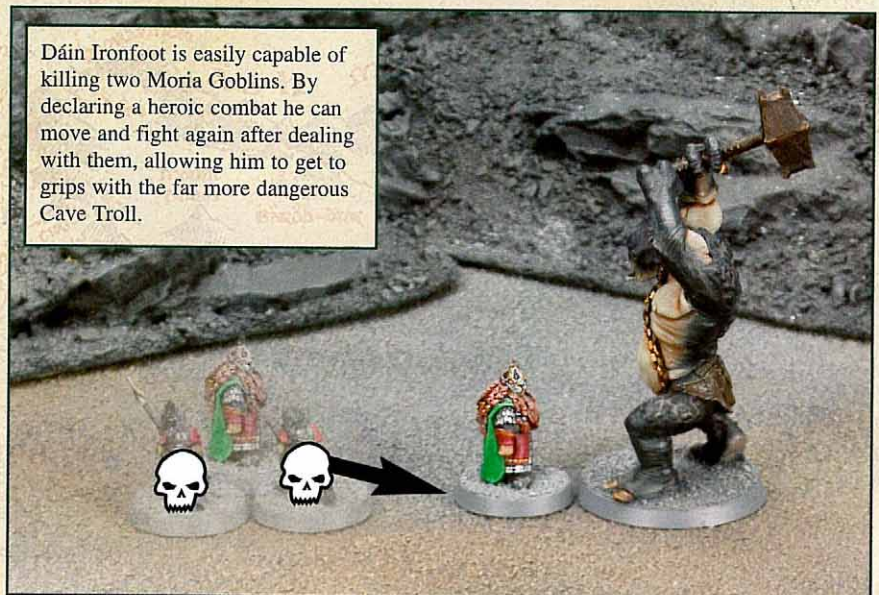
Heroic moves are best used in one of two ways: to exploit a gap in your opponent's lines, or to protect your own models from harm. The chance to engage a fragile model in battle before it can escape to safety can make spending a Might point well worth the while. Likewise, heroic moves can be used to allow your own models to withdraw to safety, escaping the attentions of dangerous enemy models.

Heroic shooting is almost certainly the least used of all the heroic abilities, but should never be overlooked. This action allows the Hero and any missile-armed friends within 6"/14cm, to shoot before their enemy. Although there are not many times that this will be of particular use, every now and again it can be tremendously valuable, allowing the shooting models to kill an enemy before it can return fire on them.

Heroic combats are a little harder to use well, but can be just as decisive when implemented correctly. A heroic combat allows a Hero (and any friends in the same fight) that kills all the enemies it is fighting to move and fight again in the Fight phase. This can enable a Hero that is particularly potent to kill several enemies in one Fight phase, move closer to a key objective or help another model move further.

Attack the enemy's plans

Andy Campbell: In a nutshell, attacking your enemy's plans is analyzing what is vital to your opponent's game and neutralising it. For a quick example, if your opponent relies on cavalry, countering a cavalry charge with cavalry of your own or arranging your battles to occur in rough terrain when fighting enemy cavalry can make the difference between victory and defeat. Try to deprive your enemy of their main battle plan, stealing victory from them as you do so.



Target priority

David Smith: One of the most common errors I see on the tabletop is where archers shoot at each other all game without affecting the overall outcome of the battle. Instead, try to target enemy models that will give you an advantage once combat is joined. For example; if you are facing a group of Uruk-hai, some with shields and some with crossbow or pike. You now have the option to counter shoot against the crossbow or, as I would do, shoot at the shielded Uruks. With your Strength 2 bows you have the same chance to wound the Defence 5 or Defence 6 Uruks; but when you get into a fight, with

Strength 3 warriors you have twice the chance of killing the unshielded Uruk-hai – so by killing the warriors with shields, you make the rest of your army more effective. Also, you have the added advantage of being able to surround the unshielded models with even more chance of victory as they are unable to shield.

Shielding. Shielding is a much forgotten rule, but used correctly can bring your army to victory. The obvious time to shield is when you are surrounded, but why not when the fight is one-on-one? The idea here is to have a look where you have superiority; it may be where you have

charged your cavalry or have your models fighting enemy with a lower Fight value. Also look for where you could be defeated, where you are outnumbered or charged by superior models for example. A favourite ploy of mine is to deliberately send a shielded model out to the flanks, which often get surrounded. But, if you send out a good model with high Fight and Defence – such as Elves, Uruk-hai or Dwarves – these can last quite a few turns, distracting several of your opponents's models and allowing you to outnumber some of his models elsewhere – don't forget to pick on the unshielded models.

Choose where you fight

When I say choose where you fight, it's not a matter of 'my place or yours', rather where on the battlefield you are going to make your stand. Using the terrain sensibly can really help you get the advantage over your enemy.

If your army is significantly outnumbered, look for ways to compensate for this. By anchoring the flanks of your

force on an area of difficult or impassable terrain you can prevent your force from being overwhelmed by the enemies superior numbers. This will allow you to fight your foe on a one-to-one basis, or at least as close to it as possible.

Most importantly of all, difficult terrain can protect your vulnerable infantry formations from cavalry troops. Cavalry within difficult terrain move at one fourth of

their normal speed and lose the bonuses for charging. Warriors on foot that stay within difficult terrain can fight cavalry on equal terms, dramatically improving their chances of winning fights and staying alive.

Certain troops have rules that allow them to move with increased ease through areas of difficult terrain, and this can be used to your advantage too. Elves, for example, have the Woodland Creature

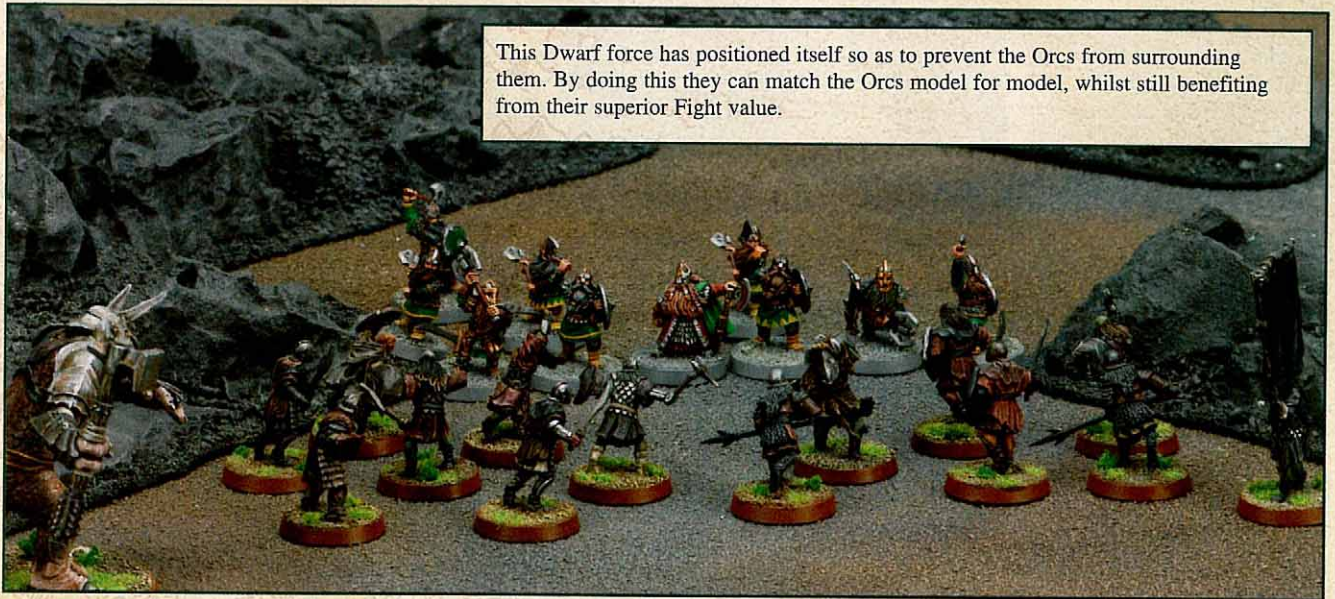
A note on terrain

The Lord of The Rings Strategy Battle Game works best on tables with plenty of interesting terrain for miniatures with which to interact. Terrain that blocks line of sight and causes in-the-way rolls is an excellent

way to make your games more interesting, forcing players to think harder about where they deploy and how they move their models. Likewise, hedges and fences can prove to be great places to fight over as both sides vie to control the wall, and gain

the advantages of cover from it. By using larger quantities of scenery, not only will your games be more enjoyable, and tactically challenging, but they will also look more exciting than ever before.





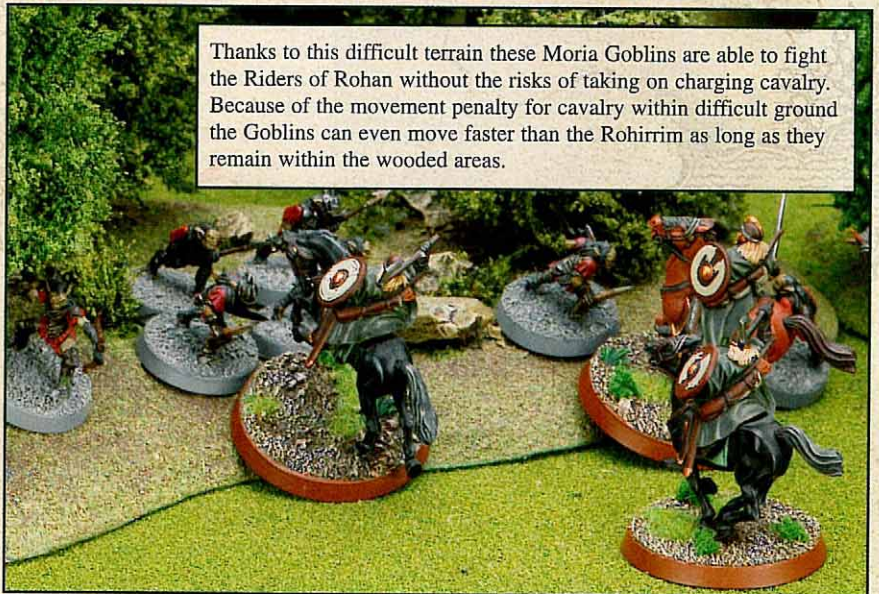
This Dwarf force has positioned itself so as to prevent the Orcs from surrounding them. By doing this they can match the Orcs model for model, whilst still benefiting from their superior Fight value.

special rule. This allows them to move through any wooded area that normally counts as difficult terrain as if it were open ground. In real terms this means that Elves will be able to outmanoeuvre almost any enemy models within an area of woodland. If you are using Elves in your games, it makes good sense to fight in and around an area of woodland. If you are playing against them, you might like to steer clear of these areas when possible, denying the Elves and other creatures with that ability (like Ents) one of their key advantages.

Might makes right

Vesa Ninya: One of the most important things when choosing your force is to ensure that you have enough Might points. Might allows you to seize the advantage from your enemy with heroic moves, to leapfrog with heroic combats and to increase the number of kills that you make. Heroic moves can help you lock enemy Heroes in combat before they can call a Stand Fast! This forces his warriors to take Courage tests on their own Courage values, and increases the chance that they will flee. A well-timed heroic combat can help your Heroes move faster. If a Hero slays all its opponents in a fight, he can move and fight again, allowing him to gain ground quickly. Lastly, the tests for a force being broken are more punishing than ever before. Using Might points to kill off enemy troops (and bring them closer to their break point) is a worthwhile investment.

However you choose to use your Might points, make sure you take enough to the battlefield.



Thanks to this difficult terrain these Moria Goblins are able to fight the Riders of Rohan without the risks of taking on charging cavalry. Because of the movement penalty for cavalry within difficult ground the Goblins can even move faster than the Rohirrim as long as they remain within the wooded areas.



By positioning near the woods Haldir and his Elves can keep their flank safe from the Uruk-hai or, if needs be, retreat through the wood at full speed thanks to their Woodland Creature special rule.

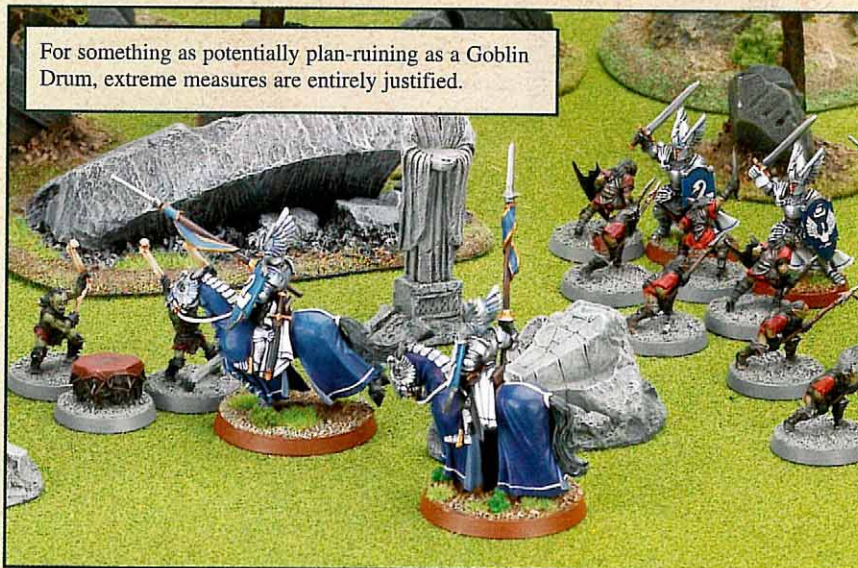
With Aragorn Transfixed by the Ringwraith, the Orc Captain and his followers can deal with him at their leisure.



Heroes with magical powers tend to be weaker in combat. A good elite Warrior is normally enough of a threat to keep them out of your way, if not kill them outright.



For something as potentially plan-ruining as a Goblin Drum, extreme measures are entirely justified.



Target Identification

It's sometimes not enough to outmanoeuvre your opponent and anchor your lines with sturdy Heroes. Sometimes your army will need to hit the right targets to win the battle. A good example of this would be a Moria Goblin Drum. Whilst it does not do very much by itself (it's certainly not going to kill many of your warriors) its secondary effects are tremendous. Any general worth his salt needs to move heaven and earth to destroy something as effective as that. When I play, I prioritise enemy targets in the following order: Things that will kill my warriors, things that will ruin my plans, things that give my enemy an advantage.

The first of those groups is easy to identify. Things that will kill my warriors are Mûmakil, siege engines, Mordor Trolls, Treebeard and any number of mighty Heroes all fall into that category. They each have enormous potential for slaying warriors in their droves. While killing some of them might be more complicated than others, they all require immediate attention. Ideally they can be dealt with through bow-fire, however more often than not their removal involves the use of brute force.

Send your best Heroes and Warriors to confront the threat, and remove it as fast as possible. Sometimes this can be done by subtle means. Transfixing or Immobilising the model, before charging it, can often be enough. Keeping a Banner nearby can also help to turn the fight in your favour. However you achieve it, the most important thing is to stack the odds as far in your favour as possible. Use heroic combats to get Heroes to the scene of the attack, and do your best to surround the enemy and cut them off from support.

Things that will ruin my plans tend to be Heroes with particular abilities, aside from the obvious. Ringwraiths have the power to neuter even the mightiest Heroes with their magic. Barrow-wights, Gandalf, Radagast and Galadriel all have the same ability. They tend to require a less dramatic solution to the unsubtle killing machines mentioned previously, thanks to the fact that

Use your flanks

Paul Mullis: A classic tactic I use with my Good army is anchoring one flank on a stand of woods/difficult terrain to shelter it from archery and slow down and disrupt any approaching attack, then concentrating my stronger (mounted) troops on the alternative flank to batter and surround. I often use Faramir and some Knights of Minas Tirith to flank the enemy, while the rest of my force holds their position. This tactic works a treat against a numerically superior, but slower, Evil army in Pitched Battles.

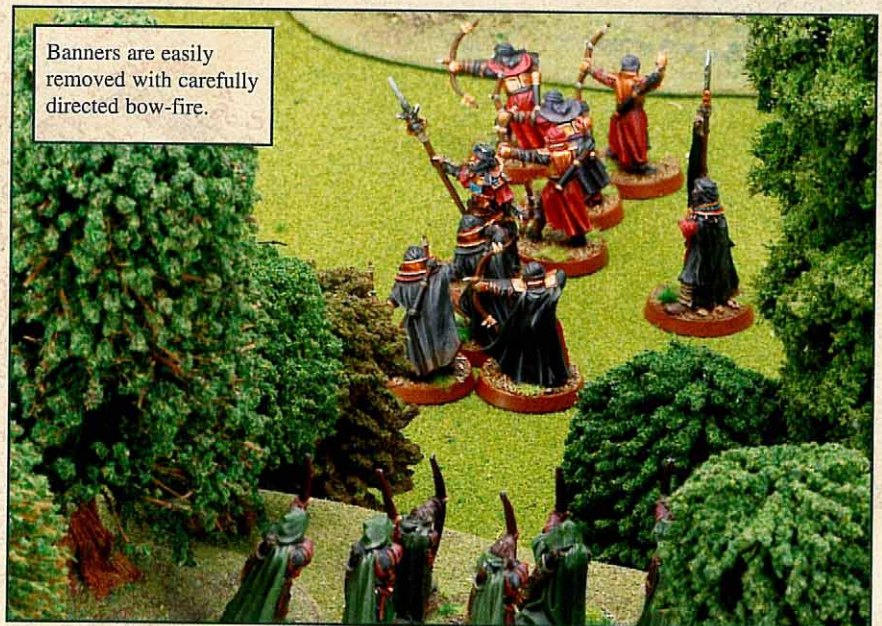


Isildur is a serious threat to the massed ranks of Orcs. A threat that can be comfortably dealt with by the ballista

they are generally weaker in combat than other Heroes.

Things that will give my enemy an advantage tend to be Banners, Goblin Drums and other psychological affects. Banners are a plain nuisance in the hands of the enemy – giving him the crucial ability to win combats despite the odds, thanks to the re-roll they provide. Quite often these factors combine with one of the other parts of my threat list. For example, a Goblin Drum gives my enemy the advantage of re-rolls in combat and +1 to their Courage. However, it also hampers my plans by inflicting -1 Courage on every model in my army. A Ringwraith poses a similar quandary with his Harbinger of Evil special rule and respectable Courage value. Any enemy Hero with the Stand Fast! special rule fits into this group too. The best solution for all of these possibilities is to reach out and touch them. Hard. Preferably with something heavy and sharp.

Banners are easily removed with carefully directed bow-fire.



Fear of the Dark

Saruman's Uruk-hai meet their match within the forest of Fangorn

With Saruman and his fortress cast down, the Uruk-hai of Isengard are in disarray. Many seek refuge in the forest of Fangorn, ignorant of what awaits them beneath the dark boughs. Phil Kelly sets the scene.

The War of The Ring is over, but the lands around Isengard are still blighted with all manner of creatures dark and foul. The vast army of Uruk-hai that was routed at Helm's Deep has disappeared without trace, consumed by the vengeful Huorns that appeared around Isengard when the siege was broken. Fragments of the Uruk-hai army still roam lost in the haunted forest, their guttering torches the only thing keeping the Huorns at bay.

Trees and their kin are not hasty beings though, and the Huorns know that they will soon have their revenge, for their

shepherds, the Ents, return from the destruction of Isengard. Soon the great Ent who gave the forest of Fangorn its name will come to reclaim his lands, darkness will fall for good in the haunted forest, and it will be time to strangle and to crush.

Participants

Good
Treebeard

Evil
Uruk-hai Captain
6 Uruk-hai Warriors with shields
6 Uruk-hai Berserkers
2 Uruk-hai Berserkers with torches

Points Match

This scenario is far from the beaten track, so if you want to try it with different forces a little imagination will be required! You might like to try using Orcs or Goblins instead of Uruk-hai, or maybe even a party of Wild Men of Dunland. Perhaps the Good side is in fact a party of

Dwarves who have taken their axes to the wrong trees, and the denizens of Fangorn take the part of the Evil side. In all cases, the side that is fleeing from the forest should consist of 200 points of models (including one Hero), two of whom bear torches, and the forest side should include Treebeard.

Layout

The game is played on a board 48"/112cm by 48"/112cm. The Uruk-hai are attempting to escape from the heavily wooded areas of Fangorn where the Huorns dwell. As such, around half of the board should be classed as difficult terrain for the purposes of movement – note that the Huorns, which are represented by the trees, and Treebeard can move through it as if it was open terrain.

Starting Positions

The Good player places Treebeard anywhere within the Good deployment zone (see map). The Evil player then deploys his force anywhere within 12"/28cm of the opposite table edge.

Objectives

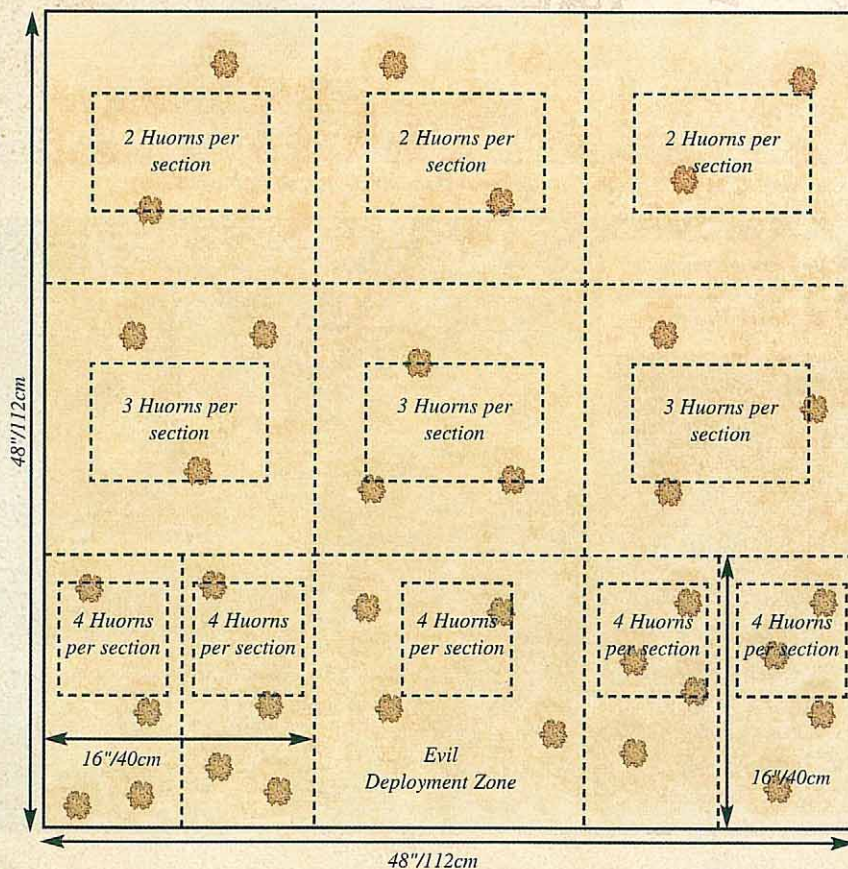
The Good side wins if both of the Uruk-hai Berserkers with torches are killed. The Evil side wins if either of the Uruk-hai Berserkers with torches reach the board edge opposite their deployment zone or if Treebeard is killed.

Special Rules

The Trees are Moving! The ancient and malicious trees of Fangorn Forest are roused to great wrath, and are intent on catching and strangling the Uruk-hai refugees. At the start of the Good Move phase, the Good player rolls a D6 to determine how many trees are moving that turn. Each tree moves D6"/2D6cm, but is not slowed by terrain or obstacles. Huorns have the following profile:

	F	S	D	A	W	C
Huorn	1/-	4	6	1	-	5

The Huorns have control zones, and so can charge and be charged as if they are normal models. Should a Huorn win a combat, it will not strike. Rather, it will envelop a single defeated model. If there are multiple Huorns engaged in a single fight, the Good player may choose which



one captures the loser. Represent which tree has enveloped which model by placing the victim on its side in base contact with the tree. Enveloped models may do nothing until they are released and suffer a single Strength 5 hit at the end of each Fight phase. Huorns may only envelop a single model at once.

If a Huorn is charged whilst enveloping a model, that model is instantly released and placed within 1"/2cm. If a Huorn is wounded or defeated in combat, it releases any enveloped model and instantly retreats D3"/D6cm away from the source of the

attack. Might cannot affect Huorns – they are too treeish for such haste.

Fear of the Dark. The Uruk-hai are panicked and hungry, having been trapped within the borders of Fangorn for an interminable length of time. All Evil models are treated as having a Courage of 3 for the game. Any Uruk-hai model that is not within 12"/28cm of an Uruk-hai Berserker with torch at the beginning of his Movement phase must take a Courage test or move as fast as he can toward the nearest Berserker with a torch. In this scenario, the Evil side does not need to

take Courage tests if it has been reduced to below half its starting strength.

Fear of the Light. The Huorns are naturally afraid of fire, and the torches held by the Uruk-hai are usually enough to keep them at bay. Uruk-hai Berserkers with torches cause terror in all Huorns. In addition, any Huorn wishing to move within 6"/14cm of a model with a torch must first pass a Courage test. Any Huorn within 6"/14cm of a model with a torch at the beginning of its move must pass a Courage test or move D6"/2D6cm directly away from it.



Treebeard leads the Huorns of Fangorn Forest against the Uruk-hai.

Fiends & Fireworks

With his cart laden with fireworks Gandalf falls foul of a band of Goblins

Adam Troke introduces a new scenario, featuring Gandalf and his cart. Can the wise old Wizard reach the safety of the Shire and away from a deadly ambush?

Gandalf the Grey and Bilbo Baggins are the firmest of friends, their perilous quest to the Lonely Mountain in the company of Thorin Oakenshield cementing a friendship that has lasted for decades. Gandalf has always kept a careful eye on Bilbo, ever watchful of the magical ring that he found within the Goblin hold all those years ago. Now, with Bilbo's eleventy-first birthday looming closer, and the largest, best-organised party in the Shire requiring his attendance, Gandalf returns once more to that green and lush place. However, his journey is not as smooth as the old Wizard would have

wished, a sure sign that the power of the Dark Lord is waxing strong once again. Even as the Evil creatures lurking around the Shire's borders launch their attack, help is at hand – for three of the Dúnedain are close by, ready to protect the Wizard who, with a cartload of packages, each marked with a red 'G', is not without resource himself.

Forces

Good
Gandalf
3 Dúnedain

Evil
Goblin Captain
Warg Chieftain
4 Goblins with bow
4 Goblins with shield
4 Goblins with spear
6 Wild Wargs

Points Match

The very nature of this scenario suggests that Gandalf and his cart should be involved. However, players could experiment with exchanging the Dúnedain with other Good Heroes. Likewise, the Goblins and Wargs could be exchanged for any number of Evil models of a similar value chosen from your rules manual.

Layout

The game is played on a board 48"/112cm x 48"/112cm. The playing area should have plenty of woods and hills throughout, matching the green and lush appearance of the Shire's border. A clear path runs throughout the board.

Starting positions

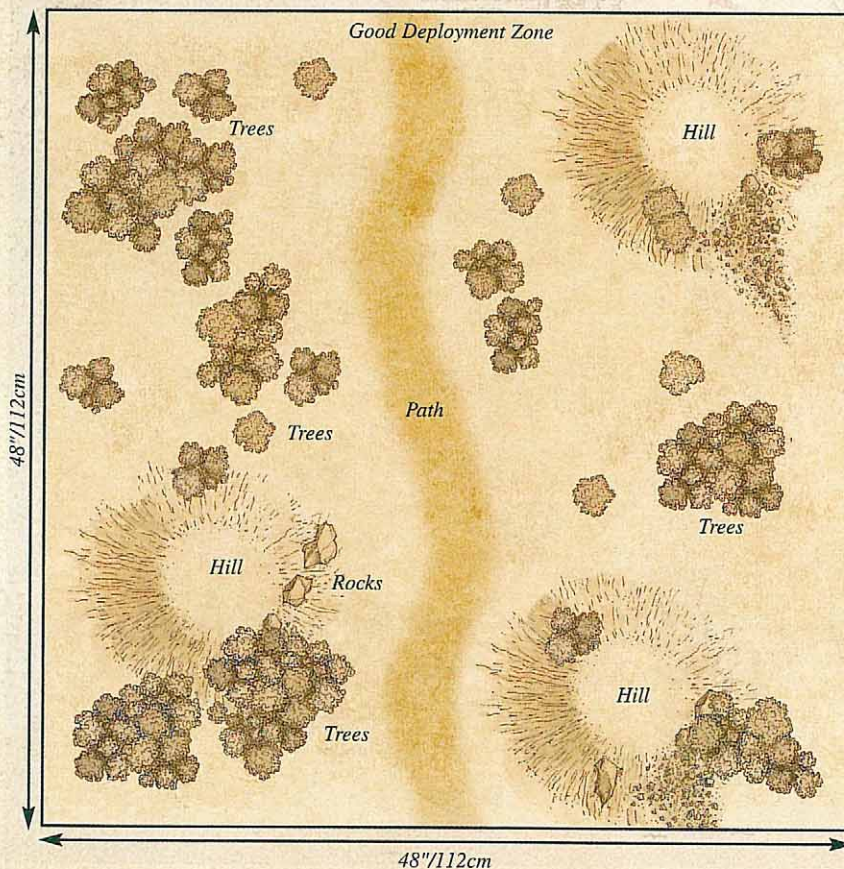
Gandalf and his cart start on one end of the board. The Rangers start within 12"/18cm of him. The Evil force is then placed anywhere on the board, but not within 12"/28cm of any Good model. Evil models may not deploy on the road.

Objectives

Gandalf is bringing a cartload of fireworks to the Shire for Bilbo's birthday party. Since Bilbo is one of Gandalf's oldest and dearest friends, the Grey Wizard does not wish to disappoint him. The Good player wins if Gandalf can leave the board by the Shire edge with his cart intact. The Wargs and Goblins have been stalking the borders of the Shire for some time now, looking for rich pickings and a good meal. They win if they can destroy Gandalf's cart. Gandalf has ten turns to complete his objective. If Gandalf manages to escape, but takes more than ten turns to do so, the game is a draw.

Special Rules

Pony and cart. Gandalf is riding on a fragile cart, filled with fireworks and drawn by a pony. The cart is a mount that moves 8"/20cm. A two-handed weapon may be used from the back of the cart. Gandalf will not receive any bonuses for charging while driving his cart, in fact the pony is so unused to war and violence that while riding the cart Gandalf must pass a Courage test to charge any enemy, exactly as if the enemy





As he makes his way to the Shire, Gandalf is ambushed by a band of Goblins

caused *terror*. Any shooting attacks directed at Gandalf and his cart have a chance of striking the cart or Gandalf himself. The shooting player should roll a D6 – on a 1-4 the cart is hit, while on a 5-6 Gandalf is struck. The cart has a Defence of 5 and 4 Wounds. If Gandalf is beaten in a fight, his opponent may choose to strike blows against Gandalf or the cart, just as against any other mounted model.

A cartload of fireworks. Gandalf is known throughout the Shire as an eccentric old man, with a mastery of fireworks. The rockets, spinning wheels and other pyrotechnic devices that he creates are second to none and, though their use is intended to entertain and amaze, in a pinch they can be used as weapons. Each turn Gandalf may use a single firework as described below.

Gandalf may launch one of three different kinds of fireworks each turn:

- **Shrieker:** These small rockets are incredibly noisy, emitting a terrible shrieking sound as they fly into the air and exploding. A Shrieker is fired just like a bow with a range of 36"/84cm. The Shrieker will hit on the score of a 4+. Any model struck by a Shrieker takes a single Strength 4 hit. In addition, as long as the target is hit, it and any Evil models within 2"/4cm of it must

immediately take a Courage test exactly as if his force was broken.

- **Goblin Barkers:** A tube, roughly the size of a Hobbit's forearm and wrapped in green paper, Goblin Barkers create a tremendously bright explosion that can be quite deafening. Quite why the old Wizard named them Goblin Barkers is, however, unknown to the Hobbits of the Shire. Gandalf may throw a Goblin Barker in the same way as a throwing weapon, hitting on the score of a 4+, with a Strength of 1. The target, and any Evil models within 2"/4cm, are knocked to the ground. In addition, those models affected may do nothing further that turn.

- **Squib:** Squibs are small crackers that Gandalf would often hand around to Hobbit children, much to their delight. The Squibs he uses in this scenario are far more potent. Each Squib counts as a thrown weapon that will hit on a 4+. A Squib has a Strength of 7.



Bridges Great & Small

A Modelling Workshop describing how to build a Númenórean bridge

The new The Fellowship of The Ring scenario the 'Last Bridge' features a ferocious battle between the Elf lord Glorfindel and three Ringwraiths. Central to the encounter is an impressive bridge that dates back to the Second Age when the Númenóreans first settled in the region of Arnor. Adrian Wood explains how to adapt a simple bridge to a Númenórean style.

During the Second Age of Middle-earth the Men of Númenor settled throughout the land, most notably in Gondor and Arnor. By the Third Age of Middle-earth the most intact examples of Númenórean civilisation and architecture are still to be found in Gondor – Osgiliath and the aptly named White City itself, Minas Tirith. However, singular examples of Númenórean structures can be found all across Middle-earth, such as the ruined

watchtower of Weathertop and the Seeing Seat of Amon Hen.

Númenórean architecture has a distinct look to it that stands out from the other domains of Men found in Middle-earth, such as Rohan and Harad. White stone is the order of the day, with wide archways and statues; the stonework has a strong symmetrical pattern to it – the work of expert stonemasons.

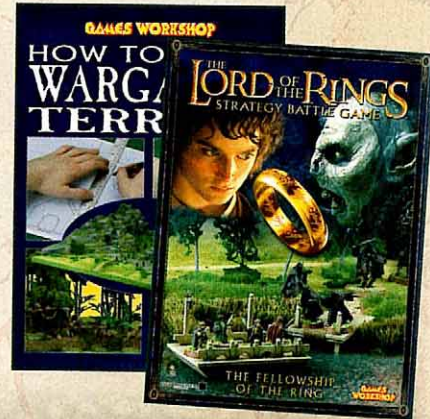
Building Bridges

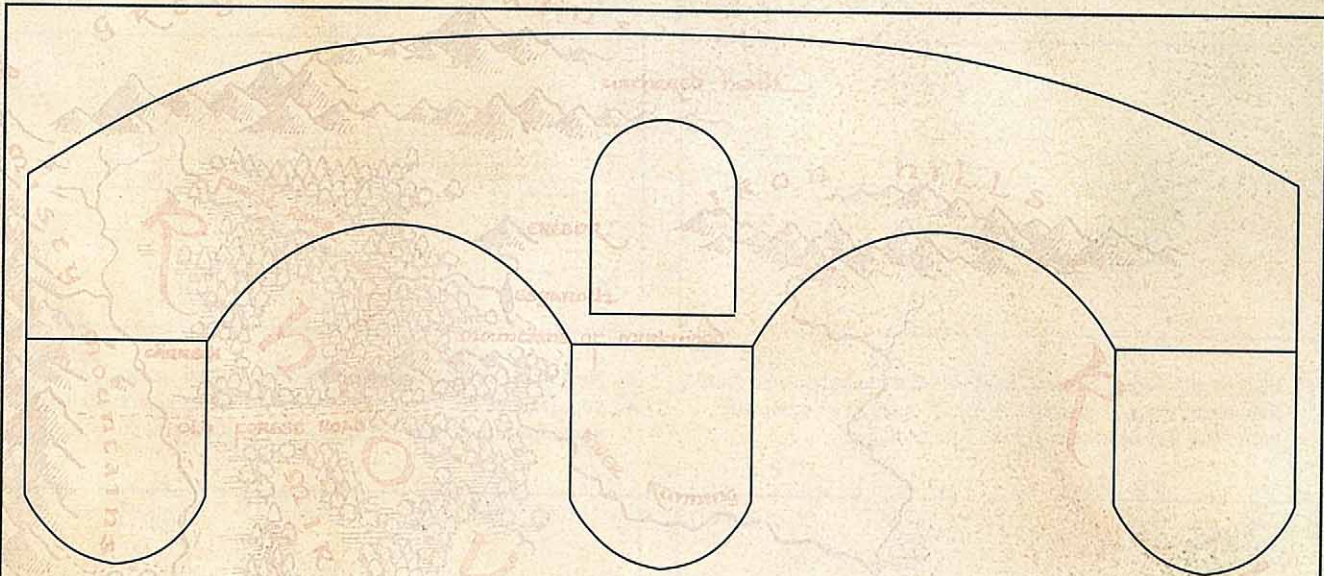
To fight 'The Last Bridge' scenario you need a number of trees and a river with a bridge crossing it. Full details of how to build the river itself can be found in The Fellowship of The Ring book. Here we take the construction of a waterway a stage further by incorporating a bridge.

The design and construction of the bridge is very simple. The basic design can be used to create bridges from any region of Middle-earth, just by adding specific details. The two outer walls are made using a template as a guide before a dressed stone texture is scored into the surface of the

foamboard. The characteristic humpback bridge is also made from foamboard which has been scored and curved into shape. Buttresses are added to the walls along with other details, including a section of textured wallpaper for the roadway.

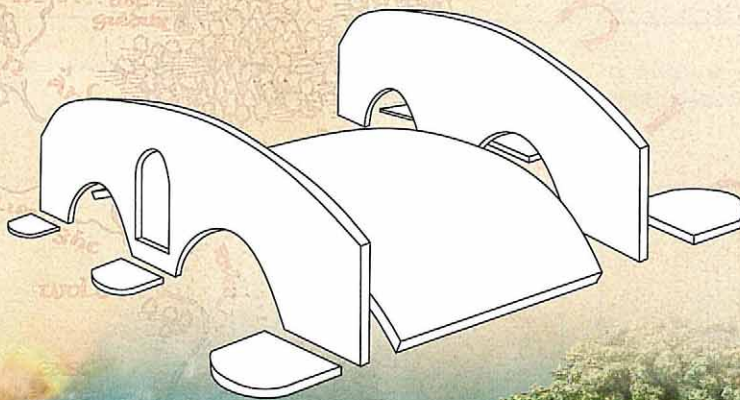
For more about making rivers and bridges, as well as other terrain, check out How To Make Wargames Terrain and The Fellowship of The Ring.





Template shown at 80% size. To enlarge photocopy at 125%.

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Tools

- Modelling knife
- Craft knife
- Metal ruler
- Ball-point pen
- PVA glue
- Large flat-headed brush

Materials

- 5mm foamboard
- PVA woodworking glue
- Rough Coat
- Wooden basing material
- 1" thick polystyrene
- Ready mix filler
- Sand

Citadel Colour paints

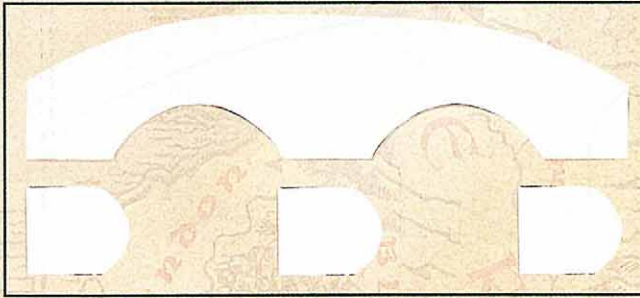
- Fortress Grey
- Skull White
- Camo Green
- Scorched Brown
- Snakebite Leather
- Vomit Brown
- Bleached Bone
- Dark Angels Green
- Scaly Green
- Ultramarines Blue
- 'Ardcoat

Caution

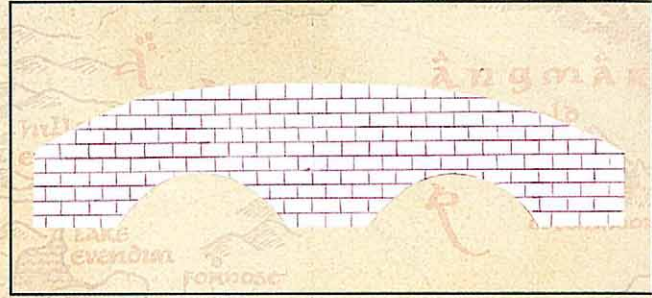
When cutting out the templates remember it's easier to use a sharp knife as you don't have to apply so much pressure to cut. Otherwise, you could press too hard, break the blade and hurt yourself.



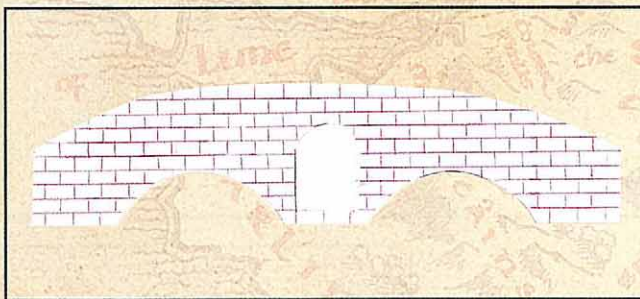
Assembling the Bridge



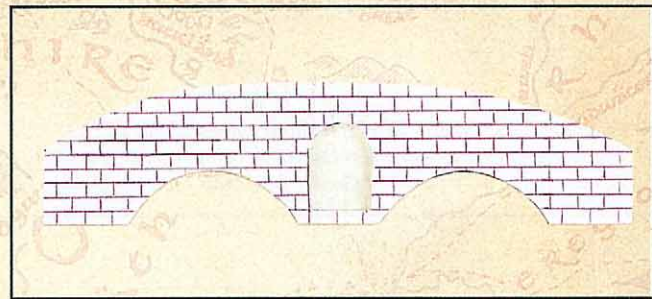
1 Start by tracing the sidewalls and buttresses template onto 5mm foamboard twice. Cut around the shape using your modelling knife. Use the metal ruler for the straight edges.



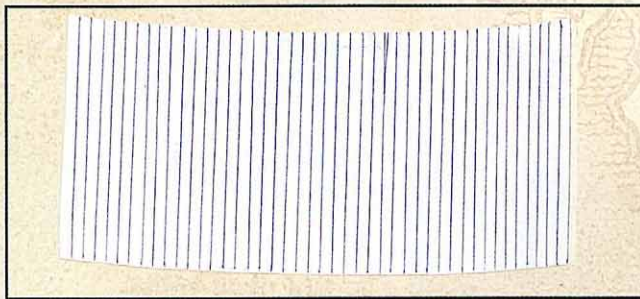
2 Next, score brickwork onto both sides of each sidewall, using your pen and the metal ruler. Start by drawing horizontal lines 5mm apart, then draw vertical lines 10mm apart.



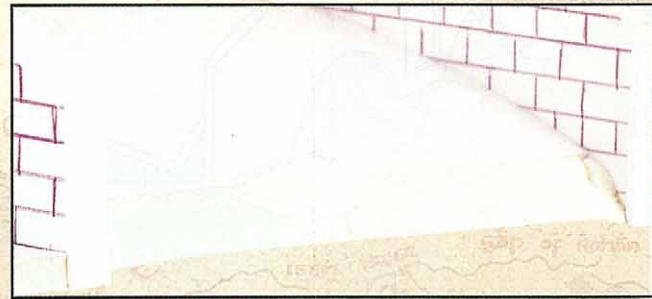
3 Once both sides are complete, use the arch template as a guide to mark the alcove. Cut through the outer layer of card and the inner layer of foam, but don't cut the second layer of card.



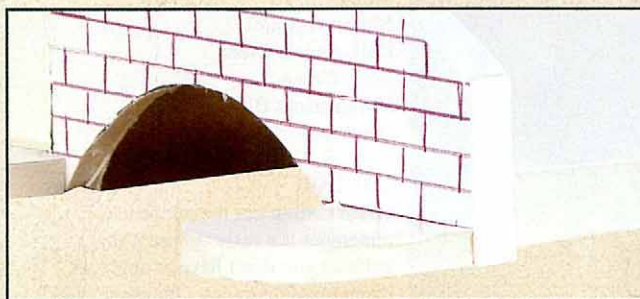
4 Carefully remove the foam from the arched alcove, leaving the second layer of card exposed.



5 To make the central bridge section cut a piece of foamboard 100mm wide and 220mm long. Score lines across it 5mm apart, then carefully bend along the scored lines to make a curve.



6 Before gluing the roadway between the two side walls, cut away some of the card and foam at an angle to give it a bevelled edge – this will help the roadway blend into the base.



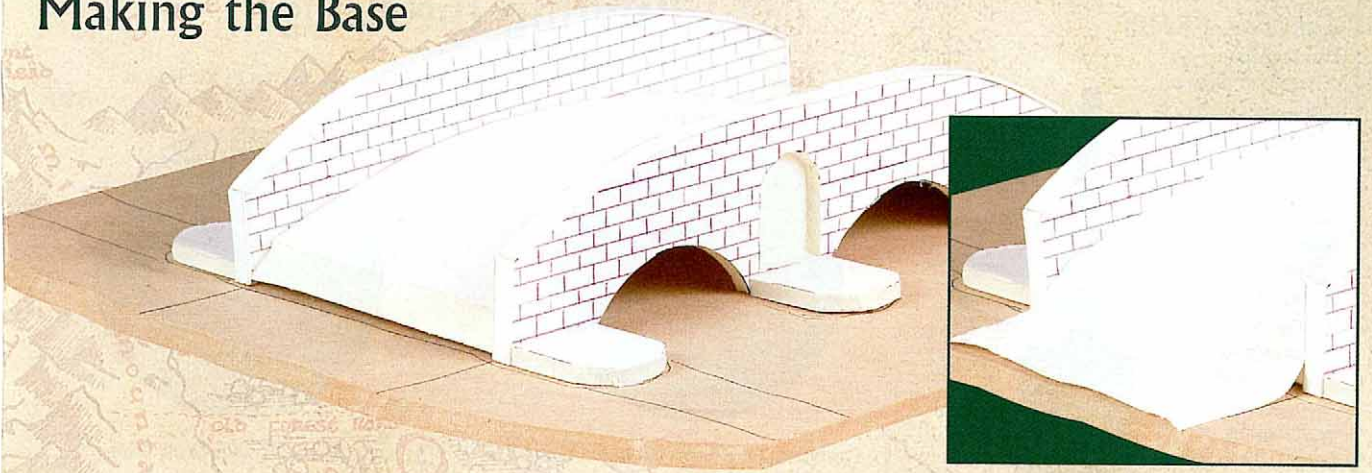
7 To finish off, glue the buttresses to the arches.

Finishing touch

Attach 7mm wide strips of thin card to the top of the side walls to act as stone detailing.



Making the Base



- 1** Cut out a 300mm square of wooden board. Put the bridge in the centre and mark out the position of the banks, 25mm wide from the outer buttresses and the same width as the rest of your river sections.
- 2** Cut the outline of the base at an angle to create a bevelled edge, leaving the edges of the base that join the other river sections straight.
- 3** Next, glue the bridge to the base, before gluing down a strip of textured wallpaper to make the roadway.



- 4** Cut strips of polystyrene to fit along the line of the banks and glue them into position.
- 5** Shape the bank to match the bevelled edge and to round off the banks. To finish, blend the bank to the base with ready mix filler, then use the filler to create the contours of flowing water.
- 6** To create the texture on the riverbanks, apply PVA glue to the polystyrene and sprinkle sand over the top. Once the sand is dry, shake any excess onto a newspaper.



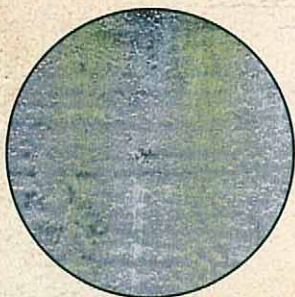
Choosing a Brush

Painting scenery is different to painting individual models in one important area: due to the larger size of terrain it is preferable to use a bigger brush. We recommend a large flat-headed brush as it will cover a larger surface much quicker. Also, when drybrushing terrain, these types of brush are much more durable than the smaller variety.



Weathering

A nice touch to add to the bridge is the effects of weathering. This includes dirt on the roadway and streaks of moss and water on the stone walls.



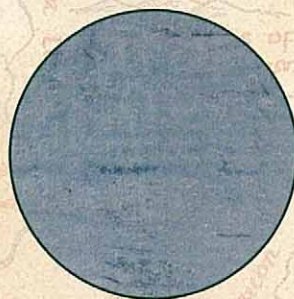
Drybrush streaks of Camo Green paint down the side of the walls with a Large Drybrush.



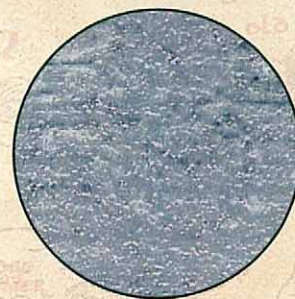
Using the large flat-headed brush, drybrush Scorched Brown in streaks across the roadway. To finish off, add a light drybrush of Bestial Brown followed by Bleached Bone.

Painting the Bridge

Undercoat the model with Roughcoat – this is the base colour of the bridge.



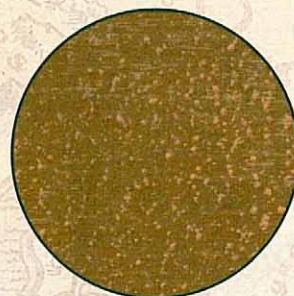
1 Drybrush the Roughcoat base colour with Fortress Grey.



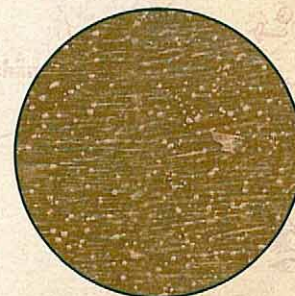
2 Then, finish off with Skull White to highlight.

Painting the Base

Paint the sand on the base Snakebite Leather before using a large flat-headed brush to drybrush the following colours over the basecoat:



1 Vomit Brown.



2 Bleached Bone.

To give the base a more natural appearance we have used static grass and modelling flock to represent different textures of scattered grassland. These should be glued to the board in random patches leaving small areas of sand showing.

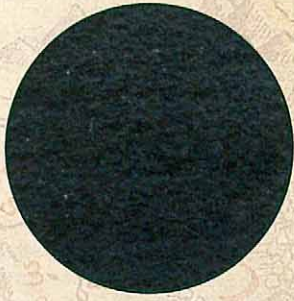


3 Apply patches of glue to the base. You may find it useful to water down the glue.

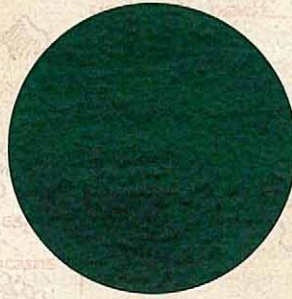


4 Apply modelling flock to the glue before adding smaller patches of static grass. Once the surface is dry, knock off the excess grass and flock onto a sheet of newspaper.

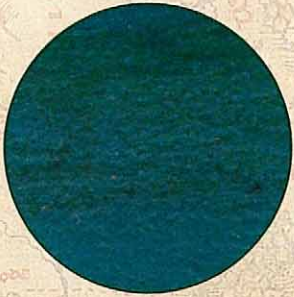
Painting the River



1 The water is painted Dark Angels Green.



2 This is followed by a coat of Scaly Green towards the edges of the river.



3 Highlight with an equal parts mix of Scaly Green and Ultramarines Blue working out towards the riverbanks.



4 Finally, add streaks of Skull White to imitate light catching on the flowing water. To finish off the water, apply a coat of 'Ardcoat.

Statues

The finishing touch to the bridge is to add a couple of statues standing in the alcoves. These are made using Men of Gondor, textured and painted in the same way as the rest of the bridge. These offer an opportunity to apply a few modelling touches to make them appear more weathered.



Heavy Weathering

To give the impression of a more ancient and weathered bridge, you may want to try modelling the walls of the bridge with a more ruined appearance by trimming and sculpting the foamboard walls. See our building an Osgiliath ruin workshop next month for more details.



The statues can also be modelled to look heavily weathered. These examples were worked on using a pair of clippers: removing sections and applying nicks to the model, as well as the base. One useful touch was to keep the trimmed parts and glue them around the model, as if the parts have been broken off and fallen on the base.



Alternative Bridges

The bridge model that we've shown you here has two arches over the water. As an alternative, you might prefer to experiment with a single span or three arches instead. Here's what they would look like:

Single Span



Three Arches



Scenario: The Last Bridge

Glorfindel attempts to stop the Ringwraiths from crossing the Bridge of Mitheithel

As time is running out for Frodo, following his wounding at Weathertop, Glorfindel sets out to aid the Fellowship. Unfortunately the Ringwraiths stand in his way. Mat Ward sets the scene.

Though the Nazgûl were driven away, Frodo has just barely survived the attack on Weathertop. He now hovers a mere stone's throw from death, with shards of a Morgul blade embedded in his chest. With each passing hour he becomes weaker as the shards drive their way towards his heart – when they reach it his life will end and he will exist throughout eternity as a formless and insubstantial wraith. Knowing that the only power that can save Frodo is that of Elrond, Strider drives the Hobbits onwards with ever-increasing speed. Even as he does this, Elrond sends out from Rivendell any who have enough power to oppose the Nazgûl, hoping that they can either reach Frodo or thwart his pursuers. One of these is Glorfindel, a mighty Elven lord whose power challenges that of the greatest Eldar yet alive in Middle-earth, and who is rightly feared by Sauron's servants. It is his task to seek Frodo upon the great road and it is here, upon the Bridge of Mitheithel, that he encounters several wraiths, themselves searching for Frodo once more.

Participants

Good
Glorfindel (Mounted)

Evil
3 Ringwraiths (Mounted)

Note that the Ringwraiths have the minimum amount of Will described in the main rules manual (ie, 7 for the Ringwraiths and 10 for the Witch-king of Angmar). This represents the fact that Sauron's power is still building and even his most deadly servants are not yet at full strength.

Layout

This scenario is played on a 48"/112cm x 48"/112cm table, representing the site of the Bridge of Mitheithel. The River Mitheithel sits on the north/south spine of the board and is about 8"/20cm wide – it is spanned in the centre by a bridge 4"/10cm wide. A small wood (comprised of about three trees) lies on each side of the bridge.

The path of the road is marked by hedges and is bracketed by rocky outcrops where it leaves the western board edge.

Starting Positions

The Evil player deploys the Ringwraiths within 6"/14cm of the bridge. When this has been done, the Good player deploys Glorfindel so that he is in base contact with the eastern board edge.

Objectives

Whoever holds the bridge controls a vital crossing of the Mitheithel river. When the game ends (see below) the Good player wins if Glorfindel is on the bridge or if all three Ringwraiths have been slain. Any other result is a victory for the Evil player.

Special Rules

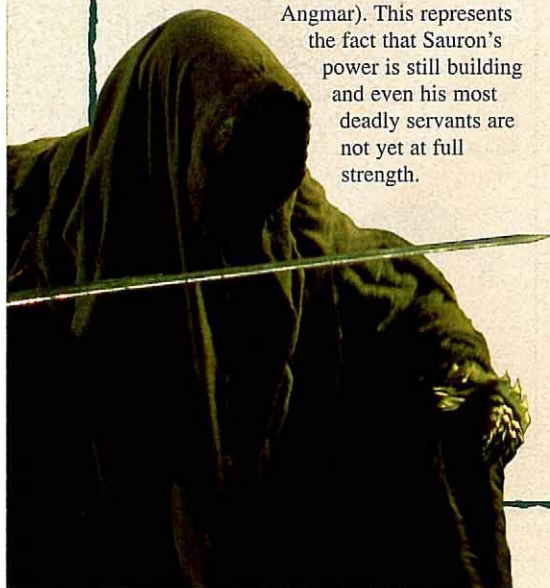
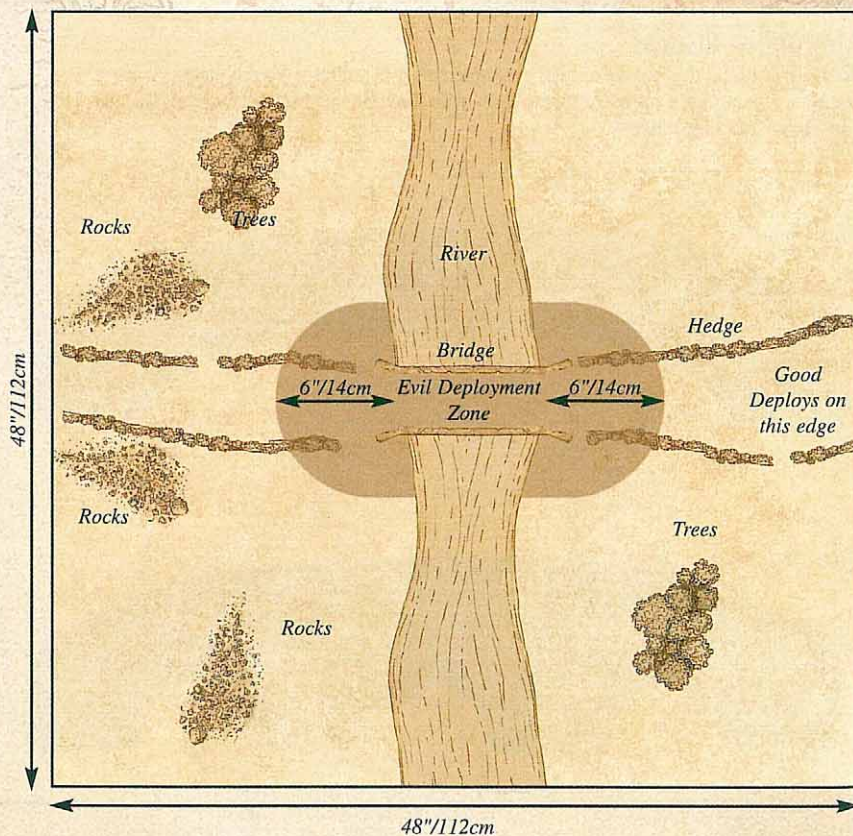
Time is Running Short. With Frodo close to Rivendell, and somewhat closer to death, the battle for the bridge has become all-

important. The game lasts for at least 10 turns, but if the Priority roll is drawn from turn eleven onwards, the game ends instantly – calculate who has won.

The Cry of the Nazgûl. Once per game, in the Priority phase (but before any dice have been rolled) the Evil player may choose to unleash the piercing wail of the Nazgûl. This terrible cry freezes the hearts of all who hear it – accordingly, for the duration of the turn, all models on the Good side have their Courage reduced by three points.

Points Match

Although it is Glorfindel who appears in this scenario, many others searched Eriador for Frodo in those fateful days. If you want to play this scenario with alternative participants, choose an Evil force approximately half as large again as the Good force – ie, if the Good force is about 200 points in size, the Evil force should be around 300 points. The Good force can be chosen (in any combination) from the 'Elven Havens', 'The Dwarf Holds', or 'Arnor & Angmar' sections of the main rules manual. The Evil side should be chosen from the 'Mordor' section.



WARHAMMER



🛡️ **The Battle of the Cairns**
Heinrich Kemmler invades Athel Loren

🛡️ **The Wayfarer's Companion: Skeggi**
The history of the Norse city revealed

🛡️ **Warhammer Chronicles: Ogre Cavalry**
Rhinox bruisers

RETURN OF THE LICHEMASTER

Part One: Wood Elves clash with Heinrich Kemmler in the Battle of the Cairns

Dark forces are at work, threatening the Wood Elves realm of Athel Loren. In the first of a three-part series Mat Ward follows Heinrich Kemmler and Krell as they set about shattering the peace of the forest.

Scattered through the wild heaths on the outskirts of Athel Loren are countless ancient burial cairns, mounds and barrows. Some of these were built by the first Elves that dwelt on the edge of the forest, though a great

many of them are from early human barbarian civilisations – some of which are thought to owe their traditions to the Nehekharan lands further south. Many priceless and powerful artefacts were buried within these tombs, though the Wood Elves, respectful of such places and their long-dead inhabitants, leave them as they have lain for countless centuries, slowly to be reclaimed by the forest. Nevertheless, there are many greedy tomb robbers who covet the riches within these tombs, and so the Wood Elves are constantly battling against these interlopers. Sometimes, however, the cairns are sought for more sinister reasons than simple greed.

In the winter of 2495, a dark and evil being sought to claim these cairns. This hated creature, cursed and despised by the Wood Elves, was the Lichemaster Heinrich Kemmler. A devious foe, Kemmler was often sighted travelling through the forest, sometimes alone, often accompanied by a much larger, armoured, figure – the Wight King, Krell. Bands of Wood Elf Scouts would often seek to confront him, only for him to vanish like mist on the breeze. The bodies of other such sentries were found, turned to dust by the darkest of magics or hacked apart by the heavy blows of an axe. As the winter grew deeper, the portents became ever more dire for Athel Loren.



Mat: one of my favourite characters in the Warhammer background is the infamous Lichemaster, Heinrich Kemmler. Quite why, I really can't say – though I do like the hat. As a happy coincidence, one of the better documented of Kemmler's grandiose schemes involves the Wood Elf realm of Athel Loren. I've written a series of scenarios to re-enact the Battle of the Cairns. Along the way, it somehow grew into a whole slew of special characters, and even a variant army list all of which will unfold over the next couple of months.



Great carrion, summoned by Kemmler from the southern deserts, began to perch upon the cairns, scrabbling and digging for the bones of the long-forgotten dead. With the forest still slumbering in winter's embrace, the Elves could not ignore such an incursion. Ythil the Hawk-eyed led his Kinband of Warhawk Riders against the foul creatures. With surprise on their side, the Elves descended upon the undead beings, destroying many of them before the others seemingly retreated from the forest.

Unfortunately, Kemmler was a more cunning foe than the Asrai gave him credit for. Whilst the Elves battled his minions, he and Krell were able to break into one of the largest of the ancient burial mounds – the tomb of a great, long-dead king. Hidden from the eyes of the searching Elves in the sepulchre's dank embrace, the Lichemaster carefully counted the passing of the twin moons through the dark skies.

As no more sightings of Kemmler were reported the Asrai gradually, albeit uneasily, abandoned their hunt. Midwinter arrived, and Athel Loren

became weaker still. Orion succumbed to the flames of his pyre, and Ariel began her slumber within the Oak of Ages. It was then that Kemmler struck.

Under a spell of concealment, Kemmler emerged from his hiding place and began to conduct a vile ritual, with knowledge stolen from the vaults of the cursed Castle Vermisace. All across the wild heath, the tombs and cairns were

arrows before disappearing once more. Nevertheless, their numbers were too few to halt the unliving.

A grand battle finally took place in a massive glade, deep within Athel Loren's borders. Thousands of stoic Eternal Guard advanced on the foe, led by the warrior-elder Sceolan, while Glade Riders galloped around the flanks. Overhead, Ythil the Hawk-eyed and his

As the winter grew deeper, the portents became ever more dire for Athel Loren

opened from within by cold and lifeless skeletal hands, and bronze-bedecked ancient warriors marched out to form a mighty army. Screaming carrion birds filled the skies as the army of the undead marched through the snowdrifts and entered Athel Loren.

Dark Dryads of winter, crone-like and hateful, assailed Kemmler's army at every step. Waywatchers arose from the snow to launch their unerringly accurate

Warhawk Rider kin swept down time and time again through the thick clouds of crows and ravens to attack the long-dead warriors. Many Elves were slain that dark day, but the Undead were finally stopped, and Kemmler shadowed away. This was the furthest into Athel Loren any attack had ever reached, and as such the Wood Elves are hungry for vengeance against the hated Lichemaster, and are ever-watchful for his return.



Heinrich Kemmler

Points: 550

	M	WS	BS	S	T	W	I	A	Ld
Kemmler	4	3	3	4	4	3	3	1	9

Weapons and armour: Kemmler carries the Skull Staff, a Power Familiar and a Black Periapt. He wears Kemmler's Cloak of Mist and Shadows and wields the Chaos Tomb Blade.

Spells: Kemmler is a Level 4 Wizard and always uses the Lore of the Lichemaster.

The Master of Necromancy: As long as he has enough Power dice, Kemmler can cast any of his spells, even one that has been cast already in the same Magic phase.

Spells of Protection: Kemmler has spent many long weeks hidden, preparing for this moment of grand triumph, and has woven powerful magical defences about himself. As a result, he has a 5+ Ward Save. In addition, Kemmler (and any unit he joins) suffers one less wound than they normally would when defeated in combat.

Cloak of Mist and Shadows

This cloak endows the wearer with ethereal form. Free from the bond of his material body, the user is free to move through solid matter like a ghost.

This item can be used only by models on foot. The wearer is Ethereal for the entire game – he may ignore terrain penalties and cannot be harmed except by magical attacks.

Power Familiar

A Power Familiar attracts raw magic power to its owner.

The Familiar adds one dice to both the Power dice and the Dispel dice pool of the bearer.

Skull Staff

The Skull Staff constantly whispers to its bearer, revealing the secrets of magic.

At the beginning of the bearer's Magic phase, the enemy must reveal all magic items carried by each one of his models within 12" of the Skull Staff's bearer. In addition, thanks to the wise advice of the skull, after the bearer has rolled on the Miscast table, he can choose to re-roll the dice. The second result applies.

Black Periapt

This maleficent jewel has the power to trap the winds of Amethyst magic and accumulate them for its bearer, or his lord, to use.

Allows the bearer to save one unused Power dice or Dispel dice at the end of any Magic phase and store it, to add it to his side's dice pool in the next Magic phase.

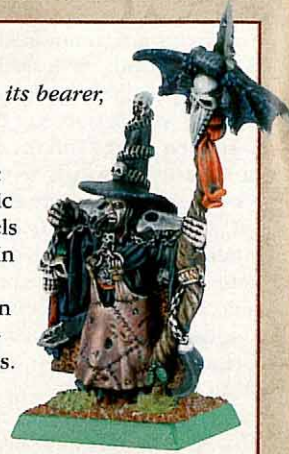
Chaos Tomb Blade

Forged from the raw stuff of Chaos, this blade thirsts for the blood of the living.

This magic weapon allows Kemmler to re-roll failed rolls to wound in close combat.

The profile given here represents Kemmler at the time of the Battle of the Cairns, fast approaching the pinnacle of his power – if not thwarted soon, his sorcery will rival the mighty Nagash himself.

Kemmler counts as both a Lord and a Hero choice. He must be fielded exactly as represented here, and may not be given additional equipment or magicks.



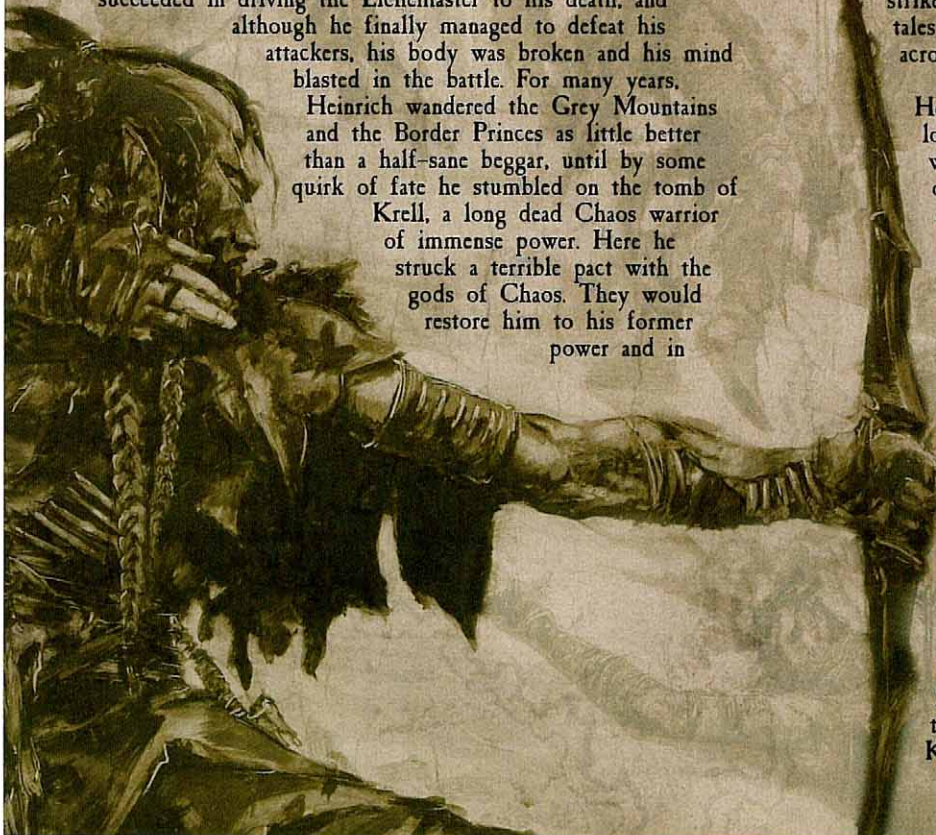
Heinrich Kemmler was a great and feared Necromancer. Until rivals began to usurp his power. They nearly succeeded in driving the Lichemaster to his death, and although he finally managed to defeat his attackers, his body was broken and his mind

blasted in the battle. For many years, Heinrich wandered the Grey Mountains and the Border Princes as little better than a half-sane beggar, until by some quirk of fate he stumbled on the tomb of Krell, a long dead Chaos warrior of immense power. Here he struck a terrible pact with the gods of Chaos. They would restore him to his former power and in

return Heinrich swore to slay and destroy in their name. Now once again the name of the Lichemaster strikes terror into the hearts of ordinary folk and tales of his foul deeds are whispered when retold across the Old World.

Heinrich stands just under six feet tall and has long, filthy white hair. His body is covered with scars, cuts and abrasions from his years of madness, and is shrouded in a large dark cloak that swirls and twitches with a life of its own. In one hand he carries the Chaos Tomb Blade, in the other he holds his Skull Staff, a magical item which is topped with a skull that chatters and gibbers constantly. Following his defeat at the Bretonnian abbey of La Maisontaal, Kemmler remains determined to inflict his revenge upon Bretonnia. If he can harness the power in the cairns of Athel Loren he will unleash an army upon the descendants of Gilles and leave the land a corpse-choked ruin.

Krell was a mighty Chaos Champion long before the birth of the Empire. At this time there were only a handful of scattered tribes of Men who were nothing more than barbarians with few skills and little learning. Krell was the ruler of one such tribe that was corrupted by the Chaos god Khorne. Krell quickly carved out an empire amongst



Krell

Points: 190

	M	WS	BS	S	T	W	I	A	Ld
Krell	4	5	3	4	4	3	4	4	6

Weapons and Armour: Black Axe of Krell, Chaos armour (4+ Armour Save). He also wears the Crown of the Damned.

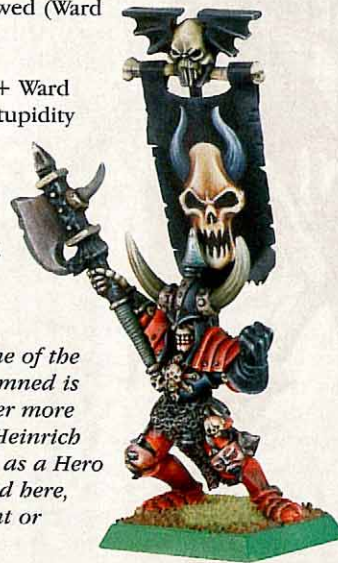
The King of Wights: In Krell's hands his dreaded weapon reaches the pinnacle of its dark powers. It delivers a Killing Blow every time Krell rolls a 5+ on his rolls to wound.

Black Axe of Krell: The Black Axe of Krell is a great weapon and follows all the rules for normal great weapons. Also, any model that suffers 1 or more wounds from the Black Axe must roll a D6 at the start of both its own and its enemy's Magic phases for the rest of the game. On a roll of 1 or 2 it suffers 1 more wound with no Armour Save allowed (Ward Saves can be taken as normal).

Crown of the Damned: This crown confers a 4+ Ward Save upon the wearer. The wearer is subject to stupidity (even if the model is normally Immune to Psychology).

By this time, Krell and the Crown have become fused into a single entity – as a result, the Crown may not be destroyed by spells such as Vaul's Unmaking.

The profile given here represents Krell at the time of the Battle of the Cairns, where the Crown of the Damned is starting to erode his will-power, leaving him ever more dependant on Kemmler. If your army includes Heinrich Kemmler, it may also include Krell, who counts as a Hero choice. He must be fielded exactly as represented here, and may not be given any additional equipment or magic items.



Laws of Undeath

As Undead, Kemmler and Krell have the following special rules:

Immune to Psychology

Undead are Immune to Psychology (see the Warhammer rulebook).

Cause Fear

Undead cause *fear* (see page 81 of the Warhammer rulebook).

Charge Reactions

Undead can react to charges only by holding.

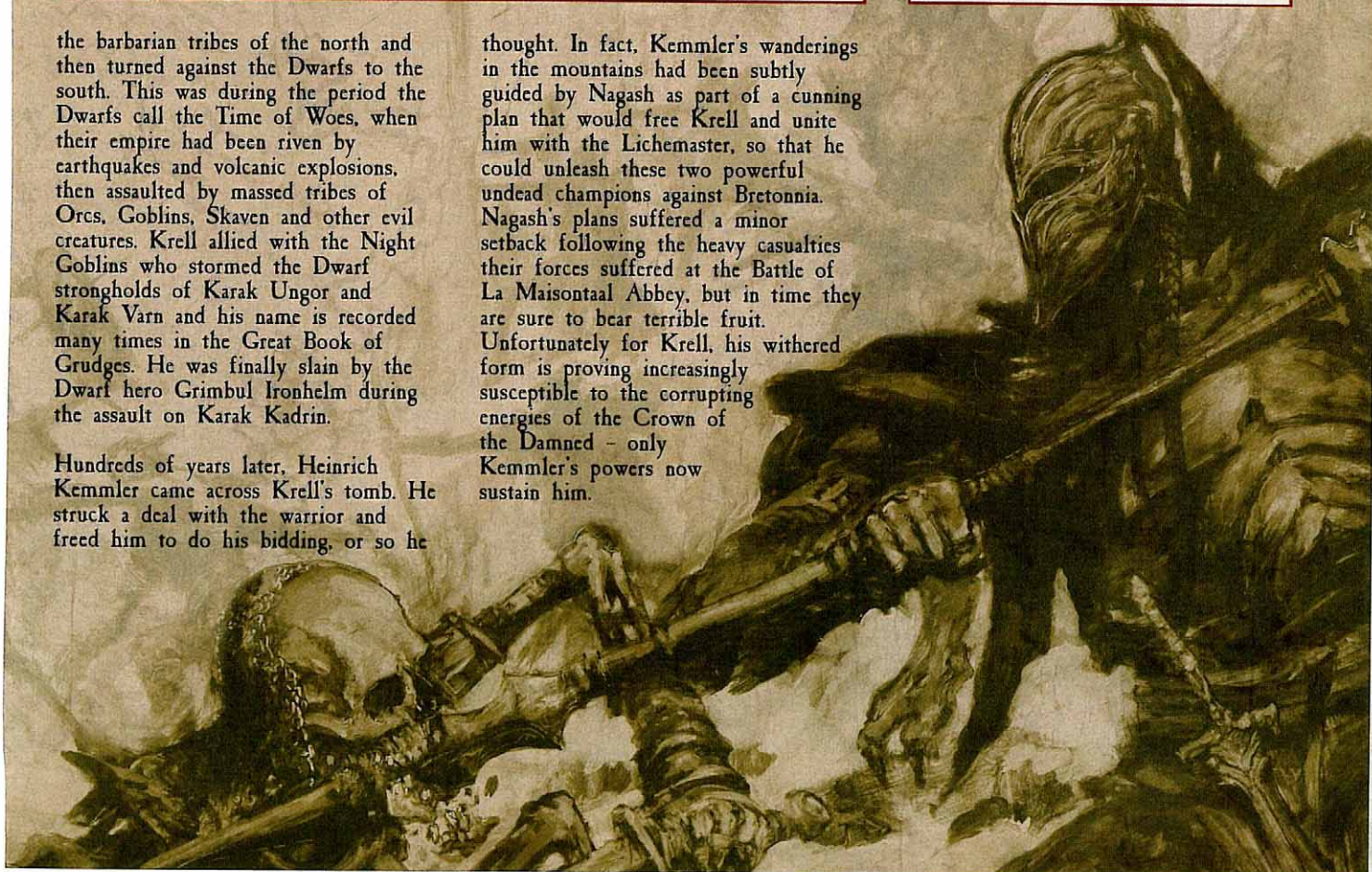
Break Tests

Undead cannot be broken, but if Kemmler and Krell are beaten in combat, they suffer one additional wound for every point they lose the combat by (no saves of any kind, not even Regeneration or Ward Saves, are allowed against such wounds). If either are wiped out by combat resolution in the first turn of a combat, the enemy gets the option to make an overrun move as normal.

the barbarian tribes of the north and then turned against the Dwarfs to the south. This was during the period the Dwarfs call the Time of Woos, when their empire had been riven by earthquakes and volcanic explosions, then assaulted by massed tribes of Orcs, Goblins, Skaven and other evil creatures. Krell allied with the Night Goblins who stormed the Dwarf strongholds of Karak Ungor and Karak Varn and his name is recorded many times in the Great Book of Grudges. He was finally slain by the Dwarf hero Grimbul Ironhelm during the assault on Karak Kadrin.

Hundreds of years later, Heinrich Kemmler came across Krell's tomb. He struck a deal with the warrior and freed him to do his bidding, or so he

thought. In fact, Kemmler's wanderings in the mountains had been subtly guided by Nagash as part of a cunning plan that would free Krell and unite him with the Lichemaster, so that he could unleash these two powerful undead champions against Bretonnia. Nagash's plans suffered a minor setback following the heavy casualties their forces suffered at the Battle of La Maisontaal Abbey, but in time they are sure to bear terrible fruit. Unfortunately for Krell, his withered form is proving increasingly susceptible to the corrupting energies of the Crown of the Damned – only Kemmler's powers now sustain him.



THE LORE OF THE LICHEMASTER



D6	Spell	Casting value
1	Invocation of the Lichemaster	3+/7+/11+
2	Desiccating Grasp	6+
3	Eternal Vigour	7+
4	Withering Gaze	8+
5	Kemmler's Danse Macabre	10+
6	Curse of Eternities	13+

Necromancy is the magic of the past, of withered flesh and faded times. It is similar to Amethyst magic, of which it is a somewhat corrupted version. Being a Necromancer of almost incomparable power, Kemmler utilises more powerful versions of the spells of Undeath. Kemmler automatically knows all six of the following spells.

Invocation of the Lichemaster Cast on 3+/7+/11+

Casting Value	Models created	Wounds restored
3+	D6 Skeletons	D3 Wounds
7+	2D6 Skeletons	2D3 Wounds
11+	3D6 Skeletons	3D3 Wounds

This spell can be used in two different ways – to add models to an existing unit, to create a new unit or to restore lost Wounds to a model. In all cases, it has a range of 18". The caster must declare if he is using the spell on an existing unit (declare target unit), or to create a new unit of Skeletons as well as the Casting Value he is attempting (3+, 7+ or 11+), before he rolls the dice to cast.

The higher the Casting Value chosen, the more effective the result of the spell will be if cast successfully.

	M	WS	BS	S	T	W	I	A	Ld
Skeleton	4	2	2	3	3	1	2	1	3

Heinrich Kemmler, the Lichemaster (9947020701301) and Krell (9947020701701) (9947020701702) are available to order from Direct. See page 126 for details.

Invocation of the Lichemaster can be used to:

- Recover wounds in an existing Undead unit or character. If successfully cast, choose one Undead unit or character model (even if engaged in close combat) and then measure the range to it. If the unit is in range, that unit recovers D3/2D3/3D3 wounds (or wounds worth of models), depending on the Difficulty Level chosen.

New models will be armed and equipped exactly like the other models in the unit. Note that this may not take the number of models in the unit above the number it began the game at. The Victory Points value of the unit does not change. This spell may not be used to increase the frontage of the target unit beyond four models, though it may be used to increase the number of ranks.

- Create a new unit of Skeletons. If successfully cast, choose any point within 18" and place one model on it. Then form the rest of the models around it. The new unit will consist of D6/2D6/3D6 models, depending on the Casting Value chosen. Skeletons will be armed with a hand weapon and shield.

If less than five models are created, the spell has failed to work and no models can be placed on the table. Units created in this way must be deployed at least 1" away from any enemy, but may be in any formation and facing any direction. Immediately calculate the Victory Points value of the new unit (at 8 points per Skeleton) and record it.



Desiccating Grasp (Remains in play)

Cast on 6+

The Necromancer has the ability to cause anything he touches to age centuries within a second, destroying the bodies of his enemies and enslaving them. As he grips his opponent tightly, the victim's flesh and all his possessions are instantly turned to dust which is scattered by the wind of ages. If a foe is slain whilst Kemmler is under the effects of this spell, their form is reanimated as an Undead minion. This spell can be cast by the Lichemaster on himself, even if he is in close combat. Once it has been cast, the spell lasts until it is dispelled, or until the Wizard decides to end it (which he can do at any time), attempts to cast another spell or is slain.

Whilst the spell remains in play, any model wounded by Kemmler is killed automatically, with no Armour Saves allowed. The enemy can take a Ward save, if he has any, but if the wound is not saved the model is dead. This applies to all models, of any size. If a man-sized model is slain in this way it is immediately reanimated as a Skeleton under Kemmler's control and placed in base contact with the Lichemaster. It may be placed in combat with an enemy if Kemmler's controlling player wishes, providing it is also in base contact with Kemmler.

Eternal Vigour

Cast on 7+

Kemmler concentrates on animating the creatures under his control. They attack with such speed and ferocity that few can defend against their flurry of blows. Target one of your own Undead units within 18" and that is in close combat. In the next Close Combat phase all models in the unit attack first, even if they have been charged, are armed with great weapons and so on (even Zombies! This is the only exception to the Braindead rule), and can re-roll any failed to hit and to wound rolls.

Withering Gaze

Cast on 8+

Bolts of Dark Magic leap from the Undead spellcaster's eyes. Where the beams touch the victims' flesh, their skin blackens and withers, sloughing away till the white gleam of bone is visible beneath. This is a magic missile with a range of 36". If successfully cast, the *Withering Gaze* hits its target and causes 2D6 Strength 4 hits.

Kemmler's Danse Macabre Cast on 10+

The Undead are filled with an unholy magical energy that causes them to stride across the battlefield with a speed that even most mortals are unable to match. Adapted from one of the most infamous spells in the great Necromancer Vanhal's repertoire, this incantation can mean the difference between victory and defeat for Kemmler's army. This spell can be cast on a friendly Undead unit that is within 24", and which is not already engaged in close combat. The unit can immediately make a move of up to 8" in the same way as a normal move made in the Movement phase (it can wheel, turn, change formation or even reform) although it may ignore any hindering terrain or obstacles whilst it moves.

The unit can charge an enemy within 8" if opportunity permits and the same rules apply as for a normal charge (except that if the charge is failed the Undead will still move the full 8"). A unit that is charged by means of *Kemmler's Danse Macabre* can react to the charge as normal and must take the appropriate Psychology tests.

Curse of Eternities (Remains in play)

Cast on 13+

The enemies of the Undead feel their limbs become heavy and their hair turns grey – death comes to claim their souls. This spell can be cast on any one enemy unit within 24" (which may be a unit in combat if the Lichemaster wishes). If successfully cast, the enemy swiftly starts to age. Roll a dice for each model in the affected unit. A model will suffer a wound on the roll of a 5+. No Armour saves are allowed.

Once cast, the spell remains in play. It lasts until dispelled, or until the Wizard decides to end it (which he can do anytime), attempts to cast another spell or is slain. If not dispelled, at the beginning of the caster's next Magic phase models in the affected unit suffer a wound on a 4+. In the caster's next Magic phase they will suffer a wound on a 3+ and so on, to a minimum of 2+. No Armour Saves are allowed. Characters who are part of a unit





Daernidd spies the Lichemaster and his undead cohort.

Scenario: The Unquiet Dead

The Lichemaster walks Athel Loren, searching for the cairns – at least, the dead beneath them – that hold the key to his latest scheme. It is not without design that Kemmler has come to Loren in the winter months. The forest is vulnerable and its group consciousness will be too dulled to easily thwart him. If left to his own devices, he will cause great evil to Athel Loren and the nearby lands.

Overview

The attacker is attempting to breach the defenders' outer perimeter without being challenged if at all possible. If detected, the attacker's job becomes much harder and the defender will be able to rely on reinforcements.

Historical Armies

The Glorious Forces of Heinrich Kemmler

- Heinrich Kemmler, the Lichemaster
- Krell, King of Wights

The Sentinels of Athel Loren

- Daernidd's Handmaidens (5 Dryads)
- Lladrel's Kinband (5 Wood Elf Scouts, including a Lord's Bowman)
- Doriel's Kinband (5 Wood Elf Scouts, including a Lord's Bowman)
- The Troupe of Skybreak (5 Wardancers including a Bladesinger)
- The Sons of Equos (5 Glade Riders, including a Horsemaster)
- Sceolan (Wood Elf Noble from an Eternal Kindred – carries a Moonstone of the Hidden Ways and is accompanied by a Resplendence of Luminescents)

- The Awakened (3 Tree Kin)
- Morith's Hunters (5 Waywatchers, including a Shadow Sentinel)
- Daernidd (Treeman)

Alternative Armies

This scenario can represent any encounter where a pair of heroes attempt to fight their way into (or out of) an enemy's heartland – High Elves attempting to breach a Druchii fortress perhaps, or a Chaos Sorcerer attempting to flee Middenheim.

If playing the scenario with different forces, both armies (of around equal size) are chosen from the relevant Warhammer army list as normal, but with the following exception: the attacker may only choose characters.

Battlefield

The table represents the outer edge of Athel Loren and should be liberally covered with forest (they will only affect

line of sight if using the historical participants, as none of the combatants, except Krell, will be slowed by them).

Deployment

1. The defender deploys Daernidd's Handmaidens anywhere within 6" of the northern board edge.
2. The attacker deploys Krell and Kemmler within 6" of the southern board edge.

Who goes first?

The attacker goes first.

Length of Game

Until Kemmler is slain, or exits the board.

Victory Conditions

Heinrich Kemmler is victorious if he exits the board from the north table edge. Any other result is a victory for the Wood Elves.

Special Rules

The Wood Elves are initially unaware of the threat that approaches and it will take time for more aid to arrive. In each Wood Elf Remaining Moves phase, the Wood Elf player may move one unit, not yet deployed, onto the board from a table edge of his choice.

He must bring them on in the order they are listed above (ie, Lladrel's Kinband will move on first and Daernidd will move on last). In addition, the creatures of Athel Loren are not at their best in winter, when the forest slumbers – all units with the Forest Spirit rule are subject to Stupidity.



The history of Heinrich Kemmler

Kemmler's history is long, filled with dark deeds and terrible acts. His origins are clouded and his story reveals itself reluctantly, for Kemmler is the only true source for these events and his word cannot be said to be free from bias.

2401- *Already a powerful*

2410 *Necromancer, Kemmler makes a journey to the lands of the Dead. Though most Tomb Kings react with hostility to his presence, he learns much from those who will treat with him. Kemmler returns to the Old World with the goal of creating a realm that will rival the great Necropolises of the south.*

2412 *Kemmler gathers a dozen lesser Necromancers to him and educates them further in the Dark Arts. Sensing the emergence of a rival, the Necrarch Brachnar the Damned subverts several of Kemmler's followers and forms the Council of Nine.*

2415-

2419 *Estalia becomes a battleground between Kemmler and Brachnar. The Estalian militas do what they can to protect the citizens of the realm, but it is not until Kemmler pursues his enemies northwards into Bretonnia that the land is truly safe.*

2420 *Kemmler crushes the legions of the Council of Nine in the hills beyond Quenelles. Brachnar the Damned escapes to Bogenhafen and gathers his followers to fortify his lair in the Reikwald forest.*

2422 *The defences of Brachnar's lair almost prove too strong for Kemmler's forces but, after two years in which the soldiers of the Empire refuse to enter some areas of the Reikwald forest, Brachnar is reduced to dust during a sorcerous duel.*

2440-

2445 *Kemmler enters the cursed Castle of Vermisace, searching for one of the Nine Books of Nagash. Despite his spells of protection he is ensnared by the ancient Liche, Crovan, who keeps the Necromancer imprisoned as a lesson in humility. Kemmler spends the next five years in a lightless*

crypt before finally being able to escape and defeat Crovan and his acolytes. In victory he takes the name Lichemaster.

2460 *Kemmler constructs the great fortress of Krinal in the Vaults and sends his armies against the northerly lands of Tilea.*

2464 *An Empire hedge wizard mistakenly animates the remains of Brachnar the Damned. After feasting upon his unwitting saviour, the vampire spends the next fifteen years gathering fresh servants to him and plotting his revenge against Kemmler.*

2470 *The Dukes of several Tilean cities secretly pledge allegiance to Kemmler to spare themselves the worst of his raids. The Lichemaster turns his attention to the Bretonnian province of Carcassonne.*

2475 *Kemmler destroys the Bretonnian town of Breganalle and raises its inhabitants as undead vassals. The Duke of Carcassonne leads his army against Kemmler but is beaten soundly. The torn and ravaged remains of the Duke and his household knights are later found lashed to stakes along the side of the Breganalle road. King Theobald II is dismayed and outraged by these occurrences and offers a vast reward to any man who can lead the armies of Bretonnia to Kemmler's lair.*

2478 *In midwinter King Theobald learns the location of Kemmler's stronghold in the Vaults and leads an army into the mountains. After a bloody siege, the Lichemaster's sorcery undoes the Bretonnian army, who are forced to retreat through the snow. Theobald vows to return.*

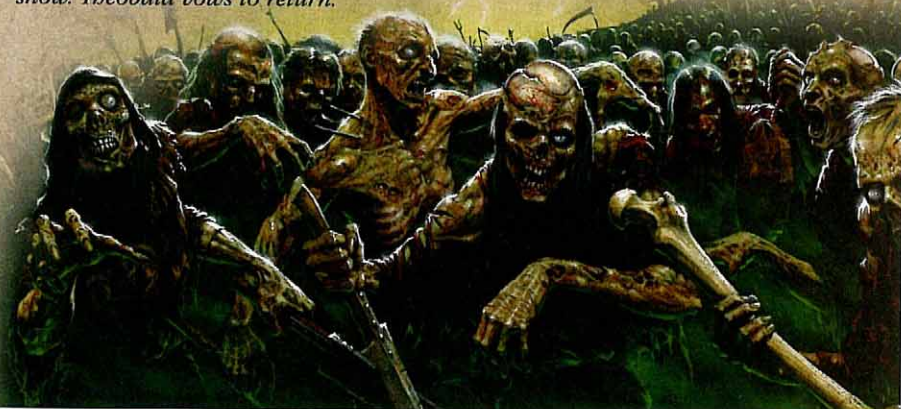
2479 *Theobald orders the holiest of weapons removed from their shrines and carried to war against Kemmler's fortress. Though the king is slain, the Lichemaster's armies are crushed and his fortress is thrown down. Badly wounded, Kemmler escapes with his life and flees deeper into the Vaults.*

2480 *Taking advantage of Kemmler's ill-fortune, Brachnar ambushes the Lichemaster. In an epic display of sorcery that lasts three days and three nights, Kemmler once more bests the Necrarch and shatters his armies, but is driven to the edge of madness in the process. A shadow of his former self, Kemmler spends the next decade as a beggar, wandering his way through the Grey Mountains and the Vaults.*

2491 *Guided by unseen hands, Kemmler stumbles upon the burial mound of the dead Chaos Champion, Krell, and raises him back to life after striking a dreadful pact with the gods of Chaos who restore his wits to him. At the head of a powerful Undead horde, the two sweep down into Bretonnia before being beaten by Skaven treachery and the valour of Tancred of Quenelles at the battle of La Maisontaal.*

2495 *The Battle of Montfort Bridge. Duke Tancred of Quenelles confronts Kemmler and Krell once more but is abandoned by his followers. The Lichemaster sends the reanimated corpse of the Duke to bear greetings to King Feramand.*

2497 *The Battle of the Cairns. Kemmler finds his way into Athel Loren and animates the Barrow Kings.*



MODELLING CAIRNS

Build some game specific terrain and bring your scenario to life (or death!)

What could be better to refight the Battle of the Cairns over than some actual cairns? (Okay a full-on acre of Athel Loren would be pretty cool too, but we've covered trees many times before...) Cairns are simple to make, look great and instantly add a bit of flavour to your game. Now Heinrich Kemmler and sidekick Krell can instantly feel at home, surrounded by burial grounds of ancient Old World warriors with which to practise their dark magicks. To make your cairns, you will need:

Tools

- Modelling knife
- Long-bladed knife
- Decorating brush
- Large drybrush

Materials

- 10mm foamboard
- 25mm polystyrene foam
- Thin wood
- Slate

- Textured paint
- Green flock
- Static grass
- Citadel PVA glue
- Superglue
- Sprue of Skeletons.
- 25mm round bases.
- Plastic glue
- Modelling sand
- Modelling gravel
- Thick gravel

Citadel Colour paints

- Chaos Black
- Scorched Brown
- Codex Grey
- Fortress Grey
- Skull White

Stone Texture

Throughout this article we refer to 'Stone Texture' - this is a mix of thick gravel, modelling gravel and modelling sand, which is glued to the surface of the scenery with PVA glue to give the appearance of layers of individual stones.



CAIRNS



1 Cut an oval shape from 10mm foamboard about 80mm by 50mm wide. Peel away the top layer of card, then shape it into a smooth curve with a modelling knife.

2 Apply a coat of 'stone texture' (see boxout) to the surface with PVA glue. You may need to apply a couple of coats to get a solid covering.

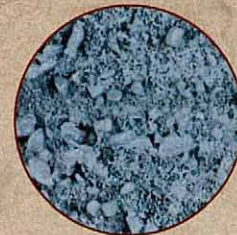
3 Once dry, undercoat the model with Chaos Black.



4 Drybrush with Scorched Brown.



5 Then drybrush with Codex Grey.



6 Next, drybrush with Fortress Grey.



7 Finish off with a light drybrush of Skull White.

Extra Details

A cairn is very simple to make - you can make half a dozen in no time. For added interest, try modelling on a few extra details; for example a grave marker of some kind or even the remains of a body under a rock pile.



Stone Pile: build up layer upon layer of stone texture to create a simple grave marker. Large pieces of gravel look best.



Marker Stone: another approach is to make a marker using a small stone. Before texturing, press a stone into the foam and glue it into place with PVA.



Desecrated: an empty grave is easy to achieve by cutting a deep groove into the foamboard. Use more sand than gravel in the hole so that it doesn't get filled in.



Grave with body: an alternative is to actually put a body into the groove. Tissue can be used to imitate scraps of cloth that has rotted away over the centuries.

BARROW

Supplement your cairns with a barrow and you'll really be spoiling the Undead. This barrow is made by sculpting a smooth round hill from two layers of 25mm polystyrene foam. The top layer should be 110mm wide and the bottom layer 150mm wide.

Cut an entrance way in 30mm wide and just as deep. Add a thin wooden base – make sure the polystyrene sits flush onto the base. Bevel the edges.

Entrance

To add to the high-status look of the barrow, choose square pieces of slate to build doorposts, the lintel on top and a door.



A nice touch is to cut a hole in the side of the barrow and glue a body crawling out of it – the undead rising to life! To make our escaping skellie, a Skeleton was assembled with its skull and arms cut and repositioned at the neck and wrists to achieve a crawling pose.

Standing Stones



1 Take two similar sized pieces of slate and press them into the top of the foam, before gluing them in place with PVA glue.



2 Choose a piece of slate to fit on top of the standing stones, then glue the three pieces together with superglue, applying some stone texture to fill in the gaps.

Finishing the Models

Even though you are going to cover the barrow with a coat of green flock, it's worthwhile taking the time to paint the surface completely first. If any of the flock should wear away over time through handling, then the earth colour will show through underneath, which looks quite natural, unlike a Chaos Black undercoat.



1 Drybrush the whole base with Bestial Brown.



2 Apply a drybrush of Graveyard Earth over the top.



3 Finally, apply a light drybrush of Bleached Bone.



4 Finish off with a thin coat of PVA glue and liberally apply green flock.

Totems

The addition of totems or warning signs adds to the overall look of the graveyard. They can be modelled onto separate bases or applied directly onto the terrain models, as you wish. These primitive totems are made by using parts from the plastic Skeleton sprue.



This offering to the gods is made from a piece of slate with plastic skeleton skulls arranged on it and glued in place.



These two examples are based on skeleton spear hafts with the weapons cut off, leaving a metal collar on one and a leather strap on the other.

Painting Wood Elves

Seasonal colours of Athel Loren

The Wood Elves have a close relationship with the forest so it seems an obvious choice to paint them in a green and brown colour scheme. However, as Steve Cumiskey finds, the forest can offer a number of variations.

The armies of the Wood Elves are made up of warbands, called together by their lord in times of war. As a result they don't have uniforms in the traditional sense, so we have to look elsewhere to find the colours to tie the army together. For the Wood Elves, it makes perfect sense to give those colours a natural theme. Using a colour palette based on the seasons is one effective way to arrive at some very different looking armies.

Over the following pages, you'll see palettes of colours for the four seasons, the colours of which are arranged in three groups. Every time that you want to add a new unit to your army, simply take one colour from each of the three groups in the season that you've selected, and use them to paint your models, varying which part you use each colour on. This will give you a group of models that look like a unit, but also gives the impression of them being individuals without a strict uniform.



DESIGN STUDIO WOOD ELVES



The Studio army is a good example of how to get a unified appearance. The bases of all of the models in the army are the same to create a coherent force, but it is the cloaks that really tie these archers together. The cloaks are the single largest area of colour on any of the Wood Elf warriors, and so, by keeping all of them green, the army takes on a consistent look.



Spiral Patterns

Spirals have been used to represent rich Elven clothes. The 'Eavy Metal team used three spirals on top of each other, in light, dark and mid-tones, to create an intricate pattern.

PAINTING WORKSHOP SPRING & SUMMER

Models painted in these colours are ideal recipients of all of the extra pieces of vegetation included on the new plastic sprues. The palette for both spring and summer begins with a collection of greens, with pale

yellows and rich reds and browns as a contrast. Trying to create a separate palette for both would mean giving each season a very small pool of greens to choose from, but try the lighter greens for spring and the darker for summer.

1

Snot Green

Shade: Dark Angels Green

Highlight: Goblin Green

2

Bestial Brown

Shade: Scorched Brown

Highlight: Snakebite Leather

3

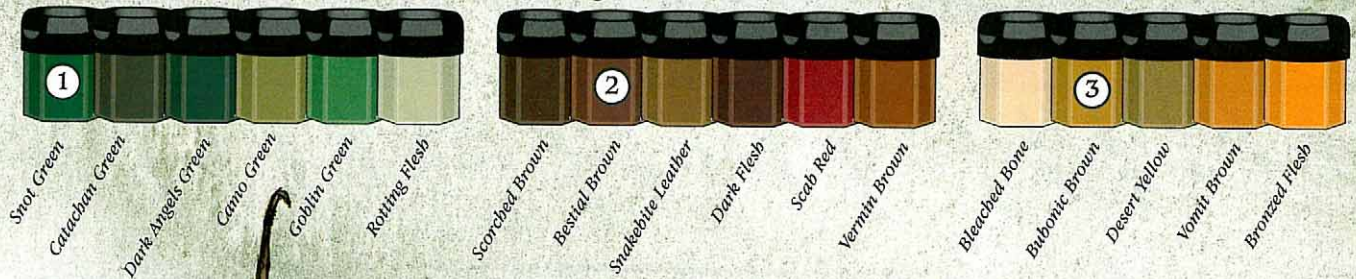
Bubonic Brown

Shade: Snakebite Leather

Highlight: Bleached Bone

Note that the inside of the cloak is left quite dark in order to show off the brighter body of the model.

Spring/Summer Palette






Concepts by Paul Jetrock
Colourised by Neil Halfgson




Bows and spear shafts

Dark bows complement light models, and vice versa, and both are more striking than a mid-tone. Here two of the many ways wood can be painted.

BRIGHT SAPWOOD

-  **1** Begin with a basecoat of Snakebite Leather.
-  **2** Apply a layer of Bubonic Brown.
-  **3** Highlight with Bleached Bone.

DARK STAINED WOOD

-  **1** Begin with a basecoat of Scorched Brown.
-  **2** Add a layer of Dark Flesh.
-  **3** Apply a highlight of Bleached Bone mixed with Bestial Brown.

AUTUMN

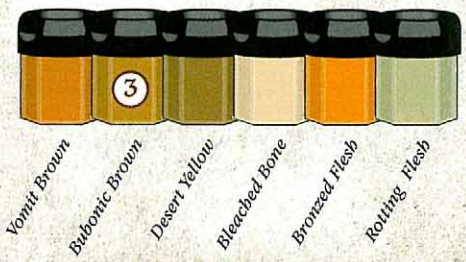
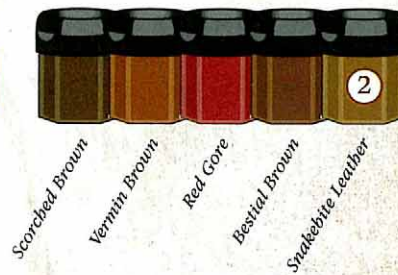
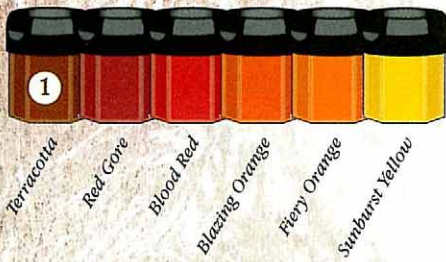
As you might expect, for the autumn palette we've swapped the lush greens of spring and summer for the browns, reds and yellows of fallen leaves. Although green is as much part of the colours of the natural

world in autumn as it is in any season, the palette reflects the classic image of this time of year. Dried herbs work well for autumn bases, while some of the vegetation from the new spruces may be less suitable.



The gold armour on this model complements the autumnal colours. Gold also works well with summer, while silver would better suit spring and winter.

Autumn Palette



Gold & jewels

Like all Elves, Wood Elves create objects of great beauty, often embellishing them with precious stones and metals.



1 Begin by painting the metal with Shining Gold.



2 Apply a wash of Chestnut Ink.



3 Once the ink has dried, apply a highlight of Mithril Silver.



1 Paint the jewel with Red Gore, concentrating on the bottom and lower left side.



2 Add a layer of Blood Red around the bottom.



3 Apply a highlight of Fiery Orange to the bottom edge of the jewel.



4 Add a final highlight of Skull White near the top right of the jewel, and finish with a coat of Gloss Varnish.

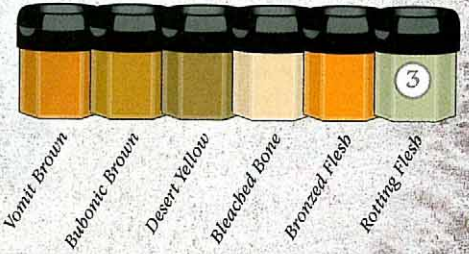
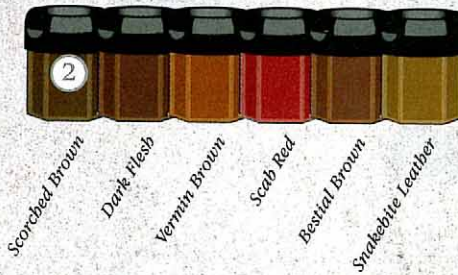
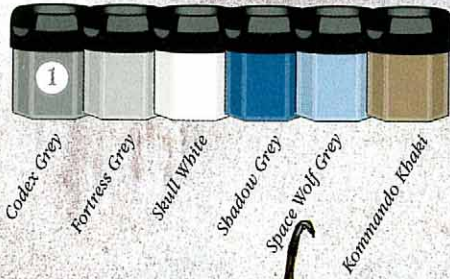
WINTER

Probably the exact opposite of their traditional image, the colours of winter give the Wood Elves a more spectral appearance. For a winter themed army, minimizing the vegetation on the bases of the models is

a good idea, although the twisted roots that come on the new plastic sprues are ideal. Needless to say, if you want to portray an army in winter, Orion isn't likely to be in it...



Winter Palette



Basing with Herbs

Dried herbs can make your bases look like they are covered with leaves!

SPRING & SUMMER

1 Basecoat your mixed herbs with Graveyard Earth, then overbrush with Catachan Green.

2 Paint the base Camo Green.

3 Add a few patches of Snakebite Leather to break up the flat green colour.

1 Glue a layer of mixed herbs to the base then apply a coat of Graveyard Earth.

WINTER

1 After gluing a layer of mixed herbs to the base apply a basecoat of Graveyard Earth.

2 Drybrush the base lightly with Rotting Flesh.

3 Add patches of snow scatter. You may want to apply Gloss Varnish to make the ground seem wet.

AUTUMN

2 Paint the base with patches of Snakebite Leather, Bestial Brown and Dark Flesh.

PAINTING GLADE GUARD

Wood Elves might be a small, elite army, but you'll still want to get your rank and file troops on the table quickly – we all know that 'grey plastic' is not a season. Ace painter Christian Byrne shows you how to get a Glade Guard looking good in an hour and a half. He painted several at once, staggering the different stages so he was not idle as the ink dried.



base coat
Clothing: Catachan Green and Graveyard Earth.
Skin: 1:1 Graveyard Earth and Elf Flesh.
Hair: Vomit Brown, two layers for good coverage (see the sidebar)
Arrow feathers: Bleached Bone



inking
Everything: Ink it brown!



first highlight
Clothing: Overbrush Catachan Green, leaving the crevices.
Skin: Elf Flesh.
Hair: Apply several washes of Vomit Brown over the whole area.
Arrow feathers: Drybrush Bleached bone.



second highlight
Green Clothing: 1:1 Catchan Green and Sunburst Yellow on edges.
Skin: Pale skin blend (see sidebar), on the high parts of the face.
Hair: 1:1 Vomit Brown and Bleached Bone.
Arrow feathers: Drybrush lightly with Skull White.


CHARACTERS

All armies need leaders, and the Wood Elves have plenty to choose from. It always pays to spend extra time on your character models, but you needn't go crazy. These models were painted using the techniques shown on the previous pages, with extra attention lavished on the detail.

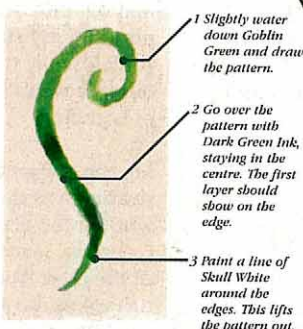
Wardancer Noble

I used the same methods here as on the Glade Guard. There are a couple of extra details however. The ribbon coming off the spear has a base colour of Goblin Green instead of Catachan Green; and the green on the metal is a blend of Yellow and Dark Green inks.

Hobby Tip
Wardancers have the Talismanic tattoos rule (a 5+ Ward Save). I painted mine on using a Fine Detail Brush.



An almost exact replica of the paint brush used in this article, but without the grubby finger marks.



- 1 Slightly water down Goblin Green and draw the pattern.
- 2 Go over the pattern with Dark Green Ink, staying in the centre. The first layer should show on the edge.
- 3 Paint a line of Skull White around the edges. This lifts the pattern out.



Spellsinger

This is a great model, and I wanted to paint her differently so she stood out. I used a special green/grey blend on the clothing (see sidebar), highlighting it up to Skull White by blending. Though it's a little more involved than the Glade Guard, in essence the basic principles are the same.

The spites and jewels have a base colour of Hawk Turquoise mixed with Blue Ink.



Basing

I decided on a quick and easy way to base my army, yet one that would still look natural. I got hold of two kinds of model railway scenic scatter and added one part of each to one part Games Workshop static grass. You can see the result below.



Wood Elf hair

Like humans, not all Wood Elves have the same colour hair. Here are some variant shades.



AUBURN
Bestial Brown undercoat, with a couple of dry brushings of Vermin Brown, then a watered down Brown Ink wash.



DARK BROWN
Scorched Brown with Bestial Brown drybrushed over the top.



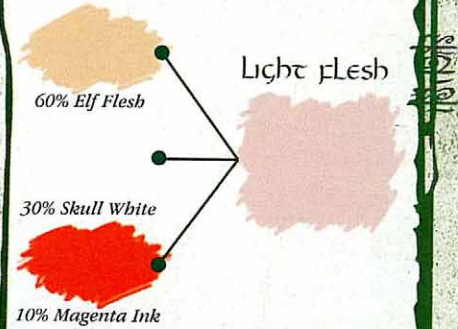
WHITE
Fortress Grey, with a couple of layers of watered down Skull White, followed by a Skull White drybrush.



DARK BLONDE
Snakebite Leather, drybrushed with Bleached Bone with a final wash of watered down Brown Ink.

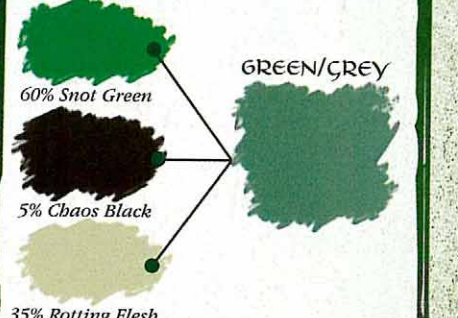
Colour Mixes

Here are two of the colours I used. The proportions are approximate.



Light flesh

- 60% Elf Flesh
- 30% Skull White
- 10% Magenta Ink



GREEN/GREY

- 60% Snot Green
- 5% Chaos Black
- 35% Rotting Flesh

The Wayfarer's Companion

A Guide to the The Town of Skeggi

Compiled by

Herr Androclmus Hoarogham the Porzpicacious,
Scribe, Bachelor of Ancient's (Hons)

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

THE NORSE

Skeggi is the oldest and largest human settlement in the New World. The gateway to Lustria by which adventurers and plunderers seek their fortune. Foremost amongst these are the Norse, whose greed for gold is as great as their lust for battle.

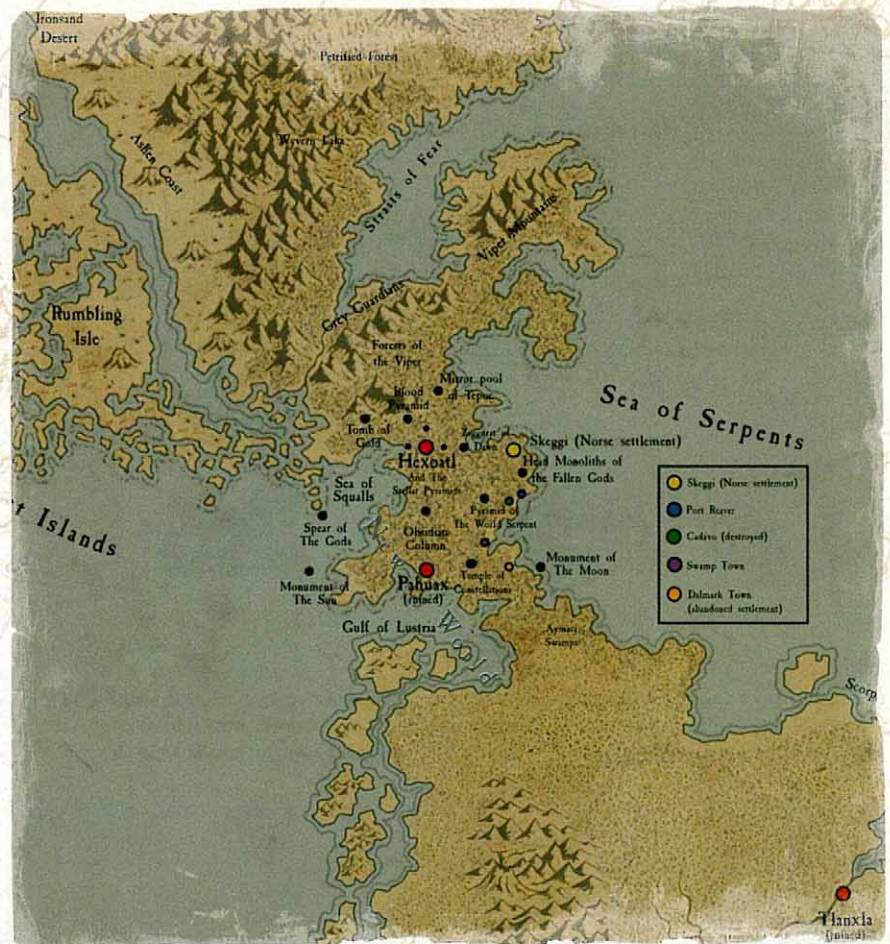
Far to the north of the Old World, across the Sea of Claws, lies a harsh, icy and windswept realm of mountains and forests known as Norsca. The people who live within this most fearsome of lands are equally as harsh – they are the Norse, and they are amongst the most feared of Men in all the world.

The Norse are a race of warriors, and their gods are the gods of the End Times. When the Realms of Chaos expand and the beasts of nightmare are

made flesh, the Norse answer the call to arms and march to war alongside the warriors of the Dark Gods, slaying all who cross their path and burning that which they cannot plunder.

But few such men idly await the call of the Ruinous Powers to make war, and instead set forth upon longships to plunder all the lands of the world. Through countless generations of raiding, the men of Norsca have become prodigiously skilled seafarers, boasting (occasionally truthfully) the ability to out-sail even the fleets of the High Elves of Lothorn.

Among the greatest of the Norscan seamen was the legendary Losteriksson, who, in the year 888 by the Imperial Calendar, made landfall upon the coast of the New World, opening up the unexplored continent of Lustria to the predations of Man and forever altering the course of the plans of the mysterious Old Ones.



OF LUSTRIA



A Norse warband skirts along the coast of Lustria.

THE FOUNDING OF SKEGGI

Upon anchoring his three ships off the coast, Losteriksson and his men were plagued by sickness caused by insect bites. Leaving the stricken warriors behind to guard the ships, Losteriksson decided to head inland with the rest of his men in search of treasure.

He had no idea what this unknown land contained, but assumed that there would be temples and cities to plunder just like there were in Ulthuan and Naggaroth. After a long trek through the jungle, and with only half his party still alive, he emerged among the overgrown ruins of a deserted temple-city. This was what Losteriksson had been hoping for, and his men spread out to begin ransacking the place.

Some meagre items of gold were found in various vaults and crypts after a full day's search, although several men disappeared in the process. With the going good, Losteriksson decided to return to his boats, intending to return again later with a bigger expedition to probe deeper into the jungle.

Returning back to the beaches, the handful of survivors were surprised to find their boats deserted. The men had gone; not even their bones were left, their fate unknown. There were now so few Norse left that the share out of the gold made all the survivors quite rich. Losteriksson could now return to Norsca with honour and the dowry for his beloved Inga. Norse being excellent seafarers, all the ships returned safely,

despite the diminished crews. Soon word spread throughout Norsca of a new land overflowing with treasure. Warriors flocked to Losteriksson's new and magnificent hall, built with his share of the gold, and clamoured for him to lead a new expedition to Lustria. The tale of Losteriksson convinced many that Lustria was a place to discover wealth, though none stopped to consider the odds of surviving to enjoy said riches.

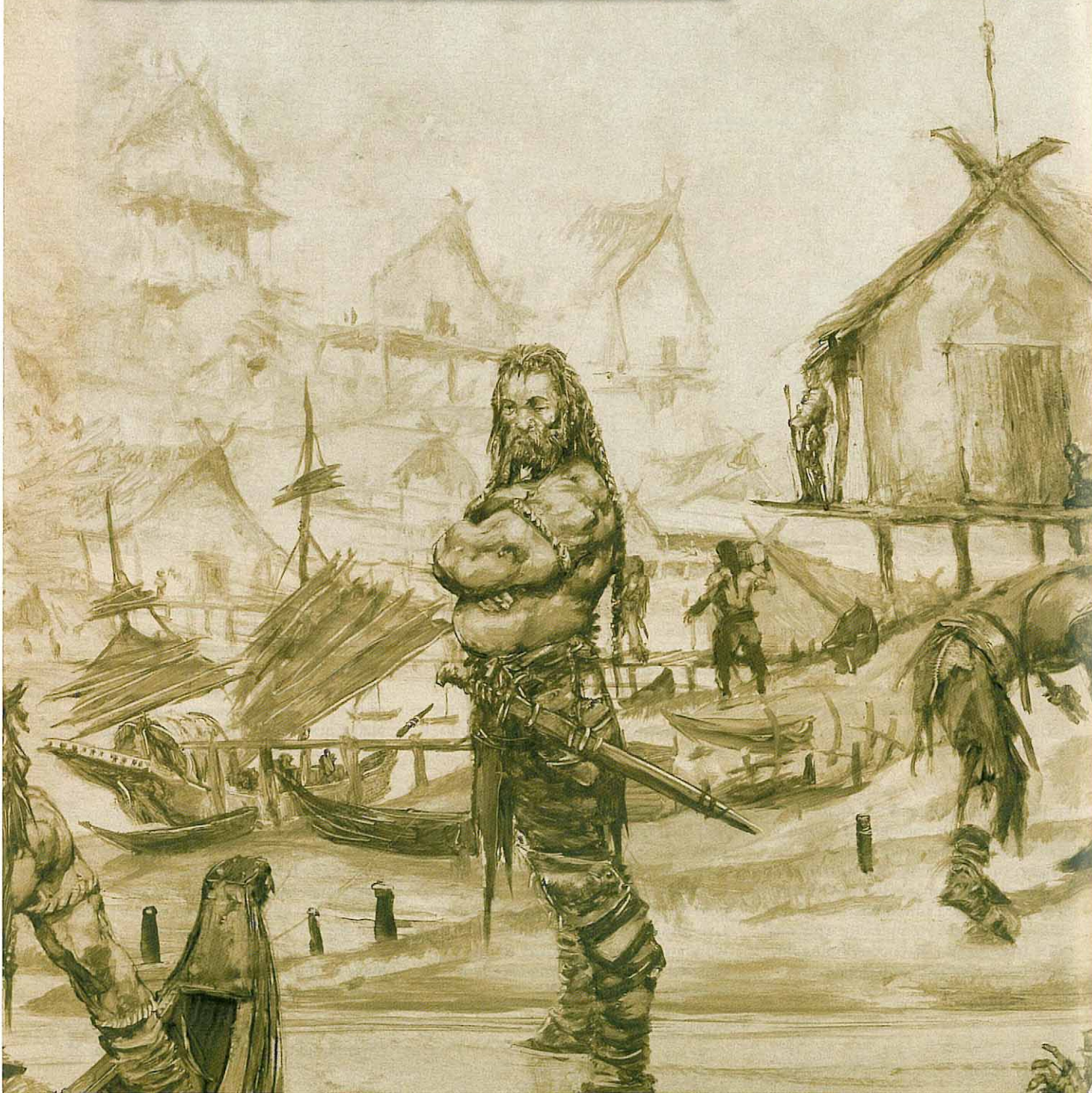
At length, Losteriksson ordered many ships to be built and under his leadership, these sailed southwards loaded not only with Norse warriors, but also their wives and farm animals. After a long and arduous voyage, in which some of the ships were lost, they reached Lustria. Losteriksson navigated

THE GODS OF THE NORSE

The Norse are a warlike people, and the gods they worship reflect this. Where the Men of the extreme north, peoples such as the Kurgan and the Hung, may be overt in their worship of the Ruinous Powers, the Norse know such beings by different aspects. Thus, for the Norse there are at least a dozen gods of war and bloodshed, though the veneration of each leads ultimately to the base of the Bronze Throne of Khorne. They call upon nearly a score of gods of plunder and riches, though each is but an aspect of the Dark Prince of Chaos, Slaanesh. The Norse call upon the many gods of fate in order to guide them safely across the mighty seas, ultimately giving praise to the Changer of the Ways in so doing, and, in a typically twisted fashion, it is Nurgle, the Father of Pestilence, whose power resides behind the many gods to which the Norse pray for continued vigour and hardiness. The Norse are not being beguiled or manipulated in this matter however; instead they are simply giving veneration where it is due, giving praise to the multifaceted powers of the universe in the most fitting manner, and reaping the blessings of their continued devotion.

along the coast to find the great cairn which his men had raised to mark their previous landfall. The place was found and the ships beached. Within a few days, the Norse had built a solid stockade around their longboats.

This new land was rich in timber and the human axes were sharp, so it was not long before a true Norse settlement had taken shape complete with a timber hall. The jungle was also cleared back for hundreds of yards, which did much to alleviate the sickness brought on by the countless insects. The Norse fed on fruit instead of the stodgy porridge of their homeland, and the meat of the great reptile beasts that were hunted in the jungle roasted well on their spits.



Lack of ale was a serious problem, until the first crop of corn was harvested. However, the hives of the huge tropical bees provided honey to make a mead which surpassed anything in Norsca.

The new Norse colony was called Skeggi, in honour of Losteriksson's daughter, the first child to be born in the new land. At first Losteriksson forbade anyone from going into the jungle. This was a great annoyance to the young warriors eager for riches and many disobeyed him. Small groups went their own way and never returned. At least one or two bands did find riches elsewhere, however, and returned to Norsca, encouraging more Norse to make the voyage to Lustria.

Thus ships laden with more settlers turned up from time to time at Skeggi to swell the population. Within a decade, the settlement was a thriving town, the gateway to the New World. Each year, ever more adventurers would pass through its port, and ever more gold and slaves would return through it to the Old World and Norsca.

Over the centuries since its foundation, Skeggi has become a prosperous port, thanks to the tithe its inhabitants enforce upon all who pass through it. But it is a lawless place, where petty chieftains rule and bands of itinerant adventurers hold sway. The many drinking dens, brothels and slave markets are the centres of power, lairs

from which the brokers of such power rule their small empires.

The streets of Skeggi throng with two-way traffic. In one direction pass those fresh ashore after many weeks of sailing across the Great Ocean, impatient to find their fortune within the gold-strewn depths of the jungles. In the other direction pass those returning from the green hells, and these either bear the thousand-yard stare of those who have seen friends killed by unspeakable horrors for no gain whatsoever, or the furtive visage of those who carry untold wealth secreted under stinking rags. More often, the former is the case.





THE WARHIRD OF SKEGGI

Though no one man has ruled over the people of Skeggi since the days of Losteriksson, there have been moments in the settlement's long history when its fractious inhabitants have united, if only for a short time, behind a single strong warleader. Given its status as a refuge for the most bloodthirsty and piratical of Norse warbands, Skeggi has found itself the target of punitive attacks by the Lizardmen and other races, often seeking the return of some priceless artefact stolen from their most sacred of sites. As great as the righteous anger of such a party may well be, the zeal with which the Norse will defend their collective honour and general right to plunder is invariably greater. Many a besieger has sought to reduce Skeggi, only to be driven off into the jungle by hordes of very angry, and often very drunk, Norse.

SKEGGI AND ENVIRONS

Skeggi has been described as a 'rotten sinkhole', and there are two main factors that combine to make this a wholly accurate description of the place. Firstly, the site chosen by Losteriksson for his landfall was in fact one of the wettest on the entire stretch of coast, to the extent that many buildings must be constructed upon tall stilts in order to keep their occupiers at least partially dry during the biannual flood season. The second reason is that the Norse rarely

build in stone, preferring instead their traditional timber buildings. Unfortunately, where the good old ways of doing things worked fine for their ancestors, they are not quite so effective in the stinking mire in which their descendents chose to establish the settlement, and hence the dwellings of Skeggi are invariably ramshackle and rotten to the core, and in constant need of rebuilding.

The greatest and most stable feature of the settlement is the stockade built by Losteriksson himself at the time of his second landing, and this has been expanded over the centuries to create a formidable fortification surrounding the port, and extended outwards into the sea to form a seawall within which vessels may gain a measure of safe harbour (at a cost of course). At the centre of the bustling port still stands the original mound of stones placed there by Losteriksson to mark the location of his first landing, and this too has been greatly built up, making it a mighty monument to the Norse gods. Upon the founding of the settlement,

Losteriksson cleared the jungle surrounding Skeggi, and this has had to be carried out annually ever since, lest the voracious jungle flora reclaim the land. This is a task generally forced upon prisoners and slaves, for the diseases spread by the insects of the marshes generally make it lethal duty. Over the centuries the area of jungle cleared has expanded as the settlement has grown, and Skeggi now accounts for a great swathe of land.

Due to the nature of the land around Skeggi, the only dependable route into and out of the settlement is by sea. The marshes all around are in a constant state of flux as the water table rises and recedes, flooding any roads anyone is foolish enough to have built. As a consequence, the jungles around Skeggi are criss-crossed with a network of small tracks and pathways, but very few usable roads. The moment a traveller leaves the dubious safety of the clearings surrounding the settlement, he is plunged straight into the dense jungle, and all the perils that reside therein.

THE MARAUDERS OF SKEGGI

From their coastal stronghold the Norse of Skeggi launch raids that reach into every corner of the continent and beyond. To the north lies Naggarth, and numerous Norse chieftains have proved insane enough to launch raids against the vicious Dark Elves. To the west the jungles are packed with Lizardmen sites ripe for the plunder, and some Norse have even survived the deadly traps planted within to deter treasure hunters such as themselves. Further west still lies the temple-city of Hexoatl, a vast metropolis teeming with Lizardmen – to date, no Norse has been foolhardy enough to attempt an attack upon it, though it is only a matter of time before some blustering warleader decides to gather an expedition.

For those Norse who have grown up in Skeggi, the sweltering climate is of no great detriment to them, as it often is to newcomers to Skeggi. Instead, they have become adept at negotiating the jungle pathways and at survival through hunting its beasts.

A few have even braved the dank caves within which Cold Ones lay their eggs, stealing away with one of their vicious young, to rear it and break it, and to ride it to battle. Such a thing is rare, and causes great consternation amongst the Lizardmen, who see it, and the very presence of the Norse in Lustria, as a disruption of the plans of the Old Ones.



NORSE WARLEADERS IN WARHAMMER

The Norse Warleaders of Skeggi are no less warlike than their cousins of Norsca. They may forgo the wearing of heavy armour due to the sweltering heat of Lustria, but they are well equipped, and blessed with the gifts of their patron gods. Some ride to battle upon the backs of snarling Cold Ones, leading the warhird of Skeggi to battle in search of pillage and blood.

On this page you'll find two new army list entries for use in Chaos armies. These are designed for use when you are using the jungle fighting rules found in Warhammer Realms: Lustria, or playing in a campaign game set there. You can of course use these entries in other games, but we suggest you pre-arrange this with your opponent beforehand.

ARMY BATTLE STANDARD

One Marauder Aspiring Champion in the army may carry a Battle Standard for +25 pts.

The Champion carrying the Battle Standard cannot choose any extra weapons, nor can he use a shield. If a Hero is carrying the Battle Standard, he can have any magic banner (no points limit) from the Warhammer Armies: Hordes of Chaos Magic Banner list. Aspiring Marauder Champions cannot be the General if any other type of character is present.

CHARACTERS' STEED

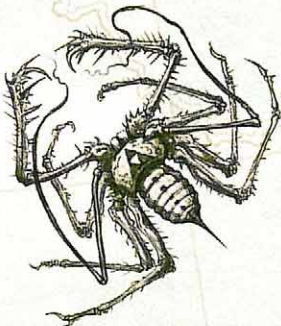
COLD ONE

M	WS	BS	S	T	I	A	Ld
7	3	0	4	4	1	1	3

Special Rules: Cause *fear*, Thick Skinned (+2 Armour Save), *stupidity*.

WARHORSE

M	WS	BS	S	T	I	A	Ld
8	3	0	3	3	3	1	5



Marauder Lord of Skeggi (Mortal Lord)

195 points

	M	WS	BS	S	T	W	I	A	Ld
Norse Lord	4	8	3	5	5	3	8	5	9

Equipment: Hand weapon and light armour.

Options:

- May choose a great weapon (+6 pts), an additional hand weapon (+6 pts) or a flail (+3 pts)
- May carry a shield (+3 pts)
- May choose a mix of magic items from the Common or Chaos magic items list, with a maximum total value of 100 pts.
- May swap the Mark of Chaos Undivided with the Mark of Tzeentch, Slaanesh, Khorne or Nurgle at the price indicated on page 47 of Warhammer Armies: Hordes of Chaos.
- May ride a Warhorse (+14 pts) or a Cold One (+45 pts), or he can ride in a chariot chosen as normal from the Mortals units section of the Warhammer Armies: Hordes of Chaos army list, displacing one of the crew.

Marauder Aspiring Champion of Skeggi (Mortal Hero)

65 points

	M	WS	BS	S	T	W	I	A	Ld
Norse Hero	4	6	3	5	4	2	6	3	8

Equipment: Hand weapon and light armour.

Options:

- May choose a great weapon (+4 pts), an additional hand weapon (+4 pts) or a flail (+2 pts).
- May carry a shield (+3 pts)
- May choose a mix of magic items from the Common or Chaos magic items list, with a maximum total value of 50 pts.
- May swap the Mark of Chaos Undivided with the Mark of Tzeentch, Slaanesh, Khorne or Nurgle at the price indicated on page 47 of Warhammer Armies: Hordes of Chaos.
- May ride a Warhorse (+6 pts) or a Cold One (+37 pts).

Converting a Skeggi Norse Hero

Converting a Norse hero is easy enough, the Lizardman glyphs around the neck can be cut away and filed down. With a bit of greenstuff you can fill in the gaps and file the area down until it's smooth. On this model the rider uses the legs of a Marauder Horseman, a plastic Marauder for the upper body and a Chaos Warriors head. Some greenstuff was needed to fill the gaps and as an extra touch some shreds of chainmail were sculpted to look like they were coming out of the saddle.



Rhinox Cavalry

Rules and background for Ogre riding beasts

What's as big as a steam tank and has a temper like a Bloodthirster at a peace protest? Why, an Ogre riding a Bull Rhinox, of course. Phil Kelly reveals details on how to include these brutes in games of Warhammer, before Mike Anderson shows us how to build one.

There is a rite of OGREHOOD practised in the OGRE tribes of the Mountains of Mourn. Aspiring Bulls will stalk and hunt an adolescent Rhinox whilst it performs its own violent rite of passage – a brutal contest of strength that involves high-speed collisions and a lot of blood.

A protracted Rhinox leadership challenge will usually result in the death of the losing party, as even these bad-tempered hulks of muscle and matted



WHAT IS WARHAMMER CHRONICLES?

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

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

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



Ogre Tyrant Ghark Ironskin ploughs through the frozen tundra on his Rhinox.

hair can bleed to death. But the Rhinox, as with all species native to the Mountains of Mourn, is extremely resilient. Even when its brain has ceased to function it will continue to fight, slashing and biting in its death throes. It is at this point the hunting Ogre will launch his ambush.

The victor of a Rhinox leadership challenge will be exhausted and have lost a lot of blood as a result of its ordeal. This is about the only state in which a lone Ogre could expect to find a Rhinox and capture it alive. The Ogre aspirant sprints towards the wounded Rhinox and vaults on to his back. Those that ride out the bucking, bellowing frenzy that invariably follows will break the beast's will as it slows and eventually concedes that to continue would be to bleed to death. Those Ogres that fall off during this violent rodeo are gored and subsequently eaten by their quarry.

For the successful aspirants, there follows a period in which the would-be Rhinox rider must remain 'in the saddle' at all times, steering the beast with his club. The Rhinox, its walnut-sized brain addled by the repeated blows, slowly becomes accustomed to bearing a rider. In this way the Ogre wins the acceptance of the beast. Once a Rhinox has been broken in this manner, it is almost possible to domesticate it.

Ogre Rhinox riders return to their tribe with their prize, but not for long. There is a fortune to be made as a mercenary for a young Ogre with his own Rhinox, and every spring a few new Bulls from the upper slopes will join together and sell their services as the heaviest shock cavalry known to the Warhammer world.

Rhinox riders typically carry all their worldly possessions upon their mount, as there is more than enough room, and a broken Rhinox makes an excellent beast of burden. They like to advertise their success as Dogs of War, and often wear precious metals to show their wealth. Although Rhinox riders can usually secure the victory of any battle they are engaged in, these brutes and their gigantic steeds do not come cheap, and the paymasters of the victorious side have often noted a profound feeling of loss when the spoils of war are shared out.

It is well-known that almost all the Rhinox riders abroad in the world hail from the Ironskin kingdom, populated by a tribe of Ogres who revere their mighty Tyrant almost as much as they revere iron itself.

Ghark Ironskin and the Ironskin tribe

Ghark Ironskin, the Tyrant of the Ironskin tribe, is very unusual. He was smashed over the head by his father for eating too slowly whilst still a whelp, and one of the nails of his father's iron-bound club broke off in Ghark's head where it rusts to this day. The longest serving of his Ironguts bodyguard claim that this may be the reason for Ghark's obsession for metal, a passion that has spread throughout his tribe.

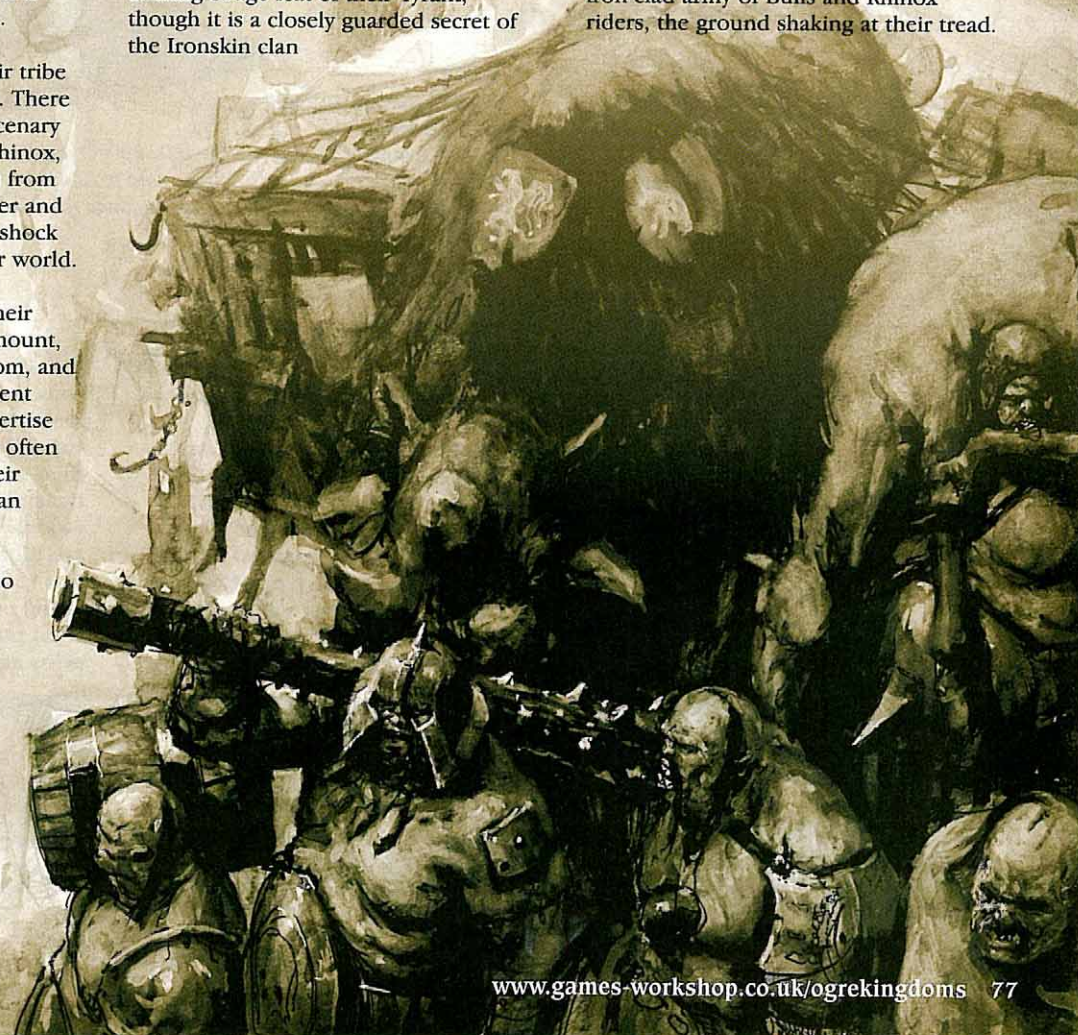
It is a mark of status for an Ironskin Ogre to cover himself with iron rather than mere trinkets such as gold. After all, gold is soft and beautiful, a woman's metal, whereas iron is tough, strong and ugly, like a Bull. The Ironskin tribe believes that where an Ogre can gain much in trade from gold, a stout iron club can cut out all that confusing haggling and get straight to the good stuff.

Ghark is famous in the Ogre kingdoms for another good reason – his tribe boasts a great number of Rhinox riders. The very first Ogre to batter a bull Rhinox into submission, Ghark tamed his one-time steed, Bladhorn, with an iron stanchion. To this day, Ironskin Bulls take pride in repeating the coming-of-age feat of their Tyrant, though it is a closely guarded secret of the Ironskin clan

that it is much easier to tame a wild Rhinox with iron than with wood.

Ghark's obsession with metal is undoubtedly the foundation of his long-standing alliance with his neighbours, the Chaos Dwarfs of Zharr Naggarrond. Ghark has provided the Chaos Dwarfs with many hundreds of Gnoblar slaves over the years, and much of the gold that passes through his realm. This alliance proved invaluable when, after slaughtering his way through the majority of an army of Bretonnian Knights Errant, Ghark's Rhinox, Bladhorn, was spitted upon the lances of a unit of Grail Knights. Ghark never forgave them, even after he had them for dinner later that day, and fragments of their armour still adorn Ghark's own plate mail.

But it was the Chaos Dwarfs who are really responsible for Ghark's current infamy. They replaced their ally's Rhinox with a mechanical monstrosity of hissing pistons and rune-etched chains, a daemon-fuelled engine of destruction that obeys Ghark's every command (though he still bashes it over the head now and again, for old time's sake). None can doubt that Ghark Ironskin is amongst the mightiest of Tyrants, riding his unstoppable steed at the head of an iron-clad army of Bulls and Rhinox riders, the ground shaking at their tread.



USING GHARK IRONSKIN IN YOUR GAMES OF WARHAMMER

Ghark Ironskin

Points: 485

	M	WS	BS	S	T	W	I	A	Ld
Ghark Ironskin	6	6	3	5	5	5	3	5	9
The Iron Rhinox	7	4	0	6	5	5	2	5	9

The Iron Rhinox is a monstrous mount. It has a 3+ Armour Save. Its attacks count as magical. Ghark may never join units. Ghark and the Iron Rhinox have a Unit Strength of 8.

Weapons: Ghark is armed with a hand weapon and an ironfist.

Armour: Ghark wears the Ironskin Armour.

Special Rules: *Terror, Large Target, Steam attack, Bad Tempered, Thunderous Charge (see opposite), Ironskin Tribe.*

Steam Attack. The Iron Rhinox constantly snorts evil-smelling, sulphurous steam from its armoured snout. The Iron Rhinox has a S3 breath weapon that imposes a -2 Armour Save.

The Ironskin Tribe. The Ironskin tribe is unusual in several ways, and uses the army list organisation below:

MAGIC ITEMS

Ironskin Armour. The Ironskin Armour is a collection of thick plates of iron scavenged from the hundreds of foes that Ghark has killed over the years, and bears a potent protective rune bought at the cost of a small mountain of gold. The Ironskin Armour gives Ghark a 3+ Armour Save.

Choosing an Ironskin army

Core

Ironguts
Leadbelchers
Bulls

Special

Gnoblar Trappers
Gnoblar Fighters
Yhetees
Rhinox Riders

Rare

Gnoblar Scraplauncher
(loaded with gold
'scrap' instead of iron)
Maneaters
Slavegiant
Gorger



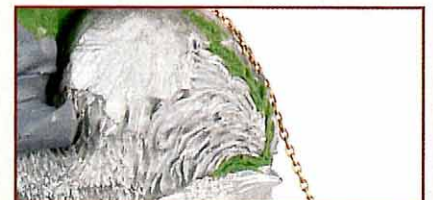
Dave Taylor's Ghark Ironskin conversion is based on a Juggernaut of Khorne, with extensive use of plasticard, Green Stuff and fine chain. Truly a monster amongst Tyrants!



RHINOX RIDER – GRAHAM DAVEY

Graham Davey: My model uses the Rhinox from the Gnoblar Scraplauncher kit. The rider was created from a normal plastic Ogre Bull. I cut off both the legs with clippers and then glued the remaining torso in position on the Rhinox. The legs were positioned on the sides of the beast using adhesive putty, with more blobs to roughly shape the thighs.

Once I was happy with how the legs looked, the putty was removed and I superglued the pieces in place. I then modelled in the thighs with Green Stuff – sculpting on Ogre models is never fiddly because they are nice and big. All that remained was to add the head and arms (a spare Leadbelcher arm gave the right pose), a jewellery chain for the reins and various bits of equipment.



SCRATCH-BUILT RHINOX RIDER – SCIBOR TELESZYNSKI

Scibor Teleszynski saw sketches of the Gnoblar Scraplauncher and knew that he had to sculpt a Rhinox with a rider. He made a few sketches and started to sculpt the monster shown below. It took him

only five days, despite the fact he was sculpting another eight figures at the same time. Scibor only started sculpting in 28mm a year ago, and says he still has lots of problems with Green Stuff!



Rhinox riders

Pts/model: 100

	M	WS	BS	S	T	W	I	A	Ld
Rhinox Rider	6	3	2	4	5	5	2	3	7
Thunderlord	6	3	2	4	5	5	2	4	7
Rhinox	7	3	-	5	*	*	2	3	5
Bull Rhinox	7	4	-	6	*	*	2	4	5

* The Rhinoxen's Toughness and Wounds are included in the Rider's profile.

Unit Size: 1-3

Weapons and Armour: light armour, Ogre clubs

Special Rules: Cause Fear, Bad Tempered, Thunderous Charge, Single-minded, Bull Rhinoxen, Dogs of War

Rhinox Riders are cavalry and wear light armour. Combined with the thick hide of the Rhinox, this gives them a 4+ Armour Save. Each Rhinox Rider has Unit Strength 4. Bull Rhinox Riders have a Unit Strength of 6. Rhinox Riders are based on a 50x50mm base, Bull Rhinoxen on a chariot base.

Options

- Any unit may be given ironfists (+10 pts/model).
- Ogre Rhinox Riders may benefit from the Armour Save granted by an ironfist in close combat as normal, but may not use it to gain +1 Attack.
- Any unit may upgrade their light armour to heavy armour (+6 pts/model).
- Any unit may upgrade one Rhinox Rider to a Thunderlord at +24 pts.
- Any unit may upgrade one Rhinox Rider to a Musician at +12 pts.
- Any unit may upgrade one Rhinox Rider to a Standard Bearer at +24 pts.
- Any unit may have a magic banner of up to 50pts in value.
- Any Rhinox in the unit may be upgraded to a Bull Rhinox at +45 pts, however a Thunderlord's Rhinox must be upgraded first.

Special Rules

Cause fear. Rhinoxen are large and dangerous cave-beasts with horns as long as a full-grown man. They cause *fear*.

Bad Tempered. Even Rhinoxes that have been broken by their riders have a temper shorter than a pygmy's thumb. If there is an enemy model that is an eligible target for the Rhinox Riders to charge during the Declare Charges part of the Movement phase, it must immediately pass a Leadership test or declare a charge – if there is a choice of models to charge, then the controlling player may choose freely between them.

Thunderous Charge. Even a single Rhinox Rider in full charge is a terrifying sight, the ground itself trembling as the cave-beast thunders into the ranks of their foe. On any turn when all models in a Rhinox Rider unit charge more than 7", each model causes D3 impact hits at the basic strength of the Rhinox or Bull Rhinox.

Single-Minded. Once a Rhinox has started to move it is difficult to get it to stop. This rarely interferes with the Rhinox Riders' strategy, which usually consists of 'head down and charge'. A unit of Rhinox Riders may not change formation at all unless they spend their entire Movement phase reforming. They may not wheel more than once in any given turn (they still get a 'free wheel' to align in combat to their enemy).

Bull Rhinoxen. A full-grown Bull Rhinox is roughly the size of a steam tank and almost as difficult to stop. Bull Rhinoxen cause *terror* instead of *fear*, and are Large Targets. Enemies firing at units of Rhinoxen comprising of Rhinox and Bull Rhinox must nominate which they are firing at before resolving their shots.

Dogs of War. Though rarer even than the most far-travelled Maneaters, Rhinox Riders are mercenaries and sell-swords to a man. Units of Rhinox Riders may be included in non-Ironskin Ogre Kingdoms armies, taking up a Rare and a Special choice. A single unit may be included in non-Ogre Kingdoms armies too (this includes Dogs of War armies), but will take up two Rare choices instead.

MAKING A MONSTER

A modelling Rhinoxen masterclass

Multiple Golden Demon winner Mike Anderson tells us how he made his display piece, including the inside track on the techniques he used.



In the forests of Loren a Wood Elf noble comes face to face with a mounted Ogre and his angry Rhinox.

Mike: The idea of Rhinox cavalry has been with me since I saw an illustration in the background section of the Ogre Kingdoms army book. Even though it was a small part of the picture I found it extremely interesting as I'm drawn towards ideas that I feel can be developed further and thought it would also be an impressive modelling opportunity.

When it comes to model making I prefer to build one-off pieces rather than huge units or armies. This is due to the extra attention to detail I can put on a single figure rather than spreading the focus across a large amount of models. It's a personal choice that suits the way I build and paint miniatures.

The actual model is larger than something I'd normally attempt. I generally prefer to convert smaller pieces. Sometimes with larger models,

the miniature becomes bland as details are missed. It can just end up as a large surface area with few areas of interest. I felt that an Ogre mounted on a Rhinox would provide plenty of opportunities for creating a cool display piece as it was something I wanted to make look like a 3D illustration. All the pictures in the Warhammer Army Book seem to be part of a larger narrative and the conversions I make are intended to have a presence that tells part of a story, or shows an element of the character of the army. I approach model making with the intention of creating a sense of realism despite the fantasy setting.

To help this, I find that a conversion doesn't have to be exceptionally complicated. Sometimes a simple approach is the best. This means that you don't get a clutter of random parts on the model, and you can't disguise bad conversions. Also, the more

complex your model becomes, the easier it is to lose focus of what you're trying to achieve. With this model I used as many parts as possible from the Ogre plastic sprues, firstly to keep a strong Ogre theme, and secondly because I prefer converting plastic parts. Although the Rhinox is a metal model I've used a resin version which I got here at work. Despite the difference in material, it is exactly the same as the metal model.



*Mike Anderson
Mike has a huge
mantlepiece of
Golden Demons – he
scooped five alone
at Golden Demon
2003 as well as the
Fanatic Ball and
Chain trophy!*

Building the Rhinox

Sometimes a simple thing can add a new dimension to a model, by turning the Rhinox's head and elongating the neck the whole piece becomes more dynamic. I prefer the model to have a focus on something rather than being impassive – the idea is that when you look at the model it's as if the Rhinox and the Ogre have actually spotted you.



1 I started by pinning the Rhinox's head in position. Once it was pinned and glued I then bent the head until I was happy with the final result.



2 One of the most important lessons when sculpting detail on large areas is not to do it all in one go. For the neck and saddle Green Stuff was used to bulk out the shapes. Once this was dry, the model was ready for extra detail to be sculpted over the structure. If you try and sculpt an area like this in one go, the putty won't hold its form.



3 While Green Stuff is great for forming solid shapes I prefer to use wood putty when a more ragged texture is needed. The overall shape of the fur was blocked out in large, flat segments. A sculpting tool was then dragged through the putty to create the strands of hair. With something this big, I decided to go for a graphic look rather than something ultra-realistic.



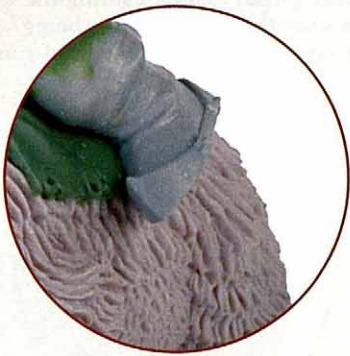
MAKE THAT CHANGE

Originally the miniature was going to be a plastic character riding his Rhinox. However, part way into building it I changed my mind. I preferred the idea of a rank and file Ogre riding into battle. Also, my ideas about the composition of the model had changed as I felt the pose of the original rider unbalanced the rest of the miniature.

Despite this setting the project back slightly, the end result justified my change of direction. It can be a little annoying halfway through working but it can make all the difference between an okay model and a great one.



Building the Ogre – The Legs



1 The pose of the legs required me to make some severe alterations so they would fit onto the Rhinox. I removed the legs from the knees down and used adhesive putty to fix them to the Rhinox until I found a pose I wanted. The important thing to note here is that I used two legs from different Ogres. The models come in a walking pose, and I wanted to use two feet that were both flat. I felt it would look a bit daft to have an Ogre look as if he were walking whilst sat on the back of a Rhinox!



2 With the legs in the desired place, I put on the body and moved it around until I was happy with the result. This allowed me to check the fit. The thighs were formed with Green Stuff before I replaced the Ogre's body to create a stopping point for the putty. When the Green Stuff was dry, I was then able to sculpt the trousers over the top of the bulked-out legs.



3 To finish, I used a craft knife to scrape the inside of the legs to ensure a smooth fit with the body. A light application of sandpaper also works very well. It was important to get the fit right at this stage as the torso was going to be painted separately from the legs. I really didn't want to have to go back and fix any mistakes at the end of the project.

TEMPORARY MEASURES



Whenever I put together conversions I make sure I have lots of adhesive putty to hand. If I am trying to get an idea of a pose, or whether I should use a specific detail, I find it easier to just stick the piece on with a bit of putty. This is handy, as I don't then have to rip newly glued bits from a model, and it also allows me to hold the model without needing an extra pair of hands. As you can see from this picture, it also allows me to change my mind about the components I put on the finished model.

Building the Ogre – The Body

The body required some repositioning before I was happy with the end result. The plastic kits for Warhammer rank up as they sit next to other models. My intention here was to open up the pose and create a more dynamic model.



1 Using the head from a metal Maneater and the plastic Ogre Bull kit, I started to build the body. I went through several sets of arms until I found a pose I was happy with. It's important for me to find an interesting pose that doesn't make the painting hard work. The last thing I want is to be jamming a brush between nooks and crannies. This is probably why most of my conversions have open posture.



2 Due to the amount of cutting away of the shoulders I had to rebuild the musculature on the Ogre's back. This was done using Green Stuff, making sure to smooth the putty into the contours of the plastic model. Whenever I need to sculpt a body I pay particular reference to books on anatomy. Despite the fantasy setting, I find this extremely useful in building up muscle groups that give an accurate shape and tone.

Building the Ogre – Final Details

With all the hard work done, it was time to apply the final details on the model. This is when you can add characterful touches that help to define the miniature. A bitz box can really help you in this endeavour – spare parts from plastic sprues and all manner of odd components hoarded away can become an invaluable resource.



I made the halberd by taking an Ironguts blade, drilling it out and gluing it to some metal dowel.



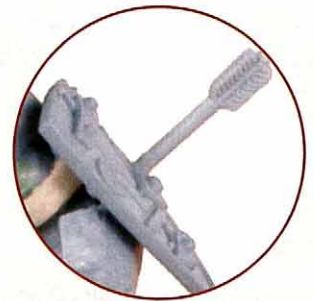
As I mentioned earlier, I like a sense of realism in my models. This especially applies to little details such as straps and belts. As I'd gone to the trouble of adding extra armour, I felt I should model straps around the arms of the Ogre to keep his armour in place.



The shoulder pads were taken from the Warhammer 40,000 Ork Boyz sprue. I often find that parts from other ranges make a model look unique.



I used a large drill bit to create the hole in the Ogre's hand so it would hold the halberd.



The old Bretonnian shield from the Ogre Bull sprue made a great piece of armour. To make it more interesting I added an arrow from the Goblin sprue.



A small trophy was added to the horn of the Rhinox in the shape of an Empire laurel wreath, belonging to some poor soul who got in the way.



To give a bit more balance to the model I added horns from an Ogre banner to the belly plate. This also linked the rider to his mount. Converting a model such as this is great fun as it allows me to really stretch my imagination when building a miniature. The challenge is to make a dynamic, yet realistic, model. This in itself requires quite a lot of thought, gnashing of teeth and pulling out of hair.

Of course, after that I still had to paint it, but that's a different story.

Forge World produce a range of Rhinoxen models to use in your Ogre Kingdoms armies. Check out the website at:
www.forgeworld.co.uk

'EAVY METAL SHOWCASE

Rob Starling was first thrust into the limelight at last year's Golden Demon awards. You may remember his Silver winning entry in the Monster category – a gruesome Nurgle Lord on flying beast. His collection of weird and wonderful miniatures extends far beyond this however, as White Dwarf found out when we spoke to the man himself and had a look what else had been under the sculptor's knife.

By day Rob organises conferences and budgets for a Local Education Authority, but by night he's a sculpting whirlwind, dreaming of further Golden Demon glory. Well, perhaps not just at night.

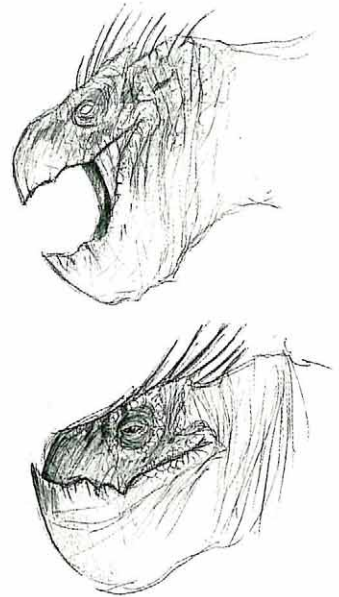
Those with a predilection for converting will be pleased to know that he sculpts pretty much everything himself. "I tend to make my miniatures," a humble and affable Rob tells us. A talented chap, his influences include some of Games Workshop fine sculptors. "Jes Goodwin is amazing," he gushes, "and I really like Juan Diaz. You can really pick out their modelling style."

However, even Rob's proficiency at sculpting models is almost overshadowed by the wealth of ideas he has for his projects, all of which he harbours in a mammoth sketchbook. "I usually take it to and from work. I doodle for six months then see what comes to fruition, starting with a rough design and seeing how it goes," Rob says. "I draw upon feedback and other people's

Continued overleaf...

Feral Kroot Beast

The natural evolution for Rob after the Riding Gnarlocs (see below) was this model, a Kroot beast. "When I saw Daniel Cockersells' models," Rob says of the sculptor who made the Forge World Gnarloc Riders, "I wanted to do something bigger – I just love monsters."



Above: Kroot beast head designs. These come straight out of Rob's sketchbook. As you can see, the final open-mouthed design was used.

Kroot Gnarloc Riders

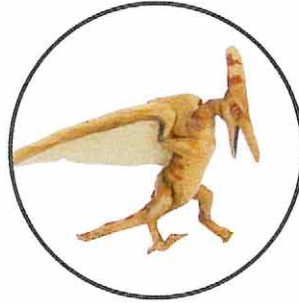
Rob's feral-looking Kroot Gnarloc Riders were partly inspired by the imagery and iconography of native American Indians and also because Rob wanted to do something original. "At the time, these models didn't exist, so they were something completely different," he says.



THIS MONTH'S 'EAVY METAL SHOWCASE IS A DEPARTURE FROM PREVIOUS ISSUES AS WE FEATURE THE SCULPTING TALENTS OF GOLDEN DEMON WINNER ROB STARLING.

Lizardman Ankylodon

This giant Ankylodon is based on a Lizardman Stegadon. Rob entered it for Golden Demon 2003 and just missed out on an award.



Bar Room Brawl

This bar room brawl scene took a whole year to complete, "I was working on it on and off while I was in Austria," Rob tells us. "I'd always fancied doing a bar brawl as I hadn't seen it before. Storm of Chaos was running at the time too, and I wanted to do something a bit more light-hearted," he explains. Rob was quite restricted in what sculpting and modelling he could do due to the space he had and the tools and materials he could bring over. "I could only work on small

the bar brawlers themselves, "They're all sculpted, the hands were probably the trickiest part."





Blood Bowl Treeman

much an exercise in interpretation as it was sculpting. "I thought I'd have a go at my own version based on an old piece of Wood Elf art in White Dwarf," explains Rob, "I was going for something sinister and dark." An image perhaps compromised by the comic expression on the burning wood-spirit's face!



Continued from previous page...
Golden Demon entries for my own ideas, as well as incorporating ideas I couldn't use previously."

Most of his designs tend to revolve around large beasts. Rob has such a penchant for monsters he's a modern day Doctor Frankenstein of the sculpting fraternity. "I just love them," he admits. "I draw a lot of my inspiration from DVD's of old monster movies and stop-motion animations."

Rob's monster mash is driven by his desire to create something new, "I like to do weird stuff that hasn't been done. I find it interesting to attempt what's different and alternative," he tells us. This explains why Rob leans more towards modelling than painting, something he freely admits. "I've always made things," he says, "I find science fiction maquettes inspiring for this."

The sheer volume of Rob's ideas necessitates a busy schedule. He is entering the Golden Demon fray again this year with no less than seven entries weighing on his mind. It might seem a fairly tall order but he is pragmatic, "I just chip away at the different models," he tells us.

You can see whether or not Rob finishes all of his ideas in time for the competition and if he adds to last year's success at this year's Golden Demon awards at Games Day. One thing's for sure, it won't be the last we see of him, "I couldn't survive without painting and modelling," he says.

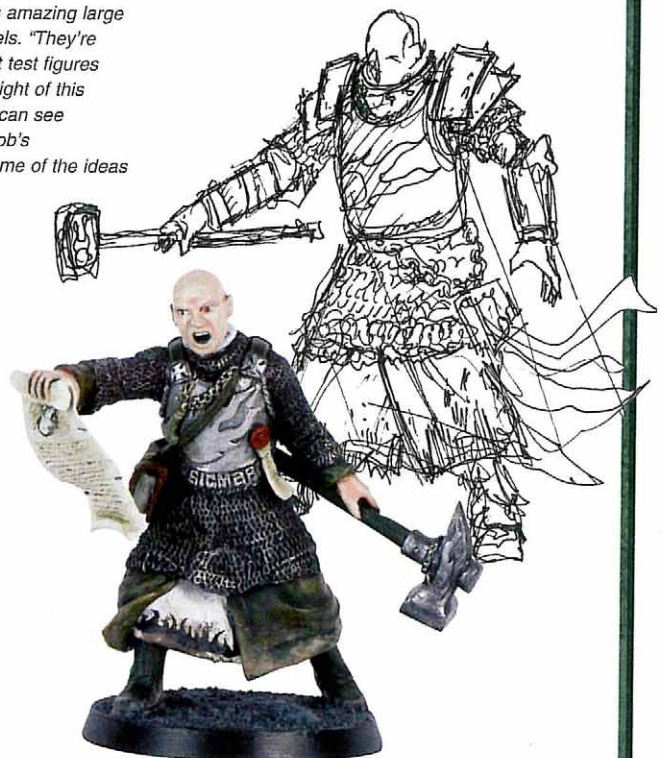
Dark Elf Cold One Knight

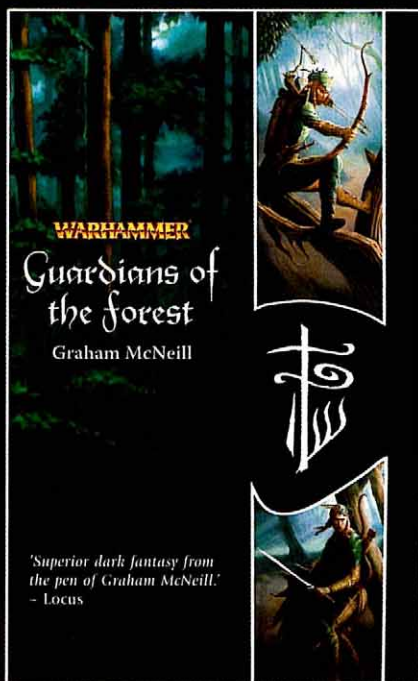
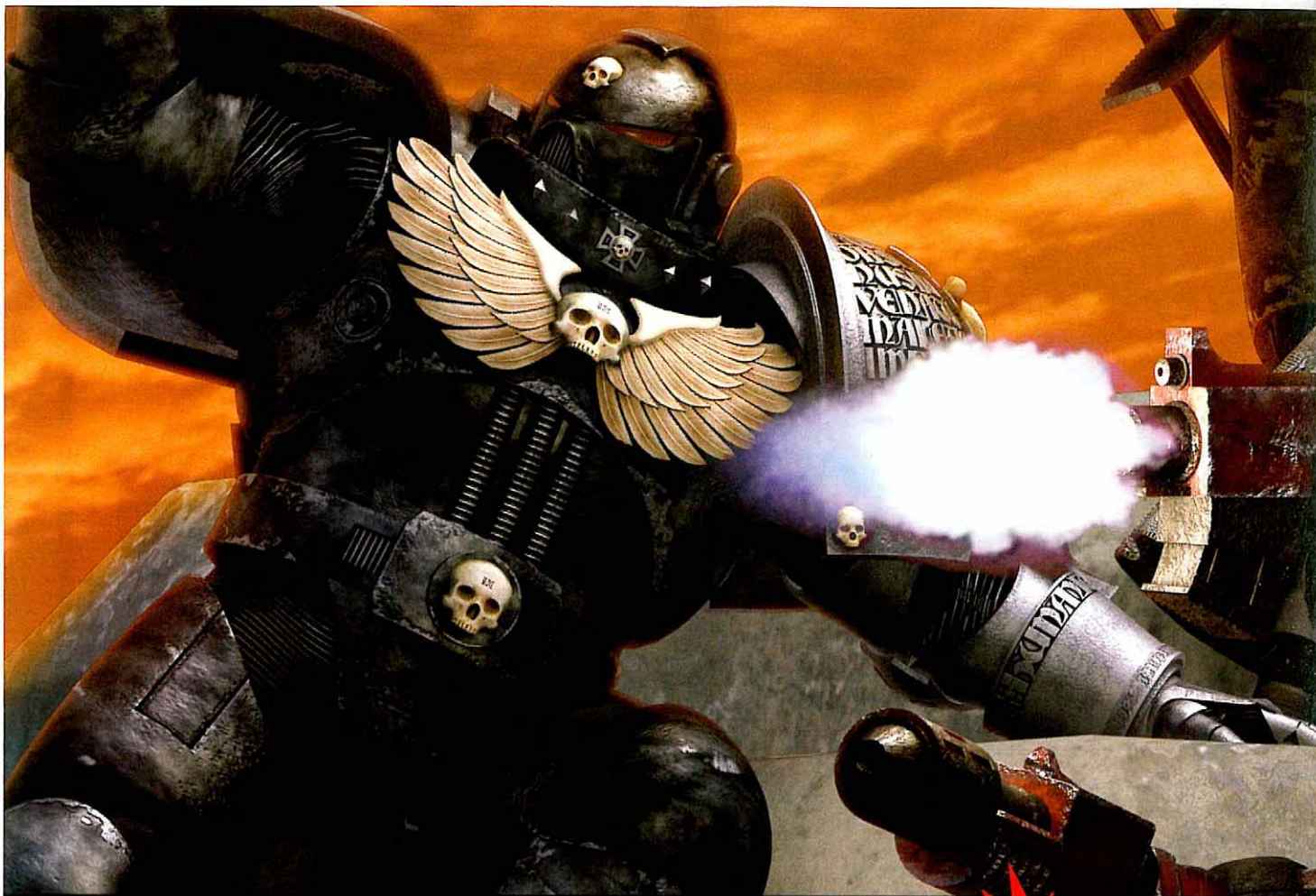
"I wanted to do a Dark Elf version of the Tyrion model," says Rob of his Cold One Knight. In order to do that Rob sculpted a much bigger beast for his Dark Elf to ride and also gave him a larger base.



Sigmarite Priest

This is just one of Rob's amazing large scale Warhammer models. "They're completely different, just test figures really," he says. To the right of this imposing miniature you can see another drawing from Rob's sketchbook, detailing some of the ideas he had for it.

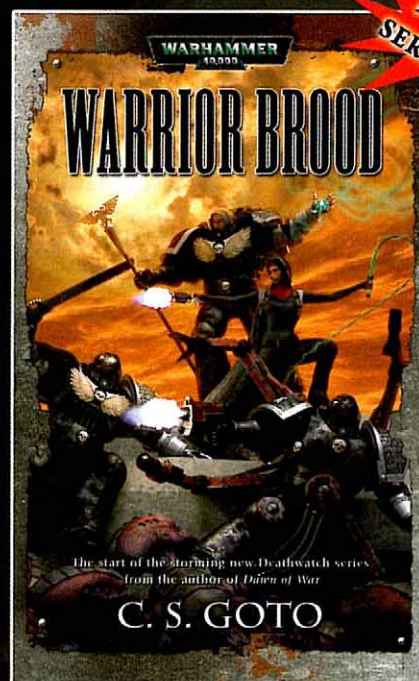




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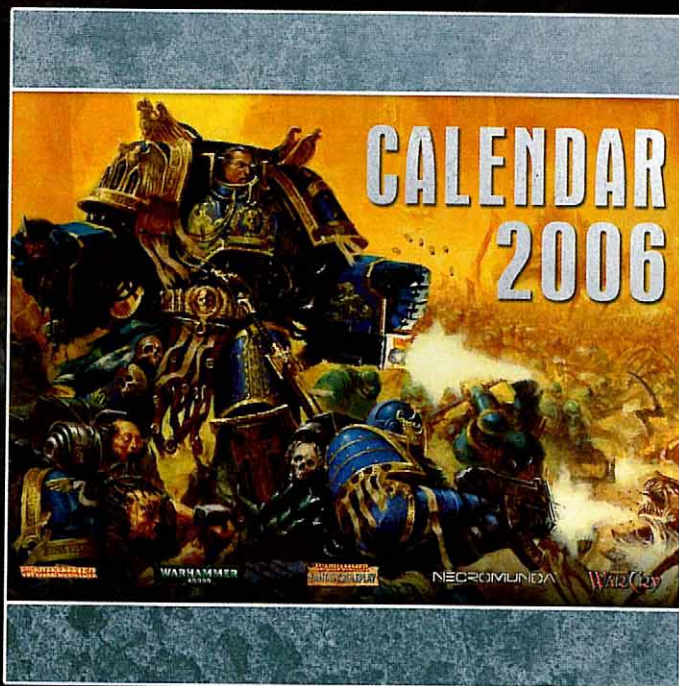
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A right boyz. Look at dis! It's a fancy tank for yer beekes. Very nice. I bet my mate Zagdrehkda Mek would luv one ov dem, only because his own tanks never work! Hee hee. Er, don't tell him I said dat. He's bigger dan me.

VINDICATOR

by Nicholas Patey

Nicholas made this Vindicator from an Immolator and the metal parts from the old Vindicator kit (i). You can order all the pieces you need to make this tank by calling Direct on 0115 916 40 000 and quoting the following code: DSVINDICATOR

STAGE 1

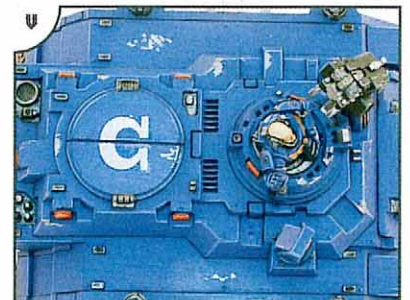
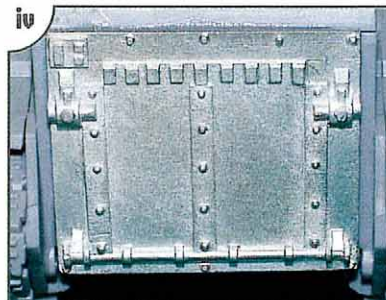
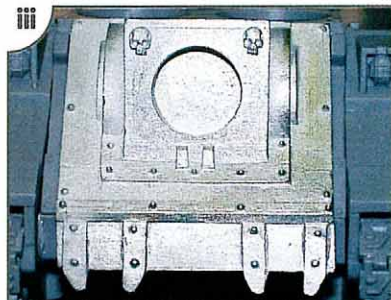
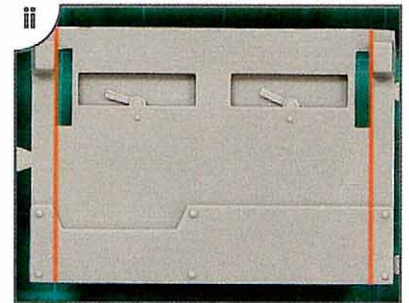
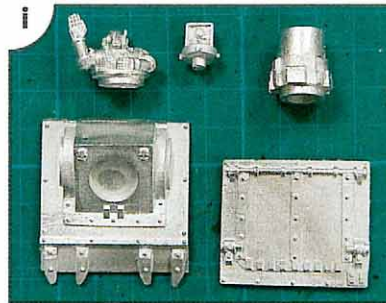
Assemble the Rhino as normal, leaving off the rear door and front armour plates. The old Rhino is thinner than the new one, so you need to cut two thin strips from the front armour plate with a modelling saw. See figure (ii) for a guide. Attach these to the hull.

STAGE 2

Position the gun mount and file the plastic strips until the parts all fit together well (iii), with the gun in the centre. Glue it all together with superglue.

STAGE 3

The rest is more straightforward. The back door fits perfectly without any adjustment (iv). Glue the Immolator roof on, adding the Rhino hatchway assembly (v). Place the metal gunner in the hatchway. Nicholas added the storm bolter to the hatch and searchlight to the right of the driver as finishing touches.



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WAR ZONES

A GUIDE TO USING HUMBLE SCENERY IN THE 41ST MILLENIUM

In the name of the Emperor, bless oaks, birches and pines. How many potential targets have survived lascannon/gauss blaster/starcannon torment thanks to a carefully placed tree? Pete Haines talks terrain, including how to place it and how the rules work.

The most obvious thing to say about terrain in Warhammer 40,000 is that without it, the game would be far less satisfying. Whilst it might be appropriate for Warhammer armies to deploy in plain sight of each other and manoeuvre over open ground, the grim darkness of the far future benefits greatly from a bit of claustrophobia.

WHAT'S WRONG WITH PLAYING ON A POOL TABLE?

Plainly, in Warhammer 40,000 virtually every model has a gun, in many cases a scarily big gun. This means that pretty much from turn one onwards they can start dealing death to the enemy. Games which simply feature two armies, standing their ground, blazing away at each other are missing out on all of the challenging game play that stems from skilfully manoeuvring your troops to exploit the lie of the land.

A Warhammer 40,000 game can just be regarded as a variant of chess but this would

be an error, as the game has so much more to offer if you use a little imagination to establish an improvised narrative to what's happening. This is so much easier to do when the terrain is evocative. The battle for the tank factory, the assault on bunker 13, street fighting on Vogën – these are all instant narratives that will add immeasurably to your fun, so it seems a shame to miss out.

If high principles don't convince you, let me try a bit of enlightened self-interest. There are many armies that lack the means to play the bombardment game and to them an open table is a crippling disadvantage. There is nothing worse than spending three or four turns staggering forward across a broad expanse of grassland while your army gets torn apart by withering fire from the opposing baseline. To quote my esteemed colleague Mr Jervis Johnson, "a game is a contract between two players to have fun". Terrain is one of the most flexible tools at your disposal to ensure that a game is fun.

Even if you are the one with the 'shooty army of doom' there is a lot to recommend terrain. As one or two of you may know, I favour the Iron Warriors when playing Warhammer 40,000. The Iron Warriors have excellent firepower but I still prefer to play on tables with plenty of terrain. Why? Well it is my experience that lines of fire are where you find them. The harder I have to work to get

into the right positions with the right troops at the right time then the more satisfying the game is. If all I have to do is pick targets then the game wouldn't be so exciting.

This is not to say that terrain is a way of handicapping armies. In designing Warhammer 40,000 armies and rules Games Developers have to assume a certain level of terrain will be used. This forms a baseline around which things can be varied according to personal taste.

HOW MUCH TERRAIN SHOULD WE USE?

The simple answer is to read the guidelines in the Warhammer 40,000 rulebook. However, to save you having to multi-task between White Dwarf and your rulebook I will restate the salient points here.

"As a general rule, about a quarter of the total available playing surface should have terrain on it. There should be a good mixture of types. An equal division between terrain which blocks line of sight and provides cover (such as woods or ruins), terrain which provides cover but does not block line of sight (such as scrubland and low rubble) and terrain which blocks line of sight but provides little cover (such as gentle hills or ash waste dunes)."

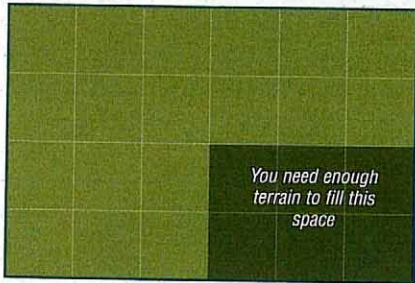
Warhammer 40,000 rulebook, page 78

Terrain that doesn't make for a fun game



Well, there it is. One simple paragraph tells you all you need to know. Well, perhaps not everything. Let's try expanding it out a bit.

If you are playing on a standard 6' by 4' (180 x 120cm) table you will need enough terrain to fill an area 36" by 24" (90 x 60cm), this being a quarter of the playing surface. This may seem like a lot but when you consider that many of the terrain pieces will be area features, it's not so bad.



Knowing that you have a 2' by 3' (60 x 90cm) area filled with terrain allows you to start planning what you will need. The Warhammer 40,000 rulebook gives you some guidelines on the type of terrain. Essentially what is needed is an equal mix between:

- Terrain which blocks line of sight but doesn't particularly impede movement (shrubs or low hills)
- Terrain which slows movement but does not significantly block line of sight (marshes or some broken ground).
- Terrain which slows movement and blocks line of sight. (trees or jungle terrain)

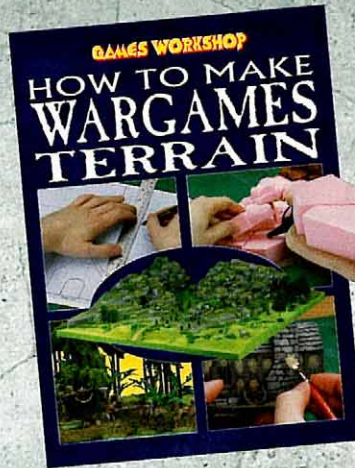
I should state that this is a guideline only and you shouldn't be too literal in your interpretation.

THE SCENERY CYCLE

The underlying thought behind the terrain guidelines in the rules is simple. Every player builds a terrain set to go with each army. The terrain fills a quarter of the table but is

MORE HINTS AND TIPS

If you're interested in expanding your terrain collection then 'How To Make Wargames Terrain' is an essential source of ideas, advice and tips. Featuring stage-by-stage instructions on making hills, roads, woods, buildings, water features and more, as well as loads of example boards, this is the definitive guide to making tabletop scenery.



chosen and constructed to complement the army that the player uses. Thus one player, who habitually uses Orks, has a terrain set that features ramshackle 'shakks', piles of scrap and junk and several mesa-like rock formations.

replacing the more basic pieces. Whenever this player's Orks take to the battlefield, they will be playing on good, representative terrain that ties in with their army.

The whole set fits neatly into a large box and can be quickly plucked off the shelf or even carried along to games. As time goes by the occasional modelling project adds to the set,

As more players in the same gaming circle build up their terrain sets then the range of war zones starts to expand, opening up all sorts of possibilities for campaigns or for merging compatible sets for multi-player 'mega' battles.



That's more like it



A SAMPLE TERRAIN SET

If you are building terrain to complement a particular army this will influence your choice of features. For the sake of the example however, I will keep it quite generic.

The most important thing is to avoid just building terrain as square blocks. Real terrain isn't like this (apart from large buildings, obviously). The starting point is therefore to plan out some shapes.

As you can see in the diagrams below you can use all kinds of shapes of terrain. In this case I have assumed that three nice standard terrain types will be woods, hills and low ruins. The areas designated as woods will be area terrain features requiring two or three freestanding trees each, the hills will be multi-contour and the ruins will be area features requiring one Warhammer 40,000 ruin and a couple of piles of rock and debris each.



As you can see, it's really quite simple to plan and produce a set of terrain. With these pieces you could set up your terrain to produce an ideal war zone like the below one.



ENCOURAGING ATTACKING PLAY

This diagram shows the planned pieces laid out. Clearly, the terrain is quite dense and there is a lot of cover to encourage manoeuvre and attacking play in general.

It's worth noting that even with the recommended amount of terrain it is best to move terrain away from the table edges. Wide expanses in the centre suit games of Warhammer but not those set in the 41st millenium. Hills and woods around the table edges encourage players to take up defensive positions. Safely ensconced, they sit back and await the foolhardy rush of an opponent, desperately trying to make a game of it. All very dull and not to be encouraged. By simply moving terrain away from the edges you create numerous good reasons to move and lots of extra tactical options. This is also useful if you haven't much terrain and need to make the most of what you have.

Even if you are not of a mind to build terrain you can probably put together a starting set using the terrain you already have with a little bit of patching and renovating. Simply putting trees on individual bases and using a larger base to represent the area of the wood vastly increases the space taken up by your terrain.



Ah, the old balancing tank trick... Another benefit of using this type of wood is that models can be placed in a precise position within the wood rather than be perched precariously atop it.



This same technique can be used to represent areas of ruins, broken ground and so on. This is one of the main benefits of the approach taken in the revised Warhammer 40,000 rules concerning area terrain. What you are doing is defining the area the terrain occupies (using the area terrain's base), its precise rules effect (by allocating it a size rating) and modelling enough of it to help convey the information and look the part, without (and this is the good bit) getting in the way of the game or requiring you to model jungles on a one vine to one vine basis.

TERRAIN AND THE RULES

Since the revised version of Warhammer 40,000 was released there have been a few questions about how exactly to apply the rules. The best way to think about the terrain rules is as a toolset that gives you different ways of defining how to represent your terrain in the game. This is a necessity as there are many different approaches and no Games Developer can safely assume that a single approach will be taken.

The first thing to note is that terrain is divided into two types, first terrain pieces that operate on a 'what you see is what you get' (WYSIWYG) principle. A good example of this is a solitary building.

The other type of terrain is the area feature. Here the edges of its baseboard are the important thing. The model or models being used to represent it are not assumed to be a literal representation.



This building can be used WYSIWYG. It is simply treated as impassable terrain which blocks line of sight if it actually blocks line of sight – the 'true' line of sight approach. Consequently, if you are trying to get a shot in at a unit behind the building you just have to hunker down and get a view from the firing model to determine if you can actually see any of them.

This set-up shows some ruins that are defined as an area feature. In this case it is defined as a size 2 feature.



AREA EFFECTS

Features with a designated area work in a very similar way to how woods and forests operated in the third edition Warhammer 40,000 rules. The main difference is that every feature is given a height value from 1 to 3 which corresponds to the height of models; size 1 being swarms, size 2 being normal models, size 3 being vehicles and monstrous creatures. Troops can derive cover from terrain that is the same size or one category smaller than themselves.

This is all quite logical. Whilst swarms or men may be able to derive some cover from an area of low scrubland, a Wraithlord or Carnifex will scarcely be covered to the ankle.

In all cases models within 6" of the edge of an area feature can be seen from outside and can see out. As explained in the rules this is because area terrain is assumed to fade out nearer the edges and allow a clearer view. Otherwise, line of sight is easy to work out. If either the observer or observed is taller than any obstructions then there is a line of sight.

The main trick when defining terrain is to make sure that you do not define terrain as a feature with an area when those rules are inappropriate. The best rule of thumb here is that if the terrain piece you are using has a clear boundary and the models within that boundary are representative of what is there rather than a literal depiction then it is an area feature. Broadly speaking, ruins, woods, scrubland etc are good cases for use of the area feature rules. Hills are generally not suitable for this approach, a single hill is closer to the example of the solitary building shown left than it is to the ruins example.

There is one part of the rule that has generated some questions. It involves models standing on other terrain features to get a better view. This is mentioned in the rules but sadly there is no follow-up guidance – an omission I am delighted to correct.

All you need to do is agree beforehand which terrain provides an elevated view. The obvious candidates are hills, towers and suchlike. Models enjoying an elevated view should be treated as being size 3 for determining what they can see over. This means they still will not be able to see over other size 3 obstacles but will be able to see (and be visible themselves) over size 2 and 1 terrain. The key is to be flexible – examine the terrain actually being used and its relative height and come to an agreement.

In some very special cases you may even want to declare that a piece of terrain is size 4! This is appropriate when dealing with something like a tall watchtower whose very purpose is to see over everything around. This sort of convention is perfectly fine if it makes your terrain work for you.



The elevated position on the hill allows the Chaos Space Marines to see over the size 2 tank traps.



This tower has been designated as a size 4 terrain feature.



ANTI-TYRANIDS

Tactica is our regular series on how to get the best out of your army, written by the finest gamers around. If you're a skilled general and have tricks you'd like to share, why not submit a Tactica to White Dwarf? Write to us at the address at the front of the magazine.

T·a·c·t·i·c·a

By Pete Haines

TO KILL

THE HIVE FLEETS ARE COMING, AND DAMN SCARY THEY ARE TOO.

Even before the release of Codex: Tyranids I heard the beat of the defeatist's drums pounding out craven messages. 'Ooooooh Pete,' they say, (and if there was a font called Contemptuous Disdain I would use it now) 'the new Tyranids are so mean, they just rush across the table with all their monstrous creatures and eat my army. There's nothing I can do'. To all such players I say relax – it isn't so bad, there are lots of things you can do. So, for the next few minutes, make yourself a refreshing and relaxing cup of tea, sit back and take in Uncle Pete's three-step guide to exterminating Tyranids.

In this diatribe I will hopefully open your eyes to some of the vulnerabilities of the Tyranid army, indulge in some humorous badinage, reveal some beardy ploys and hopefully help prevent every 6' by 4' table in the land becoming a Tyranid novelty smorgasbord.

As you will have noticed I promised a three-step guide. To beat a Tyranid army you must:

1. Exploit the Tyranid armies' weaknesses.
2. Never be a 'rabbit in the headlights'.
3. Pick your targets carefully and consistently until they die from it.

There you go, all sorted now, I'm off for a quick nap. What? You need more? Oh all right then, but you had better forget all this if I ever collect a Tyranid army.

EXPLOIT THE TYRANID'S WEAKNESSES

The Tyranids may be scary but they still have weaknesses. There are two in particular that I would like to draw your attention to. First up, the Hive Mind itself, as represented by the rules for Synapse control. At this point I can almost hear the lament, 'how is Synapse a weakness when it means they pass every Leadership and Morale test they have to take if they are within 12" of a Synapse Creature?'



A TYRANID

PETE HAINES AND HIS FELLOW GAMES DEVELOPERS INSPIRE THE TROOPS WITH THEIR SAGE ADVICE.

This is one of those glass half-empty situations. There are several ways to look at the Synapse Creature rules, one alternative being – any Tyranid unit that is not within 12" of a Synapse Creature will probably have a Leadership of 5 and will have to take an Instinctive Behaviour test to move. Just think about that for a moment. If your Space Marines were Leadership 5 whenever their commander was more than 12" away (and fled instead of advancing whenever you rolled a 6 or more or 2D6) you would have a fit. Well, that's what the Tyranids have to cope with. Now I say that's what they have to cope with, what I really mean is that's their starting point before you make a bad situation infinitely worse for them by exploiting that weakness at every turn.

It's rarely an easy task to wipe out every Tyranid Synapse Creature. There's quite likely a Hive Tyrant surrounded by Tyrant Guard that even the most offensively Obliterator and Havoc-laced Iron Warrior army or Dark Eldar dark lance army of doom would have difficulty eliminating. So simply ignore that chunky centre and look for the other Synapse units, the odd lone Zoanthrope, the Tyranid Warrior unit that is pretending to be a fire support unit or even the solitary winged Hive Tyrant that wants you to think he's a combat monster but is really the only thing stopping one flank of a Tyranid swarm going native

and running for mummy. Recognise these loose Synapse critters for what they are (a wonderful opportunity to take a short cut to gloryland) and squish them immediately!

Put another way, if you can eliminate those Synapse Creatures that extend control to the extreme flanks of the army you will not only compress the Tyranids into a smaller area but you will get the chance to shoot at some of those Leadership 5 units and make them fall back. Now I grant you, they will fall back towards the nearest Synapse Creature (bear that in mind because you may be able to take advantage of that as well), however they won't regroup until the start of their next turn and can only start advancing the turn after that. All in all, a nice little delay to the Hive Mind's forces that may even tip the game.

Bottom line, if you think about it the right way, Synapse control is a weakness. Exploit that weakness, make the faster Tyranids revert to their paltry Leadership of 5, then wave the magic wand of massed firepower and watch them scarper.

The other major weakness in the Tyranid bag of tricks is their lack of good guns. Generally they lack anti-tank firepower, range and armour penetration. You can really exploit this one with the right army composition. Most Tyranid guns are AP5, and virtually

RUDE PLOY NO. 1

WHEN YOU DECIDE WHICH TYRANID UNITS THAT EACH OF YOUR UNITS WILL FIRE AT, TRY TO SET UP SHOTS WHICH ARE ONLY JUST IN RANGE. THIS WILL ENSURE THAT THE TYRANID PLAYER HAS TO REMOVE CASUALTIES FROM THE FRONT OF HIS UNIT (CASUALTIES MUST BE IN RANGE AND LINE OF SIGHT). THIS HAS THE EFFECT OF PUSHING THEM BACK AND IT MIGHT JUST MAKE THE DIFFERENCE.

every army has the option to take some units with a 4+ Save. All you Space Marine players can relax here as you already have this base covered. But if you play Imperial Guard consider Storm Troopers or the Grenadiers doctrine, if you play Orks, consider 'Ard Boyz and if you play Eldar then load up on Aspect Warriors ahead of Guardians. Remember a 4+ Save reduces your casualties from almost all Tyranid shooting by 50%!

Armour isn't just useful against shooting. Even the most optimistic player has to accept that the Tyranids will probably get into close combat at some point. When in assault against Tyranids it is vital that any unit engaged either hangs on for as long as possible or dies promptly. The reason for this is that if the Tyranids finish off their victims



Another Tyranid invasion begins, might as well roll over and hand them the planet. Not if Pete has anything to do with it...

THE IMPERIAL ARSENAL

The Imperium has learnt the hard way when it comes to taking down the scions of the Hive Mind, and so has 'Nid-basher Adam Troke. Games Dev's resident Pro-Imperial nutcase takes us through his favourite anti-Tyranid tactics.

THE BLESSED INQUISITION

The Inquisition know a thing or two about cracking heads and blasting abominations. Consider employing one of these stalwart fellows to lend you a hand against the Great Devourer. 20 points (45, if you're after a Lord) buys you the Inquisitor, to whom you would do well to add two Mystics and a cadre of Warriors. A Mystic allows the retinue (or another squad within 12", if there are two Mystics) to take a free shot at any Deep Striking unit within 4D6", so this is invaluable for dealing with Lictors and other nefarious Tyranid antics. Arm the warriors in the retinue with heavy bolters or multi-meltas and bring the pain to the foul xenos!

CULEXUS ASSASSIN

This fellow is the absolute devil when it comes to killing psykers, of which there are loads in the average Tyranid army. Every Synapse Creature is a psyker waiting to be slaughtered by the Culexus. For every psyker within 12" he gains an extra shot with his Strength 5, AP2 animus speculum, which can mean a potential Assault 10 weapon against a Tyranid Warrior Brood. His psyk-out grenades can easily spell doom for a Hive Tyrant or Broodlord – they can cause up to five wounds on a psyker with a single hit. Then, there is his ability to drain a wound away from any single psyker in base contact each Assault phase, with no Saves allowed. For 105 points, this chap means a world of hurt for those psychically sensitive monsters...

SPACE MARINES

A simpler way for Space Marines to smash the swarm is simply to take the Furious Charge special skill. With Initiative and Strength of 5 on the charge, they can hammer a unit of Gaunts or even Warriors before they get to strike back. A preponderance of Assault Marines and Terminators can ensure you really hurt the enemy.

Then there is the 'Suffer not the Alien to live' trait. This grants the Preferred Enemy special rule to the army for a very modest sum, and ensures that all your Space Marines will be hitting the foe on a 3+, even against high WS troops like Genestealers. Granted, you will have to undertake some extensive conversions, but, if your regular opponent plays Tyranids, it could be very rewarding to decorate your army with trophies that look like his troops. Plus there's a nice Genestealer skull in the new plastic kit!

on the same turn they charge them (assuming you haven't left other units within Consolidate reach), the aliens will be left in plain sight ready to be shot at close range in your next turn. The trouble is that you can only sacrifice so many troops in this way.

RUDE PLOY NO. 2

CHARGE STRENGTH 3 TYRANID UNITS (PRETTY MUCH ANY GAUNTS) WITH WALKERS, SENTINELS, KILLA KANS AND WAR WALKERS ARE GREAT FOR THIS. THE TYRANIDS CAN'T HURT THEM DUE TO THEIR LOW STRENGTH, AND THEY CAN TIE HUGE BROODS UP IN AN ASSAULT FOR THE REST OF THE GAME, OR UNTIL THE TYRANID PLAYER LOSES PATIENCE AND COMMITS A MONSTROUS CREATURE TO THE FIGHT – THOUGH HE WILL USUALLY HAVE TO WAIT FOR HALF OF THE GAUNT BROOD TO DIE BEFORE HE CAN FIT HIS HEAVYWEIGHT IN THE FIGHT. AT THIS POINT YOU WILL PROBABLY LOSE YOUR WALKER, BUT IF A SIGNIFICANT BEASTIE RIPS IT UP THERE IS A GOOD CHANCE IT WILL EXPLODE AND LAY WASTE TO THE GAUNTS TIGHTLY PACKED AROUND IT.

Tyranids will often strike first due to their high Initiative, and going down without inflicting any casualties in return sets up a very unfavourable kill ratio. Again, our old mate the 4+ Save means a Tyranid unit will take twice as long to kill you as it otherwise would. Use this time to hit them back hard and make sure that they pay the price for their kills. After all, the bulk of Tyranids are Toughness 3 and don't have much of a Save, so you can wear them down. Even if you only kill half the unit you are still getting Victory Points for it and reducing its ability to damage another unit.

RABBIT IN THE HEADLIGHTS

There is a tendency for players fighting Tyranids to simply stand still and fire for the entire game, surrendering the initiative completely. Their troops simply gaze into the fanged maws that are getting ever closer, until they allow themselves to be overwhelmed. Ick!

The first point to make is that the most terrifying Tyranid creatures, the Carnifexes and Hive Tyrants, tend to only move 6". Everything else in the game moves at least 6"

too. Consequently they can only get to you if they advance to within 12" of you and you choose not to run away. In this case it's probably your own fault if you get splatted.

The second point to make is that you do not have to sit still and wait for close combat to be initiated by the Tyranids. Whilst the Tyranids generally excel in close combat they are by no means invincible, especially if they do not get to charge. Units of Termagants, for example, are actually quite weak in close combat and can be beaten by virtually any assault unit worthy of the name. The tricky bit is that if they are in Synapse range they will not run away, so your assault unit will get tied in close combat and probably be attacked next turn by something nastier. Now this is where some judgement is required. Pick on units that are outside Synapse range, pick on units that you have already shot up and can wipe out, pick on units that absolutely must not be able to choose their target next turn and, failing that, pick on units that are worth more Victory Points than the unit you plan to kill them with.

This really comes down to not missing opportunities. On one glorious occasion the power fist-wielding Captain/Commissar tag team in my Imperial Guard army managed to take down a Tyranid Carnifex. The dice weren't actually that extreme, the Carnifex was depending on an aura of assumed invincibility to deter being assaulted. Don't allow yourself to be fooled, know your troops' capabilities and if you see a winning assault that doesn't compromise your position then go for it!

Another angle to consider when picking fights with alien killing machines is this: are you better charging them this turn and fighting away from your lines, or are you better standing to take the charge next round? You can actually do a lot of damage against Tyranids with 'spoiling' attacks, and they don't always have to be close combat based. When an Imperial Guard Command squad leaps out of its Chimera and unleashes four flamers on a tightly packed Gaunt or Genestealer brood, the chances are that the Hive Mind's plan will soon require some revision. Given the vast increase in rapid fire effectiveness when within 12" then there should always be firefight opportunities for the player who is ready to take them.

Finally, starting fights in your turn that will last into the Tyranid player turn can be very useful as it will block the lines of fire of the shootier Tyranids behind them. Unless you attack a monstrous creature it won't block the Carnifexes and Hive Tyrants but it will block the line of sight of those Tyranid Warriors and Zoanthropes. Moreover, the rest of the Tyranids will carry on advancing anyway, so they will restore your lines of fire just in time for your next Shooting phase.

PICK YOUR TARGETS CAREFULLY

There has always been some debate between Warhammer 40,000 players on which Tyranids to shoot first. Essentially this boils down to the 'big ones' school and the 'quick ones' school.

The 'big ones' school tends to be populated by power armour armies who do not really fear the smaller Tyranids in close combat and are confident that if they can eliminate the monstrous creatures then all will be well. The 'quick ones' school holds that you must target units that can charge you next turn, this normally means Hormagaunts, Raveners and Gargoyles. The logic is that these are the critters that will tie you up in close combat and hold you there while the monsters move up to finish you off.

Overall I come down on the side of the 'quick ones' school. If you are not careful the Tyranid front line will charge you on turn two. This is not good as they will inevitably seek to tie down the shootiest units they can lay their claws on, secure in the knowledge they are utterly expendable. Even if you try to hold the front line without moving, which in most missions will be 24" from the enemy, a Carnifex can't charge you until turn four. The more of those four turns you spend shooting, the better for you, so always make sure you deal with the immediate threat and buy yourself time.

RUDE PLOY NO. 3

TWO OF THE NASTIEST TYRANID PSYCHIC POWERS ARE CATALYST AND WARP BLAST. CATALYST IS PARTICULARLY UNPLEASANT GIVEN ITS BONESWORD CONNECTION (READ YOUR CODEX!). HOWEVER, BOTH IT AND THE POWERFUL VERSION OF WARP BLAST REQUIRE A PSYCHIC TEST, SO IF YOU WERE TO INCLUDE A PSYCHIC HOOD OR A WARP BLADE YOU MIGHT BE ABLE TO MESS THINGS UP A LITTLE. AN INQUISITOR WITH A HOOD IS AVAILABLE TO PRETTY MUCH EVERY IMPERIAL ARMY, SO THIS ISN'T TOO TRICKY.

Having decided on a strategy, stick to it and obliterate your preferred targets. Do not, under any circumstances, do a little of each before one job is done, as you will end up achieving nothing. If you start the Shooting phase with the optimum weaponry for the job (basically shuriken cannon, scatter lasers, heavy bolters, burst cannon and other multi-shot weapons) you may find that you can deal with the most pressing threats with only part of your firepower. You will then have your bigger guns left to either finish the job (if needs must) or switch targets to the monstrous creatures. When firing on the larger Tyranids remember the first rule and seek to disrupt the Synapse net if you can.

When planning your firing be prepared to run off like a whipped cur. No, really; if you know a Tyranid unit is likely to move between 19" and 24" in its next Movement phase (like a Hormagaunt brood for example) and you reckon that you can't shoot it dead that turn, pull the threatened unit back out of reach.

Be warned that the Tyranid-player will make a big show of firing with his monstrous creatures to draw return fire. Constantly remind yourself that for the Hive-Mind a monstrous creature who can only shoot is actually a disappointment. The longer they do this, the less time they are biting your troops' heads off. Take your lumps and stay on target.

Late in the game you should remember that one wound on a Hive Tyrant or Broodlord scores you half its value in Victory Points (hurrah) due to its Independent Character status, and that any brood you can reduce to half strength or lower also scores you Victory Points. Remember to keep the objective in mind till the end of the game, but whatever the objective is, both you and the Tyranids will need scoring units to benefit. Units below half strength aren't scoring units, so be sure to pick your shots accordingly and you still can win the game even if heavily outnumbered.



Ghost Warrior Wraithguard prepare to send a Hive Tyrant on a one way journey to the Warp.

THE METAL GODS

WHOSE UNIVERSE IS IT ANYWAY? GRAHAM MCNEILL TALKS US THROUGH THE DIRTY TRICKS OF THE NECRONTYR

Graham: There you are, minding your own business, sleeping away the millennia until the time is right for your Star God masters to awake you from the tomb and unleash death upon the hated living, when all of a sudden these Johnny-come-lately aliens decide they want a piece of the pie. They've got a nerve; the Necrons were here long before any tentacle-waving upstart of a race came along. This galaxy is ours and we're going to fight to keep it that way. And another thing, what do the Tyranids want with the Necrons anyway? Metal bodies that vanish into the ether once they're chomped isn't much in the way of a feast now is it?

The key to defeating Tyranids is getting the target priorities right, and making sure you concentrate a lot of firepower on each brood until it is completely eliminated. Units like Immortals are your best friend in this regard, with guns that are a hefty Strength 5 and Assault 2, so you can be firing even as you're backing away from the aliens. Of course, this all sounds fine in theory, but there's only so much room you can back away into. The key is to keep the Gaunts and Genestealers at bay (since they don't like that AP 5) with gauss flayers and save the gauss cannons and blasters for those monsters with 4+ Save extended carapaces. When it comes down to scrapping, a counter-attack from a unit of Pariahs is usually enough to take out even the most heavily armoured Carnifex when he finally lumbers into combat.

One of the niftiest things the Necrons can do is teleport around the battlefield, and against Tyranids, this is an invaluable trick you can use to survive in close combat (where the Necrons don't excel). While they can take a bit of punishment – what with a decent Toughness and good Save – they aren't too great at dishing

it out, so you should look to outshoot your opponent. The best way to do this if you get bogged down in combat is to teleport out with either a Veil of Darkness or a Monolith. My first choice would be the Monolith, because Necron models that fail their We'll Be Back roll get another chance to come back if they emerge from a Monolith portal. Bonus!

What both of these pieces of kit allow you to do is to deny your enemy units safety from being shot by being in close combat. Once you've teleported out of a fight, you can then shoot them up again.

Or, if monstrous creatures are ruining your day, you could just set the Nightbringer on them...

RUDE PLOY NO. 4

TRY KITTING OUT YOUR NECRON LORD WITH A LIGHTNING FIELD, AND PLACING HIM WITHIN RANGE OF A CHARGE FROM A LARGE UNIT OF HORMAGAUNTS. THE HORMAGAUNTS WILL USUALLY CAUSE A LOT OF WOUNDS ON YOUR NECRONS, BUT BELIEVE IT OR NOT, THIS IS A GOOD THING! FOR EVERY WOUND THEY CAUSE THEY TAKE A STRENGTH 3 HIT FROM THE LIGHTNING FIELD – THIS WILL KILL AROUND HALF OF THE WOUNDING HORMAGAUNTS, AND THE NECRONS (WITH THEIR ARMOUR SAVES, WE'LL BE BACK ROLLS AND A JUDICIOUS MONOLITH TELEPORT) SHOULD ONLY LOSE ONE NECRON PER TWELVE WOUNDS INFLICTED. ALL THIS IS IN ADDITION TO THE KILLS THE NECRONS WILL INFLICT THEMSELVES – TRY IT WITH A UNIT OF PLAYED ONES AND IT WORKS GREAT TOO!



Necrons have some great anti-Tyranid tricks up their ancient metallic sleeves.



Stick your troops in cover and the Gaunts suddenly don't look so clever.

There are a few other tips that may be of use in the Shooting phase:

• **Use barrage weapons to command dead ground.**

Having some barrage weapons is really useful. The Tyranids will seek to utilise dead ground (shelter provided by cover or combats) as a staging post prior to beginning their rush to close combat. Barrage weapons, such as Basilisks and mortars, enable you to put these areas under threat and give the Tyranids nowhere to hide.

• **Drive till the transaxle goes**

Drive-by tactics work well against Tyranids. Including units that go out and combat the Tyranids at close range may seem suicidal but it can work. Small Tyranids can't really hurt Rhinos or Chimeras and a couple of special weapons firing from the top can do some real damage. The vital thing is to make the Tyranids (and especially their monstrous creatures) divert to engage you: don't just stand in front of them so they can get an extra 6" across the table simply by charging, instead flank them and draw them away from your gun line. Once you get a mobile squad behind the swarm you can really upset the Tyranids who will have to worry about protecting their Biovores and Zoanthropes rather than just ploughing forward. Tyranid swarms enjoy operating on a single axis of advance, anything that messes up their plans should be considered worthwhile.

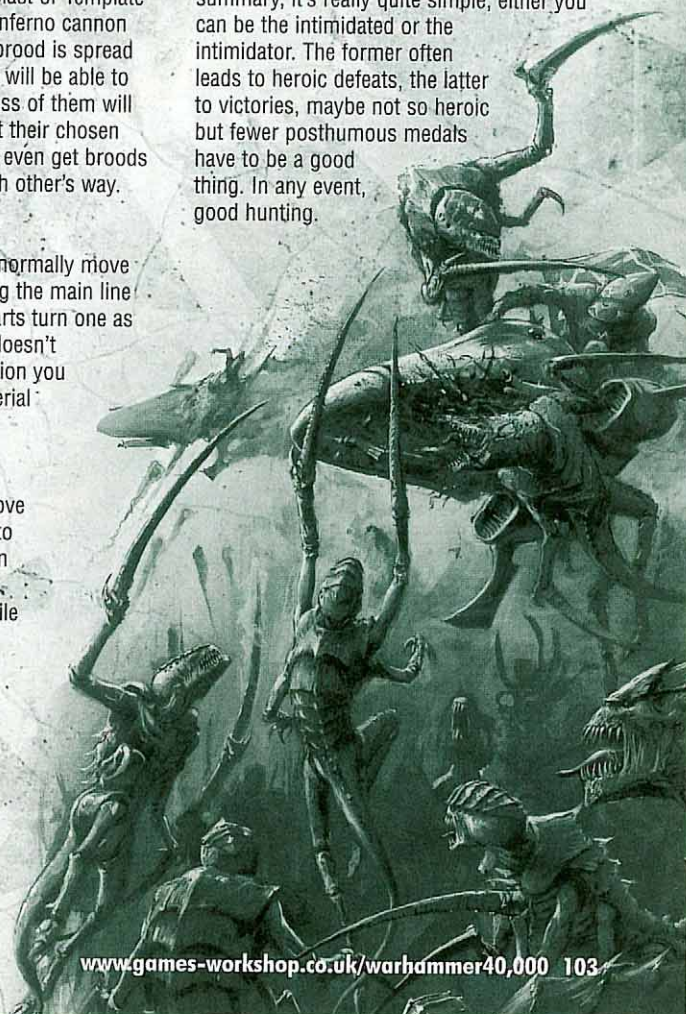
• **Break them up**

Gaunts tend to bunch up for effect, so make it your mission to force them to spread out. This can be achieved with Blast or Template weapons (in particular the Inferno cannon of the Hellhound). When a brood is spread out then more of your units will be able to draw a bead on them and less of them will be able to shoot and assault their chosen target. Sometimes you may even get broods to bottleneck and get in each other's way.

• **Put out the bait**

An assault-based army will normally move on what it perceives as being the main line of resistance. Now, what starts turn one as the main line of resistance doesn't actually have to be the position you meet the attack in. The Imperial Guard army (for example) contains a massive range of vehicles that are capable of moving and shooting, so move them! Drawing an attack onto an infantry platoon (ideally in difficult terrain to partially negate Tyranid Initiative) while the tanks and mechanised troops slip around the attack and maintain a good separation distance is a sound tactic. Sure, the Tyranids may overrun your platoon but they will then have another sprint ahead of them whilst you blaze away.

If you stick to the three core principles and stay on your toes you should be able to give as good as you get against the Tyranids. In summary, it's really quite simple; either you can be the intimidated or the intimidator. The former often leads to heroic defeats, the latter to victories, maybe not so heroic but fewer posthumous medals have to be a good thing. In any event, good hunting.



TYRANID INVASION!

The true horror of the Tyranid invasion comes when the biomass of the planet is dissolved in digestion pools – boiled down into a biological soup that is then digested by the hive fleet and used to create new Tyranids. Andy Hoare and Phil Kelly explain how the Tyranids bleed their preyworlds dry, while Dominic Murray shows you how to create a digestion pool.

The consumption phase of an invasion, strictly speaking, begins when the first mycetic spores are inserted into the atmosphere to prepare it for eventual biological assimilation, but this process begins proper once the last major resistance is neutralised.

The surface of a world undergoing the final stages of Tyranid assault is truly a vision from a nightmare. Feeder organisms pupated in the carcasses of native life forms burst forth and ravage the landscape of every last trace of biological matter. These creatures have no true digestive system of their own, instead existing only to swallow whole everything they encounter before throwing

themselves bodily into vast lakes of gastric fluids known as digestion pools. These are where their biological mass, and that of everything they have ingested, is rendered down into a thick, nutrient-rich gruel that will be harvested by the hive ships.

As the Tyranid digestion pools swell, so the hive ships cluster in low orbit. Vast capillary towers emerge from the pools, pushing impossibly high into the atmosphere. These link up with the writhing, sucking proboscis feeding tubes of the hive ships, and pulse with sickening peristaltic action as the rendered biomass is pumped upwards, and distributed to the greedy clusters of bio-vessels.

PART THREE: TOTAL CONSUMPTION

It is at this point that the biomass of any infested organisms cultivated upon the world is added to the harvest. The minds of these creatures are by this point entirely subsumed to the hive fleet's gestalt will, and they march blank-faced into the depths of the digestion pools to be rendered down into nutrients.

Within days, the rampant mutation of the native plant life is ended, its mass consumed by Rippers or broken down by bacterial agents to add to the digestion pools. By this stage the processes initiated by the actions of the mutant flora have utterly changed the atmosphere, producing an oxygen-rich environment in which further harvesting is accelerated, until all biological matter is



The last survivors of Colquis make one final assault towards a digestion pool in the hope of buying some time for the Tyranid's next victims.

broken down and transferred to the suckling hive ships.

The final stage is the harvesting of the world's atmosphere and seas, when the hive fleet's drone-ship haulers descend to low orbit and engorge themselves upon every last useful element for later utilisation as fuel for the hive fleet's journey to the next preyworld and the creation of yet more warrior organisms. The hive fleet then departs, leaving behind it a desolate rock, stripped of every last vestige of life, right down to the molecular level. The hive fleet will resume its endless conquest; its only imperative to feed, survive and multiply until the galaxy is a dry, withered husk, whereupon it will leave once more, setting its unknowable desires upon the next feeding ground, untold billions of light years distant.

Within days, the rampant mutation of the native plant life is ended, its mass consumed by Rippers or broken down by bacterial agents to add to the digestion pools.



THE FINAL HOURS

This scenario allows you to recreate the third stage of a Tyranid invasion, where the inhabitants of a prey world have all but been annihilated. Only a small handful of hardbitten guerrillas still hold out against the Tyranid menace. They must plant an adamantium-cased teleport homer in a digestion pool so it is unwittingly sucked into the heart of the main Tyranid bio-ship. Only then can a crack squad of warriors teleport into the heart of the Tyranid fleet and destroy it from within.

SET-UP

1 The Tyranid player sets up his sentries anywhere within 12" of the digestion pool. Instead of using Termagants the Tyranid player uses 10 Ripper Swarm bases that deploy separately. The rest of his forces are held in reserve.

2 The attacker gets first turn. He must choose a short table edge for his troops to enter play from that turn. Before the game begins, he nominates a model as to carry the beacon. Use a counter to represent this. A non-Tyranid model may hand over the teleport homer by ending his move in contact with another model, or pick it up simply by moving into contact with it. Vehicles may not carry the teleport homer, though their passengers can.

MISSION OBJECTIVE

If the attacker manages to get the model carrying the beacon into base contact with the digestion pool and keep him there until the end of the next Tyranid turn, he automatically wins. If the game ends before this point, he automatically loses.

Attacker's Overview

The defenders have bought enough time for a warning beacon to be perfected, but have almost all died as a result. All that remains is for the survivors to burn brightly in one last act of defiance – placing the beacon in a digestion pool ready for absorption.

Defender's Overview

The defenders have been defeated. The Tyranid swarms must harvest the biomass of the planet whilst silencing the few pockets of resistance left.

Game Length. The game lasts for a variable number of turns.

Line of retreat. Units that are forced to fall back will do so towards the nearest edge, using the normal Fall Back rules.

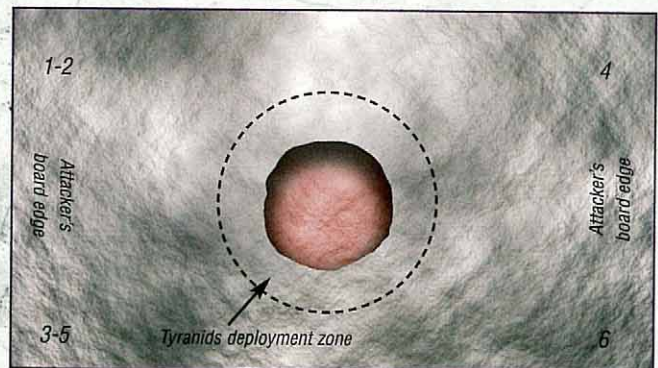
Reserves. The defender's Reserves enter play from a random point – roll a D6 separately for each unit and deploy in the corner indicated on the map. The attacker's Reserves enter play from his board edge.

SCENARIO SPECIAL RULES

The Final Hours uses the Random Game Length, Reserves and Sentries special rules.

NEW SPECIAL RULES

Ripper Swarms. The Tyranids are assimilating the biomass of the planet, with swarms of Rippers devouring anything they can find before diving into the digestion pool. When the alarm is raised, the sentries are not removed and come under the control of the Tyranid player. In addition, the first defender turn of the game is treated as the second for the purposes of Reserves, the second is treated as the third, and so on.



BUILDING A DIGESTION POOL

The digestion pool allows you to create a terrain piece that can be combined with the previous parts of the infestation. It also allows you to create the slimiest bit of scenery so far, as the pool itself should be a horrid mess of biological gruel. As with the other parts of the infestation, you can make more of these pools so that you can represent a planet in the final stages of invasion.

MATERIALS

- Craft knife
- 5mm basing material
- Polystyrene balls
- Small wooden balls
- Citadel PVA glue
- 10mm foamcard
- Craft knife
- Modelling clippers
- Modelling sand
- Modelling gravel
- Talcum powder
- Large flat-headed brush
- Large drybrush
- Water Effects

SAFETY TIP

When using craft knives, be careful that you do not apply too much pressure to the blade as there is a danger that it could snap! Be careful when using any other knives too and always cut away from your body.

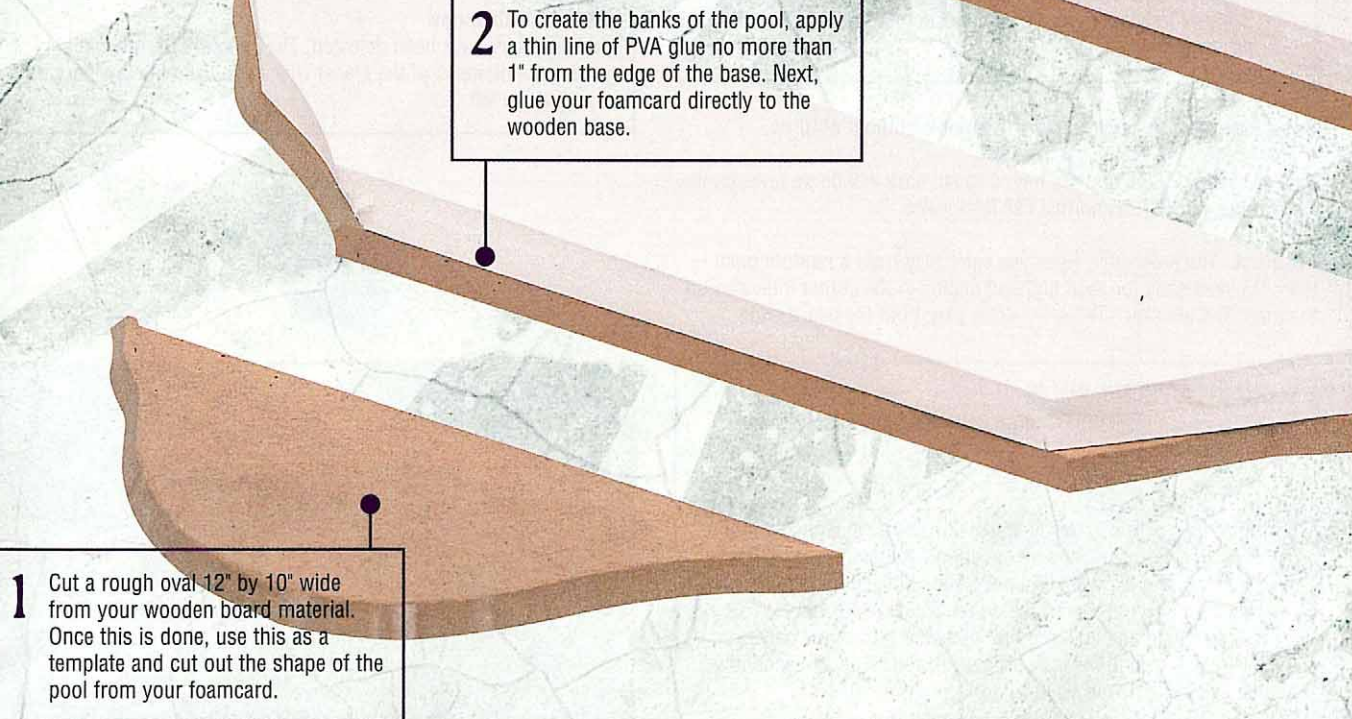
TEXTURING THE POOL – BUBBLES

When you have built the basic shape of the pool it's time to begin adding texture. As you may imagine, a pool of digested biomass isn't going to be pretty...



Cut the polystyrene balls about a third of the way across. This will give you a bubble that's about to burst and one that is emerging from the mix. Glue them to the pool using PVA glue to create an effect of bubbling digestion.

Use a pair of modelling clippers to cut the small wooden balls in half. Glue these in between the larger polystyrene balls to create a build-up of roiling gastric juices.



1 Cut a rough oval 12" by 10" wide from your wooden board material. Once this is done, use this as a template and cut out the shape of the pool from your foamcard.

2 To create the banks of the pool, apply a thin line of PVA glue no more than 1" from the edge of the base. Next, glue your foamcard directly to the wooden base.

3 Using a pen, draw a smaller pool shape in the centre of the foamcard. This should be at least 1" from the edge of the base.

TEXTURING THE POOL – BIOGRUEL

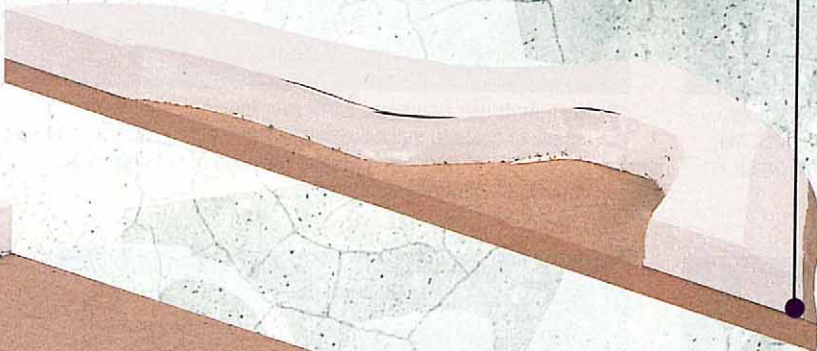


The half-digested matter is made by mixing sand, gravel and PVA glue. Use an old brush to apply the mix in patches to the pool. As it is drying gently stipple it with the brush.

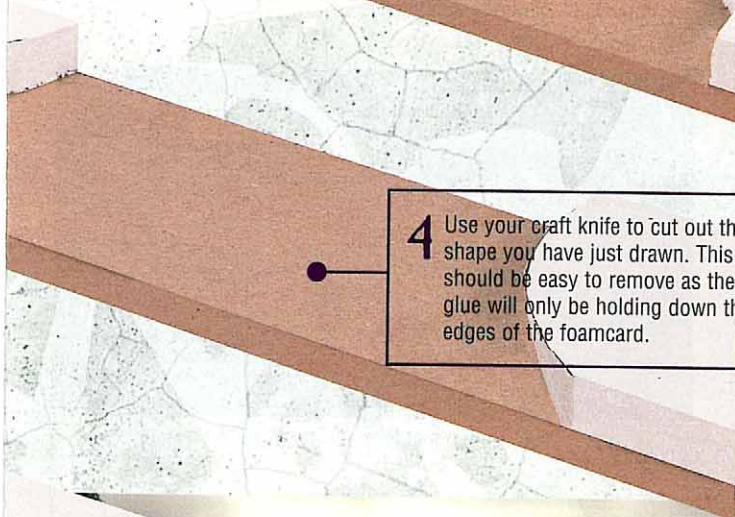


The sickly surface of the digestion pool is made by mixing PVA glue with talcum powder. Once you have a suitably viscous mix, use an old brush to paint the pool, making sure you cover the whole surface. Once this is dry you may wish to apply another coat to give a really vile texture to the surface.

5 To help the pool blend into your gaming board, use your craft knife to bevel the edges of the foam card.



4 Use your craft knife to cut out the shape you have just drawn. This should be easy to remove as the glue will only be holding down the edges of the foamcard.

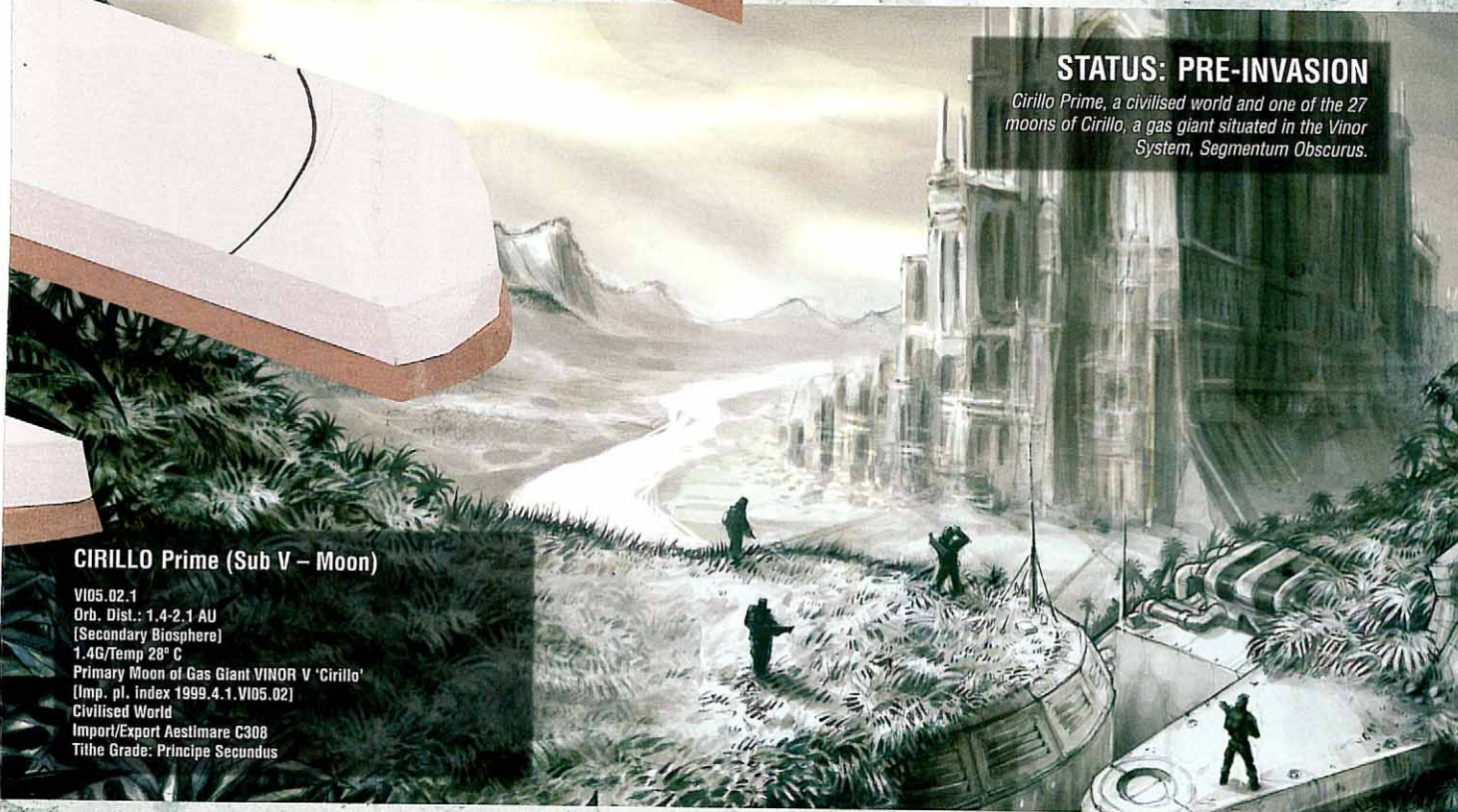


STATUS: PRE-INVASION

Cirillo Prime, a civilised world and one of the 27 moons of Cirillo, a gas giant situated in the Vinor System, Segmentum Obscurus.

CIRILLO Prime (Sub V – Moon)

VI05.02.1
Orb. Dist.: 1.4-2.1 AU
(Secondary Biosphere)
1.4G/Temp 28° C
Primary Moon of Gas Giant VINOR V 'Cirillo'
(Imp. pl. index 1999.4.1.VI05.02)
Civilised World
Import/Export AestImare C308
Tith Grade: Principe Secundus



TYRANID INVASION! Over the following pages concept artist Roberto Cirillo charts the devastation wrought by a Tyranid Hive Fleet as it preys upon an unsuspecting world.

PAINTING



1 We need a particularly vile colour scheme, so paint the whole piece of scenery Chaos Black and paint the edges to match the your gaming board. Then, using your large flat-headed brush, drybrush the pool with Dark Flesh.



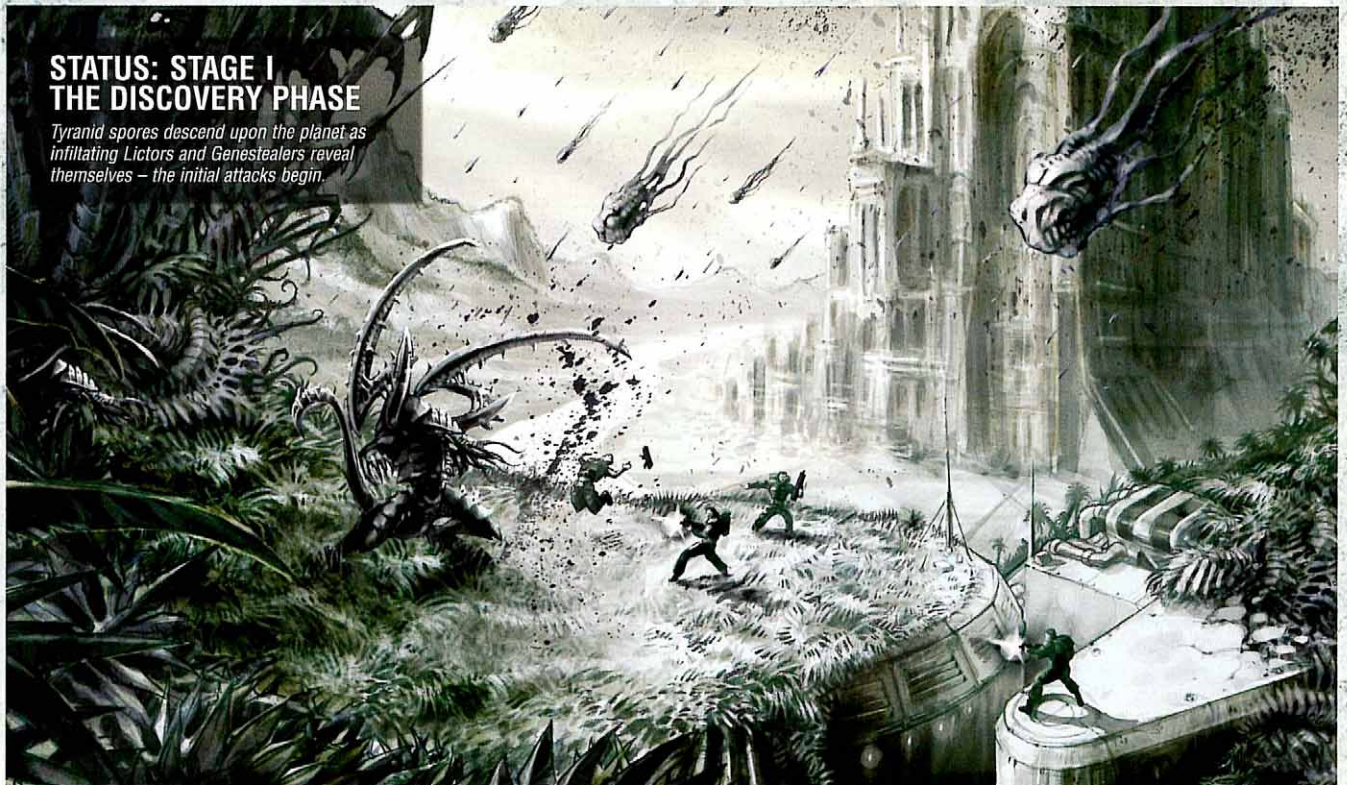
2 Next, drybrush Graveyard Earth over the pool. You may need a couple of coats to make the colour stand out. Make sure that you leave a gap of Dark Flesh around the edge of the pool to give the impression of different depths.



5 Next, drybrush small patches of Liche Purple around the bubbles.



6 Drybrush small amounts of Blazing Orange over the rough areas of the pool.



STATUS: STAGE I THE DISCOVERY PHASE

Tyranid spores descend upon the planet as infiltrating Lictors and Genestealers reveal themselves – the initial attacks begin.



3 Once you are happy with the Graveyard Earth, drybrush Dwarf Flesh over the top. This will give a nasty fleshy appearance to the terrain.



4 To make the bubbles look more pustular, use a large drybrush to apply Scab Red around their bases.



7 To finish the painting, drybrush Golden Yellow over the Blazing Orange.



8 Finally, use gloss varnish to create a wet appearance.



**STATUS: STAGE II
THE ASSAULT PHASE**

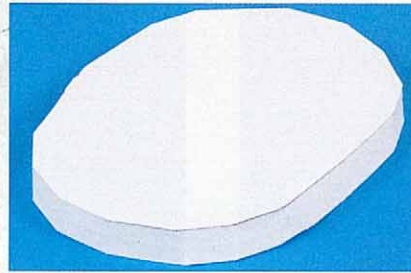
The Tyranid armies lay siege to the planet en masse as Gargoyles choke the tortured skies and capillary towers burst from the earth.

ADDING TO THE INVASION

So far, we've shown you how to build three major stages of infestation from scratch. However, there are plenty of Tyranid parts you can use to make objective markers and small scenery pieces.

TYRANID HIVE NODE

The following terrain was made using the Hive Node from the Battle For Macragge boxed set. When you have based the Hive Node, paint it so that it matches the terrain you have built for the infestation.



1 Using an off-cut of 10mm foamcard, cut an oval approximately 3" by 4.5".



2 Using your craft knife, bevel the edges of the foamcard so that it blends into your gaming board.



3 Attach the Hive Node to the foamcard with superglue. Once this is dry, use ready mix filler to cover the edges of the node so that it blends into the foamcard.

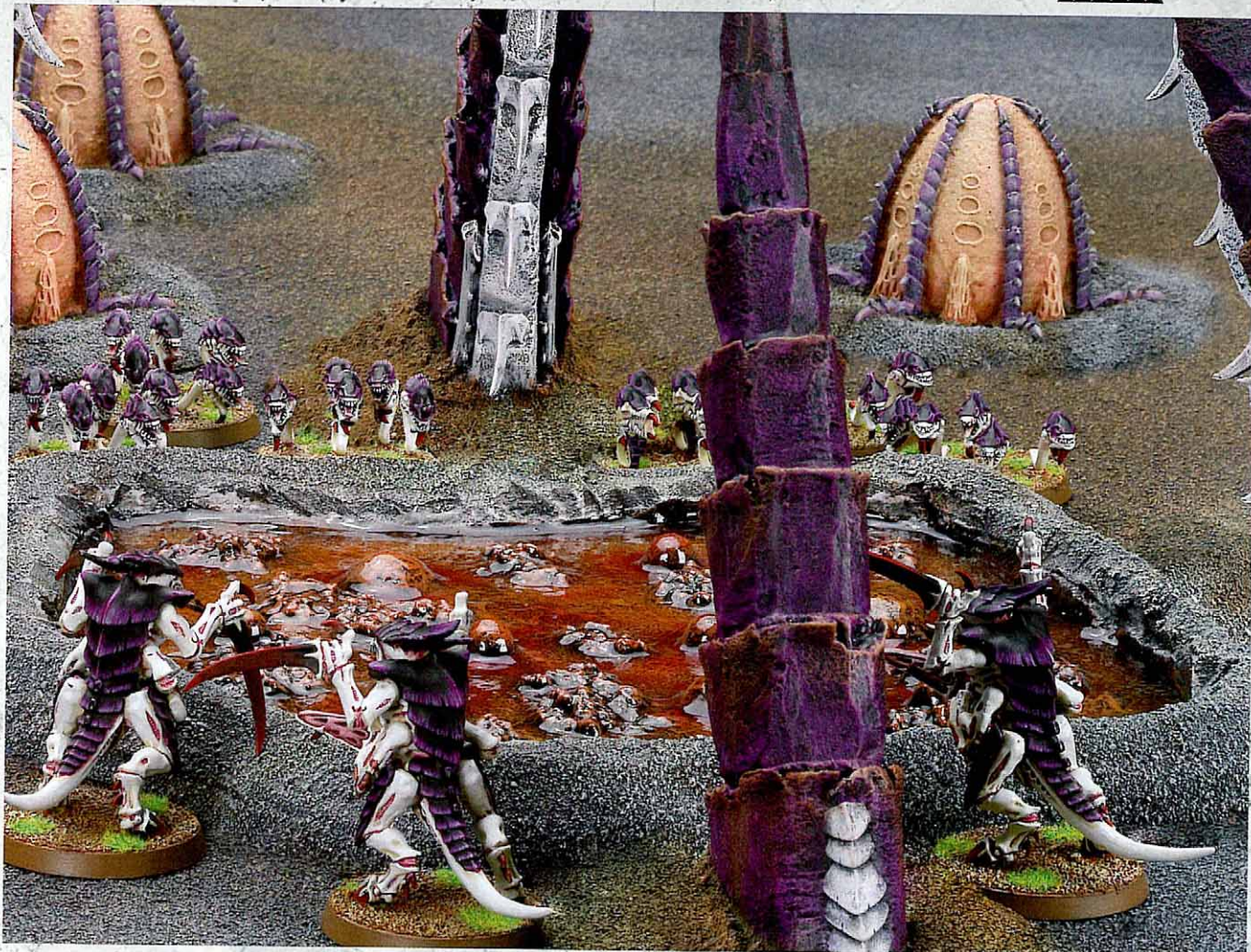


4 Once the ready mix filler is dry, texture the base using PVA glue and modelling sand.

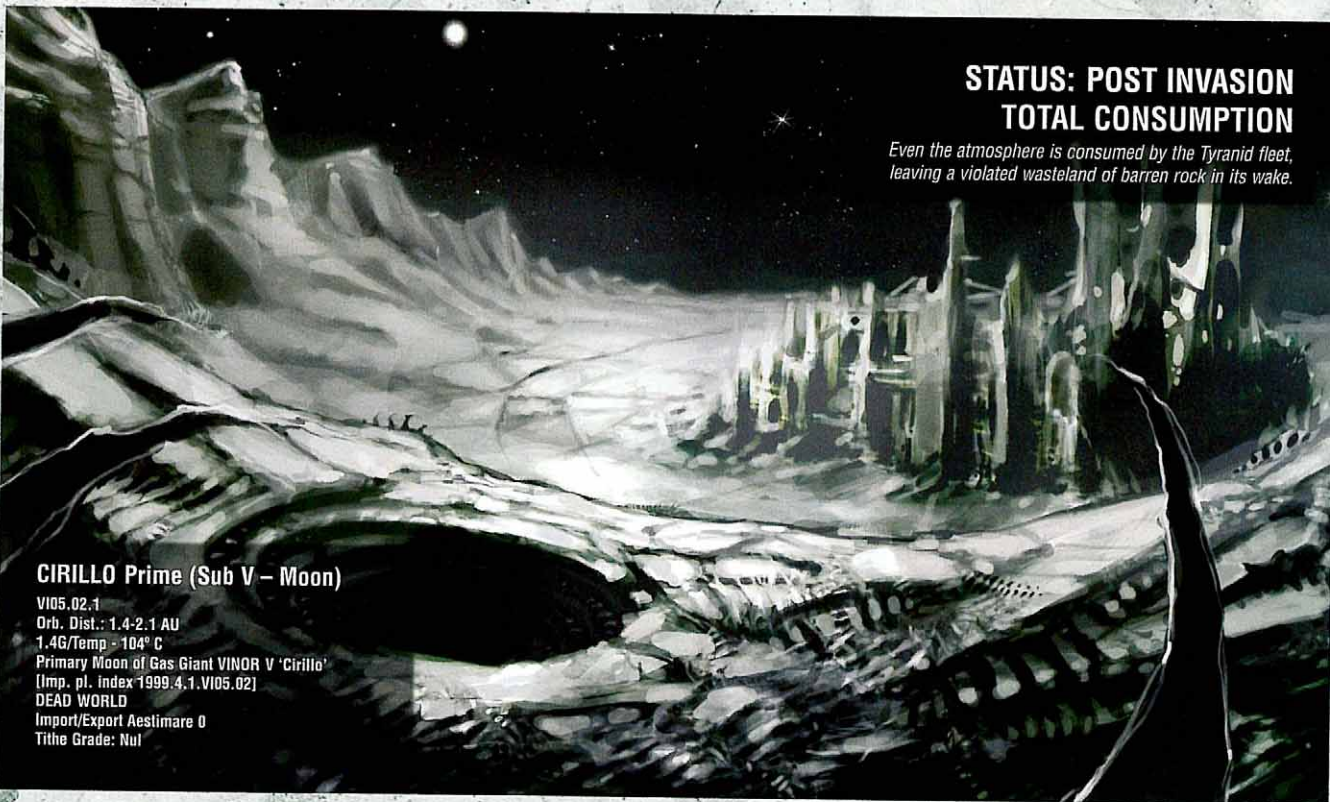


STATUS: STAGE III THE SUBDUAL PHASE

Stage three: The planet is bled dry as the digestion pools funnel the liquidised bodies of the planet's inhabitants into suckling hive ships in orbit.



The Ripper swarms converge on the digestion pool, ready to surrender their vessels to the Hive Mind.



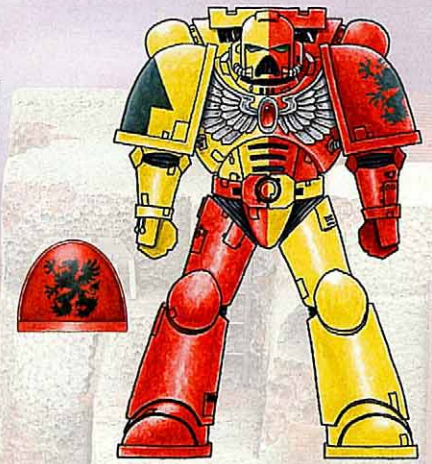
**STATUS: POST INVASION
TOTAL CONSUMPTION**

Even the atmosphere is consumed by the Tyranid fleet, leaving a violated wasteland of barren rock in its wake.

CIRILLO Prime (Sub V – Moon)

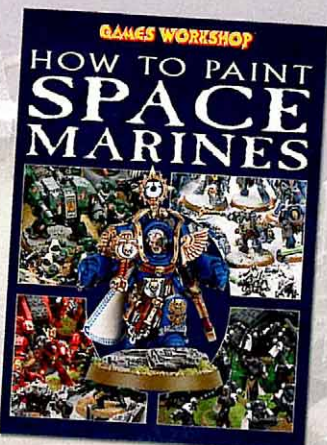
VI05.02.1
Orb. Dist.: 1.4-2.1 AU
1.4G/Temp - 104° C
Primary Moon of Gas Giant VINOR V 'Cirillo'
(Imp. pl. Index 1999.4.1.VI05.02)
DEAD WORLD
Import/Export Aestimare 0
Tithe Grade: Nul

Howling Griffons



The Howling Griffons are one of the lesser-known chapters of the Adeptus Astartes, yet they have a long and proud history. Adherents of the codex and veterans of the Eye of Terror, these bold warriors can be recognised by their distinctive quartered colour scheme. John Cadice, a long-term hobbyist, painted an army of Howling Griffons years ago but abandoned them... until recently, when he came across their uniform in the *How to Paint Space Marines* book. Inspired, he decided to create an entirely new army. For the Emperor!





The Howling Griffons are but one of the hundred chapters featured in *How to Paint Space Marines*, our fantastic, 96-page, full colour hobby manual. Packed full of useful tips on painting and modelling these noble power-armoured warriors, *How To Paint Space Marines* also features uniform and marking guides for the Adeptus Astartes.



John: It was way back in WD101 that I first discovered the Howling Griffons. They were one of the chapters of the Adeptus Astartes that fought in The Badab War. Their picture featured alongside a number of other chapters that are still recognisable today including the Salamanders, the Raptors and the Lamentors. Their liveries reminded me as much of football team strips with their contrasting colours and emblems as of knight's heraldry, and perhaps this is why they stuck in my head.

Since first reading about them, I've gleaned as much background on the Howling Griffons as I could from the following sources: Index Astartes: Humanity's Shield (WD284) and Index Astartes: The Eye of the Storm (WD286), as well as from Codex: Chaos Space Marines and Codex: Eye of Terror.

Adherents to the writings of Roboute Guilliman as laid down in the codex, the Howling Griffons are organised in a conventional fashion, split into ten Companies, each with 100 Space Marines led by a Captain.

However, I discovered when reading Insignium Astartes that they do have one notable deviation. Unlike in most Codex Chapters, no Company colour is painted onto the armour of the Howling Griffons, although they do bear tactical markings and a numeral to denote their squad number within the Company as normal.

The troops shown here are from the chapter's Fifth Company. Their Company Captain, Alvaro, has allowed his troops the freedom to apply personalised liturgy to their armour as they see fit.

COMPANY CAPTAIN AND DREADNOUGHT

I started building my new army on a strong foundation: a Captain with his Command squad, all armed for close combat, and three squads of Tactical troops, which you can see over the page. One of my favourite models is the Dreadnought and I'd like to add more of these mechanical behemoths to the army in time.

THE COMPANY CAPTAIN

My Company Captain is named after one of the Howling Griffons' more famous Chapter Masters, Alvaro.

Alvaro's head is originally from the Catachan Sentinel kit whilst the ornate crest on the helmet is taken from a Champion of Slaanesh.

I prefer characters like this to be bare headed so I decided to model him cradling his helmet in his right hand.



In order to make Alvaro's armour look as if it had been decorated by one of the chapter's artificers, I used one of the plastic shoulder guards with a decorative rim.

To give him some real firepower I chose to take the storm bolter from the Dreadnought and attach it to his power fist.

When I armed the model I specifically used the power fist from the Command sprue because it was pointing.

BANNERS

The squad leaders of the Command and Tactical squads all have a banner or icon of some kind; the classic back banner is my favourite. These, along with the Company Standard (inset), offer me plenty of room to really go to town on the painting. The Captain and the Dreadnought also have their own personal flags and iconography. Banners give me a perfect opportunity to paint striking heraldry based around the dramatic Howling Griffons badge. The models' quartered colour scheme gives them the look of medieval knights, something this heraldry helps strengthen.



PAINTING GUIDE

1 Start by applying dilute Golden Yellow all over a white undercoat.



2 Carefully paint on straight dividing lines with Red Gore before painting the red quartering.



3 Paint the bolter, vents, eyes, piping, and other details Chaos Black.



4 Line the recesses on the yellow plates with Flesh Ink.



8 Highlight the areas of Chaos Black with Codex Grey.



9 Layer a basecoat of Enchanted Blue onto the helmet lenses.



10 Layer one half of both lenses with thinned down Ice Blue paint.



11 Carefully apply a fine dot of Skull White to one corner of each lens.





THE DREADNOUGHT

The key feature of this model is its pose. As I wanted my Dreadnought to have a dynamic appearance, reminiscent of a living warrior, I cut and repositioned the left leg to allow me to raise it up so the foot could grip the masonry on the base. The body is twisted and the assault cannon arm pivoted away from the body.

To fill the gap between the right arm and its body I cut the generator from a magna-power field from The Battle For Macragge boxed set. The Imperial eagle on the banner top came from the same source, while the banner itself, and the pennants on the gun arm, are from the Empire Knights boxed set.

DREADNOUGHT MARKINGS

Although the Howling Griffons chapter doesn't display company markings, I still wanted a way to show that they were part of the Fifth Company. Looking over the pages on Dreadnoughts in Insignium Astartes I came across a note on their markings; they sometimes display an identification number on their armour, coloured in the Company colour. This solved my problem. I painted the badge black, the colour of the Fifth Company according to the Codex Astartes.



5 Use Brown Ink to achieve the same lining effect on the red armour plates.



6 Highlight the yellow with a 1:1 mix of Golden Yellow and Skull White.



7 For the red highlights, paint on thinned down Blood Red paint.



12 To finish all the areas of metal, paint on a layer of Boltgun Metal.



13 Finally paint all the iconography Chaos Black and the squad numbers Skull White.



THE BADAB WAR

The Badab War was the first time since the days of Horus that loyal Space Marines fought one another. Luftg Huron, master of the Astral Claws destroyed an Imperial fleet in orbit around Badab that was investigating his refusal to pay tithes and submit gene-seed for analysis. This act started a war which dragged in several chapters on both sides, including the Howling Griffons. After 11 years of intense fighting, Huron was overthrown and order restored.



Badab War colour schemes, from WD 101

THE 13TH BLACK CRUSADE

One of the notable engagements that the Howling Griffons have been involved in is the Defence of Cadia. Seven of the eight companies dispatched by the Howling Griffons are still engaged in a trench-war on Amistel Majoris. Having broken through the plague fleet blockading the world, the 2nd to 8th Companies arrived in time to bolster the Drootkian Fen Guard, who were suffering horrific losses to the hell-spawned epidemics unleashed by the Traitor Forces opposing them. Within days, the Howling Griffons and the Legio Astorum Titans were the only force able to man the extensive defences. Any warrior caught in the open and not protected by power armour when the plague winds hit could be sure of an excruciating death, and an eternity of servitude as a Plague Zombie in Nurgle's legions.

The 1st Company of the Howling Griffons, including Chapter Master Alvaro, are currently based on the battle barge Force of Destiny, and are engaged upon a mission to track down and persecute a company of Night Lords under the command of the infamous Daemon Prince Periclitor. It is widely known that the Howling Griffons harbour a particularly deep hatred of this Daemon Prince. While that hatred serves the greater needs of the Imperium's defence against Chaos, no other authority has sought to question Alvaro's actions.

Command Squad

☉ Command Squad Abraxus of the Fifth Company of the Howling Griffons under Brother Captain Alvaro



Company Champion Trajan armed with power sword and combat shield



Brother Gaus armed with bolt pistol and chainsword



Standard Bearer Scirpico with bolt pistol and Company banner



Veteran Sergeant Abraxus armed with bolt pistol and lightning claw



Brother Apothecary Laertes armed with bolt pistol and narthecium



Brother Praetor armed with bolt pistol and chainsword



Brother Lucius armed with bolt pistol and chainsword

Tactical Squads

▶ Tactical Squad Crassus of the Fifth Company of the Howling Griffons under Brother Captain Alvaro



Brother Numitor armed with plasma gun



Brother Sergeant Crassus armed with bolt pistol and chainsword



Brother Solinus armed with heavy bolter



Brother Severen armed with boltgun



Brother Epheus armed with boltgun



Brother Strabo armed with boltgun



Brother Bellanus armed with boltgun



Brother Daceus armed with boltgun

▶ Tactical Squad Maximus of the Fifth Company of the Howling Griffons under Brother Captain Alvaro



Brother Paeleon armed with boltgun



Brother Vespero armed with boltgun



Brother Varus armed with boltgun



Brother Sergeant Maximus armed with combat shield and power sword



Brother Eleus armed with boltgun



Brother Fabius armed with flamer

▶ Tactical Squad Invictus of the Fifth Company of the Howling Griffons under Brother Captain Alvaro



Brother Sergeant Invictus armed with boltgun



Brother Helixus armed with missile launcher



Brother Omegaus armed with boltgun



Brother Fennias armed with boltgun



Brother Lamentius armed with boltgun

Heavy Support

Heavy weaponry and armour is essential to give an army some real backbone. There are plenty of tanks available for the Adeptus Astartes that I could choose from to bolster my Howling Griffons, but they weren't my first port of call.

DEVASTATORS

Some Space Marine players prefer to have nothing but tanks supporting their armies. Tanks have great armour and weaponry, so I could see their point, but Devastators look brilliant and have a better spread of weapons available to them, so I added these to my army first. My weapon of choice is the

humble missile launcher. It has two kinds of missile: frag, effective against massed troops, or Krak, which rips through most armoured targets with one shot. To give the squad extra punch, I also added a lascannon.

I find it's easier to come up with interesting poses for models armed with missile

launchers. Models armed with cumbersome lascannons and multi-meltas need to hold the weapon with two hands, which is much more limiting. Missile launchers are shoulder mounted, allowing the Space Marine to angle the weapon up or down, to use his other hand to steady the weapon or reach for another missile.

▶ Squad Tercon of the Fifth Company of the Howling Griffons under Brother Captain Alvaro



Brother Fennias armed with lascannon



Brother Lamentius armed with missile launcher



Veteran Sergeant Tercon with boltgun and auspex



Brother Signatus armed with missile launcher



Brother Helicanus armed with missile launcher

TANKS

The *How To Paint Space Marines* book demonstrates a new idea for painting tanks that I really like. Vehicles are often handled in much the same way as the army's troopers: the chapter colour is applied directly onto the armour, along with large chapter symbols and iconography. In the case of the Howling Griffons this would result in bright red and yellow vehicles, which looks a little strange.


But one of the Studio's Ultramarines Razorbacks (it's on page 39 of the book) has been painted a grey colour all over and the chapter colour applied to specific areas of the hull such as the hatches and front armour. In the case of a bright, two-colour scheme, such as the one used by the Howling Griffons, this is a particularly useful approach. I decided to

paint my Howling Griffon Predator an overall neutral desert colour (I finally decided on Bubonic Brown), with the weapons picked out in contrasting Scab Red. Only the hatchways were painted in the chapter livery with the chapter icon applied over the top.


I was able to apply company markings on the vehicles in the form of a vehicle identification number. This is rendered in white on a black field to tie into the Fifth Company colours. Next I added a Razorback to the force to back up my Devastators, and a Rhino to transport Squad Maximus into battle.

I applied the company heraldry in a more limited way on the banners. I singled out the Rhino and the Razorback for special treatment, as they are troop carriers.

They both have large banners, which I attacked with a modelling knife to make them appear battle worn and tattered. I also considered giving the Predator and the Whirlwind banners, but in the end felt that their battlefield role made them a little superfluous. They still carry enough Howling Griffons iconography to make them look part of the army though, including small shields and other tokens.

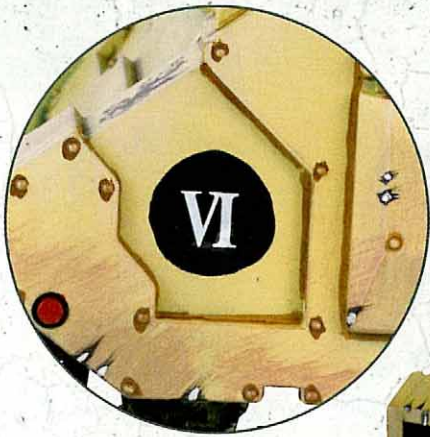
 **Razorback Maneus, attached to Squad Tercon of the Fifth Company under Brother Captain Alvaro**



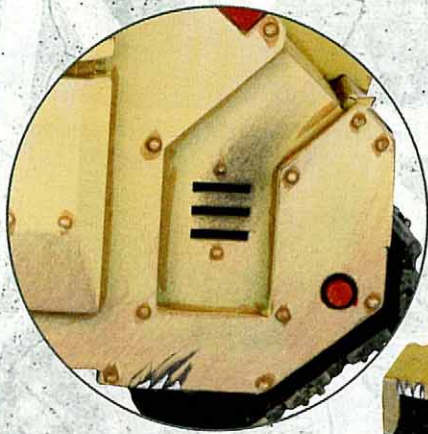
 **Rhino Gloriam, attached to Squad Maximus of the Fifth Company under Brother Captain Alvaro**



☉ Whirlwind Daceus of the Fifth Company



☉ Predator Destructor Trajan of the Fifth Company



HQ: Librarian

CHIEF LIBRARIAN VARIUS

Chief Librarian, the mighty Varius, leads the Terminators into battle (*overleaf*).

The torso and force axe are from a metal Terminator Librarian; I cut the legs off the Librarian's body and added the plastic ones in their place, as well as a plastic storm bolter arm.



John has painted extra detail on Varius' armour to distinguish him from the rest of the army



Elites and Fast Attack

TERMINATORS

The opportunity to take two assault cannons was too hard to resist. Backed up by five storm bolters, these powerful weapons make a mess of anything that gets in their way, so I posed all the Terminators in aggressive firing positions.

As the Terminators are part of the First Company, if I were painting a strict codex force they would have white helmets. I got around this by hinting at their First Company status in the colours of the banner, specifically the squad number's white background.



Brother Flavian with assault cannon and power fist



Brother Crassus with storm bolter and chainfist



Brother Titus with storm bolter and power sword



Brother Coriolanus with storm bolter and power fist



Brother Elanius with assault cannon and power fist



Brother Cossos with storm bolter and power fist



Brother Sicarius with storm bolter and power fist

BIKES AND LAND SPEEDERS

Unlike the approach I took with the tanks, the bikes were painted in the full chapter livery. In the case of the Land Speeder, I decided to apply the same Desert Yellow/Scab Red colours as on the vehicles.



Veteran Sergeant Numitor armed with a lightning claw

Brother Tirus and Brother Icarus armed with flamers



Land Speeder Typhoon of the Fifth Company armed with a multiple missile launcher and heavy bolter



Attack Bike of the Fifth Company armed with twin-linked boltguns and heavy bolter

THE ASTRONOMICAN

ESSENTIAL GAMES WORKSHOP HOBBY REFERENCE



GW Direct
Advance order
miniatures displayed

Events Diary
Want to fight a war?
Find one here

Next Month
Gnoblar are coming,
hide the spoons!

WARHAMMER WORLD



THE CENTRE OF THE GAMES WORKSHOP HOBBY

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

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

RING 0115 9168410 FOR MORE DETAILS

CITADEL MINIATURES HALL

The Citadel Miniatures Hall is now open! Visit the world's premier model exhibition, featuring the very best painted Games Workshop miniatures from the last 30 years.

Phone: 0115 9168410

Email: warhammerworld@games-workshop.co.uk

BUGMAN'S BAR

If you need to take a break, have a drink or buy some food, the bar built to honour the famous Dwarf master brewer Josef Bugman is at your disposal.

Phone: 0115 9168410

YOUR OWN EVENTS

Clubs and Gaming Groups from all over the country and beyond make use of our gaming hall. If you're interested in running your own event at Warhammer World, contact us on the phone number to the left or by email for more information.

Events@games-workshop.co.uk

COMING EVENTS

Here are just a few Warhammer World events. See over the page for more!

Warhammer Grand Tournament Heat 2
10th-11th September

Warhammer 40,000 GT Heat 2
22nd-23rd October

Warhammer 40,000 GT Heat 3
12th-13th November

Warhammer GT Heat 3
19th-20th November

The Games Workshop GAMING CENTRE

The Gaming Centre is now open!
Situated just off junction 34 of the M1, it is a five minute walk from the Meadowhall Hobby Centre.

- 20 6' x 4' gaming tables and 12 paint stations.
- Vending machines.
- A busy timetable of events, tournaments, campaign days, and more.
- Open 10am-10pm on Saturdays, 11am-5pm on Sundays and 4pm-10pm on Mondays during term time, and 10am-6pm on Tuesdays-Fridays during school holiday periods.

The Gaming Centre is a new place where you can come and play games, take part in pre-arranged battles or a league, or even hold your own events.

You will find some of the best tables from Games Day available for use, as well as 20 generic 6'x4' gaming tables to test your armies' might on.

There is also a gaming timetable planned right up to the end of December 2005. Masterclasses with the talented guys who made the Mûmak being attacked by the Army of the Dead (from WD301) are also available.

If you are interested in running an event – maybe you're a club searching for a venue or a store wanting to challenge another store or club – the Gaming Centre is available as a venue. Best of all, it's completely free to use, with free parking right on the doorstep. Contact us for more information.

Manager: Rob Bastow
Telephone: 0114 243 4633

COMING SOON
Some of our great events.

**Warhammer 40,000
Doubles Tournament**
Saturday 10th September
Pair up with a friend and take on other pairs of gamers. Full details of the rules will be sent with the event pack when you buy your ticket. To take part you will need a partner and two Combat Patrol forces of 500 points.
Price: £15 including lunch.

**Warhammer
Doubles Tournament**
Sunday 11th December
Pair up with a friend and battle against other gaming duos for Old World glory. Full details of the rules will be sent with the event pack when you buy your ticket. To take part you will need a partner and two Border Patrol forces of 500 points.
Price: £15 including lunch.

Address:
**Units 8/9,
Meadowhall Road
Industrial Estate
Amos Road
Sheffield**

STARTING A CLUB? SPEAK TO OUR TEAM

In the UK, Games Workshop has a dedicated team of Community Hobby Managers whose job it is to help the formation and development of Gaming Clubs. The team's responsibility lies in helping hobbyists who enjoy our games to form and get the most from their own group.

Whether it's helping a local secondary school build a club ready for the School League, working with independent clubs who want to join the Gaming Club Network (GCN), or just encouraging a bunch of friends to take a step towards forming their own group, the Community Team is there to help.

If you are interested in forming your own Gaming Club or getting involved with any of our Community initiatives, please get in touch with us! We have a range of information packs we can send you and, when the time is right, we can send one of our Hobby Managers to visit you.

Contact the Community Team:

Bek Hawkby
0115 916 8380
clubguy@games-workshop.co.uk

MEET THE HOBBY MANAGERS

GIUSEPPE 'PRINCE' PRINCIPE

Midlands Region
Prince was the creator of the very successful School League in 2004 and 2005. He's also an avid player of Eldar, Wood Elves and Moria Goblins. Prince's area covers East Riding of Yorkshire, Doncaster, Lincolnshire, Rutland, Northamptonshire, Milton Keynes, Bedfordshire, Cambridgeshire, Leicestershire, Nottinghamshire, Derbyshire, Warwickshire and Staffordshire.



ROB WYNNESS

South West Region
Rob has been working especially closely with the GCN, forging new links in the gaming community. He and the rest of the team have been working with clubs to develop members' hobby skills. Rob's pride and joy is his Templars of Ultramar



army which he has spent much time painting and designing.

Rob's area covers Wales, Shropshire, Birmingham, Worcestershire, Herefordshire, Gloucestershire, Bristol, Somerset, Dorset, Devon, Cornwall and South Gloucestershire.

ANDY JOYCE *Northwest, Yorkshire and Northeast Regions*

Andy has just joined our team to help develop and support clubs in the North West and Yorkshire areas. He will also be looking to build new links and develop hobby skills there. He has numerous armies for all our games and is working on a new Harad army as well as developing some modular gaming tables. Andy's area covers Bradford, Leeds, Kirklees, Wakefield, Barnsley, Sheffield, Rotherham, the southern part of North Yorkshire, Lancashire, Cheshire and Flintshire.



DAREN MCANINCH *South East Region*

Daren joined us in October 2004, and now develops and supports the South East area. He has been working with clubs in his area to build new links and develop hobby skills – he also invented the "Clubbed To Death" event to get clubs talking to each other.



Daren has a peculiar pet – a parrot, which he has called Monkey. He has painted all of the models for the scenarios in The Fellowship of The Ring and is most of the way through The Two Towers. His other armies include 15,000 points of Chaos for Warhammer, and 15,000 points of Steel Legion for Warhammer 40,000. Daren's area covers Suffolk, Norfolk, Essex, Kent and Greater London.

BEK HAWKBY *Community Administrator*

Bek is the first point of contact for all community enquiries. She gives advice to anyone wanting to set up a club. In a previous incarnation she set up and ran a library club. She plays Warhammer 40,000, The Lord of The Rings, and is currently learning Warhammer.



Are you running an event? If you want to advertise it for free in this fine publication simply drop us an email at: nickk@games-workshop.co.uk

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

1st September for WD312 (December)
1st October for WD313 (January)
1st November for WD314 (January)

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

Events diary abbreviation guide

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

SEPTEMBER

WARHAMMER TOURNAMENT

Date: 3rd September, 2005
Venue: GW Carlisle
Details: Enter this warm-up for the Grand Tournament finals. Get your practice in with this one-day Warhammer tournament using GT rules. Contact the Carlisle Hobby Centre for more details.

Contact:
GW Carlisle – 01228 598216
Web: www.games-workshop.co.uk

40K DOUBLES TOURNAMENT

Date: 10th September, 2005
Venue: The Gaming and Events Centre
Details: Pair up with a friend to battle against other pairs in this competition for deadly duos. To play you will need two Combat Patrol forces of 500pts and a friend to play with. Full details of rules will be sent with the event pack. Tickets are £15, including lunch.

Contact: See page 123.
Website:
www.games-workshop.co.uk/events

BLOOD BOWL CHAOS CUP

Date: 10th September, 2005
Venue: GW Liverpool Gaming Room
Details: Bring a team, some Blood Bowl dice and a pitch to battle it out for the Chaos Cup. Only 30 places available, can your team get to the top of the pile?

Contact:
GW Liverpool – 01517 030963
Website:
www.games-workshop.co.uk/events

PIERCING THE SHADOWS

Date: 10th September, 2005
Venue: GW Northampton

Details: Ten Deathwatch must take out a Norn Queen. Venture into her hive to complete your mission.

Contact:
GW Northampton – 01604 636687
Website:
www.games-workshop.co.uk/events

YOUNG BLOOD WARHAMMER TOURNAMENT

Date: 10th September, 2005
Venue: Newmillerdam Scout Hut, 699 Barnsley Road, Newmillerdam, Wakefield

Age Limit: 16 years or younger
Details: You will need a 1,500pts Warhammer army chosen to standard force organisation charts, rulebooks and codexes, and your lunch. Entry is £5; there are limited places so register as soon as possible to book a place. For more details and tournament packs, send an email to the address below.

Contact:
Iain Dalton – votemoose@hotmail.com

GW PRESENTS: WARHAMMER GRAND TOURNAMENT HEAT TWO

Date: 10th and 11th September, 2005
Venue: Warhammer World, Nottingham

Age Limit: 16+
Details: Compete for your place in this season's Grand Final. You will need a fully painted 2,000pts Warhammer army. Play six games over the weekend, with the qualifiers given a place in the final.

Points are awarded for sportsmanship, gaming and painting. Tickets cost £50, and include lunch on both days and an evening meal on the Saturday night.

Contact:
Hobby Specialists – 0115 91 40000
Website:
www.games-workshop.co.uk/events

ADULT BEGINNERS

Date: 11th September, 2005 – LoTR
18th September, 2005 – 40K
25th September, 2005 – Warhammer
Venue: GW Plaza

Details: A chance for any adult beginners to spend a full day focussing on their chosen game. This will include gaming and painting lessons. Places are limited, so book as soon as possible.

Contact:
GW Plaza – 0207 4360839
Website:
www.games-workshop.co.uk/events

WARHAMMER DOUBLES TOURNAMENT

Date: 11th September, 2005
Venue: The Gaming and Events Centre
Details: Pair up with a friend and take on other pairs of gamers. To play you will need two Border Patrol forces of 500pts and a friend to play with. Full details of rules will be sent with the event pack. Price is £15, including lunch.

Contact: See page 123.
Website:
www.games-workshop.co.uk/events

CARDIFF CARNAGE 2005

Date: 17th and 18th September, 2005
Venue: The Welsh Institute of Sport, Cardiff

Details: The first annual Cardiff Carnage, South Wales' premier tournament. This is a two-day tournament for Warhammer and Warhammer 40,000 and will accommodate 60 players. You will need a fully painted 2,000pts (for Warhammer) or 1,500pts (for 40k) army to compete in this event, hosted by the infamous Viet Taff of Cardiff Wargames Club. Visit the website or send an email for more details.

Contact:
stuartmccorquodale@yahoo.co.uk
Website:
www.cardiff-wargames.org

GAMES DAY 2005

Date: 25th September, 2005
Venue: The NEC, Birmingham
Details: Games Workshop's premier event. See pages 60-62 for all the info.

Contact:
Hobby Specialists – 0115 914 0000
Website:
www.games-workshop.co.uk/events

COMBAT PATROL TOURNAMENT

Date: 26th September, 2005
Venue: GW Glasgow Gaming Room
Details: Four round Combat Patrol tournament running from 10am-6pm. Can you win this 40K competition?
Contact:
GW Glasgow – 0141 221 1673
Website:
www.games-workshop.co.uk/events

OCTOBER

A CLASH OF WARLORDS

Date: 1st October, 2005
Venue: GW Shrewsbury
Details: Enter this Warhammer tournament – the first for the Shrewsbury Gaming Room. The

competition will follow Conflict rules and gamers will each need a 1,500pts, fully painted army.

Contact:
GW Shrewsbury – 01743 362007 (ask for Guy)
Website:
www.games-workshop.co.uk/events

COUNTDOWN TO CATAclysm

Date: 1st October, 2005
Venue: GW Carlisle
Details: One year to the day it was meant to go off, the mysterious Warpstone Hemisphere beneath the streets of Middenheim has begun ticking once more. Discover what plots and intrigues are behind this. Will you be able to stop the timer before Clan Skryre's greatest invention puts paid to Middenheim for good? A time-limit based Mordheim Campaign day. Contact the Carlisle Hobby Centre for details.

Contact:
GW Carlisle – 01228 598216
Web: www.games-workshop.co.uk

THE CONQUEST OF MORIA

Date: 1st October, 2005
Venue: GW Liverpool Gaming Room
Details: Durin has offered a serious reward to find out what has happened to Balin and his company of Dwarves. Bring along 100pts of unnamed Heroes and 100pts of Warriors to take part in this The Lord of the Rings event.

Contact:
GW Liverpool – 01517 030963
Website:
www.games-workshop.co.uk/events

SPACE HULK

Date: 2nd October, 2005
Venue: GW Plaza
Details: With Hive Fleet Kraken seemingly defeated, several dangerous artefacts have been left on Ichar IV. This is an Inquisitor campaign running throughout October and November.

Contact:
GW Plaza – 0207 4 360839 (ask for Ken)
Website:
www.games-workshop.co.uk/events

PIRATES OF SARATOSA

Date: 9th October, 2005
Venue: The Gaming and Events Centre
Details: Take part in this Mordheim tournament. Rumours abound of hidden treasure buried on the pirate island of Saratosa. Now copies of the treasure map have been sold that might actually be true. The maps point to a deserted city on the northern coast of the island and motley bunches of thugs and villains are now heading for the area. Brave the monsters, get the treasure and escape with your lives.

Contact: See page 123.
Website:
www.games-workshop.co.uk/events

STORM IN THE EAST II

Date: 15th October, 2005
Venue: Uplands Community Centre,

CONFLICT IRELAND: THE TRIAL OF CHAMPIONS

This year see the first ever all-Ireland tournament for Warhammer and Warhammer 40K. Running from June to November, there will be six regional heats in the cities listed below. Each heat takes the form of a one-day event where players will battle it out for a place in the all-Ireland finals, to be held early next year.

Galway: 23rd October hosted by Model World – 091765655
Waterford: 20th November hosted by Hobby Shop – 051852227

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

Lowestoft, Suffolk

Details: A 2,000pts Warhammer tournament. A chance to test your skills over three games in this friendly tournament. Runs from 10.15am-7.30pm. Entry is £8.

Contact: Mike – mikelanta@netscape.net

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

FANTASIA FANATIC IV

Date: 15th and 16th October, 2005

Venue: Dagonaskolans Gymnastiksal, Umea, Sweden

Details: Fantasia is proud to present their annual Fanatic tournament. You will need 2,000pts of Warhammer, 1,700pts of Warhammer 40,000 or 500pts of LOTR. Tickets are 175kr. Last year over 100 competitors took part. Attending this year's competition is the winner of the Oslo GT, so come along and see if you and your army have what it takes to beat him. Check the website for more details.

Contact: Fantasia – 0046 90770360 or info@fantasiaweb.se

Website: www.fantasiaweb.se

THE AWAKENING

Date: 22nd October, 2005

Venue: GW Liverpool Gaming Room

Details: A Necron C'tan is rumoured to have arisen and all races must deal with this apocalyptic threat. This is a BFG event. To take part you will need a 1,000pts starting fleet. Only 20 places available.

Contact: GW Liverpool – 01517 030963

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

GW PRESENTS: WARHAMMER 40,000 GRAND TOURNAMENT HEAT TWO

Date: 22nd and 23rd October, 2005

Venue: Warhammer World, Nottingham
Age: 16+

Details: Compete for your place in this season's Grand Final. You will need a fully painted 1,500pts Warhammer 40,000 army. Play six games over the weekend, with the qualifiers given a place in the final.

Points are awarded for sportsmanship, gaming and painting. Tickets cost £50, and include lunch on both days and an evening meal on the Saturday night.

Contact: Hobby Specialists – 0115 9140000

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

DEAD WOOD

Date: 29th October, 2005

Venue: GW Liverpool Gaming Room

Details: Attacking the Wood Elves on All Hallow's Eve proves to be a bad idea as the dead rise again. Watch out for the Zombies! Bring 500pts of Warhammer with a maximum of one Hero and a minimum of one Core unit.

Contact: GW Liverpool – 01517 030963

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

Date: 31st October, 2005

Venue: GW Glasgow Gaming Room
Details: The underhive is once again awash with death, destruction and mayhem as the rival houses battle it out for supremacy in Glasgow's annual Gang War. Does your gang have what it takes to come out on top?

Contact: GW Glasgow – 0141 221 1673

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

NOVEMBER

DESCENT INTO THE INFERNO

Date: 5th November, 2005.

Venue: GW Carlisle.

Details: Ichar IV may be threatened with destruction by the menace of the Tyranid threat, but others are also in danger. On Hive planet Relliol Secunda, something is happening deep within the cities, and a new dark star shines in the sky tonight. Scenario driven campaign day for 40k. Contact the Carlisle Hobby Centre for Details.

Contact: GW Carlisle – 01228 598216

Web: www.games-workshop.co.uk

GUNPOWDER, TREASON AND PLOT

Date: 5th November, 2005

Venue: GW Liverpool Gaming Room

Details: Using a small interception force, you will have to defend a vital station on Ichar IV by blowing up sensitive locations. A 40K event, played in a Necromunda style. Bring 100pts of any Troops unit (you can include upgrades and ignore minimums).

Contact: GW Liverpool – 01517 030963

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

GW PRESENTS: HONOUR GUARD: VETERAN HOBBY DAY

Date: 5th November, 2005

Venue: Warhammer World, Nottingham

Age: 16+

Details: A day of hobby activities for our veteran hobbyists, including numerous participation games, an Inquisitor painting competition and both gaming and product support from ForgeWorld. There will also be opportunities to pick the brains of some painting and modelling experts. Tickets cost £10 and entry into the Inquisitor painting competition is free.

Contact: Hobby Specialists – 0115 9140000

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

RAIDERS FROM THE BLACK ARK

Date: 12th November, 2005

Venue: GW Liverpool Gaming Room

Details: Unite to overrun the Lizardmen city and help repulse the Black Ark 'Spiteful Heart' that has been sent to capture slaves and treasure by the Hag Queen. You will need a 750pts army to take part in this random doubles WH tournament. Only 20 places available.

Contact: GW Liverpool – 01517 030963

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

GW PRESENTS: WARHAMMER 40,000 GRAND TOURNAMENT HEAT THREE

Date: 12th and 13th November, 2005

Venue: Warhammer World, Nottingham

Age: 16+

Details: Compete for your place in this season's Grand Final. You will need a fully painted 1,500pts Warhammer 40,000 army. Play six games over the weekend, with the qualifiers given a place in the final.

Points are awarded for sportsmanship, gaming and painting. Tickets cost £50, and include lunch on both days and an evening meal on the Saturday night.

Contact: Hobby Specialists – 0115 9140000

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

GW PRESENTS: WARHAMMER GRAND TOURNAMENT HEAT THREE

Date: 19th and 20th November, 2005

Venue: Warhammer World, Nottingham
Age: 16+

Details: Compete for your place in this season's Grand Final. You will need a fully painted 2,000pts Warhammer army. Play six games over the weekend, with the qualifiers given a place in the final.

Points are awarded for sportsmanship, gaming and painting. Tickets cost £50, and include lunch on both days and an evening meal on the Saturday night.

Contact: Hobby Specialists – 0115 9140000

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

WPS WARHAMMER GT

Date: 19th and 20th November, 2005

Venue: Gateway Hotel, Nottingham

Details: The WPS is proud to announce its GT! See our website for details on this exciting Warhammer tournament event.

Contact: conrad.gonsalves@med.ge.com

Web: www.players-society.com

THE DAMOCLES GULF CRUSADE

Date: 26th November, 2005

Venue: GW Liverpool Gaming Room

Details: Attempting to regain lost territory from the Tau, the Black Templars have discovered a sinister third opponent – Tyranids!

Join or oppose the Black Templars as they lead a new crusade into the dangerous territory of the Damocles Gulf. Turn up and play in with this 40K event.

Contact: GW Liverpool – 01517 030963

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

THE FIGHT CONTINUES...

With the summer over you may be thinking that the war is won. You would be wrong. New missions require you whether you're a seasoned campaigner or a fresh recruit joining the front lines for the first time. Contact your local Games Workshop to find out when each event takes place and for further details (see page 132 for a list of every Hobby Centre).

Warhammer 40,000: Search and Destroy – October half term – The city of Neomada is a vast metropolis overgrown with spawning pits and spore chimneys. Hordes of chittering creatures hunt for life to feed the hive mind. Imperial forces are being sent to reclaim the city.

The Lord of The Rings: The Rule of the King – October half term – Following the end of the War of the Ring™, pockets of Evil still exist. Help mop them up before they cause serious mayhem.

Warhammer: The Lords of War – October half term – After hard campaigning in the Lustria, many armies have returned to the Old World to find the townships and cities in disorder. Help return urbanity to civil rest, or induce anarchy and claim new lands.



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CHANGES TO YOUR DIRECT SERVICE

NEW OPENING TIMES

With effect from Monday September 5th our new opening times for the Direct Sales phones lines will be as follows:

Monday-Saturday 11am-5pm

Sunday 10am-4pm

These are the hours when the majority of our customers currently use our service, so it makes sense for us to be open then. We'll continue to provide hobby advice and great customer service at times that reflect your needs.

Outside of these times our Online Store, containing the entire Direct Sales range, remains open 24 hours a day, 365 days a year, so you can still shop with us at any time of the night or day!

NO MORE E-MAIL

At the same time as changing our opening hours we have also taken the decision to close down the hobbyspecialists@games-workshop.co.uk e-mail address.

We've come to realise that e-mail is a very poor way to deliver customer service. Every question we receive could easily be answered more quickly, comprehensively and unambiguously over the phone. So, if you need any hobby advice or have a customer service issue to raise, just pick up the phone and call our Hobby Specialists on:

0115 9140000

We believe that both of these changes will allow us to focus on what we do best, giving great hobby advice and outstanding customer service to Games Workshop customers.

EXCLUSIVE MODELS

Available only through Games Workshop Direct, these models, like the Space Marine Techmarine, make excellent army centrepieces or painting projects.



SPACE MARINE TECHMARINE
99060101313 £8.00

GW DIRECT ALSO OFFERS THESE SERVICES
New releases • Subscriptions • Advice from
Hobby Specialists • Component parts • Classic
and Collectors' Models • Advance Orders •
Online Store

CONTACTING DIRECT

There are numerous ways of getting directly in touch with our crack squad of Hobby Specialists. Whether you want to order a new army or just chat about how to get the best out of your Necromunda gang, drop us a line.

- **ON THE INTERNET**

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

- **IN-STORE**

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

- **BY PHONE**

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

- **BY FAX**

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

- **BY POST**

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

SHOP ONLINE

The Games Workshop secure Online Store is the best way to shop by GW Direct. It's safe, fast and there whenever you want it. So, if you've a yearning to order Orcs from the convenience of your own home at 3am in your jim-jams, go ahead. We won't tell anyone!

CONVENIENT

The Online Store is open 24 hours a day, 7 days a week, 365 days a year. It's always there when you want to order. Orders are usually packed and sent out within 24 hours, so you won't have long to wait for your hobby products.

SECURE

The Games Workshop Online Store is completely safe. We use powerful encryption software to ensure that your payment and personal details are protected, so order with confidence.

FAST

The UK Online Store runs on fast, powerful servers to make sure you can complete your order as quickly as possible.

EASY TO USE

With colour pictures, simple navigation and an extensive help section, we've made online shopping with Games Workshop really simple and hassle free.

HUGE RANGE

Our entire range of models for all our games systems, books and hobby materials is available on the Online Store. The store is updated with the latest new releases and advance orders every Friday, ensuring that it's always up to date.

DELIVERED TO YOUR DOOR

Ordering online you need never leave the comfort of your own home to get your Games Workshop games and models. No more trudging into town in the cold and rain for your hobby fix, just order from home, wait a couple of days and the postman will do the rest. Easy.

COMPLETE SERVICE

The Online Store offers everything you can get from our Hobby Specialists on the phones, including Advance Orders, subscriptions, the Specialist Games Range, components, event tickets and more. Browse at your leisure and even see the models you're ordering.

So what are you waiting for? Give the online store a try!

ARCHIVE MODELS AND SPECIALIST GAMES AT THE ONLINE STORE

The Online Store carries the entire range of Archive Models and Specialist Games. Within these two sections you can find all manner of alternative models to use in your armies or for conversions. With the release of the new Wood Elves, we are showing you some alternative models to use as their eternal enemies, the Beastmen.

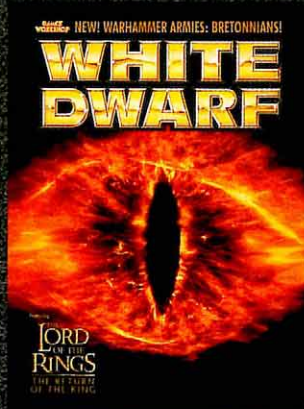
The Mordheim range features an entire Beastman warband, which includes a Centigor, Minotaur, Chaos Hounds, various Gors and Ungors as well as a stunning Beastlord and Shaman. The Archive section has more classic Ungor and Minotaur models to make your Beasts of Chaos force unique, perfect for fielding a Hordes of Morghur army.



www.specialist-games.com/mordheim

FROM THE ARCHIVES OF WHITE DWARF

Direct always carries a supply of recent back-issues of White Dwarf, so if you've missed a crucial issue, all may not be lost, simply contact Direct to see if the magazine is still in stock. Act quickly though as supplies are limited.



WHITE DWARF 290

Just some of the articles featured in this classic White Dwarf:

- The Narrative Approach – theming your Warhammer armies.
- Bretonnian Heraldry – the essential guide.
- Chapter Approved: Ork Clanz – Rules and background for different Ork Clanz in Warhammer 40,000.
- The Shadow in the East – Tactics for Evil armies in The Lord of the Rings.



THIS MONTH'S CONVERSIONS

White Dwarf features a plethora of conversions every month to inspire you in all your hobby endeavours. In most cases we include an extensive list of components so that you can replicate these conversions yourself. Some, however, are more inspirational than practical. Such is their intricate nature they should only be attempted by skilled modellers. In this case, if you still want to have a go at them then simply contact GW Direct who'll provide advice and suggest components you might need.



For all the components and modelling details of the conversions featured in this month's White Dwarf, turn to the relevant articles given below.

ARTICLE	PAGE	GAME SYSTEM	TYPE OF MODEL
Wayfarer's Companion - Skeggi	70-75	Warhammer	Full conversion
Warhammer Chronicles - Rhinoxen	76-83	Warhammer	Full conversion
Dok Butcha - Vindicator	90	Warhammer 40,000	Full conversion

COLLECTORS' GUIDES

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

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

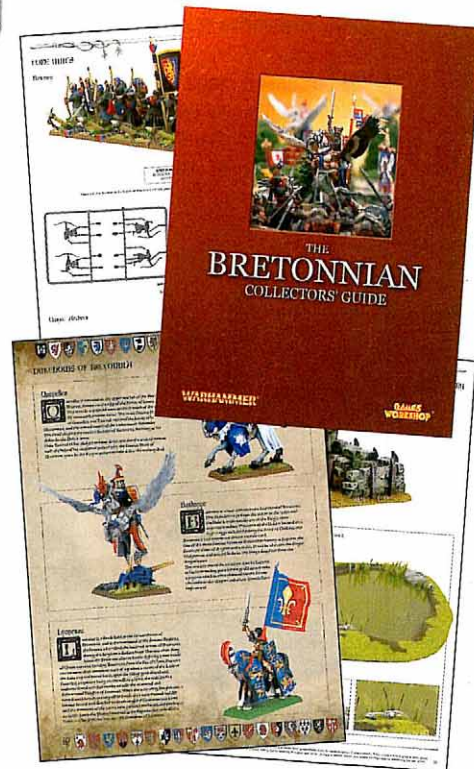
Now available from your local Games Workshop Hobby Centre:

Collectors' Guides

- **NEW!** Bretonnians
- Space Marines (third edition)
- Orks
- Chaos Space Marines
- Empire
- Orcs and Goblins
- The Lord of the Rings
- Warhammer Chaos
- Undead
- Eldar and Dark Eldar
- Tau and Necrons
- Dwarfs
- Monsters and Mercenaries
- Skaven

Catalogues

- The Specialist Games Catalogue
- 2005 Catalogue



ADVANCE ORDERS

CAN'T WAIT TO GET YOUR HANDS ON THE LATEST RELEASES?

Then why not Advance Order it? You can place an Advance Order for any of the new releases, even before they appear in the pages of White Dwarf! You can get the latest products and models for your armies and be guaranteed of receiving them as soon as they are released.

DELIVERED DIRECT TO YOUR DOOR

You can place an Advance Order through the Online Store, by calling one of our Hobby Specialists or by contacting us by post. All you have to do then is wait for your order to be delivered to your door on the very day of release. All advance orders are sent out ahead of the time

they appear in the shops, so you get your order on the release date at the latest, guaranteed.

PAY LESS FOR POSTAGE

When you place an Advance Order for a model, as well as being fast and convenient, it also saves you money. Postage for Advance Orders is only £2* so you can afford to get more models for your money.

So why bother slogging to the shops on release day, when you could be at home assembling your newly delivered models or already reading the latest army book? There's no better way to get your hands on the latest models before anyone else.

*£2 postage only applies to Advance Order products being delivered to addresses in the UK or Ireland. Orders including Advance Order products will be held until the last available product is released.

THIS MONTH'S ADVANCE ORDERS...

ADVANCE ORDER FROM 2ND AUGUST

(released 13th September)

- Wood Elf Wardancer Lord
- Wood Elf Wardancers
- Wood Elf Wardancer Command
- Gildor (foot and mounted)
- Guardians of the Shire
- Wood Elf Wardancers (Direct only)

ADVANCE ORDER FROM 20TH AUGUST

(released 24th September)

- Sisters of Twilight on Forest Dragon
- Wood Elf Treeman
- Wood Elf Wild Riders boxed set
- Wood Elf Wild Rider

ADVANCE ORDER FROM 27TH AUGUST

(released 1st October)

- **THE MINES OF MORIA**
- Mines of Moria paint set
- Mines of Moria dice set

(released 15th October)

- **THE LORD OF THE RINGS RULEBOOK**
- The Lord of the Rings paint set
- The Breaking of the Fellowship

(released 22nd October)

- **THE FELLOWSHIP OF THE RING**
- Watcher in the Water

ADVANCE ORDER FROM 3RD SEPTEMBER

(released 15th October)

- Denizens of Moria
- Cave Troll

(released 8th October)

- Wood Elf Eternal Guard
- Wood Elf Eternal Guard Command
- Wood Elf Eternal Guard (Direct only)



THE LORD OF THE RINGS RULEBOOK
99061461015 £30.00

ADVANCE ORDER! NEW THE LORD OF THE RINGS RULEBOOK AND MINES OF MORIA

See page 8 for more details.



THE MINES OF MORIA
99061461015 £40.00
WITH PLASTIC FELLOWSHIP!



WOOD ELF WILD RIDER
99060204067 £6.00



WOOD ELF WARDANCER
99060204059 £12.00

YOU CAN ADVANCE ORDER ALL THESE NEW MODELS!

RECENT RELEASES

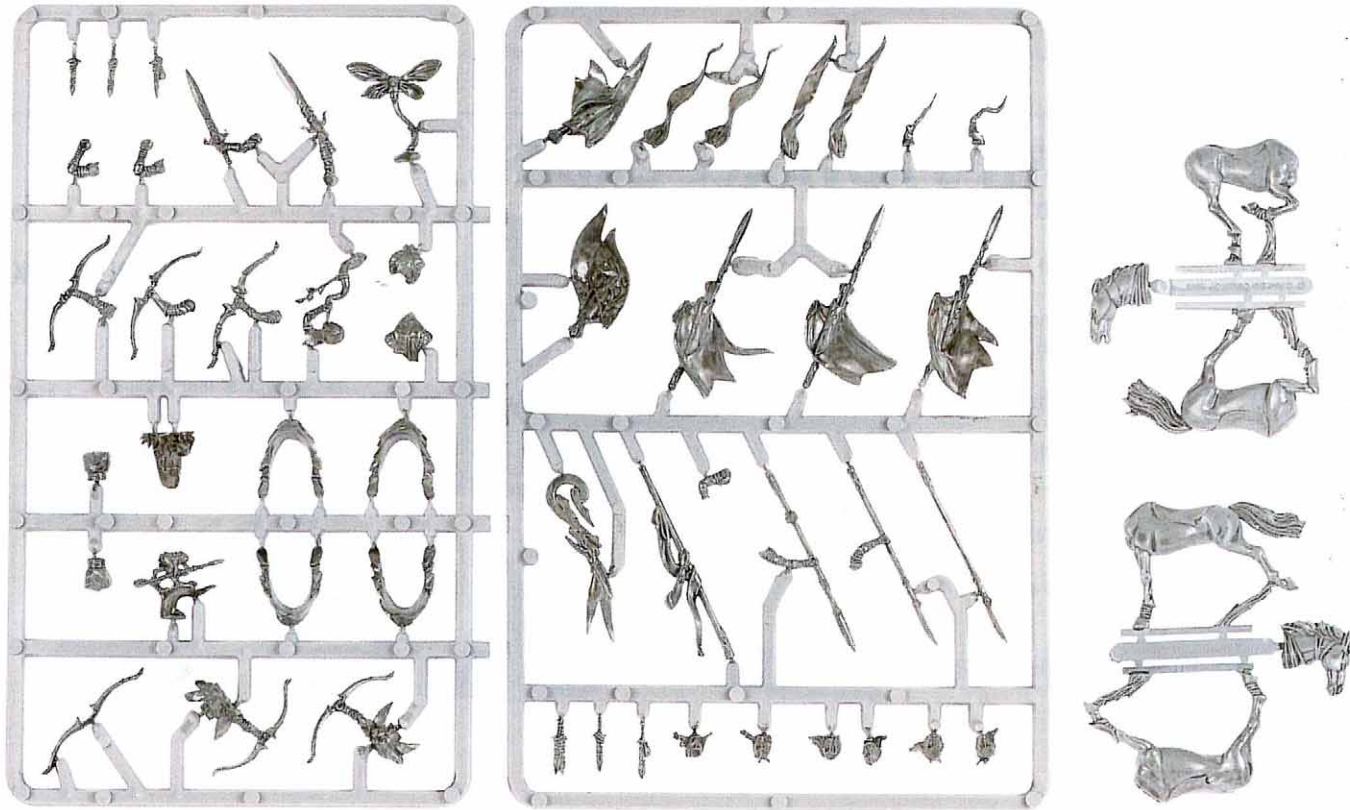
The sylvan inhabitants of Athel Loren are vicious combatants who will stop at nought to defend their wooded realms. Here you will find complete components for some of these great new models. Only a few of the Wood Elves released this month are featured on these pages. Look out for additional components for the other models in the range in future issues of White Dwarf.

All of these components are available to order online, so if you've got a particular conversion in mind or you want to order that certain character model it could not be easier to get all the most up to date components you need.

THIS MONTH'S FEATURED MODELS:

Wood Elf Spellsingers, Wood Elf Dryads, Wood Elf Glade Guard, Wood Elf Glade Riders, Wood Elf Branchwraith Drycha and Wood Elf Lord with great weapon.

Sprues shown at 50% of actual size.



WOOD ELF GLADE RIDER SPRUE
99380204003 £8.00

ELVEN STEEDS
99380299010 (1 random sprue
included) £2.00



WOOD ELF SPELLSINGER 2
9947020406502 £5.00



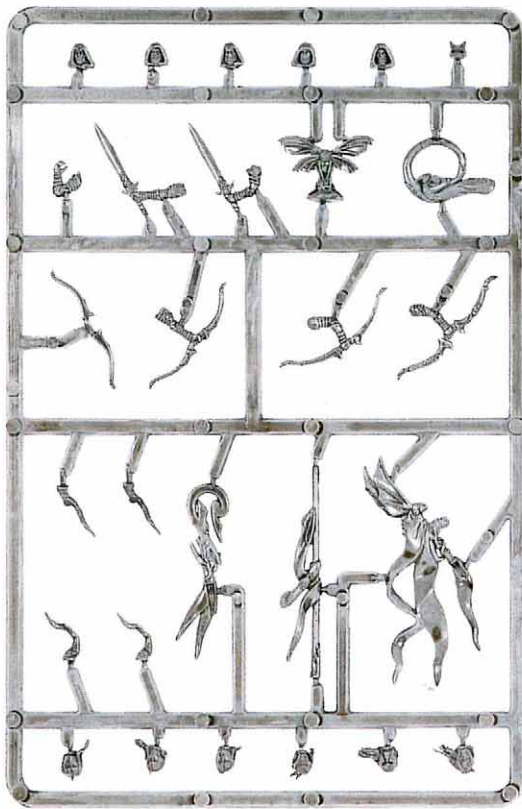
WOOD ELF SPELLSINGER 1
9947020406501 £5.00



WOOD ELF SPELLSINGER 3
9947020406503 £5.00



WOOD ELF SPELLSINGER 4
9947020406504 £5.00



WOOD ELF GLADE GUARD SPRUE
99380204001 £5.00

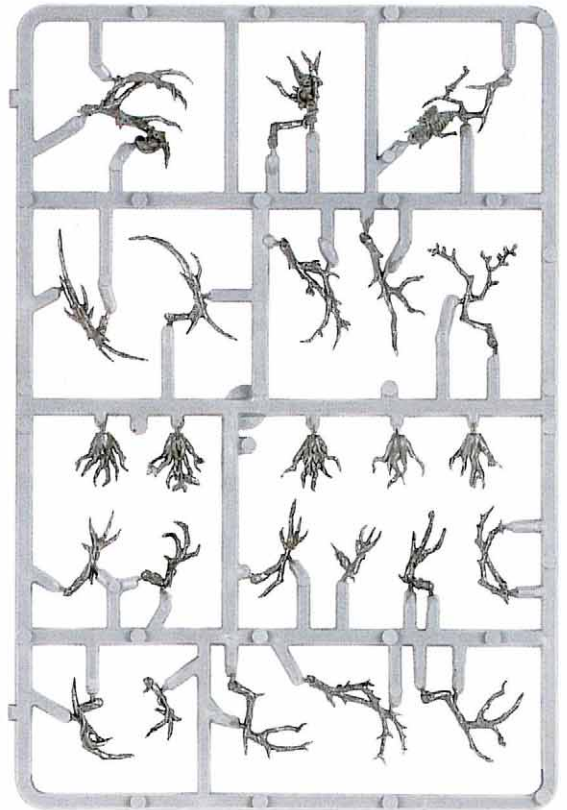
WOOD ELF LORD WITH GREAT WEAPON
9947020406601 (includes great weapon) £5.00



BRANCHWRAITH DRYCHA BODY
9947020406201 £5.00



BRANCHWRAITH DRYCHA ARM
9947020406202 £1.00



WOOD ELF DRYADS SPRUE
99380204002 £7.00

STORE FINDER

GAMES WORKSHOP HOBBY CENTRES & INDEPENDENT STOCKISTS

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

www.games-workshop.co.uk/storefinder

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

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

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



FREE GAMING AND TACTICS ADVICE

All our staff are gaming veterans (after all it's what they do for a living!) They can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries.



FREE PAINTING AND MODELLING ADVICE

No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those skills improved and might find out something you never knew!



FULL RANGE OF PRODUCTS

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



IN-STORE ORDER POINT

All of our stores are fitted with an in-store order point which you can use to get your hands on all of our Specialist Games products, plus many components and classic models with which to customize your armies.



BEGINNERS

Our special Beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs on Sundays, so whether you want to learn how to charge your knights into your opponent's battle line or lead a squad of Space Marines into battle, all you need to do is come along!



HOBBY ACTIVITIES

Games Workshop hobby centres provide support and expert advice on all aspects of the hobby. They feature team participation battles for you to take part in, painting workshops to develop your painting skills, and a forum for gamers to talk about the hobby. On Sunday evenings many stores run specific activities for those who have graduated from the Beginners' Programme.



EXPERIENCED PLAYERS

Many Games Workshop hobby centres run evenings (usually Tuesdays and Thursdays) for veteran gamers. They are aimed at older gamers with plenty of experience on the battlefield. You can share ideas about all aspects of your hobby, battle against experienced opponents, and play GW's Specialist Games systems well into the evening.



HOBBY CENTRE GAMING ROOMS

A growing number of our Hobby Centres now have additional space in the shape of Gaming Rooms. This makes it perfect for meeting fellow hobbyists and arranging larger games, playing campaigns or just painting and modelling. On Monday to Friday these rooms are reserved for veterans over the age of 16 but the weekend is free for all veteran gamers and those who have been through the Beginners' programme. These centres are marked by a cross. Give them a ring to find out what's going on and to avoid disappointment! See page 138 for a full list of Gaming Rooms and contact details. Gaming Rooms are also in this Store Finder list, marked with an (x).

Find your nearest Hobby Centre or independent retailer on these pages
on our website: www.games-workshop.co.uk/storefinder
by calling us: 0115 91 40000

AVON

GW BRISTOL (CENTRAL):
13 Broadwell, Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, Tel: 0117 959 2528

BRISTOL, Area 51:
Tel: 0117 925 4635

PORTISHEAD, Mokitt:
Tel: 0127 994 4751

YATE, Hoggosaurus Toystore:
Tel: 0145 432 0566

BEDFORDSHIRE

GW BEDFORD:
10 Grayfriars, Tel: 0123 427 3653

LEIGHTON BUZZARD, Cuddlers:
Tel: 0152 521 7415

LUTON, Ottakers:
Tel: 0159 248 6599

LUTON, Final Fantasy

BERKSHIRE

X GW MAIDENHEAD:
Unit 2, 17 Market Street, Tel: 0162 863 1747

GW READING:
111 Broad Street Mall, Tel: 0118 959 8653

GW SLOUGH:
101 High Street, Tel: 0175 357 5675

BRACKNELL, Ottakers:
Tel: 0134 448 8124

NEWBURY, Miniature Merchants:
Tel: 0163 552 8176

SANDHURST, Toyworld:
Tel: 0163 287 3333

WINDSOR, Ottaker's Bookshops Windsor:
Tel: 0175 385 6496

WINDSOR, WJ Daniels:
Tel: 0175 386 2106

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit L16, Blaking Link, Tel: 0121 236 7880

GW DUDLEY:
Unit 36, Many Hill Centre, Tel: 0191 448 1818

GW SOLIHULL:
659 Warwick Road, Tel: 0121 705 7997

X GW SUTTON COLDFIELD:
45-47 Birmingham Road, Tel: 0121 354 3174

GW WOLVERHAMPTON:
9 King Street, Tel: 0190 231 0466

GW WALSLEY:
Unit 27, Old Square Shopping Centre,
Tel: 0192 272 5077

ACOCKS GREEN, Jeff's Games and Workshop:
Tel: 0121 766 5176

GREAT BARR, Gaming Crypt:
Tel: 0121 360 5080

EDGEBASTON, Wayland's Forge:
Tel: 0121 687 0105

RUBERY, Roy's Hobbies & Toys:
Tel: 0121 453 3280

SUTTON COLDFIELD, Digital Dragons:
Tel: 0794 163 7783

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
Unit 29, The Octagon Centre, Tel: 0149 453 1494

GW MILTON KEYNES:
Unit 2, West End Extension, 502 Silbury Boulevard,
Shopping Centre, Tel: 0190 869 0477

AVILESURRY, Toy Wonderland:
Tel: 0777 565 6591

BUCKINGHAM, Abacus Toys:
Tel: 0129 082 1815

BURNHAM, Cross Toys:
Tel: 0162 865 2318

GERARDS CROSS, Howard Marshall:
Tel: 0175 386 2952

PRINCES RISBOROUGH, Treats:
Tel: 0184 434 4354

CAMBRIDGESHIRE

X GW CAMBRIDGE:
54 Regent Street, Tel: 0122 331 3350

GW PETERBOROUGH:
3 Wensworth Street, Tel: 0175 389 0652

ELY, City Cycle Centre:
Tel: 0135 356 3131

HUNTINGDON, Sports & Fashions:
Tel: 0148 945 4541

PETERBOROUGH, Westgate Department Store:
Tel: 0175 356 6151

ORTON, PN Hobbies:
Tel: 0175 375 9854

SAWTON, The Toy & Model Centre:
Tel: 0125 350 5052

SAWTON, Toys Plus:
Tel: 0122 363 7359

ST NEOTS, Barretts of St Neots:
Tel: 0148 040 8700

ST NEOTS, Westgate Department Store:
Tel: 0148 047 3242

TEVERSHAM, Invocation Ltd:
Tel: 0162 223 2095

WISBECH, Westgate Department Store:
Tel: 0153 620 3525

CHESHIRE

GW ALTRINCHAM:
Unit 1, 19 Grafton Street, Tel: 0161 929 9999

X GW CHESTER:
112 Foregate Street, Tel: 0124 431 1957

X GW MACCLESFIELD:
Unit 33, Chestergate Mall, Grosvenor Centre,
Tel: 0162 561 9209

GW STOCKPORT:
32 Mensary Square, Tel: 0161 474 1427

CHEADLE, Fontasia:
Tel: 0161 491 1130

CONGLETON, Deans Toys & Cycles:
Tel: 0126 021 3277

CREWE, ABC Models Sport:
Tel: 0127 050 5948

NANTWICH, Funfayre LTD:
Tel: 0127 062 3246

NORTHWICH, The Model Shop:
Tel: 0160 647 740

RUNCORN, Halton Daemons:
Tel: 0192 871 5351

STOCKPORT, Goslings Toymaster:
Tel: 0161 427 2099

WIRRAL, Isla:
Tel: 0151 566 1180

WIDNES, R & Marsh Ltd/Widnes:
Tel: 0151 424 1947

CLEVELAND

X GW MIDDLESBROUGH:
Unit 33, 39 Danby Street, Tel: 0164 225 4091

HARTLEPOOL, Illusions:
Tel: 0142 923 3193

HARTLEPOOL, Westgate Department Store:
Tel: 0142 924 4337

CORNWALL

GW TRURO:
Unit 1, Bridge House, New Bridge Street,
Tel: 0187 232 0047

BODMIN, Bricknells:
Tel: 0120 227 7028

BUDE, Nitro RC:
Tel: 0128 835 3389

FALMOUTH, Wonderland Falmouth:
Tel: 0132 631 2571

HAYLE, Blowetts of Hayle:
Tel: 0173 675 3012

HELSTON, Eddy & Son:
Tel: 0132 657 2787

ST AUSTELL, Mad for Miniatures:
Tel: 0172 672 2589

TRURO, Toymaster:
Tel: 0187 227 2452

COUNTY DURHAM

X GW DURHAM:
64 North Road, Tel: 0191 374 1062

GW DARLINGTON:
78 Skannergate, Tel: 0132 638 2463

BISHOP AUCKLAND, Windseek Models:
Tel: 0136 869 9766

CONSETT, Kwikparts:
Consett, Tel: 0120 758 1034

DARLINGTON, Lamb's:
Tel: 0132 540 5042

TEESDALE, Toy Shop:
Tel: 0163 363 7396

CUMBRIA

X GW CARLISLE:
Unit 2, Ennis Lane, Tel: 0122 859 8216

BARROW-IN-FURNESS, Healths:
Tel: 0122 892 0455

BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:
Tel: 0153 944 3047

BRAMPTON, The Card Centre:
Tel: 0169 772 2467

COCKERMOUTH, Playtimes:
Tel: 0190 082 9295

COCKERMOUTH, The Toy Shop:
Tel: 0169 082 5655

KENDAL, North West Warriors:
Tel: 0152 944 7884

KENDAL, O'oughlins:
Tel: 0153 972 3264

KESWICK, Lakeland Toys and Hobbies:
Tel: 0176 877 5275

BRAMPTON, Happers Cycles:
Tel: 0176 895 4475

ULVERSTON, Sawdust 'n' Stitches:
Tel: 0122 958 2284

WORKINGTON, KSA Models and Hobbies:
Tel: 0152 944 7884

WORKINGTON, Toymaster:
Tel: 0190 087 3302

DERBYSHIRE

GW DERBY:
42 Sadler Gate, Tel: 0133 237 1657

BELPER, Frearsons:
Tel: 0177 382 3244

BURTON ON TRENT, Toymaster Kingdom:
Tel: 0129 354 4580

BUXTON, DE Knowles & Sons:
Tel: 0129 824 2013

CHESTERFIELD, Cooperative Society:
Tel: 0124 622 0200

CHESTERFIELD, Spreading Bullet:
Tel: 0124 622 4626

DERBY, Toymaster Kingdom:
Eagle Centre, Tel: 0133 236 6336

GLOSSOP, Wain Services:
Tel: 0145 765 3548

ILKESTON, Ilkeston Co-op:
Tel: 0115 932 7777

MATLOCK, Shaves LTD:
Tel: 0162 958 2462

DEVON

GW EXETER:
31a Sidwell Street, Tel: 0139 249 0305

GW PLYMOUTH:
84 Cornwell Street, Tel: 0175 225 4121

GW TORQUAY:
12 Market Street, Tel: 0180 320 1036

AXMINSTER, Abacus Toys:
Tel: 0129 763 1771

BARNSTAPLE, The Battlezone:
Tel: 0127 132 1344

DARTMOUTH, WG Pillar & Co:
Tel: 0180 383 2123

EXMOUTH, Gamezone Models:
Tel: 0139 526 7733

HONITON, Art of War:
Tel: 0140 444 1511

HONITON, Honiton Toy Shop:
Tel: 0140 443 741

KINGSBRIDGE, The Trading Post:
Tel: 0154 895 2923

NEWTON ABBOT, Austins:
Tel: 0162 633 3444

PLYMOUTH, Model Shop:
Tel: 0175 222 1851

TAVISTOCK, Kaleidoscope:
Tel: 0182 261 5236

TEIGNMOUTH, Jackmans Toybox T/A MC J Trader:
Tel: 0162 877 8560

TIVERTON, Wings 'N' Wheels:
Tel: 0188 424 2819

TORRINGTON, Angling Pastimes:
Tel: 0186 562 6688

DORSET

GW BOURNEMOUTH:
24 Post Office Road, Tel: 0120 231 9292

X GW POOLE:
Unit 12 Towngate Centre, Tel: 0120 268 5634

BOURNEMOUTH, Battle-Scar:
Tel: 0120 225 8194

BOURNEMOUTH, Roberts Toys & Games:
Tel: 0120 248 2031

BRIDPORT, Fratts Toymaster:
Tel: 0130 842 2296

DORCHESTER, Dorchester Toys:
Tel: 0130 578 0601

GILLINGHAM, Mervyn's Toys & Models:
Tel: 0174 762 3889

POOLE, Hoggosaurus:
Tel: TBC

SHAFTSBURY, Hardings:
Tel: 0174 785 2156

SHAFTSBURY, Howards:
Tel: 0175 795 2156

SHERBOURNE, Cornerhouse:
Tel: 0193 581 5615

SHERBOURNE, Pursuits:
Tel: 0193 581 6072

SWANAGE, Leonards:
Tel: 0152 842 6925

WEYMOUTH, Razamataz:
Tel: 0130 578 0601

ESSEX

GW CHELMSFORD:
Unit 4C, The Meadows Centre, Tel: 0124 549 0048

GW COLCHESTER:
2 Short Wyre Street, Tel: 0120 678 7279

GW SOUTHEND:
12 Southchurch Road, Tel: 0170 246 1251

GW THURROCK:
Unit 415B, Level 3, Lakeside Shopping Centre, Tel: 0170 896 7133

BRENTWOOD, B&M Cycles:
Tel: 0127 721 4543

CLACTON ON SEA, Clacton Art & Craft Centre:
Tel: 0125 543 6345

COLCHESTER, Toymaster Kingdom:
Tel: 0120 654 4344

HARLOW, Marquee Models:
Tel: 0127 943 5334

HOCKLEY, Hobbitt:
Tel: 0170 220 0180

LEIGH-ON-SEA, Caliver Books:
Tel: 0170 347 3986

MALDON, Colin Bliss Models:
High Street, Tel: 0162 183 1227

RAYLEIGH, Toys N Tucks:
Tel: 0126 877 5501

SAFFRON WALDEN, Game On:
Tel: 0179 390 5070

SOUTHEND-ON-SEA, Toymaster Kingdom:
Tel: 0170 234 3464

GLOUCESTERSHIRE

GW CHELTENHAM:
14 Piccadilly Street, Tel: 0124 222 8419

GW GLOUCESTER:
35 Clarence Street, Tel: 0145 250 5033

BOURTON ON THE WATER, Bourton Model Railway:
Tel: 0145 162 0689

STROUD, Antics:
Tel: 0145 375 4487

STROUD, Cyberdino:
Tel: 0145 376 7722

STROUD, Palsot Games:
Tel: 0870 242 7426

TEWKESBURY, Toy Zone:
Tel: 0168 429 5776

HAMPSHIRE

GW BASINGSTOKE:
2 Fife Walk, Tel: 0125 645 8050

GW PORTSMOUTH:
34 Arundel Street, Tel: 0239 287 8226

GW SOUTHAMPTON:
23 East Street, Tel: 0238 033 1962

GW WINCHESTER:
6 St George Street, Tel: 0195 285 0199

ALDERSHOT, The Game Shop:
Tel: 0125 231 1443

ALTON, Alton Model Centre:
Tel: 0142 054 2244

ANDOVER, Hoggosaurus Toystore:
Tel: 0126 438 2293

BASINGSTOKE, Ottakers:
Tel: 0125 646 0645

CRANLEIGH, David Mann:
Tel: 0149 327 3777

FAREHAM, Fareham Toys and Hobbies:
Tel: 0132 928 2183

FARNBOROUGH, Darkstar:
Tel: 0125 237 6050

FLEET, Fleet Toys:
Tel: 0125 251 2949

GOSPORT, JC Books:
Tel: 0239 298 0931

MILFORD ON SEA, Milford Models and Hobbies:
Tel: 0159 064 2112

NEW MILTON, Toys of New Milton:
Tel: 0142 561 7687

PETERSFIELD, Folly Models:
Tel: 0173 026 7932

PETERSFIELD, Fun

KIRKHAM, RK Boyes:

Tel: 0177 267 1900

LANCASTER, Lawsons ToyMaster:

Tel: 01524 464 518

LANCASTER, Mirra Markets:

Tel: 01524 494 0486

LEIGH, Startown Limited:

Tel: 0194 267 1116

LEIGH, ToyMaster:

Tel: 0194 267 1116

MORECAMBE, Richard Lancaster:

Tel: 01524 441 0304

OLDHAM, Otakers:

Tel: 0161 6205543

POULTON LE FYLDE, Aabas bookstore:

Specialty shopping, Tel: 01253 395 1116

PRESTON, ToyMaster:

Tel: 0177 288 7799

ROCHDALE, Microhack:

Tel: 0170 871 5938

ROSSENDALE, Rossendale Models:

Tel: 0170 825 0007

ST HELENS, Wargames World:

Tel: 0174 428 5000

THORNTON-CLEVEYS, ToyZoo Collectables:

Tel: 01253 385 5905

WIGAN, Saphires:

Tel: 0194 270 0535

WIGAN, Wigan Model Centre:

Tel: 0194 224 5683

LEICESTERSHIRE**GW LEICESTER:**

Unit 2, 16/20 Silver Street, Tel: 0116 253 0510

GW LOUGHBOROUGH:

22 Biggin Street, Tel: 01509 923 8107

ASHEY DE LA ZOUCH, Steve's Models:

Tel: 0153 041 6827

COALVILLE, Geoff's Toys:

Tel: 0153 083 2795

HINKLEY, Puncello Model Spot:

Tel: 0145 523 0952

LINCOLNSHIRE AREA**GW GRIMSBY:**

9 West St Mary's Gate, Tel: 0147 234 7757

GW LINCOLN:

Unit 5/A, Saltgate (on outside of Waterside Centre), Tel: 0152 254 8027

GAINSBOROUGH, ToyMaster:

Tel: 0142 767 6000

GRANTHAM, Arbon & Watts:

Tel: 0142 485 5030

GRANTHAM, Access Models:

Tel: 0147 659 2001

GRANTHAM, Portprince Models and Hobbies Ltd:

Tel: 0147 659 2001

LOUTH, Castelline:

Tel: 0152 789 2149

MAPLETHORPE, Belas ToyMaster:

Tel: 0150 747 3328

QUADRING, MS Sturgess:

Tel: 0177 582 1967

SCUNTHORPE, Shermans Model Shop:

Tel: 0172 484 2439

SCUNTHORPE, ToyMaster:

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SKEGNESS, The Model Shop:

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SPALDING, Mason's Models:

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GW CROYDON:

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GW HAMMERSMITH:

161 King Street, Tel: 0208 846 9744

GW HARBOR:

296 Station Street, Tel: 0208 861 2350

GW KENSINGTON:

Shop 7, Lancer Square, Kensington Church Street, Tel: 0207 937 7011

GW KINGSTON ON THAMES

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GW STAINES:

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GW SUTTON:

Unit 26, Times Square Shopping Centre, Tel: 0208 770 8454

GW UXBRIDGE:

Unit 32, Chequers Mall, The Pavilions Shopping Centre, 01895 525 2800

GW WATFORD:

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BLACKHEATH, 2nd Impressions:

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CHINGFORD, Rozals of London:

Tel: 0207 529 1820

CLAPHAM JUNCTION, Toystop:

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MANCHESTER, Waterstones:

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Fakenham Industrial Estate, Tel: 0132 885 2750

GORLESTON, ToyMaster:

Tel: 0149 344 3097

HOLT, Starlings-ToyMaster:

Tel: 0126 371 2101

HUNSTANTON, Hunstanton Models:

Tel: 0148 653 3324/83 4466

IPSWICH, ToyMaster Kingdom:

Tel: 0147 325 3045

KINGS LYNN, Empire:

Tel: 0155 376 5174

KINGS LYNN, Westgate Department Store:

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NORWICH, Kerrisons:

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NORTH WALSHAM, Blackfish Games:

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SHERINGHAM, Starlings-ToyMaster:

Tel: 0126 382 2388

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NEWARK, ToyMaster:

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CARTERTON, Giles Sports:

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COWLEY, Dentons:

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DICOT, LJ Dickinson T/A Dentons:

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LEEDS, Toyworld:
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NORTHALLERTON, T & M Grover Ltd:
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Meadowhall Shopping Centre, Tel: 0114 256 9979

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CORK, World of Wonder:
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DUBLIN, Banba Toymaster:
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6 Seiklar St, Co Wexford, Tel: 053 23188

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Zilverdamstraat 9, 2000, Tel: 0032 (0)3 288 81 65

ANTWERPEN, Red Dragon Games
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BRUGGE, Modelbouwcenter West-Vlaanderen
Langestraat 315, 1070, Tel: 0032 (0)50 34 29 71

BRUGGE, Fair Play
Sporwegstraat 162, 8200, Tel: 0032 (0)50 38 51 03

BRUSSEL, Interloys Laken
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BRUSSEL, Interloys Anderlecht
S Dupuisstraat 315, 1070, Tel: 0032 (0)2 823 84 73

DENDERMONDE, Tip Top
Moens, Sint-Gillisstraat 75, 9200, Tel: 0032 (0)52 21 17 98

DEURNE, The Gamestore
Van Driessstraat 144, 2100, Tel: +32 3 325 55 35

GENT, Betty Bee
Overpoortstraat 118, 9000, Tel: 0032 (0)9 222 05 76

GENT, Interloys Gent
Vollestraat 17, 9000, Tel: 0032 (0)9 224 42 86

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Nieuwsteenhoeve 104, 1500, Tel: 0032 (0)2 361 56 53

HALLE, Top 1 Toys Halle
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Henri Homestraat 20, 8800, Tel: 0032 (0)51 24 64 15

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TOURNAI, Interloys Tournai
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ROESSELAAR, Block Border
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HASSELT, Oberonn
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BULGARIA

SOFIA, Maria
1303, Sofia, Gora Str 133

SOFIA, Magic Worlds
1000, Slavovka str 9

CROATIA

OSIJEK, Land of Magic
Mercator Centar, 31000, Tel: 00385 31275794

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LIBEREC, Ogrl Doupe
Sikova 23/11, Tel: 00420 20603 893 336

BRNO-ABOVEVRESKY, Carry Rytir
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PRAHA, Carry Rytir
Za Porubkou branou 21, Tel: 00420 222312461

HRADEC KRALOVE, Knihkupectvi Valhalla
Letecká 1651, Tel: 0042 495622009

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CEKSE BUDEJOVICE, Chaolli
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DENMARK

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Dalgas Plads 7B, 7400, Tel: 9716 4600

RODovre, EB Games
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KOBENHAVN 5, EB Games
Reberntorgsgade 3, 2300, Tel: 3296 7552

STENLOSE, EB Games
Sniældse Center, 3660, Tel: 4717 2500

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AALBORG, GUNS n' Games
Dänmarksgrade 48, 9000, Tel: 9813 4280

AALBORG SV, BO Bager Aalborg
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AALBORG, EB Games
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Hobrovej 452, 8200, Tel: 9815 7520

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Frederiksgade 26, 8000, Tel: 8741 6913

AARHUS C, Driessens Låfr
Sct. Knuds Torv, 8000, Tel: 8619 0063

AARHUS C, Hobby House
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Åsnæs Center 3, 4550, Tel: 5965 0014

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Ballerup Center 1, 2750, Tel: 4497 4422

BJERRINGBRO, Bog & Idé Bjerringbro
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ESBJERG, Bunkeren
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ESPERGÅRDE, BO Bøger Espergærde
Espergærde Centret, Vestor Torv 2, 2050, Tel: 4913 1946

FAKSE, Bog & Idé Fakse
Fornegade 20, 4540, Tel: 5617 3013

FARUM, Bog & Idé Forum
Farum Bytorv 64, 3520, Tel: 4945 1225

FREDERIKSBURG, EB Games
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FREDERIKSBURG, Legokæden Frederiksborg
Godebysvej 25, 2000, Tel: 3619 7025

FREDERIKSHAVN, Bog & Idé Frederikshavn
Sandergade 4, 9200, Tel: 9843 2584

FREDERIKSHAVN, Roses Boghandel
Sandergade 41, 9900, Tel: 9842 1454

FREDERIKSSUND, Legokæden Frederikssund
Lindbærgsgade 31, 3400, Tel: 4736 3959

FREDERIKSVÆRK, Hobby & Legokæde
Noregade 38, 3300, Tel: 4772 1693

GILLELEJE, Lillys Legokæde
Vesterbrogade 9, 3250, Tel: 4930 3990

GRØNA, Bog & Idé Grøna
Fornvej 8, 8900, Tel: 6532 1933

GREVE, BO Bøger Hønde
Hundsgade 26, 2670, Tel: 4390 6008

HADERSLEV, Legokæden Haderslev
Noregade 20, 6100, Tel: 7453 0385

HADSTEN, Mosaik Cyber Center
Korsvej 1, 8370, Tel: 4778 0539

HADSUND, Lorentz Nielsen Bog & Idé
Storøgade 14, 9560, Tel: 9857 1833

HELINGØ, Schwartz Bog & Idé
Ostergade 17, 19 3000, Tel: 4879 4001

HELINGØR, BO Bøger Helsingør
Stungs Plads 1, 3000, Tel: 4921 5600

HELINGØR, Hobby & Frilid
Herlevskovvej 2, 3000, Tel: 04921 4542

HERLEV, Bog & Idé Herlev
Hellerup Bygade 2730, Tel: 4494 0477

HERNING, BO Bøger Herning
Bredgade 6, 7400, Tel: 9712 0747

HERNING, Buddy Legokæde
Herring Centret, Merkurvej 17, 7400, Tel: 9722 0552

HILLERØD, Hobby & Frilid
Forsrupvej 4, 3400, Tel: 4828 2616

HILLERØD, Legokæden Hillerød
Slotsgade 27, 3400, Tel: 4824 6161

HJØRRING, Bog & Idé Hjørring
Storøgade 1, 9800, Tel: 9892 9998

HJØRRING, Rossels Boghandel
P. Nørhøjens plads 1, 9800, Tel: 9892 1744

HOLBÆK, Gappels Legokæde
Smørumvej 22 E, 4300, Tel: 5944 1888

HOLBÆK, Storkfalk Bog & Idé
Andgade 31, 4300, Tel: 5943 0074

HOLTE, Legokæde Holten
Holte midtpunkt 23, 1. 2840, Tel: 4546 1782

HORSBØ, Bog & Idé Horsens
Sondergade 30, 8700, Tel: 7561 1711

HORSBØ, Legokæden Horsens
Horsbøvej 15, 8700, Tel: 7561 6011

HORSHOLM, GAD Hershalm
Hovedgaden 55 C, 2570, Tel: 4586 0408

HUMLEBÆK, Rodes
Torpsvej 4, 3050, Tel: 4919 1220

KALUNDBORG, Koch's Bøger & Papir
Kortveg 3, 4400, Tel: 9917 0054

KOBENHAVN K, EB Games
Kælvøvej Bygges 59, 1500, Tel: 3312 7172

Nygade 3, 1164, Tel: 3332 0248

KOBENHAVN N, Stenbergs Bog & Idé
Nordrejsvej 133, 1500, Tel: 3358 9277

KOBENHAVN K, Faras Cigarer
Skindergade 27, 1157, Tel: 3332 2211

KOBENHAVN K, Fantask
Skt. Petersgade 35, 1453, Tel: 3393 8538

KOBENHAVN K, Bog & Idé Fisketorvet
Fisketorvet 133, 1500, Tel: 3358 9278

KOBENHAVN NV, Arena Kobenhavn
Røntgenstovvej 80, 2400, Tel: 3833 5700

KOBENHAVN 5, Bog & Idé Amager
Amager Centret 103, 2300, Tel: 3254 3666

KØGE, Kaga Bog & Papirhandel
Narrevej 12, 4600, Tel: 5663 9092

KOLDING, EB Games
Skovvangen 42, 6000, Tel: 7550 1079

KOLDING, B.O. Bøger Kolding
Kolding Stovcenter 52, 6000, Tel: 7550 3634

KOLDING, Good Games
Låstvej 13, 6000, Tel: 7550 0304

LEMVIG, Legokæden Lemvig
Torv 13, 7620, Tel: 9782 1511

LYNGBY, BO Bøger Lyngby
Lyngby Stovcenter 54, 2800, Tel: 4587 0445

LYNGBY, EB Games
Løgemål 2750, 2800, Tel: 4587 0509

MARIBO, Legokæden Maribo
Ostergade 3, 4930, Tel: 5478 2521

NÅSTVED, Georg Christensen Bog & Idé
Aveltorv 10, 4700, Tel: 5572 0024

NÅSTVED, Holsted Bog & Idé
Nåstved Stovcenter 16, 4700, Tel: 5573 4221

NÅSTVED, Langes Bog & Idé
Torvegade 3, 4700, Tel: 5572 0116

NAKSØV, Tusind ting
Sandergade 12, 4800, Tel: 5492 2657

NYKØBING F, Bog & Idé Nykøbing F.
Jernbanegade 8, 4800, Tel: 5495 2373

NYKØBING M, Morse Boghandel
Algade 1, 7900, Tel: 9772 0700

NYKOBING SJ, Bog & idé Nykobing Sj.

Ny Kobing 2, 4530, Tel: 691 9506

ODDER, Legokæden Odder
Rosens Gade 32, 8300, Tel: 8554 4276

ODENSE C, EB Games
Kongensgade 43, 5000, Tel: 6612 9929

ODENSE C, Dragons Lair
Kongensgade 71, 4th, 5000, Tel: 6591 9701

ODENSE C, BO Bøger Odense C
Vestergade 59-61, 5000, Tel: 6611 4033

ODENSE SO, BO Bøger Rosengårdscenter
Rosengårdscenter 53 Gul Gågade, 5020, Tel: 6615 9928

ODENSE SO, EB Games
Omskiftvej 75, 5220, Tel: 6395 0070

RANDERS, Byrge Sørensen Hobby
Rådhuskvarteret 4, 8900, Tel: 8642 5814

RANDERS, Randers Hobby Import
Aalegade 13, 8900, Tel: 8643 3923

RINGE, Fjords Bog & idé
Kirkedamvej 2, 5790, Tel: 6262 1125

RINGKOBING, Buddy Legatelj
Algade 4, 6350, Tel: 9732 0806

RISIKOV, Bog & idé Vejby-Risikov
Vor Centrum Fjerslevvej 6, 8240, Tel: 8621 5329

RODovre, B.O. Bøger Rodovre
Rodovre Centrum 116, 2610, Tel: 3641 0485

RODovre, Mr Games
Rodovre Stationscenter, 2610, Tel: 3672 0255

RONNE, Dørrhø's Hobbybutik
Lillevej 15, 3700, Tel: 5935 2449

RONNE, William Dam Bog & idé
Snellemark 36, 3700, Tel: 5935 0167

ROSKILDE, EB Games
Stationcenteren 2, 4000, Tel: 4637 1516

ROSKILDE, Fanatic Roskilde
Aholtevej 2, 4000, Tel: 4636 3548

ROSKILDE, Flensborg Bog & idé
Søndertorvet 4, 4000, Tel: 4635 0008

ROSKILDE, Ønskeleg
Algade 28C, 4000, Tel: 4632 3463

SKJERN, Bog & idé Skjern
Jernbanegade 14, 6930, Tel: 9735 1666

SILKEBORG, Bog & idé Silkeborg
Vestergade 31-33, 8600, Tel: 8682 0287

SILKEBORG, Byens Bøger & Frithj
Borgergade 49-51, 8600, Tel: 8681 5815

SKAGEN, Legokæden Skogen
Sct. Lauritshøj 40, 9300, Tel: 3944 8465

SKANDERBORG, Schmidt Bog & idé
Aalegade 82, 8660, Tel: 8652 0027

SKIBBY, Bog & idé Skibby
Bibliotek 2, 4050, Tel: 4751 2502

SKIVE, Jydsk Boghandel
Nørregade 19, 7500, Tel: 9751 2599

SLAGELSE, Bog & idé Slagelse
City 3 Jernbanegade 7, 4200, Tel: 5852 0015

SLAGELSE, EB Games
Vesterbrogade 2, 4200, Tel: 5852 1120

SLAGELSE, Fanatic Slagelse
Skovsgade 6A, 4200, Tel: 5854 4080

SLAGELSE, Uldtøtten
Nygade 2, 4200, Tel: 5853 5035

SØNDERBORG, Bogcenter
Perlevej 77, 6400, Tel: 7412 2071

SØNDERBORG, Bog & idé Sønderborg
Perlevej 15, 6400, Tel: 7412 1820

ST HEDDINGE, Hobbystaten
Løjstoltevej 19, Løjstolte, 4600, Tel: 5650 8610

STENLØSE, Legokæden Stenløse
Søndersø center 48, 3600, Tel: 4717 3200

STRUER, Hanne Madsen Bog & idé
Ostergade 14, 7600, Tel: 9785 0408

SVENDBORG, B.O. Bøger Svendborg
Gerninggade 28, 5700, Tel: 6217 2290

SVENDBORG, Forve & Hjørnet
Klosterplads 7, 5700, Tel: 6221 3111

TÅSTRUP, EB Games
City 2 Butik, 341 City 2 Butik, 341, Tel: 4399 2245

TÅSTRUP, Genbrugshøjer
Kogevvej 9, 2630, Tel: 4371 6115

THISTED, Bog & idé Thisted
Vestergade 14, 7700, Tel: 9792 0369

THISTED, Buddy Legatelj
Vestergade 4, 7700, Tel: 9792 1933

TØNDER, Jensen Bog & idé
Storevej 5, 6270, Tel: 6321 4111

TØNSHAVN, P/T Thomas Dam Wholesale
Baks 214B, Faro Islands, Tel: 298311400

VÆRLØSE, Bog & idé Værløse
Bymidten 45 - 47, 3500, Tel: 209 311400

VEDBÆK, Bog & idé Trørød
Trørød Torv, Trørødvej 20, 2950, Tel: 4589 1328

VEJLE, B.O. Bøger Vejle
A-centret 10, Sondervej 24-26, 7100, 7582 0544

VIBORG, Battle Bunker
Jernbanegade 19, 8900, Tel: 8680 1740

VIBORG, L. K. Bog & idé
Sct. Mathias-Næstved 292, 8900, Tel: 8662 7782

VIBORG, Schous Bog & idé
Hjultorvet 6, 8900, Tel: 8725 7334

VIBY, Rybner Bog & idé
Viby Centrum, 8250, Tel: 8611 9530

VORDBORG, Legokæden Vordingborg
Algade 83, 4760, Tel: 5534 3411

RINGSTED, Buddy Legatelj
Nørregade 15, 4100, Tel: 5767 1480

AARHUS C, Gøblin Gate
Nystrøget 27, 8000, Tel: 8619 4311

NORSLÆT, ABC center
Skolevænget 6, 8543, Tel: 8699 5033

VARDE, Bog & idé Varde
Vestergade 18, 6900, Tel: 7522 0040

EBELTOFT, Ebeflot boghandel
Aalegade 40, 8400, Tel: 8624 4844

KJELLERUP, Ide & Hobby
Søndergade 12, 6020, Tel: 8688 1326

SØRØ, Legokæden Søro
Jernbanegade 33, 4800, Tel: 5460 0846

SKØY, Bøger & Papir Skøy
Grønnegade 22, 9300, 9846 1844

HERNING, Ferges Kælder
Smallegade 12, 7400, Tel: 3510 1897

NÆSTVED, Arena Næstved
Rambørgvej 17, 4700, Tel: 5554 6700

HELINGE, Teaterbilken
Fredriksbergvej 10, 3200, Tel: 2092 2991

GW KOBENHAVN
Fredriksberggade 5KL, 1360, Tel: 33122217

FALKLANDS

STANLEY, Falkland Collectables
The General Store, Tel: 00500 21174

FINLAND

GW HELSINKI
Simonskatu 3, 00100, Tel: 00358 975 154 525

ESPOO, Pelmesia
Ullanpukatu 1, 02320, Tel: +358 9 8133283

FORSSA, Fun Stuff & Cards

Hämeneentie 11, 00101, Tel: +358 34358665

HÄMEENLINNA, Levy ja kasetti
Palkokunnan katu 11, 13100, Tel: +358 3 6823300

HANKO, Hobby Jobi
Vuonkatu 10, 10900, Tel: +358 19 2465498

HEINOLA, Tөлousuuvu ja lelu
Keskuskatu 15, 18100, Tel: +358 3 7153905

HELSINKI, Fantasiopelili Helsinki
Vihonkatu 4B, 00100, Tel: +358 9 650003

HELSINKI, Fantasiopelili Varasto
PL 129, 00531 HKI, +358 9 7734756

HELSINKI, Sinooperi Hälsäkuu
Hälsäkuu, 00330, Tel: +358 9 3431925

HYVINKÄÄ, Royal Toys
Musiikkitalu 5, 05830, Tel: +358 19 439370

ISALMI, Talkatelo
Savonkatu 12, 71100, Tel: +358 17 826358

IMATRA, Kirja-Lahja Alex Ky
Mansikkankuja 2, 55120, Tel: +358 5 4319555

JÄMINKIPIHUA, Vanha Kaari
Kämmikantie 205A, 23210, Tel: +358 3 4762686

JÄMSÄ, Jaakko Saari
Tollari 1, 42100, Tel: +358 14 7497215

JÄRVENPÄÄ, Bileto
Helsingintie 13, 04400, Tel: +358 50 413 47 60

JOENSUU, Fantasiopelili Joensuu
Keskuskatu 32, 80100, +358 13 2843141

JYVÄSKYLÄ, Fantasiopelili Jyväskylä
Keskuskatu 2, 40100, Tel: +358 14 216629

JYVÄSKYLÄ, Sinooperi Jyväskylä
Vapaudentie 7, 48600, Tel: +358 14 4493063

KERAVA, Antikvariaatti Kerä
PL 30, Tarkkari 1, 04301, Tel: +358 9 2944210

KARHULA, Eagle Card
Eteläisen Kärjäntien 7, 48600, Tel: +358 5 214238

KOUVOLA, Muovilex
Välkkäkatu 3, 45100, Tel: +358 5 3117955

KUOPIO, Kirjo ja lehtimä
Kuntienkatu 25, 70100, Tel: +358 17 2619795

KUUSANKOSKI, Kirja Savinen
Kauppa-aukio 1, 45700, Tel: +358 5 3748271

LAHTI, Puolenkuun Pelti
Päättökatu 16, 51100, Tel: +358 3 7515151

LAPPEENRANTA, Fantasiopelili Lappeenranta
Bränholmskatu 3, 53100 +358 5 4111 444

LOHJA, Lohjan Kirjakauppa
Laanekatu 48, 08100, +358 19 324150

MAARIEHAMN, Dillen
Torppan 7, 22100, +358 18 15578

MICKELI, Muppela
Pormestarinkatu 21, 50100, Tel: +358 15 361611

NUMMELA, Kimmon Peli & Lehti
Tuusuntie 1, 3100, +358 9 2226041

OULU, Fantasiopelili Oulu
Keskuskatu 28, 90100, Tel: +358 8 374806

PIETARSAARI, Pietarsaaren Kirjakauppa
Isokatu 11, 66600, Tel: +358 6 230069

PORI, Porin Piikki
Hortanintie 2 Krs, 28100, Tel: +358 2 633 2880

PORVOO, Askarteluaitta/Hobbydiver
Mannosementinkatu 10, 05100, +358 19 5243775

RAAHE, Raahen Astartelu ja Peleri
Lahelshorventie 32, 37130

RAUMA, Wanhon Rومان POP-peli
Kemminkäkatu 14, 26100, Tel: +358 2 8234840

RIIHIMÄKI, Babyroom
Kauppakatu 5, 11100, Tel: +358 19 755255

ROVANIEMI, Ligacenter Jässi
Rovankatu 28, 96200, +358 16 3560545

SALO, Salon Harraste
Vihonkatu 21, 24240, Tel: +358 16 3960495

SAVOLINNA, Savonlinnan Antikvariaatti
Olavinkatu 51, 57100, Tel: +358 15 534412

SEINÄJOKI, Fantasiolinna
Vapaudentie 2 Krs, 42100, Tel: +358 405616388

SEINÄJOKI, Piikkileike
Venkatseman katu 4, 60100, Tel: +358 6 4177800

TAMPERE, Fantasiopelili Tampere
Rongankatu 5, 33100, Tel: +358 3 2225200

TAMPERE, Info Koskikeskus
Keskuskatu 1, 33100, Tel: +358 3 2251850

TURKU, Fantasiopelili Turku
Yliopistokatu 33A, 20100, Tel: +358 2 2328413

TURKU, Sinooperi Turku
Valimankatu 5, 20320, Tel: +358 2 5141100

VAASA, Niran
Rauhankatu 19, 65100, Tel: +358 6 3127027

VALKEAKOSKI, Valkeakoskenkirja
Kauppakatu 3, 37000

VANTAA, Sinooperi Myrmyroni
Ishakujä 3A, 01600, Tel: +358 9 3487 0222

VANTAA, Sinooperi Varisto
Martinkyläntie 41, 01740, Tel: +358 9 348 44 560

KAJAANI, Leppäkerä
Kauppakatu 34, 87100, Tel: +358 8 6133 773

KOKKOLA, Koikkatemo
Ristimäntie 6, 87100, Tel: +358 6 8225425

KUOPIO, Fantasiopelili Kuopio
Myyliäkatu 9, 70110, Tel: +358 17 361 1148

RIIHIMÄKI, Babyroom
Kauppakatu 5-7, 11100, Tel: +358 19 729268

KOKKOLA, Koikkatemo
Kokkolan Koikkatemo, Ristimäntiekatu 6, 87100 +358 6 822 5455

GIBRALTAR

GIBRALTAR, Bon-Mau Hobbies
15 Pavilion Lane, Tel: 00350 74415

GREECE

ATHENS, Fantasy Shop: Peristeri
Thessalonikeos 52 & Theodorou

ATHENS, Action Hobbies
Chalchors, 00320 210 6565415

ATHENS, Fantasy Shop
3 Seplimnion 65, Tel: 0030 210 8231072

ATHENS, Fantasy shop: Ag. Paraskevi
Agios Ioannou 249, Tel: 0030 210 6005310

ATHENS, Fantasy Shop: Kifissia
Drosini & D. Kryiakou 16, Tel: 0030 210 8016041

ATHENS, Fantasy Shop: Peritroas
Ypokratou 116, Tel: 0030 210 4135757

ATHENS, Fantasy Shop: Exarcheia
Thessalonikeos 43-45, Tel: 0030 210 3828877

ATHENS, Kaisa Chess & Games
Kallitroniou 8 & Ipatridou 114 72, Tel: 0030 210 366488

ATHENS, Kaisa Gyfades
Korion 4, Tel: 0030 210 89802 057

ATHENS, Kaisa Halondriou
Dakista Platonkou, Tel: 0030 210 6898485

ATHENS, Kaisa Monokoros
Ite Sotirovou, Tel: 0030 210 8613 990

ATHENS, Kaisa Pagnelou
116 34, Pl. Messologiou 2-4, Pagnati, Tel: 00 30 210 7210 318

ATHENS, Kaisa Peirala
Ipatridou 174-176, Tel: 0030 210 4296 636

ATHENS, Kaisa Pigasos
Dilou 22, Tel: 0030 210 5786707

CRETE, Fantasy Shop: Herakleion
Gomara 21, Tel: 0021 2610 311312

CRETE, Kaisa Hanla
Kydamos 107, Tel: 0030 26210 89996

HALKIDA, CD Corner
Maouli 24, Tel: 0030 2221 067315

LARISA, Kaisa Larissa
Koumoundou 27, 2030 210 533737

PATRA, Fantasy Shop:Patra
Pantassin 75, Tel: 0030 2610 2210414

THESSALONKI, Fantasy Shop: Thessaloniki
Pl. Navarinou 2 & D. Gounari, Tel: 0039 2310 246193

VOLOS, Fantasy Shop
Galles 40, Tel: 0030 24210 20782

PIREUS, Dragons Eye Store
Flaming 42, Keralatini, Tel: 00302 106929169

PATRAS, Kaisa Patras
Goumari & Simi 24, Tel: 0030 2610625632

CHANIA, Kaisa Chania
73 100, 109 Kydonias St, Tel: 0030 2821080896

PERISTERIOU, Kaisa Peristeriou
Dilou 22, Tel: 0030 2105786707

MAROUSI, Baitle Bunker
Dromyrou 9, Tel: 0030 2102583738

THESSALONKI, Kaisa Thessaloniki
546 22, Skra 4, Tel: 00 30 2310 257 397

ATHENS, Fantasy Shop: Halandri
Kolokotroni & Gani 6, Tel: 0030 210 687396

HUNGARY

SZOMBATHELY, Sarkanyuz
9700, Kossuth L. u. 20, Tel: 00 36 70 31 88615

SZEKESFEHERVAR, Legendak Csomoka
8000 Payer u. 42, Tel: 00 367 9 3057 926

SZEKES, Colledge
9725, Szécs u. 7, Tel: 00 36 20 33 71 501

MISKOLC, Deren
3525, Deyne u. 7, Tel: 00 36 36 411 528

BUDAPEST, Silverland
1030, Lugas u. 40, Tel: 00 361 25 041 57

KRISTIANSDAN, Hobby Huset
Henrik Værgelandsgade 20-30, N-4612, Tel: 38020210

KRISTIANSDAN, Outland Kristiansdan
Møntevangs 24, N-4611, Tel: 38099420

KROKSTADELVA, Helmas Leker
Buskerud Sløstorer Sandstrandve 24, N-3054, Tel: 32679910

LANGESUND, Ringo Tarangers Effi. Per
Torvet 4, N-3970, Tel: 35073662

LARVIK, Ringo Sokrates Lokealand
Torvet 6, N-3350, Tel: 30105437

LILLESAND, Ringo Gammegavensmøst
Strand Gata 6, N-4790, Tel: 37373225

MO I RANA, Ringo Lokehjørnet Mo
Nordahl Gtøys Gt. 2, N-8522, Tel: 75151717

MOLDE, Yes vi leker Leke Jørmøt
Torvet 16/13, Tel: 71212553

MOSJØEN, Brien Frisenfeldt
C.M. Håvsgall 18, N-8651, Tel: 75170170

MOSS, Ringo Trollstuen Leker Moss
Aren Sørveien Drammengt 3, N-1530, 69240565

MOSS, Brien Frisenfeldt
Drammengt 3, N-1530, Tel: 69251290

MYSEN, Brien Saker og Ting
Jernbane gaten 13, N-1850, Tel: 09890194

NARVIK, Brien Leker Center Narvik
Bøttungstua 1, Amfjordveien, N-8514, Tel: 76963472

NARVIK, Ringo Barnes Verden
Kongsngt. 6B-70, N-8514, Tel: 76946505

NESBRU, Ringo Eventyrland
Vegeland Veien 6, N1324, Tel: 66779410

OSLO, Yes Nesodden Bokhandel
Lungen Centrum, Nesodden, Tel: 66911855

OSLO, EB Games
Jernbanetorget 6, 0154, Tel: 22177077

OSLO, Brien Notabene Lambertseter
Langbølgen 5, N-1150, Tel: 22268551

OSLO, Avalon Oslo
Altegt. 29, N0151, Tel: 22333308

OSLO, Outland
Jernbanetorget 1, N-0154, Tel: 22177010

OSLO, Outland Paleet
Karl Johans Gt. 37/43, Tel: 22330410

OSLO, Ringo Thomas Leker
Bergsgateveien 4, N-0153, Tel: 22602250

OSLO, Ringo Vinderen Leker
Siemstadsv. 72, N-0373, Tel: 22496400

OSLO, Brien CC Vest
Lillo Alveveien 16, N-0393, Tel: 22731777

PORSGRUNN, EB Games
Storgt. 70, 3902, Tel: 35512920

SANDNES, EB Games
Kvadrant, Tel: 51631940

SANDNES, O Sealand
Langtun 14, N-4051, Tel: 51661509

SANDVIKA, Hobby Larsen
Sandviks Sløstorer, N-1300, Tel: 67540107

SKI, EB Games
Jernbanetorget 6, 1400, Tel: 64667003

SKI, Brien Tilt-Inn
Jernbanetorget 6, N-1401, Tel: 64657777

SKIEN, Gulset Leker AS
Nyhusva. 14, N-3726, Tel: 35911120

SKIEN, Ringo Bjørns Leker
Løstveit 143/17, Tel: 35523500

SOLA, Ringo Solo Gaver og Leker
Skolestrøms, N-4050, Tel: 51691763

SONDAL, Ringo Segndal Olagmagasin
Sogningstua Sløstorer, N-6851, Tel: 70718600

SORTLAND, Ringo Børns Leker
Skolegt. 18, N-4051, Tel: 76113374

STAVANGER, Vaslefrilikk
Skogveien 12, N-4006, Tel: 51855232

STAVANGER, Outland Stavanger
Kirkens gt 2, N-4006, 51938080

STOKMARKNES, Stokmarknes Aktietrykkeri
Kirkensgt. 12, N-4051, Tel: 76117730

STROMMEN, EB Games
Storveien 5, 2010, Tel: 62818422

STROMMEN, Standard Hobby og Leker
Storveien 5, N-2010, Tel: 63899520

SURNADAL, Ringo Prønsagen
Amfjordveien 10, N-4050, Tel: 71657485

SYKKLYVEN, Ringo Blindheim
Kykveien, 6239, Sykklyven, Tel: 70251029

TØNSBERG, Glødeshuset
O. Langtun 12, N-4051, Tel: 92251707

TØNSBERG, Mia
Fartstus Stredet, Jernbanet. 01, 3110, Tel: 32620180

TROMSØ, Tromsø Bruktbokhandel
Kirket. 6, N-9008, Tel: 77686974

TRONDHEIM, Avalon Trondheim
Kirkens gate 21, 7012, Tel: 73512898

TRONDHEIM, Outland
Munkegt. 58, 7011, Trondheim, Tel: 73250545

TRONDHEIM, Tronderfrim
Sl. Olavs Gt 11, N-7012, Tel: 73208040

TYNSET, Ringo Tynset Bokhandel
Brog. 24, N-2500, Tel: 62460338

VADSO, Brien Vadso
V. Andreassengt. 4, N-9811, 76942229

VINJE, Ringo Vinje
Vinje Midtveg. 38/30, Vinje, Tel: 35071025

ÅLESUND, Ringo Lokealand
Storveien N019, Tel: 70155840

ÅLESUND, Krammerhuset
Langelands v24, Spjølve, N-6022, Tel: 70143770

ÅLESUND, EB Games
Glemmergt. 1, 6001, Tel: 701 267 87

GW OSLO
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LIERSKOGEN, EB Games
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OSLO, EB Games
Strandve 5, 2500, Tel: 228 357 00

KIELCE, Sklep RPG Gracz
25-300, Mala 12 (w tramie), Tel: 0048 507013397

KRAKOW, Bard Centrum Gier
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LODZ, Ajk Firma Kategoria
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POLE, HMS I Computers
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61-802, Sw. Marcina 41, Tel: 48618538277

TORUN, Sklep Papiernicy
67-100, Szpitala 45, Tel: 48560922953

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WARSAWA, Faber Faber SJ
02-515, Pulawska 11, Tel: 48298491265

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02-392, Dzielna 31, Tel: 48226175746

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WARSAWA, Arkana Kioski
Pl. Wilsons 4, Tel: 00 48 22 8398417

WARSAWA, Cykielada
02-777, Aleja Korfmi Edukacji Narodowej 26, Tel: 00 48 601 323 203

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MINSK, Valahovich ent
Ivan Kozak st. Exhibition center CLYMP, Tel: 008029 6358212

MINSK, Valahovich ent
Machovera av 44, Palace of Sports, second floor, Tel: 008029 6544236

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Komsomol'skaya st. second floor, Dom Eyla, 127 474, Tel: 008029 6548426

NOVOSIBIRSK, Icehammer
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SARATOV, Detskiy Mir
Kirm av. 1/63, Detskiy Mir, second floor, gallery, Tel: 64 5840

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Sedova st. b11, third floor, trade center Evrika, Tel: 00812 3321828

TAMBOV, Hobby and Igrushki
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LJUBLJANA, Pri Goblinu
1000, Dolenska Gata 11, Tel: 00386 40832300

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PRETORIA, The Smelly Troll
297 Lynnwood Road, Tel: 0027 0833 0710717

DURBAN, The Hobby Specialists
33 Kensington Square, Tel: 0027 031 594 7036

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JOHANNESBURG, Wizards Warehouse
Luxer level, Eden Vale, Tel: 0027 21 683 0360

JOHANNESBURG, Wizards
Trio Colony Shopping Centre, 345 Jan Smuts Avenue, Craighall Park, 2196, Tel: 27 890 9252

RANDBURG, Otherland
Shop G19 B, Brightwater, Waterpub Rd, Tel: 0027 117941571

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No 4 WBH Centre, 177 Cecile Street, Tel: 00 27 8245890933

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Paviljongen, Bergsgatan 42, 111 56, Tel: 08-211 250

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Affärshuset Holmen Östra Hamngatan 6, 791 71, Tel: 023-122 60

KISTA, EB Games
Kista Galleria, 165 91, Tel: 08-750 65 50

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ESKILSTUNA, EB Games
Christians - Kungsgatan 24, 632 20, Tel: 016-814 500

GÄVLE, EB Games
Nian - Drottninggatan 9, 803 20, Tel: 025-121 800

JÖNKÖPING, EB Games
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Kungälvsg. 65224, Tel: 054 155 10 70

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Lilla torget 572 30, Tel: 0491 170 66

NORRTÄLJE, Fantasybutik
Söderlångavägen 17, 761 24, Tel: 0176 574 00

STOCKHOLM, Dragons Lair
Kungsholmsgr. 8, 112 21, Tel: 08 654 60 50

DEGERFORS, Buskul
Agenavatan 2, 693 30, Tel: 00 48 589 92 034

LIDKÖPING, Brien Lidköping
Fornäs City 531 54, Tel: 00 46 510 289 00

ALVESTA, Lek & Hobby
Kusavägen 5, Torgsgatan 2, 342 33, Tel: 472121750

ÄRLÖV, HobbeX
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ARVIKA, Perry Data
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ASARUM, Lek & Frilid
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BORÄS, EB Games
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Kungsgatan 29, 632 20, Tel: 16130035

ESKILSTUNA, Barnens Hus
Folketskolans 40, 625 10, Tel: 16481138

FÄLKÖPING, MysPys
Storgatan 22-26, 521 42, Tel: 51581150

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GÄLLVARE, Lekia
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Sveavägen Centrum, 134 40, Tel: 857036800

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GÖTEBORG, EB Games Göteborg
Järnlgatan 4, 413 01, Tel: 31241468

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Fornäsveien 41, 411 01, Tel: 3115056

HALMSTAD, EB Games Halmstad
Drottning Kristina Passagen 19, Tel: 35128260

HALMSTAD, Brien-Halmstad
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HÄRNÖSAND, Escape Data
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JÖNKÖPING, EB Games
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KALMAR, Kalmar Lek & Hobby
Södra Långgatan 32, 392 32, Tel: 48024717

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Bergvik Köpcenter Frykman 1, 652 46, 54500830

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KUNGÄLV, Lek & Hobby
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KUNGSBACKA, Lek & Hobby
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KUNGSBACKA, EB Games Kungsbacka
Kungsgatan, 434 24, Tel: 36071210

KÖPING, MD Hobby
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LAHOLM, Leaksokaffären
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LIDKÖPING, Game Maniacs
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LIDKÖPING, Sagoland
Sveavägen 10, 6074, Tel: 13122290

LIDKÖPING, EB Games
Tännefogsgatan 2, 582 28, 13137840

LJUNGBY, Lek-Ljungeby
Eskilsgatan 1, 341 30, 37213481

LULEÅ, Barnens Hus
Barnv. 29, 972 40, Tel: 802230095

LULEÅ, EB Games Luleå
Storgatan 51, 972 31, Tel: 920258702

LUND, Spel på Clemensörget
Norrstorgsgatan 6, 22221, 46127610

LUND, EB Games Lund
Nova Lund, Förlagsvägen 10, 22761, Tel: 46128940

LYCKEBY, Serlusussen
Rökv. 24, 371 52, 45029959

MALMÖ, EB Games Malmö
Hamngatan 3, 21122, Tel: 40230380

MALMÖ, EB Games
Thalng. 5 Förstadsg. 41, 211 43, Tel: 40124550

MALMÖ, Krenprinsen
Kronens Gatan 52, 217 48, Tel: 40910648

MORA, Lek & Hobby
Skåmryp. 33 Nord Köpcentrum, 792 30, Tel: 25071628

NACKA, Amusor
Sirecogatan 10, Terminalgatan 3, 131 34, Tel: 86440540

NORRKÖPING, Brien
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NORRKÖPING, Hobbyhörnan
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NORRKÖPING, Leksokhuset
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Örminge Centrum, 132 00

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SKELLEFTÅ, Lek & Hobby
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Stenungsgr. 444 30, Tel: 0303034

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Kantogatan 13, 115 20, Tel: 86603310

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E-Center, 825 40, Tel: 27014299

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Ludvigsbergsvägen 13, 461 70, 52031879

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Rygsgatan 5 7, 147 38, Tel: 853056011

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UDDEVALLA, Alfreds
Torp Köpcentrum, 451 76, Tel: 92289859

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UMÄ, EB Games Uméå
Västergatan 15, 906 30, Tel: 90701590

UMÄ, Fantasia
Storgatan 44, 903 26, Tel: 90770360

UPPLANDS VÄSBY, Lekia
Dragöve 86, 194 00, Tel: 859030933

UPPSALA, Prisyndet
Kungälvsgatan 39, 753 21, Tel: 18106667

UPPSALA, EB Games
Bredsgatan 4, 753 24, Tel: 18141315

UPPSALA, HobbyGames
Skolgatan 7, 750 02, Tel: 18711590

UPPSALA, Barnens Hus
Bländsgatan 152, 753 23, Tel: 18602670

VARBERG, Spelbutik
Norrstorg 10, 332 41, Tel: 340675610

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VIMMERBY, Kerstins Hus
Södra Indusingsatan 15, 508 40, Tel: 49231188

VISBY, Lektugan
Hussatan 10, 621 57, Tel: 48821950

VÄSTERÅS, Zetterlunds
Storvegatan 33, 722 12, Tel: 021 10 44 01

VÄSTERVIK, Lektugan
Hanns Gatan 38, 593 30, Tel: 49036171

VÄSTRA FRÖLINDA, Toys
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VÄXJÖ, Halja Hilda
Klosterg. 4, 352 30, Tel: 08715 25 01

YSTAD, Tv Spelhörnan
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Marknadsvägen 9, 22026, Tel: 2202149

ÖREBRO, EB Games Örebro
Kärrmanen Drottninggatan 27, 702 22, Tel: 19120140

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GAMING ROOMS

GAMES WORKSHOP CAMBRIDGE

8 Burleigh Street, Cambridge Tel: 01223 313 350

"At the Cambridge Gaming Room, there's something for everyone," says Andy Oldfield, ex-manager of the Enfield Hobby Centre, who now runs Cambridge with Manager Dave Pond.

A popular venue, Cambridge has around 20 gamers on Tuesday and Thursday Games Nights and runs a variety of different systems. It has devoted followings for Warhammer 40,000, The Lord of the Rings, Warhammer and all the Specialist Games.

Andy's mission is to make Cambridge really belong to the gamers – he wants his hobbyists to have a big impact on what happens there. "It's their place," he says. "We have really good communication with our gamers. They influence what games we run and the terrain we make. We also actively encourage hobbyist-run campaigns."

This very strong hobbyist involvement in Cambridge is driven by passionate, enthusiastic staff as Andy attests, "We're all rabid about what we do."



Painting and conversion workshops are a regular feature.



Do battle over the wreckage of crashed space ships.



Protect or lay siege to the borders of fantasy villages.



Fight across blasted cityscapes.



Alex's menacing Mortifactors are heavily converted using additional components and Green Stuff. The models here are part of a 1,500 points army.

HOBBY SPOTLIGHT: MORTIFACTORS BY ALEX CAIRN

Full-time staffer Alex Cairn is an avid fan of the Mortifactors chapter. Not only does he have a fully-painted Warhammer 40,000 army, he also has a 4,000 points Epic force and a 600 points fleet for Battlefleet Gothic.

"I have plans to do them in Inquisitor too," says Alex. Fans of the game may be aware that Deathwatch Battle Brother Artemis is drawn from the Mortifactors Chapter, just part of Alex's inspiration. "I also read about them in Warriors of Ultramar," he tells us.

Alex's distinctive bone armour colour scheme and predominant use of skulls reflects the Mortifactors tendency to covet the skulls of their enemies and has drawn many admirers. "A lot of people ask me how I do the bone armour." The excellent painting standard is matched by the conversions Alex has lavished on his models. "All the Veteran Sergeants are converted from Chaplains for the skull helmets and I've given them all backpacks with skulls as well."

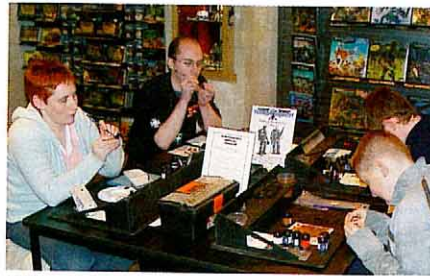
Alex shares his advanced modelling and painting skills with all the hobbyists who come into the Cambridge Gaming Room. "One Sunday out of three is spent doing converting and painting classes. Although you can come in and arrange a time for a tutorial whenever you like as long as I'm in the store," he says.

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



A PLACE FOR EXPERIENCED GAMERS

The age limit on Gaming Rooms gives older gamers a place to play games without distraction. All gamers who attend will have some degree of experience, so you should have no trouble finding a challenging opponent.



YEARS OF EXPERIENCE

When you grow weary of constant battle, you can head to the Gaming Room's special painting area where you can sit and paint while swapping modelling knowhow and old war stories with other hobbyists.



ALL GAMES CATERED FOR

Play the games of your choice. There are tables and scenery for Warhammer 40,000, Warhammer, The Lord of the Rings, Epic, Battlefleet Gothic, Blood Bowl, Inquisitor, Necromunda and Mordheim.



This Reaver Titan is part of Alex Cairn's Epic Mortifactors army, which goes into battle alongside two Warhounds.



Jon Bennet, a key-timer, painted this Plague Marine. It's just part of his converted Nurgle army, which uses a lot of Warhammer Chaos components.

Ben Cartwright painted this High Elf Mage for the store. Notice the glow effect Ben has applied around the orb and sceptre. It's one of his trademark techniques.



Equipped with loads of tables and scenery, our well-appointed Gaming Rooms are the best places to go to play games and enjoy the hobby. You'll find everything you need to fight a great battle, paint, get advice and more.

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

During the week we have to restrict Gaming Room facilities to those over the age of 16, but at weekends the facilities are open to all hobbyists.

Gaming Room Features

- Varied scenery and table set ups for Warhammer, Warhammer 40,000, The Lord of The Rings and all the Specialist Games.
- Dedicated painting areas.
- Special events, battles and campaigns.
- Minimum age of 16 on weekdays.

GAMING ROOMS ACROSS THE UNITED KINGDOM

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- GW Bromley02084 660678
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- GW Cambridge01223 313350
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- GW Chester01244 311967
- GW Dumfries01387 249702
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- GW Glasgow01412 211673
- GW Harrogate01423 564310
- GW Ipswich01473 210031
- GW Liverpool01517 030963
- GW Macclesfield01625 619020
- GW Maidenhead01628 631747
- GW Middlesbrough01642 254091
- GW Newcastle01912 322418
- GW Newport01633 256295
- GW Northampton01604 636687
- GW Poole01202 685634
- GW Shrewsbury01743 362007
- GW Sutton Coldfield01213 543174
- GW Uxbridge01895 252800
- GW Wakefield01924 369431
- GW Worcester01905 616707



All our Gaming Rooms run regular events including classes, campaigns and special games. Each one is different, so ring your local Gaming Room to find out what the staff have in store for you.



HOBBY SUPPLIES

On these pages you will find a selection of some of the Hobby tools and aids Games Workshop produces. These specially made products make the assembly and painting of your models easier.



Side Cutters £7
 Denmark.....kr 90.00
 Norway.....kr 100.00
 Sweden.....kr 100.00
 Euro.....€ 11.00



Set of files £6
 Denmark.....kr 75.00
 Norway.....kr 85.00
 Sweden.....kr 85.00
 Euro.....€ 10.00



Sculpting Tool £3
 Denmark.....kr 40.00
 Norway.....kr 45.00
 Sweden.....kr 45.00
 Euro.....€ 5.50



Tweezers £5
 Denmark.....kr 60.00
 Norway.....kr 70.00
 Sweden.....kr 70.00
 Euro.....€ 8.00



Pliers £7
 Denmark.....kr 90.00
 Norway.....kr 100.00
 Sweden.....kr 100.00
 Euro.....€ 11.00



Pin Vice Set £8
 Denmark.....kr 100.00
 Norway.....kr 120.00
 Sweden.....kr 120.00
 Euro.....€ 13.00



Be careful when using glue. Make sure you read and follow the instructions on the packaging.

Superglue £3
 Denmark.....kr 40.00
 Norway.....kr 45.00
 Sweden.....kr 45.00
 Euro.....€ 5.50



Plastic Glue £3
 Denmark.....kr 40.00
 Norway.....kr 45.00
 Sweden.....kr 45.00
 Euro.....€ 5.50



Modelling Saw and Blades £10
 Denmark.....kr 125.00
 Norway.....kr 150.00
 Sweden.....kr 150.00
 Euro.....€ 17.50



Pin Vice Drill Bit Set £5
 Denmark.....kr 60.00
 Norway.....kr 70.00
 Sweden.....kr 70.00
 Euro.....€ 8.00



Modelling Putty (Green Stuff) £4
 Denmark.....kr 50.00
 Norway.....kr 60.00
 Sweden.....kr 60.00
 Euro.....€ 6.50



Cutting Set £12
 Only available from Hobby Centres.
 Denmark.....kr 150.00
 Norway.....kr 180.00
 Sweden.....kr 180.00
 Euro.....€ 20.00

ESSENTIAL HOBBY TOOLS AND TIPS

GAMES WORKSHOP

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

call: 0115 91 40000

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

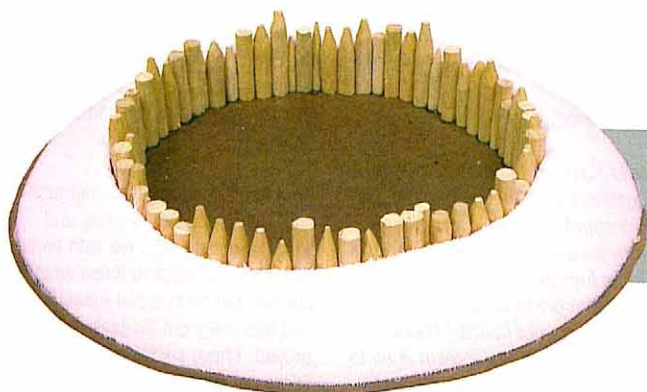
ORC FIGHTING PIT

Orcs love to fight – even against each other! Having a pit to fight in makes it even easier for everyone else to cheer them on. Here is a simple way to make one out of polystyrene and wooden dowels.



STEP 1

Cut the base from hardboard and sand the edges down. Shape a hill from your polystyrene using a hobby knife and sandpaper. Cut the middle out then glue the hill to the base.



STEP 2

Cut some wooden dowels. Carve pointed ends on some of them with your hobby knife. Glue them around the inner wall of the pit. Use different heights and widths to add to the Orcy appearance.

STEP 3

Fill the gap between the spiked wall and hill with PVA glue. Embed and glue rocks to the sides of the hill and glue sand around the hill and inside the pit.



STEP 4

Spray everything with Chaos Black. Drybrush the floor and hill with Bestial Brown followed by Bubonic Brown and then highlight with Bleached Bone. Drybrush the spikes with Codex Grey followed by Fortress Grey and then highlight with Rotting Flesh to give them an aged appearance. Paint the tops of the spikes Desert Yellow and highlight them with Bleached Bone and Skull White. Finally, drybrush the rocks with Shadow Grey followed by Fortress Grey and Skull White.

STEP 5

Glue flock to the hill. Use spear tips from the Goblin sprue to make spikes. Drill holes into random posts and glue the spear tips into place. Add small details such as skulls and discarded weapons in random places. Finish with some Brown and Red Ink blood splashes. Now you're ready to begin the fighting!



FUEL FOR THE FURNACE

Deep in the vastness of the Worlds Edge mountains, far below the snowy peaks, the White Dwarf sits upon his throne within the hall of his secret hold, watching over his minions as they work upon this very publication. As he does so he reads your missives, sometimes guffawing at your bearding foolery, sometimes sinking deep into thought. Whatever Grombrindal thinks, we scribes thank you, for your letters provide us with the fuel for the furnace of our steam-powered printing machine.

GROMBRINDAL'S PICK OF THE MONTH

EXCELLENT MINIATURES

My name is Mikael Silvanto, but to some I am known as 'Migsula' from the Dakkadakka and Bolter and Chainsword forums. As with most gamers, it's a big dream of mine to have some of my models featured in White Dwarf, something that actually almost happened a few years ago. I was invited to the Studio and later interviewed and my models photographed. The army in question was my Tau, but it so happened that Tom Hibberd, who took the pics, moved on from White Dwarf, and Space McQuirk, who did the interview, I haven't heard of since. The last contact was an email 18 months ago saying they hadn't forgotten about me.

I've attached a few pics of models by myself and my right-hand man Marko Parviainen (aka 'Hammer'). We hope you like them.

Mikael Silvanto

Your models are excellent! Here are some of them, in the pages of White Dwarf at last – Guy



A brilliant Inquisitor with henchmen and a Space Marine Sergeant



WHIRLWIND

In the WD305 Chris Kelly was asking for the templates for the classic version of the Space Marine Whirlwind that appeared in WD117. Having recently the conversion work and started painting my second Whirlwind, I happen to have the issue in question. If it's still needed, I would be happy to send a copy.

Tuomas Pakkala

There was a lot of response to this – Yann Head, Al Scott, Kelly Dodds, Pistol Law and David Clarke also wrote in. So, if you'd like the templates Chris, send us an e-mail and we'll put you in touch with one

of them, as I sadly no longer have your address – Guy

LIZARD PALS

In WD304, it said about a doubles tournament, using allies. However it failed to include Lizardmen. Does this mean Lizardmen can take no allies, or is it just a typo?

Alasdair McMillan

It's a mistake. Lizardmen players can ally with Empire, High Elves, Wood Elves, Bretonnians and Dwarfs, who are all 'distrustful', and Dogs of War and Ogres who are 'trusted'. Go to the Events part of the Community section of the

Games Workshop website for more information on tournaments – Guy

GREY OGRES

Just out of curiosity do you know why they decided to paint the GW Ogres grey? I have included two pics of mine, which are painted flesh colour instead.

Martin Brodigan

Hello Martin (Martin and I worked together a long time ago in the GW Hull store). I've had a few pictures from people who have painted their Ogres human flesh tones. The GW Ogres are grey though because, well, they're not human! However, what colour you paint them is up to you. It's your hobby – Guy



Martin's Ogres, headed for muscle beach.

HIM AGAIN...

I've just picked up WD304 and well done on another great issue. I really enjoyed the Iron Lords campaign and the background on Terminators and Graham McNeill's Zealots, another nice touch that makes the Warhammer 40,000 universe a little darker. But enough of all this 'round base' nonsense...

I just finished reading A Tale Of Four Gamers and I have to say that I'm pretty impressed with how dramatically both Paul Scott and Asger Granerud have turned my opinion around since I last wrote. They have both touched the true spirit of the hobby.

With Asger it has been his imagination and willingness to try new things in his army and the hobby. The fact that he is out there

and doing some wacky stuff in terms of conversions and army building is exactly what A Tale of Four Gamers is really about. Okay, so he didn't manage to pull off a great conversion with his Warhammer snood but the Beasts of Nurgle are awesome. It adds to the theme of Asger's army but also reinforces the presence of the Great Unclean one in the Warhammer universe.

Paul Scott has struggled, not just with the basics like painting and troop selection, but also with being disciplined enough to finish what he started. But he stopped moaning and has really got his teeth into the project. I have enjoyed seeing him come up with some simple and effective conversions. The River Patrol and Mathilda are really great examples of this! Nice one Paul (must not comment about the witch must not comment on the...!).

Steve's article on Undead tactics has given the type of insight all hobbyists are looking for – ways of creating tactics and thinking about defeating such armies on the tabletop. Steve has given me some things to think about the next time I face Undead.

So that just leaves me to say that yeah, fair point, everyone approaches the hobby in a different way and as a result it adds to the fun. I've really enjoyed A Tale Of Four Gamers because of this. Well done and fair comment!

Marc Bevan

You may remember Marc wrote in a while ago about To4G (WD304), and was a little critical. He wrote in again, but I couldn't print his letter as he was just very mean!

I'm glad that the gamers have gone up in your estimation though, and I am happy you enjoyed the rest of the series – Guy

BACK TO BASICS

Reading Guy's editorial in WD305 got me in the mood for a change. I have been playing Warhammer 40,000 since Space Hulk was originally released and have always painted bases in either traditional green flock or the 'modern' Imperial grey sand schemes. But I recently managed to visit the GW in Wolverhampton. After sitting with the staff there and having a good drool over the new Tyrannid Carnifex they were painting, I got onto the subject of basing models. This was when the revelation took place!

After a quick demo by the staff, my new Cadian platoon is now based in a quick, simple and strikingly contrasting way. Using the usual PVA glue and sand mix, a quick wash of 1:1 Flesh Wash and water, then finally random blobs of static grass have all combined to make my run of the mill Guardsmen look presentable to the gaming public. Ramble over. It's refreshing to see that even though I have been in the hobby for nearly 20 years a chat with someone who has the same level of enthusiasm about their hobby can lead to a new direction or a rethink.

Keep inspiring, and many thanks.

James Maliska

Yes, but will you ever paint a base puce? – Guy

OLD ORCS

Further to recent pictures of old GW models, and comments on painting quality and who actually painted them, I have attached some pictures of a couple of old figures from my collection. I think they're painted pretty well, and I painted them!

Tom Mainprize



Here are Tom's Orcs, a couple of classic Marauder miniatures.

GAMES WORKSHOP UK ONLINE

LOG ON

Owen: It's September, which can mean only one thing – Games Day! Games Workshop's flagship event has changed venue to the NEC. One thing I'm looking forward to this year is the Bring and Battle stands and seeing people's armies. During the day White Dwarf will be reporting on the event by getting stuck in. We'll also be publishing the day online, so if you can't make it, you can still see some of the fantastic stuff going on. Log on. See you there!

Owen Rees, Online Editor

RELATED LINKS

Building Moria

This month's Battle Report, with The Fellowship trying to escape the Mines of Moria, has some great terrain articles online. Making Moria Pillars and Building the Mines of Moria can both be found on the Dwarves homepage:

www.games-workshop.co.uk/dwarves

Vampire Special Characters

Heinrich Kemmler's invasion of Athel Loren is recounted this issue. You can add even more variety to your campaigns with other Undead Special Characters. Remember to ask your opponent first!

www.games-workshop.co.uk/vampirecounts/special-characters/

Warhammer 40,000 Terrain

If you were inspired by this month's War Zones article, why not take a look at the wealth of advice on building terrain for all our armies on the Warhammer 40,000 terrain page.

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

IN THE MAKING

The Knights of Dol Amroth get a makeover!

Owen: I couldn't resist painting some Knights of Dol Amroth in a Gondorian paint scheme for my army. I reason that mine had been garrisoned in Osgiliath during The War of The Ring by Imrahil to help Faramir and his Rangers fight back against the forces of Darkness, and thus they wear the uniforms of the White Tower.



Owen's Knight painted in a Gondorian colour scheme to match his force.

THE INBOX

"Why are you always publishing archive articles and not new ones?"

Owen: We want to give every major force in each of our games systems a fair amount of coverage, and the best way to build sections that support all the different armies and cover every aspect of the hobby is to use the White Dwarf archives and the articles created by our central web team. This means we can publish a number of articles a week; ensure that they are of a decent quality and that they are relevant to the latest releases and events.

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THE WEB TEAM

Owen Rees Online Editor
Rik Turner Web Developer

WHISPERS FROM THE CHAOS WASTES

Damien Kennedy... **David Hughes...** Sorry, you'll have to wait until those are updated. **Maxwell Kirwin...** **Joshua Sutton...** **Dr Gavin Hughes...** We don't publish historical stuff, but try getting in touch with Warhammer Historical. **Ralf Ptok...** **Margo Grigoryan...** For jobs at GW, keep your eyes on the website vacancies section. **David Howie...** That was a cool story. **Tony Cole...** Nice scenario. **Michael Marriott...** if your opponent agrees, you can do what you like. **James Buchanan...** Fair enough. **Christopher O. Sørlie...** **Michael Calvert...** **Oscar Eriksen...** We'll bear what you say in mind; **Scott C...** **Mike Redfern...** **Max O'Connell...** Can't tell you that. **Marcin Gerkowicz...** **Louie Hill...** It does count! **Kyle Hews...** **Carl King...** For that kind of thing, you really need to write to Games Development. **Nick Johnson...** We won't. **Pete Coleman...** And why wouldn't Guy be my real name? **Russell Rainford...** The Tau's technology is different, that's why. Also, we can't possibly tell you that. **Stephen Farthing...** Hope your Marines did well at the Conflict!

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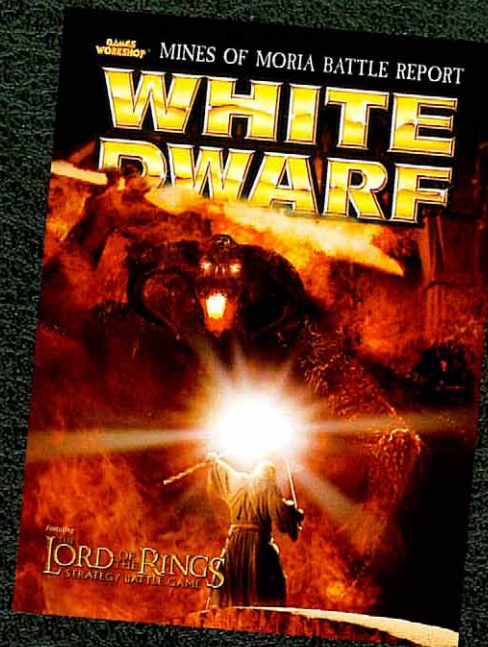
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WD309

Venture to Dark Places

More varied than the courses in a fat Halfling's wedding feast, the articles in *White Dwarf* 310 are a veritable cornucopia of hobby delight! Black Templars, Orks, Wood Elves, Gnoblar and Empire all feature next month, alongside masterclasses the likes of which have rarely been seen before! Learn how to paint faces with Golden Demon Winner Matt Parkes, thrill at our additional Kill-team rules for Warhammer 40,000, and immerse yourself in hobby advice for converting *The Lord of the Rings* Captains! Don't read it at all at once or your head will explode, surely! No hobbyist was designed to take so much excitement.



THE LORD OF THE RINGS

- **The Mines of Moria – A Battle Report** following the scenarios from the new boxed set!
- **Balin's Tomb** – A quick and easy way to build a stunning version of the Chamber of Mazarbul.
- **PLUS** More battle tactics, build the ruins of Osgiliath, convert your captains, and new scenarios!



WARHAMMER

- **Dark Places** – A Warhammer Chronicles that allows you to use the Lustria rules in any of the Warhammer World's forests.
- **Gnoblar Hordes** – Everything you ever wanted to know about Gnoblar, but considered them too far beneath your station to ask. Includes an examination of Gnoblar culture (such as it is) and a full army list!



WARHAMMER 40,000

- **Black Templars** – The most righteous servants of the immortal God-Emperor previewed.
- **Masterclass showcase** – Amazing Space Marine models by master painters displayed.
- **Chapter Approved** – Additional Kill-team rules from the depths of the Studio Scriptorium.



All information correct at time of going to press.

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