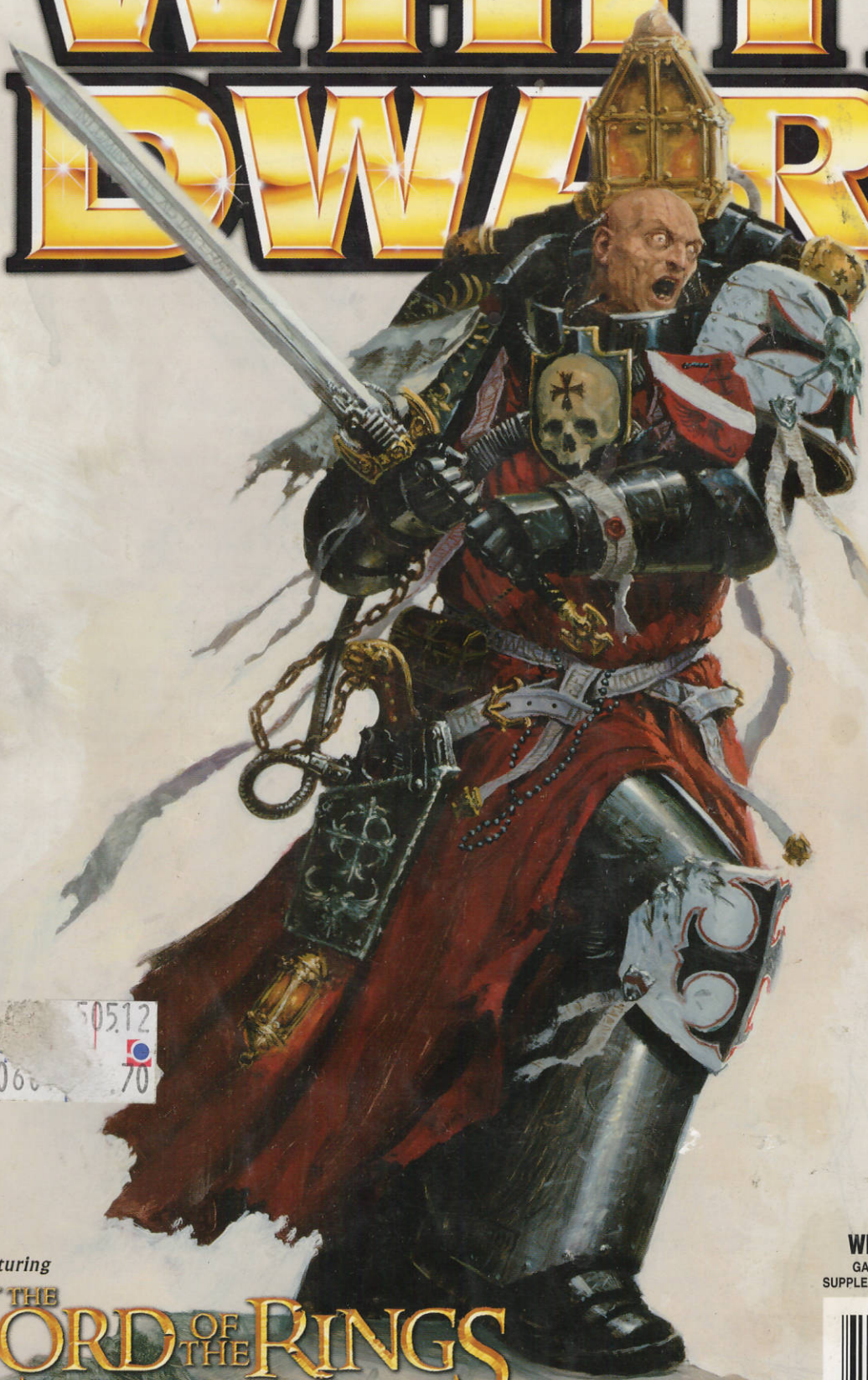


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312 December 2005

EDITORIAL

Editor: Owen Rees
Designer: Christian Byrne
Journalist: Nick Kyme
Developer: Rik Turner

CONTRIBUTORS

Gavin Thorpe, Alessio Cavatore, Anthony Reynolds, Graham McNeill, Andy Hoare, Pete Haines, Mathew Ward, Phil Kelly, Dominic Murray, Jervis Johnson, Steve Cumiskey, Mark Jones, Adrian Wood, Andrew Stewart, Matthew Hutson, Sean Turtle and Michelle Barson.

WHITE DWARF REPROGRAPHICS

Dave Musson, Sean Cutler, Simon Burton and Kris Jagers.

ARTWORK

John Blanche, Alex Boyd, Paul Jeacock, David Gallagher, Nuala Kinrade, Paul Dainton, Neil Hodgson, Karl Kopinski, Stefan Kopinski, Alun Davies and Mark Gibbons.

CITADEL DESIGN TEAM

Jes Goodwin, Brian Nelson, Juan Diaz, Aly Morrison, Alan Perry, Michael Perry, Trish Morrison, Mark Harrison, Alex Hedström, Mike Anderson, Colin Grayson, Dave Thomas, Dave Andrews, Tim Adcock, Gary Morley, Steve Saleh, Martin Footitt, Seb Perbet and Felix Paniagua.

'EAVY METAL TEAM

Keith Robertson, Neil Green, Anja Wettergren, Kirsten Williams, Neil Langdown, Darren Latham, Fill Dunn and Pete Foley.

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COVER ART

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EDITORIAL



Owen Rees

Owen: Now I'm in trouble – Guy's gone! I have to say, he left his 'command chair' a bit warm. Knowing his devious Goblin mind it was probably flatulence. Some leaving present old bean, cheers.

Guy's act (and Paul's too) are tough ones to follow. He made a big difference to White Dwarf – sectionalising it, adding a letters page and the plethora of hobby tips and toy soldiers thrust into this venerable tome are some of the many improvements which really stand out for me. The upshot? White Dwarf is the best it's ever been. But like all things, we can make it better and this is just what I intend to do, without sacrificing the innovations of my predecessors.

KNOWING ME, KNOWING YOU

A lot of you will have seen me about in the hobby community and also in these very pages. So who am I? I suppose I'd best introduce myself. I've been a hobbyist for thirteen years and working for Games Workshop for six. I've worked in our Hobby Centres in Yorkshire and Newcastle (hello Alex and Gary!), in the Design Studio and on the Web Team. In fact working for Games Workshop is the only job I have ever had – the best of all possible jobs for a hobbyist!

I (like Guy) am a 'proper Northerner', hailing from Sipton in the Yorkshire Dales. You can start a conversation on the finer points of bitter with me that will last for some time. I also rather like my 'boats'



One of Owen's Assault Space Marines and Rick's Blood Ravens Scout.

(as my fellow Dwarfers call them) or rather Ships of the Line, from the Nelson era and I am rather enjoying the bicentenary celebrations for the Battle of Trafalgar (21st October 1805) this year – huzzah!

Never mind all this nonsense though – what about my armies! My favourites are the Imperial Guard, Empire and Gondor. But it's the Dark Angels that are top of the heap though. They are the first force I ever collected and remain the army I get most excited about. Currently I am finishing off my Imperial Guard Drop Troops, the Tahnelian 374th, with the aim to do an entire company of them – I am not far off, either.

TALENT SCOUTING

Speaking of Dark Angels, I must get some of the new plastic Scouts released this month! They are fantastic. Rik, our Web Developer, has already painted some (he was pretty jammy and blagged them early) and you can see his full Blood Ravens Scout squad on page 49. Perhaps a Kill-team for my Dark Angels 5th Company is in order?

GRAND DAY OUT

The other article this month which I am rather fond of is the Tournament Play piece on page 56. I play in the Warhammer 40,000 Grand Tournament every year (I attended Heat 3 this year). They are tremendous fun and this article gives you a great idea of the camaraderie and fun to be had at them – not to mention the tactical cunning, great armies and ideas generated as a result of participating. It's not just Warhammer and Warhammer 40,000 players who get all the fun either – with the War of the Ring campaign this summer (results on page 98), plenty of players will no doubt have sizeable forces of Good and Evil – I thoroughly recommend The Lord of The Rings Grand Tournament to test your mettle. See page 120 for full details!

Owen

Owen Rees
Editor

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Heft your hammer, the Dwarfs are mustering out.

NEW RELEASES



DEMON OF THE ANCIENT WORLD

BALROG

Years ago, when Dwarves still inhabited Moria, they dug too deeply and too greedily into the earth. They awoke shadow and flame, a dreaded Balrog – a demon of the ancient world. A horrifying creature armed with a flaming whip, few can stand against the Balrog and live.

Sculpted by Alan Perry, Michael Perry & Steve Saleh, this boxed set contains 1 Balrog.

This model requires assembly.

| | |
|---------------|---------------|
| BALROG | £35.00 |
| 99111499050 | |
| Denmark | kr 250.00 |
| Sweden | kr 300.00 |
| Norway | kr 300.00 |
| Euro | 35.00 |

RELEASED SATURDAY 3RD DECEMBER



2 NEW RELEASES

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BEHIND ENEMY LINES!

Check out all the upgrades on the new Space Marine Scout plastic sprue.

SPACE MARINE SCOUT SQUAD

Although Scouts are lightly equipped, they are trained to clear the way for the Space Marines, secure vital strongpoints and survey the enemy's firepower.

This boxed set contains 5 Space Marine Scouts, sculpted by Brian Nelson and Mark Harrison.

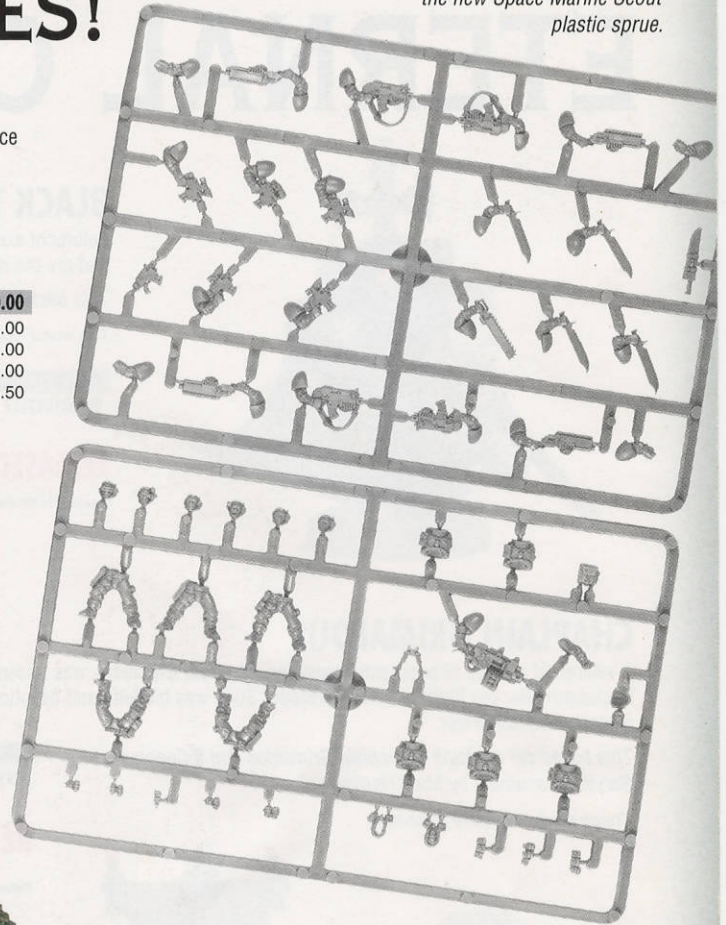
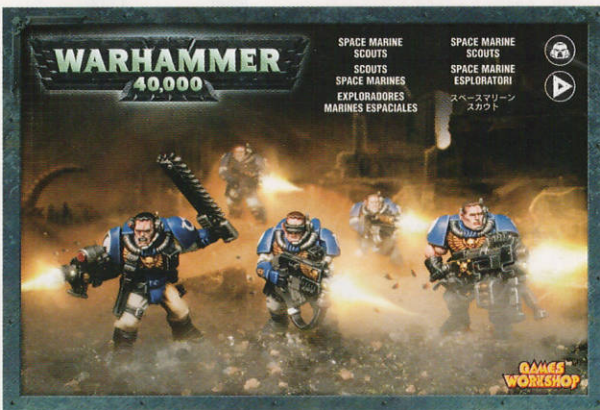
These models require assembly.

SPACE MARINE SCOUT SQUAD
99120101036

£10.00

Denmark kr 125.00
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Euro 17.50

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A Black Templar Crusader squad including the new plastic Scouts.

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NEW RELEASES

ETERNAL CRUSADERS



BLACK TEMPLARS HIGH MARSHAL HELBRECHT

Helbrecht exemplifies the qualities of stubbornness and unswerving loyalty to the Emperor that are the hallmarks of the Black Templars Chapter.

This blister pack contains 1 High Marshal Helbrecht, sculpted by Dave Thomas.

This model requires assembly.

BLACK TEMPLARS HIGH MARSHAL HELBRECHT £9.00
990601013117

| | |
|---------|-----------|
| Denmark | kr 100.00 |
| Sweden | kr 120.00 |
| Norway | kr 120.00 |
| Euro | 13.00 |

RELEASED SATURDAY 26TH NOVEMBER*

Released in Northern Europe 03/12/05.

CHAPLAIN GRIMALDUS

A veteran of a score of successful crusades, Chaplain Grimaldus was raised from his Marshal's Sword Brethren and inducted into the mysteries of the Reclusiam after the Battle of Fire and Blood. Such was his faith and devotion to the Emperor that the Chaplains saw in the young Grimaldus the makings of a powerful warrior priest.

This boxed set contains 1 Chaplain Grimaldus and 3 Cenobyte Servitors, sculpted by Mark Harrison.

These models require assembly.

CHAPLAIN GRIMALDUS £15.00
99110101320

| | |
|---------|-----------|
| Denmark | kr 200.00 |
| Sweden | kr 250.00 |
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| Euro | 27.50 |

RELEASED SATURDAY 10TH DECEMBER*

Released in Northern Europe 17/12/05.



TERMINATOR CHAPLAIN

The spiritual leaders of the Space Marines, Chaplains are terrifying and sinister figures of holy purity, garbed in black power armour as befits such bringers of death.

This blister pack contains 1 Terminator Chaplain, sculpted by Juan Diaz.

This model requires assembly.

TERMINATOR CHAPLAIN £7.00
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***AVAILABLE INSTORE WHILE STOCKS LAST**

BLACK TEMPLARS RHINO

The Rhino is the ubiquitous Space Marine vehicle turned out in vast numbers by Chapter armouries throughout the galaxy. It is also the basis for many variants and field conversions.

This boxed set contains 1 Black Templars Rhino, sculpted by Tim Adcock, Dave Thomas and Colin Grayson.

This model requires assembly.

BLACK TEMPLARS RHINO

99120101041

£18.00

Denmark kr 225.00
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Norway kr 270.00
Euro 30.00

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Released in Northern Europe 03/12/05.



BLACK TEMPLARS SWORD BRETHREN SQUAD

The greatest warriors in a Fighting Company will be organised into the Marshal's household, the equivalent of a Codex Chapter's First Company. Known as the Sword Brethren, these mighty Space Marines are legends of the Chapter's history, and it is every Black Templar's ambition to become one of its elites.

This boxed set contains 5 Sword Brethren, sculpted by Dave Thomas.

These models require assembly.

BLACK TEMPLARS SWORD BRETHREN SQUAD

99110101318

£15.00

Denmark kr 200.00
Sweden kr 250.00
Norway kr 250.00
Euro 27.50

RELEASED SATURDAY 10TH DECEMBER*

Released in Northern Europe 17/12/05.



BLACK TEMPLARS SWORD BRETHREN

This blister pack contains 2 Sword Brethren, sculpted by Dave Thomas.

These models require assembly.

BLACK TEMPLARS SWORD BRETHREN

99060101318

£6.00

Denmark kr 75.00
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Euro 10.00

RELEASED SATURDAY 17TH DECEMBER*

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SONS OF GRUNGNI



AVAILABLE A MONTH BEFORE THE MAIN RELEASE!

DWARF ARMY SET

To the east of the Empire are the Worlds Edge Mountains. Here, between the so-called civilised lands of Men and the desolated regions of the Dark Lands, are the ancestral holds of one of the most ancient races of the Warhammer World – the Dwarfs.

This boxed set contains 1 Dwarf Lord, 1 Dwarf Runelord, 1 Dwarf Engineer, 1 Dwarf Army Standard Bearer, 32 Dwarf Warriors, 16 Dwarf Thunderers, 10 Dwarf Slayers, 1 Dwarf Cannon and 1 Dwarf Grudge Thrower, sculpted by Aly Morrison, Colin Grayson, Tim Adcock, Martin Footitt, Mark Harrison and Felix Panaguaia.

These models require assembly.

| DWARF ARMY SET | £120.00 |
|----------------|------------|
| 60110205095 | |
| Denmark | kr 1600.00 |
| Sweden | kr 1900.00 |
| Norway | kr 1900.00 |
| Euro | 210.00 |

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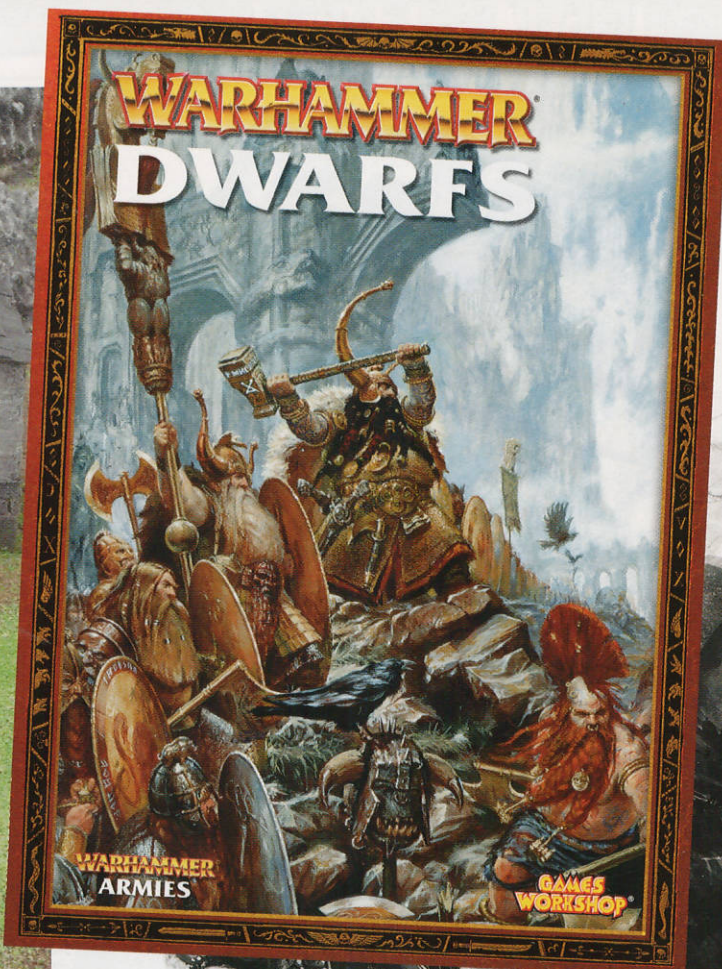


6 NEW RELEASES

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The new Cannon kit can also be used to build an Organ Gun.



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NEW RELEASES



CODEX: SPACE MARINES SPECIAL EDITION

Codex: Space Marines Special Edition is for all true devotees of the Adeptus Astartes. Hardback and sheathed in a decorative carry case, this tome is a must for collectors and Space Marine players alike.

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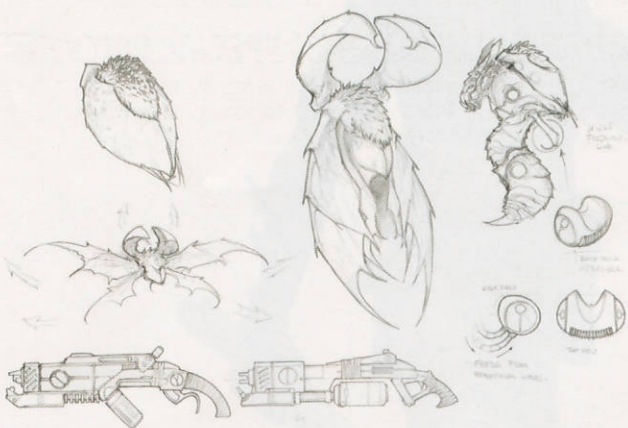
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Norway kr 70.00

Euro 8.00

RELEASED SATURDAY 10TH DECEMBER

Released in Northern Europe 17/12/05.



The insectoid Stingwing models, including a Strain Leader wearing a communion helm.



Concept art for the new models. This was the final design from a plethora of different alien ideas!



INSECTOID MENACE

PURE AND LOYAL SERVANTS OF THE EMPEROR OF MAN BEWARE AS A NEW ALIEN RACE EMERGES IN THE 41ST MILLENNIUM...

Vespids Stingwings are the latest creatures to join the cause of the Tau. This new alien breed will feature in the forthcoming Codex: Tau Empire. "Vespids are the planet they're from," explains Andy Hoare, author of the coming book, "and Stingwing is their troop type. They are a Fast Attack choice in the army."

Stingwings are an auxiliary race of the Tau, in much the same way as Kroot but with important differences.

"Kroot are essentially mercenaries," says Andy, "whereas the relationship the Vespids have with the Tau is more of an ideological investment." So, unlike the Kroot who fight because they're paid, the Vespids fight for the Greater Good.

The Vespids are alien, even to the Tau, and communication between the two races is only affected by means of technology.

"The Tau use a communion helm to communicate with certain Vespids leaders," Andy tells us. In game terms, this artefact boosts the Leadership of the wearer, but without it the Vespids become disorientated and are likely to flee from battle.

Tau technology extends to other aspects of the Vespids too, "We wanted them to look like they're integrated in the Tau empire; they've got weapons that are deliberately a mix of Tau tech and something else," Andy explains, adding, "and they wear Tau manufactured armour as well."

Shades of both cultures come through in the exquisite new models you can see above (designed by concept artist Roberto Cirillo and sculpted by Juan Diaz). For more on this and the forthcoming Codex, keep watching the White Dwarf News section and more will be revealed in due course.

GLORY IN DEATH

Wage brutal battles across blasted battlefields, crush your enemies and build your conquering forces – all this in the palm of your hand...

Glory in Death, the new turn-based tactical war game for the N-gage based on the Warhammer 40,000 universe, allows you to do this and more. Choose from four playable races; Space Marines, Chaos Space Marines, Orks or Eldar and fight through four interwoven campaigns.

Battlefields with such diverse hostile environs as ice worlds, jungles and deserts are all available to fight over in numerous mission types, some of which will be familiar to Warhammer 40,000 players, including: Cleanse, Ambush, Bunker Assault and many, many more.



Build your forces from over 60 different types of squads from the Warhammer 40,000 universe and save your army for future battles.

Glory in Death is only available on N-gage and is a truly remarkable way to experience the excitement of the



Warhammer 40,000 universe in your hand. Check out the screenshots below and prepare to be dazzled! For more details see: www.gloryindeath.com

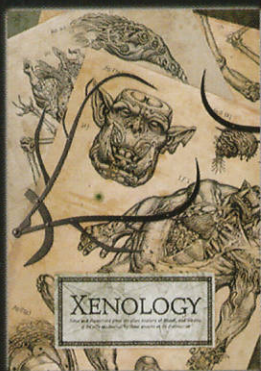
"The Universe is a scary place, and it's in your pocket."



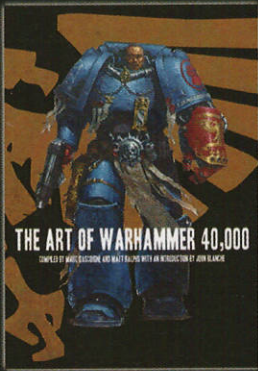
BL PUBLISHING



NO BUCKLE LEFT UNSWASHED
Dan Abnett is hastily finishing work on his latest novel. *Fell Cargo*, released in February, tells the tale of Captain Luka and his crew as they hunt down the infamous Butcher Ship and its undead crew. For anyone familiar with Dan's *Fell Cargo* characters, or anyone who likes pirates, this dark fantasy tale of swashbuckling on the Warhammer seas should set pulses racing!



ALIEN AUTOPSY
Collected from the alien menagerie of a twisted Inquisitor, *Xenology* is an indispensable sourcebook for all you Ordo Xenos out there and anyone interested in the myriad alien races found in the Warhammer 40,000 universe. Packed with all-new illustrations, *Xenology* is written by Si Spurrier, the author of *Fire Warrior* and *Lord of the Night*.



VISIONS OF A GRIM FUTURE...
The Art of Warhammer 40,000 is our big, upcoming release, celebrating the grim darkness of the far future. This massive hardback book is packed with over 200 pages of illustrations by some of the best artists in the industry, along with interviews and much more. Expect to see all the memorable art that has shaped the universe of the 41st millennium in this deluxe artbook.

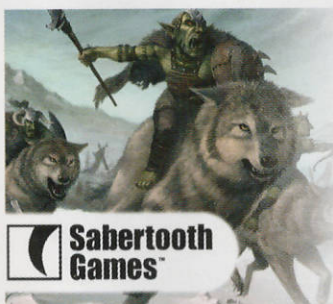
START A CLUB!

Setting up a club is a lot easier than it might at first seem. The great advantage of being a member of a club is that you can play what you want and how you want.

The UK Community team is committed to providing support and advice for people wanting to set up and run clubs. They also work closely with the Gaming Club Network, an independent body of clubs with vast experience of setting up and running clubs.

The Community team has produced a guide pack on how to start a club, including such things as how to find venues, club finances and getting in touch with other clubs in your area.

If you would like to know more about setting up a club or the Gaming Club Network, or club information in general, call our Community Advisor on 0115916 8380 to get hold of your free pack.



Sabertooth Games

WAR IS ON THE CARDS

Want a Warhammer army that fits in your pocket? Look no further than WarCry, the Warhammer collectable card game. This Spring brings a new base set for WarCry in War of Attrition. In its third year of publication, there has never been a better time to get into the Warhammer CCG, as this new set collects all the best cards from the last thirteen expansions. That's over 280 cards to collect!

War is brewing in the Pyrus sector, too. As Chaos and the Orks rampage across the stars, the forces of the Imperium and the ancient Eldar struggle to gain control. Hope's Twilight is a brand new expansion for Dark Millennium, the Warhammer 40,000 Collectible Card Game, and introduces the Daemonhunters and Emperor's Children into the ever-expanding storyline.

www.sabertoothgames.com



CONFLICT EVENTS EVOLUTION

Changes are afoot in the Games Workshop Events Calendar. Specifically we're honing Conflict Events so they're better than ever, packed to the gunwales with the best of gaming, painting and loads of other hobby activities. There will now be three events hosted at the following venues during 2006:

- Scottish Conflict – Glasgow*
- Northern Conflict – Manchester*
- Southern Conflict – London*

WHAT GOES ON AT A CONFLICT?

Doubles Gaming
Due to their massive popularity the Warhammer, Warhammer 40,000 and The Lord of the Rings tournaments will be moving to the Doubles format. This means more flexibility and the opportunity to discuss tactics with a friend, so it's never been better to play in a tournament.

Participation Gaming
As ever at Conflicts, we will have the best participation games in the UK. Whether

you want to battle against Titans or storm the fastness of Isengard, there will be wargames action to satisfy your hobby desires.

Pre-Releases
You will be able to get your hands on some prime pre-releases, available around one month before their general release. Imagine your friend's envy when you walk into your Hobby Centre or gaming club with the latest miniature before they've even seen it in White Dwarf!

Painting Competition
Want to show off your

brushmanship? Working your way up to a full-scale assault on the Golden Demon awards? Conflicts are the perfect place to do it. The Conflict Painting Competition, which is by no means easy to win, is a little more informal than Golden Demon. It's a great way to hone your skills and build your confidence too, for future painting competitions.

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The Scenery Area is the perfect way to improve your terrain building. Experts will demonstrate how to make a variety of terrain. Arrive

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From the plethora of great stuff above, it's clear to see that Conflicts in 2006 will be the best ever. Come along to this vast array of hobby activity. To get hold of a ticket, contact Direct or visit your local Hobby Centre.

**Tournament Ticket: £40 (one Doubles ticket covers two people).
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For further details watch the Events section of the website.
(*dates to be confirmed)

www.games-workshop.co.uk/events

With the festive season almost upon us, it's an ideal opportunity to stock up on all the latest kit ready for a new year of wargaming. These are just a selection from the Games Workshop hobby range, much more is available from your local Games Workshop hobby centre and on the internet at www.games-workshop.co.uk

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NEW!

▶ ARMY CASE

Twice the size of a standard Figure Case, and with twice the capacity, this shock-resistant moulded plastic case comes with six foam tray inserts: enough to fit an entire army. Its capacity, combined with a handy carrying strap, means you shouldn't have any trouble transporting your army to games and events.

Army Case £50.00
*Models not included

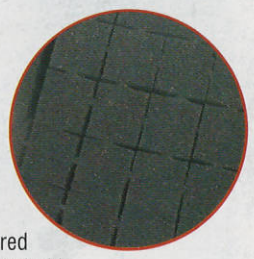


NEW!



◀ TANK CASE

Similar in design to the Figure Case, the Tank Case features distinctive red latches and new customisable foam inserts (see pictured right). It can comfortably hold four Leman Russ tanks as well as many other combinations of large models, such as one Land Raider, one Predator and two Rhinos. However, the versatile foam inserts allow large, awkwardly shaped models, from Scraplaunchers to Hive Tyrants, to be kept secure.



Tank Case £30.00
*Models not included

WAR EQUIPMENT FOR 2006



◀ CHAPEL OF SANCTUARY

This awesome hand-painted model of a ruined chapel comes complete with smashed stained glass windows and bullet-riddled stonework. An evocative slice of the Warhammer 40,000 universe, this terrain piece is ideal both for presentation and for gaming.

Chapel of Sanctuary £20.00

*Model shown for scale purposes only

▶ CITADEL MASTERS PAINTBRUSH SET

This new boxed set of brushes is specifically designed for display and competition painters. Although talent and hard work are what makes these painters masters, the quality of your tools helps a lot, and can make the difference between winning a gold trophy at Golden Demon or a silver one. These brushes have all been specifically chosen for painting highly detailed single miniatures, and are of the same quality as those used by the 'Eavy Metal team.

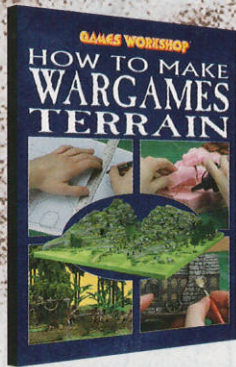
This set is ideal for anyone who yearns to refine their technique and push the quality of their finished models to the next level. If you are a great painter, the Citadel Masters Paintbrush Set will help to make you one of the best!

The Citadel Masters set includes:

- Masters Fine Detail Brush
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- Masters Standard Brush
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- Soap
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Masters Paintbrush Set £75.00

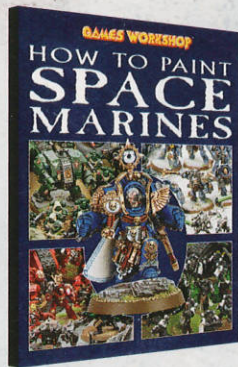




▲ **HOW TO MAKE WARGAMES TERRAIN**

Fully illustrated throughout, *How To Make Wargames Terrain* clearly explains how to build your own terrain pieces, whatever your level of experience. This is an indispensable guide for anyone wanting to learn more about creating terrain for the gaming table.

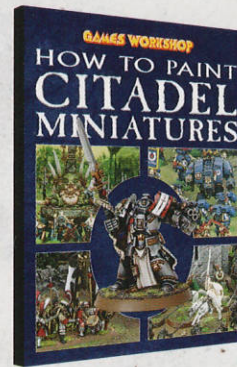
How To Make Wargames Terrain £15.00



▲ **HOW TO PAINT SPACE MARINES**

This hobby book is a great resource for all Space Marines players. Detailing a number of painting techniques, this book features a comprehensive guide of 100 Space Marine colour schemes, as well as explaining how to create your own Chapter colours.

How To Paint Space Marines £12.00



▲ **HOW TO PAINT CITADEL MINIATURES**

Covering a variety of methods and materials that can be applied to all Games Workshop models, *How to Paint Citadel Miniatures* provides an in-depth introduction and guide on how to assemble and paint Citadel miniatures.

How To Paint Citadel Miniatures £12.00

▶ **FLAT DRYBRUSH**

A new addition to the Citadel range, this brush is ideal for drybrushing larger miniatures, such as tanks, monsters, and terrain.

Small Flat Drybrush £7.00

Large Flat Drybrush £10.00



NEW!

▲ **MODELLING SNOW FLOCK**

Whether basing your army or building terrain this recent addition to the Citadel range of modelling materials is ideal for recreating inhospitable snow-bound battlefields.

Snow Flock £4.00

▼ **CITADEL SUPERGLUE**

This new brush cap superglue makes modelling easier by providing a practical and accurate way to apply glue to your models.

Citadel Superglue £3.00

NEW!

NEW!

■ **PAINT STATION**

A paint station is an excellent way to keep all your paints and modelling equipment together while providing a suitable surface on which to do all your work.

Paint Station £18.00

*Tools, paints, brushes and miniature sold separately.





▲ MEGA PAINT SET

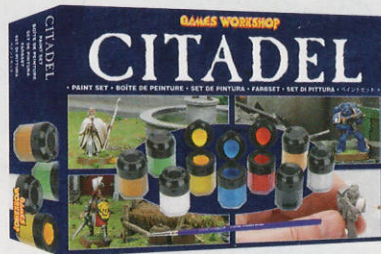
This updated Mega Paint Set boasts all 65 paints and inks from the current Citadel colours range, plus a selection of brushes, glue, flock and paint pot labels. All of this has now been bundled into a smart metal carry case to make the ultimate paint set for serious hobbyists.

Mega Paint Set £150.00

▶ CITADEL PAINT SET

This box contains a brush plus all the colours that you'll need to start painting Citadel miniatures.

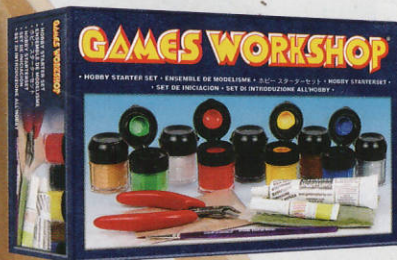
Citadel Paint Set £15.00



▼ HOBBY STARTER SET

This Starter Set contains: nine paints, one paint brush, plastic glue, PVA glue, a pair of clippers and two types of flock; making it great for new hobbyists and those looking to expand their paint and modelling collection.

Hobby Starter Set £25.00



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WHAT'S IN STORE THIS CHRISTMAS



WITH CHRISTMAS FAST APPROACHING ALL OUR HOBBY CENTRES ACROSS THE UK WILL BE PROVIDING SOME EXTRA SERVICES TO HELP YOU THROUGH THE BUSY CHRISTMAS PERIOD.

LONGER OPENING HOURS

To help you beat the rush, we are opening our Hobby Centres for longer during the run up to Christmas. Ring your nearest Hobby Centre for details, however for most of our stores opening times will be:

| | |
|-------------------|------------------|
| Monday to Friday: | 10.00pm – 6.00pm |
| Saturday: | 9.00am – 6.00pm |
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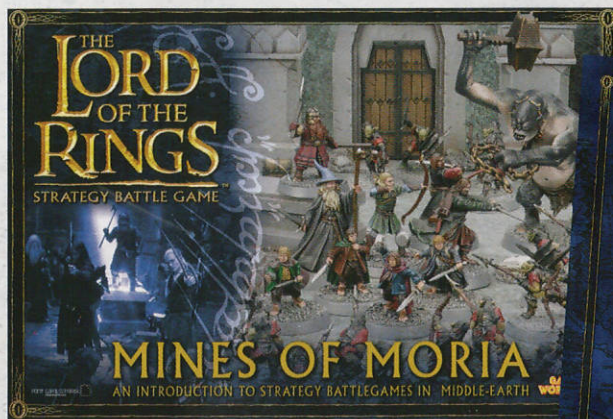
Hobby Centres will also be open late one day in the week (this will usually be a Thursday), why not come in early and our staff can get you a coffee while they sort out your list.

SHOPPING DROP OFF

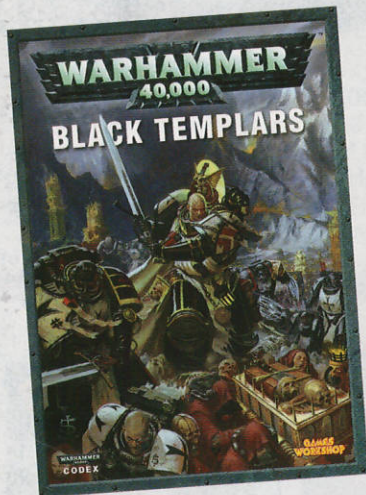
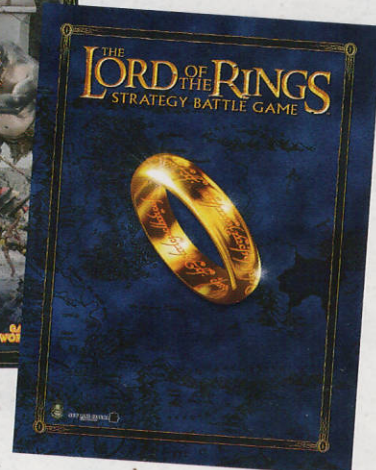
Let us ease the Christmas slog. Drop off any of your shopping with us and we'll look after it for you until you are ready to head home.

WISH LISTS

Visit any of our Hobby Centres today and our expert staff can help you create the perfect Wish List to give to friends and family. The free Christmas Gift Guide, available in store, includes a ready-made Wish List with all the great boxed sets and hobby essentials. If you're buying a present for someone with a Wish List or a gift in mind, we'll zip round the shop and pick up everything for you while you relax and have a cup of tea, free of charge! You can even ring ahead and we'll have your order ready for you when you arrive.



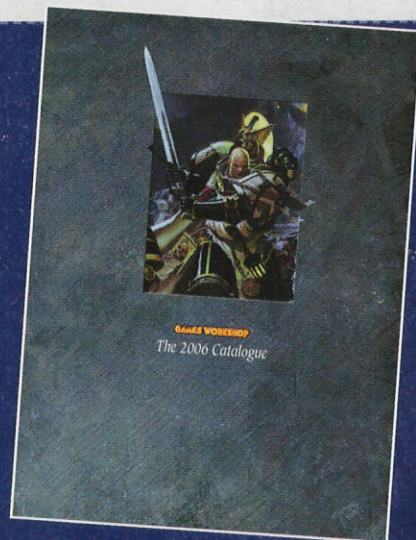
Mines of Moria and The Lord of The Rings main rules manual.



The Black Templars go forth!

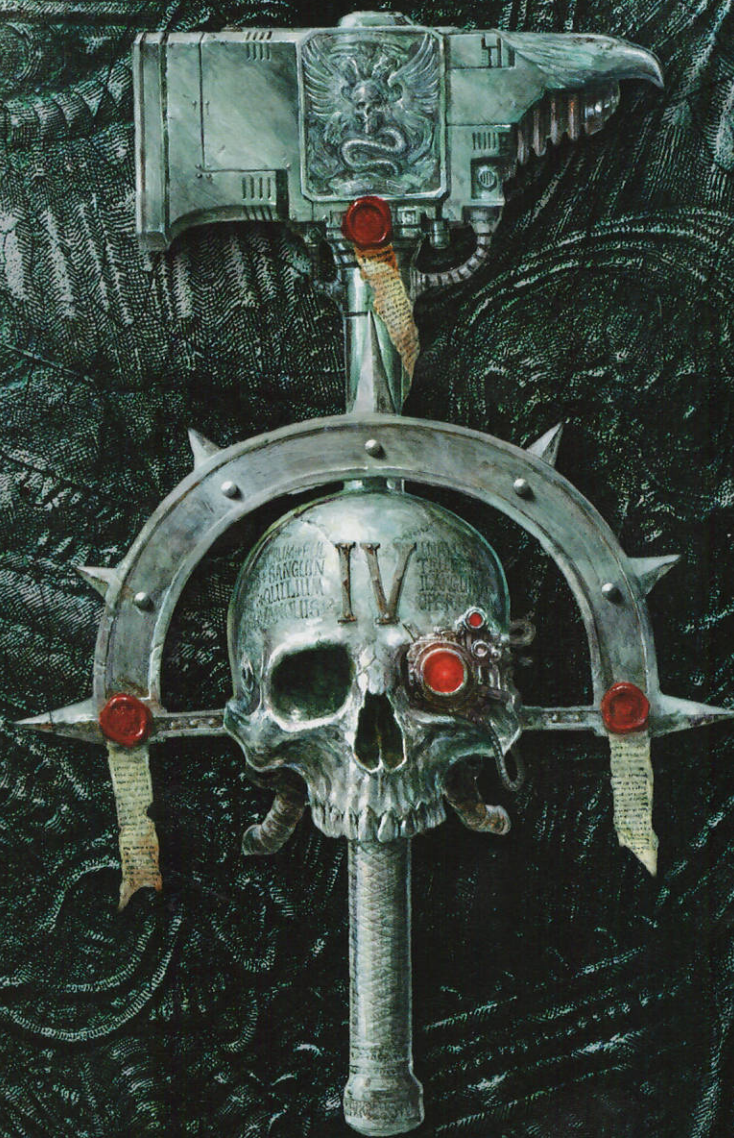
2006 COMPLETE CATALOGUE

Containing every model in the current Warhammer, Warhammer 40,000 and The Lord of The Rings ranges available in our Hobby Centres, the 2006 catalogue is the perfect miniatures resource. It's the ideal gift or guide to finding all those models you want to go on your Wish List!



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RIGHTEOUS

The Black Templars pursue the primary mission of the Space Marines, crossing the gulf of stars to conquer the galaxy in the name of the Emperor. Graham McNeill delves deeper into the history of some of their bloodiest Crusades and, together with the aid of fellow hobbyists, shows how you can represent these Crusades on your models.

VICTORIES

CRUSADES OF THE BLACK TEMPLARS

THE NIMBOSA CRUSADE - ASSAULT ON ORBITAL PRIMUS

The Black Templars fought alongside other Space Marine Chapters to reclaim the world of Nimbosa from the expanding empire of a perfidious, but technologically advanced, xeno race, winning many great victories and much honour in the gruelling campaign.

The initial attacks on the Tau during the Nimbosa Crusade occurred in space; aboard the orbitals the aliens had locked in geo-stationary orbit around the contested world. The orbitals were heavily armed and engaged the Imperial Navy's capitals ships while the Black Templars' strike cruiser, *Dorn's Wrath*, used its speed to evade the furious incoming fire and close to attack range. Boarding torpedoes and Thunderhawk gunships penetrated the hull of the target designated Orbital Primus and the warriors of Castellan Folker's household had the honour of being the first warriors into the fight.

A great many alien civilians remained on Orbital Primus, awaiting transit to the planet's surface, and the Fire Warriors stationed on the orbital to protect them fought with great

tenacity, turning the corridors of the space station into killing grounds and a warren of deadly ambushes. The warriors of the Black Templars, realising that large, inflexible squads could not penetrate the Tau defences head-on, split themselves into smaller squads and attacked from multiple directions, using grenades and chainswords to smash their way through bulkheads and outflank the Tau defenders.

Soon, the resistance was crushed and the Black Templars fought their way through to the gunnery controls of the orbital, where the Marine-artificers were able to turn its guns on the other orbitals.

With the fall of Orbital Primus, the Tau resistance quickly crumbled, as the other space stations could not survive against the full fury of the Imperial Navy while being attacked by one of their own. With the battle over, the warriors of Castellan Folker returned to their ship after destroying the geo-stationary anchors of Orbital Primus and allowing it to plummet to its destruction through the atmosphere.

The defeat of the orbitals allowed Imperial forces to land in strength on the planet below and the campaign, though hard fought, was eventually won, though there are



signs that the Tau, under the command of a new supreme commander, are not about to let Nimbosa go without a fight.

The Nimbosa Crusade by Graham McNeill

To make the warriors of Castellan Folker's Fighting Company, I used Space Marine bodies and the excellent Black Templar sprue. Then to represent the Nimbosa Crusade, I scavenged some bits from my Tau army's bitz box and added a few battlesuit heads (complete with a suitably big bit torn out of it by a chainsword!) to the model's base and a bare Tau head to the banner top. I painted the crusade seal of the Nimbosa Crusade onto the banner and, with that, my combat squad was ready.



CRUSADE OF THE OPHIDIUM GULF – STORMING OF THE GOLDEN PALACE



The final battle of the Ophidium Gulf Crusade was fought through the gold-paved precincts of the Temple of the 'Voice of the Emperor', the last refuge of a mysterious individual who had somehow swayed an entire alien empire into becoming his own personal fiefdom. Such blasphemies could not be allowed to stand and, together with warriors from the Dark Angels who were already prosecuting the attack on the system, Castellan Raimer's Sword Brethren led the Black Templars in the attack on the alien leader's Golden Palace.

While the Dark Angels destroyed the alien army from afar with deadly accurate fire from their Devastator squads, the Sword Brethren, led by Emperor's Champion Korbinian stormed the main gate of the palace after they had been destroyed by a

multi-melta blast from a Land Raider Crusader. The alien's technology was advanced and terrifying, their warriors able to slip invisibly through the battlefield and their weapons able to easily defeat the formidable protection offered by power armour with strange multi-phasic beams. Though numbering less than a hundred warriors, the Black Templars pushed on through the deadly fire, eventually breaching a vast, domed chamber in the heart of the palace, though it seemed to Korbinian that they had been allowed to reach this place. In the centre of the chamber sat a curious figure, one clad in black armour like that of a fellow Space Marine. As the Black Templars entered, the figure rose and it was clear to all that he was indeed a Space Marine from his size and bearing. Despite a sword sheathed

across his back and twin pistols belted at his side, the warrior made no attack and merely smiled as though he had been pleasantly surprised, saying, "You are not the lapdogs of the Lion... how curious."

Since the figure was a Space Marine, Korbinian stayed his hand and relayed news of his discovery to Castellan Raimer, who bade him link up that they might return the prisoner to him for questioning – a decision Raimer soon had cause to regret when the Dark Angels discovered what had happened.

Though High Marshal Helbrecht has had no further communications with the Ophidium Gulf Crusade, he has grave suspicions as to its ultimate fate...



THE SECOND PURGING OF LASTRATI – THE LIBERATION OF VIRAL CAMP NINE-NINETEEN

Depicting the Hill of Heretics, this banner represents Marshal Gervhart's Crusade to purge this outwardly pious world of its blood-crazed worshippers of genetic perfection. Through his actions, the world was returned to the Emperor's Light.

The Quintarchs of Lastrati had turned to barbaric blood rituals and human sacrifice in their quest for genetic perfection, rooting out those they perceived as subhuman in ruthless pogroms that targeted those whose genetic structure deviated from that deemed acceptable by the planet's rulers. Entire continents were razed with orbital fire-bombs and genetically-attuned viruses were developed using forbidden xenotech obtained illegally from Rogue Traders.

Marshal Gervhart and the warriors of the Athalor Crusade had come to Lastrati to take heart from the planet's potent displays of faith in the past, but were horrified by what they found upon making planetfall. The Space Marines were, at first, welcomed as exemplars of genetic supremacy, but the more of Lastrati they saw, the more they realised that what had once been admirable displays of faith and devotion had become hideously perverted into rituals more in keeping with the worshippers of the Ruinous Powers. Marshal Gervhart declared the

Quintarchs of Lastrati Excommunicat Dictatus and personally executed them with his own sword. The Divine Army of the Quintarchs was fiercely proud of its perceived purity and resisted the Black Templars as the rest of Marshal Gervhart's Crusade launched its assault from orbit.

But here, the Divine Army's doctrines of purity worked against it as its numbers were severely reduced and, even though the Black Templars were heavily outnumbered, they were able to outfight the Divine Army at every turn. Eventually, after four years of fighting, Gervhart's warriors forced the Divine Army back into the Plain of Purity for a last stand at the Hill of Heretics. The Hill of Heretics cast its great, ashen shadow over a sprawling camp known as Viral Camp Nine-Nineteen, where xenobiologists used live test subjects to develop genetically attuned viruses to better purify the planet's population. Having liberated similar camps in their fight against the Divine Army, the Black Templars were in no mood to offer their foes any quarter and wiped them out to a man, with no thought of accepting any surrender. With the Divine Army destroyed, the Black Templars Apothecaries set about ministering to those who had been incarcerated within the camp, though there was little that could be done for many of those brutalised by the orders of the Quintarchs. Having freed the inhabitants of Lastrati from their torments at the hands of their rulers, the Athalor Crusade continued onwards, but the time spent on



Lastrati had delayed its completion by many years. A century later, Marshal Gervhart's actions on Lastrati were deemed by his peers to display a lack of the determination and ruthlessness required of a High Marshal and the warriors of the Sword Brethren repealed his appointment to the position of Marshal.

The Lastrati Crusade

by Matt Hutson

To mark my Black Templars as part of the Lastrati crusade I decided to paint the Black Templars cross and crusade seals in the Lastrati crusade shield device. I got the idea for the crosses on the heads and helmets from a Mark Gibbons concept of a Marshal wearing a distinct Helmet with the Black Templars cross on it. To represent this I painted the white cross symbol on the helmets to give the force a really distinctive look. I've also carried this idea through to the Neophytes by painting it as a tattoo on their faces.



THE TERRAN CRUSADE – CAPTAIN OF THE BANNER

Perhaps the Black Templars' finest hour, this Crusade's banner honours the other forces that fought to defeat the treacherous High Lord Vandire. Note the inclusion of the Ecclesiarchy symbol on the banner, representing the Brides of the Emperor.

The Terran Crusade saw the Black Templars fighting within the precincts of the Ecclesiarchal Palace against the deranged minions of the insane High Lord of the Administratum, Goge Vandire, after his forces had bombarded several of the Black Templars' Chapter keeps.

The siege had lasted many months until the Emperor's Champion, a fiery warrior named Navarre, declared that a vision of him triumphant atop the breach in the Tempest Wall had come to him as he cleaned heretic's blood from the blade of his Black Sword. He petitioned Marshal Sigendandus for the honour of leading the forlorn hope against the breach, and such was the esteem that the High Marshal had for his Emperor's Champion, that his (almost certainly) suicidal request was granted.

Navarre led a small force of brave warriors once more into the breach as Imperial Fists' grand batteries pumelled the

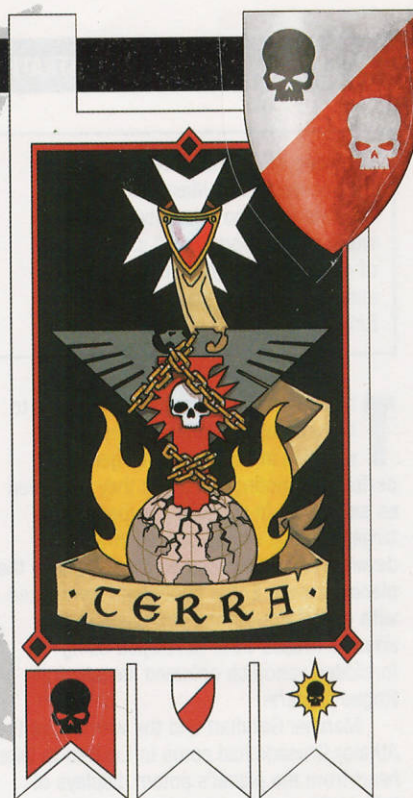
walls. The Black Templars fought up the bloody slopes of the breach, the air thick with smoke and gunfire, chanting litanies of hate and canticles of devotion with every yard gained.

One by one the forlorn hope was picked off as the Imperial barrages slackened off for fear of hitting their own warriors, and the fire on the breach intensified. Less than 20 metres from the crest of the breach, the forlorn hope's banner bearer was killed, and the battle standard of the crusade fell to the ground.

Navarre reached down and lifted the battle flag high, marching resolutely onwards, despite several grievous wounds. Though gunfire filled the air and the blades of his foes struck at him, not once did he take a backwards step and he fought off all those who would dislodge him from his position.

Such was his valour that he held the banner aloft for all to see and the hearts of his fellows were filled with holy zeal to defeat the foe. A combined force of Imperial Fists, led by Chapter Master Lazerian, and the Fire Hawks poured into the breach, and such was the fear that had settled in the hearts of the defenders in the face of Navarre's terrible fury, they could not stand before this new assault and the walls were carried.

After the battle for the outer walls, Chapter Master Lazerian sought out Navarre,



who lay deathly injured after losing an arm and a large portion of his skull. No longer would Navarre be the Emperor's Champion, decreed Lazerian, he would be the Captain of the Banner and Guardian of Honour, which none would dare dispute.

The Terran Crusade by Neil Hodgson

When I got the new Black Templar frame and the new Scout frame I decided to put together a small crusade squad to show off as much variation as possible without converting a single model. Whenever I get new plastic frames I always put the first few together without conversion or wackiness, I do this for two

reasons: Firstly, it's a good way for me to become familiar with all of the components on the sprue while allowing me to see how much I can push the multi-pose envelope without any tinkering. Secondly, working with the models can help inspire the conversions. While I am putting the models together I start to see which components I can cut, twist, bend and convert to change poses a little or a lot!

I chose to paint my squad in standard Black Templar colours, as veterans of the Terra Crusade, with all the initiates bearing the red and white split shield crusade badge on the side of their right greave.



CRUSADE – BATTLE FOR THE MAGMA GATE

Ruinous Powers, the volcanic world of Peleregon is the main feature of this herald, which incorporates the heraldic sword and skull emblem of High Marshal Ludoldus.

A great bastion of jagged black basalt, prevented the Black Templars from breaching the volcanic fortress of the blood-cult warriors of the Peleregon Cluster and High Marshal Ludoldus decreed that he himself would lead the attack to capture it. While Inquisitor Vinculus led the Adepta Sororitas in an assault on the walls, Ludoldus and his personal retinue of hand-picked warriors were to penetrate the bastion via a different route.

The Black Templars calculus *lovi* had discovered a blind spot in the bastion's defences and, using cover of darkness, Ludoldus and his retinue were able to work their way forwards unobserved by the defenders of the bastion to a magma sluice gate that vented rivers of lava down the mountainside. As the lava from the volcano built up behind the walls of the bastion, the sluice gate would open for a brief moment, and a band of warriors who were quick enough might sneak through...

As the main attack hit home, Ludoldus and his warriors awaited the sluice gate's opening, but there had been a miscalculation and the gate did not open for almost an hour, and in that time the forces assaulting the bastion had suffered terribly. When the sluice gate finally opened, Ludoldus and his warriors rushed along searing culverts filled with lava with barely enough room to negotiate the treacherous tunnels that led to the heart of the bastion. As the mighty inner doors began to close, Ludoldus's strike force managed to reach the inside of the bastion, and launched an attack on the defenders of the gateway from within.

Ludoldus personally slew the assassin-warden of the gates and engaged the mechanism to unbar the mighty portal that led within the bastion. By this time, the main attack had suffered grievous losses due to the delay in the sluice gate opening and had been pushed back from the walls. The blood-cult warriors counter-attacked the High Marshal's position, desperate to close the gate as the remainder of the loyalist force once again surged forward.

Ludoldus and his warriors grimly held the gate controls against repeated attacks by blood-maddened cultists and, despite losing more than half their number, repulsed each assault. Unable to dislodge Ludoldus, the blood-cultists abandoned the bastion as the



entire loyalist force poured inside and fell back into the heart of the volcano where Inquisitor Vinculus finally confronted the daemon that was at the heart of the cult...

The Vinculus Crusade by Pete Jarman

When I began to convert these Black Templars I couldn't resist mixing some of the older armour types, such as the studded shoulder pads on the Tactical Squad sprue, the Mk 4 helmet from the Black Templar sprue, Chaos Marine arms (heresy!) and the old Boltgun from the second edition Space Marines. To make the scouts look more like the retainers that attended to the needs of knights in the middle-ages, I also used the plastic Knight Errant heads from the Bretonnian Knight sprue, while the bionic arm on one of them was donated by the old Necromunda Pit Slave Chieftain.

The rest of the Marines were decorated with Servo Skulls, flaming braziers and censers inspired by the Warhammer third edition game box cover by John Blanche. The flamer and close combat attachments on some of the Boltguns helped reinforce the cleansing with flame and blade image and the need to get to grip with the enemy! The daemons on the bases were some spare plastic Dryad components that were green stuffed to be part of the base. This daemon sludge was painted in appropriate colours and gloss varnished to make it stand out from the main model.



THE ARMAGEDDON CRUSADE – DEATH OF THE KILL-KRUSHA

The banner for the Armageddon Crusade depicts an Ork skull and commemorates the many victories won on the blood-soaked fields of Armageddon. High Marshal Helbrecht's seal is emblazoned upon the skull, indicating his contempt for the foe.

Under the command of High Marshal Helbrecht, the Black Templars came to Armageddon to fight the Orkoid menace at the request of General Kurov and Commissar Yarrick. Of all the warriors of the Adeptus Astartes who had mustered, Helbrecht had the most experience in commanding a fleet of such size as had been assembled.

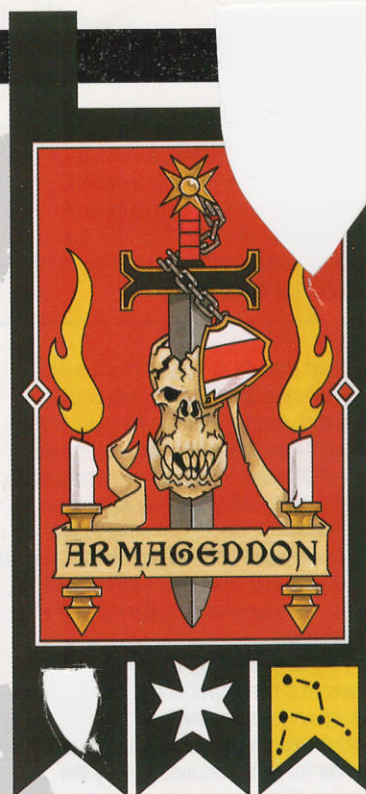
Therefore, while Marshal Amalrich and Marshal Ricard took the fight to the planet's surface, Helbrecht led the combined Astartes fleets in a daring series of lightning raids to cripple the Ork war effort by destroying the asteroid fortresses bringing more Orks to the planet's surface.

The largest of these asteroid fortresses, known as the *Kill-Krusha*, had defeated every attack made upon it and was so massive that neither the guns of the Space Marine ships

or torpedoes could do more than chip away at its massive bulk. Millions of Ork Boyz were crammed in its holds, ready for teleportation to the surface of Armageddon and Helbrecht knew that they had to be stopped. Fortunately, he had just the plan.

Several colossal Ork battleships had been badly damaged in the fighting around the *Kill-Krusha* and, instead of directly attacking the *Kill-Krusha* once again, Helbrecht directed the fleet under his command to storm the damaged battleships and take control of them. Warriors from the Black Templars, the Relictors, the Storm Giants and the Mortifactors assaulted four of the battleships and, in bloody ship-to-ship actions, seized control of what passed for their command bridges.

Despite the crudeness of the Ork ships' controls and the odds against it, the Techmarines were able to fire up the engines and turn the battleships towards the *Kill-Krusha*. Accuracy was not a factor, given the size of the asteroid fortress, and as each assault force escaped the doomed battleships, Helbrecht gave the order to fall back. The four battleships ploughed into the *Kill-Krusha*, their crude, atomic engines detonating and tearing it apart in a mighty explosion. With the death of the *Kill-Krusha*,



the Ork fleet grew more cautious in its deployment throughout the system, something that inevitably contributed to their eventual defeat in the theatre of space.

The Armageddon Crusade by Pete Gosling

I started my Black Templars army for the Armageddon campaign a few years ago but hadn't added anything new to it for a while. I had always liked the background for them, but with my then undeveloped converting skills meant they looked just like any other Space Marine army. Then, a few months ago, I was walking through the studio (is there any other way to walk through?) and saw Mark Gibbons' concept sketches for the new Black Templars... that was all the inspiration I needed! A bit more digging revealed the Black Templar sprue and a quick chat with Dom Murray meant that I would be able

to add some new Templars to my army sooner than I thought! Once I had got the sprue and had a good look at all the awesome extra bits I decided to use them on my existing models as well as making some of the awesome new Templars with tabards. The scout with the banners is based on a one of the first concept sketches I saw. It's a simple conversion of a metal Space Marine scout with the banner made from brass rod and green stuff. Over the next few months I plan to add a Neophyte for each Initiate so they look a bit more like Knight's Squires carrying some extra wargear to prove their worth.



THE JERULAS CRUSADE – THE FIRST BLOODY ROAD

Upon the fall of the main spire of the Jerulas Hive, one in every one hundred inhabitants was executed for their heresy in the manner of the planet's ancient traditions as depicted on this banner. Note the inclusion of the sword emblem of High Marshal Ludoldus.

Most Space Marine Chapters prefer not to engage in long sieges, their mobile, hard-hitting way of war unsuited to such gruelling, static warfare. Where their Primogenitor Chapter, the Imperial Fists, are expert in such conflicts, the Black Templars prefer to fight their foe in glorious close combat, where a warrior can meet his foe blade to blade and earn honour by personally slaying him. The Jerulas Crusade threw the Black Templars into a conflict they were ill-suited to fighting and, though the Black Templars' histories tell that it was commanded by High Marshal Ludoldus, there is some doubt as to how this could be, given that these same histories recall that this same High Marshal fought in the Vinculus Crusade, over two thousand years after the Jerulas Crusade...

The rebellious defenders of the central planet of the Jerulas system stubbornly refused to accept their inevitable defeat, despite the ease with which the Black Templars Crusade force had taken the

outlying planets. And not without good reason, for their hive cities were defended by ancient fortifications the inhabitants claimed were devised by Dorn himself during the Great Crusade. Such blasphemies only made the Black Templars even more determined to bring the planet to heel and, after Marine-artificer Simagus discovered ancient techo-arcana that enabled him to create the Land Raider Crusader, it was only a matter of time until the planet fell.

High Marshal Ludoldus led the first assault on the fortress walls to employ the Land Raider Crusader in its capacity as a line-breaking tank, leading a contingent of 13 such tanks and over 50 Rhino APCs. The rubble strewn slopes before the mighty bastions and redoubts of the hive were well manned by enemy soldiers, but numbers were no defence against Ludoldus's armoured charge. The Land Raider Crusaders destroyed all before them, gunning down thousands of enemy soldiers and crushing those who fled beneath their tracks – creating the so-called 'Bloody Road'. Enemy fire pattered from their thick hulls and, in their protective wake, the Rhinos bore the Black Templars ever closer to the walls, though some were lost to dug-in infantry. Concentrated fire from the Crusaders' multi-meltas brought down a section of the gatehouse and as each vehicle swept inside, heavily armoured Terminators equipped with storm shields and thunder hammers stormed



the defences, killing all before them. This was but the first of many such bloody roads and, each time, Ludoldus's armoured spearheads smashed through the enemy defences with relative ease, and the Black Templars soon had the rebellious system under their control.

The Jerulas Crusade by Mark Bedford

I pictured Black Templars as heroic medieval knights armed with close combat weaponry and dressed in a mix of cloth, armour and holy relics.

Using the bare heads from the Cadian and Catachan Imperial Guard sprues, and with a bit of Green Stuff, I was able to produce five characterful models. The storm shields are made from Forge World Rhino doors warmed up with a hairdryer and bent around a thick marker pen. The tabbards are made from rolled out modelling putty, trimmed to a specific shape before they dried. Everything else came from my bits box, which includes Bretonnian, Space Marine and Black Templars plastics in particular.



BLACK STEEL

BUILDING THE LAND RAIDER CRUSADER

Although any Space Marine army can take a Crusader they are synonymous with the Black Templars. Using the new upgrade sprues and Crusader weapons Steve Cumiskey looks at what makes it more than just a Land Raider.

The Land Raider is one of the largest and most intricate model kits produced by Games Workshop. It's a kit that can subsequently be augmented with the addition of metal sponsons, turret, multi-melta and frag launchers to make a Land Raider Crusader. In this workshop we'll look at the additional parts that distinguish a Crusader from a regular Land Raider as well as the new Black Templars Vehicle Upgrade sprue and tips on how to paint the completed tank.

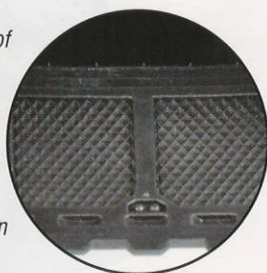
The basic construction of the Land Raider is quite straightforward – simply follow the instructions in the box. In the case of the Black Templar Crusader you can replace the side doors and front hatch with appropriate parts from the Vehicle Upgrade sprue. Leave the sponsons, turret and cupola for the moment, as these are tackled as separate sub-assemblies. To begin with it's worth planning out how you're going to tackle the kit before gluing it together...

BEFORE YOU START BUILDING...

PAINT THE INTERIOR

The Land Raider Crusader features a fully detailed interior and a working assault ramp, which allows some of the interior to be seen during your games. When it comes to building and painting a kit with a detailed interior, you have a number of options, depending on how you see your models and how quickly you want to assemble your tank. Of course, the simplest option being to glue the doors shut.

Drybrush the inside of the doors with Boltgun Metal for an easy but effective solution (right). Alternatively, paint the inside in more detail before you even clip it off the sprue (below).



DRY FIT COMPONENTS

With any kit, big or small, it's always a good idea to try fitting parts together before you glue them in place, especially if moving parts are involved. In the case of the Land Raider Crusader not only are the sponsons and turret able to move, but the front assault ramp and hatch also open.



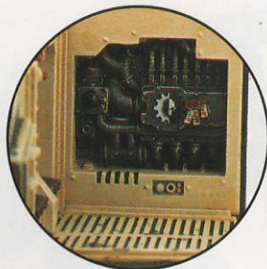
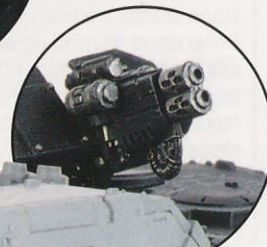
Dry fitting (above) is helpful for checking the fit of components before gluing them together.

DRILL OUT THE BARRELS

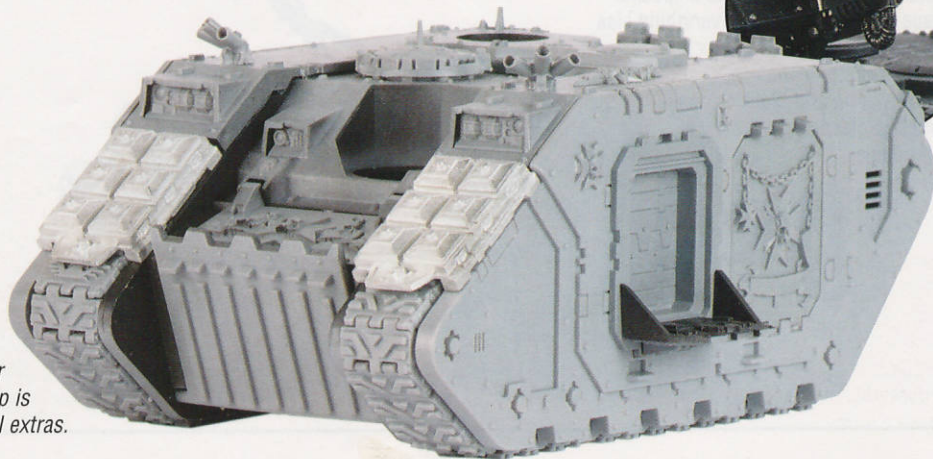
Some modellers like to add an extra bit of realism to their models, which can include drilling out the barrels on their guns. It's best to do this before you begin any complex assembly. Use a pin vice to carefully drill out the barrels. At this stage it's advisable to make a small nick in the centre of each gun with a craft knife. This provides an indentation that stops the drill bit from slipping.



For Boltguns use a small drill bit while heavy weapons like multi-meltas need a larger drill bit.



With the main body of the Land Raider Crusader complete (right) the next step is to add weapons and a few characterful extras.



SPARE PARTS: THE VEHICLE UPGRADE SPRUE

The Black Templars vehicle upgrade frame includes extra parts that can be used on Land Raiders, Rhinos and Dreadnoughts. Lots of chains, liturgy, skulls and swords make the Crusader look individual while Black Templar crosses, Crusade seals and Crusade shields are key to making this characteristically a Black Templar Crusader. This Crusader uses the front hatch and side doors from the sprue.

However, it's worth saving some of these for use on future projects, as they are a great way to add detail to the standard kits. The Vehicle Upgrade sprue is currently available in the Black Templars Rhino box set and will soon be released bundled with the Crusader sprue. Plundering the Black Templar Crusader sprue for extra parts is another excellent way of 'Templarising' vehicles, terrain and miniatures.

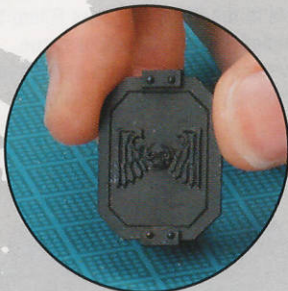


Above: This Black Templar Sword emblem used on the Crusader's top is from the Crusader sprue.

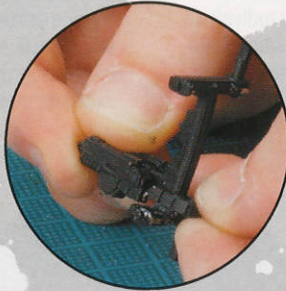
Right: Options for Rhinos and Dreadnoughts from the Vehicle Upgrade Sprue.

BUILDING THE LAND RAIDER CRUSADER

ASSEMBLING THE HURRICANE BOLTERS



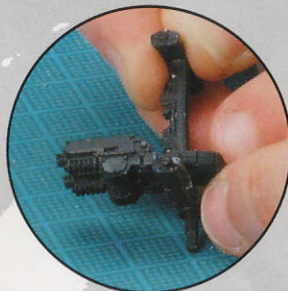
1 Undercoat all of the parts separately.



2 Pin each pair of bolters to the frame.



3 Glue the ammo feeds to the backs of the bolters.



4 Glue the frame to the ammo hopper with the feeds going into the bottom hole.

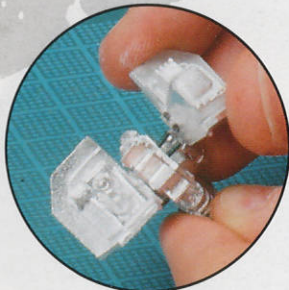


5 Next, stick the shield plate to the hurricane bolter frame.

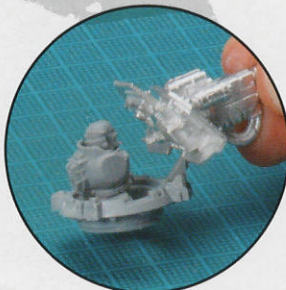


6 Finally, glue the sponson to the side of the tank and paint it.

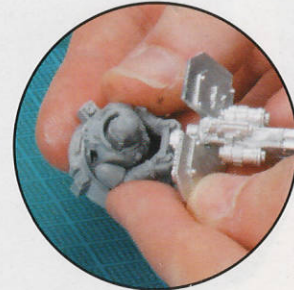
ASSEMBLING THE MULTI-MELTA



1 Pin each of the gun shields to the multi-melta.

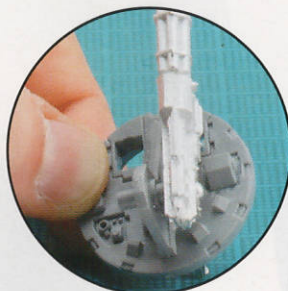


2 Assemble the gunner's body, legs and head, and glue the weapon on its mount.

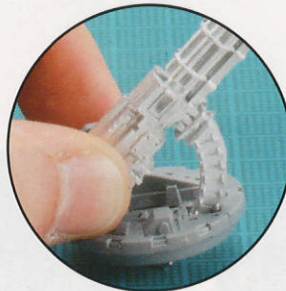


3 Finally, glue the gunner's arms in place and paint the assembly.

ASSEMBLING THE ASSAULT CANNON TURRET



1 Test-fit the cannons onto the centre support. It may be necessary to pare down the plastic pegs that hold them.



2 Make sure that the ammo feeds fit correctly into the holes in the turret base. If not, bend them to fit before gluing.

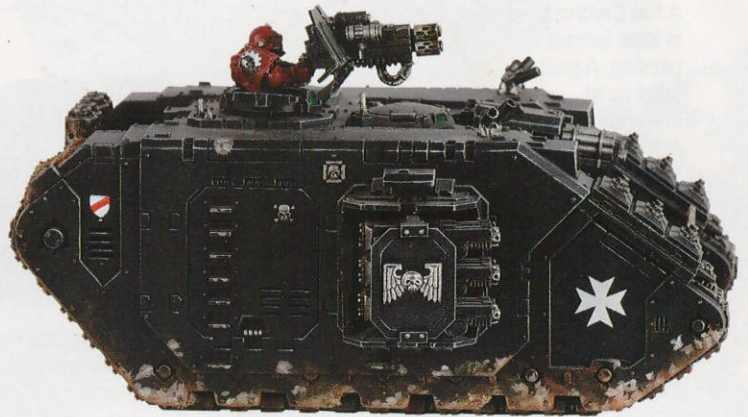
HOBBY TIPS

Because of the weight of some of the metal components on the guns, it's a good idea to pin these parts of the assembly together for added strength.

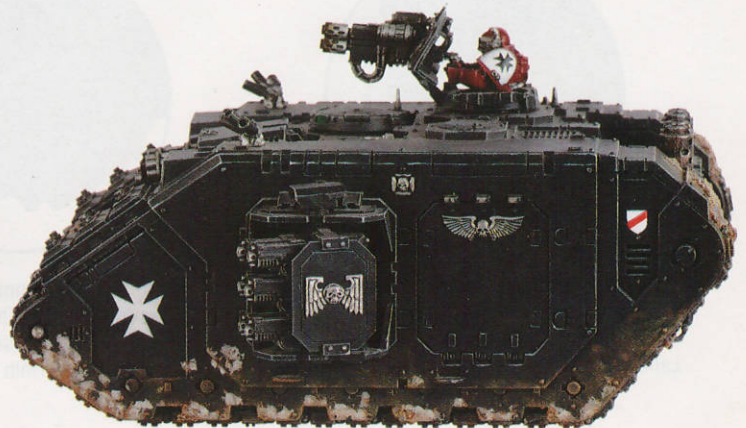
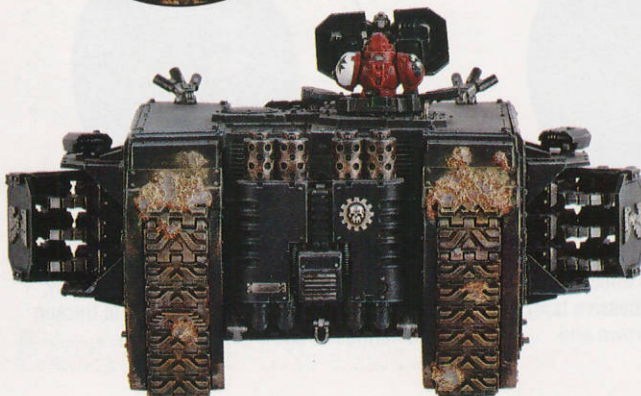
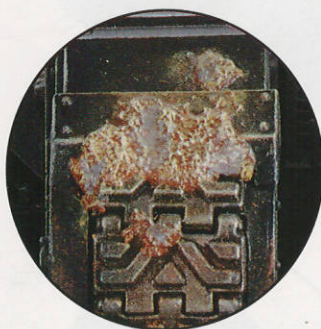
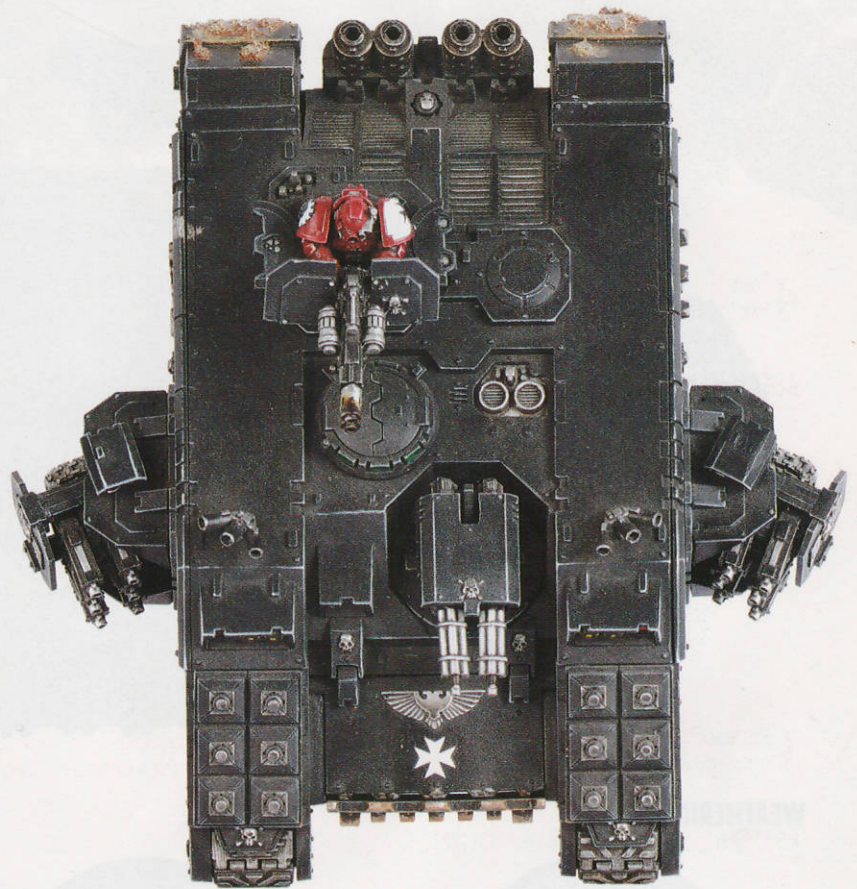
The parts that make the left and right sponsons are exactly the same so ensure they are assembled in opposing left and right configurations.

With some of the large metal parts, such as those on the assault cannon, you may need to make some adjustments for them to get a good fit.

THE 'EAVY METAL LAND RAIDER CRUSADER

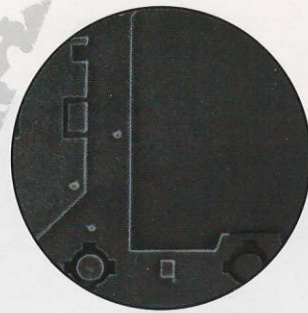
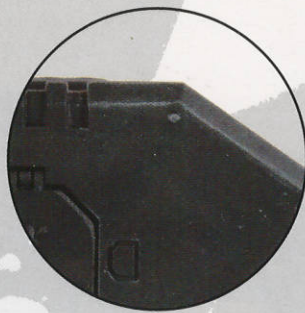
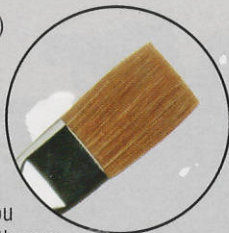


'Eavy Metal painted this fantastic Land Raider for use in Codex: Black Templars. Details such as the mud and heavy weathering around the tracks really help this model to stand out. The shield on the side represents the Armageddon Crusade – using symbols to represent certain Crusades is a very simple way of theming your Land Raider Crusader to match your Black Templar army.



DETAILING THE BLACK TEMPLAR LAND RAIDER CRUSADER

A Flat Drybrush (inset) is ideal for tank painting. A gradual build up of drybrushing is a quick and effective way to paint vehicles, but this will require you to be quite forceful with your brush. For this reason it's a good idea not to glue on some of the more delicate components until the drybrushing is complete. The cupola, turret and sponsons should be painted separately and glued on when the hull is finished.



1 Begin by undercoating the tank with Chaos Black spray, then drybrush the hull with Codex Grey.

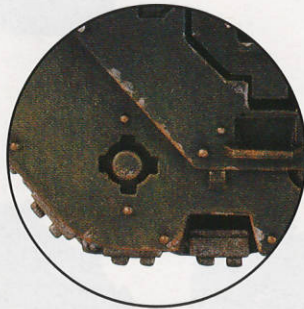
2 Then highlight the edges of the panels by drybrushing with Fortress Grey.



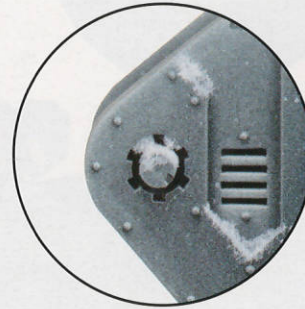
WEATHERING



To create the effect of chipped paint, use a fine detail brush to apply small amounts of Boltgun Metal to the edges of the Land Raider.



Mud and dirt most commonly appear around the tracks of a vehicle. This effect can be created by drybrushing successive layers of Scorched Brown, Vermin Brown and Graveyard Earth.



To create the effect of driven snow and frost, lightly dust the tank with Skull White spray, and then add Snow Scatter to create thicker gatherings of snow in the recesses.

LITURGY

To the Space Marines, tanks are not only weapons of war they are also relics of their Chapter history. As such, they're often decorated with passages of liturgy, purity seals and banners. As we've already seen, the Crusader and Black Templar Vehicle sprues come with a number of suitable seals and banners. Liturgy can be applied to these and is best painted on with watered-down paint, using a Detail Brush.

The best approach is to paint a series of broken lines or squiggles. Try not to make the breaks too regular, and add a few longer vertical strokes to make the marks seem more like actual words (see below). It's best to avoid writing actual words as, not only would you have to make up something suitably grim, but it would be difficult to find a space on your tank big enough to fit anything worth writing.

Try not to overdo it. A few pieces of liturgy placed on a few flat panels around the tank will be enough, and won't swamp the vehicle in detail.



ALTERNATIVE CHAPTER COLOURS

The basic techniques explained here can be used to paint a Land Raider Crusader for other Chapters. Here are a few more colour schemes, all working over a Chaos Black undercoat:

ULTRAMARINES

Ultramarines Blue
Shadow Grey
Shadow Grey/
Space Wolves Grey
Space Wolves Grey highlight



BLOOD ANGELS

Dark Flesh
Scab Red
Blood Red
Blazing Orange highlight



SPACE WOLVES

Shadow Grey
Space Wolves Grey
Space Wolves Grey/
Skull White highlight

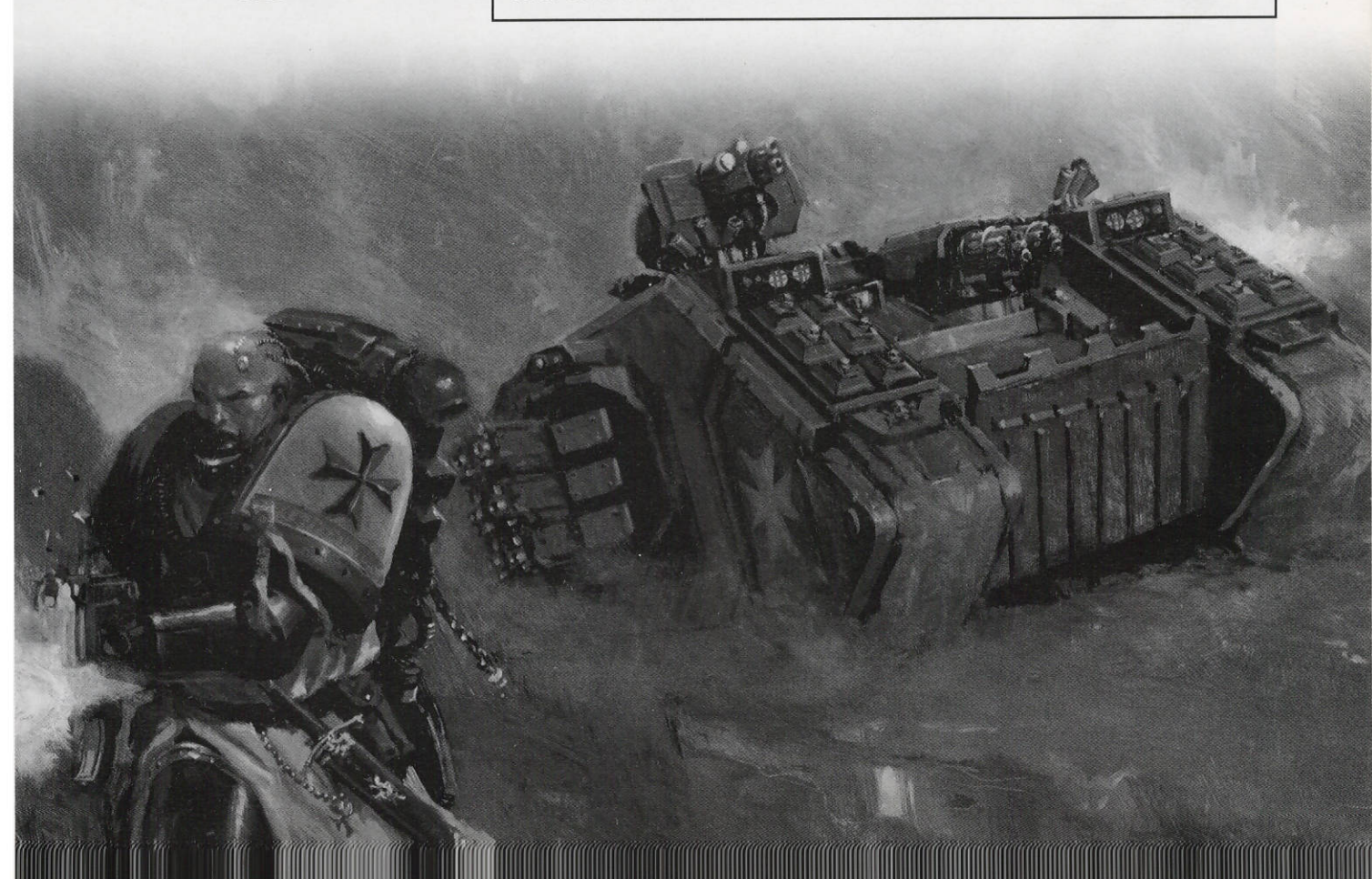


DARK ANGELS

Dark Angels Green
Snot Green
Camo Green highlight



These Land Raiders are good examples of the Blood Angels (top) and Dark Angels (bottom) colour schemes.



ACCEPT ANY CHALLENGE

COLLECTING A BLACK TEMPLARS FORCE

Matt Hutson has worked on White Dwarf for the last seven years. During much of this time he has gamed with his Black Templars, conquering all before him. Here he takes us through how he collected his latest crusade.



often than not a Space Marine one (*its rather rude how fast he paints armies—ed*). I'm definitely a long-term sufferer of 'new army

Matt: I've never needed to find an excuse to collect a new Space Marines army. In fact I'm well known around the Studio for always having a new army or two on the go at once, more

syndrome' but with a particular weakness for the Adeptus Astartes. The release of the Black Templars Codex had a bigger effect on me than usual though. The Black Templars have been a favourite of mine ever since I first saw the John Blanche artwork on the cover of the Warhammer 40,000 third edition box. Up until then I had only collected and played Warhammer armies (not counting Necromunda).

The most intriguing thing about Black Templars for me was the simple but striking colour scheme that allows you to spend more time on the little details such as the inscriptions and Templar symbols. This led to me building a quite sizeable force that has appeared in previous White Dwarfs on several occasions, culminating in the Armageddon and Carnage battle reports (if you don't remember these, go ask your Dad!) and led to fierce rivalries against Graham Davey's Black Legion, Phil Kelly's Ulthwe warhost and Alex Boyd's Orks. Since then though, my Black Templars have sunk into the background as my gaze turned to the

Word Bearers, 13th Company and more recently, the Ultramarines. I've become a much better painter and modeller since first starting my Black Templars, which is pretty noticeable when you compare them to my more recent forces. The release of the new models gave me the opportunity to start a whole new crusade and take on the enemies of the Emperor head on.

Knowing that the new Black Templars codex was fast approaching I had kept an eye on Mark Gibbons' desk looking out for the concepts of the new range. Seeing brand new concept artwork always whets my appetite for a new army and the Black Templar pieces were no exception. When I start painting a new force, I always like to try something new. My main idea for my my current crop of Black Templars came from one of Mark's concepts of a Marshal wearing a distinct Helmet with the Black Templars cross on it (see right). To represent this I painted the white cross symbol on the helmets to give the force a really distinctive look. I've also carried this idea through to the Neophytes by





BLOODY TEMPLARS

Phil Kelly is a long-standing gaming opponent of Matt's, having gone toe to toe in the very first Carnage four-player game and in many, many games since. He jumped at the chance to have a good rant.

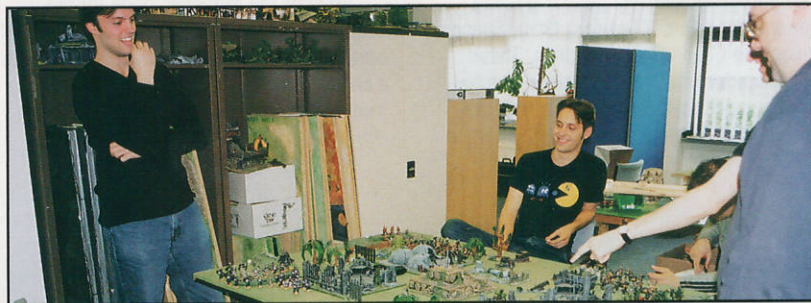
Phil: God I hate Black Templars. More specifically, Matt's Black Templars. If I had a penny for every time Matt's Emperor's Champion had swung a game or a squad had 'fallen back' into assault, I'd have, ooh, £2.73. At least.

I think it might be something to do with the way Matt makes his armour saves. No-one makes power armour work like Matt does. You inflict four, eight, 10, wounds on a squad of Templars and Matt

lazily rolls the saves, casually saying "chink" when they all come up 3+. Makes my blood boil just writing about it.

It might be the Emperor's Champion. His Black Sword (formerly acting as either a power sword or a power fist) has spelt the doom of everything from Farseers to Hive Tyrants. And, in his previous incarnation, if he won his little duel, the whole combat was won. At least now it only counts as a +2 Strength power sword.

Ultimately it's good to have a gamer friend who frustrates your own army and never gives you an easy win, and it's good to have a history of hard-fought games to look back on. I just know that every time I see Templars I have an urge to point a Starcannon at them.



The very first Carnage four-player battle report

Matt's first Black Templars force featured a lot of tanks



painting it as a tattoo on their faces.

ARMY STRUCTURE

When I start a new army I always think about how I'm going to play with it and then break the army down into chunks. I split my Black Templars into two sections – core and support. The core of the force comprises all my close combat units, the ones I use to engage the enemy head-on as well as take objectives. The support part includes all the shooty stuff, this is there to stop anything nasty from getting too close to the rest of the force. Although the Black Templars are a close combat oriented chapter they are also Space Marines therefore excel in firefights with the enemy. This makes it very easy to balance your army, making it effective in either situation.

Something else I always bear in mind when choosing a new force is who I'm going to be fighting against. My regular gaming opponents tend to be Tyranids, Orks, Space Marines and Chaos Space Marines. These forces often include big scary close combat monsters, so it pays to have units that can deal with them from afar as well as up close

and personal. With these factors in mind, I set about collecting my force.

CHOOSING THE FORCE

The Black Templars Crusader squad is the only Troops choice available to me, luckily it's as hard as nails and can be configured to be a close combat unit or a support unit. The most obvious way to use it is as the former, with the new maximum size of 20 models (combined with the Righteous Zeal and Vow rules) making it a powerful unit. Having a unit of 20 models is a real novelty to a Space Marine player as it allows you to outnumber an enemy unit. Never a good thing for your opponent, especially when it's Space Marines doing the outnumbering. For this fact alone it will scare your opponent silly and attract a lot of firepower, which of course will make them advance even quicker because of their Righteous Zeal move.

To start my force I've gone for the maximum 10 Initiates and 10 Neophytes all armed with close combat weapons. To give it a chance against any unwanted attention from Dreadnoughts and Carnifexes, I've equipped the unit with a power fist and

meltagun. There's nothing worse than watching your prized 300 points being tied up by a Dreadnought that they haven't a hope in hell of destroying. Enemy characters can also be a problem, luckily the Black Templars have the perfect opponent for them.

Despite being compulsory in games above 750 points, the Emperor's Champion has always been my favourite part of the army. For annoyance factor alone he's worth every point. I've lost count of the enemy characters I've killed with him. Everything from rock-hard Chaos Space Marine Lords to Dark Eldar Archons have felt the sharp end of his stick. Although slightly toned down in the new rules he does have a couple of advantages over his predecessor. Firstly, the Black Sword can now only be used single-handedly, so no more Strength 8, but single-handedly it is now Strength 6, so you can still wound Toughness 4 opponents on a 2+ but now get to make full use of his Initiative 5. Secondly, he's now Weapon Skill 6 so will get to hit most opponents on a 3+.

For my next compulsory choice I wanted a Crusader squad to fulfil a support role in the army. I've gone for a unit of six Initiates armed with bolters. To give them some anti-armour ability I upgraded one to a plasma gun. For the heavy weapon I chose a missile launcher. This is by far my favourite as it can be used to take out both vehicles and infantry. To add even more firepower I've also taken a Razorback armed with twin-linked



The Emperor's Champion and Crusade squad form the core of the force

lascannons. The Razorback also allows me to use the unit to take ground.

TAKE THE FIGHT TO THE ENEMY

With the compulsory Troops choices and Emperor's Champion sorted out it's time to take a look at a character to lead them. For me Chaplains really embody the Black Templars; they also happen to be rock hard. Their Litanies of Hate ability, which allows the units they are with to re-roll missed attacks in close combat, makes any unit he joins very powerful. I've gone for the cheaper Reclusiarch and equipped him with a plasma pistol, frag grenades and Terminator honours, for no other reason than I'm really keen to try it out, I've also chosen a Holy Orb of Antioch. Lastly I've chosen a jump pack for him so that he can join my next selection; jump pack equipped hard cases.

A Black Templar Assault squad allows me to cover ground and engage the enemy very quickly. Accompanied by my Chaplain they are ideal for attacking and rolling up the flanks of my opponent's army. A tactic I've developed with my Ultramarines is using Assault squads as mobile fire support units by equipping them with flamers, with this tactic in mind I've added two to my Black Templars. I've also taken a power fist so that I can deal with anything nasty in close combat. Although adding the Chaplain to the Assault Marines will negate the movement



BLACK TEMPLAR VOWS

The Vow for the force is now picked as part of the Emperor's Champion's equipment. These are some of the factors you need to consider when selecting a Vow to suit your opponent.

ACCEPT ANY CHALLENGE, NO MATTER THE ODDS

This Vow is pretty good against any race that has a lot of Weapon Skill 4 models, so it's especially useful against Space Marines, Tyranids and Orks. Although it's also handy to have against Eldar, I tend to pick Suffer Not The Unclean To Live when it comes to them. Against Imperial Guard and Tau, it's not much use seeing as you hit them on a 3+ anyway. Being forced to assault into close combat doesn't really bother me as that's pretty much the plan for Black Templars anyway.

ABHOR THE WITCH, DESTROY THE WITCH

Obviously, you would only take this Vow against armies that contain Psykers. The free move that this allows prior to the game beginning can be a real surprise to your opponent as you can potentially get into close combat on turn 1. In the new rules you also get a 5+ save against Psychic attacks, great against Warp Blast and Mind War!

SUFFER NOT THE UNCLEAN TO LIVE

This one is good against Eldar. Wounding on a 2+ in close combat can be really dangerous, especially for a full twenty-man squad. Against Eldar, the downside of it isn't much of a disadvantage as Space Marines are usually striking last anyway. Worth a special mention is its usefulness against Wraithlords when combined with power fists, meaning that you wound them on a 3+.

UPHOLD THE HONOUR OF THE EMPEROR

Having a 6+ Invulnerable Save is always good to have against Imperial Guard and Tau or any force that has a lot of big guns. This is the standard Vow I give my force when I don't know which force my opponent is using. Plus it's cheap.



A Chaplain and Assault Marine squad can be used to seize objectives



A Dreadnought and Terminator squad provide valuable fire support

part of his Unmatched Zeal ability, I think this is a price worth paying for giving them a real edge in close combat.

THE BEST OF THE BEST

When it comes to the Elites section, a Dreadnought armed with twin-linked lascannons and a missile launcher gives the army some much needed firepower. I think fire support Dreadnoughts are very underrated. The ability to move and fire all their heavy weapons with no drawbacks is a great advantage over other vehicles. To give him some real survivability I've made him Venerable and added extra armour. Venerable Dreadnoughts can be almost indestructible as Owen Rees recently experienced when he spent a whole game trying to destroy my Ultramarines Dreadnought (*jammy git-ed*). If stunned, extra armour will allow me to still move and hopefully get out of harms way. As he is Venerable he can take a Veteran skill, so I opt for the Tank Hunter skill which makes him particularly effective against tanks.

Last but not least, I've chosen a unit of seven Sword Brethren Terminators. Even with no upgrades, Terminators are an excellent close combat and support unit. Another factor is that the new Terminators are gorgeous and make a brilliant centrepiece to a Space Marine force. To add even more firepower I've added two assault cannons to the mix. These are absolutely fearsome. In a recent game I managed to mow down a Tau Commander and two bodyguards in one turn of shooting. These weapons are capable of destroying anything from lowly infantry to

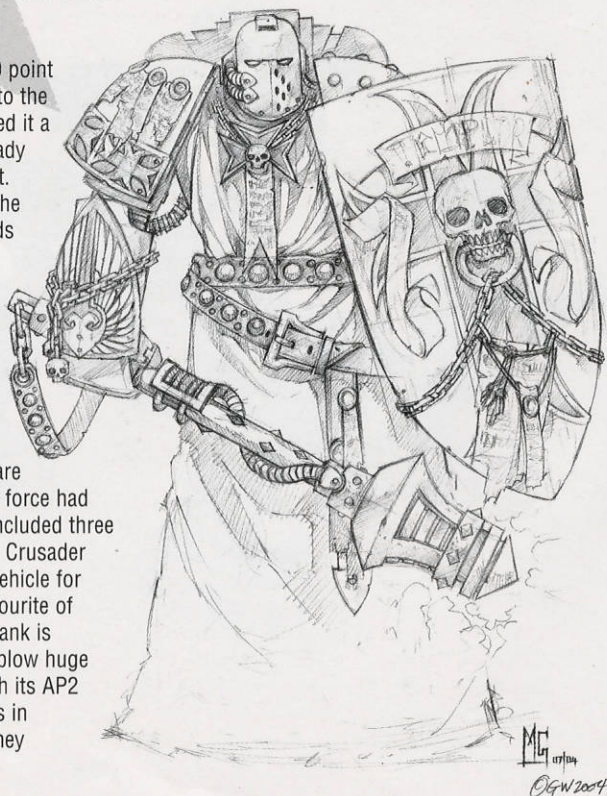
Land Raiders. Equipping the unit with two chainfists also gives them a real edge in close combat against vehicles and Dreadnoughts. An added bonus is the Terminator's Deep Strike ability which gives my force the nasty trick of allowing me to deploy them where the enemy is least expecting them, and shooting up some side or rear armour with those assault cannon.

NEXT STEPS

So there you have it, a 1,500 point force ready to take the fight to the enemies of Mankind. I've used it a couple of times and I'm already learning a few things about it. The main surprise was that the 20-man Crusader squad tends to gain a lot of attention from the enemy, drawing fire away from the rest of the force. These games have given me a few ideas of what to collect next. I've been casting my eye over the Heavy Support section. One thing I've always loved are tanks. My last Black Templar force had about a dozen tanks which included three Land Raiders. A Land Raider Crusader will make a good transport vehicle for my Terminators. Another favourite of mine is the Vindicator. This tank is truly fearsome in that it can blow huge chunks out of the enemy with its AP2 template. The terror it causes in your opponent also means they

tend to stay well clear, allowing you to deny them whole areas of the battlefield.

Another piece of Mark Gibbons' concept artwork which is absolutely stunning is one of a Marshal armed with a power maul. I'm already planning a conversion for him, so all I need now is to get hold of some more Black Templar sprues...



THE LASTRATI CRUSADE

1,500 points



CHAPLAIN SEGESTUS

161 points

Reclusiarch armed with crozius arcanum and plasma pistol and equipped with frag grenades, melta bombs, a Holy Orb of Antioch, crusader seals, Terminator honours and a jump pack.

BROTHER FULCARIS

100 points

The Emperor's Champion armed with the Black Sword and bolt pistol and equipped with the Armour of Faith, frag grenades, crusader seals, Terminator honours and the Uphold the Honour of the Emperor Vow.

SWORD BRETHERN TERMINATOR SQUAD

330 points

2 Terminators armed with storm bolters and chainfists.
2 Terminators armed with assault cannons and power fists.
3 Terminators armed with storm bolters.

BROTHER MALORIX

170 points

Venerable Dreadnought equipped with twin-linked lascannons, missile launcher extra armour. He also has the Veteran Tank Hunter skill.

CRUSADER SQUAD

285 points

1 Initiate armed with bolt pistol and power fist.
1 Initiate armed with a meltagun.
8 Initiates armed with bolt pistols and close combats.
10 Neophytes armed with bolt pistols and close combats.

CRUSADER SQUAD

112 points

1 Initiate armed with a missile launcher.
1 Initiate armed with a plasma gun.
4 Initiates armed with bolters.

RAZORBACK

95 points

Razorback equipped with twin-linked lascannons and extra armour.

BLACK TEMPLARS ASSAULT SQUAD

247 points

1 Initiate armed with bolt pistol and power fist.
2 Initiates armed with flamers.
7 Initiates armed with bolt pistols and close combats weapons.
All are equipped with frag grenades and jump packs.

ARMAGEDDON

WORLD OF WAR



The Black Templars are attacked by a mob of Orks

The Black Templars have fought in the front line of some of the bloodiest battles in the Imperium's history – none more so than the Third Armageddon War. Graham McNeill, Andy Hoare and Adam Troke uncover the history of this epic conflict.

The scale of the war on Armageddon is difficult to imagine. Millions lost their lives, mighty war machines clashed, mile-high hive cities were razed to the ground and deeds both heroic and villainous were performed. The Imperium committed troops from hundreds of light years around the Armageddon sector in response to one of the largest Ork invasions in its 10,000 year history.

The war involved millions of Imperial troops. At least 23 chapters of the Adeptus

Astartes were involved at the height of the war, and most suffered serious losses. The Celestial Lions were all but obliterated, the Blood Angels lost one of their mightiest heroes in Captain Tycho, and the Black Templars almost lost one of their most zealous Reclusiarchs at the battle of the Temple of the Emperor Ascendant.

Imperial logisticians can only estimate how many soldiers of the Imperial Guard took part in the war. Twenty-four regiments were originally called upon to serve, but the Armageddon Command Guard have long since lost track of the number of soldiers involved, and the numbers of casualties suffered amongst them.

The Orks also sustained enormous losses, though these only served to spur the invasion onwards. Towards the end of the first phase of the war, the Imperial Navy regained control of orbital space (thanks in no small measure to High Marshal Helbrecht's superb leadership of the Astartes fleet assets) thus stemming the tide of Orks landing on Armageddon.

SECURE THE HIVES

The onset of the storms caused an increase in the fighting surrounding the cities, as forces attempted to consolidate their positions and gain the relative protection of the hives. The war spilled over the city walls and vicious cityfighting erupted, engulfing every square mile of every contested hive. Amidst this fighting hundreds of provisional companies formed, consisting of hive-gangers, house-guards and ordinary civilians defending their homes.

Hive Hades was destroyed in the opening phases of the war when Ghazghkull ordered captured asteroids dropped from orbit. The impacts reduced much of the city to an enormous crater, and the outlying areas to ruins. Amidst these ruins a brutal war is fought for control of the scant shelter offered from the excesses of the Season of Fire.

THE SEASON OF FIRE

As the Season of Fire approached, both sides consolidated their positions in order to weather the storms ahead. When the Season of Fire comes to Armageddon, the worst of the superheated ash-storms will kill an unprotected man in minutes, and foul the engines and tracks of any armoured vehicle.

As the first searing winds rose across the Fire Wastes and swept down through Tempestora and Death Mire, Imperial troops dug in along 100 miles of trench lines.

Vast shelters were constructed along all fronts, and fortified with heavy bunkers. The Orks, being of stronger constitution than their Human enemy, did not need to construct such heavy shelters, but even they were forced to seek a modicum of protection against the searing ash-storms.

THE SEASON OF SHADOWS APPROACHES

Finally, after months of blinding storms, the Season of Fire draws to a close and the cooler Season of Shadows looms. Battle lines are once again drawn and the full destructive potential of both sides will soon be brought to bear once again. Armageddon is a world doomed to endless war. The Imperium simply will not relinquish its control of the world – to do so would allow the endless tide of Orks to scatter before the Imperial military, to be washed up who knows where. Better that the tide is held back at Armageddon than allowed to scatter and reform elsewhere, perhaps even closer to Holy Terra than Armageddon. The cost of this endeavour is measured in Human lives, and those lives are numbered in the millions.

DEATH IN THE JUNGLE

The largest threat caused by the storms came from Orks seeking shelter amidst the jungle. The Imperial forces stationed in that region were sorely pressed, with their headquarters at Cerbera Base under constant siege from the surrounding hordes of Feral Orks. With the influx of Orks to the area came an increase in the reports of unexplained phenomena around nearby sectors. The Relictors Space Marines spent the entire season fighting in the vicinity of the Monolith, while Ordo Xenos Kill-teams saw constant action near the pyramid. No official reports regarding the activities of either group have been logged.

BATTLES ON ARMAGEDDON

With such a rich history, the Battle For Armageddon can be brought to life by choosing missions that evoke major events from the war. The Warhammer 40,000 rulebook contains plenty of scenarios that can be used to help embellish your

campaigns. While a Cleanse Mission is a great start, a campaign can only get better as you add Night Fights, Ambushes and Meat Grinders to the mix. Below are a couple of examples of missions that can be used to represent part of Armageddon's history.



BUNKER ASSAULT

The Season of Fire saw thousands of Imperial troops defending 100 miles of bunkers and trenches. The Bunker Assault mission is a great way to represent a major offensive in this part of the war as the attacker has been ordered to capture or destroy a series of strongpoints held by the defender.

Recommended Terrain:

- At least one bunker.
- Approximately four feet of linear obstacles.
- Half a dozen pieces of obstacles to block lines of sight.



STRONGPOINT ATTACK

The attack on Cerbera Base was crucial in the War on Armageddon. Set against a jungle backdrop, the Imperial forces headquarters were under constant siege. This sort of mission can make a great finale to a campaign as the attacker gets to launch a surprise attack against an enemy strongpoint and eliminate it.

Recommended Terrain:

- At least one bunker.
- Enough fortified terrain to make up a 24 x 18" deployment zone.
- Half a dozen obstacles to block lines of sight.

THE ARMAGEDDON CRUSADE – THE BATTLE OF EAGLE DEMOS

When news reached the Black Templars of the desperate straits of the Armageddon sector, High Marshal Helbrecht immediately convened a council of Marshals and summoned those close enough to help. Marshal Ricard of the Dimaris Crusade and Marshal Amalrich of the Tiberior Crusade answered the High Marshal's summons, mustering at the Chapter keep on the feral world of Fergax. Upon arrival in the Armageddon system, Helbrecht's experience of commanding a fleet made him the natural leader of the assembled Adeptus Astartes ships while Marshals Ricard and Amalrich took their Crusades to the surface of Armageddon, deploying their forces in areas where the fighting was sure to be heaviest.

The hives of Armageddon depended on water being pumped from the icy Deadlands far to the south and innumerable pumping stations dotted the landscape to keep the vital fluid running through the pipes that led to them. The Orks quickly realised that they could cripple the defenders of a hive by depriving them of water and diverted a great deal of their warriors to sabotage or capture the water processing plants in the Deadlands. The heroic actions of the White Scars in this desolate region saved a great many of these facilities, but there were many remote pumping stations that could be more easily targeted by the Orks and, here, the Imperial defenders were stretched dangerously thin.

One such station was the Eagle Demos plant, which had fallen to the Orks early in the campaign. Squig infestation in the pumping tanks had poisoned the water flowing to Hive Helsreach and many of the defenders were sickening or dying due to the infestation. Primary water supply had been switched to another source, but enough of the tainted water was still reaching the defender's cistern tanks to pose a grave danger to the Imperial forces.

Though the Orks were largely unaware of the damage their occupation of Eagle Demos was causing, it was clear something had to be done and the site recaptured. Bombardment was out of the question as the station would be required to pump water to the hives once recaptured and thus Marshal Ricard despatched an infiltration force to penetrate the pumping station and destroy the tainted supply tanks, leaving the valuable pumping equipment intact. To lure the majority of the Orks from the station, he led a strong, though still outnumbered, force in a frontal assault on the plains before the station. The Orks took the bait and, as they mustered for battle, a Kill-team of Black Templars penetrated the perimeter of the pumping station and planted melta bombs on the sides of the tainted cisterns. The leader of the Orks, believing that his force was being attacked from the rear, split his force, thus allowing Marshal Ricard to destroy the reduced force before him in one, sweeping battle.



KILL TEAM MISSION: DESTROY THE TAINTED TANKS

OBJECTIVE – SABOTAGE

The Black Templars must get into the Ork-held pumping station and destroy two tainted water tanks so that the defenders on Armageddon Primus can hold out against the Greenskins. This mission is played on a board 48"x48" and the water tanks are placed roughly in the centre of the board. Both should be at least 10" apart and have a long piece of impassable terrain separating them. This mission follows the normal rules for a Kill-team Sabotage mission as given on page 220 of the Warhammer 40,000 rulebook.

FORCES

Black Templars

Nine Initiates (Seven with bolt pistols and close combat weapons, One with Plasma gun and one with missile launcher).

Orks

Seven Brute squads, each consisting of three Ork Boyz with choppas and sluggas, one Nob with powerclaw.

MISSION SPECIAL RULES

The Kill-team has the Distraction and Camo Gear specialist kits. In response to this, the Brute squad's Boss is equipped with the Doomsday Device specialised kit.

VICTORY CONDITIONS

The Black Templars win if both tainted water tanks are destroyed. The Orks win if they wipe out the Kill-team before they achieve their objectives or the Doomsday Device destroys the pumping station.

There are hundreds of pumping stations like Eagle Demos scattered throughout the equatorial jungles that separate Armageddon Primus and Secundus, the icy Deadlands and even the Fire Wastes. Some pump water, others mineral ores or precious fuel for the tanks and flyers of the Imperial Guard and Navy. The mission above assumes that the battle is fought somewhere more or less hospitable, but if you want to set your games somewhere more challenging, then you can do so by using the tables below. Simply choose which of the regions you wish to play in and roll a D6 each turn to see what effects are in place during each turn.

THE FIRE WASTES

| D6 Roll | Game Effect |
|---------|--|
| 1 | Fire Hurricane – All models must pass an Armour save or be unable to move. |
| 2-4 | Desert Mirage – Roll a D6 for each Kill-team and Brute squad. On a 1, it must pass a Ld test or the opponent may move it for that turn. |
| 5-6 | Eruption – An eruption of hot gasses bursts through the ground. Place the Large Blast template 2D6" from the centre of the table in a random direction determined by the Scatter dice. Any models even partially covered take a Strength 4, AP-hit. |

THE DEADLANDS

| D6 Roll | Game Effect |
|---------|---|
| 1 | Ice storm – All spotting distances halved. |
| 2-5 | Crevasse – Roll a D6 for each model in a squad. On a 1, it must take an Armour save. If passed, the model is removed as a casualty as it falls to its death. |
| 6 | Slippery surfaces – The Brute player adds one Klaxon counter. |

THE EQUATORIAL JUNGLES

| D6 Roll | Game Effect |
|---------|--|
| 1-2 | Jungle Noise – Such is the background noise of the jungle that it's hard to determine one sound from another. The Brute player loses a Klaxon counter. |
| 3-4 | Jungle Predator – Each player rolls a D6 and the higher roll nominates an enemy squad to be attacked by a jungle beast, which then vanishes into the undergrowth. The beast has an Initiative of 4 and has 2 Attacks at Strength 5. |
| 5-6 | Twigs underfoot! – The Brute player adds one Klaxon counter as the Kill-team crunch less than silently towards their objective. |



BLACK TEMPLAR PLAN

Graham McNeill: Sabotage missions are always tricky, especially if there's more than one objective to destroy. I included a missile launcher, not because I really expect to use it, but because I figure it's better to have it and not need it, than need it and not have it. The best thing to do in this game will be to sneak around to get to the first tainted water tank, making sure to use my Distraction to best effect, and then try to fight my way to the second once the game's up! Black Templars

can take on Orks any day of the week, especially a squad of nine Initiates tooled up for up close and personal fighting. However, Adam's no fool, and he's plainly out for revenge against the Black Templars after the 'incident' at the Chapter keep (see the battle report in last month's issue). Another thing I'll need to be careful of is the fact that Adam's Nob has a Doomsday Device and it could go off at any moment if I'm too successful early on. But hey, with my luck, that's not likely to happen! Or is it...?



DA KUNNIN' PLAN

Adam Troke: Those Black Templars are doomed... they just don't know it yet. My plan for this one is simple – get a few Klaxon counters by feeding Graham a Brute squad or two, then rally the Boyz at one of the tainted tanks and get ready for a proper scrap! With any luck I'll be able to hit him with enough Orks at once to take him out, but it'll be touch and go – I'll probably not pass many Waaagh! tests with my Brutes, so it's going to be a matter of drowning him in attacks if I want to cause wounds in assault.

Whatever happens, I'll need to protect my Boss from Graham until I can get him into close combat – he's easily my best chance of bringing the Templars down, so I've got every intention of getting into the thick of it.

Oh... and I've got a Doomsday Device. Lady Luck owes me one after the Black Templars battle report, so I'm counting on a stick of dynamite and a thousand gallons of promethium to make up for my tactical incompetence. Come on McNeill, it's time for a rematch!

TO BATTLE!

Under the cover of darkness the Black Templar Initiates started forward. Graham planned to rush for the nearest of the two tanks, hopefully bypassing the nearby Brutes, and, much to Adam's frustration, was able to move several key Brute squads aside, clearing a path to his first objective. Resisting the urge to unleash bolter-death on the filthy Orks they took a more cautious route, sneaking forward under the noses of their green-skinned enemies.

With only a few inches to go before they reached their first objective, problems arose for the Black Templars – with a lucky roll Adam was able to move one of his Brute squads into range of Graham's Kill-team, earning him his first Klaxon counter. The three unfortunate Orks wasted their lives blazing away at the Space Marine effect, unsurprisingly) and then leapt forward with their choppas at the... The fight ended up costing the Black Templars an Initiate before they saw off the Boyz. Realising that the time for sneaking was over, the Templars used their Distraction – a good roll from Graham allowed him to move five Brute squads – before successfully pouncing on the first objective.

With the game now truly afoot, Graham took a more direct approach, unleashing the firepower of his Kill-team onto the Brute squads as he advanced on the next objective. Three more Brute squads were disposed of as the Templars rounded the impassable terrain and converged on the objective. With the extra Klaxon counters this gave him, Adam was able to rally his forces, forming a loose cordon around the remaining tank, Gutgob bellowing orders and preparing to fight the Space Marines.

Advancing on the objective, the Space Marines suffered another casualty from the firepower that came their way, but annihilated another two Brute squads in return. Graham had hoped to mow down Adam's Boss Ork with his shooting, but a failed Target Priority roll saved Gutgob. This left Adam with only two Brute squads. Surprisingly Adam didn't seem too upset, since it also meant Gutgob could activate his Doomsday Device, lighting the fuse on a bundle of explosives strapped to the nearby promethium tanks. The fighting was bloody on both sides as the Templars bludgeoned three of the charging Orks to death, only to lose three of their number in return, Gutgob counting for two of them with sweeps of his powerclaw. The following turn two more Orks were cut down leaving just Gutgob to battle against the remaining Templars. Even as the Black Templars prepared to overwhelm the Ork Nob though, the Doomsday Device detonated!

The Orks had the victory – of sorts – as everything on the battlefield was blown apart in a series of catastrophic explosions.

TARGET ACQUIRED!

MODELLING MISSION OBJECTIVES

Inspired by the Secure The Crash Site mission in last month's Assault on Cephan IV battle report, Steve Cumiskey modelled a selection of Black Templar objectives.

The new Black Templar scenario Secure The Crash Site (see WD311) requires a set of objective counters. While these could simply be represented with pieces of paper or numbered bases, it does provide an excellent opportunity to expand your terrain collection with items themed to your own army. Unlike most terrain pieces objective

counters don't have any direct effects on the mechanics of the game; they only exist as a marker. As such, it doesn't really matter what size you make them, although it's probably not a good idea to build something huge. A 40mm base will give you enough room to model something interesting, without it interfering with the progress of the game.

MISSION OBJECTIVES

SHUTTLE POWER PACK

The shuttle power pack is one of the simplest of the objective markers. By cutting the bottom of the model off at an angle, it can be made to look like it was partially buried during the crash. A small pile of Green Stuff heaped in front of it helps to reinforce this illusion.



FALLEN BANNER

A fallen banner is a potent symbol of the Chapter's honour and a great objective for a Space Marine army to fanatically fight over. The appearance of crash damage is created with small cuts in the banner and scorched edges of drybrushed Chaos Black.



AMMO / WEAPONS CRATE

Sometimes, making an objective can be as simple as finding a suitable model and mounting it on an appropriate base. In this case, I've used one of the containers from the Battlefield Accessories pack, but you could just as easily use spare ammo boxes, packs or crates from your bits box.



WOUNDED NEOPHYTE

To create a natural pose for the wounded Neophyte I removed his left leg, and glued it back on, closer to his right leg. The arm supporting the heavy bolter props up his body while the repositioned hand makes it look more natural. The accessories on the sprue also hide the join between the leg and hip, without the need to fill gaps.



WOUNDED INITIATE

Running legs, taken from the Assault Marine sprue, are well suited to creating an injured Initiate. To get the pose right it's necessary to reposition some parts of the model. In this case, I turned the left hand and changed the left foot, to alter its distinctive running pose. Having the head tilted to one side also helps create the impression of a wounded man.



CHAPTER RELIC

Besides a banner, other parts can be used to represent relics – in this case, a sword taken from the Black Templars Crusaders sprue, and a reliquary taken from a Sisters of Battle Immolator. Like the shuttle power pack, both parts have been cut to make it seem like they're partially buried. Anything that looks like it might be precious would work for this sort of model. Swords, skulls, elaborate-looking weapons or pieces of armour are particularly good.





The Black Templars secure the crash site



THE CRASHED TRANSPORT SHUTTLE

The scenario doesn't include the crashed transport shuttle in its rules, but it does work well as atmospheric terrain for the mission, or as an objective marker. The Space Marine

pilot can also act as an objective marker, either by not gluing him into the cockpit or by building a second pilot to represent him freed from the wreckage.

The pilot was made with the legs and seat from an Attack Bike sidecar; the body, head, right arm and control stick from the Land Raider Hatch sprue, and the left arm of a Tactical Space Marine.



Take a piece of scrap polystyrene and cut it roughly to fit the space in the back of the cockpit, covering the area below the observation dome.

Then glue pieces of wire and plastic rod into the breach. Pushing pieces of rod into the polystyrene works well, but make sure that you leave enough room to get your paintbrush in.



Fix the pilot into the cockpit area by gluing his seat to the block of polystyrene. Then cover the cockpit floor with a piece of thin card.

Before painting fill any gaps with ready mixed filler. Make sure to seal any polystyrene with paint, PVA or filler before spraying the model.



Index Astartes



SILENT MENACE

Space Marine Scouts

by Andy Hoare

A series focusing
on the Imperium's
finest warriors, the
Space Marines of the
Adeptus Astartes

Way back when the first Index Astartes articles appeared, we gave an in-depth account of the process by which an aspirant becomes a Space Marine. In this article, Andy Hoare describes the role, equipment and uniform of these trainees as they take to the field of battle as Space Marine Scouts.

Every Chapter of Space Marines must recruit new warriors into its ranks in order to survive. The process varies from Chapter to Chapter, many recruiting from their own homeworld or worlds. Whatever the tradition of a particular Chapter, warriors must always be chosen when they are still young, before their bodies become too mature to accept the many bio-implants that will turn them into Space Marines. This procedure of implantation is just the beginning, for it takes several years for the genetic implants to turn an ordinary human into a full Space Marine. During those years, the warrior is known as a Space Marine Scout – he is neither fully a Space Marine nor entirely human.

A Space Marine Scout has much to learn. Not only must he become accustomed to the many biologically engineered enhancements which are at work on his body, but he must learn the litany of battle that will fortify and strengthen him. He will undergo several phases of initiation into the Chapter's own secret cults, and he will learn how to use the battlegear on which his life will ultimately depend. Most importantly of all, he will get his first chance to fight in battle.

Space Marine Scouts are neither as tough nor as experienced as full Space Marines. Scouts can fight alongside other Space Marines in the main battle-lines, and often do so. Indeed, every Chapter has its tales of valiant actions by Scouts pressed into front-line service during moments of desperation.

On the whole, however, Scouts fight as lightly armed skirmishers. Their duties are to infiltrate the enemy positions or to fight as skirmishers ahead of the rest of the Chapter. Operating behind enemy lines, Scouts set ambushes for unwary foes, spy out the enemy's movements, and gather what information they can

about their opponent's plans. Sometimes, Scouts will pounce unseen within an enemy camp, capturing a commander for integration or sabotaging equipment and supplies. Striking fast and hard, the Scouts accomplish their mission and vanish before the enemy has the chance to retaliate in force.

Once chosen from the ranks of aspirants, a human warrior must undergo the ritual trials unique to his Chapter. Once accepted, the genetic implantation and induction begins. The warrior has taken his first steps to becoming a fully fledged Space Marine. The Scout is then placed under the tutelage of a sergeant who will oversee his induction and training. These sergeants lead the Scouts in battle. Not yet ready to join a company, the young Scouts live alongside other Scouts in the 10th Company halls. Here the warriors eat, sleep and train, and learn the legends of their Chapter. Only after the Scout has proven himself in combat will his sergeant judge him worthy of the title Space Marine, and pronounce him ready to join one of the companies.

THE 10TH COMPANY

In the majority of Chapters it is the responsibility of the 10th Company to train recruits. As such, the officers and sergeants of the 10th Company are often amongst the most experienced brethren of the Chapter, often having passed through the ranks of the 1st Company and forgone promotion to higher office. Though all of the Chapter's Scout squads come under the 10th Company, it is very rarely fielded as a tactical unit. Instead, its squads are detached to other reserve or battle companies, accompanying the battle brothers to war and fulfilling the vital role in which they excel. The Codex Astartes places no limit on the number of Scout



squads that may comprise the 10th Company, although in practice few Chapters will ever have more than 10 at any one time. Most will have significantly fewer, depending on the suitability of aspirants and casualty levels.

Though counter to the dictates of the Codex Astartes, a small number of Chapters maintain training doctrines unique to themselves. Some attach individual Scout squads to specific battle or reserve companies on a permanent basis. The Black Templars Chapter diverges from standard doctrine, in that recruits are attached to specific individuals, fighting alongside a master until deemed ready by him to progress to the rank of battle brother. The Space Wolves also maintain their own traditions, which are entirely at odds with the word of the Codex Astartes.

SCOUT INSIGNIA

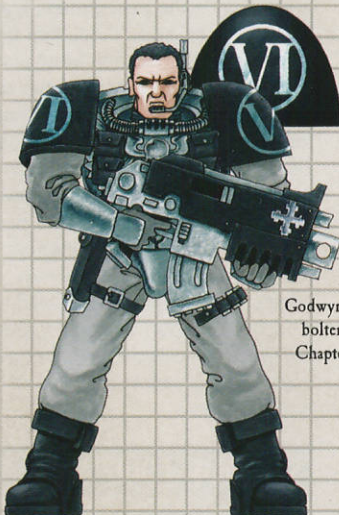
The Codex Astartes states that the members of the 10th Company do not ordinarily wear company insignia, except for ceremonial occasions. Some Chapters forgo this restriction however, while others have entirely unique traditions regarding the marks worn by their Scouts. Scout squads in the White Scars Chapter for example are permitted to wear the lightning flash of their Chapter badge, but Chapter lore states that this may not include the horizontal bar behind the flash worn by full battle brothers.



Chapter Approved Access Level: Ω thirty seven

Ref: 28/56-AA34V92 - Classification

Specification: Standard equipment config



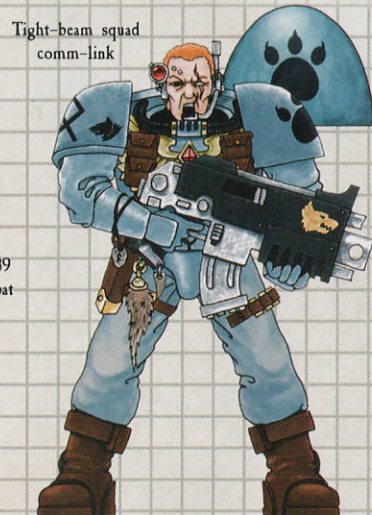
Iron Knights

Godwyn pattern bolter with Chapter icon



Black Templars

Astartes M39 pattern combat shotgun



Space Wolves

Tight-beam squad comm-link



Marines Exemplar

Infernus 'S' pattern bolt-pistol



Dark Angels

Mars XX pattern auspex

Camocloak (adaptive)

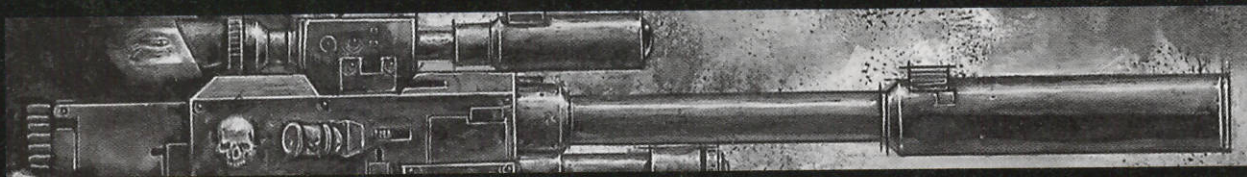
'Catspaw' morphic tread combat boots



Ultramarines

Carbon/titanium weave fatigues

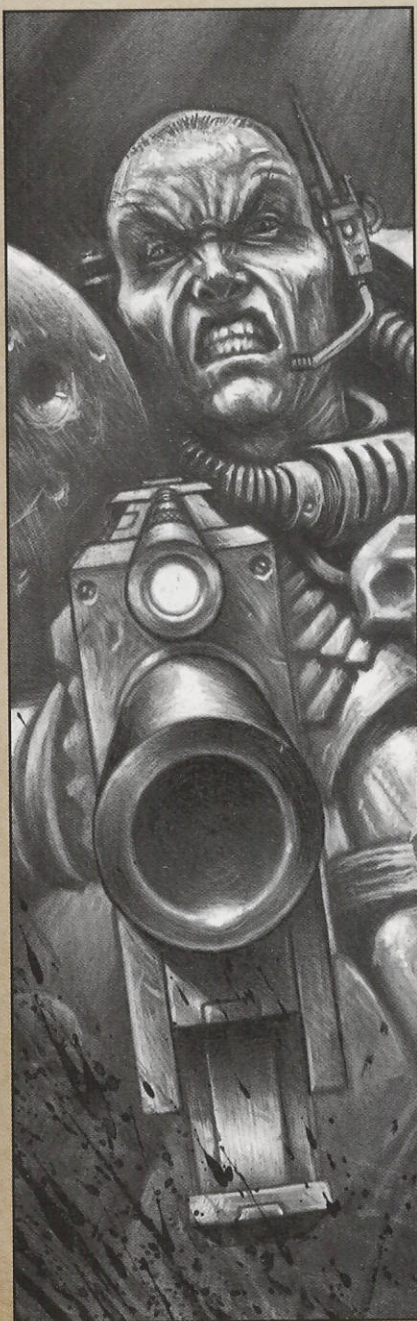
Thought for the day: The loyal servant learns to love the lash



THE ASTARTES M40/A1 PATTERN SNIPER RIFLE

The Codex Astartes states that a Space Marine must be schooled in every aspect of war, and this includes the use of weapons he may not necessarily go on to use as a fully-fledged Space Marine. The sniper rifle is such a weapon, and its use fits the tactical role of the Scout. The rifle fires a small dart made from a deadly neuro-toxin chemical. The liquid

chemical is frozen into a dart or sliver within the gun before it is fired. Unerring accuracy is afforded by a low power beam of invisible laser-light which drives and guides the chemical dart to its target. If the target is armoured, the beam automatically pulses when the rifle is fired, punching a tiny hole which allows the toxic dart to penetrate.



TACTICS AND TRAINING

The tactics utilised by Space Marine Scouts provide a very practical method of gaining experience in the ways of war. A Space Marine must be fully versed in every conceivable aspect of warfare, even those he will not practice as a battle brother. Thus, a Scout learns the art of infiltration and subterfuge, approaching the foe unseen and striking before his presence is noted. Such tactics are rarely, if ever, practised by the reserve and battle companies, for the Codex Astartes dictates a very direct form of warfare.

rites and initiations

Each Chapter of the Adeptus Astartes maintains its own traditions regarding the initiation of recruits into its ranks. A common factor is the gradual initiation of the recruit into the legends and secrets of the Chapter. This process often runs parallel to the bio-genetic treatments the aspirant must undergo. As the physical transformation proceeds, so a spiritual change occurs. Both are tempered by ongoing experience on the field of battle and the rituals in which the aspirant must participate.

The nature of such rites varies enormously from one Chapter to the next. Some are solemn affairs recalling the sacrifice the Emperor made for Humanity. Others are raucous celebrations drawing on the culture of the nature's homeworld. Still more are bloody and barbaric involving ritual bloodletting, scarification or amputation. All are vital to the arcane workings of Chapter, and his participation a prerequisite of the aspirant's acceptance by his would-be brothers-in-arms.

Such are the rigours of a Scout's training that many do not survive. Whether he is crippled upon the battlefield, or found spiritually wanting during a particularly exacting ritual, Scout may find himself cast out, his future with the Chapter curtailed.

In some instances, the aspirant may transgress one of the many articles of Chapter law, and injury at war may prove preferable to the punishment. Many possible fates await those that fall by the wayside in this manner. Most are mind-scrubbed and become Chapter serfs – manservants and menials. The less fortunate are transformed into living Servitors – mindless bio-mechanical automatons who exist only to assist the Chapter's Techmarines in the operation of heavy and frequently dangerous machinery. A very rare few may yet rise to positions of relative power within the Chapter's support network, yet even the highest-ranked factotum is but a lowly, nameless servant in the eyes of the battle brothers.

SPECIALIST EQUIPMENT

Space Marine Scouts are issued with all manner of specialised wargear. In many cases, these items are crafted by the Chapter's tech adepts for specific roles or missions, and all enable the Scout to carry out his mission with deadly effectiveness.

Each Scout wears a tight-beam squad comm-link, which is used to transmit encrypted data to the other members of the squad without the risk of enemy signals interception. The squad's leader has a long-range link, with which he can communicate with other units.

Space Marine Scout Snipers are issued with a powerful optical image enhancement array, and this is linked with their rifle's scope to allow them to literally see down the barrel of their gun.

A Scout's armour is constructed of the same ceramite plates that typify power armour, except of course it is not powered, and as such the Scout cannot bear the weight of a full suit. Instead, his fatigues are woven from a carbon/titanium composite that is capable of turning the most powerful of small arms fire.

SCOUT CAMOUFLAGE

Space Marines rarely use any form of camouflage, for their entire combat doctrine states that they are best deployed as shock troops, their very presence filling the enemy with terror.

There are instances when a Chapter may utilise patterns approved by the Codex Astartes, and in most cases this is in relation to the role of the Scouts. As ever, a Scout must be conversant in every aspect of war, and so an understanding of concealment and the use of camouflage are essential. The Codex contains a staggering array of camouflage patterns, many used in a wide range of environments. Others are intended for use in individual or exotic surroundings, and their use is extremely rare.



Sub-arctic mountainous pattern, as used by Scouts of the Subjugators Chapter during the Tranquillity Campaign. 'Task Force Reaper' also including Imperial Guard units that adopted the same pattern on their tanks.



Codex-approved cobalt/ammonium desert pattern, as used by the Scouts of the Novamarines Chapter in the Galen V Suppression.



Sub-tropical forested pattern, as used by White Scars Scouts of '422 patrol' during the Canak death world incident.



Codex-approved iron oxide desert pattern, as used by Ultramarines Scouts during the relief of Fort Wrath.



Sub-arctic tundra pattern, as used by Dark Angels and Raptor Legion Scouts during the Egammonon Revolt of the Fourth Quadrant Rebellion.



Codex-variation (approved M39) urban combat pattern, as issued to Scout units en route to Medusa V.



Unidentified pattern, possibly high-altitude iron oxide desert.

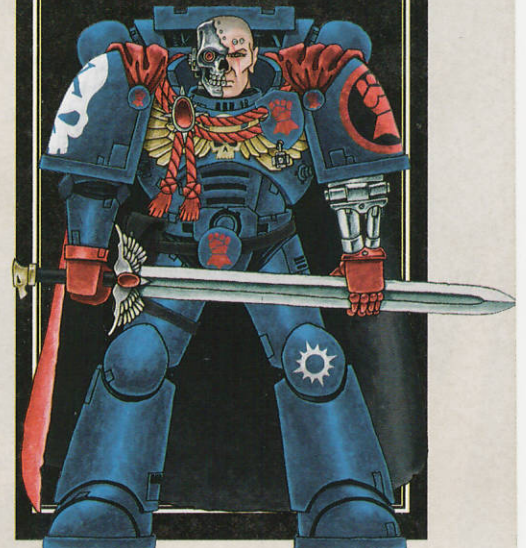


Variable temperate terrain pattern. One of 500+ variations used by all Chapters.

THE CRIMSON FISTS

More than any other force, the 10th Company of the Crimson Fists represents the very future of the Chapter. The Crimson Fists suffered horrendous losses in the early stages of the Ork invasion of their homeworld. All but the equivalent of a single company were lost during the destruction of the Chapter's fortress-monastery, and the Crimson Fists have been forced to concentrate upon rebuilding their shattered numbers ever since. The Chapter's 10th Company now stands at full strength. The Crimson Fists will not accelerate their training and thus compromise the quality of their intake: too much is at stake to do so.

Crimson Fists 10th Company Captain



SEARCH & DESTROY

MODELLING SPACE MARINES SCOUTS



A unit of Blood Raven scouts infiltrate an enemy base.

The new Space Marines Scouts squad can be assembled in a variety of ways to suit the look and roles required by different Chapters. Adi Wood takes a furtive look at just some of the choices modellers have made.

Scout squads are very versatile units. Not only can they infiltrate the battlefield, moving quickly through terrain, but they can also carry a number of unique weapons combinations, allowing you to tailor them to very specific battlefield roles. As a result there are lots of opportunities to give your Scouts a distinctive appearance when modelling and painting them.

The following showcase features a number of examples showing the vast range of models that can be made, including different weapons combinations, extra equipment from other Space Marines sprues and converted models.

Scout squads can also be adapted to suit specific Chapters. In the case of Codex Chapters, which include the Ultramarines, the Scout squads play a conventional role. They often work in an independent role on the

battlefield and there's lots of additional equipment that can be added to your models: pouches, grenades, etc – which will help to get this idea across.

Alternatively, non-Codex Chapters such as the Dark Angels and the Black Templars can deviate from Codex Chapters. In the case of the Black Templars, for example, Scouts are Neophytes, taking their first steps into combat on their way to becoming Initiates. Rather than being an independent unit Black Templar Scouts are included as part of a Crusader squad.

CODEX & NON-CODEX

The majority of Space Marine Chapters adhere to the Codex Astartes written by Roboute Guilliman, founder of the Ultramarines. The book sets out how a Chapter should be organised and armed, detailing iconography and tactical markings that should be applied – proud of their heritage, the Ultramarines are the best example of a Codex Chapter. However, some Space Marine Chapters have strayed from the statutes of Codex Astartes, with radically different systems of organisation and markings. All the non-Codex examples shown here differ from the Codex in some way, most notably the Black Templars and the Space Wolves.

Bolt pistols and combat knives suit a close combat role.



Shotguns are ideal assaulting lightly-armed troops.



Boltguns coupled with a heavy bolter are the perfect foundation for a fire support team

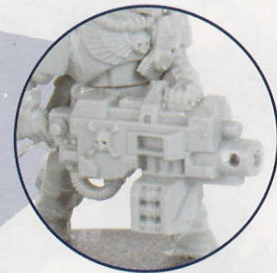
ULTRAMARINES

CODEX CHAPTER

Adi Wood: I was determined that my squad of Scouts would look like infiltrators – in other words in defensive poses, with weapons held low cautiously advancing on the enemy. The Scouts come with such a variety of different weapon arms I was able to choose a bolter arm, cut away the hand and graft on a bolt pistol instead. With his arms attached in a low position, one trooper advances in a cautious, hunting pose. The other troopers were made by carefully choosing the right combination of parts to get the pose.

When it came to the heavy bolter trooper I wanted the weapon to seem to be firing straight forward. At first I struggled get the model into the right pose, but the beauty of plastic is that it is a very flexible material, perfect for conversion work. Starting with the heavy bolter support hand, I cut the hand off and attached it to a bolter support arm. With the right arm also cut and repositioned, the weapon could be angled just right. The trick is to work quickly whilst the glue is still setting, allowing the model to be repositioned until the final pose is achieved.

I wanted the troops to match the Ultramarines Terminators I made a few months back. The major difference with these troops is that they don't have any liturgy on them. Like the Terminators I hand-painted the Ultramarines symbols on the shoulder pads. My aim was to apply strict Codex Astartes tactical markings to the troopers; in this case, the unit number on the right shoulder guard and the Chapter symbol on the left. Finally, I painted the troopers' hard, chiselled faces with a Tanned Flesh base colour and a layering on Elf Flesh to get a strong contrast.



This unit of Ultramarines Scouts is armed with boltguns and a heavy bolter; ready to add their long-range firepower to the attack.

BLOOD RAVENS

CODEX CHAPTER

Rik Turner: I've already got a couple of squads of Scouts in my Blood Ravens army, originally inspired by the *Warhammer 40,000 Dawn of War* computer game. Each squad fulfils a specific battlefield role: one is made up of Snipers whilst the other contains a heavy bolter for heavy support.

In the case of this new squad it would be lightly armed and capable of moving quickly ahead of the rest of the army. Weapons-wise, the bolt pistol and combat knife is my preferred combination – I'm not a huge fan of shotguns, although they can be good against lightly armed troops.

Keeping their battlefield role in mind, I modelled the squad in dramatic fighting poses. In particular, two of the troopers are posed so that they appear to be hacking their way through the undergrowth (or opponents!). In order to get these poses right I expected to make several minor conversions, cutting and repositioning several limbs. However, there were so many options with the parts that this proved unnecessary. With plenty of extra pouches and gear on the sprues to add to the squad, the models soon had the appearance of troops well capable of working independently of the rest of the army.



Rik's scouts took a lot of inspiration from the THQ game Warhammer 40,000 Dawn of War.



IRON KNIGHTS

NON-CODEX CHAPTER

Neil Hodgson: The Iron Knights Chapter is one of my own devising: metal armour, black helmet and shoulder guards with unit markings painted in silver on both shoulder guards – the Chapter symbol appears on a Terminator-style tilting plate. When painting my new Scouts, I applied the same scheme with the addition of contrasting light grey fatigues. To match the black helmet, all my troopers have the same black hair.

The main difference between the Scouts and Tactical troops is the lack of tilting plates for the Chapter symbol. I chose to paint this on the left shoulder pad of the Veteran Sergeant: the titling plate is normally on the left-hand side of the model. The final touches to the sergeant are a purity seal on the right shoulder guard and an auspex glued to his belt, straight off the Tactical Space Marine sprue.



Neil's own artwork for the Iron Knights (above) was the basis for his Chapter.

DARK ANGELS

NON-CODEX CHAPTER

James Griffiths: The standout conversion in my Dark Angels Scouts squad is the Sergeant. Rather than have him holding his boltgun like the rest of his squad, his weapon hangs from his shoulder by a strap. With the weapon trimmed to fit the model in its new position, a plasticard strap added to the effect.

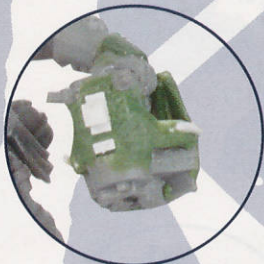
The pointing hand is from the Cadian Heavy Weapon sprue, with a small piece of

armour sculpted onto the back of it with Green Stuff. Additional parts from the Tactical Space Marines sprue were added to his belt, bulking him out.

I wanted the squad to have a teleport homer with one of the troopers carrying it in his hand. A great idea in theory, in practice it looked much too large to be carried one-handed so I built up a new, more portable one. Using a combination of plasticard and

Green Stuff to make the body of the teleport homer, I cut the bottom off the original model and used an auspex for its handle.

The squad is painted in classic Dark Angels colours, with a subtle camo scheme painted on the cloth fatigues – sanctioned by the Codex Astartes of course. Scouts are the only troops in a Space Marine army that can wear camouflage patterns, as befits their battlefield role.



James' heavily customised his unit, including a portable teleport homer, scratch-built.



BLACK TEMPLARS

NON-CODEX CHAPTER

Matt Hutson: The biggest influence on the appearance of these models is the structure of Black Templars squads – rather than fielding separate Scout squads, as with a Codex Chapter, these troopers are included in Black Templars squads as Neophytes to the more experienced Initiates. Much like the relationship between a squire and a knight, the inexperienced Scout learns important battlefield

lessons from his tutor, as well as serving the older Space Marine when not in combat.

I gave them aggressive poses to match the rest of the squad and armed them with close combat weapons – I'm not keen on shotguns so I opted for bolt pistols and combat knives. As servants, they carry a lot of equipment belonging to the older warriors, straight off the Crusader sprue – banners are normally out of place on stealthy

Scouts but perfectly in character on a Neophyte. One trooper carries a sword on his back and several have scrolls but no Crusader seals.

The colour scheme matches the rest of the army, only the Neophytes are less decorative, with little liturgy on their armour. The stand-out feature is the cross tattoo on the face, which matches the white symbols on the helmets of the Initiates.



Use of Black Templar iconography tied the scouts to Matt's army.

SPACE WOLVES

NON-CODEX CHAPTER

Simon Grant: I wanted to model this squad of Scouts as infiltrators who attack tanks or heavily armoured troops behind enemy lines. Space Wolf Scouts differ from Codex Chapter squads in that they are hardened, experienced troops who work alone on the battlefield, rather than being Space Marines in training. The Space Wolves Accessory sprue is key to achieving a battle-hardened look. I'm very familiar with this sprue, having used it on my Grey Hunters packs, so it was simply a case of picking the best parts.

Replacing the heads with those on the Space Wolves sprue was the first step and made them look much older and experienced. The power weapons, an axe and a sword, come with arms attached, so I cut them off at the wrist and replaced the combat knives on a couple of the models.

The most involved conversion on the whole pack was the meltagun. I carefully cut away the arm holding the Scout boltgun, retaining as much of the trigger mechanism as possible. I then cut and attached a Tactical

Space Marine hand onto the Scout boltgun support arm. Finally, I slotted the meltagun in place whilst the weapon arms were still wet on the model, allowing me to reposition them as I wanted.

The models were painted in classic Space Wolf colours to match my army but without applying any Great Company iconography as this seemed to suit them better. To contrast with the armour, I painted the cloth a lighter tone. Finally, I glued snow scatter to the bases.



Combining the Space Wolves Accessory sprue with the new Space Marine Scouts was crucial to Simon achieving the right look.



BEHIND ENEMY LINES

TACTICA SCOUTS

Mat Ward takes a look at the resourceful Space Marine Scouts in Warhammer 40,000, with four example army lists and tips on how to use them effectively.

Space Marine Scouts are great. For my money, they're one of the most useful units available to a Space Marine army and, even better, they're Troops choices, so you don't have to worry about them eating into those precious Heavy Support or Elites selections. Most Space Marine armies I field put out at least two squads of Scouts as a matter of course (and not as the only Troops choices, I might add, lest eyebrows are busily raised at this point) but why? What is it about Scouts that makes them so valuable to my Adeptus Astartes? Simply put, there are three main reasons:

1. They're Cheap

That's right. In the otherwise premium-rate Space Marine army, a trooper that weighs in at only 13 points per model is a most welcome thing. I'm not going to say that they're so inexpensive that you won't mind when a hail of incoming fire reduces them to a fine, powder-like substance, but it does mean that you can get plenty of bodies on the ground for a reasonable outlay.

2. Space Marines

Alright, so this may fall into a category politely described as 'obvious' but it's worth mentioning. What makes a Space Marine different to a regular Joe Guardsman? Is it years of rigorous training or utter loyalty to the Emperor? Nah. For my money it's the fact that they have 4s on their profile rather than 3s. Though Scouts lack the hefty 3+ Save of full Space Marines, having Ballistic Skill, Weapon Skill, Strength, Toughness and Initiative all at 4

often means you don't often have to say sorry – or if you do, it's in an ironic tone of voice (with borderline sniggering).






3. Infiltrate

I love infiltrating troops in Warhammer 40,000 (my infiltrating troops, leastways – opposing infiltrators I'd quite happily seal in an airlock and then press the big red button). Whether you want to get into that perfect fire corridor, harass the enemy support squads, or just hunker down in a board quarter and dare the enemy to come get you, infiltrate is the perfect tool for the job. Better yet, Scouts have just a wide enough set of weaponry to allow them to specialise for the role you have in mind for them. Looking to set up on a fire corridor to suppress infantry? Heavy bolter and sniper rifles it is. Looking to hunt enemy heavy weapons troops? Slap some Terminator honours and a power weapon on the Sergeant and give him back-up bolt pistols and close combat weapons.

PIQUET LINE 1,497 POINTS

First and foremost, we have Scouts in their main role – forward troops who disrupt and delay. Place them as far forwards as possible (or behind the enemy, if you can) and make the enemy deal with them so as to save your more important units a bit of flak. If the Scouts survive

the first turn, that's great. If they leave your opponent weeping with impotent rage because he's had to task half of his firepower to wipe out 150 points of troops, then that's even better.

| | | | |
|--|-------------------|--|-------------------|
|  CAPTAIN Captain armed with storm bolter, power weapon, bionics and melta bombs. | 90 points |  DREADNOUGHT Dreadnought armed with assault cannon and heavy flamer. | 115 points |
|  SCOUT SQUAD 1 Scout armed with missile launcher. 4 Scouts armed with bolters. | 75 points |  ASSAULT SQUAD 1 Veteran Sergeant armed with bolt pistol and power fist. 2 Assault Marines armed with plasma pistols. 7 Assault Marines armed with bolt pistol and close combat weapon. | 262 points |
| SCOUT SQUAD 1 Scout armed with heavy bolter. 1 Scout armed with sniper rifle. 3 Scouts armed with bolters. | 75 points | LAND SPEEDER Land Speeder armed with multi-melta. | 65 points |
| TACTICAL SQUAD 1 Marine armed with las-cannon. 1 Marine armed with plasma gun. 5 Marines armed with bolters. | 130 points | LAND SPEEDER Land Speeder armed with multi-melta. | 65 points |
| TACTICAL SQUAD 1 Marine armed with las-cannon. 1 Marine armed with plasma gun. 5 Marines armed with bolters. | 130 points |  PREDATOR ANNIHILATOR Predator armed with las cannon side sponsons. | 145 points |
| | | WHIRLWIND | 85 points |
| | | DEVASTATOR SQUAD 4 Devastators armed with heavy bolters. 6 Devastators armed with bolters. | 210 points |



Taking out an opponent's HQ is a tactical opportunity that cannot be missed

SEEK AND DESTROY

1,497 POINTS

This army is based around the principle that the Scout company of the Chapter is performing a surgical attack on a key location, possibly aiming to take out an enemy commander in the process. As a result, the Scouts make up the bulk of the force, filling out Tactical, Assault, and Support

roles, depending upon their weapon loadout. Heavier recon elements from the Chapter (Land Speeders and a Bike squadron) add a little muscle to the army, whilst a heavy hitter Command squad waits for the word to teleport in and ferry the designated target into a world of pain.



CODICIER 135 points
In Terminator armour and armed with storm bolter and Fury of the Ancients.

TERMINATOR COMMAND SQUAD 200 points
2 Terminators armed with storm bolters and power fists.
2 Terminators armed with assault cannons.



SCOUT SQUAD 145 points
1 Scout armed with heavy bolter.
2 Scouts armed with sniper rifles.
7 Scouts armed with bolters.

SCOUT SQUAD 171 points
1 Veteran Sergeant armed with bolt pistol, power fist and teleport homer.
9 Scouts armed with bolt pistols and close combat weapons.
All are equipped with frag grenades.

SCOUT SQUAD 145 points
1 Scout armed with heavy bolter.
2 Scouts armed with sniper rifles.
7 Scouts armed with bolters.

SCOUT SQUAD 75 points
1 Scout armed with missile launcher.
4 Scouts armed with bolt pistols and close combat weapons.

SCOUT SQUAD 75 points
1 Scout armed with missile launcher.
4 Scouts armed with bolt pistols and close combat weapons.

SCOUT SQUAD 171 points
1 Veteran Sergeant armed with bolt pistol, power fist and teleport homer.
9 Scouts armed with bolt pistols and close combat weapons.
All are equipped with frag grenades.



LAND SPEEDER 65 points
Land Speeder armed with multi-melta.

LAND SPEEDER 65 points
Land Speeder armed with multi-melta.

BIKE SQUADRON 65 points
1 Attack Bike armed with a multi-melta.
1 Veteran Sergeant armed with power weapon.
2 Bikers armed with melta-guns.

BEHIND THE LINES

1,494 POINTS

In this army the Scouts are acting as the forward support for an armoured spearhead – a Land Raider Crusader and two Predators. The Scouts are used to eliminate or tie-up potential threats, whilst your

heavy hitters get into position. The Terminator Squad have the option of riding into battle inside the Land Raider, or using the homing signal from the Scouts to materialise where they'll be most useful.



CAPTAIN

110 points

In terminator armour and armed with storm bolter, power weapon and bionics.



SCOUT SQUAD

75 points

1 Scout armed with missile launcher.
4 Scouts armed with bolters.

SCOUT SQUAD

75 points

1 Scout armed with missile launcher.
4 Scouts armed with bolters.

SCOUT SQUAD

119 points

1 Veteran Sergeant armed with bolt pistol, power fist, auspex and teleport homer.
5 Scouts armed with bolt pistols and close combat weapons.
All are equipped with frag grenades.

SCOUT SQUAD

119 points

1 Veteran Sergeant armed with bolt pistol, power fist, auspex and teleport homer.
5 Scouts armed with bolt pistols and close combat weapons.
All are equipped with frag grenades.



TERMINATOR SQUAD

240 points

2 Terminators armed with assault cannons.
3 Terminators armed with storm bolters and power fists.

DREADNOUGHT

115 points

Dreadnought armed with assault cannon and heavy flamer.

DREADNOUGHT

115 points

Dreadnought armed with assault cannon and heavy flamer.



PREDATOR ANNIHILATOR

145 points

Predator armed with las cannon side sponsons.

LAND RAIDER CRUSADER

275 points

Land Raider Crusader armed with pintle mounted storm bolter.

PREDATOR DESTRUCTOR

110 points

Predator armed with heavy bolter side sponsons.

BLITZ

1,499 POINTS

There's nothing subtle about this final army. The Scouts are employed to suppress enemy fire support squads. While the enemy are off-balance the rest of your army can engage vulnerable points all along

the line. The Codicier with Veil of Time is more than capable of taking on anything causing you a headache, whilst the drop pod launched Dreadnought is an entertaining way of shifting stubborn enemies.



CODICIER

151 points

Armed with jump pack, bolt pistol, terminator honours, Veil of Time and melta bombs.

CAPTAIN

130 points

Armed with jump pack, lightning claws, terminator honours and melta bombs.



SCOUT SQUAD

75 points

1 Scout armed with missile launcher.
4 Scouts armed with bolters.

SCOUT SQUAD

75 points

1 Scout armed with missile launcher.
4 Scouts armed with bolters.

SCOUT SQUAD

75 points

1 Scout armed with missile launcher.
4 Scouts armed with bolters.

SCOUT SQUAD

127 points

9 Scouts armed with bolt pistols and close combat weapons.
All are equipped with frag grenades.

SCOUT SQUAD

75 points

1 Scout armed with missile launcher.
4 Scouts armed with bolters.

SCOUT SQUAD

127 points

9 Scouts armed with bolt pistols and close combat weapons.
All are equipped with frag grenades.



DREADNOUGHT

115 points

Dreadnought armed with assault cannon, heavy flamer and Deathwind drop pod.



ASSAULT MARINES

225 points

1 Veteran Sergeant armed with bolt pistol and power fist.
4 Assault Marines with bolt pistol and close combat weapon.
All are equipped with frag grenades.

ATTACK BIKE SQUADRON

165 points

1 Attack Bike armed with twin-linked bolters and multi-melta.
2 Attack Bikes armed with twin-linked bolters and heavy bolter.
All are equipped with frag grenades.

SCOUT BIKE SQUADRON

108 points

4 Scout Bikers with twin-linked bolters.
All are equipped with frag grenades.

Of course, it's not all good. All troops in Warhammer 40,000 have disadvantages set against their positive aspects. Apparently even Necrons do – though I don't see it myself (note to self: must learn target priority). Space Marine Scouts are no different in this regard, here are some of the negatives:

1. No Power Armour

Sadly, this is a problem. Most of the chunkier, multiple shot weaponry in the Warhammer 40,000 universe goes through Scout armour like a hot knife through butter. Heavy bolters, autocannons, gauss blasters, missile pods, venom cannon, and assault cannon will spoil a Scout squad's day, whilst a Space Marine squad will happily make their armour saves (providing I'm not rolling the dice, of course). This is mitigated somewhat by their Infiltrate skill, which allows them to lurk in a handy patch of cover somewhere, but can still leave your Scouts open to pursuing exciting new career options as compost or blackened skeletons.

2. Limited Transport Options

Aside from the not-so-humble drop pod, Scouts have no dedicated transport options available to them. In their normal role this isn't likely to be a problem, as it's hard to imagine Scouts sneakily

Most of the chunkier, multiple shot weaponry in the Warhammer 40,000 universe goes through Scout armour like a hot knife through butter

infiltrating into position, hoping that the enemy don't register the roaring noise of their Rhino's engine. However, if you're looking to use Scouts as a cheap alternative to Tactical squads, you'll have to do so without Rhino or Razorback support. Of course, you can always mount them up in a Land Raider (of either flavour) or in a drop pod, but the former will always feel a little over-the-top, whilst the latter is rarely better than their innate stealth abilities (though there is something to be said for the drop pod's ability to always be used, regardless of level of mission).

3. Restricted Armoury

As Space Marines whose training is not yet complete, Scouts don't have access to much of the formidable weaponry that their more experienced battle brothers can draw from. They have no special weapons, and are limited to two heavy weapons: the heavy bolter and missile launcher. This isn't, as far as it goes, anywhere near the end of the world – these two heavy

weapon options are pretty good – but it does mean that you can't rely on the more efficient tank-hunting guns, such as lascannons and multi-meltas. That said, Scouts have exclusive access to sniper rifles which, let's face it, are pretty good against almost anything.

BE VERY, VERY QUIET

When it comes right down to it, there are plenty of different playing styles, and army types, that Scouts can slot into. With their limited options, Scout squads must be equipped to match the role that you want them to fulfil. The other thing you'll want to bear in mind is that you'll not always be able to use the Infiltrate rule, so have a plan for your Scouts if they have to hunker down in your deployment zone like the rest of your army.

The tactics for using Scouts that I've covered here should be familiar to experienced gamers, while some of you will have me marked down as a madman. But hopefully, it should all be a little thought provoking.



Scouts are ideal for infiltrating behind your opponent's battle lines and pre-emptively striking potential threats

TOURNAMENT PLAY

GRAND TOURNAMENTS

Grand Tournaments draw the best wargame players from far and wide. Showcases of gaming and modelling prowess, they are the culmination of a year of planning in which every player had proved their worth in a qualifying round. Pete Haines visits the final of the UK's Warhammer 40,000 Grand Tournament at Warhammer World to rub shoulders with the great and the good.

One of the great attractions of a Grand Tournament has to be that, as well as playing against new opponents, you get to play against armies that you wouldn't have seen at your own gaming club. Pretty much every army is represented at an event, many of them modelled to a very high standard and played expertly. If the idea of playing the game at a high level in every regard appeals to you then it may be time to give the Grand Tournament a try.

There is a popular misconception that tournament play is cheesy or beardy, which is not entirely fair. The reality is that tournament players are simply keen to ensure that the rules are used consistently. Whilst the armies used tend to be very competitive in their composition the only options available are the ones in the Codex

books, so it is a level playing field. Interestingly there are very few arguments about rules at a Grand Tournament and there is a very high standard of sportsmanship displayed. Furthermore the Swiss Chess system (where players are matched against opponents with comparable scores) ensures that every player can enjoy games at his or her own level of play. Indeed, there is a definite camaraderie among tournament players, who frequently meet at different events throughout the year and enjoy a friendly rivalry throughout.

The expansion of the tournament scene means that the time may not be far off when there will be a Warhammer 40,000 World Championship; perhaps you ought to get practising so that when that day comes the proud player holding the trophy aloft is you.



ORIGINS OF THE GRAND TOURNAMENT by Jervis Johnson

It's now about 10 years since we held the first Warhammer Grand Tournament. Our aim was then, and remains now, to create an event that was about getting together with a bunch of like-minded companions to play your favourite game for a whole weekend. Finding a 'champion' Warhammer player was a very secondary consideration. Because of this, we tried to organise the tournament in such a way that all aspects of the hobby were covered, including things like bringing along a nicely painted army, and acting in a sporting manner. The effect was to create a tournament system that was not just about winning games (although this was important). I'm happy to say that although the detail of how and why tournaments are run may have changed, these basic ideals remain as true today as they did at that first tournament.

My main memory of organising the event was that it was exhausting but very rewarding work. At the time, and hard as it is to imagine now, tournaments for Warhammer and Warhammer 40,000 were very rare. Because of this, it was quite difficult to get the 100 or

so players needed to make the event viable. People simply were not used to the idea of spending two days participating at a tournament. As a result of heavy promotion in White Dwarf and thanks to some hard-selling by our Mail Order and Retail staff, we finally managed to scrape together enough players. In the meantime we had to organise the gaming tables and terrain from scratch, as well as finding a suitable venue. It really was quite daunting, but fortunately for me I had the support of a small team of very able volunteers. Thanks to their efforts we were ready in time and the first tournament proved a big success.

Since then Grand Tournaments have gone on to become a staple fixture on our events calendar. They have been so successful that we now run tournaments for Warhammer, Warhammer 40,000 and The Lord of The Rings Battle Strategy Game all over the world, as well as quite a few of our Specialist Games systems. Every year they get bigger and bigger, and the standard needed to win gets higher. Long may it continue!

WARHAMMER WORLD



The Warhammer World visitor centre at Games Workshop's UK headquarters attracts thousands of visitors every year. Besides the vast gaming hall, which plays host to many tournaments throughout the year, it boasts a flagship store and a brand new miniatures museum. The exhibition (pictured above) has brought together the Design Studio's 'Eavy Metal collection of miniatures – as featured in these very pages and in the rulebooks. In addition, there are classic models and armies drawn from the collections of such Games Workshop luminaries as John Blanche.



THE US TOURNAMENT SCENE by Dave Taylor



Within the tournament the competitors vote to decide best army

There's a very fluid tournament scene in the US, ebbing and flowing with the seasons. The bulk of tournament events are actually Rogue Trader Tournaments, independently-run events adhering to the "Gamer's Bill of Rights", where hobby skills (like painting and modelling) are judged alongside game skill and sportsmanship. The format is very flexible but is generally based

around a one-on-one, round robin, Swiss Chess system. Points values can vary between 1,000 and 2,000 points, although we have heard of Combat Patrol tournaments being run. Three games and a winner in under two hours, not bad really.

There are a few other tournament formats that occasionally pop up, and these are usually geared solely around the gaming

aspect of competition. At these venues, you can expect to see extremely tough, competitive lists at any event carrying the Gladiator or 'Ard Boyz name.

We are currently seeing a growing effort from the local gaming community, aided by our Games Workshop managers in the field. Examples of this are The Battle for The Lonestar event in Texas, held in NASA's Johnson Space Center, and Adepticon, run by the Adeptus Windy City club in Chicago. The first event followed a similar format to a Games Workshop Grand Tournament, while the second was very 'convention-oriented' with high-end hobby seminars by Golden Demon winners, six different tournaments, and a painting competition. The feature event at Adepticon is the 40,000 Team Tournament. Players register as teams of four, typically with themed armies, and play four two-on-two games, partnering with each member of their team at least once. The new dynamic of teamwork, usually so alien to tournament play, gives a completely different buzz to the atmosphere.

The future of tournaments in the US lies with independent groups supported by local Games Workshop staff, something we're really looking forward to.

THE NORTHERN EUROPEAN TOURNAMENT SCENE by Bo Tolstrup

Games Workshop Northern Europe, which comprises Scandinavia, Netherlands and Eastern Europe boasts a lot of Hobby activity. However, because Northern Europe doesn't have many Games Workshop stores, most of the tournaments are currently run by local stores or clubs with help from ourselves. But with our new Northern Europe Events Coordinator Kai Glerum we are now in a good place for the future and have some exciting ideas lined up.

GRAND TOURNAMENTS

Grand Tournaments are run in Scandinavia, Holland and Eastern Europe. Like their UK counterparts, they are all run by Games Workshop, and winning one is amongst the most prestigious honours within the Hobby community. There are currently annual Grand Tournaments in Scandinavia for each system and two in Holland. Rules are quite similar to the UK, although you generally get more time to play your games than in the fast-paced UK Grand Tournaments.

FANATIC TOURNAMENTS

This concept was originally developed by Jonas Faering and Bo Penstoft nine years ago in Denmark. They are small Hobby festivals where the combination of a (very) small Games Day and a tournament is

combined to great effect. They effectively cover beginner and veteran gamers alike and have now been spread all over the territory. These tournaments have, since their origin, changed a bit and become more localised as they are run by the very best stores, but the concept still remains as a great weekend with hobby activities for all levels.

THE FUTURE

With Kai Glerum taking the reins, Grand Tournaments are going local with each Scandinavian country, Holland and Belgium holding both Warhammer 40,000 and Warhammer Fantasy Battle each year.

In Northern Europe, the Hobby Department is currently working on a new concept event. Having realised we do a lot for beginners and the more experienced gamers' we are in the process of making the new Warhammer Frenzy events available all over our territory. Although still in its development stage it looks very exciting and we have taken some of the very good elements already existing in other countries. Basically it will be a low level tournament where aspiring gamers can try out the feel of an organised gaming activity with fewer points and possibly playing alongside their mate (doubles tournaments etc). Also included will be a big beginners section where all the basics will be taught, a

'Beginners Fanatic' you might say. We plan to launch the first series in every city where we have Games Workshop stores.

NORTHERN EUROPE EVENTS WEB PAGES — NEW!

Keep your eyes peeled on our great Northern Europe events calendar to stay up to date with all the events and Hobby activities happening in all our countries. There is even an online application where you can submit your own tournaments and hobby events.

<http://ne.games-workshop.com/events.asp>

OTHER UK EVENTS



At a tournament you will see some extremely well-painted armies, such as these Eldar.

Games Workshop tournaments are not the only type of tournaments out there. There are many independent tournaments held throughout the year. The formats of these tournaments ultimately have their roots in Games Workshop tournaments whether it is a past format of an on-campus event or the current heats and finals format.

In the UK one such independent group of players, the WPS, formed from the mutterings of a few players at one such Games Workshop event (Leicester University 10 years ago!), have been putting on an annual Warhammer 40,000 tournament since 2000, which has even been held at

Warhammer World and is in the traditional five-game format over a weekend. The WPS (<http://www.players-society.com>) promote a different style of Warhammer 40,000 tournament, the main differences being that their Warhammer 40,000 tournament rules contain guidelines for army composition and they set very high standards for sportsmanship at all their events. You will even find the promotion of hobby skills at WPS events (painting and modelling) just like Games Workshop events as we all love looking at, moving and playing with wonderfully painted miniatures.

From out of organisations such as the

WPS, the experiences and pitfalls of running an independent tournament were brought back home to the clubs up and down the UK. This experience was put to good use because over the last five years the emergence of club-run independent tournaments is very much on the increase. Independent tournaments have even sprung out from clubs who are members of the Gaming Club Network (GCN). The Spiky Club have run a Warhammer 40,000 event for at least the last three years. The format of these tournaments can be one or two-day events in a Games Workshop style but there are campaign style events as well as team events. The biggest difference in all these independent tournaments will be the number of players who attend. Don't expect to see the 100-200 players that you would see at a normal Games Workshop Warhammer 40,000 heat or final – 50 is more like the norm.

In a calendar year, there is plenty of choice out there should you wish to experience a different tournament experience to that of the Games Workshop one. Indeed many players who play in the Games Workshop tournaments use independent tournaments to hone and train their gaming skills. Ultimately, one thing is for sure, tournaments are great fun. They are a great way of meeting new players, playing new players, finding out how good you really are at painting/modelling as well as playing the game and hopefully enjoying yourself to boot as well! But remember one thing if you do attend a tournament, it is a game of toy soldiers, one that we all love.



The opportunity to observe painting and gaming styles makes the day as informative as it is enjoyable.



A typical tournament well under way.

THE UK TOURNAMENT REPORT

The 2005 UK Warhammer 40,000 Grand Tournament Final was played out in the impressive surroundings of Warhammer World over the weekend of the 5th and 6th of March. Over 120 competitors, all of whom had successfully negotiated the qualifying rounds gathered to determine who would be the Champion for the 2004-2005 season. In every respect, this was the big one, with the best players and some of the most impressive armies on display. It was also the first time that the revised edition of the Warhammer 40,000 rules were in use for a major event so a great deal of interest was

“With this many good players meeting each other, virtually anything can, and does, happen.”

focused on the event, not least from the Games Development team. Despite the apparent pressures it soon became clear that sportsmanship was not about to be sacrificed, the games were uniformly congenial and on the few occasions the referees were called to make rulings the players took them with good grace.

Occasionally, above the excited background chatter, came the gleeful cries of those rolling an important ‘6’ or even a whole handful of them. With this many good

players meeting each other virtually anything can and does happen, especially as virtually every Warhammer 40,000 army was represented from the ever-popular Space Marines and Eldar to the less-favoured Kroot Mercenaries and Feral Orks.

The highest scoring players are pitched against each other. Conveniently these games take place on the top row of tables so it is easy to see who is doing well. By the end of the first day’s play, the heroic Space Marines of Bryn Jones were battling it out with Max Barton’s cunning Alaitoc Eldar on the top table, whilst casting anxious glances along the row to see if any games were finishing

early as that would be a sure sign that someone had scored a big win and might rise to challenge them on the second day. When the second day’s proceedings began, Bryn’s frightening Vindicator firing line was stormed by Simone Di Tomaso’s Ulthwé Eldar army with the Seer Council at its head. Elsewhere we were treated to a Ravenwing vs Ravenwing battle featuring more Land Speeders than you could shake a stick at, which was enjoyed by all, not least the players who performed their ‘jink’ dances to

THE USUAL SUSPECTS

As play entered the final round the winner was destined to come from the players occupying the top row of tables. It is a position many of these guys are more than accustomed to as they are among the most accomplished Warhammer 40,000 players around.

FINAL PLACINGS

If you want to know who the ten best players around are, you could do worse than to look at the names on this list. Be sure to congratulate them if you see them at an event, and be afraid if you are drawn against them!

| Name | 2005 Position | 2004 Position |
|------------------|---------------|---------------|
| Simone Di Tomaso | 1st | 1st |
| Max Barton | 2nd | 31st |
| Max Horseman | 3rd | 24th |
| Graeme Simpson | 4th | 54th |
| Bryn Jones | 5th | 68th |
| Mark Reynolds | 6th | 8th |
| Michael Sault | 7th | 9th |
| Nick Langrick | 8th | - |
| Michael Brown | 9th | - |
| Richard Roberts | 10th | 30th |

influence the dice at critical times! The top seven tables now featured one Tyranid army, two Ork armies, six Eldar armies and a total of five Loyalist and Traitor Marine armies. All in all not a bad mix, especially as there were a lot of differences between armies from the same Codex. Further down the field players were letting their hair down and having some fun. The cry came up from one table ‘the Red Terror’s just eaten St Celestine!’ Not something you hear every day, even in a Grand Tournament.

Simone was now leading the charge to the finishing line with only two games to face. In the fourth round, the challenge came from Alex Fennel’s Space Marines, although behind them more Eldar armies were jostling for position. Mark Reynold’s Tau forced their way into the top tables, further adding to the variety of armies on display.

In the final round, Simone fended off a spirited challenge from Mark Burstall’s Saim-Hann Eldar and, despite Max Barton and Max Horseman coming up strongly on the rails to secure second and third place respectively, Simone Di Tomaso was duly crowned Warhammer 40,000 Grand Tournament Champion, successfully defending the title he won last year.

Even then it wasn’t over. Despite the fatigue, 125 tired players made their way home, brains racing to plot and plan just how they were going to do better next year.

1st



Simone Di Tomaso
Eldar

2nd



Max Barton
Eldar

Tournament Winners



3rd



Max Horseman
Chaos Space Marines

7th



Michael Sault
Chaos Space Marines

Left to right: Max Horseman – 3rd place, Jason Paginton – Best army, Simone Di Tomaso – 1st place, Max Barton – 2nd place, Graeme Simpson – Most sporting opponent
www.games-workshop.co.uk/tournaments

GETTING INVOLVED

It is simplicity itself to get involved in Warhammer 40,000 Tournaments. All you need is a Warhammer 40,000 army of 1,500 points that is painted to a specified standard (don't worry it's not Golden Demon standard) and you can join the tournament community.

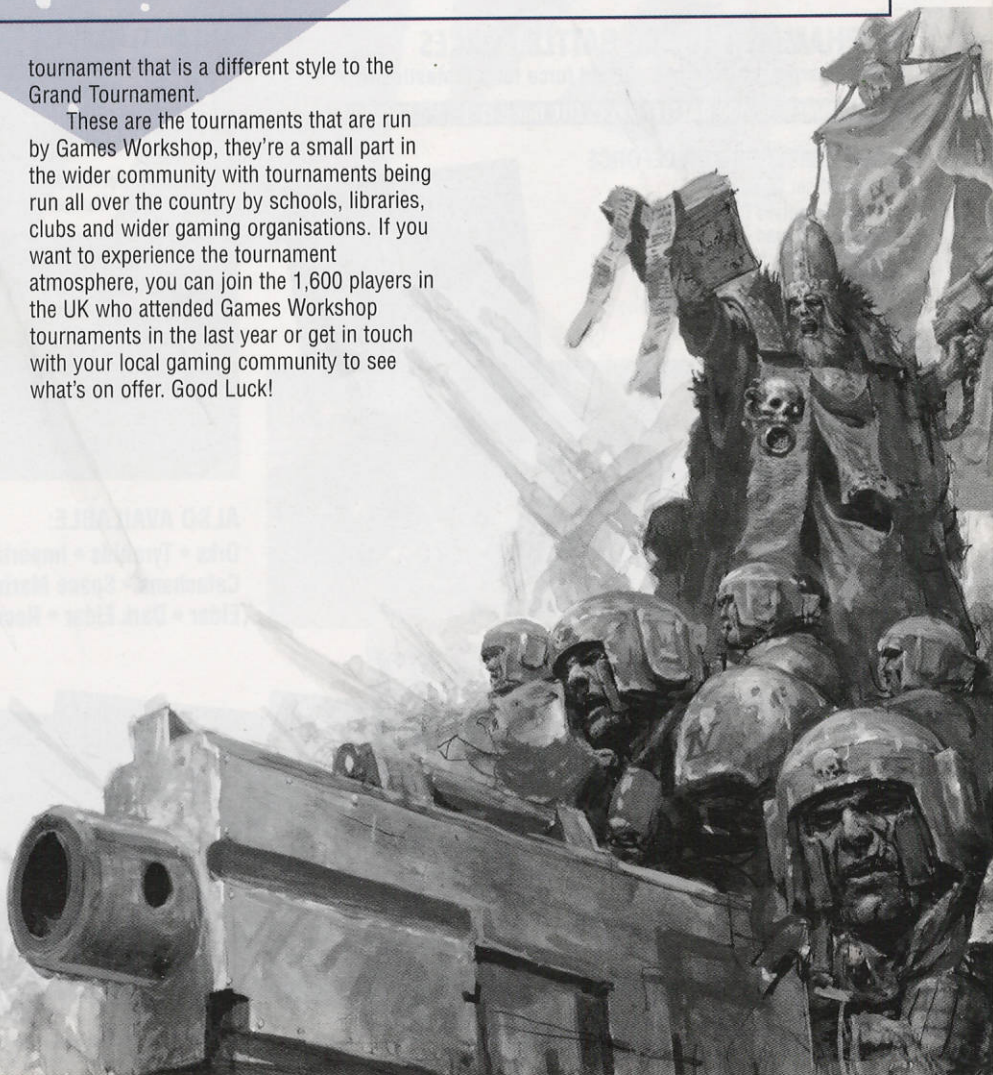
UK EVENTS

Grand Tournaments have been established for years, developing an informal community of gamers who attend regularly to pit their wits against each other and catch up with friends from all over the UK (and beyond). The social scene has become as important as the games themselves, players meeting to compare war stories and army composition over a drink and a hearty meal. It has been this community of gamers that drives the evolution of tournaments in terms of the rules that appear in the tournament packs and the style of events we run.

The gamers' feedback leads to new innovations that have expanded the range of events and have taken them all over the UK and Ireland. Conflict regional tournaments are one day doubles tournaments for all three games systems. These allow players to try tournaments closer to home and taste the tournament atmosphere for themselves. Doubles Tournaments have been a revelation; a less experienced gamer can play alongside a practiced friend or two knowledgeable gamers can play together in a fun

tournament that is a different style to the Grand Tournament.

These are the tournaments that are run by Games Workshop, they're a small part in the wider community with tournaments being run all over the country by schools, libraries, clubs and wider gaming organisations. If you want to experience the tournament atmosphere, you can join the 1,600 players in the UK who attended Games Workshop tournaments in the last year or get in touch with your local gaming community to see what's on offer. Good Luck!



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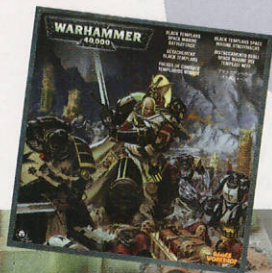
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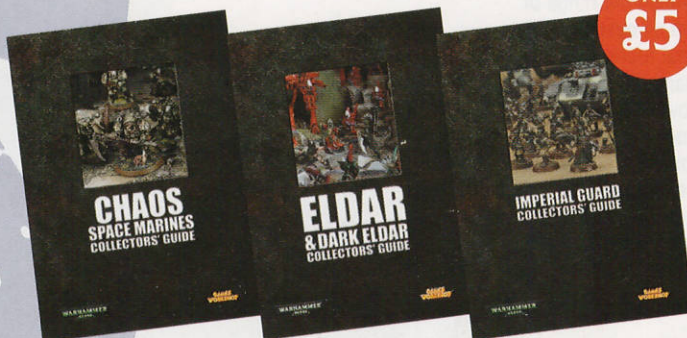
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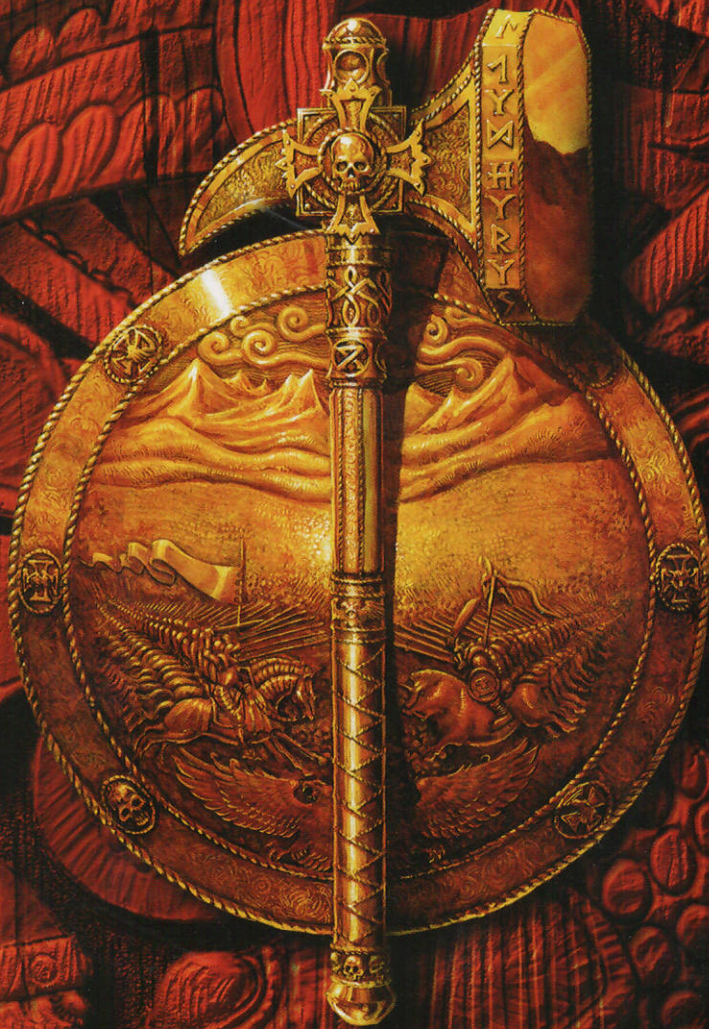


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WARHAMMER



 **Grudgebearers**
A preview of the new
Dwarf miniatures

 **Shrine of the
Sorcerers**
High Elves and Dark
Elves fight it out

WARHAMMER

GRUDGE

The Dwarfs are one of the true ancient peoples of the Old World. With the imminent release of Warhammer Armies: Dwarfs, Nick Kyme delves deep into the dark places of the world to shed some light upon this venerable race.

Deep within the World's Edge Mountains, the Dwarfs have endured for centuries. A hardy and industrious folk, Dwarfs are great artisans and craftsmen, particularly when it comes to metal and stone. These materials are the very things this ancient race values above all else, and their great mountain holds, are wrought from them.

There are many mountain holds throughout the Old World, each housing numerous Dwarf clans. To the north, in the lofty peaks of the Black Mountains, lies Karak Hirn or Horn Hold, so-called because of the eerie blast caused by high winds racing through its largest caverns. Karak Kadrin, or Slayer Keep, rests upon the western fringe of the World's Edge Mountains, home to the Slayer cult, those Dwarfs shamed into seeking an honourable death in battle to atone for some past and unspeakable transgression. But by far the greatest of the Dwarf holds, a nigh-impenetrable

mountain bastion, is Karaz-a-Karak or Everpeak. This ancient capital of the Dwarf realms has never fallen, enduring since the elder days of the race. Presided over by High King Thorgrim Grudgebearer, greatest amongst all Dwarf Lords, the clans of Karaz-a-Karak can trace their lineage back to the great Ancestor Gods of the Dwarfs, Grungni, Grimmir and Valaya. It is also the resting place of the venerated Dwarf artefacts the Book of Remembering and the Great Book of Grudges, into which all the wrongs visited upon the Dwarf race are carefully inscribed so that they might never be forgotten or forgiven.

Though the Dwarfs might be a pale shadow of what they once were, they endure like the very mountains in which their realm sits. There are still many chapters to be written in their history, many deeds of heroism to be wrought, many battles to be fought, 'til the sun sets and the last entry in the Great Book of Grudges is written...



BEARERS

DWARF LORDS

Lords and Thanes are the leaders of the Dwarf clans. The best and most experienced fighters, a fact reflected proudly in the length and grooming of their beards, in battle they wield the deadliest rune weapons and wear the finest armour. Every major Dwarf hold has its own king and these are the greatest and noblest of all warriors.

To reflect their regal status, Dwarf Lords can be borne aloft into battle atop a mighty war shield, carried by two of

the Lord's most trusted bodyguards. This makes them more resilient in combat and adds to their hitting power.

Any general of a Dwarf army, be it a Thane or Lord may take an Oathstone. Inscribed with the deeds of that Thane or Lord's clan, once set down, any unit led by a character with an Oathstone has no flanks or rear, making them even harder to break in combat. But beware great dishonour will befall the Dwarf that leaves it behind in battle.

One of the new Dwarf Lords. These venerable warriors can be armed with a host of powerful runic items and could be used to represent a king of one of the Dwarf Karaks.



Rune Power

Dwarfs dislike and are deeply distrustful of magic, at least in its conventional form. They have an innate resistance to its effects; as their nature dictates. But Dwarfs do wield magic, albeit in a different way to most other races, through the art of rune forging. Those masters of the art belong to the Guild of Runesmiths, a noble and ancient Dwarf institution that fuses magic and steel to make weapons, armour and talismans.

The power of Dwarf runes has never been greater as a whole host of new ones are available that can be inscribed on weapons, armour, standards, war machines and talismans. Many existing runes have also been tweaked to make them useful, so the choice between them is a tough and important one.

The most powerful of all the Runesmiths are Rune Lords; these ancient nobles are the only Dwarfs capable of bringing an Anvil of Doom into battle. This potent runic artefact has undergone dramatic changes and is

no longer used in the Magic Phase. Rather its awesome power is unleashed in the Shooting Phase, much like a war machine, making it impossible to stop!



One of the new metal Runesmiths in the Dwarf range. Although any Dwarf character can carry a runic item, many Runesmiths carry a rune staff into battle. These often bear runes that only a Runesmith can wield, enabling him to confound hostile enemy magicks.

All Hail the High King!

Thorgrim Grudgebearer is the current High King of Karaz-a-Karak. He is a mighty warrior, a venerable Dwarf who commands respect and loyalty the length and breadth of the Dwarf realms. Bearer of the Great Book of Grudges, there is no wrong committed to the Dwarf race that Thorgrim does not know. He dreams of avenging his people, a nigh impossible task, yet once a Dwarf is set on any course, woe betide anyone who tries to dissuade them. It is said the blood of Grungni flows in Thorgrim's veins and the wisdom of Valaya guides his actions. Truly he is blessed by all the Ancestor Gods and is very epitome of Dwarfishness.



Thorgrim is back! This mighty special character featured in the fifth edition Dwarf army book and makes a welcome return to the latest Warhammer Armies: Dwarfs. Borne into battle on his Throne of Power, Thorgrim boasts an impressive 7 Wounds! With a plethora of potent runic artefacts, including one of the fabled Axes of Grimmir.

AMASSING THE THRONG

The Dwarf army is a resolute force of dour-faced warriors, intractable as stone. In battle they seldom give ground, their ranks bound together by oath

and honour. Those who fight them face a wall of grim-faced steel, unyielding as an anvil, more powerful than the greatest hammer blow.

Warriors

Broad of shoulder and wide of girth, Dwarfs make for hardy fighters. Warriors make up the bulk of a hold's army, the heart of its clan. Clad in thick mail, bearing shields or deadly two-handed great weapons they are staunch opponents.



◀ A unit of new Dwarf Warriors armed with hand weapons and shields. This boxed set is one of three to be released alongside the forthcoming Warhammer Armies: Dwarfs.

▲ The Warriors boxed set allows you to arm your Dwarfs with Great Weapons so that they might hew even the hardest and well-armoured opponents in combat.

Longbeards

The oldest and most venerable Dwarfs of any clan are the Longbeards. Experienced warriors all, they are clad in thick armour and some of the clan's best warriors.

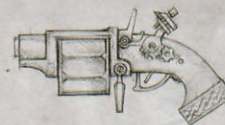
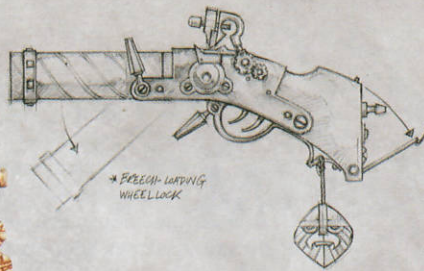
Longbeards have gone through several changes in the new book. They are now an upgrade for Dwarf Warrior units and can quell panic in nearby Dwarfs by the example of their tenacity.

Longbeards can be made from this highly versatile plastic boxed set, enabling you to model a wide variety of different units



Missile Troops

Thunderers, equipped with Dwarf hand guns and Quarrellers, armed with powerful crossbows, rain shot and bolts upon their foes, pounding them before they face the wall of steel of the main Dwarf battle line.



The missile troops plastic boxed set can also be made into a unit of Dwarf Thunderers, who bear Dwarf handguns - dubbed 'dragon belchers' by their foes. It even comes with the option of arming your unit Veteran with a brace of pistols.



Armed with crossbows, Quarrellers are another new plastic Dwarf unit and a Core choice in the army.



Rangers

Rangers are the scouts of the Dwarf throng, infiltrating the enemy's camp to strike when they are least expected with throwing axe and crossbow. Like Longbeards, Rangers are an

upgrade for Warriors, Quarrellers or even Longbeards enabling Dwarf players to take a toolled-up, well-armoured unit right into the heart of the enemy's ranks.

Much like the Dwarf Warrior boxed set, the models in the missile troops boxed set can also be upgraded, this time to represent Rangers



FIRE AND STEEL

Masters of black powder, Dwarfs are well-known for their war machines. Bolt throwers skewer deep whole files of the enemy, making a mockery of any armour, whilst cannons tear into tightly packed formations, wreaking

havoc. Over the years Dwarfs have developed new machines such as Gyrocopters that soar overhead belching steam and sowing confusing, or the deadly Flame Cannon that douses foes with a gout of panic-causing fire and oil.

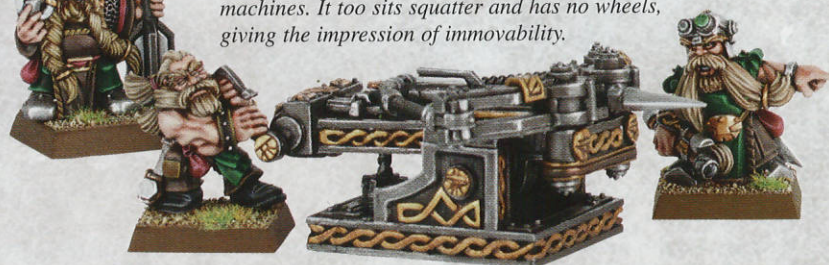
Dwarfs name their Stone Throwers Grudge Throwers. This new metal model is squatter than before to better reflect the nature of the Dwarf Engineers who constructed it. Likewise it is wrought of metal, much sturdier and more reliable than wood.



▲ The Dwarf artillery plastic boxed set, the third in the range, can be used to make either a Cannon or an Organ Gun. It comes with a full crew and a variety of additional components with which to personalise your war machine.



▼ Much like the Grudge Thrower, the new metal Dwarf Bolt Thrower has had a revamp to keep it in line with the theme of all the Dwarf war machines. It too sits squatter and has no wheels, giving the impression of immovability.



Dwarf Engineers

The highly secretive Engineers Guild is a vaunted Dwarf institution. Though they produce many practical inventions for Dwarf society, it is the forging of war machines for which they are best known, from the humble Bolt Thrower to the deadly Organ Gun, Dwarf Engineers have wrought and maintained them all, often accompanying war engines onto the battlefield where their experience and expertise is invaluable.

There are now two types of Dwarf Engineer, one that acts as a unit Champion for war machine crews and a Master Engineer, a Hero choice in the army. Any war machine joined by one will benefit greatly from his assistance and guidance, making it more deadly and reliable.

Engineers are equipped with a plethora of specialised equipment to aid them in operating war machines in battle.



Gunner's Pride

If you thought Dwarf war machine crews were difficult to break in the past, now it's even harder. Any war machine crew in close combat counts as being Stubborn as long as their war machine is intact!



FORGED ANEW

Every Dwarf general has his grumbles. Here is a list of the most common ones about the old Dwarf list, in true Book of Grudges style.

- **Most other generals get to ride monsters or other beasts, Dwarfs don't get anything.**

Not so, for now Dwarf Lords may be borne into battle by Shield Bearers and Dwarf Lords and Thaners (if they are the general) can take an Oathstone into battle. Shield Bearers have their own attacks in combat and boost a Dwarf Lords Armour Save, whilst an Oathstone makes it so a Dwarf unit has no flank or rear and is more resilient to magic.

- **Only one unit of Slayers means they are usually just avoided or shot to pieces.**

Each Daemon Slayer or Dragon Slayer in the army now allows you to field an additional Slayer unit, so you can guard your flanks or better harass enemy monsters.

- **One unit of Dwarf Miners isn't effective against most foes.**

Miners are no longer 0-1. They also have a variety of new equipment options; Blasting Charges deter enemy chargers, whilst the Steam Drill lets them re-roll the dice for when they arrive on the battlefield.

- **The Organ Gun pales in comparison to the Empire Helblaster Volleygun – didn't we teach the manlings about black powder?**

Now the Organ is much deadlier with an increased range, so you can start blasting away from Turn 1 and an option to re-roll the number of hits you cause.

- **The Anvil of Doom is always outclassed in the magic phase, it rarely gets enough spells off to make up for its hefty points value.**

The Anvil of Doom now works more like a war machine. Used in the shooting phase it CANNOT be dispelled and its runes can aid

Dwarf manoeuvrability, bolster the army against fear and terror, and inflict damage on enemy units. Used at two power levels the Anvil of Doom has the potential to be very destructive and instrumental in any game.

- **Dwarf Engineers taught the men of the Empire all they know – yet they are inferior to the manlings.**

There are two types of Engineer in the new list. Master Engineers are heroes and bestow a variety of benefits on war machines they join; Cannons inflict D6 wounds rather than D3 and Bolt Throwers roll to hit based on the Master Engineers BS of 5! Engineers act as unit Champions for artillery crews and also make the war machines they join more accurate.

- **Venerable Longbeards are suppose to be the most ancient and experienced of Dwarf warriors but when it comes to elite warriors, Hammerers and Ironbreakers are a better choice.**

Longbeards are now a Core choice, an upgrade for Dwarf Warriors. They still have an improved stat-line, are immune to panic and also have the 'Old Grumblers' special rule, which means any nearby Dwarf unit can re-roll a failed panic test.

- **Too many of the Runes are of little use and the same ones are chosen time and again.**

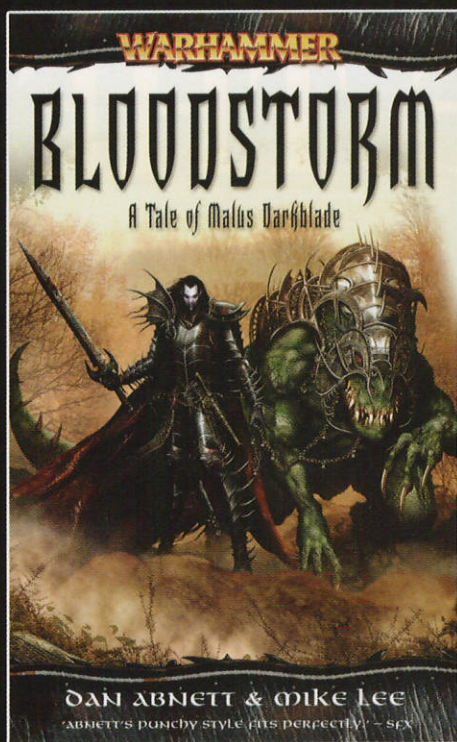
Many old Runes have been revised and vast amount of new Runes have been added to the list, including the Rune of Preservation, which makes you immune to Poison and Killing Blow

attacks, and the Rune of Smiting makes a welcome return. Several new banner runes have been added; some of the affects include allowing nearby Dwarf units to make a move in the shooting phase of the first turn and another which grants them a Ward save against missile fire.





NEW FROM THE BLACK LIBRARY



DARKBLADE: BLOODSTORM by Dan Abnett & Mike Lee

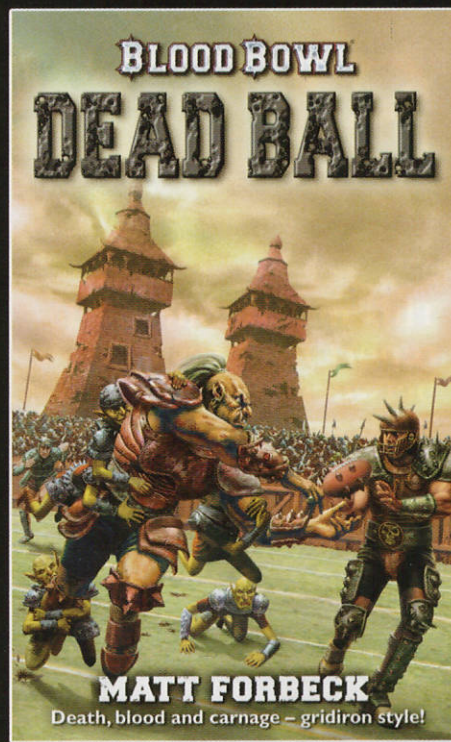
The most dangerous, most cruel and devious Dark Elf of all is back! Still on the trail of the magical artefacts that may yet win his soul back from the foul daemon Tz'arkan, Malus Darkblade must this time face an enchanted labyrinth and its monstrous guardian.

Novel • £6.99

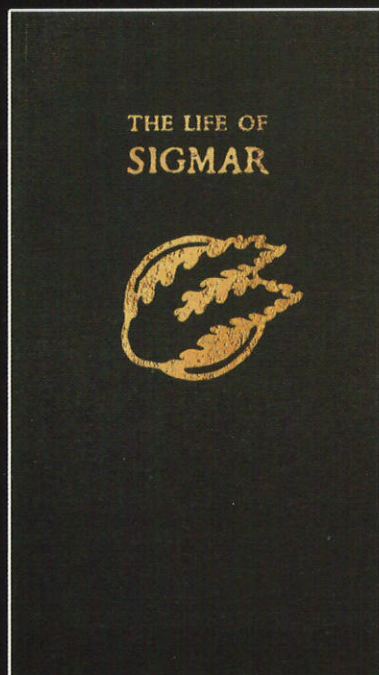
DEAD BALL by Matt Forbeck

This action-packed sequel to *Blood Bowl* is just as violent, irreverent and funny. It just goes to show you can't keep a good player down. Unless you get a Troll to sit on him...

Novel • £6.99



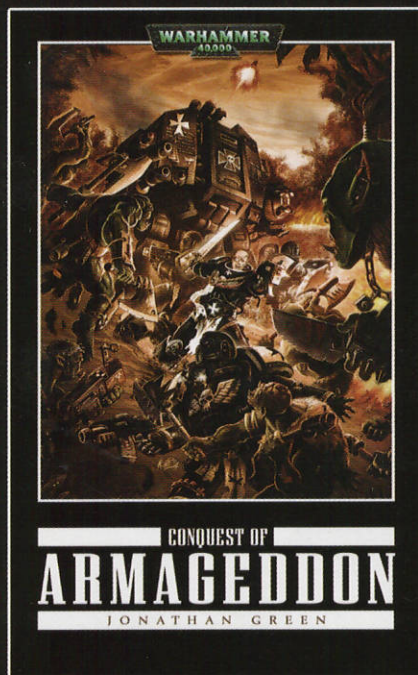
MATT FORBECK
Death, blood and carnage - gridiron style!



THE LIFE OF SIGMAR by Matt Ralphs & Gav Thorpe

From the creator of *The Imperial Infantryman's Uplifting Primer* comes the complete story behind the legend of Sigmar Heldenhammer.

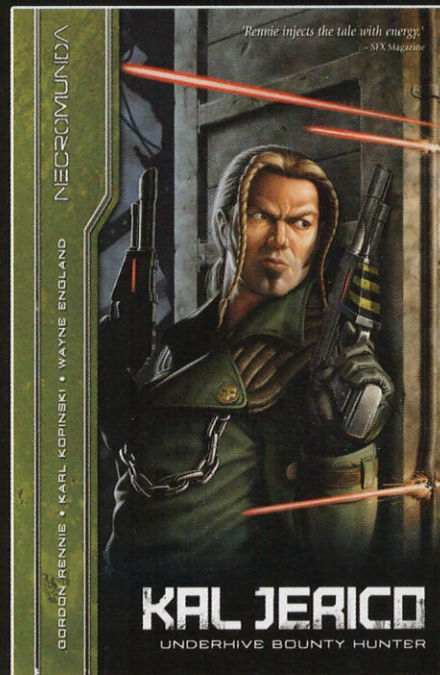
Background book • £12.00



CONQUEST OF ARMAGEDDON by Jonathan Green

The Black Templars return as they attempt to rescue the remains of their fallen brothers from the foul Orks in the sequel to *Crusade for Armageddon*.

Novel • £6.99



KAL JERICO: UNDERHIVE BOUNTY HUNTER by Gordon Rennie & others

Read the complete comic strips of the Underhive's coolest bounty hunter, his allies and enemies in this great value, pocket-sized graphic novel.

Graphic novel • £7.99

WARHAMMER

SHRINE OF THE

This month our battle report features a clash between bitter enemies. With arrows, bolts and magic missiles arcing between the lines, there is only one certainty: it's going to be a bloodbath!

Some battles just make more sense than others. One way to guarantee a good battle is the clash of long-standing foes; warriors who hate each other's guts so much that they even have special rules to reflect it. The High Elves and their twisted kin are prime examples of this type of bitter enmity. On the one side we have Head Fanatic Jervis Johnson, a well-respected luminary of Games Workshop who has played more games than you have had hot dinners and also wrote the last Dark

Elves Armies book. Facing him is resident Aussie Owen Barnes, long-standing High Elf player and all-round good bloke. The scene was set: the Dark Elves intended to finish a raid upon Ulthuan they'd started centuries ago, halted only by the defence of the river Cirillith and the magical shrine that lay beyond. Will Jervis's decades of experience overcome Owen's tactical know-how, or will history repeat itself and the High Elf war machine take its toll on the invaders? Read on...

The evening sun was bathing the shrine's balcony with rich amber light when Syndillian first spotted the jagged black triangles of the Dark Elf ships. The breath caught in her swan-white throat - how could they have reached this far inland? The mage contented herself with her knowledge of her people's history: the Druchii had tried this once before, invading from the delta of the great river Cirillith, to no avail. The defenders of the Shrine of the Eight Zephyrs had fought them off as they tried to negotiate the roaring waters of the river, blasting them with magic and sending them to the unmarked graves they deserved.

Unwilling to embarrass herself by alerting Prince Elurian without knowing more about the foe's number, Syndillian cast her mage-sight from the balcony like a falconer loosing a favourite hawk. Her awareness soared above the pine forests, and despite the approaching danger she felt a thrill of exultation as her senses arrowed through the evening haze. In seconds her mind's eye hovered above the sharp-prowed Druchii craft. There were no more than skeleton crews upon the enemy dhows. Her

sense of relief at the scarcity of enemy warriors upon the decks wilted like a poisoned flower. Something was wrong, very wrong.

She was brought sharply back to her senses as the realisation sank in. This was a feint, a carefully judged misdirection intended to send the High Elf forces to the banks of the river where they could be surrounded and attacked from the rear. Scanning round in desperation, she picked out a startled flock of birds rising from the serene forests to the east. The stealthy Druchii were a couple of hundred metres away at most.

Cursing herself for her laxity, Syndillian sprinted down the balcony to the great dragon-horn adorning the building's immaculate façade, and the sonorous and pure note of the shrine's alarm rang out over the forest. There was no option: abandon the sacred shrine and redraw the battle lines facing the eaves of the forest. Silent tears trickled down her pale cheeks as her brethren began to file out of the shrine and harsh war-cries echoed from the cover of the trees. There would be innocent blood spilt on the soil of Ulthuan this day, and there was every possibility it would be hers.

SORCERERS

ANCIENT ENEMIES CLASH AS DARK ELVES ASSAIL A HIGH ELF SHRINE

THE DEFENDERS OF ULTHUAN



Owen Barnes can normally be found over in the Black Library, slaving away creating scenarios, painting miniatures and making terrain for the Battle Games in Middle-earth serialised gaming supplement. However, for this, his first battle report, he is taking a break from the struggle for Middle-earth to return to his first love – Warhammer. As a veteran Warhammer player Owen has faced and fought with a variety of armies, however, the noble High Elves of Ulthuan remain his favourites.

Owen: When I learned I would be playing against Jervis' Dark Elves with my own preferred force, High Elves, I immediately set about constructing an army that would give him a good run for his money.

I like to select my characters first as they influence what will go into the rest of my force. The gorgeous new High Elf hero figures gave me plenty of choices for both wizards and warriors, and in the end I settled on taking a Prince for his Leadership and fighting prowess, and three Mages to give me a powerful edge in the Magic phase. Each of the Wizards received a magic item to further enhance their abilities, in this case the Jewel of Dusk (+1 power dice), the Silver Wand (extra spell) and the Ring of Fury (2D6 S4 hits – bound item).

I kitted the Prince out for combat, armouring him with the Dragon Scale Shield and increasing his Strength with the Sword of Might. I finally gave him the Lion Guard Honour. In my opinion the best kind of spells, magic items and

honours are the ones that either change the way units behave, or how they can be selected. The Lion Guard Honour offers both, making White Lions a Special choice rather than Rare and also making any unit a character with this ability joins *Stubborn*. Confident that my Prince would be able to carve a bloody swathe through the enemy's infantry, I began choosing my units.

While in the past I have enjoyed success with all cavalry forces, this time I opted for a bit of versatility with my core choices, taking a unit of ten Archers, a unit of 19 Spearmen and a unit of eight Silver Helms. From experience, all High Elf units can be effective if used in the right way, especially Spearmen and Archers, something I hoped would be the case in this battle. In addition to giving the Silver Helms heavy armour and shields, I also made them my First Among Equals and gave them the Banner of Ellyrion, further increasing their manoeuvrability by allowing the unit to treat difficult ground as open ground.

With the Special and Rare choices I was, as usual, spoilt for choice. High Elves enjoy a magnificent selection of elite troops and I started by putting in some of my favourites, in this case two Eagle Claw Repeater Bolt Throwers.

These fearsome machines have never let me down through 10 years of gaming and three editions of Warhammer, and I hoped they would keep up their spotless track record. The other easy choice was a unit of 19 White Lions, with the aptly named Lion Standard to make them immune to *fear* and *terror*.

By this stage points were getting thin on the ground, as they always do with Elven forces, so I finished by selecting six Shadow Warriors, a Tiranoc Chariot and a Great Eagle, each of which would add valuable support to the rest of my force.

PLAN AND DEPLOYMENT

With a small elite army like High Elves, I have always found the most effective tactic to be assault. Against Dark Elves I decided it would be no different and so I placed my most effective combat units, the Spearmen, White Lions and Silver Helms toward the centre, while the Bolt Throwers and supporting units covered the flanks. The Mages would play a special role in this battle, disrupting and depleting the enemy units. To this end I chose the lores of Life, Light and High Magic, offering me some of the best magic available wielded by its most skilled practitioners.

The Power of the Elves

High Elf Strengths

- Exceptional long-range shooting – High Elves can outshoot every other army at ranges of over 24".
- Devastating magic – High Elves not only have a highly offensive Lore to themselves but also benefit from +1 to dispel.
- Cheap magic items – including powerful bound spells.
- Elite close combat troops with high Weapon Skill and Strength.
- Stoic – High Elves ignore *panic* when fighting Dark Elves.

High Elf Weaknesses

- Low Toughness – even High Elf heroes have a Toughness of 3.
- Random General – due to the Intrigue at Court rule the High Elf forces could well end up with a Ld 8 Mage as their General.


Owen will be looking to soften up the most dangerous elements in Jervis's line as his close combat troops close in, sure in the knowledge that his forces will not panic when receiving incoming fire.


PRINCE ELURIAN'S HONOUR GUARD

High Elves 2,000 points army





Prince Elurian 211 points
High Elf Prince with the Lion Guard Honour wielding the Sword of Might, heavy armour and the Dragon Scale Shield. He also has the Pure of Heart Honour.

 **Elyssian** 140 points
High Elf Mage wielding a hand weapon. He carries the Silver Wand and is a Level 2 Wizard.

 **Syndillian** 145 points
High Elf Mage wielding a hand weapon. She carries the Jewel of Dusk and is a Level 2 Wizard.

Anestriana 160 points
High Elf Mage wielding a hand weapon. She carries the Ring of Fury and is a Level 2 Wizard.

 **Spearmen** 239 points
19 Spearmen wielding spears, with armour and shields. The unit has a Musician, Standard Bearer and Champion.

 **Archers** 120 points
10 Archers wielding hand weapons and longbows.



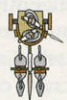
Silver Helms 234 points
8 Silver Helms wielding lances, with heavy armour and shields. They ride barded Elven Steeds. The unit has a Musician, Standard Bearer and Champion. As First Among Equals the unit carries the Banner of Ellyrion.



White Lions 310 points
19 White Lions wielding great axe, with armour and lion cloaks. The unit has a Musician, Standard Bearer and Champion. They also carry the Lion Standard.



Shadow Warriors 104 points
6 Shadow Warriors. The unit has a Shadow-walker.



Tiranoc Chariot 85 points
Chariot pulled by two Elven Steeds. Two High Elf crew wielding spears and bows.



Eagle Claw Repeater Bolter Thrower 100 points



Eagle Claw Repeater Bolter Thrower 100 points



Great Eagle 50 points

THE RETURN OF KURL VRANETH'S RAIDERS



As Jervis is currently Head Fanatic, looking after Games Workshop's Specialist Games range, he hasn't played Warhammer for quite a while. Actually, let's be truthful here, he hasn't played since the last edition of the rules came out, despite being heavily involved in the game both as a hobbyist and a games developer for many years. However, his exile is over! This issue he takes command of his Dark Elf army in his first Warhammer battle report for a long, long time...

Jervis: Most battle reports start off with "The editor of White Dwarf asked me if I'd like to play in a battle report and I leapt at the chance...", or words to that effect. For me, though, the opposite is true, as it was I that suggested I command the Dark Elves in this battle. I'd innocently agreed to attend a White Dwarf planning meeting (yes, I know, I was quite surprised that they had them too), and talk turned to the battle

report. It was agreed that the battle should feature the High Elves, and that it would be cool if we could pit them against the Dark Elves, as these two eons-old foes haven't fought each other in White Dwarf for quite a while.

As an aside, my children tell me I shouldn't use words like 'cool', as I am too crusty and old and it embarrasses them to hear such things from my aged lips. I tell them that as a child of the sixties I'm allowed to use any old hippy words that I want to, though this doesn't seem to cut much ice with them... ("Johnson, famous though you are for rambling, if you don't get back on topic I'll have to kill you..." - Ed.)

Sorry. As I was saying, no-one was sure who would lead the Dark Elves.

"I could command them," I said, to stunned silence.

"Sorry Jervis, this is Warhammer, not Warmaster," I was informed.

"Yes, I know, but I wrote the first Dark Elf army book back in '95."

"But you haven't played for years!" they cried.

"How difficult can it be?" I retorted.

Famous last words, if ever there were ones.

Anyway, after a certain amount of arm-twisting my offer was accepted, and a few weeks later the battle rolled round. I'd like to say that I spent the intervening time diligently practising, but that would be a lie. I did manage to

corner Alessio Cavatore and Gav Thorpe and get a crash course in the rules, and I did read through the latest army book (and very spiffy it is too). Unfortunately, the seven Specialist Games don't look after themselves, and I didn't get the chance to play anything other than a 500 points game with Alessio. (If you

must know who won it was Alessio, but he was lucky, and he was using Skaven, and he's an ex-Italian Warhammer Grand Tournament champion...).

Despite all this, I was nonetheless confident. I was pretty certain that my lack of knowledge wouldn't have that much impact. Oh hubris, your name is Jervis Johnson...

But I'm getting ahead of myself. The one thing I wasn't sure about was what troops I should select. However, I had a vague memory of a 2,000 points list I'd written for the old Dark Elf book, based on the army I had used when playtesting. As I remembered, it performed rather well, so I dug out my copy of the old Dark Elf book, and had a look to see if I could update it. Much to my surprise it only needed a minor tweak to make it ready for action. So it was that Kurl Vraneth's Raiders would take the field once more!

If you want to see the original list you'll have to try and find a copy of the old Dark Elf army book list where you'll find the tactics section I wrote to go with it. I probably should have re-read my tactics before setting up my troops, but I'm getting ahead of myself again.

The Warhost of Naggaroth

Dark Elf Strengths

- Exceptional long-range shooting: like the High Elves their Bolt Throwers can reap a heavy toll and their repeater crossbows mean that every crossbowman can fire twice a turn.
- Good offensive magic – Dark Elves have +1 to cast.
- Elite close combat troops with high Weapon Skill and Strength.
- Hatred – Dark Elves *bate* their High Elf kin and so benefit from re-rolls to hit in the first round of any combat.

Dark Elf Weaknesses

- Low Toughness – Like their island kin, even Dark Elf heroes have a Toughness of 3.

No doubt Jervis will be trying to take out Owen's artillery, Mages and archers before they can whittle down his small and expensive elite troops units, but with both armies sharing much the same strengths and weaknesses a hard battle lies ahead...

KURL VRANETH'S RAIDERS

Dark Elves 2,000 points army



Kurl Vraneth 236 points
Dark Elf Highborn wielding a lance, hand weapon, heavy armour, Enchanted Shield and the Black Amulet. He also rides a Cold One to battle.

Tuerna Reduemon 155 points
Dark Elf Sorceress wielding a hand weapon. She carries a Dispel Magic Scroll and is a Level 2 Wizard.

Dark Elf Warriors 153 points
16 Warriors wielding spears, with light armour and shields. The unit has a Musician, Standard Bearer and Lordling.

Dark Elf Warriors 153 points
16 Warriors wielding spears, with light armour and shields. The unit has a Musician, Standard Bearer and Lordling.

Dark Elf Warriors 130 points
10 Warriors wielding hand weapons and repeater crossbows, with light armour. The unit has a Standard Bearer and Lordling.

Dark Elf Warriors 130 points
10 Warriors wielding hand weapons and repeater crossbows, with light armour. The unit has a Standard Bearer and Lordling.

Cold One Knights 208 points
5 Cold One Knights wielding lances, with heavy armour and shields. They ride Cold Ones. The unit has a Standard Bearer. The unit carries the Banner of Murder.

Witch Elves of Khaine 154 points
10 Witch Elves wielding two poisoned hand weapons. The unit has a Standard Bearer and Hag.

Executioners 140 points
10 Executioners wielding Draichs. The unit has a Musician, Standard Bearer and Draich-Master.

Harpies 65 points
5 Harpies.

Black Guard 270 points
10 Black Guard wielding halberds, with heavy armour. The unit has a Musician, Standard Bearer and Master. The unit carries the Dread Banner.

Reaper Bolter Thrower 100 points

Reaper Bolter Thrower 100 points



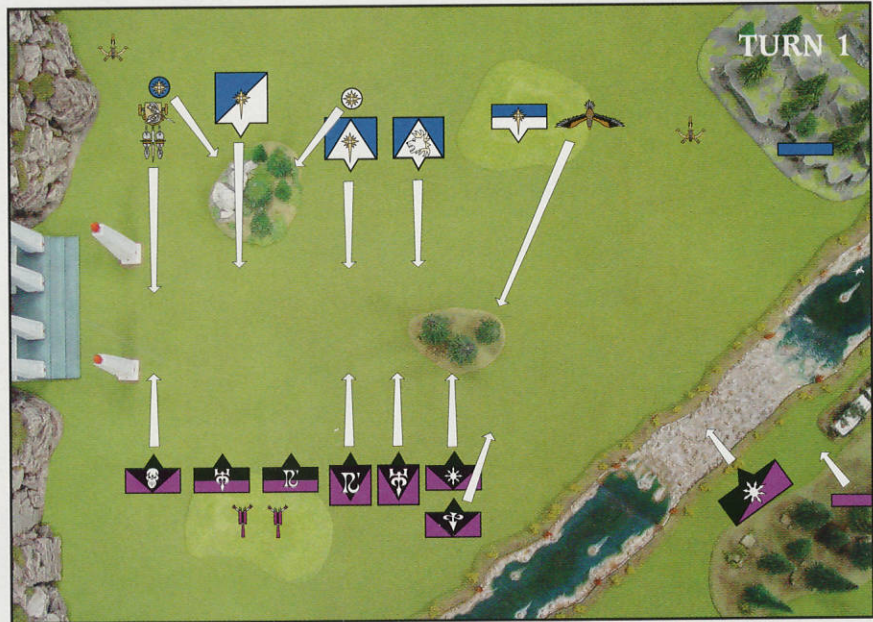
High Elves Turn 1

Taking the first turn, Owen started by closing the distance to the Dark Elf host, the White Lions led by Prince Elurian, and the Spearmen led by Anestriana moving resolutely up the centre of the battlefield. On Owen's left flank the Shadow Warriors moved to the edge of the wood, nocking their arrows, while on his right flank both the Tiranoc Chariot and Silver Helms galloped forward, the Knights' enchanted Banner of Ellyrion allowing them to slip through the wood unhindered.

Summoning the formidable powers of his three Mages, Owen unleashed a veritable storm of magic against Jarvis' army. After a dispelled attempt to conjure the *Howler Wind*, Elyssian cast the *Mistress of the Marsh* on Kurl Vraneth's unit of Cold One Knights, slowing their movement across the swollen river. It made a nice change to actually use that spell for its intended purpose as water features are pretty rare in Warhammer (Ground Force wouldn't stand a chance!). He then cast *Master of the Wood* on the Harpies still hiding amid the trees. Aware of the small unit of winged women, Jarvis wisely used a

Dispel Scroll to cancel it. The magical barrage continued, however, with Syndillian calling down the *Flames of the Phoenix* on the Executioners, setting the evil warriors alight and killing three of them. Finally Anestriana used the Ring of Fury against one of the Dark Elf

Repeater Bolt Throwers, slaying its crew. By comparison the arrows and bolts of the High Elf army were far less fearsome than its magic and only a single Witch Elf was killed by one of the Repeater Bolt Throwers. Owen had opened hostilities in style.



Dark Elves Turn 1

Undaunted by both the hail of missile fire and the fury of the High Elves magic, Jervis quickly moved his warriors to close the gap between them and their kin, eager to get them to grips with the enemy. On his right flank however, things were not moving quite as quickly, as the Cold One Knights were slowed crossing the river by the *Mistress of the Marsh* and the Harpies were forced to move on foot from the forest, unable to soar into the sky just yet.

In answer to the High Elves magic assault, Tuerna Reduemon attempted to curse the Silver Helms with the *Word of Pain*, reducing their WS to 1. However, against the combined efforts of the three High Elf Mages, her spell was dispelled. Jervis knew he would have to murder some of Owen's spell-casters, and reduce the High Elves' pile of Dispel dice if his Sorceress was to have any hope of effectively using her powers.

As the closest units, and the most obvious threat, the Silver Helms and the Chariot became the targets of the Dark Elf missile fire. After one of the units of crossbowmen failed to do any damage to the Chariot, the other unit and the



Slowed by the Mistress of the Marsh, the Cold One Knights struggle to cross the ford.

remaining Repeater Bolt Thrower scored seven hits on the Silver Helms, killing two of them. Unfortunately for the Dark Elves, because of the High Elf Stoic rule, the knights didn't need to make a Panic test, and stood firm against their dark brethren.

Victory Points

High Elves: 300

Dark Elves: 200



The two ancient enemies advance across the battlefield.

High Elves Turn 2

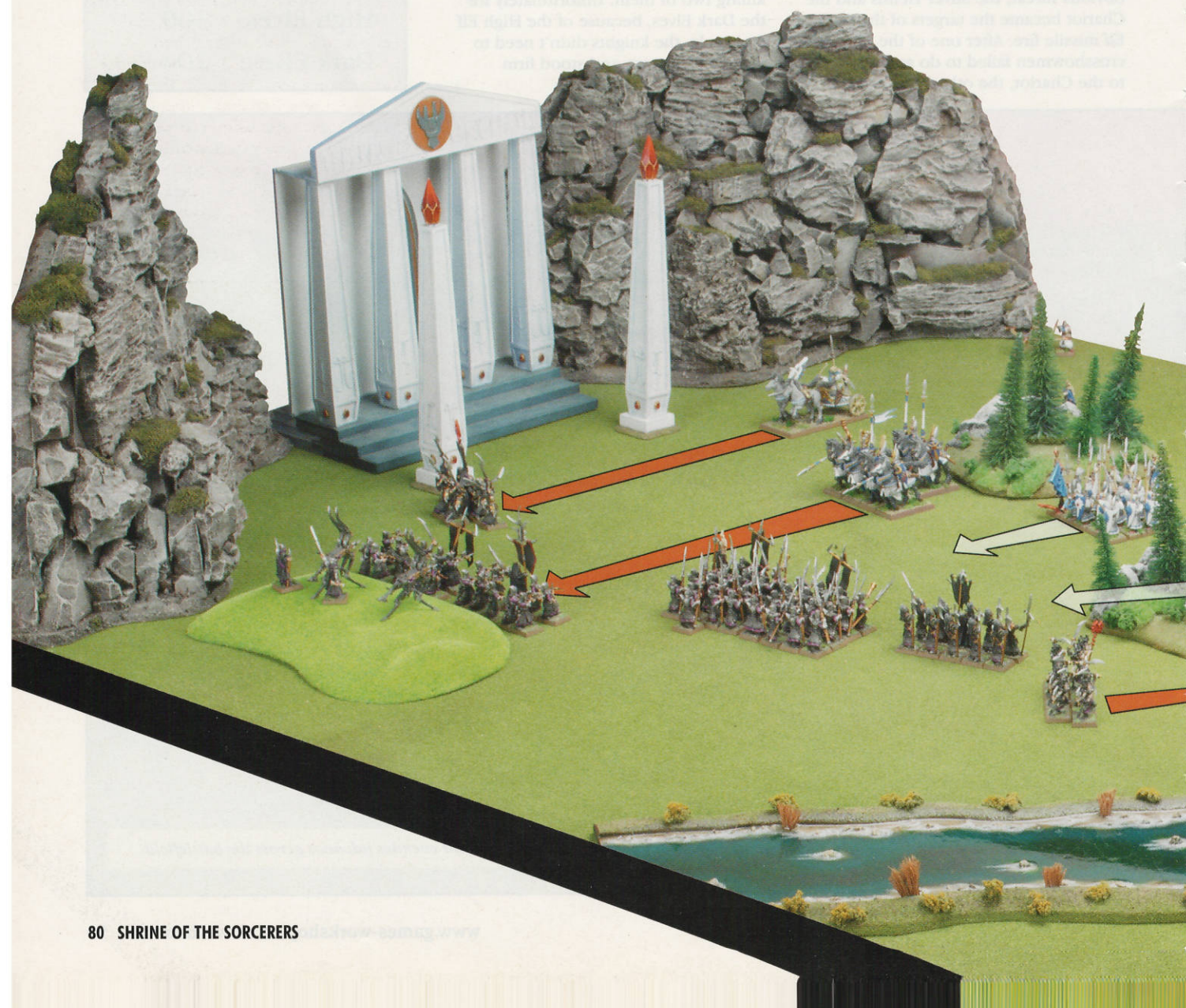
Sounding the attack, both the Chariot and the Silver Helms surged forward. The Chariot crashed into the Executioners, while the knights thundered into the closest unit of crossbowmen, who grimly stood their ground and fired (Jervis evidently has guts!).

Inspired by the urgency of the situation, the Dark Elves peppered the Silver Helms with bolts, causing no less than six wounds! Confident in the knights' 2+ Armour save, Owen rolled the dice, only to score two 1s, further diminishing the already shrinking unit. However, once again, they didn't have to make a Panic test and completed their charge. Meanwhile, Owen moved his Great Eagle into the charge arc of the Witch Elves, hoping to force the frenzied troops to charge away from the White Lions and closer to his Archers and Repeater Bolt Thrower.

The Magic phase began with the *Flames of the Phoenix* continuing to burn the unfortunate Executioners, killing three more of their number. Failing their Panic test they fled, leaving the Chariot behind and unable to pursue. Once again the High Elf Mages called down their magic. Anestriana cast *Pba's Illumination* on herself, surrounding herself in a nimbus of light before using the Ring of Fury to burn up the remaining Dark Elf Bolt Thrower, killing one of its crew. Elyssian then summoned the *Howler Wind*, blanketing the centre of the battlefield in a screaming gale that would deflect both enemy arrows and bolts as well as slow the Dark Elf units to a crawl.

On his left flank Owen sent a hail of arrows and bolts toward the approaching Cold One Knights, but only the Eagle's Claw managed to penetrate their heavy armour, killing two of the Dark Elf knights but failing to panic

them under the watchful eye of the Highborn. Having lost half their unit to Dark Elf shooting, the Silver Helms lowered their lances ready to repay their fallen brothers with blood. Rolling their attacks, Owen could only look on in despair as they only scored a single hit! Combined with another hit from a horse, Owen's cavalry charge had only managed to kill two crossbowmen. In return the hate-filled Dark Elves managed to kill one of the Silver Helms (in spite of his heavy armour – evidently this season tinfoil is in), meaning that with their extra rank, outnumbering and higher ground the crossbowmen had won the combat by 1. As they were out of range of the General, the knights would need a 7 or less not to break. Owen promptly rolled a 10 and they fled. While Jervis' Crossbowmen failed to catch them, the Dark Elf unit was now perfectly positioned for a flank charge into the High Elf Spearmen.





The Silver Helms flee from the Dark Elf Crossbowmen.

Dark Elves Turn 2

With the *Howler Wind* buffeting the centre of the battlefield and reducing the movement of the Dark Elves, only the crossbowmen were in range to declare a charge, crashing into the flank of the High Elf Spearmen. On the other side of the board, the Witch Elves charged frenziedly toward the lone Great Eagle, which fled before them, moving out of their reach. However, Jervis had also declared a charge against the Eagle with his Cold One Knights, who Owen thought were well out of range but, with the aid of a roll of a 6 on their Banner of Murder, reduced the giant avian to a cloud of blood and feathers. After this impressive 20" charge, Vraneth's unit was well behind Owen's army, facing but a handful of Archers and a Bolt Thrower. Meanwhile

the Executioners rallied ready to once again join the battle, while the Harpies flew forward to support the Cold Ones.

Rather than attempting to cast a spell with his Sorceress, Jervis decided to put all his dice into stopping the *Flames of the Phoenix*, before it turned his Executioners into little more than steel and ash. Unfortunately, he failed to break the powerful spell and it continued to burn.

With the panic and retreat of the Executioners the Chariot had been left exposed and presented a tempting target for the Dark Elves, something Jervis decided was too good to pass up. The hail of bolts from both a unit of crossbowmen and the Dark Elf Bolt Thrower managed to cause two wounds on the Chariot, damaging but not destroying it.

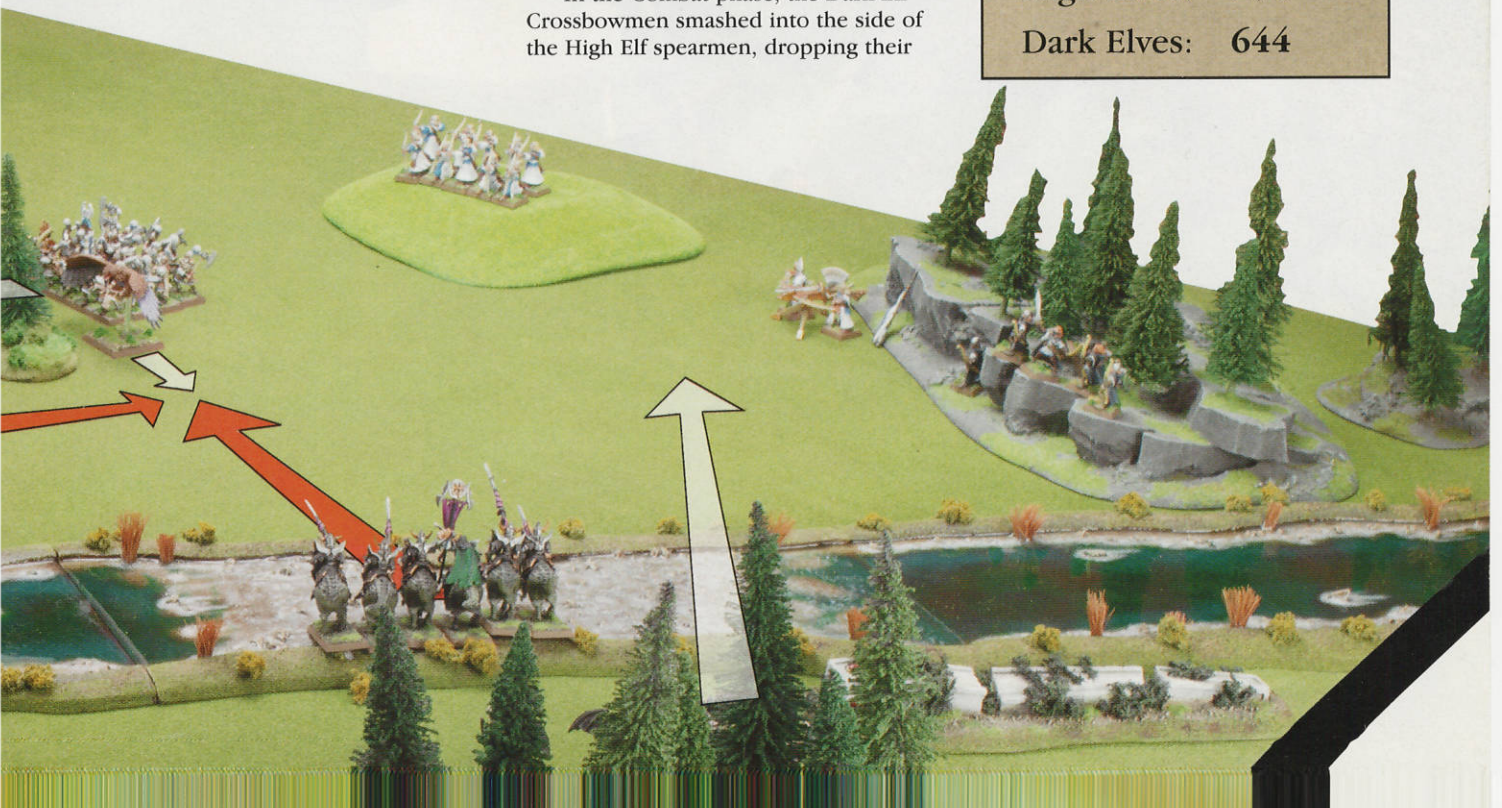
In the Combat phase, the Dark Elf Crossbowmen smashed into the side of the High Elf spearmen, dropping their

repeater crossbows and drawing their swords. Hoping to minimise the attacks against the Mage on the corner of the unit, Owen issued a challenge with her, which was eagerly taken up by the Dark Elf Lordling. To Owen's horror, and Jerv's delight, the Lordling then proceeded to cut her down before she had a chance to strike back. The rest of the Dark Elves, however, failed to live up to his example, and even with their hate-filled fury they didn't cause any wounds against the unit. In retaliation the High Elves killed a single Dark Elf, losing the combat but passing their Break test thanks to the inspiring leadership of the nearby Prince Elurian.

Victory Points

High Elves: 270

Dark Elves: 644



High Elves Turn 3

With both his flanks in danger of collapsing, Owen continued to press the attack in the centre, sending his White Lions and Prince charging into the fray. Meanwhile, his Shadow Warriors also charged into combat, attacking Jervis' Harpies. Owen's Chariot repositioned itself to hopefully come to the Spearmen's aid next turn, leaving the flame-wreathed Executioners to their fate.

Despite Anestriana's death, the High Elf magic continued to wreak havoc on the Dark Elf raiders. *Flames of the Phoenix*, now causing Strength 5 hits, killed the last of the Executioners, consuming them in a blaze of white hot fire.

Elyssian cast *Master of the Wood*, targeting the Cold One Knights to devastating effect, destroying the unit and inflicting a wound on Kurl Vraneth himself! Finally, he cast *Mistress of the Marsh* on the Witch Elves, slowing their

movement. Two elite units down in a single Magic phase, pretty tasty!

Atop their hill, the archers sent a volley into the approaching Witch Elves, killing three of the crazed elf maidens, while the Bolt Thrower on the right flank targeted the crossbowmen, also killing three. Owen's other Bolt Thrower lined up on General Vraneth, sitting astride his Cold One alone and in the open. Of the six shots, three struck home and two of those scored wounds. Thunk! However, the Highborn's heavy armour, Cold One mount and Enchanted Shield, meant that even with the -2 modifier to his Armour save, he still only needed a 3+ on either roll to survive. Of course, he failed both and was slain, causing both Owen and Jervis to pause for a moment and reflect on the poor General's unfortunate fate.

The Close Combat phase started with the Shadow Warriors and Harpies clashing, the High Elves caused only a single casualty, suffering three in return.

Failing their Break test the Elves tried to flee back toward the wood, only to be caught and destroyed by the vile creatures. Meanwhile, the Dark Elf Crossbowmen and High Elf Spearmen near the shrine continued to struggle. The two regiments were evenly matched, and it was only the presence of the High Elf musician that turned it in Owen's favour, forcing the Dark Elves to make a Break test. Jervis proved once again that the dice were not his friends as they failed to both pass the Break test or roll high enough to outrun the pursuing High Elves. No one likes it when their plans are disrupted by a carefully deployed trumpet. Jervis's stranglehold on Owen's line had melted quickly away like snow in the sunshine.

Things were also not going well in the middle of the board where the great-axe wielding White Lions, led by the Prince, made short work of the Dark Elf Spearmen, defeating them in combat and running them down.



Confusion reigns amongst both battlelines.

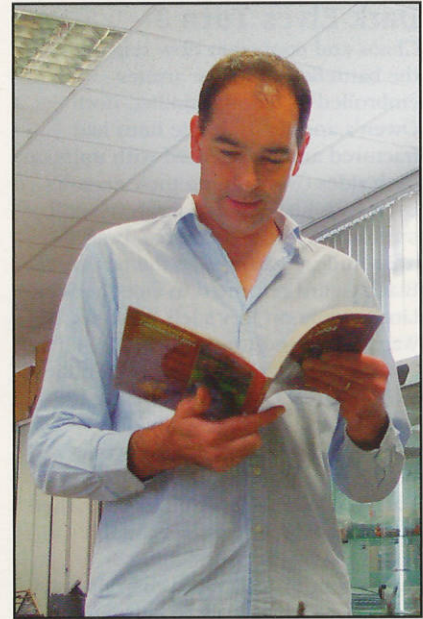
High Elves Turn 4

Though the terrible carnage of the last two turns had left both the Elven armies mauled and bloody, the game was still far from over as the two hosts of ancient foemen squared off once again. Unable to do much but wait for Jervis' attack, Owen reformed both his Spearmen and White Lions to face the approaching Dark Elves. The Silver Helms manoeuvred around the forest to support the Spearmen, as well as clearing the line of fire for the Bolt Thrower. On Owen's left flank the Archers stood their ground, trusting to their arrows to halt the maddened Witch Elves, while the Bolt Thrower swung around to fire on the Harpies.

From the relative safety of the woods, both Syndillian and Elyssian once again tried to influence the battle with their magic, casting both *Master of the Wood* and *Flames of Phoenix* on the Black Guard. However, it was not to be, and even with a formidable store of

Power dice, Owen failed to successfully cast either spell, sparing the elite Dark Elves an ignominious end at the hands of the High Elf enchantments.

With the Witch Elves almost within charge range the High Elf Archers drew their bows, hoping to make every shot count. Unfortunately for the Archers, it seemed the Brides of Khaine had been blessed by their dark god, and not a single Witch Elf was killed. Owen's Bolt Throwers fared better, with one sending a volley of bolts soaring across the field to slay the final Dark Elf crewmember and the other felling a Harpy. Panicked by the casualty, the Harpies took flight, fleeing off the table, and away from the battle, a great result! The loss of the Harpies meant that Owen now only faced the six remaining Witch Elves in his left flank – with their poisoned weapons and frenzied attacks, they would still be a dangerous adversary should they reach combat.



Jervis ponders his next move.



Dark Elves Turn 4

Howling for the blood of their kin the Dark Elves charged. On Jervis' left flank the Dark Elf Warriors crashed into the High Elf Spearmen, while in the centre the Black Guard attacked the White Lions, the fearsome aura of the Dark Elves' Dread Banner countered by the Lion Standard. On the right flank the Witch Elves finally charged, screaming into combat. While the High Elf Spearmen stood firm and planted the ends of their spears in the ground, and the White Lions readied their great axes, the Archers sent a final desperate volley into the Witch Elves. Even though three of the Dark Elves fell, it did nothing to stop the frenzied Brides of Khaine leaping into combat.

Summoning up her eldritch power, the Dark Elf Sorceress called down the *Word of Pain* onto the High Elf Spearmen. For once, Owen's Mages failed to counter the spell, and the Spearmen were wracked with agony, reducing their WS to 1.

With most units embroiled in combat, the Dark Elf crossbowmen once more peppered the Silver Helms with fire, hoping to finish off the three remaining knights. Once again the High Elves' heavy armour saved them from harm.

Despite the advantages of their *Hatred* and now superior WS, the Dark Elf Spearmen only slew a single High Elf in combat. Their opponents, doubled over in pain, did even worse, failing to do any damage, even with three ranks of spears thrust toward the enemy. As a result the Dark Elves won, and the High



The remains of the Witch Elves unit tear into the Archers.

Elves were forced to make a Break test. Again, Elven Leadership failed and the Spearmen fled, only to be caught and brutally butchered by their dark cousins.

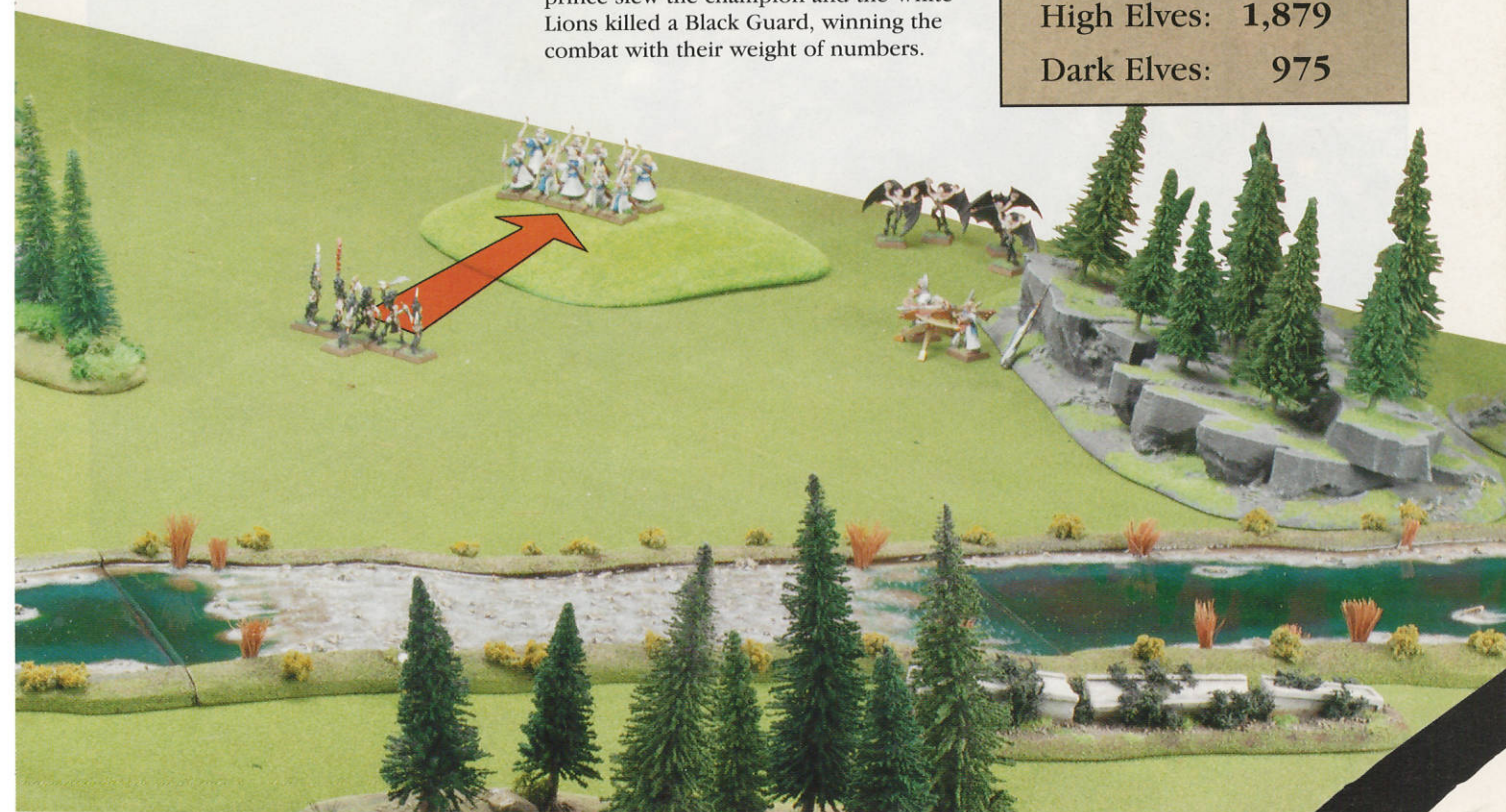
The Black Guard struck hard against the White Lions, felling two of the elite warriors. Accepting a challenge from Prince Elurian, the Black Guard Master stepped forward, and, although he inflicted a wound, it was saved by the Prince's heavy armour. In return the prince slew the champion and the White Lions killed a Black Guard, winning the combat with their weight of numbers.

Although *Stubborn*, the Black Guard failed their Break test and ran, narrowly escaping the pursuing White Lions. On the hill the three Witch Elves carved into the Archers killing four with poison alone and felling a fifth to send the terrified High Elves fleeing for their lives toward the table edge.

Victory Points

High Elves: 1,879

Dark Elves: 975



High Elves Turn 5

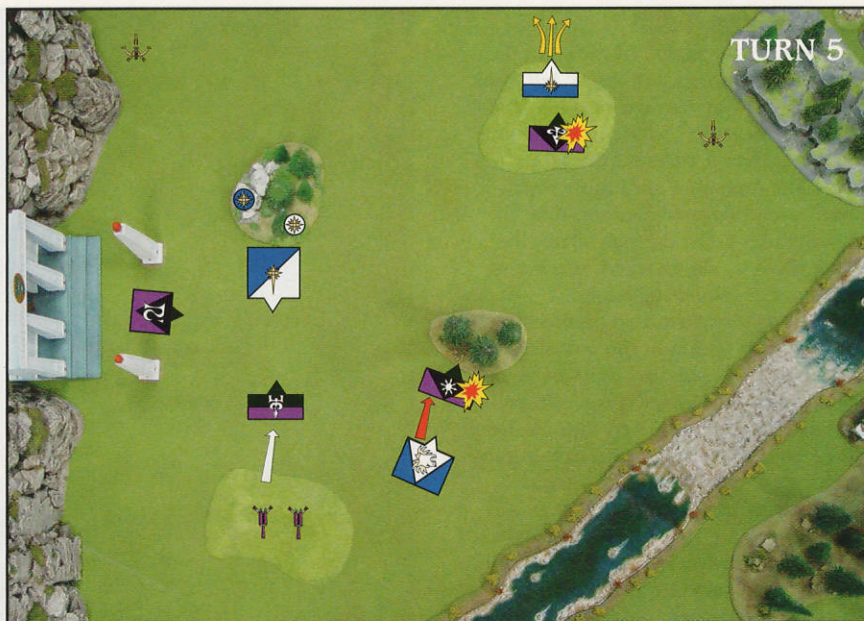
With precious few units now remaining, Owen carefully considered his options. While the White Lions charged down the fleeing Black Guard, catching and destroying them, the remaining Silver Helms decided not to charge the crossbowmen, painfully aware of what happened last time they had tried. Instead the knights put some distance between themselves and the remaining Dark Elves. On Owen's left flank the tattered remains of his Archers failed to rally and fled the table.

Both of the High Elf Mages tried in vain to damage the crossbowmen, but their spells were either countered or failed to be cast. At last it seemed Jervis' force was gaining some respite from the withering bombardment of magic.

Owen's Bolt Throwers continued to rack up kills with one felling two crossbowmen and the other wiping out the remaining Witch Elves, leaving the left flank all but empty, save the littering of Elf dead.

Dark Elves Turn 5

Determined to inflict some more damage on the High Elves, Jervis manoeuvred his crossbowmen into position to try to finish off the Silver Helms. Meanwhile his Warriors reformed, trampling the High Elf dead into the ground and they readied themselves to face the White Lions.



Jervis once again proved to Owen that his Sorceress should not be underestimated, as she successfully cast *Doom Bolt* at the Silver Helms, which the High Elf Mages again failed to dispel. Fortunately for Owen, however, the sizzling black bolt managed to kill only two of the three remaining High Elves, leaving the champion all alone.

Hoping to finish the work the Dark Elf Sorceress had begun, the crossbowmen unleashed a hail of bolts

from their repeater crossbows. The thickness of the High Elf's armour, however, was enough to prevent any wounds and he survived unscathed.

VICTORY POINTS

High Elves: 1,856

Dark Elves: 1,075



The Black Guard flee from the White Lions.



The last Silver Helm is finally killed by a Doombolt.

High Elves Turn 6

Looking at the ragged remains of both forces, Owen made his final moves. As much as he would have liked to get his White Lions and Prince into combat with Jervis' Warriors and Sorceress, they were just too far away. Instead he marched them back toward the High Elf board edge to clear the lines of sight for the Bolt Throwers, hoping to obliterate the crossbowmen with magic and missile fire. Meanwhile the lone Silver Helm continued to avoid the encircling Dark Elves, galloping between them as they closed in.

From the safety of the cove of trees, where they had sheltered most of the battle, the Mages tried to destroy the crossbowmen. While Jervis managed to dispel the *Master of the Wood*, Owen successfully cast the *Flames of the Phoenix* on the Dark Elf unit, killing two of the warriors.

Finally, the Repeater Bolt Throwers opened up. However, only the one on the left flank could fire on the crossbowmen and failed to score any hits, while the other had to content itself with killing a single Warrior in the Sorceress's unit. The crossbowmen had been spared.

Dark Elves Turn 6

With the Prince and White Lions out of reach there was only one thing Jervis could do – kill that Silver Helm! Both his units moved into position to draw line of sight on the unfortunate High



Elf, his Sorceress readying her magic while the crossbowmen loaded fresh clips of bolts into their repeater crossbows.

The High Elf Mages failed once again to counter the Sorceress as she hurled a *Doom Bolt* into the knight, scoring 4 wounds. Even the Silver Helm's armour could not save him and he was sent crashing to give Jervis some last-minute Victory points.

The battle was over. Of the Dark Elves only the Sorceress, her unit of Warriors and a handful of crossbowmen

remained, while on the High Elf side the Prince and his White Lions, two Bolt Throwers and two Mages stood defiant, glaring back triumphantly across fields littered with Elven dead. The High Elves had won, but at an appalling cost.

Final Victory Points

High Elves: 2,021

Dark Elves: 1,192

THE HIGH PRICE OF VICTORY



Owen: What a bloodbath! High Elf versus Dark Elf battles are always a grim affair, what with all those Toughness 3 troops hacking each other to death, and this

game was no exception. It was, however, much closer than the final results would suggest. When, by the end of the second turn, my Silver Helms, glorious charge had turned into a bloody rout and the Dark Elf crossbowmen struck the flank of my Spearmen, it wasn't looking good. It was probably only the sterling work of my Mages that saved my outnumbered Spearmen and White Lions from being surrounded and crushed. Most notably it was casting the *Howler Wind*, reducing the Dark Elves' charge range, that ended up buying me the precious turn I needed to drive off the crossbowmen. Indeed, magic was my

friend in this game and, combined with the impressive work of the Repeater Bolt Throwers, took care of several Dark Elf units (such as the Executioners and Cold One Knights) without them ever seeing combat.

The other thing that sticks in my mind about this battle is the large amount of dreadful Leadership rolls made on both sides. I think in the course of the battle only a single Break test was passed, even though the majority of them required 7s or less! This meant that most combats ended in the turn they started and support troops and reinforcements found themselves positioned to attack or aid units that were no longer there.

It just reminds me of the importance

of taking a Battle Standard for small elite armies like High Elves, where losing a unit to a bad dice roll can put a hole in your day. This spate of poor Leadership rolls also made me doubly thankful of the Stoic special rule that High Elves enjoy when fighting their dark kin. I lost track of the amount of times it saved me having to make a Panic test and no doubt it had a big part to play in the High Elf victory.

All in all though, it was a very enjoyable game, with Jervis selecting a well balanced and versatile army (before the game I had terrible visions of an all Dark Rider army or one containing two War Hydras). I can only hope that the next time I face the Druchii I will be half as lucky as I was in this battle report.

“Combats ended in the turn they started and support troops found themselves positioned to attack units no longer there.”

OLD DOG FAILS NEW TRICK TEST



Jervis: Ah well, in his first outing for almost a decade poor old Kurl Vraneth was heavily defeated, but not without taking quite a few of his hated High Elf

adversaries with him. I must admit I was quite surprised by just how many points I lost by, considering that neither side had many troops left on the table. Closer inspection revealed that while I had managed to sacrifice all my elite troops in the battle, my opponent Owen had made sure that his best units survived.

This is a classic tactic – use your poor quality troops to wear the enemy down, and leave your best troops to deliver the coup de grace. I should remember to try to use the tactic myself in my next game!

This said, I was incredibly lucky to have done even as well as I did. The sheer quality and quantity of High Elf magic caught me completely by surprise, and put me on a back foot for the entire battle. The only thing that saved me was Owen's astounding ability to roll really low numbers on his dice when he tried to cast any spells, especially later on in the game. In addition, my Dark Elf crossbowmen pretty much single-handedly kept me in the battle by making pincushions out of

Owen's Silver Helms. Without the help of the dice gods (I recommend praying to them regularly!) I would probably have suffered a humiliating defeat.

So, what did I learn other than 'be lucky'? Well, the first thing is that Warhammer is still a really great game. This may sound like an obvious thing to say, but I know that there are plenty of other older players out there like me who, for a wide variety of different reasons, may not have had a game of Warhammer for quite a while. If you fit this category and are reading this article, then I highly recommend that you do what I did, and dust off your old Warhammer army. I think that you'll have an absolute blast, just like I did.

The other thing that I learned, and this will apply to any of you old grognards who may think of following my advice and come out of self-imposed Warhammer retirement, is to start off small and slowly work your way up to games of 2,000 points or more.

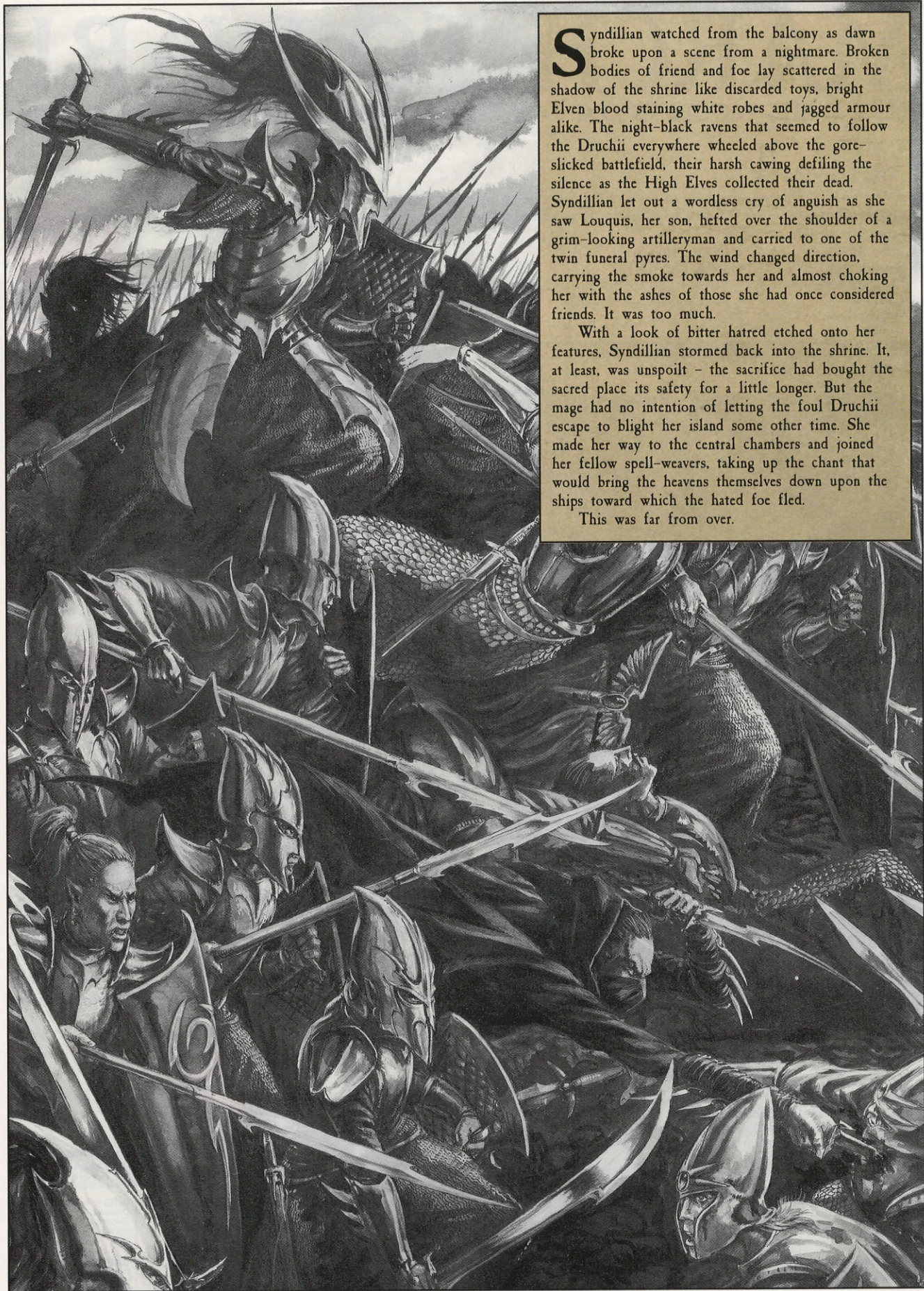
I learned far more in my 500 point game with Alessio than I did in the 2,000 point battle report game, because I could concentrate on trying to get one or two things right, rather than having

to deal with a large multi-faceted army right from the start. Not only was I not used to some of the rules, but I was just plain rusty as a Warhammer general, and made some fundamental mistakes that a few small games-worth of practice would have helped me easily avoid – the units I used in my 500 point game were Dark Elf Spearmen and Crossbowmen, which just happened to be the troops that performed best in this battle.

Anyway, my rediscovered love of Warhammer has inspired me to start playing the game regularly once more. I've decided that Kurl was not mortally wounded by the High Elf Bolt Thrower and he managed to survive the battle, but while he recovers from his wounds, his minions will be making a few small raids on their own, giving me a chance to get my hand back in slowly with the Dark Elves before I take out a large army again.

I've also started to dust off my Khemri army, and plan to have a few 500 point lunchtime games to get my hand back in with them too. You never know, you may see me commanding a Warhammer army again in White Dwarf quite soon...

“My Crossbowmen single-handedly kept me in the battle by making pincushions out of the Silver Helms.”



Syndillian watched from the balcony as dawn broke upon a scene from a nightmare. Broken bodies of friend and foe lay scattered in the shadow of the shrine like discarded toys, bright Elven blood staining white robes and jagged armour alike. The night-black ravens that seemed to follow the Druchii everywhere wheeled above the gore-slicked battlefield, their harsh cawing defiling the silence as the High Elves collected their dead. Syndillian let out a wordless cry of anguish as she saw Louquis, her son, hefted over the shoulder of a grim-looking artilleryman and carried to one of the twin funeral pyres. The wind changed direction, carrying the smoke towards her and almost choking her with the ashes of those she had once considered friends. It was too much.

With a look of bitter hatred etched onto her features, Syndillian stormed back into the shrine. It, at least, was unspoilt – the sacrifice had bought the sacred place its safety for a little longer. But the mage had no intention of letting the foul Druchii escape to blight her island some other time. She made her way to the central chambers and joined her fellow spell-weavers, taking up the chant that would bring the heavens themselves down upon the ships toward which the hated foe fled.

This was far from over.

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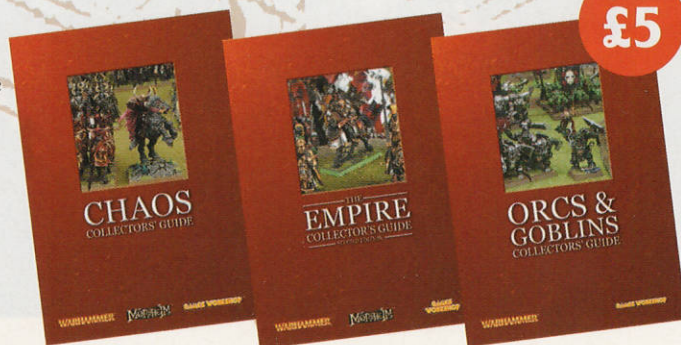
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DOK BUTCHA'S CONUERSHUN KLINIC



Dem crazy Amerikuns ave been convertin' again. This time they is kuffin up sum pretty Elves and turnin dem into all soughts of ded fings.

UNDEAD WOOD ELVES

SPIRIT HOSTS

by Jason Buyaki and John Schaffer

Spites from the Glade Guard and Dryad sprues can make a creepy Spirit Host if tattered up carefully and painted appropriately. Use a hobby knife to make holes in the wings of some of the Spites and embellish the base with a few skulls and twigs.

You can create Ethereal Creatures out of Glade Guard models. Cut the body into sections and discard the upper legs and arms. Hollow out the sections by pushing the tip of your hobby knife into the plastic and twisting it to remove material. Glue each section to the cloak and glue the cloak to the base to make disembodied spirits.




SKELETONS AND BLACK KNIGHTS

by Jason Buyaki

Combining Zombie and Skeleton models with parts from other plastic regiments is an easy way to create a unique theme for your Vampire Counts army. The models shown here were created by combining Skeleton and Glade Guard parts. As you create your models, look for logical places for the joins. The images below show a few Undead models made with Elf parts. The green areas indicate the Glade Guard components.



► Here's a conversion of a skeletal Glade Rider that will be used as a Black Knight. The only complicated part of this conversion was using Green Stuff to sculpt the leather armour.



THE LORD OF THE RINGS

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The Shape of Things to Come

The future of The Lord of The Rings Strategy Battle Game

Mat Ward looks into the future of The Lord of the Rings Strategy Battle Game and uses his palantir to take a sneak peek at the forthcoming supplements, *A Shadow in the East* and *Fall of the Necromancer*.

A question I often get asked (with a variety of grammar, dialect and volume) is: "So, with the films all done with, is there anything left to cover with The Lord of The Rings Strategy Battle Game?" Whilst Peter Jackson may, one day, make his own cinematic version of another Tolkien work, it's true it is incredibly unlikely that anyone will ever make a fourth The Lord of The Rings film (and a jolly good thing that is too). That said, there's still plenty of scope for the game. Yes, the films are gone, but the book upon which they were based is still there in all its glory and depth. In the past three years we've had a lot of fun exploring Tolkien's world, both through rulebooks like *The Return of The*

King and supplements like *Shadow & Flame*, and we're not about to stop yet.

We have only just begun

This year saw the release of our brand new rules manual, containing not only every core rule you will ever need, but also siege rules, battle scenarios, coastal raids, hobby guides and profiles for literally scores of

them) and there are plenty of others being planned. As a result, the Design Studio is working as never before on The Lord of The Rings Strategy Battle Game. Artists are busy producing concepts for all manner of characters, warriors and beasts, as well as working on wonderfully evocative illustrations and maps. Meanwhile the miniatures designers are grafting away at

"Yes, the films are gone, but the book upon which they were based is still there in all its glory and depth."

combatants. We've also released a new starter set teeming with plastic miniatures, as well as the new *The Fellowship of The Ring* supplement. As with the re-release of *Warhammer 40,000* last year, this marks a fresh start for the system, where we begin to make a great game even better. This is only the beginning.

No less than four different supplements are in development at the moment (though, alas, I can't talk in detail about many of

producing what are, in my opinion, some of the finest models – plastic and metal – as yet seen in this, or indeed, any other, range. And just maybe, here and there, us Games Developers might find a moment or two to sort out players with new rules, scenarios, and ways of unleashing their model collections onto their opponents. On balance, it's no wonder that we're all so excited about the new stuff that's to come.

A World to Explore

The end result of all this effort is looking like it will be as fine a range of miniatures and supplements as could be hoped for, capturing the feel of both the book and the films of The Lord of The Rings. Let's face it, there are plenty of places and events in Middle-earth we've not yet been and explored, from the wars of Arnor and Angmar, to the Corsair fleets of Umbar, the first siege of Helm's Deep, the battles of the Last Alliance, the awakening of the Balrog and the expulsion of the Necromancer from Dol Guldur. All these things, and more, are ours to explore and we'll get to them, slowly but surely.

Of course, a big part of playing The Lord of The Rings is the collecting and painting of your models, and building up a terrain collection on which you can play your games. As such, our Hobby Support team are working hard to cram each supplement full of ever more painting and terrain building guides to allow you to do this. By the time you've worked your way through each supplement, you'll not only have collected and painted a new force, but also have created a themed terrain set that you can use in your games.



A Shadow in the East

A campaign supplement set shortly before the events of *The Lord of the Rings: The Two Towers*, *A Shadow in the East* will include one of the largest and most diverse miniature ranges yet seen for this game. The servants of Sauron are supplemented not only by the armour-clad emissaries of the Easterling kingdoms, but also by the mysterious warriors of Khand. In the main, it is Gondor that must stand against these invaders, but with the assistance of a few bold Heroes of other lands...

Easterlings

Easterlings are the pride of Sauron's armies; well armed, armoured and dedicated to his service. Despite (or perhaps because of) their all-too-brief appearance in the movie of *The Two Towers*, many Evil players love Easterlings. If you're one of them, then *A Shadow in the East* has a real treat in store, with plastic Easterlings and additional troops types and weapon options for an Easterling army.

Kataphrakts are Easterling heavy cavalry mounted on armoured steeds, making them easily a match for the Knights of Gondor. They will be the first heavy cavalry available to Evil players who, until now, have had to rely on Haradrim Raiders and Warg Riders.



Plastic Easterling Infantry 3-Ups



*Easterling Kataphract heavy cavalry
Green & concept artwork*



Warriors of Khand

As well as new Easterling warriors, A Shadow in the East will introduce a brand new race of combatants to the battlefields of Middle-earth: the Variags of Khand. These battle-hardened warriors not only consist of regular troops, mercenaries and cavalry, but will also add something entirely new into The Lord of The Rings Strategy Battle Game: chariots!

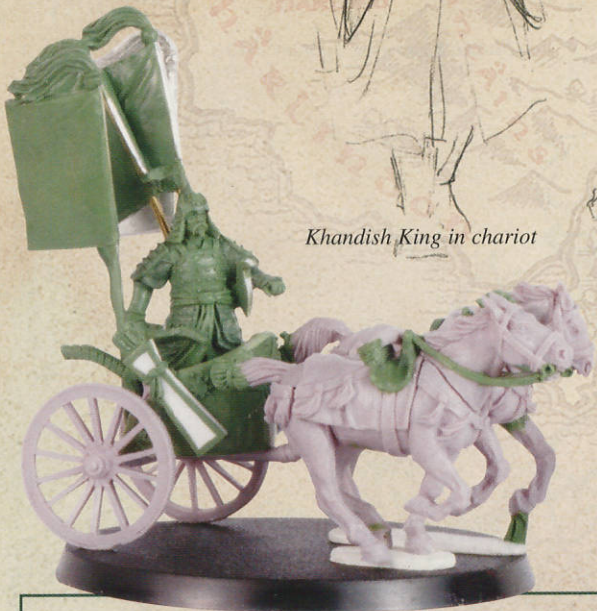
Khandish Horseman



Khandish Warrior



Khandish King in chariot



Something for the Good guys...

Fortunately, Gondor can call upon some fairly stalwart warriors of its own. Just to be sure, there are several new Heroes marching to hold the line, from Gondor, Rohan, and even the Iron Hills! Here's a sneak preview of two of the new Heroes, Múrin and Drár.



Fall of the Necromancer

Before the One Ring came into Frodo's possession, the forest of Mirkwood languished under the influence of a terrible evil, known only as the Necromancer. Discovering this creature to be none other than Sauron, the White Council prepare to assail the Dark Lord's tower of Dol Guldur. The stage is set for a climatic confrontation, with not only the Wood Elves but some of the mightiest Heroes of Middle-earth pitted against Sauron himself!

Castellan of Dol Guldur



Wood Elf Sentinel



Glorfindel

And Finally...

All good things come to an end and, accordingly, that's about all I can show you at the moment. Aside from A Shadow in the East and Fall of the Necromancer there's still plenty to come, but I can't say any more than that (though feel free to guess as to what may be). If nothing else, there are still far too many places to go for us to stop now.

Victory for the Free Peoples

THE WAR OF THE RING CAMPAIGN FINAL RESULTS!

And the winner is...

Well, after thirteen weeks of hard-fought campaigning the war is finally over, and I have been given the honour of announcing the results.

First of all, I have to tell you that the last Roadshow (with a draw in Sheffield, a Good victory in Liverpool and Shrewsbury and an Evil victory in Croydon and Ipswich) ended in a perfect draw.

This, in conjunction with the results sent in during the last week, meant that the entire campaign... was a draw!

No, just kidding.

How close was it?

To sum up this campaign, we can certainly say that it has been a fantastic rollercoaster. It started with a solid series of victories for Good—so many in fact that only Harad remained in the hands of Evil at the end of the first week! For a moment we feared the campaign was going to be a walkover, and that we were going to have to try and somehow help Evil out.

We needn't have worried though, as the pride of the captains of the Dark Lord soon started to show. Week after week, point by point, the

Evil forces clawed their way back. Many fortresses of Good were taken (including the seemingly impregnable Rohan), and after many days of struggle, at the end of week 11, Evil was within 2 points of the good guys!

The Free Peoples still managed to heroically hold onto their points. I could just picture those small garrisons, outnumbered and cut off by the unstoppable tide of Evil, holding out desperately, all their hopes in the hands of two small Hobbits somewhere in the wild.

And how fitting was it that, in the end, it was the spectacular results the Good armies achieved in Mordor that managed to save Middle-earth? Doesn't that sound perfect? Just like in the story, Aragorn's heroic sacrifice at the battle of Morannon paid off and Sauron was overthrown...but only just!

I cannot imagine a more perfect ending for the campaign (and believe me, we haven't influenced the results!). It has all spontaneously come to this highly climatic, breathtaking, neck-and-neck result!

Hannon le

First of all I want to thank the UK Studio, Web Team, our valiant staff in the Hobby Centres who organised the Roadshow, creating so much amazing hobby content and also played so many games of The Lord of The Rings—whose hard work and enthusiasm

in running the campaign has made it such an enjoyable event!

Steve Hammatt (aka Khamûl of the Nine) has, as usual, proved invaluable. He seemed to be everywhere on the forums, answering questions, making announcements, giving us precious feedback from the gamers and, in general, helping us greatly to keep everything in working order.

Thanks also to Mat Ward for designing the campaign system and to Adam Troke who has been by far the most active supporter of the campaign in the Studio, playing and submitting the most games (until he managed to lose his Dwarf army in Austria that is...).

And last, but most certainly not least, thanks to all of you out there! Your response has been great – the amount of results submitted, the participation in the Roadshow, the number of comments we received through both electronic and conventional mail, has all been outstanding. This overwhelmingly positive response filled us with energy and has encouraged us in our daily efforts to keep the campaign going.

As soon as we have recovered and rested a bit, we'll certainly be making plans, and who knows what the future holds? Some other Captain may come forward to lead the armies of Evil against the Free Peoples, and Middle-earth will face another dire threat!

Namarie!

Alessio Cavatore

"The real result is a Victory for Good, which defeated Evil 145 to 142 in Victory Points!"



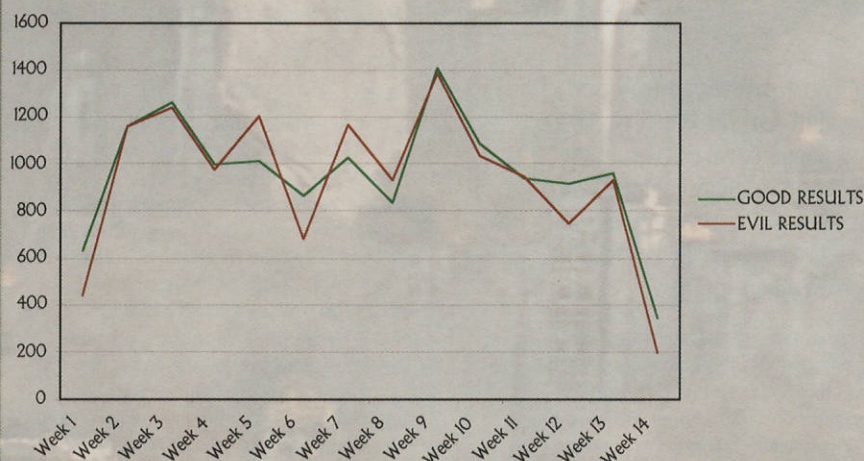
AND NOW A FEW NUMBERS

Good vs Evil week by week graph

This graph shows how each side fared week by week. As you can see it was neck-and-neck all the way! The sudden death Victory Points scoring system showed it another way though.

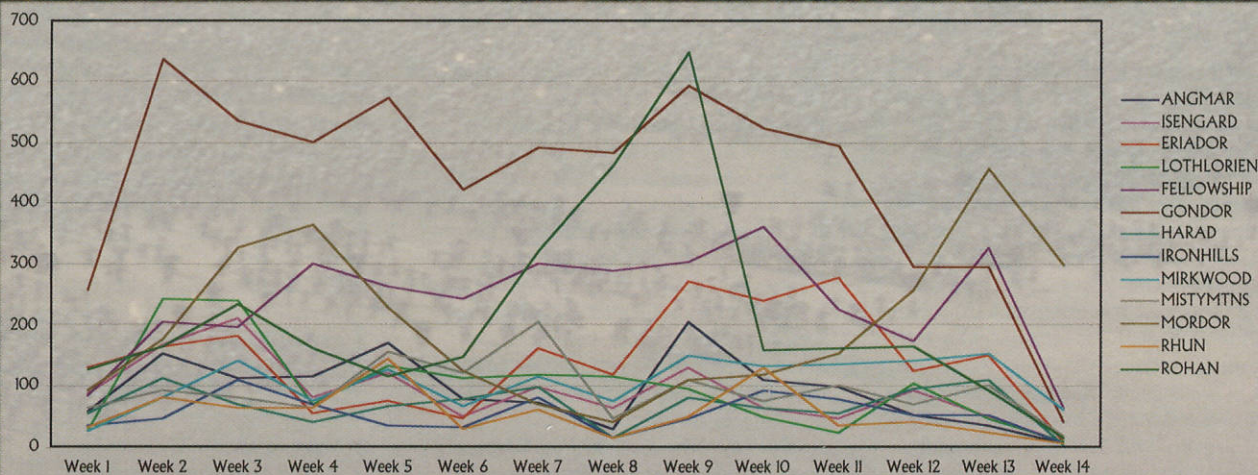
GOOD VERSUS EVIL

| | VICTORY POINTS | |
|----------|----------------|------|
| | GOOD | EVIL |
| Week 1: | 23 | 1 |
| Week 2: | 31 | 16 |
| Week 3: | 41 | 24 |
| Week 4: | 49 | 37 |
| Week 5: | 59 | 49 |
| Week 6: | 73 | 56 |
| Week 7: | 81 | 67 |
| Week 8: | 90 | 81 |
| Week 9: | 97 | 93 |
| Week 10: | 106 | 101 |
| Week 11: | 114 | 112 |
| Week 12: | 125 | 123 |
| Week 13: | 134 | 133 |
| Week 14: | 145 | 142 |



Region total results week-by-week graph

Another interesting graph shows the activity of both sides added together over the course of the whole campaign. Gondor was always the most popular destination for results, but note the last-minute activity in Mordor to win the campaign! Rohan also had an interesting few weeks where everyone piled in their results. The Fellowship of The Ring path also proved a very popular choice—not surprising considering the Victory Points that could be rewarded here.



ROLL OF HONOUR

Total Games Played: 27,239

Total Players Registered: 3,007

Highest Club

That Dam Gaming Club with 69. Honourable mention to Newmarket Dwarf Wargames Society with 68!

Highest Hobby Centre

Games Workshop Wakefield with 530!

Highest Individual Player

Luis Valderrey posting 88 out of a possible 92 days of the campaign and achieving the rank of High King of the Realm!

Haunt of Evil

Angmar on 59% for Evil.

Kingdom of Good

Iron Hills on 67% for Good.

Special Mentions

Steve Hammatt – thank you, you were invaluable!

Particular thanks to the player-created strategy groups – The Alliance of Light and the Dark Council.

Lastly, thank you to everyone who contributed and participated in making this such a successful campaign!

The Misty Mountains

Part one of a new campaign pitting the forces of good against Goblins

Mat Ward presents an all-new campaign for The Lord of The Rings players, where the forces of Good must defend helpless villages against the encroaching servants of a Goblin king, all in the shadow of the Misty Mountains.

Small, vicious and possessed of an innate cunning, their numbers and persistence can make Goblins a formidable foe. Fortunately they are none too brave, rarely emerging from their lairs unless hunger or a powerful leader drives them to do so. Most often, Goblins are led by mightier individuals than they are capable of producing, such as Orcs or even Trolls. On rare occasions, one of the greater evils of Middle-earth will mobilise one of the great Goblin strongholds – though more often they will mobilise a force that is a little more reliable, such as Orcs or roguish and wild Men.

Perhaps as a result of this, Goblin Kings worthy of the name are rare indeed. Few are mentioned within the works of J.R.R. Tolkien, though this does not preclude the possibility of their wider existence. This mini-campaign follows the exploits of one such Goblin King, a devious and cunning creature named Azghûr who is set apart from his fellows by a fairly keen mind for tactics. It is fortunate for the free world that Azghûr was born a Goblin, and not something more physically formidable, lest he were able to dominate a more potent warband and cause substantial ruin. As it is, he is satisfied with launching raids on the areas surrounding his lair, raids which, while brutal, fall far short of the terror caused by a rampaging warband of Trolls.

A nuisance can only be borne for so long, and at the time this campaign starts, Azghûr's Goblins have attacked, with varying degrees of success, every village or settlement within several leagues. Each time the Goblin warband attacks, a few villagers are slain, a little food or wealth is stolen, and a score of dwellings are razed to the ground. With every successful attack, Azghûr's forces grow stronger, reinforced by the looted wargear and the barter of stolen trinkets. However, things are about to change and Azghûr's reign is now numbered in days. His persistent attacks have finally roused the ire and anger of Elves, Dwarves and Men alike, and it is not long before the aggrieved parties agree to combine forces to end his threat once and for all.

Playing the Campaign

This campaign is designed for two players, though several players can take part by dividing up the forces at their disposal. One player takes command of the Goblin warbands of the Misty Mountains, whilst the other controls the defenders of the various villages and settlements that Azghûr's force are preying upon.

For simplicity's sake, this campaign uses a map to allow players to keep track of the action. Showing a portion of the Misty Mountains, this map has several marker squares to represent the rough locations of the settlements. Each has its own symbol and colour, to indicate the dominant race dwelling there (see below). Each Good location always has a 'garrison' of a Captain and 50 points worth of troops for that race. However, the Free Peoples have agreed to pool their resources and create several small war parties that will attempt to defend the villages that are

particularly at risk. To represent this, the Good player also has three small 'armies' that he can deploy according to where he thinks the risk lies; one Elf army, one Dwarf army, and one Mannish army (feel free to use Rohan, Gondor or even Ruffians for this). These are each of 100 points and must include a Captain of the relevant race.

The 'He's Not From Around Here' Rule

In this campaign, the forces of Good are working together, but do not trust each other. To represent this, a heroic action or Stand Fast! will only affect Warriors of the same race. This means that the Good player may want to think twice about having armies defending settlements of a different race.

Each Good force is represented by a counter but there are an additional five counters which represent 'dummy' defences – the Goblins will not know how strong the defences are until they launch their attacks. The Goblins, on the other hand have three different warbands, each made up of 150 points worth of models, including a Captain. No force, whether garrison or army, Good or Evil, may arm more than 33% of its models with bows.

The Campaign Turn

The campaign turn proceeds according to the following sequence:

- 1 Muster Defenders
- 2 Muster Attackers
- 3 To Battle!
- 4 Evaluation

Game Counters



Dwarves



Men



Elves



Goblins 1



Goblins 2



Goblins 3



Hero Counter



Evaluation Table

- 1 **No Value.** Turns out to be an utterly worthless trinket, not worth the effort of stealing. This counter adds nothing to your Plunder tally.
- 2-5 **Tradeable.** Rather a valuable little cache of food or coin that will quite handily translate into more resource for your burgeoning horde. For each of these results, add 1 to your Plunder tally.
- 6 **Valuable Artefact.** Your minions have laid their hands upon a truly valuable item (a scroll of history, or somesuch) that can be traded for a more immediately useful resource. Though of little value to the Orc and Goblin warchiefs of the Misty Mountains, one of the emissaries of Lugburz may be prepared to pay handsomely for it. For each of these results, add 3 to your Plunder tally. However, you may have drawn the attention of a wandering Hero. In the next game turn, the Good player may place a 'Wandering Hero' counter in addition to his armies for each of these results.

Muster Defenders

In this phase, the Good player places one counter face down on each settlement. In this way he will normally have placed three Army counters and five 'blank' ones. It's really that simple, there are no other rules that govern their placement, although the Good player will be aiming to predict where the Evil player is going to attack.

Muster Attackers

The Evil player now places his three counters on the settlements that he wishes to attack – only one counter may be placed on each settlement. You'll notice that the Evil player can only attack three settlements each turn, so if he guesses correctly, he'll be able to attack settlements that aren't defended by anything other than garrisons.

To Battle!

Once both sets have been placed, all the counters are revealed and battles are fought at the sites the Evil player has attacked. The Good force will consist of that settlement's garrison, plus the models of any Army counter placed there – blank counters yield no extra troops. These games use special Battle Scenarios named, appropriately enough, Loot, Pillage and Plunder – two of which have been included over the page, the third will appear in next month's White

Dwarf. Simply agree on the one you wish to play, or roll a dice if you cannot decide.

Evaluation

As part of the outcome, the Evil player will acquire a certain number of Loot counters. Once all games have been played, he gets to find out what his travails have won him. To do so, he rolls a dice for each Loot counter and consults the Evaluation table.

Winning the Campaign

The campaign continues for five turns. At this point, the 'Hunt for the Scavenger King' scenario is played (see next month's issue). When this happens, each Plunder point the Evil player has gained allows him to take an additional 15 points worth of models. Whoever wins the 'Hunt for the Scavenger King' scenario, wins the campaign.

Wandering Heroes

Whether they are seeking to reclaim an item stolen by a Goblin raid, or are merely helping the common folk of Middle-earth defend themselves, Heroes will sometimes fight alongside the Good player's forces. If the Good player is allowed to place a Wandering Hero counter this is done in the same fashion as he places his Army counters (ie, face down, and not in the same settlement as another counter). If when the counter is revealed it is in the same settlement as a Goblin counter, the Good player immediately rolls 2D6 to determine who has come to his aid – the wandering Hero fights alongside that settlement's garrison. Wandering Heroes

only have their basic equipment. Note also that wandering Heroes are exempt from the 'He's Not From Around Here' rule.

2D6 Roll

- | | |
|----|-----------------------|
| 2 | Elladan and Elrohir |
| 3 | Gandalf the Grey |
| 4 | 2 Dúnedain |
| 5 | Arwen Evenstar |
| 6 | A Ranger of the North |
| 7 | A Dúnedain |
| 8 | A Ranger of the North |
| 9 | Gildor |
| 10 | 2 Dúnedain |
| 11 | Radagast the Brown |
| 12 | Aragorn |

Evil Warriors

These Warriors represent some of the forces that form Azghûr's raiding parties. The Evil player may use these new troops in this campaign and, with his opponent's consent, in other games

as well. Other than these new Warriors, Azghûr's armies should be made up entirely of Moria Goblins – though each may include a single Cave Troll, if the Evil player wishes.

Moria Goblin Ravager

Points Value: 9

| | F | S | D | A | W | C |
|---------|------|---|---|---|---|---|
| Ravager | 2/5+ | 3 | 4 | 1 | 1 | 2 |
| Warg | 3/- | 4 | 4 | 1 | 1 | 2 |

Roaming far and wide on the backs of sleek and savage Wargs, Goblin Ravagers form the scouts of Azghûr's army. In battle, the prowess of the Warg compensates a great deal for the Goblin's feeble skills, though as Wargs are fiercely independent creatures, the rider all too often finds himself thrown from the beast and into the dirt.

Wargear

Ravagers wear crude armour and ride a Warg. They may be given the following items at additional cost:

| | |
|---------|------|
| Orc bow | 1 pt |
| Shield | 1pt |

Special Rules

Unruly Steed. Wargs often have different priorities to the Goblins that ride them, and are not averse to demonstrating this in a suitably violent way. Whenever a Ravager moves, the Evil player rolls a D6. On a roll of a '1', the Goblin has been thrown from his saddle and must make a Thrown Rider test – the Warg must instantly pass a Courage test to remain in play, exactly as if its rider had been slain.

Moria Goblin Scavenger

Points Value: 5

| | F | S | D | A | W | C |
|-----------|------|---|---|---|---|---|
| Scavenger | 2/4+ | 3 | 4 | 1 | 1 | 1 |

Taking their lead from the one who rules them, Azghûr's followers carry all manner of weaponry 'harvested' from the fallen in the hope it will improve their prowess in battle. In truth, the mishmash of Elven blades, Mannish bows and Dwarf axes are often so tarnished and corroded that it is a wonder they do not fall apart.

Wargear

Scavengers carry a variety of blades and axes (hand weapon). They may be given additional items at the following cost:

| | |
|-------------------|-----|
| Orc bow | 1pt |
| Shield | 1pt |
| Two-handed weapon | 1pt |

Special Rules

Backstabbers. Scavengers are at their most dangerous when their foe is cornered. When striking trapped models, they receive +1 to their rolls to wound.





A group of Dwarves try in earnest to protect the the travellers' wares from the invading Goblins

Scenario : Loot!

Description

One of Azghûr's raiding parties has descended upon a small group of traders who are travelling from one settlement to another. Though overmatched and outnumbered, the traders will not easily give up their possessions, and their guards are launched into the fray. Can the Goblins overwhelm the defenders and loot the caravan?

Starting Positions

Before the game starts, the Good player divides his force into two numerically equal groups. One group, chosen by the Evil player, is deployed within 12"/28cm of the centre of the map – as are six baggage ponies (use riderless horses to represent these). The Evil player then deploys his force anywhere within 6"/14cm of any board edge. The remaining Good models enter the board from any board edge at the end of his first Move phase. Newly arrived models may not charge on the turn they arrive, but may otherwise act normally.

Objectives

The Good force is attempting to defeat the Evil force, and so save their lives and their wares. The game ends when all Evil models are slain or have left the board.

Major Good Victory/Evil Defeat

The game ends and no Loot counters have been stolen.

Minor Good Victory/Evil Defeat

The game ends and two Loot counters have been stolen.

Minor Evil Victory/Good Defeat

The game ends and four Loot counters have been stolen.

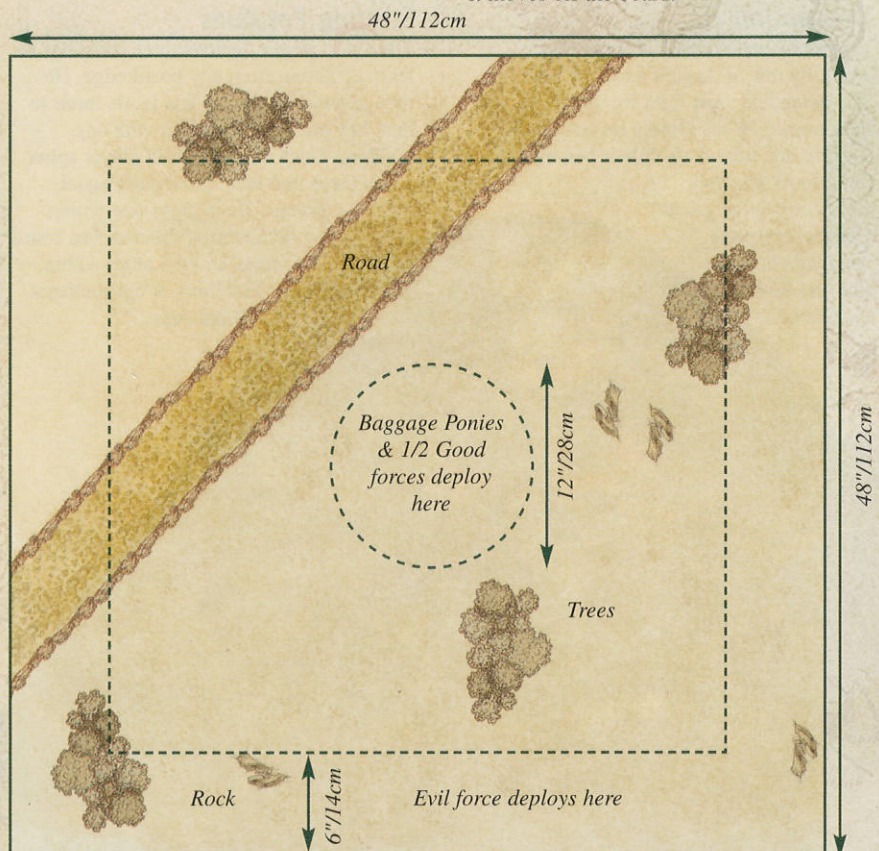
Major Evil Victory/Good Defeat

The game ends and six or more Loot counters have been stolen.

Special Rules

Baggage Ponies. These may not attack, nor be attacked and have no control zone. At the start of each Good move phase, they move 2D6"/4D6cm in a direction chosen by the player with priority.

Loot. A Goblin may claim a single Loot counter by moving into base contact with a baggage pony – place a counter in base contact with the Goblin. A Goblin can also seize an unclaimed counter by moving into base contact with it during the Move phase. The counters are otherwise treated as light items, as described in the main rules manual. A counter is considered to have been stolen only when the Goblin carrying it moves off the board.



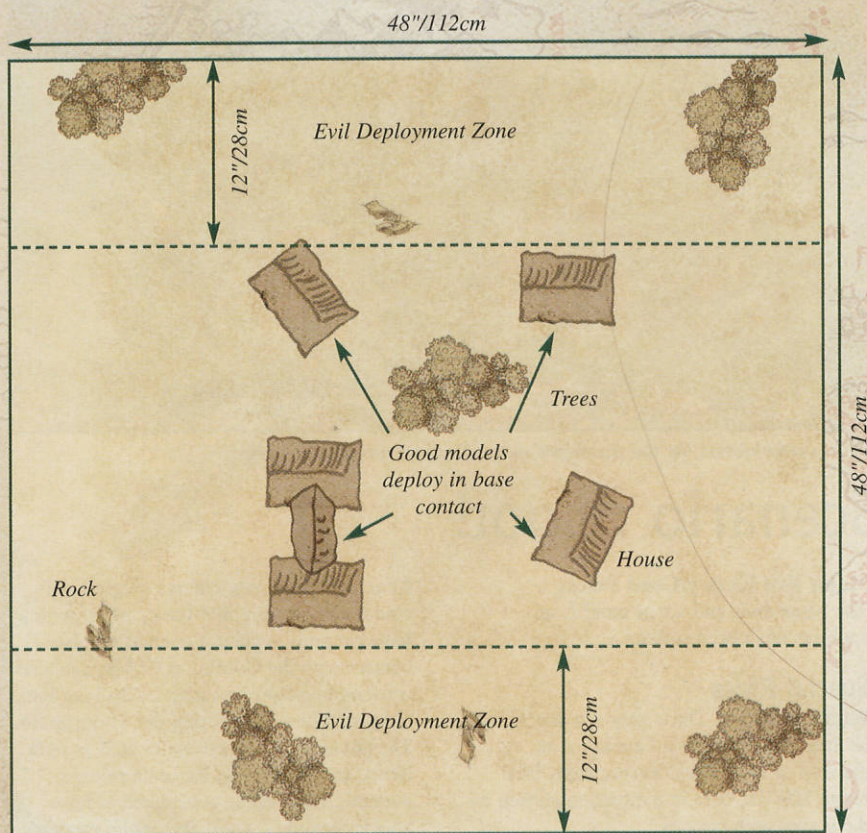
48"/112cm

48"/112cm

6"/14cm

12"/28cm

Scenario : Pillage!



Objectives

The Good force is attempting to defeat the Evil force and so save their homes. The game ends when all Evil models are slain or have left the board.

Major Good Victory/Evil Defeat

The game ends and no buildings have been destroyed.

Minor Good Victory/Evil Defeat

The game ends and one building has been destroyed.

Minor Evil Victory/Good Defeat

The game ends and two buildings have been destroyed.

Major Evil Victory/Good Defeat

The game ends and three buildings have been destroyed.

Special Rules

Burn it Down! Attackers may attempt to set fire to a building during the Fight phase, providing that they are in base contact and have performed no action other than moving that turn. The attacking player may roll a D6 for each of his models that are trying to set fire to a building. For every roll of a 5 or 6, the fire catches hold – indicate this with a suitable marker. At the start of each turn, before priority is rolled, add an additional marker to the building as the fire rages through its structure. If the winning roll for priority is lower than the number of Fire counters on a building, the structure collapses – replace it with a pile of rubble. Any models inside the building suffer a single Strength 10 hit (as well as any falling damage) and are knocked to the ground. Defending models may attempt to douse the flames on a building in the Fight phase, providing that they are in base contact and have performed no action other than moving that turn. The defending player may roll a D6 for each of his models that are trying to douse the flames. For each roll of a 6, they have been partially successful – remove a marker.

Loot. A Goblin may claim a single Loot counter by moving into base contact with a building – place a counter in base contact with the Goblin. A Goblin can also seize an unclaimed counter by moving into base contact with it during the Move phase. The counters are otherwise treated as light items, as described in the main rules manual. A counter is considered to have been stolen only when the Goblin carrying it moves off the board.

Description

A peaceful settlement has come under attack by one of Azghûr's raiding parties. The defenders must fight for their lives and their homes, as the Goblin raiders are seeking not only to steal their belongings, but also to raze their settlement to the ground. Can the desperate defenders hold the line and thwart the Goblins?

Starting Positions

The Good player deploys three buildings at least 12"/28cm from any board edge. He then deploys all the models in his force so that they are in base contact with any building. Once done, the Evil player splits his force into two numerically equal groups. He deploys one within 12"/28cm of the northern board edge, and the other within 12"/28cm of the southern board edge.





As the forces of Evil attack, so the Men of Gondor rally to push back the Goblin tide

Battle Companies Redux

Part Two of our updated rules for playing experience-based campaigns in Middle-earth

Games Developer Adam Troke reveals yet more new rules for equipping the members of your Battle Company with additional tools for use in combat, or allies with which they can ally themselves to aid them in their quest for success.

Last month I promised that I'd introduce some new rules to Battle Companies and, true to my word, that's what I'm going to do. This article brings you rules for two new Battle Companies, special equipment for your Heroes and Warriors and the chance to recruit new models into your existing Battle Companies. Enjoy all the cool new stuff, have fun converting, and let me know what you think.

Battle Company Equipment

As Battle Companies progress, the warriors within them become expert fighters, but one of the things that sets the real veterans apart from the greenhorns is the equipment at their disposal. A true veteran has spent time accumulating not only lethal weapons and sturdy armour, but a slew of useful items, from climbing ropes and grapnels to healing balms and carefully drawn maps of the region. The real veterans have an item for every eventuality and are never caught flat-footed, falling back on their carefully maintained wargear and years of experience to see them through.

These rules are intended to allow players to further personalise their Battle Companies – providing ample opportunity for conversions and modelling projects. Every item that has an effect in your games must be modelled onto the models, so that your opponent can see what he is up

against. Some of the items (like healing herbs) have an effect after the game, so you don't have to worry about showing these on your models (although you can if you like).

To buy these items of equipment for your Battle Company simply spend the amount of Influence points shown. You can have multiples of many of these items of equipment if you wish, but no one model can have the same item more than once.

Some of the items of 'equipment' are actually new members for your Battle Company, in the form of Scouts, Dogs etc. You may recruit these into your Company regardless of its size (potentially taking your Company over the 15 model limit). Remember that there is a 33% limit on the number of models in your Company that may carry bows. You can only give these members bows if your Company will still be within that limit.

Battle Company Equipment



This climbing rope consists of a paper clip and thin wire.

Climbing Ropes & Grapnels

1 Influence point

Ropes and Grapnels are standard kit for any adventurer in Middle-earth and many warriors find use for them in their travels. A model with a climbing rope & grapnel may add +1 to any Climb test they are required to make. Additionally, the model may leave his rope behind, where he has climbed. If he does this, mark the location with a counter – he may not use it any further in that game, but any model that uses the same route to climb also receives the bonus. At the end of the game, if he is still alive, the bearer is assumed to recover his rope.



The jug is made from Green Stuff.

Dwarven Courage (Hero only)

2 Influence points

It's a common ploy amongst officers to ply their warriors with ale in the hope of emboldening them for the coming fight. Dwarves are often associated with this tactic, although considering their prowess in battle, it is doubtless more for the love of ale. A Hero that has a bottle of Dwarven Courage can allow the members of his Battle Company to drink it before the game. All members of the Company have their Courage increased by one, and their Fight value decreased by one. The effects wear off after the game.



A concealing cloak was sculpted in Green Stuff onto the Goblin's back.

Concealing Cloak

2 Influence points

Rangers and ambushers of all types have made use of camouflage items for thousands of years. Any model that has a concealing cloak may start the game in hiding so long as it is placed within an area of cover, such as a rocky outcrop or some woodland. As long as the model remains stationary it counts as concealed, and receives the benefits of wearing an Elven cloak. As soon as the model moves or shoots, it is revealed and the effects of the cloak are lost for the remainder of the game.



This crewman from a Warcry Trebuchet holds a map made from Green Stuff.

Map (Hero only)

3 Influence points

There are few individuals in Middle-earth with both the skill and the inclination to make maps of the land. Those few that are made are valuable, and can provide the bearer with an advantage when choosing where to fight. After both Companies have deployed, but before the first turn, a Battle Company with a map may redeploy D6 models using normal rules. If both Companies have a map, then neither force benefits from this rule.



Small strips of Green Stuff, painted green represents the corrosive toxins.

Blade Poison

1 Influence point

The Evil creatures of the world have mastered all manner of poisons; whether extracted from dangerous plants or venomous creatures their effect is the same. Any Evil Warrior or Hero may coat his close combat weapons in poison. When using blade poison, any rolls of 1 to wound in a fight must be re-rolled.

Burning Brands & Torches

1 Influence point

The warriors of Middle-earth make use of all manner of burning objects to light their way in the world. A burning brand or torch illuminates an area 6"/14cm around the bearer. Any models within that area can be seen as though they are in daylight.

Models that carry one of these items can use them to set buildings (and other appropriate objectives) alight in scenarios that permit it. In addition, any model defeated by an enemy bearing a burning brand must retreat D6"/2D6cm if they are beaten in a fight. Because a warrior must hold the burning brand in one hand, a model bearing one must either forgo the use of a shield, or fight with the same penalty as a model that is unarmed (see rules manual).

Rallying Horn

3 Influence points

Maintaining communications between warriors that are spread out on a search can be extremely difficult and many Battle Companies adopt rallying horns to overcome this. If a model bearing a rallying horn is on the board, the controlling player may add 1 to any dice roll when rolling for reinforcements

Wandering Elf

8 Influence points

There are many Elves that roam Middle-earth for reasons of their own. It is not unheard of for one of these travelling Eldar to join with Men or Dwarves, so long as their paths and goals are similar. A Good Battle Company may add a wandering Elf to their ranks. After each game the controlling player must spend one Influence point to retain the Elf's services.

The wandering Elf is a Hero and will roll on the Hero Injury table, though other members of the Battle Company may not benefit from his Stand Fast! or heroic actions, nor may he increase in Experience like other Heroes. The controlling player is free to buy the Elf additional equipment from the Battle Company Equipment list and the Wandering Elf Equipment list if he wishes, but he cannot take it away afterwards.

| | F | S | D | A | W | C | Might |
|-----|------|---|---|---|---|---|-------|
| Elf | 6/3+ | 4 | 4 | 2 | 2 | 6 | 1 |
| | | | | | | | Will |
| | | | | | | | Fate |

Wargear: Hand weapon

Special Rules: Woodland creature (see main rules manual)

Several Elf Hero models that are appropriate to use as wandering Elves, in this case we've used Gildor painted to look suitably rustic.



This ruffian armed with a bow stands in for a Local Scout.

Local Scout

4 Influence points

A scout that knows the lie of the land can be an invaluable asset to any company. If a Battle Company hires a local scout, he counts as a Warrior that cannot earn Experience or be promoted (although he rolls on the Injury table as normal). The controlling player is free to buy the scout additional equipment from the Battle Company Equipment list or buy the local scout a short bow at a cost of 1 point, but he cannot take it away afterwards.

| | F | S | D | A | W | C |
|-------------|------|---|---|---|---|---|
| Scout (Man) | 3/4+ | 3 | 3 | 1 | 1 | 2 |

Wargear: Hand weapon

Special Rules

Local Knowledge. A Battle Company that has a scout in its ranks can often choose to fight in a location that best suits them. After players have determined their table edges, but before any models are deployed each player with a local scout may move an item of terrain by D6"/2D6cm in a direction of his choice. If both players have a local scout, roll a dice – the lowest scorer goes first.

Loyalty is fleeting. After each game, providing that the scout survives, roll a D6. On the score of 1, the scout has either excused himself and returned home, or escaped. The controlling player can prevent the scout from leaving by spending an Influence point.

Arrow Poison

1 Influence point

The art of poisoning arrows has been mastered by the Haradrim, but there are other Evil creatures willing to stoop to this tactic. An Evil Warrior or Hero with arrow poison must re-roll 1s to wound when shooting, just like Haradrim armed with bows.

Whip

1 Influence point

Amongst the Evil armies of Middle-earth, whips are often used to force unwilling warriors into action, or to encourage slaves to work harder. Any Evil model may be equipped with a whip. A whip has a Strength of 1 and works exactly as described in the rules manual.

Hunting Dog (Hero only)

3 Influence points

A fierce hunting dog is a huge asset to any soldier, and many Heroes choose one to accompany them. A hunting dog moves 8"/20cm, has the following profile and must be assigned to a Hero (the owner). The hunting dog is treated as a Warrior that cannot gain experience or be promoted. The controlling player rolls for its injury as normal.

| | F | S | D | A | W | C |
|-------------|---|---|---|---|---|---|
| Hunting Dog | 3 | 3 | 3 | 1 | 1 | 2 |

The Orc (below) has 'borrowed' a whip from one of Sharkey's Ruffians.



Farmer Maggots dogs make ideal hunting dogs.

Treacherous Terrain

Battle Companies allows players of The Lord of The Rings to enhance their gaming experience. Adam Troke turns his attentions to scenery, showing how you can use landmarks to swing the battle in your favour, or how the very buildings around you can affect your gaming decisions.

With Battle Companies, it's fun to look for that extra level of detail – so I decided to come up with some very basic ideas for ways to get a little more from your scenery in your Battle Companies games.

If you're playing a game that involves objectives areas, roll to see which piece of scenery should be placed on each area. If you're playing a scenario that doesn't include any specific scenery requirements, it's still fun to include a couple of these areas to add some variety to your battles. On a similar note, there's nothing to stop

you using these same rules in your regular games of The Lord of The Rings – they can add a real twist to a battle scenario.

The Ruins of Middle-earth boxed set contains damaged buildings and some fallen masonry, resembling the statues of ancient kings that are scattered around Middle-earth. Many gamers already have this scenery from previous editions of The Lord of The Rings boxed game, but those for those who don't, it should be readily available in your local Games Workshop store or Hobby Stockist.

Statues of Kings

Many of the statues and stone carvings of mighty kings that stand across Middle-earth have been defiled by the agents of the Red Eye. A grim reminder of Sauron's power, such sights can cause even the most stout of heart to feel a grim foreboding, whilst other times they can steel the resolve and fill those nearby with renewed determination.

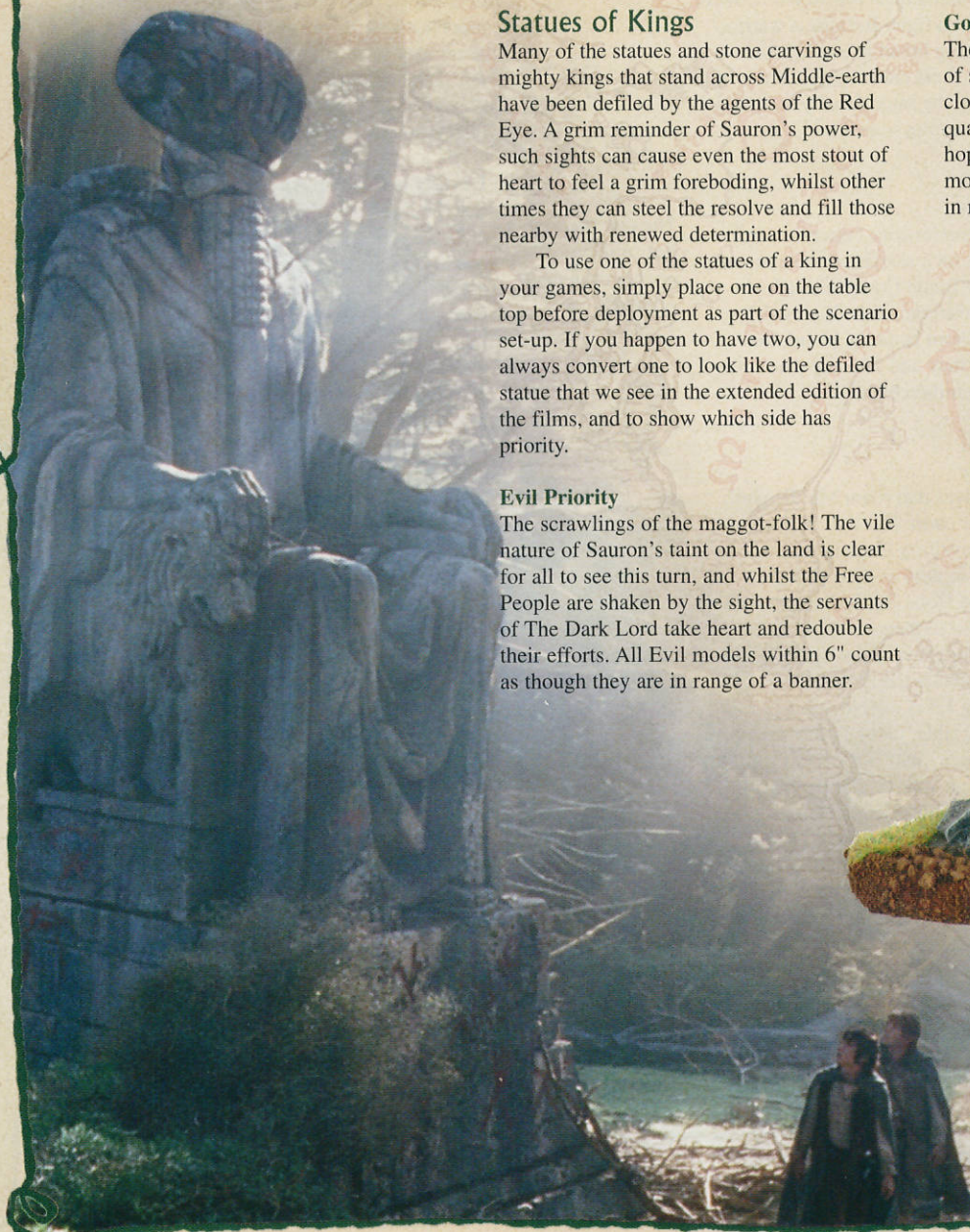
To use one of the statues of a king in your games, simply place one on the table top before deployment as part of the scenario set-up. If you happen to have two, you can always convert one to look like the defiled statue that we see in the extended edition of the films, and to show which side has priority.

Evil Priority

The scrawlings of the maggot-folk! The vile nature of Sauron's taint on the land is clear for all to see this turn, and whilst the Free People are shaken by the sight, the servants of The Dark Lord take heart and redouble their efforts. All Evil models within 6" count as though they are in range of a banner.

Good Priority

The king has a crown again! Briefly, beams of sunlight penetrate the dark and brooding clouds, causing the minions of Sauron to quail in dread, while the forces of Good find hope and vigour at the sight. All Good models within 6" count as though they are in range of a banner.



Buildings

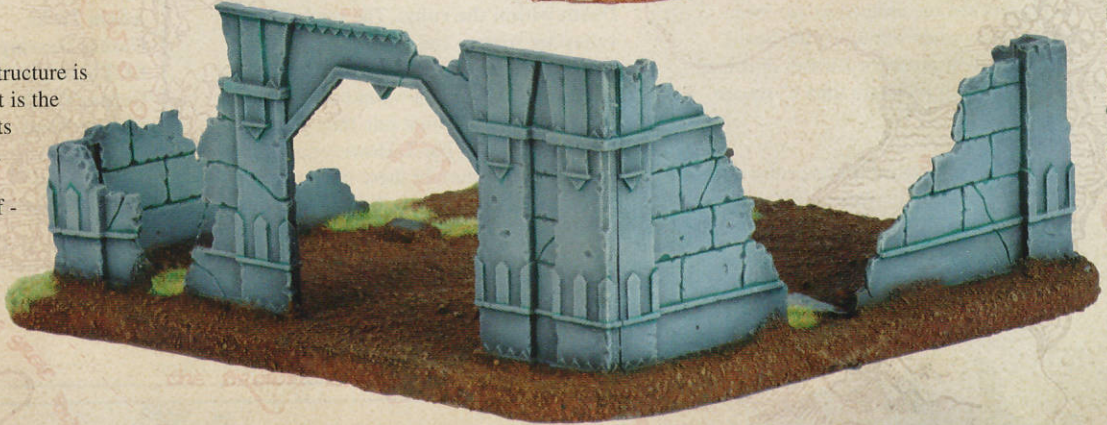
Elven

The building was once a home or refuge to Elves of great power. Though almost all traces of the original occupants have been blasted away by centuries of wind and rain, there is still a feeling to such places that makes many Evil creatures uncomfortable. All Orcs, Goblins, Uruks, Trolls, Wargs and Spirit creatures suffer a penalty of -1 to their Courage whilst they are within this building.



Haunted

Whatever once built this structure is long since gone and now it is the trysting place of Evil spirits and who-knows-what else. Any Men, Dwarves and Hobbits suffer a penalty of -1 to their Courage whilst they are within this building. Elves, Orcs and other creatures are either unafraid or indifferent to the taint of this place.



Overgrown

Years of neglect have left this once great building a tumbledown ruin of its former self. The building is overgrown and thick with briars, rubble and all manner of undergrowth. All models (even Elves) count as though they are in difficult terrain when moving within this building. Additionally, models that are beaten in a fight always count as trapped.



Scenario: The Valley of Shadows

The forces of Good and Evil clash in a quest to ensure that any areas surrounding their command are defended from the enemy.

There are many places in Middle-earth that are the site of some ancient remnant of Good, or Evil. While most would avoid these places for fear of what might be there, Battle Companies seldom have such luxury. Two have been dispatched to such an area with clear orders: deny it to the enemy, whatever the cost.

Requirements

A 48"/112cm x 48"/112cm board, with as much terrain as possible. More terrain definitely makes for a more exciting game, so players are encouraged to use their imagination when setting up the board. Players will also need a number of ruined buildings, each no larger than 6" square.

Layout

One building is placed in the centre of the board, after which players take it in turns to place a ruined building so that it is exactly 6"/14cm away from one that is already on

the table. Continue to do this until you run out of suitable ruins, or you cover the board. Afterwards, both players roll a D6. The highest scoring player should choose a board edge. His opponent takes the opposite edge. These are the players' starting edges. The edges not chosen are considered the 'side' edges for this scenario. Players should roll again to determine priority.

Objectives

The game is played until the end of the turn in which one Battle Company is reduced to a quarter of its starting number, at which point that Company loses. If both Companies are reduced to this point in the same turn, the game is a draw.

Special Rules

Death within the ruins. The ruins in this valley are strange and unnatural, and there is more to them than meets the eye. Every time a model inflicts a wound on an enemy whilst they are within a ruin they gain not 1 Experience point, but 2. However, such is the unnatural nature of these ruins that any model (Warrior or Hero) that is slain within a ruin must subtract 1 from the roll to determine Injury at the end of the game.

What manner of place is this? Before you place each building, roll a D6 to determine what manner of building it is. On a 1 or 2 the building is a Haunted, on a 3 or 4 it is Overgrown and on a 5 or 6 it counts as Elven. If you have models to represent these buildings you can use them, otherwise just place a counter within each ruin to show what manner of place it is.

Feedback

If you want to give the The Lord of The Rings team feedback on the Battle Companies rules, please get in touch with them by writing to the following address:

Adam Troke
Games Development
LOTR Battle Companies
Games Workshop
Willow Road
Lenton
Nottingham
United Kingdom
NG7 2WS





A band of Orcs pounce on the unaware Heroes

Descending into darkness

Collecting and modelling a force of Moria Goblins

In the cavernous depths of Moria there lurk many evil things, not least Frode Rage Olsen. Here he casts some light on modelling and playing with a Moria army.

Frode: There's something about the impenetrable dark of the underground realm, the scuttling hordes of Goblins and the mighty Cave Troll that had me hooked from the start. Once I got my hands

on the models I realised fate was taking a hand. The Goblins were easy to paint and looked great when put together in large numbers – I could assemble the core of an army relatively quickly. With the simple addition of extras, such as Captains, Trolls and Drummers, I'd have a good looking force that could also beat most opponents through strength of numbers and some hard-hitting troops. But more on that later.

I collect The Lord of The Rings models so that I can, first and foremost, play

specific scenarios. It's far too tempting to just go out and buy loads of cool models, but painting the ones you've got is much more satisfying. As a result of playing different scenarios, the composition of the army constantly changes. This is a good way of getting a well-rounded grasp of the rules as I'm constantly learning new tactics. At this point in time I have a large enough collection to either play any scenario I want, or to put it all together for a points match.



Frode's army of Moria Goblins allows him plenty of flexibility for playing a variety of scenarios

Goblins

I find that a big group of Moria Goblins scares most opponents. With an average Defence and Strength, coupled with an alarmingly low Fight Value they're not the most ferocious fighters. But in enough numbers they can take almost anything down, while their Cave Dweller special rule means negotiating terrain is rarely a problem. The basic warrior can also be upgraded with either spear, bow or shield making them pretty versatile troops. I'll usually take a nice block of swordsmen backed up with some spears. The archers are held back in reserve, ready to spring into action.

Captain

I can't recommend a Captain highly enough. They have a Defence value of five and benefit from the Cave Dweller special rule just for starters. The ability to arm themselves with either shield or Orc bow also gives them an edge in combat, but generally I'm happy to use whatever weapon combination comes in the blister pack. For me, it's the Might points that are important. If used correctly they can turn a battle in my favour, whether that's through re-directing troops to cut off the enemy, foiling a charge or getting a sneaky attack in first. Not only that, but at 35 points they're pretty much the cheapest Captain around, so it's not uncommon to see a couple of these guys running around directing the army.

Shaman

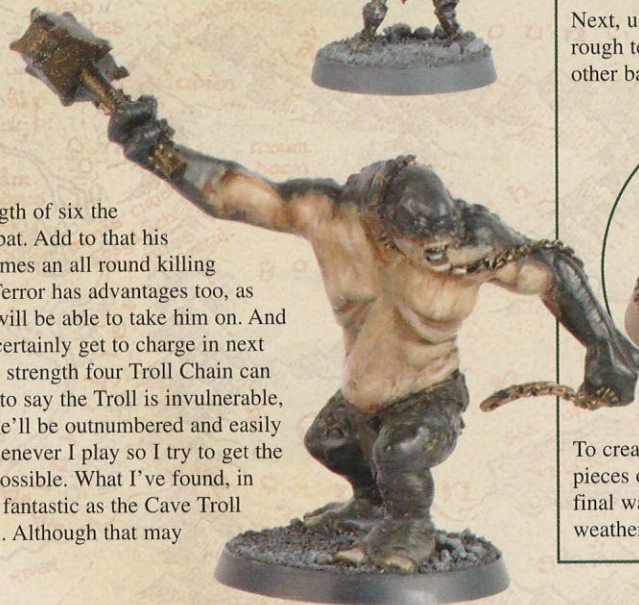
The Shaman don't appear too often (it usually depends on the scenario), but they can really bolster a force of Goblins. They create a different dynamic to the army, and when used with a Captain or two they can be a real asset. With three Will points they can prey on weaker characters by using Immobilise before the Goblin horde storms in. The Shaman isn't too great in combat; only one Attack and a Defence of 4 can spell disaster if your opponents get to him, so you'll have to protect him. I find that I have to use him sparingly due to his limited power (those three Will points can quickly run out). Having said that, by saving him up for the end of a battle you can give your opponent some real problems.

Drummers

One hundred points for a drum? You'd better make sure you get the most from it. The drum can have a pronounced effect on the battle if you use it correctly and combine it with the rest of your army at the right time. The Drums In The Deep special rule has two great benefits: firstly, you can re-roll any one dice when determining who wins combat if the drum is within 18 inches; secondly, all Moria Goblins on the battlefield add +1 to their Courage while their opponents suffer a -1 penalty. What often happens is that your opponent will take advantage of this cumbersome piece of kit by firing all his ranged weapons at it. Therefore it's quite handy to protect it.

Troll

With a Fight Value, Defence and Strength of six the Cave Troll is an absolute beast in combat. Add to that his three Attacks and Wounds and he becomes an all round killing machine who's hard to stop. Causing Terror has advantages too, as only the most courageous of warriors will be able to take him on. And if they fail the Cave Troll will almost certainly get to charge in next turn. Just in case that wasn't enough, a strength four Troll Chain can cause all sorts of problems. That's not to say the Troll is invulnerable, unless you support him with Goblins he'll be outnumbered and easily picked off. Bow fire is my nemesis whenever I play so I try to get the Cave Troll into combat as quickly as possible. What I've found, in the many games I've played, is that as fantastic as the Cave Troll is he either does loads or nothing at all. Although that may have more to do with my tactics!



Basing Goblins



When you create a Moria themed Goblin army it's good to base your army in appropriately. Here are just a few simple tips:



To represent the broken flagstones, cut pieces of card into rough squares and glue them to the model's base.



Next, use modelling sand to create a rough texture. Paint this to match the other bases in your army.



To create the torn pages, glue small pieces of cartridge paper to the base. A final wash of Brown Ink creates the weathered look.

Painting Goblins

When I came to paint I opted for a limited collection of colours, which can be more of an advantage than a hindrance. This is because too many colours can make the whole collection look a lot less unified on the

tabletop. Although the colours I had were a little too bright to apply straight onto the model, I made my own shades by mixing a small amount of Chaos Black into each paint – effectively doubling the amount of colours I had at my disposal.

I also made liberal use of drybrushing, which is a fast technique that lends itself to highlighting lots of models quickly, so I was able to paint everything to the same standard, including all the characters and the Troll.

Armour



1 Begin by drybrushing the Goblin's armour using an equal parts mix of Chaos Black and Chainmail.



2 Create the rusty appearance of the armour with a watered-down wash of Scorched Brown, applied in patches to the surface of the metal.



3 To finish lightly drybrush Chainmail onto the edges of the metal plates and spear tip.

Skin



1 Basecoat the skin using a mix of three parts Dark Angels Green and one part Chaos Black.



2 Highlight the skin using three parts Dark Angels Green mixed with one part Golden Yellow. Use a small drybrush to get a rough texture.



3 Using a Fine Detail brush, paint the teeth and eyes Bleached Bone, with Chaos Black applied as a pupil.

Cloth



1 Using three parts Blood Red and one part Chaos Black as a basecoat and apply it to the sleeves and loincloth.

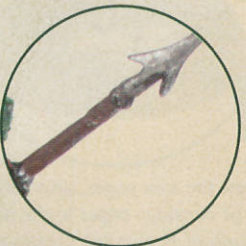


2 Using a small drybrush to minimize the amount of colour straying onto other areas, drybrush the cloth Blood Red.



With the armour, cloth and skin painted you need to turn your attention to the final details and the base...

Wood



The wooden spear haft is simply painted Scorched Brown.

Base



A layer of sand is applied to the base and painted equal parts Chaos Black and Skull White, then lightly dry brushed Skull White.



The model has now been completed and is ready for gaming.

Painting Troll Skin

When I started my Moria army I didn't have a clue how to paint a Cave Troll's skin. It seemed like the trickiest part due to the way it blends into the scales on the back. Here, I'll show you how I did it.



1 Start by painting the skin with a mix of Bronzed Flesh and a little Chaos Black. Make sure you paint this between the scales on the back too.



2 Next, drybrush Chaos Black over the edges of the skin to create a feathered effect. This will help the skin blend into the rest of the model.



3 Water down an equal parts mix of Scorched Brown and Bestial Brown then apply it over all the areas of skin.



4 To highlight the skin mix progressively more Skull White to the original base colour. This will provide a gradual build up of texture.



A group of High Elves try to force back the evil tide of Goblins

Painting Legolas

Start painting the contents of the Mines of Moria box set

The Mines of Moria contains everything you need to start playing The Lord of The Rings. Amongst the miniatures in the box is a complete set of the Fellowship; here Adrian Wood shows you how to paint character models, using Legolas the Elf as the example.

You can play The Mines of Moria with the models straight out of the box, but there's nothing like gaming with fully painted miniatures. In fact, painting wargaming miniatures is a rewarding pastime in its own right.

You may have already had a go at painting some Moria Goblins (below), following the instructions for painting these foul creatures in The Mines of Moria booklet. But they're going to need some opponents to fight, so inevitably your attention will turn to the Fellowship.



Legolas, a lethally accurate archer and a Wood Elf prince joins the members of the Fellowship to protect and guide Frodo Baggins on his quest to destroy The Ring in the fires of Mount Doom. Legolas makes for an ideal starting point as many of the techniques you'll learn painting him can be applied to other models in the Fellowship.

Before you start

Before applying any colours undercoat your models with Chaos Black paint: a layer of paint is a much better surface to apply paint to than bare plastic. Once the undercoat is thoroughly dry, follow this step-by-step guide. Ensure that each stage is dry before moving onto the next.

It is also a good idea to make sure you have everything you need on the materials list (see right) before starting to paint. The paints and brush in the Mines of Moria Starter Paint Set provide a good starting point, but by adding a few colours you can vary the looks of the miniatures more.

Painting Tips

Brush Care

The key to great looking models is to apply the paint neatly, which is much easier to do if your brush has a good point on it. Should your brush lose its point, wet it and gently drag the bristles along a tissue, rotating the brush as you go, until your bristles form a point. Also, after each stage, wash the paint out of the brush in your water and dry it on a tissue.



Don't Panic!

Solid colours neatly applied look good on models. However, should the paint stray onto another colour, don't worry – once the paint is dry, simply apply another coat of paint over it using the original colour.

Steady Hands

Half of the trick to good painting is holding the model steady. Bracing your elbows on the table and resting your hands together when painting will allow you to bring the model closer to your eyes while keeping your hands steady.

How much paint?

You should only dip the bristles of your brush halfway into the paint. This is to prevent the paint from getting under the metal collar of the brush, and damaging the bristles.

Fresh Water

Change your water to get rid of the flecks of metal paint that have become deposited in the water or your other colours could get these flecks in them too!

Materials

Paintbrush
Water pot
Tissues



Paints

Bestial Brown
Boltgun Metal
Bleached Bone



Dark Angels Green
Dwarf Flesh
Shadow Grey



Sleeves and Trousers



1 Start painting Legolas' shirtsleeves and trousers by dipping your brush in the Shadow Grey paint, ensuring that you don't get too much paint on it.



2 Next, apply an even coat of paint to the areas of cloth. If the finish looks streaky, wait for it to dry and apply another coat of paint to get a more solid colour.

Tunic



3 Paint the tunic Dark Angels Green. Apply an even coat as you did to the trousers.

Boots, greaves and quiver



4 Paint these with Bestial Brown paint: apply an even coat over the boots, before moving onto the greaves and quiver.

Metal



5 Use the next colour, Boltgun Metal, to paint the metal areas. Dip your brush in the paint, then apply an even coat, as before.

Skin



6 Paint Legolas' skin using Dwarf Flesh. If the finish looks streaky, wait for it to dry and apply another coat of paint to get a more solid colour.

Hair



7 Paint his hair with Bleached Bone paint: In order to get a good coverage of Bleached Bone, don't be afraid to apply several coats of paint.

Base



8 To finish off your model, paint the base with grey paint. To get the grey colour, simply mix equal amounts of Chaos Black and Skull White together or use Codex Grey if you have it.

MODELLING SHOWCASE

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THE MINES OF MORIA (NE Band N*) £40.00



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THE LORD OF THE RINGS BATTLEHOSTS

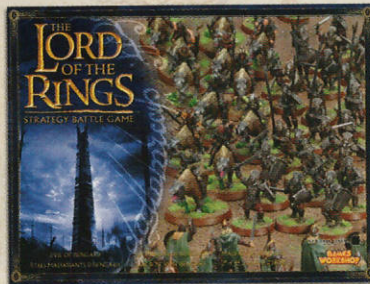
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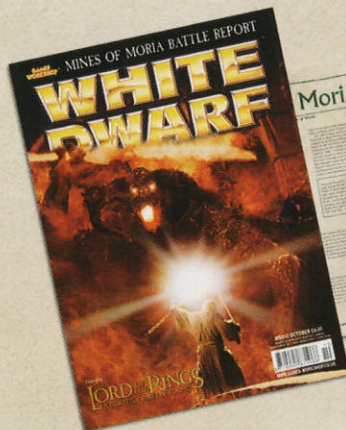
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* Compared to purchasing equivalent models individually. Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time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



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Campaigns, events
and a Conflict teaser

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frame this month

Next Month
The Dwarfs are on
the march!

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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 40,000
Doubles Tournament**
14th-15th January

**Warhammer GT
Grand Final**
4th-5th February

**Dark Stars: Warhammer
40,000 Campaign
Weekend**
26th-27th November

**Warhammer 40,000
Doubles Tournament**
14th and 15th January

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.

BLOOD BOWL – MAN OF STEEL II

Date: 5th March, 2006

Venue: Gaming Centre.

Details: Play 4 games of Bloodbowl during the day. You will need a 1,000,000 gold crowns starting team to take part.

Tickets cost £15 including lunch.

Address:
Units 8/9,
Meadowhall Road
Industrial Estate
Amos Road
Sheffield



MEET THE COMMUNITY TEAM

YOUR CONTACTS FOR CLUBS, EVENTS AND MORE

MATT ANDERSON – Community Manager

Matt manages the team of Community Hobby Managers, looking after the national support of the hobby community on the ground – including all our work with schools, libraries and all manner of other clubs.

Hobby profile – Warhammer 40,000

Matt has collected several Warhammer 40,000 armies over the years but his current work includes his own Space Marine Chapter, which currently is in need of a name, and a Nurgle Marine force led by Lord Maggot Brain.

Matt recently built the double-hulled, Super-Heavy, Land Raider conversion, 'Prometheus' for the World Record Tank Day at the Games Workshop Bluewater Hobby Centre. It destroyed two Predators, a Falcon grav tank and a Revenant Titan!



CHE WEBSTER – Community & Events Operations Manager

Che manages the support team based at Games Workshop Head Office in Lenton, including Bek, and works closely with the team managers, Matt (Community) and Brian (Events). He also looks after all the 'oddball' stuff that comes into the team, including issues such as intellectual property, event volunteering and invitations for GW to attend independent shows. By far the biggest part of his work is making sure that every single call, e-mail or letter that arrives in the office, regarding community or events issues is responded to with a helpful reply as quickly as possible. Both Che and Bek are very proud of the highly positive feedback the team regularly receives from our customers.

Hobby profile – Warhammer

Che has been working on his army of Orcs & Goblins. He is also currently building a Warhammer Chaos Tzeentch skirmish force to do battle against Bek's Wood Elves.



BEK HAWKBY – Community and Events Advisor

Bek is the first point of contact for all community enquiries, giving advice to anyone wanting to set up a club.

Bek also arranges meetings with relevant Hobby Managers, so if you want to get in contact with anyone else on the team please give her a call on: 0115 916 8380 between the hours of 9:30am and 5pm.

You can also contact her buy e-mail on:

bekh@games-workshop.co.uk

Hobby profile – Warhammer

Wood Elves are Bek's current project and she's enjoying painting them. She has discovered new ways of getting an excellent soil-like finish on the bases (using tea leaves!). "The new Wood Elf models are fantastic and have really inspired me," she says. "Che and I are planning to have a series of small games pitting my Wood Elves against his Beastmen. Death to the beast!" Sounds like a challenge to me.



Are you running an event? If you want to advertise it for free in this fine publication simply drop us an e-mail at: nickk@games-workshop.co.uk

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

1st November for WD314 (February)

1st December for WD314 (March)

1st January for WD315 (April)

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

Events diary abbreviation guide

WH Warhammer
 40K Warhammer 40,000
 BB Blood Bowl
 WAB Warhammer Ancient Battles
 WPS Warhammer Players' Society
 WECW Warhammer English Civil War
 Epic Epic Armageddon
 LOTR The Lord of The Rings
 GW Games Workshop
 GT Grand Tournament

NOVEMBER

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 new opponent – Tyrannids!

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 this 40K event.

Contact:
 GW Liverpool – 01517 030963

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

GW PRESENTS: DARK STARS WARHAMMER 40K CAMPAIGN WEEKEND

Date: 26th and 27th November, 2005

Venue: Warhammer World, Nottingham

Age: 16+

Details: Warhammer 40,000 campaign set during the historical Sabbat Crusades. You will need a fully painted 1,500 pts army plus a 400 pts Combat Patrol Force for Warhammer 40,000. Play five games over the weekend as part of a team. Your games will help to determine the fate of a planet in the Sabbat Warzone.

Tickets cost £45, 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

DECEMBER

THE PENTHAX CAMPAIGN

Date: 11th December, 2005

Venue: GW Macclesfield Gaming Room.

Age: 12+

Details: Six factions battle over the war-torn sector of Penthax in this Warhammer 40,000 campaign day. All you need to participate is a 600 pts Combat Patrol force, adhering to the usual rules with the exception that you bring any vehicles allowed in your army. Also bring along a Kill-team as several games take the form of special covert missions.

Contact GW Macclesfield for further details.

Contact:
 GW Macclesfield – 01625 619020

BATTLEFLEET GOTHIC THE EYE OF TERROR CAMPAIGN

Date: 11th December, 2005

Venue: Gaming Centre Sheffield

Details: The 13th Black Crusade is over but the forces of Chaos have not been driven fully from the Imperium of Man.

The Cadian sector is still under siege but massive Imperial reinforcements are on the way.

Can the forces of Chaos be pushed back into the Eye of Terror? Will the sector fall to the ravages of a new Orky Waaagh! Will Eldar pirates take what they will without opposition?

To take part in this campaign you will need a 1,500 pts fleet.

Tickets cost £15, including lunch.

Contact:
 0114 243 4633
Website:
www.games-workshop.co.uk/events

CONFLICT CUMBRIA

Date: 11th December, 2005

Venue: Northwest Warriors, Kendal, Cumbria

Age: 12+

Details: Cumbria's first Warhammer tournament held in Kendal by the Northwest Warriors. All you need to take part is a 1,500 pts force. The event runs from 10am – 5pm.

Contact:
 Northwest Warriors – 01539 731666

YORKSHIRE OPEN TOURNAMENT HEAT: WARHAMMER 40,000

Date: 11th December, 2005

Venue: Gaming Centre Sheffield

Details: The Yorkshire Open tournament just got bigger and better. Now in its 5th year, demand has forced us to split it into four heats across the whole of Yorkshire. If you think you have what it takes to be the best then come along.

You will need a 1500 pts Warhammer 40,000 army to take part in this tournament.

Tickets cost £10.

Contact:
 0114 243 4633

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

JANUARY

GW PRESENTS: WARHAMMER 40,000 DOUBLES TOURNAMENT

Date: 14th and 15th January, 2006

Venue: Warhammer World, Nottingham

Age: 12+

Details: Compete in a fun tournament with a friend as an ally, where you'll need to plan your tactics well together and work cohesively if you are to be victorious.

To take part you will need a fully painted 400 pts Combat Patrol Force for Warhammer 40,000.

Play seven games over the weekend, in a variety of fast-play scenarios. Points are awarded for sportsmanship, gaming and painting.

Tickets cost £65 per two-player alliance, include lunch on both days and an evening meal on the Saturday night for both players.

Contact:
 Hobby Specialists – 0115 9140000
Website:
www.games-workshop.co.uk/events

RISE OF KINGDOMS WARHAMMER CAMPAIGN WEEKEND

Dark forces threaten Athel Loren, fabled home of the Wood Elves. Beastmen gather in hordes bent on burning and destroying everything in their path, Dwarfs from the mountains take to the trees with axe and hammer, and other malignant creatures have still darker purposes. With their kith and kin under attack the Wood Elves must seek assistance from their allies in Bretonnia, or the humans of the Empire. If they fail, the consequences for Athel Loren could be dire...

Date: 28th and 29th January, 2006.

Venue: Warhammer World, Nottingham.

Age: 16+

Tickets for this Warhammer Campaign weekend cost £45. This includes access to the event and lunch on both days, and an evening meal on Saturday night.



FOR FURTHER DETAILS CALL: 0115 91 40000
www.games-workshop.co.uk/events

FEBRUARY

GW PRESENTS: WARHAMMER GRAND TOURNAMENT GRAND FINAL

Date: 4th and 5th February, 2006
Venue: Warhammer World, Nottingham
Age: 16+

Details: Qualifiers from the heats compete for their 2006 ranking in the Grand Final. They need a fully painted 2,000 pts Warhammer army and will play six games over the weekend, with the winner recognised as Warhammer Grand Tournament Champion 2006. Points are awarded for sportsmanship, gaming and painting. This event is open to qualifiers from the heats only, though feel free to come and watch these excellent generals in action.

Contact:
 Hobby Specialists – 0115 9140000
Website:
www.games-workshop.co.uk/events

DARKNESS FALLS

Date: 4th February, 2006
Venue: Nexus, Reykjavik, Iceland
Details: A massive 40K battle occurring on the mining world of Zenith. PDF units embattled on the world have been bolstered by the arrival of Ultramarines and prepare to defend the settlement of Perdue against an invasion of Tyranids. A massive 9,000 pts of Imperials fight against a 15,000 pts Tyranid horde including a Forge World Hierophant, over a 12' x 4' modular terrain table. Everything is provided with 40K/BFG events scheduled on Friday and Sunday.

What is Nexus?

Nexus is a Northern European partnership store in Iceland and the only GW stockist in the country. Nexus has a Gaming Room attached and runs tournaments and events every month. We are accomplished running big battles to a high degree and have approximately two of these events every year. There is an active message board run by the store called:

warhammer.is/spjall

but this is in Icelandic. We would gladly invite other nationalities to join us in this event.

Contact: Jokull (+354 698 0852)
Website:
www.warhammer.is/darknessfalls

WARHAMMER 40,000 OPEN COMBAT PATROL DOUBLES TOURNAMENT

Date: 11th February, 2006
Venue: Bracknell Rugby Club
Age: 12+

Details: Get involved in this Warhammer 40,000 Combat Patrol doubles tournament. Entry is £10 for the whole day, check below for more details about the event.

Contact:
 Bracknell Forset Gamers – 07951936955
Website:
www.bfggiants.bravehost.com



Come along and take part in this story driven campaign day where your actions will decide the fate of worlds. . . To take part you will need to bring a 1,500 pts Warhammer 40,000 army. Tickets cost £15 including lunch.

Contact:
 0114 243 4633
Website:
www.games-workshop.co.uk/events

FIRST BIRTHDAY OPEN DAY

Date: 1st April, 2006
Venue: Gaming Centre Sheffield
Details: On the 1st of April, Games Workshop's Gaming Centre will have

been open for a whole year. To celebrate this prestigious milestone, we are holding a massive birthday event. There will be huge participation games, a visit from the stars of White Dwarf and Warhammer 40,000, The Lord of The Rings and Warhammer mini tournaments.

Best of all, it's all FREE!
 If you would like to get involved in the festivities then give the Gaming Centre a call on the number below or check out the Games Workshop Events website for more details.

Contact:
 0114 243 4633
Website:
www.games-workshop.co.uk/events

YORKSHIRE OPEN TOURNAMENT HEAT: WARHAMMER

Date: 12th February, 2006
Venue: Gaming Centre Sheffield
Details: The Yorkshire Open tournament just got bigger and better now in its 5th year demand has forced us to split it into four heats across the whole of Yorkshire. If you think you have what it takes to be the best, then come along. You will need a 1500 pt Warhammer army to take part in this tournament.

Tickets cost £10
Contact:
 0114 243 4633
Website:
www.games-workshop.co.uk/events

MARCH

EUROPEAN GRAND TOURNAMENT 2006

Date: 11th and 12th March, 2006
Venue: Butlins, Bognor Regis
Details: A Warhammer, Warmaster and Mordheim – this year we may even include Man O' War if numbers are sufficient – tournament.

Players are arranged into mixed teams with a team captain who will oversee team strategy and the Meta Mighty Empires game (for details on how all this works contact the event organisers as given below).

No need to bring a team – just yourself. All the systems collaborate to deliver a team result. Numbers are limited and the event is usually heavily subscribed, so get your applications in soon to avoid being disappointed.

Contact: Wayne Rozier, 07778 136634 (after 6pm).
Website: www.ullgityer@hotmail.com

DAMOCLES GULF CAMPAIGN

Date: 26th March, 2006
Venue: Gaming Centre Sheffield
Details: The expansionist Tau Empire has reached the edge of Imperial space, their presence there inadvertently bringing war to the Eastern Fringe. Will the Imperium of Man crush the fledgling Tau Empire or will the superior technology of the Tau win the day for the Greater Good?

The battlefields of the 41st Millennium...



...to the landscapes of Warhammer...



...and the battles of The Lord of the Rings.



CONFLICT 2006 WAR IS UPON US!

ORDERING DIRECT

Games Workshop Direct is fast, accurate, but most of all, convenient. You can order any product from the comfort of your home (or office, when the boss isn't looking), secure in the knowledge that we'll have it in stock and it'll be in your hands a few days later. We aim to despatch all orders within three days, and most go faster than that, so order during the week and spend your weekend actually doing your hobby, not just buying your models.

Ordering Direct is the perfect service for hobbyists whose hobby time is precious.

Why waste valuable hobby time on the journey to and from your nearest supplier when you can order from GW Direct and have any Games Workshop product delivered to your door in a matter of days? You can also stay ahead of the game with our Advance Order service, which ensures you get the latest releases the day they come out without ever having to leave your house.

GAMES WORKSHOP DIRECT

SPECIALIST GAMES.

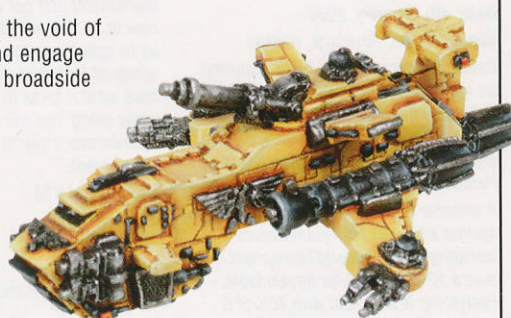
The Specialist Games each add extra depth to the hobby, often far removed from the conventional battlefields of our main wargames. Here are some examples of the different games. Why not call Direct for more details?

Necromunda is set in a dark and foreboding hive world. The hive is an ancient and incomprehensibly vast city. Here in the Underhive gangs fight for supremacy, trying to destroy their hated rivals.

Epic Armageddon is a game of mass battles in the nightmarish future of the 41st millennium, allowing you to field massive war machines, hundreds of warriors and even mighty Titans!

Battlefleet Gothic is a naval game set in the void of space. It allows you command ships and engage enemy fleets with torpedoes, bombers, broadside shots or even ramming!

Blood Bowl is the fast-paced game of fantasy football where you coach your chosen team through friendly games and full-blown leagues.



GW DIRECT ALSO OFFERS THESE SERVICES

New releases • Subscriptions • 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 Opening Hours Mon-Sat 10am - 6pm, Sun 11am - 5pm), 0115 918 4040 (Northern Europe)**

- **BY FAX**

Fax your order on: **0115 916 8002 (UK) or 0044 115 916 8162 (NORTHERN EUROPE)**

- **BY POST**

Or the traditional way: **Games Workshop Direct Sales, Willow Road, Lenton, Nottingham, NG7 2WS**

Call: 0115 91 4000

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

SHOP ONLINE

The Games Workshop Online Store is open 24 hours a day, seven days a week, so it's always available when you need it. Shop at your convenience and make sure you get exactly what you want, when you want it.

The Online Store carries the entire range of Games Workshop products, so in addition to everything you can find in our Hobby Centres, you'll also find a whole host of unique products only available from Games Workshop Direct, like the Ogre Ninja Maneater or the Space Marine Techmarine.

We aim to dispatch all orders within three working days of receiving them. Most go much faster than that, so you won't have long to wait to get your hands on your goodies.

ONLINE SECURITY

We take online security very seriously and use powerful encryption software to keep your details safe, so you can order from us with confidence.

EASY TO USE

Our store is designed to be as easy to use as possible, with the catalogue matching the entries in the Army book, so you can always find what you're looking for.

CHRISTMAS SHOPPING

With Christmas just around the corner, we've grouped together some great gift ideas, so why not point your relatives at the Online Store and get models not socks this year?



You can get models like this Space Marine Techmarine only from Direct.

All of the boxed games for our main systems are great gifts and great value for money too.

DIRECT OPENING HOURS

Whatever you need for your armies, or if you have a burning question about tactics or painting, just drop our Hobby Specialists in Direct a line. Below is our list of opening times when you can call:

MONDAY TO SATURDAY: 10AM – 6 PM
SUNDAY: 11AM – 5PM

www.games-workshop.co.uk/store

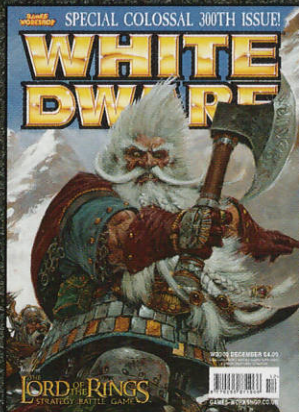
LAST ORDERS!

The last post dates for receiving orders for Christmas are as follows:

- 1st Class UK 19th December
- Europe 6th December
- Rest of World 1st December
- Special Delivery 21st December (please place orders by midday)
- UPS 15th December

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 300

Just some of the articles in White Dwarf's prestigious 300th issue:

- Bugman's Lament Part 3 – Bugman takes to the water in his paddle steamer.
- The History of White Dwarf – we look back at the history of the magazine.
- Dead by Dawn – Ultramarines versus Orks battle report.
- Coastal Terrain – Modelling guide to building coastal terrain for The Lord of The Rings.
- A Tale of Four Gamers – The beginning of round two of this classic article series.



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 |
|---------------------------|---------|-----------------------|------------------|
| Righteous Victories | 18-25 | Warhammer 40,000 | Inspirational |
| Battle Companies Redux II | 106-111 | The Lord of The Rings | Full conversions |
| Dok Butcha | 92 | Warhammer | Inspirational |

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

- Lizardmen **NEW!**
- Tyranids
- Space Marines
- Orks
- Chaos Space Marines
- Empire
- Orcs & Goblins
- The Lord of the Rings
- Warhammer Chaos
- Undead
- Eldar and Dark Eldar
- Tau and Necrons
- Dwarfs
- Monsters and Mercenaries
- Skaven
- Bretonnians

Catalogues

- The Specialist Games Catalogue
- 2006 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 26TH NOVEMBER

(released 7th January)

- Dwarf Warriors
- Warhammer Armies: Dwarfs
- Dwarf Battalion
- Dwarf Grudge Thrower

ADVANCE ORDER FROM 3RD DECEMBER

(released 14th January)

- Dwarf Master Engineer
- Dwarf Runelord

ADVANCE ORDER FROM 10TH DECEMBER

(released 21st January)

- Dwarf Lord with pistol and axe
- Dwarf Josef Bugman



DWARF GRUDGE THROWER
99110205112 £18.00



DWARF WARRIORS
99120205002 £18.00



DWARF LORD WITH PISTOL AND AXE
99060205115 £6.00

YOU CAN ADVANCE ORDER ALL THESE NEW MODELS!

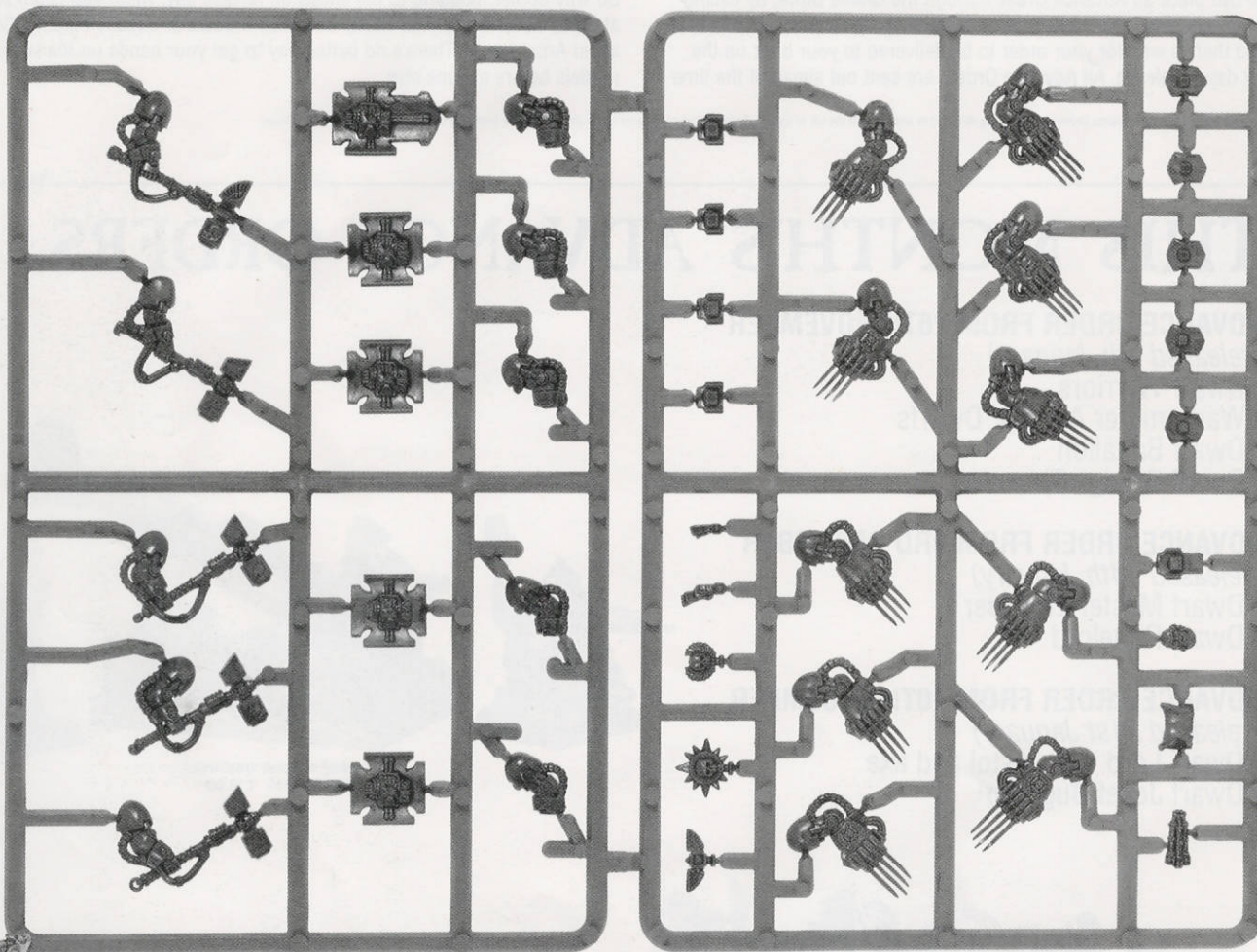
RECENT RELEASES

Crusaders of the Emperor, the Black Templars bring flame and sword to the enemies of the Imperium with extreme prejudice. Zealous warriors of the Adeptus Astartes and filled with righteous fervour, there are few foes that can withstand the fury of the Black Templars and live. The Black Templars are the latest Space Marine chapter and here we present some of the components and models from this brand new range. Also included are the Space Marine Chaplains. Any of these components can be used to make some great conversions for your own armies.

All of these components are available to order online, so if you've got a particular conversion in mind, or you want to get that certain character model, it couldn't be easier to buy all the most up-to-date components you need.

THIS MONTH'S FEATURED MODELS:

Space Marine Chaplains, Terminator Chaplain, Black Templars vehicle sprue and Crusader sprue.



TERMINATOR ASSAULT SPRUE
99380101027 £15



SWORD BROTHERN 1
9947010131802 £4



SWORD BROTHERN 2
9947010131804 £4



SWORD BROTHERN 3
9947020406103 £4



SWORD BROTHERN 4
9947010131801 £4

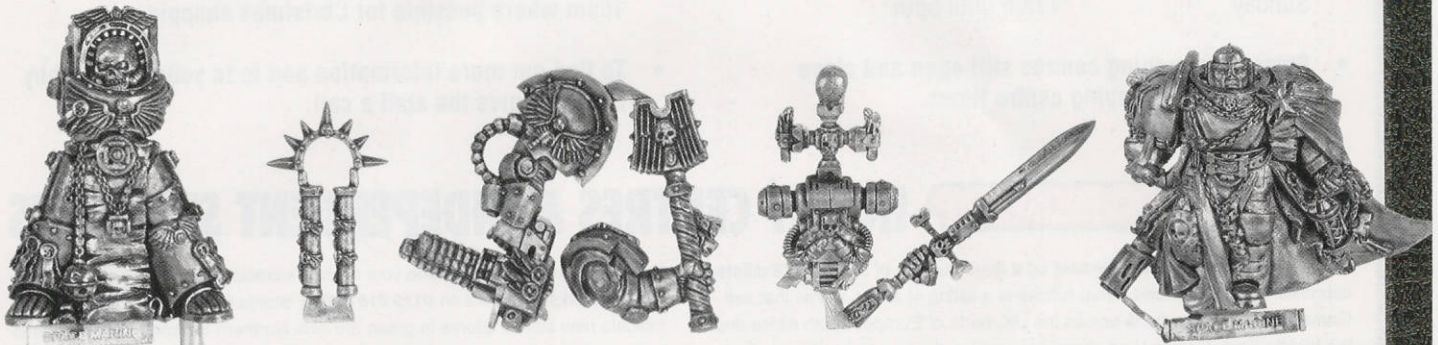


CHAPLAIN 1
9947010131404 £6

CHAPLAIN 2
9947010131403 £6

CHAPLAIN 3
9947010131401 £6

CHAPLAIN 4
9947010131402 £6



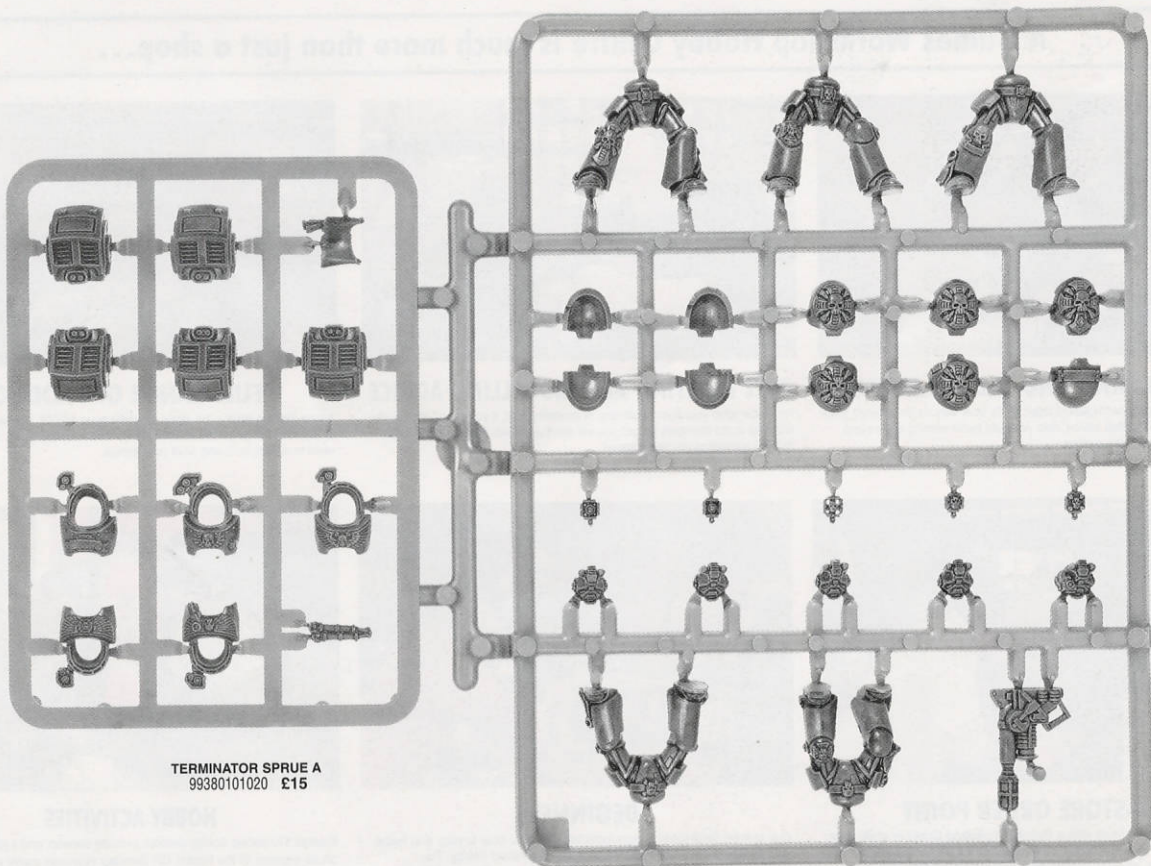
TERMINATOR CHAPLAIN BODY
9947010131501 £5

TERMINATOR CHAPLAIN ACCESSORIES
9947010131503 £1

TERMINATOR CHAPLAIN ARMS
9947010131502 £3

HELBRECHT ACCESSORIES
9947010131702 £3

HELBRECHT BODY
9947010131701 £7



TERMINATOR SPRUE A
99380101020 £15

STORE FINDER

++IMPORTANT NEWS++IMPORTANT NEWS++IMPORTANT NEWS++IMPORTANT NEWS++

HOBBY CENTRE OPENING TIMES

- **Our Games Workshop Hobby Centres have recently changed their opening hours.**
Monday to Friday 12pm until 6pm
Saturday 10am until 6pm
Sunday 11am until 5pm
- **Each Hobby Centre has one late club night. The specific night this is held on is dependent upon the store.**
- **During November and December stores will open at 10am where possible for Christmas shopping.**
- **Stores in shopping centres still open and close according to shopping centre times.**
- **To find out more information pop in to your local Hobby centre or give the staff a call.**

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 listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the Middle East. Games Workshops open seven days a week, with gaming into the evening on certain nights. Call your local Hobby Centre for more details. You can find a full list of our UK retail outlets on our website 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 experienced gamers (after all it's what they do for a living!) They can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries.



FREE 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 a Games Workshop Direct in-store order point which you can use to get your hands on all of our Specialist Games products, plus many exclusive miniatures, components and classic models with which to customise your Warhammer, Warhammer 40,000 and The Lord of the Rings forces.



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. On **Sunday** evenings many stores run specific activities for those who have graduated from the Beginners' Programme, whilst one weekday night a week, there is a **Games Night** for players to indulge in even more hobby activity.

Find your nearest Hobby Centre or independent retailer on these pages
 on our website: www.games-workshop.co.uk/storefinder
 by e-mailing us: hobbyspecialists@games-workshop.co.uk
 by calling us: 0115 91 40000

AVON

GW BRISTOL (CENTRAL):
 13 Broadweir, Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
 Unit 129, The Mall, Tel: 0117 950 2528
BRISTOL, Area 51:
 Tel: 0117 924 4655
PORTISHEAD, Makit:
 Tel: 0127 564 4751
YATE, Hoggosaurus Toystore:
 Tel: 0145 432 6566

BEDFORDSHIRE

GW BEDFORD:
 10 Greyfriars, Tel: 0123 427 3663
LUTON, Ottakers:
 Tel: 0158 248 0999
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 8693
BRACKNELL, Ottakers:
 Tel: 0134 448 8124
NEWBURY, Miniature Merchants:
 Tel: 0163 552 8176
SANDHURST, Toyworld:
 Tel: 0129 297 3321
WINDSOR, Ottaker's Bookshops Windsor:
 Tel: 0175 365 6456
WINDSOR, WJ Daniels:
 Tel: 0175 366 2106

BIRMINGHAM AREA

GW BIRMINGHAM:
 Unit L16, Bullring Link, Tel: 0121 633 7193
GW DUDLEY:
 Unit 36, Merry Hill Centre, Tel: 0138 448 1819
GW SOLIHULL:
 690 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 WALSALL:
 Unit 27, Old Square Shopping Centre,
 Tel: 0192 272 8207
ACOCKS GREEN, Jeff's Games and Workshop:
 Tel: 0121 708 5175
GREAT BARR, Gaming Crypt:
 Tel: 0121 360 5080
EDGEBASTON, Wayland's Forge:
 Tel: 0121 697 0112
RUBERY, Roy's Hobbies & Toys:
 Tel: 0121 453 3280
SUTTON COLDFIELD, Digital Dragons:
 Tel: 0794 163 7793

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
AYLESBURY, Toy Wonderland:
 Tel: 0777 585 3681
BUCKINGHAM, Abacus Toys:
 Tel: 0128 082 1815
GERARDS CROSS, Howard Marshall:
 Tel: 0175 388 2952
PRINCES RISBOROUGH, Treats:
 Tel: 0153 534 4348

CAMBRIDGESHIRE

X GW CAMBRIDGE:
 54 Regent Street, Tel: 0122 331 3350
GW PETERBOROUGH:
 9 Wentworth Street, Tel: 0173 389 0052
ELY, City Cycle Centre:
 Tel: 0135 368 3131
HUNTINGDON, Sports & Fashions:
 Tel: 0145 345 4341
PETERBOROUGH, Westgate Department Store:
 Tel: 0173 356 3151
SAWSTON, The Toy & Model Centre:
 Tel: 0122 350 5652
SAWSTON, Toys Plus:
 Tel: 0122 383 7939
ST NEOTS, Barretts of St Neots:
 Tel: 0148 040 8700
ST NEOTS, First Computer Games:
 Tel: 0148 396339
ST NEOTS, Westgate Department Store:
 Tel: 0148 047 3242
TEVERSHAM, Invocation Ltd:
 Tel: 0122 322 3499
WISBECH, Westgate Department Store:
 Tel: 0153 620 3625

CHESHIRE

GW ALTRINCHAM:
 Unit 1, 19 Grafton Street, Tel: 0161 929 9896
X GW CHESTER:
 112 Foregate Street, Tel: 0124 431 1967
X GW MACCLESFIELD:
 Unit 38, Chestergate Mall, Grosvenor Centre,
 Tel: 0162 561 9020
GW STOCKPORT:
 32 Mersey Square, Tel: 0161 474 1427
CHEADLE, Fantasia:
 Tel: 0161 491 1138
CONGLTON, Deans Toys & Cycles:
 Tel: 0126 027 3277
CREWE, ABC Models Sport:
 Tel: 0127 050 5048
NANTWICH, Funfayre LTD:
 Tel: 0127 052 6346
NORTHWICH, The Model Shop:
 Tel: 0160 647 740
STOCKPORT, Goslings Toymaster:
 Tel: 0161 427 0999
WIDNES, The Hobby Shop:
 Tel: 0151 424 1947

CLEVELAND

X GW MIDDLESBROUGH:
 Unit 33, 39 Dundas Street, Tel: 0164 225 4091
HARTLEPOOL, Illusions:
 Tel: 0142 923 3199

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 7088
BUDE, Nitro RC:
 Tel: 0128 636 3388
FALMOUTH, Wonderland Falmouth:
 Tel: 0132 631 2571
HAYLE, Blewetts of Hayle:
 Tel: 0173 675 3012
HELSTON, Eddy & Son:
 Tel: 0132 657 2727
ST AUSTELL, Mad for Miniatures:
 Tel: 0172 672 259
TRURO, Toymaster:
 Tel: 0187 227 2452

COUNTY DURHAM

X GW DURHAM:
 64 North Road, Tel: 0191 374 1062
GW DARLINGTON:
 79 Blenheimgate, Tel: 0132 538 2463
BISHOP AUCKLAND, Windsock Models:
 Tel: 0138 880 9766
CONSETT, Kwikpart:
 Consett, Tel: 0120 758 1024
DARLINGTON, Lamb's:
 Tel: 0132 546 6042
SEAHAM, Games of War:
 Tel: 01915 817118
TEESDALE, Toy Shop:
 Tel: 0183 363 7396

CUMBRIA

X GW CARLISLE:
 Unit 2, Earls Lane, Tel: 0122 859 8216
BARROW-IN-FURNESS, Heaths:
 Tel: 0122 892 0436
BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:
 Tel: 0153 944 3047
BRAMPTON, The Card Centre:
 Tel: 0169 772 2891
COCKERMOUTH, Playtimes:
 Tel: 0190 082 9299
COCKERMOUTH, The Toy Shop:
 Tel: 0190 082 5866
KENDAL, North West Warriors:
 Tel: 01539 731666
KENDAL, O'loughlins:
 Tel: 0153 972 3264
KESWICK, Lakeland Toys and Hobbies:
 Tel: 0176 877 5279
PENRITH, Harpers Cycles:
 Tel: 0176 886 4475
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 Eagle Centre, Tel: 0133 236 6336
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 Tel: 0139 626 7733
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 84 New Street, Tel: 01404 44151
HONITON, Honiton Toy Shop:
 Tel: 0140 443 741
KINGSBRIDGE, The Trading Post:
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 Tel: 0162 633 3444
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TAVISTOCK, Kaleidoscope:
 Tel: 0162 261 5236
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 Tel: 0188 424 2819

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BRIDPORT, Frosts Toymaster:

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 Tel: 0130 578 0601
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SEVENOAKS, JH Lorimer:
 Tel: 0173 245 2640
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 Tel: 0173 945 4892
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 Tel: 0179 642 4371
TONBRIDGE, Kids Stuff:
 Tel: 0173 235 3188
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 Tel: 0120 439 8248
BURNLEY, Arthur Benn:
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Tel: 0177 562 1967
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SCUNTHORPE, Toy Master:
Tel: 0172 427 1020
SKEGNESS, The Model Shop:
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Tel: 01775 713270
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161 King Street, Tel: 0208 846 9744
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Unit 26, Times Square Shopping Centre, Tel: 0208 770 9454
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Unit K2, Marble Place Shopping Centre, Tel: 0170 450 1255
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Fakenham Industrial Estate, Tel: 0232 885 2750
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SUNDERLAND, The Toy & Computer Shop:
Tel: 0191 565 5196
SUNDERLAND, Owen Owen Ltd T/A Joplings:
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Tel: 0192 651 1294
LEAMINGTON SPA, Trinders Toy Town Ltd:
Tel: 0192 647 0501
NUNEATON, Nuneaton Education Co/Tas Nuneaton Bookshop:
24 Abbey Street, Tel: 0247 634 2000
RUGBY, Joto Railways & Models:
Tel: 0178 855 2372
STRATFORD-UPON-AVON, 3 Windsor Place:
Tel: 01789 295650

WILTSHIRE
GW SALISBURY:
16 Winchester Street, Tel: 0172 233 0955
GW SWINDON:
50 Fleet Street, Tel: 0179 343 6036
DEVIZES, Hoggosaurus Toy Store:
Tel: 0138 072 3841
MARLBOROUGH, H Duck:
Tel: 0167 251 2170
MELKSHAM, The Toyshop:
Tel: 0122 578 8415
SWINDON, Spot On Models:
Tel: 0179 352 2098

WORCESTERSHIRE
GW WORCESTER:
23 Lydgate Mall, Cathedral T/A Toyworld:
DROITWICH, Look-rite Ltd T/A Toyworld:
Tel: 0190 577 2403
EVEHAM, Battle Honours UK:
Tel: 0138 645 875
REDDITCH, Hoggosaurus Toy Store:
Tel: 0152 766 092
STOUPPORT ON SEVERN, TP Activity Toys:
Tel: 0129 987 2800

YORKSHIRE
GW BRADFORD:
4 Piccadilly, Bradford, Tel: 0127 473 9430
GW DONCASTER:
Unit 10, The Colonnades, Tel: 0130 232 0535
GW HARROGATE:
53 Station Parade, Tel: 0142 356 4310
GW HULL:
30 Paragon Street, Tel: 0148 258 9576
GW LEEDS (central):
12-16 Central Road, Tel: 0113 242 0834
GW LEEDS (WHITE ROSE):
Unit 28D, White Rose Centre, Tel: 0113 272 3470
GW SHEFFIELD (central):
16 Fitzwilliam Gate, Tel: 0114 275 0114
GW SHEFFIELD (MEADOWHALL CENTRE):
Unit 01B, High Street, Upper Mall (next to entrance near Boots), Tel: 0114 256 9836
GW WAKEFIELD:
96 Kirkgate, the Ridings Centre, Tel: 0192 436 9431
GW YORK:
13A Lendal, Tel: 0190 462 8014

THE GAMING CENTRE:
Units 8/9, Meadowhall Road, Amos Road, Tel: 0114 243 4633
BRADFORD, Toy Master:
Tel: 0127 423 4793
BRIDLINGTON, Croppers:
Tel: 0126 267 7727
HALIFAX, Halifax Modellers World:
Tel: 0142 234 9157
HALIFAX, Magazine World:
Tel: 0142 233 0547
HALIFAX, Toy Master:
Tel: 0142 235 3986
HARROGATE, Toy Master:
Tel: 0142 365 4335
HUDDERSFIELD, Dark Future:
Tel: 01484 307090
HUDDERSFIELD, Toy Master:
Tel: 0148 454 4664
HUDDERSFIELD, Something Wicked:
Tel: 0148 455 9226
HULL, Mofair Toy Master:
Tel: 0148 289 2772
ILKLEY, Wargames World:
Tel: 0194 360 7500
KEIGHLEY, Toy Master:
Tel: 0153 560 4045

LEEDS, Royal Armouries Museum:
Tel: 0113 220 1999

LEEDS, Toyworld:
Tel: 0113 243 9900

NORTHALLERTON, T & M Grover Ltd:
Tel: 01924 977 3334

OTLEY, Toymaster:
Tel: 01934 346 2065

POCKLINGTON, Chylds Play:
Railway Street, Tel: 01775 630 8041

RICHMOND, Anything Goes:
Tel: 01174 881 0135

SCARBOROUGH, Maison Militaire:
Tel: 01723 362257

SCARBOROUGH, Space, Myth and Magic:
Tel: 01945 844 1113

SELBY, AI Sports and Toys:
Tel: 01757 705115

SHEFFIELD, Atkins Toymaster:
Tel: 0114 273 1990

SHEFFIELD, Toymaster:
Meadowhall Shopping Centre, Tel: 0114 256 9979

SHEFFIELD, Wargames Emporium:
Tel: 0114 275 4626

WAKEFIELD, R H Buckley:
Tel: 01924 374097

WHITBY, John Anderson - Toymaster:
Tel: 0194 760 2213

WHITBY, Models and Movie Props Ltd:
Unit 6, Market Place, Tel: 0194 760 3123

WALES

GW CARDIFF:
31 High Street, Tel: 0292 064 4917

X GW NEWPORT:
25 Skinner Street, Tel: 01633 325 6295

GW SWANSEA:
45 Princess Way, Tel: 0179 246 3969

ABERYSTWYTH, Richards of Aberystwyth:
Tel: 01497 395 2466

ABERYSTWYTH, Albross:
Tel: 0197 061 7836

BANCHORY, Banchory Toy & Gift shop:
Tel: 0133 082 5586

BANGOR, ACME Computers:
Tel: 0124 837 1457

BRECON, J Clark Toys & Gifts:
Tel: 0187 462 2865

BRIDGEND, Joust for Fun:
Tel: 0191 675 7890

CARDIFF, Dice and Dice, Computer and Video Vision:
Tel: 0292 025 2122

CARDIGAN, Middle Earth Enterprises:
Royal Building Priory Street, Tel: 01239 614080

CARMARTHEN, Good News:
Tel: 0126 723 7789

CARMARTHEN, Hardings:
Tel: 0165 656 0344

CHEPSTOW, Artists Corner:
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GWERSYLLT, Brite Ideas:
Tel: 0197 875 8451

HAVEFORDWEST, Merlin Models:
Tel: 0143 776 2833

LLANDRINDOD WELLS, The Manor:
Lindens Walk, Tel: 0800038968

LLANDUDNO, Dibs Toymaster:
Tel: 0197 875 8451

LLANTWY MAJOR, Rainbow Plaza:
Tel: 0144 679 4118

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28 John Street, Tel: 0165 678 4428

PEMBROKE, Dragon Alley:
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RHYL, Lightfoot Models & Toys:
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SWANSEA, Comix Shoppe:
Tel: 0179 264 2927

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Tel: 0197 875 8451

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Unit 1, 12-14 Upper Kirkgate, Tel: 0122 464 9779

GW AYR:
10 Arnan Mill, Tel: 0129 261 0673

GW BRAEHEAD:
115 Braehead Shopping Centre, Kings Inch Road, Tel: 0141 885 9440

X GW DUMFRIES:
44 High Street, Tel: 0138 724 9702

GW DUNDEE:
110 Commercial Street, Tel: 0139 220 2382

GW EDINBURGH:
136 High Street, Tel: 0131 220 8540

GW FALKIRK:
12 Cow Wynd, Tel: 0132 462 4553

X GW GLASGOW:
81 Union Street, Tel: 0141 221 1673

ABERDEENSHIRE, Toyworld:
Tel: 0156 976 6333

ANGUS, Gardiners:
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Aberdeenshire, Tel: 0133 082 5586

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DUNFERMLINE, Abbey Models:
2 May Gate, Tel: 01383 731116

EDINBURGH, Marionville Models:
Tel: 0131 317 7010

ELGIN, Junner's Toymaster:
Tel: 0143 942 482

FRASERBURGH, Steven's Toymaster:
17-21 High Street, Tel: 01358 724059

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GALASHIELS, Books Plus:
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HELENSBURGH, Game Domain:
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INVERNESS, Junners Toymaster:
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KINROSS, The Hope Chest:
Tel: 0157 785 2516

KIRKCALDY, The Hope Chest:
Tel: 0155 225 0116

NORTH BERWICK, Laws Cycles:
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SHELLAND, Harrys Dept Store:
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STIRLING, Do It @ Your Leisure:
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TURBIF, E Row and Son:
Tel: 0186 856 2810

CHANNEL ISLANDS

JERSEY, ST. HELLER, The Little Shop:
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GURNEYS, ST. PETERS PORT, Carousel:
Tel: 0148 172 1721

NORTHERN IRELAND

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20A Castle Court (towards back of the Centre), Tel: 0289 9233684

BALLYMENA, Camerons:
23 Broughshane St, Co Antrim, Tel: 0482 564 8821

BANBRIDGE, David Rogers:
7 Bridge St, Co Down

BANGOR, Replay Games:
High St, Co Down, Tel: 0489 145 2210

BANGOR, Stewart Miller & Sons:
40 Main St, Co Down, Tel: 0489 127 0108

COLERAINE, Moores:
7-11 Church St, Co Derry, Tel: 0126 544 44

CRUMLIN, Lilliput Construction Co:
92 Bramble Wood, Co Antrim

ENNISKILLEN, Modellers Corner:
22 Daring St, Tel: 0496 632 2367

LISBURN, World of Wonders:
Riverside Centre, Tel: 0489 265 9995

OMAGH, Whites Toymaster:
317 Bridge St, Tel: 0562 242 427

PORTADOWN, D Jeffers:
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GW BLANCHARDSTOWN:
Unit 249A, Blanchardstown Shopping Centre, Dublin, Tel: 0035 318 272 869

GW DUBLIN:
Unit 3, Lower Liffey Street, Tel: 0035 318 725 791

ATHLONE, Toy City:
16 Centre, Co Westmeath, Tel: 090 647 9851

BALLINA, World of Wonders:
Dillon Terrace, Co Mayo, Tel: 096 76676

BLACKPOOL, World of Wonders:
23 Northport bus Pk, Cork, Tel: 0214 210 445

BRAY, ER Harris & Sons:
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CARRICK ON SHANNON, Mulvey's:
Main Street, Leitrim, Tel: 071 962 2936

CASTLEBAR, McDermotts:
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CORK, Art and Hobby Shop:
Douglas Shopping Centre, Co Cork, Tel: 021 436 3580

CORK, Art and Hobby Shop:
Wilton Shopping Centre, Co Cork, Tel: 021 434 7207

CORK, Noddy's Toymaster:
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CORK, Other Reals:
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11 Rossa St, Co Cork, Tel: 023 33263

CLONMEL, Hogan's Toymaster:
31 Parnell St, Co Tipperary, Tel: 052 23973

CLONTARE, Furlongs:
4 Vernon Avenue, Dublin, Tel: 01 853 0395

CORK, World of Wonders:
Co Cork, Tel: 021 4210445

DUBLIN, Banba Toymaster:
48 Mary St, Tel: 01 872 7100

DUN LAOGHAIRE, Banba Toymaster:
Dun Laoghaire Shopping Centre, Co Dublin, Tel: 012 804 011

DUNDALK, Pick n Save:
Long Walk S Centre, Co Louth, Tel: 042 932 7366

HUNGARARY, Murphy's Toy and Cycle Specialists:
9 Main St, Co Waterford, Tel: 058 41376

ENNIS, World of Wonders:
Woodguy Car Park, Co Clare, Tel: 065 684 8697

FINGLAS, Banba Toymaster:
Chesterwall St Centre, Dublin, Tel: 01 864 3910

GALWAY, Games Realm:
8A The Corn Store, Co Galway, Tel: 091 563 006

GALWAY, It's Magic:
Eyre Square S Centre, Co Galway, Tel: 091 563 313

GALWAY, Toy City:
Unit 3, Westpark, Galway, Tel: 091 764 949

GOREY, John Webb:
Co Wexford, Tel: 055 21119

KILKENNY, Michael Crofts:
77 High St, Co Kilkenny, Tel: 056 51038

KILLRUGLIN, O'Sheas:
Lower Bridge St, Kerry, Tel: 066 976 1819

LIMERICK, Hollywood Empire:
30 Thomas St, Co Limerick, Tel: 061 313 477

LIMERICK, O'Callaghans:
Dock Rd, Co Limerick, Tel: 061 225 686

LIMERICK, The Gathering:
43 Lower Gerald Griffin St, Co Limerick, Tel: 061 315 133

LUGHEREA, Beatty:
Prunch St, Co Galway, Tel: 091 841 403

MACROOM, Murphy's Toymaster:
2 Main St, Co Cork, Tel: 026 42491

MALLOW, Murphy's World of Wonders:
115 Main St, Co Cork, Tel: 022 21197

NENAGH, JKC:
25 Peasee St, Co Tipperary, Tel: 067 31391

NEWBRIDGE, World of Wonders:
Newbridge Retail Park, Kildare

SLIGO, WA and AP Woods:
Co Sligo, Tel: 071 914 202 110 478

STILORGAN, Nimble Fingers:
Co Dublin, Tel: 012 860 788

TRALEA, A Caball and sons:
9-12 Bridge Street, Co Kerry, Tel: 066 716 1847

TULLAMORE, Robbins:
William St, Co Offaly, Tel: 0506 21541

WATERFORD, The Hobby Shop:
38 The Quay, Co Waterford, Tel: 051 852 227

WESTPORT, World of Wonders:
Bridge St, Co Mayo, Tel: 098 25331

THURLES, Toymaster:
Friar St, Co Tipperary, Tel: 082 51326

TIPPERARY, Hogan's Toymaster:
31 Parnell St, Co Tipperary, Tel: 052 23973

TIPPERARY, Whelan's:
64-65 Main Street, Co Tipperary, Tel: 052 51326

WATERFORD, Fitzmaurice Toymaster:
Tel: 051 375 596

WEXFORD, Play & Learn:
8 Selskar St, Co Wexford, Tel: 053 23188

WICKLOW, Hopkins:
Main Street, Co Wicklow, Tel: 0404 67225

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BRUGGE, Fair Play:
Spoonwegstraat 162, 8200, Tel: 0032 (0)50 38 51 83

AARSCHOT, Conecty:
Gasthuisstraat 47, 3200, Tel: 0032 (0)16 56 88 30

HASSELT, D-Six:
Kuringerstraatweg 43-45, 3500, Tel: 0032 (0)11 33 53 55

LEOPOLDSBURG, NV Meestersmans:
Mansveldlaan 20, 3970, Tel: 0032 (0)22 31 39 38 48

LEUVEN, The Dice Pool:
Parisstraat, 44, 3000, Tel: 0032 (0)16 29 49 04

MECHELEN, De Spelfanaot:
Veemert 32, 2800, Tel: 0032 (0)16 34 59 07

OOSTENDE, King Arthur:
Amsterdamstraat 63B, 8400, Tel: 0032 (0)99 51 57 56

AALST, Interoys Aalst:
Lange Zoustraat 163, 9300, Tel: +32 (63) 750143

ANTWERPEN, Celtic Cross:
Zilvermidstraat 9, 2000, Tel: 0032 (0)3 288 81 65

ANTWERPEN, Red Dragon Games:
St Koningsveld 55, 2000, Tel: 0032 (0)3 231 71 61

BLANKENBERG, De Speelhoek:
Langestraat 41, 8370, Tel: 0032 (0)50 41 49 23

BRUGGE, Modelbouwcenter West-Vlaanderen:
Langestraat 183, 2000, Tel: 0032 (0)50 34 20 71

BRUSSEL, Interoys Laken:
8-10 Avenue Busleyden, 1020, Tel: 0032 (0)2 268 71 41

BRUSSEL, Interoys Anderlecht:
S Dupuislaan 315, 1070, Tel: 0032 (0)2 523 84 73

DENDERMONDE, Tip Top:
Mooze, Sint-Gillisstraat 75, 3200, Tel: 0032 (0)52 21 17 98

DEURNE, The Gamestore:
Van Duysstraat 144, 2100, Tel: +32 3 325 55 35

GENT, Interoys Gent:
Voldersstraat 17, 9000, Tel: 0032 (0)9 224 42 86

GENT, Miniatureauto's Beckhout:
Burgstraat 87, 9000, Tel: 0032 (0)9 224 17 96

GENT, Red Dragon Games Gent:
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HALLE, Mishra's Playground:
Langestraat 104, 1320, Tel: 0032 (0)2 361 58 53

HALLE, Top 1 Toys Hall:
Basillekstraat 66, 1500, Tel: 0032 (0)2 356 04 03

HASSELT, Oberonn:
Kempische Steenweg 27, 3500

KERNTALS, Play It:
Sint-Amand 11, 2200, Tel: 0032 (0)14 84 88 64

IXELLES, Interoys Ixelles:
104 Chaussee d'Ixelles, 1050, Tel: 0032 (0)2 514 17 03

KORTRIJK, De Concorde:
Bijwegstraat 19, 8500, Tel: 0032 (0)56 37 05 65

LOKREN, De Geest:
Roomstraat 27, 9160, Tel: 0032 (0)9 348 49 50

MERKSEME, Game Garden, The:
Bredabaan 376, 2170, Tel: 0032 (0)3 666 37 73

MOL, Interoys Mol:
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OOSTENDE, Timms:
Vlaanderijstraat 48, 8400, Tel: 0032 (0)59 80 49 63

OVERIJSE, Interoys Overijse:
Brusselsesteenweg 402A, 3090, Tel: 0032 (0)2 687 42 53

ROSEELARE, Black Border:
Stationsstraat 88, 8500, Tel: 051 202 82 50

ROSEELARE, Willi's World:
Henri Horriestraat 20, 8800, Tel: 0032 (0)51 24 64 15

ST NIKLAAS, HQ:
Ankerstraat 91/00, Tel: 0032 (0)3 776 35 45

TOURNAI, Interoys Tournai:
19 Rue Royale, 7500, Tel: 0032 (0)69 21 42 22

BULGARIA

SOFIA, Magic Worlds:
1020, Slavovki sq. 5

SOFIA, Maria:
1303, Sredna Gora Str.133

CROATIA

CAKOVAC, Hama center:
Rosen kul, Zagreb

OSIJEK, Land of Magic:
31000, Merkatort Cantar, Gacka 10 Tel: 00385 31275794

OSIJEK, Zeldo:
Trg A. Starčevića

RIJEKA, Game Master:
Križančevića 1c

SPLIT, Land of Magic:
Krajiš Zvonimira 15, 21000, Tel: 00385 21482249

SLAVONSKI BROD, Lesic:
Slovenac, Mirovica 7

VARAZDIN, Land of Magic:
Kalciova 5, 42000, Tel: 00385 42200161

ZAGREB, Land of Magic:
10000, Frankopanska 22, Tel: 00385 14870077

ZAGREB, Land of Magic:
10000, Radićeva 15, 00385 14923917

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BRNO-ABERESKY, Cerny Rytir:
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ČESKE BUDEJOVICE, Chaoht:
Ceske Budejovice, Tel: 0042 602489158

HRADEC KRALOVE, Knihkupectvi Valhalla:
Letu 1651, Tel: 0042 495522009

LIBEREZ, Ogrí Doupe:
Sikova 239/11, Tel: 00420603 893 336

PRAHA, Cerny Rytir:
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PRAHA, Ogrí Doupe:
Mendlova 41/22, Tel: 00420 224 934 811

PLZEN, Ogrí Doupe:
Plachého 30, Tel: 00420 377221763

VSETIN, Atlantis:
Prkna 42, Tel: 00 42 571411697

DENMARK

GW KOBENHAVN:
Fredensborggade 5KL, 1360, Tel: 33122217

AARHUS C, Dragons Lair:
Skat. Knuds Torv 3, 8000, Tel: 8619 0063

ODENSE C, Dragons Lair:
Kongensgade 71, 81th, 5000, Tel: 6591 9701

ROSKILDE, Fanatic Roskilde:
Alliehlingsgade 15, 4000, Tel: 4636 3548

SLAGELSE, Fanatic Slagelse:
Skovsgade 8A, 4200, Tel: 5854 4080

AALBORG, Guns n' Games:
Danmarksgade 45, 9000, Tel: 9813 4280

ESBJERG, Bunker:
Kongensgade 19, 6700, Tel: 7518 1199

HELSINGØR, Hobby & Frilid:
Renselsdøve 2, 3000, Tel: 4821 4542

HILLERØD, Hobby & Frilid:
Høstrupvej 4, 3400, Tel: 4825 2616

KOBENHAVN NV, Arena Kobenhavn:
Rentemestervej 80, 2400, Tel: 3833 5700

LYNGBY, BO Beger Lynby:
Lynby Storcenter 54, 2800, Tel: 4587 0445

NAESTVED, Arena Naestved:
Ramsherød 17, 4700, Tel: 5554 6700

RODØVRE, Mr Games:
Rødovre Stationscenter 2610, Tel: 3672 0255

VIBORG, Battle Bunker:
Jernbanegade 19, 8800, Tel: 8660 1740

AALBORG, Aalborg Hobby Service:
Narngade 18, 9000, Tel: 8812 1315

AALBORG, Bog & ide Aalborg:
Nytorv 5, 9000, Tel: 9811 6811

AALBORG SV, BO Beger Aalborg:
Ålborg St. Center 108, 9000, Tel: 9879 1545

AALBORG, EB Games:
Søndergade 10, 9000, Tel: 9811 5543

AALBORG, EB Games:
Højvej 452, 9200, Tel: 9816 7820

AARS, Ting og sager:
Søndergade 6, 9600, Tel: 9862 4552

AABERNA, Legekæden Aabenrå:
Slørsgade 17, 6500, Tel: 7482 2405

ALBERTSLUND, Bog & ide Albertslund:
Stationsløvet 2, 2620, Tel: 4364 8877

ALLERØD, Bog & ide Allerød:
M.D. madsenvej 8, 3450, Tel: 4817 2770

AARHUS C, EB Games:
N.F. Brauns Gade 25, 8000, Tel: 8748 6060

AARHUS C, EB Games:
Fredensgade 26, 8000, Tel: 8741 6913

AARHUS C, Goblin Gate:
Kjølsgade 27, 8000, Tel: 8619 4311

AARHUS C, Hobby House:
Nørregade 51, 8000, Tel: 8612 0082

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Vestergade 58, 8000, Tel: 8613 1788

ASNæs, Bog & ide Asnæs:
Asnæs Center 2, 4550, Tel: 5965 0014

BALLERUP, EB Games:
Ballerup Center 1, 2750, Tel: 4497 4422

BJERRINGBRO, Bog & ide Bjerringbro:
Storøge 4, 8850, Tel: 8668 1077

BRØNSHØJ, Charlottes Leget:
Fremstedsvej 13, 2701, Tel: 3860 3626

CHARLOTTENLUND, Bog & ide Charlottenlund:
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EBELTOFT, Ebeltoft boghandel:
Andersgade 48, 8400, Tel: 8634 3844

ESBJERG, BO Beger Esbjerg:
Kongensgade 33, 8700, Tel: 7512 1177

ESPERGÅRDE, BO Beger Espergærde:
Espergærde Center, Vester Torv 2, 3060, Tel: 4913 1948

FAKSE, Bog & ide Fakse:
Torngade 14, 4500, Tel: 5571 3013

FARUM, Bog & ide Farum:
Farum Bytorv 84, 3520, Tel: 4495 1225

FREDERICIA, Bog & ide Fredericia:
Gromengade 47, 7000, Tel: 7624 5969

FREDERIKSBØG, EB Games:
Falkoner Alle 48, 2000, Tel: 3536 8099

FREDERIKSBØG, Legekæden Frederiksberg:
Godthåbsvej 36, 2000, Tel: 3819 7025

FREDERIKSHAVN, Bog & ide Frederikshavn:
Søndergade 4, 9500, Tel: 9849 2594

FREDERIKSHAVN, Rosens Boghandel:
Søndergade 41, 9900, Tel: 8482 1454

FREDERIKSSUND, Legekæden Frederikssund:
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FREDERIKSVÆRK, Hobby & Legetø:
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FREDERIKSSØD, Frederikssund Bøger & Papir:
Gilleleje 1, 3600, Tel: 4731 0245

GILLELEJE, Lillys Legetøj:
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GRØNÅ, Bog & ide Grønå:
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Hundige Storcenter, 2670, Tel: 4390 6008

HADERSLEV, Legekæden Haderslev:
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HADERSLEV, Mosquito Cykel Center:
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HÅNDSDUND, Lorentz Nielsen Bog & ide:
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HELSINGØR, Schwartz Bog & ide:
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HELSINGØR, Teaterbixen:
Fredrikshøjvej 10, 3200, Tel: 2092 2991

HELSINGØR, BO Beger Helsingør:
Thoms Plads 1, 3000, Tel: 4821 5600

HERLEV, Bog & ide Herlev:
Herlev Bymidte, 2730, Tel: 4494 0477

HERNING, BO Beger Herning:
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HERNING, Buddy Legetøj:
Herming, Mørkøvvej 17, 7400, Tel: 9722 0552

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Dalgas Plads 7B, 7400, Tel: 9716 4600

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HILLERØD, Legekæden Hillerød:
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HJØRRING, Bog & ide Hjørring:
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HJØRRING, Rosells Boghandel:
P. Nørre Plads 4, 8900, Tel: 9892 1744

HOLBÆK, Gappels legotøj:
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Ansgade 31, 4300, Tel: 5943 0074

HOLTE, Høltelejtubnikker:
Hølte midtpunkt 23, 1, 2840, Tel: 4546 1782

HØRNSLET, ABC center:
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HØRSENS, Bog & ide Horsens:
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HØRSENS, Legekæden Horsens:
Hospitalgade 15, 8700, Tel: 7561 6011

HØRSHOLM, GAD Hørsholm:
Hovedgaden 55 C, 2970, Tel: 4586 0408

HUMLEBÆK, Rodes:
Torsvej 4, 3051, Tel: 4919 1220

KALUNDBORG, Koch's Bøger & Papir:
Kortildgade 9, 4400, Tel: 5951 0054

KJELLERUP, ide & Hobby:
Søndergade 12, 8200, Tel: 8668 1326

KOBENHAVN S, EB Games:
Reberbanegade 3, 2300, Tel: 3295 7552

KOBENHAVN K, EB Games:
Kalvebod Brygge 59, 1560, Tel: 3312 7172

KOBENHAVN K, EB Games:
Nygade 3, 1164, Tel: 3332 0248

KOBENHAVN N, Steenbergs Bog & ide:
Nørrebrøge 163, 2200, Tel: 3585 5277

KOBENHAVN K, Fantask:
Skat. Pedersenstræde 35, 1453, Tel: 3393 8538

KOBENHAVN K, Bog & ide Fisketorvet:
Fisketorvet 133, 1560, Tel: 3395 7700

KOBENHAVN S, Bog & ide Amager:
Amager Centrat 103, 2300, Tel: 3265 3666

KØGE, Køge Bog & Papirhandel:
Nørregade 12, 4600, Tel

NAKSOV, Tusind ting
Søndergade 12, 4900, Tel: 5492 2697

NYKOBING F, Bog & idé Nykøbing F.
Jernbanegade 6, 4800, Tel: 5485 2373

NYKOBING M, Moser Boghandel
Alvåse 1, 7933, Tel: 372 770

NYKOBING SJ, Bog & idé Nykøbing Sj.
Algåde 32, 4500, Tel: 5991 0006

NYKOBING F, Høndehuset
Jernbanegade 33, 4900, Tel: 5486 0848

ODDER, Legekæden Odder
Rosenes Gade 32, 8300, Tel: 8654 4276

ODENSE C, EB Games
Kongensgade 43, 5000, Tel: 6612 9923

ODENSE C, BO Bøger Odense C
Vestergade 59-61, 5200, Tel: 6611 4033

ODENSE SØ, BO Bøger Rosengårdscenteret
Rosengårdscenteret 53 Gul Gågade, 5220, Tel: 6615 9928

ODENSE SØ, EB Games
Ostavej 15, 5220, Tel: 5935 0070

RANDERS, Bog & idé Randers
Brædsgade 6, 8900, Tel: 8643 0810

RANDERS, Byrge Sørensen Hobby
Rådhuslovet 4, 8900, Tel: 8642 5814

RANDERS, Randers Hobby Import
Årsgade 13, 8900, Tel: 8642 3823

RINGE, Fjords Bog & idé
Kirkepladsen 2, 5750, Tel: 6622 1125

RINGKØBING, Buddy Legetøj
Ålgade 4, 9950, Tel: 9732 0806

RINGSTED, Buddy Legetøj
Nærrgade 15, 4100, Tel: 5767 1480

RISSKOV, Bog & idé Vejlbj-Risskov
Vejl Centret Frijsenborgvej 5, 8240, Tel: 8621 5329

RODOVRE, B.O. Bøger Rødovre
Rødovre Centrum 116, 2610, Tel: 3641 0485

RODOVRE, EB Games
Rødovre Centrum 68, 2610, Tel: 3672 1227

RONNE, Dørhøje Hobbytuse
Lillevang 14, 3700, Tel: 5695 9449

RONNE, William Dam Bog & idé
Søndervej 59, 3700, Tel: 5695 0167

ROSKILDE, EB Games
Centerloftet 2, 4000, Tel: 4837 1516

ROSKILDE, Flensborg Bog & idé
Stationsvej 4, 4000, Tel: 4635 0008

ROSKILDE, Ønskeleg
Ålgade 28C, 4000, Tel: 4632 3463

SÅBY, Bøger & Papir Søby
Grønnegade 22, 9300, 9846 1644

SKJERN, Bog & idé Skjern
Børnegade 14, 8900, Tel: 9735 1666

SILKEBORG, Bog & idé Silkeborg
Vestergade 31-33, 8600, Tel: 8682 0287

SILKEBORG, Byens Hobby & Fritid
Borggade 49-51, 8600, Tel: 8681 5815

SKAGEN, Legekæden Skagen
Sct. Laurentii 40, 9990, Tel: 9844 5465

SKANDERBORG, Schmidt Bog & idé
Aidelgade 82, 8600, Tel: 8652 0027

SKIBBY, Bog & idé Skibby
Symønt 2, 4050, Tel: 4711 2502

SKIVE, Jydsk Boghandel
Nærrgade 19, 7800, Tel: 9751 2599

SLAGELSE, Bog & idé Slagelse
City 3 Jernbanegade 7, 4200, Tel: 5852 0015

SLAGELSE, EB Games
Vestergade 14, 7800, Tel: 5852 0409

SLAGELSE, Lidloften
Nygade 2, 4200, Tel: 5853 5035

SØRD, Legekæden Sørd
Hobbytuse Anvendt 1, 4180, Tel: 5783 3705

SØNDERBORG, Bogcenteret
Perlegade 77, 6400, Tel: 7442 2071

SØNDERBORG, Bog & idé Sønderborg
Perlegade 15, 6400, Tel: 7442 1820

ST HEDDINGE, Hobbystalden
Lærstævvej 19, Lærstæv 4860, Tel: 5650 8610

STENLØSE, EB Games
Stenløse Center, 3660, Tel: 4717 2500

STENLØSE, Legekæden Stenløse
Stenløse centret 48, 3660, Tel: 4717 3220

STRUER, Hanne Madsen Bog & idé
Søndergade 14, 7800, Tel: 5852 0409

SVENDBORG, B.O. Bøger Svendborg
Garrifsgade 28, 5700, Tel: 6217 2290

SVENDBORG, Farve & Hobby Hjørnet
Søndergade 7, 5700, Tel: 6221 3131

TÅSTRUP, EB Games
City 2 Butik, 341 City 2 Butik, 341, Tel: 4399 2245

TÅSTRUP, Genbrugsbøger
Køgevej 85, 2630, Tel: 4371 6115

THISTED, Bog & idé Thisted
Vestergade 14, 7700, Tel: 9752 0399

THISTED, Buddy Legetøj
Vestergade 4, 7700, Tel: 9792 1933

TØNDER, Jensen Bog & idé
Storgade 5, 6270, 7472 234

TØRSHAVN, P/F Thomas Dam Wholesale
Boks 2148, Faro Islands, Tel: 29831400

VARDE, Bog & idé Varde
Vestergade 18, 8600, Tel: 7522 0040

VEJLØSE, Bog & idé Vejrløse
Symønt 45, 47 3500, Tel: 598 311400

VEDBÅK, Bog & idé Trørd
Trørd Torv, Trørdvej 70, 2950, Tel: 4699 1328

VEJLE, B.O. Bøger Vejle
A-centret 10, Søndergade 24-26, 7100, 7582 0544

VIBORG, L. K. Bog & idé
Sct. Mathias Marked 202, 8800, Tel: 8662 7762

VIBORG, Schous Bog & idé
Hjultorv 5, 8800, Tel: 8725 7334

VIBY, Rybner Bog & idé
Viby Centret, 8550, Tel: 8611 9930

VORDINGBORG, Legekæden Vordingborg
Ålgade 63, 4760, Tel: 5534 0431

FALKLANDS
STANLEY, Falkland Collectables
The General Store, Tel: 0050 21174

FALKLANDS
STANLEY, Falkland Collectables
The General Store, Tel: 0050 21174

FINLAND
GW HELSINKI
Simonkatu 9, 00100, Tel: 00358 975 154 525

HELSINKI, Fantasiapellit Helsinki
Vihavatu 48, 00100, Tel: +358 9 650083

LAHTI, Puolenkum Pelit
Rautatiekatu 18, 15110, Tel: +358 3 7515151

ESPOO, Pelimesto
Ullapekatu 1, 02320, Tel: +358 9 813328

JOENSUU, Fantasiapellit Joensuu
Kauppakatu 32, 80100, +358 13 2943144

JYVÄSKYLÄ, Fantasiapellit Jyväskylä
Kauppakatu 2, 40100, Tel: +358 14 216629

OULU, Fantasiapellit Oulu
Koukkukatu 28, 90100, Tel: +358 8 374906

TAMPERE, Fantasiapellit Tampere
Rongankatu 5, 33100, Tel: +358 3 225200

TURKU, Fantasiapellit Turku
Yliopistokatu 33A, 20100, Tel: +358 2 2328413

KUOPIO, Fantasiapellit Kuopio
Myykkä 9, 70110, Tel: +358 17 361 1148

FORSÅ, Fun Stuff & Cards
Hämmentie 7 Torikeskuja, 30101, Tel: +358 34356568

HANKO, Hobby Jobi
Vuorikatu 10, 10900, Tel: +358 19 2465498

HEINOLA, Talousuuvot ja lelu
Kauppakatu 19, 18100, Tel: +358 3 7153905

HELSINKI, Fantasiapellit Varsota
PL 128, 00531 HKI, +358 9 7734750

HYVINKÄÄ, Royal Toys
Muuttikatu 5, 05830, Tel: +358 19 439376

ISALMI, Talkatalo
Savonkatu 12, 71400, Tel: +358 17 826358

IMATRA, Kirja-Lahja Alex Ky
Mansikkakuja 2, 55120, Tel: +358 5 4319555

JÄMINKIPUOLIA, Vanha Kaarti
Kirkkolinnentie 205A, 23210, Tel: +358 3 4762866

JÄMSÄ, Joutie Saari
Väntie 1, 42100, Tel: +358 14 7497215

JÄRVENPÄÄ, Askartelutarvikelike Taitaville
Helsingintie 13, 04400, Tel: +358 50 413 47 60

KAJAJANI, Leppäkerä
Kauppakatu 19, 18100, Tel: +358 8 6133 773

KÄRÄVÄ, Antikvariaatti Kersa
PL 38, Torikatu 1, 04201, Tel: +358 9 2944210

KÄRHULA, Eagle Card
Etelämainen Karijantie 7, 48600, Tel: +358 5 214238

KOKKOLA, Kolikotamo
Riisjärvenkatu 9, 67101, Tel: +358 6 8225425

KOKKOLA, Kotikatosamo
Kokkolan Kotikatosamo, Riisjärvenkatu 8, 67100, Tel: +358 6 822 5425

KOUVOLA, Muovipöytä
Vanhakatu 3, 45100, Tel: +358 5 3117955

KUOPIO, Kirja ja Lehtilinnä
Kuivinkankatu 23, 70100, Tel: +358 17 2619705

KUOPIO, Crazy Station
Puijonkatu 14, 70100, Tel: +358 17 2668 50

KUUSANKOSKI, Kirja Savinen
Kauppakatu 1, 45100, Tel: +358 3 3748271

LOHJA, Lohjan Kirjakauppa
Laurinkatu 48, 08100, +358 19 324150

MAARIEHAMN, Dillen
Toppilantie 7, 22100, +358 18 15578

MIKKELI, Muppeli
Porraslamppienkatu 21, 50100, Tel: +358 15 361611

NUMMELA, Kimmon Peli & Lehti
Tuusantie 1, 3100, +358 9 2226041

PETARSAAKI, Petarsaaren Kirjakauppa
Isomäki 11, 86500, Tel: +358 6 7230899

PORI, Pori Pikkis
Herttulan Tori 2, Krs. 28100, Tel: +358 2 633 2880

POVOO, Askartelualtto/Hobbyboden
Mannerheiminkatu 10, 06100, Tel: +358 19 5243775

RAAHE, Raahen Astortelua ja Paperi
Lähtökorttelie 32, 37100

RAUMA, Wanhan Rouman POP-peli
Nortamonkatu 14, 26100, Tel: +358 2 8234840

RHIMÄKI, Babyroom
Kauppakatu 5-7, 11100, Tel: +358 19 755355

ROVANIEMI, Ligamentti Iiseli
Rovakatu 28, 95200, Tel: +358 16 3560545

SALO, Salon Harraste
Vihonkatu 21, 24240, Tel: +358 16 3560545

SAVOLINNA, Savonlinnan Antikvariaatti
Oskarikatu 1, 57100, Tel: +358 15 534412

SEINÄJOKI, Fantasilinna
Vapaudentie 51, 60100, Tel: +358 405616338

SEINÄJOKI, Pikkiekko
Verkkäntienkatu 4, 60100, Tel: +358 6 4177880

TAMPERE, Iiv Koskikeskus
Kauppakatu, Isokatu 28, 33100, Tel: +358 3 2251850

VAASA, Nirunaru
Rauhankatu 19, 65100, Tel: +358 8 312027

VALKEAKOSKI, Valkeakoskenkirja
Kauppakatu 3, 37600

GIBRALTAR
GIBRALTAR, Bon-Mau Hobbies
15 Parliament Lane, Tel: 00350 744115

GREECE
ATHENS, Fantasy Shop: Peristeri
Themistokleus 82 & Theopitlou

ATHENS, Action Hobbies
Cholargos, 0030 210 694515

ATHENS, Fantasy Shop: Halondri
Kolokotroni & Gira, 12, Tel: 0030 210 687396

ATHENS, Fantasy Shop 3
3 Septemvriou 65, Tel: 0030 210 8231072

ATHENS, Fantasy Shop: Ag. Paraskevi
Agiou Ioannou 24B, Tel: 0030 210 6005312

ATHENS, Fantasy Shop: Kifissia
Drosia & D. Kyprou 12, Tel: 0030 210 8016041

ATHENS, Fantasy Shop: Peiraios
Ypsilantou 116, Tel: 0030 210 4135757

ATHENS, Fantasy Shop: Exarcheia
Themistokleus 45-45, Tel: 0030 210 3628877

ATHENS, Kaisa Amarouslou
Konisti 7, Tel: 0030 210 6141675

ATHENS, Kaisa Chess & Games
Kallitromiou 8 & Ippokratou 114 72, Tel: 0030 210 366488

ATHENS, Kaisa Glyfadas
Xylonisi 177, Tel: 0030 210 3982 057

ATHENS, Kaisa Halandriou
Dokkias Plakentias, Tel: 0030 210 6998485

ATHENS, Kaisa Monokeros
Tilisi Septemvriou, Tel: 0030 210 8813 990

ATHENS, Kaisa Pogratiou
115 24, 21 Messolongi 24, Pagnati, Tel: 00 30 210 7218 318

ATHENS, Kaisa Petraia
Ipsilantou 174-176, Tel: 0030 210 4296 636

ATHENS, Kaisa Pigasos
Dlou 22, Tel: 0030 210 5786707

ATHENS, Kaisa Chamon
73 100, 109 Kydonias St. Tel: 0030 2821088996

CRETE, Fantasy Shop: Herakleion
Idomenes 2, Tel: 0030 2810 31312

CRETE, Kaisa Hania
Kymissis 177, Tel: 0030 28210 88996

HALKIDA, CD Corner
Misouli 24, Tel: 0030 2221 087315

LARISA, Kaisa Larissas
Koumoundourou 22, 0030 2410 537337

MAROUSI, Battle Banker
Dionysou 9, Tel: 0030 2102528736

PATRA, Fantasy Shop: Patra
Panantissias 75, Tel: 0030 26100 221014

PATRAS, Kaisa Patras
Gounari & Sissi 24, Tel: 0030 2610025632

PERISTERIOU, Kaisa Peristeriou
Dlou 22, Tel: 0030 2105786707

PIREUS, Dragons Eye Store
Fleming 29, Sira 4, Tel: 0030 2106929169

THESSALONKI, Fantasy Shop: Thessaloniki
Pl. Navarinou 2 & D. Gounari, Tel: 0030 230 2410913

THESSALONKI, Kaisa Thessalonikis
Ergastou Sira 4, Tel: 00 30 2310 257 397

VOLOS, Fantasy Shop
Galissas 48, Tel: 0030 24210 28782

HUNGARY
BUDAPEST, Silverland
1036, Lupa u. 40, Tel: 0036 125 04157

BUDAPEST, Trollbarlang
1061, Andrássy út, Tel: 0036 132 13279

GYOR, Norv Ork
9021, Arany u. 13 ill em, Tel: 0036 706 012 310

MISKOLC, Daron
3525, Deryne u. 7, Tel: 0036 464 11528ZOMBATHELY, Sarkanyuz

9700, Kossuth L. u. 20, Tel: 0036 703 186 815

SZEKESFEHVAR, Legendak Csornak
8939 Pilyar u. 42, Tel: 0036 703 837 924

SZEDED, Cillagolep
6722, Gogol u. 15, Tel: 0036 203 371 601

VESZPREM, Sarkanyuz
8200, Kossuth u. 10a, Tel: 0036 705 994 130

ICELAND
REYKJAVIK, Nexus
PO Box 5085, 125, Tel: +354 552 9011

ISRAEL
HAIFA, Kitara
Haifa grand mall, Tel: 00972 48503232

HERZLIA, Freak
Sokolov 29, Tel: 00972 99589077

RAMAT HASHARON, Topuh
Ceslikin 33, Tel: 00972 3534713

RAMAT HASHARON, Topuh Fantasy
Sokolov 30

TEL-AVIV, Kitara
Markaz baalil Hamelacha 12a, Tel: 00972 36299320

TEL AVIV, Freak
Ezer Gevinit 60, Tel: 00972 36961826

LITHUANIA
KAUNAS, JSC in Diza
Drolygystes str.15, 51226 Kaunas 31, Tel: 370 3776330

MALTA
MALTA, Forbidden Power
83 Triq Mirah II-Barrett, Maida, Tel: 00356 21 227999

MALTA, K Hobbies Ltd
Mpesch Road, Figura Pla 13, Tel: 00356 21 686423

NETHERLANDS
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Rokin 36, 1012 KT, Tel: 0031 20 622 3863

GW DEN HAAG
Schoolstraat 12B, 2511 AX, Tel: 0031 70 392 7896

GW HAARLEM
Glabbeek 2011 GA, Tel: 0031 23 551 7677

GW ROTTERDAM
Van Oldenbarneveldplaats 452, 3012 AP, Tel: 0031 10 280 0268

ARNHEM, Spelkwartier Arnhem
Nieuwstraat 34/36, 6811 BL, Tel: 0031 26 370 2028

BREDA, Modelbouw Blik
Boechstraat 29, 4811 GA, Tel: 0031 76 521 8596

LEEUWARDEN, Speltekijn
Voortrekk 84, 8911 TH, Tel: 0031 58 213 1112

LEIDEN, Vliegershops
Turfmarkt 2, 2312 CD, Tel: 0031 71 513 2783

MAASTRICHT, Vlieg-eruit
Brusselstraat 70, 6211 PG, Tel: 0031 43 325 1653

ZWOLLE, Games-n-Stuff
Diezerpoortplas 38, 8011 VX, Tel: 0031 38 421 6385

ALKMAAR, Bookers & Strippers
Boterstraat 19, 1811 HP, Tel: 0031 72 512 1213

ALMERE HAVEN, Fantasia
Kerkweg 41, 1357 AE, Tel: 0031 36 531 6017

AMERSFOORT, Spellenwinkel
Schoterijstraat 4-6, 3811 EA, Tel: 0031 33 470 0322

ASSEN, Plok
Stationstraat 1, 9401 KV, Tel: 0031 59 231 3292

BERGEN OP ZOOM, Big Boys Toys
Lievevrouwstraat 23, 4611 JJ, Tel: 0031 16 425 0848

DEN HAAG, Inter Toys Theresiastraat
Theresiastraat 280-284, 2593 AX, Tel: 0031 70 347 3120

DEN HAAG, Spellenhuis
Zouwenstraat 94, 6211 GT, Tel: 0031 70 364 4782

ENSCHDE, Pipelines
Pijpenstraat 34, 7511 GM, Tel: 0031 53 430 5727

GRONINGEN, Krikke's Hobbyshop
Nieuwe Weg 28, 9711 TE, Tel: 0031 50 312 9314

NIJMEGEN, Moenen & Moriken
Willemsstraat 70, 6511 MF, Tel: 0031 24 323 6119

SITTARD, Atomik Sittard
Stationstraat 19, 6131 AX, Tel: 0031 46 451 5074

TILBURG, Labyrinth Tilburg/Breda
Langestraat 176, 5038 SH, Tel: 0031 13 544 3700

ALMELO, Sombreg Modelbouw
Griensstraat 136, 7207 CW, Tel: 0031 54 681 2981

ALPHEN AAN DEN RIJN, Top 1 Toys Arle v.d Panne
Hooftstraat 66-68, 2406 GL, Tel: 0031 17 247 2254

AMSTELVEEN, Het Ganzenbord
Parlevier 59, 1186 ZB, Tel: 0031 20 641 2552

AMSTELVEEN, De Groot Toy Special Store
Röntgenstraat 42, 1181 ZJ, Tel: 0031 20 347 3344

APeldoorn, Top 1 Toys - De Kinderdroom
Oranjerie 158, 7311WG, Tel: 0031 055-5761098

BERGEN OP ZOOM, Stripwinkel Gilles de Geus
Boasstraat 4, 4611 NC, Tel: 0031 16 424 7462

BEREYK, Wouters Technohobby
Parkenstraat 31, 5571 CP, Tel: 0031 49 755 0248

BAARSBURG, Bax Modelreinen
Luisweg 3, 1402 BA, Tel: 0031 35 691 8410

DELFT, Top 1 Toys Speldorado
Hippolytusstraat 21-25, 2611 HA, Tel: 0031 15 213 4516

GOES, Fontus Fantasy Store
Groene Weidje 16, 4461 JW, Tel: 0031 11 325 8174

DEN BOSCH, De Dabbelsteent
Hofmanstraat 90, 5211 MS, Tel: 0031 06 537 55 667

DEN BOSCH, Gameforce
Voghterstraat 50, D2, Tel: 0031 6524 77 888

DEVENTER, Knibbel Comics
Nieuwstraat 38, 7411 LM, Tel: 0031 57 051 6879

DORDRECHT, Hobby Modelbouw Dordrecht
Voortraat 360, 3311 CX, Tel: 0031 78 631 2711

EDÉ, Tinnen Soldaat
Weendest 24, 6714 CS, Tel: 0031 31 865 3296

EINDHOVEN, Gameswereld
Willemsstraat 12, 5111 HZ, Tel: 0031 40 245 4391

DEN HELDER, Proton Modelbouw
Zuidstraat 36, 1781 BS, Tel: 0031 22 361 9068

GEELEN, Tactica
Angerensstraat 3, 6163 CJ, Tel: 0031 46 474 3016

GOES, Fontus Fantasy Store
Groene Weidje 16, 4461 JW, Tel: 0031 11 325 8174

GORINCHEM, Netten Modelbouw
Kwekestraat 30, 4201 JV, Tel: 0031 18 363 6000

GOUDA, Inter Toys v/d Wal
Nieuwe Markt 70, 2801 GJ, Tel: 0031 18 251 3525

GOUDA, The Movie Store
Lange Groenendaal 114, 2801 LV, Tel: 0031 18 252 2550

GRONINGEN, Wirwur
Oude Kijk in 't Jaarstraat 40, 9712 EL, Tel: 0031 50 514 8424

HENGLO, Top 1 Toys Mickey van Wezel
Janssenstraat 14-17, 7551 EC, Tel: 0031 74 291 2200

HOORN, Het Gele Teken
Grote Oost 35, 1621 BR, Tel: 0031 22 921 8623

LEEUWARDEN, Brattinga Speelgoed
St. Jacobstraat 4, 8911 HT, Tel: 0031 58 212 5682

LEIDEN, Tolkenwinkel
Haze Fijnrij 135, 2314 AD, Tel: 0031 71 641 2324

LEIDEN, FreeTime Warrior
St. Augustijnstraat 26, 2312 CB, Tel: 0031 071 6130522

LELYSTAD, Treinenhoek
Boshoofd 15, 2245 AS, Tel: 0031 32 025 3160

MAASTRICHT, Hounjet
BurgemeesterCornelis 18, 6226 GV, Tel: 0031 43 363 6778

NEUMEN, Schellens Speelgoed
Parkstraat 24, 5971 GZ, Tel: 0031 40 283 2984

OEGSTGEEST, De Tambe Toys for Boys... and Men
De Kompanijstraat 77, 2341 GS, Tel: 0031 71 517 2977

OPIJNEN, Spelkelder
C. van Opijnenstraat 20, 4184 ES Opijnen

OUDE-BEIJERLAND, Mourits Model-Hobby
Smedenburgh 32, 3281 RG, Tel: 0031 18 652 1931

PANNINGEN, Top 1 Toys Marcel Janssen
Markt 18, 4981 AN, Tel: 0031 077-4634566

ROERMOND, Bloemboetiek Hermien
Nassaustaart 66, 6043 ED, Tel: 0031 47 352 1710

ROOSENDAAL, Jodin
CvdR Mark 58, 4201 FM, Tel: 0031 16 555 7964

SCHIEDAM, BTS
Groenelaan 49, 3114 CB, Tel: 0031 10 473 8755

SCHIJNDEL, Top 1 Toys Ankie
Hooftstraat 133, 5481 AD, Tel: 0031 073-5477758

SLUIS, Top 1 Toys E. v.d Wijker
Oude Kerkstraat 7, 4524 CT, Tel: 0031 11 746 1393

SOEST, Top 1 Toys Soest
V. Weesteden 16, 3761 CE, Tel: 0031 35 629 0444

SPIJKENISSE, Lord of Magic
Spelstraat 7, 3221 AR, Tel: 0031 181 610061

TIEL, Goblineuc
Zonneleestraat 12,4001, D2, Tel: 0031 34 465 4689

UDEN, Goblin
Bramenplein 16a, 5401 GS, Tel: 0031 41 327 0662

UTRECHT, Elf Fantasy Shop
Oude gracht 207, 3511 NK, Tel: 0031 30 281 5717

UTRECHT, Whoops
Springweg 1, 3511, Tel: 0031 30 230 4123

UTRECHT, Never Never Land (Wieder & Kugant)
Oude Gracht 202, 3511 NK, Tel: 0031 30 253 2253

VELSERBROEK, Mol Plastic Modelbouw
Oude Markt 7A, 5911 LN, Tel: 0031 70 354 2688

VENLO, Modelbouw Luthart
Assendorpstraat 103, 8012 DH, Tel: 0031 38 422 10

WASSENAR, Top 1 Toys Koushovens
Langestraat 7, 4242 KX, Tel: 0031 70 511 9211

WORMEER, Mini-Wonders
Antillenstraat 1, 1521 AT, Tel: 0031 75 640 161777

WINTERSWIJK, Top 1 Toys Winterswijk
Mestertstraat 60, 7101 EX, Tel: 0031 64 351 2827

ZOTERMEER, RC-Pistop
Dorpsstraat 178, 2712 AJ, Tel: 0031 78 316 0506

ZUTPHEN, Vreemde Zaak
Groene markt 2, 7201 HX, Tel: 0031 57 551 1566

ZWOLLE, Boekenhalfe
Assendorpstraat 103, 8012 DH, Tel: 0031 38 422 10

ZWOLLE, Top 1 Toys - De Wit
Diezerstraat 97/99, 8011 RD, Tel: 0031 038-4217176

NORWAY
OSLØ
Møllergate 7, 0178, Tel: 22329990

BERGEN, Avalon Bergen
Fortunen 4, N-5013, Tel: 22333308

KRISTIANSTAD, Høyse Huset
Høyse Wergelandstgt. 25-28, N-4612, Tel: 38020310</

MOSJOEN, Hobbysentret

C.M. Høivang 10, N-8514, Tel: 75170170

MOSS, Brio Frisenfeldt
Dronningensgt. 10, N-1530, Tel: 69251290

MYSEN, Brio Saker og Ting
Jernbanegaten 13, N-1851, Tel: 69890194

NARVIK, Brio Lek Center Narvik
Bottegata 1 Amfisenstr. N-8514, Tel: 76963472

NARVIK, Ringo Barnes Verden
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Jahn Kolas st., Exhibition center OLYMP, Tel: 008029 6358212

MINSK, Valahonovich ent
Masherova av b4, Palace of Sports, second floor Tel: 008029 6549426

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MOSCOW, Alegris
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NORILSK, No Styke Mirov
Komsomolskaya st, second floor, Dom Byta, 127 474, Tel: 008029 6548426

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LJUBLJANA, Pri Goblinu
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BORLÄNGE, EB Games Borlänge
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Södra Storgatan 10, 332 33, Tel: 037110733

GÄLLIVARE, Lekla
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GÖTEBORG, EB Games Göteborg
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HALMSTAD, EB Games Halmstad
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GAMING ROOMS

GAMES WORKSHOP MACCLESFIELD

Grosvenor Centre, Macclesfield Tel: 01625 619 020

MANAGER: Tavis Hill

Tavis Hill, manager of Macclesfield, is a man on a mission. Week in, week out great events and competitions are running in his Gaming Room. "I'm trying to use the Gaming Room for all types of gamers, not just for people playing challenge games," he says. A case in point was a recent Warhammer Doubles campaign held at the Gaming Room. It was set in Lustria and used all of the cool rules for Encounters and Events to give it that jungle flavour, and provide something a little different. Small wonder that Tavis is so keen on providing a wide spectrum of gaming opportunities such as his own hobby fervour for tabletop battles. "Wood Elves are my favourite for Warhammer," he tells us. "And for Warhammer 40,000 I play a Crimson Fists mechanised army. All Marines should go into battle in Rhinos and Razorbacks."



Team Macclesfield: (From left to right) Ian Banks, Tavis Hill and Ed Lowe.



A Warhammer city board is the scene of a confrontation between an Empire army and Orc & Goblin horde.

As well as great gaming events, Macclesfield also offers lots of other events too. White Dwarf walked in on a painting competition and was given the honour of judging it. "It's a good thing to get people thinking about painting their armies," Tavis tells us, who encourages his hobbyists to only play with painted models. "It gives them the opportunity to be recognised for their painting talents too," he adds. The competition, entitled Obsidian Orc, is something Macclesfield will do on a regular basis. "We'll do it next summer and the summer after – it'll be Macclesfield's competition." They also offer regular scenery making workshops. "Our hobbyists just bring a few materials and we provide the rest," Tavis explains. "At the end of the day they can keep what they make and, if they attend all the workshops, they'll have a great scenery set at the end of it."



The action is frantic in the Macclesfield Gaming Room.



Proud winners of the painting competition: Craig Fox, Paul Turner, Matt Flynn and Ollie Flower.

GAMING ROOM SHOWCASE: MACCLESFIELD

These are some of the great models you can see in the miniatures cabinets of Macclesfield. This collection was painted by staff and hobbyists alike.



Left to right: Everson Assassin by Ed Lowe, Marco Columbo by Tavis Hill and Wood Elf Spellsinger by Matt Flynn.

THE PENTHAX CAMPAIGN

A forthcoming event you can get involved in at Macclesfield is the Penthax Campaign. Full-timer, Ed Lowe, who wrote it, explains. "It's a Warhammer 40,000 Combat Patrol campaign. There are four factions: Imperial, Chaos, Eldar and Orks. There'll also be some Kill-team missions too." The campaign will be fought on six different tables and includes rules for special missions and events. "It's basically story-driven," says Ed.

The Penthax Campaign takes place in Macclesfield on the 11th of December. Check out the Events Diary on page 124, or give the staff a call to find out how to get involved.

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

Gaming Rooms give older gamers a place to play games without distraction. All gamers who attend will have some degree of experience, so you should have no trouble finding a challenging opponent.



YEARS OF EXPERIENCE

When you grow weary of constant battle, you can head to the Gaming Room's special painting area where you can sit and paint while swapping modelling know-how and old war stories with other hobbyists.



ALL GAMES CATERED FOR

Play the games of your choice. There are tables and scenery for Warhammer 40,000, Warhammer, The Lord of The Rings, Epic, Battlefleet Gothic, Blood Bowl, Inquisitor, Necromunda, Warmaster and Mordheim.

CLUB LINKS

Macclesfield is closely affiliated with the MaccWargames club, who are a member of the GCN. In January the club will be running a Warhammer 40,000 Tournament hosted by the Gaming Room and this type of Club and Gaming Room interaction is something Tavis wants to build upon in the future.

If you're interested in joining MaccWargames, or for any GCN Club information, then e-mail: clubguy@games-workshop.co.uk

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.



White Wolf Knight by Tavis Hill.



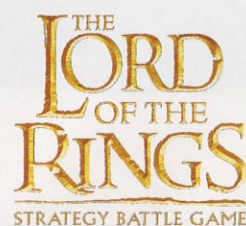
Necron Lord by Ian Banks.



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.

GAMING ROOMS ACROSS THE UNITED KINGDOM

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HOBBY SUPPLIES

Creating terrain that features realistic looking water has long been the reserve of expert modellers. However, Games Workshop's new Water Effects is set to change that as Steve Cumiskey finds it's easy to use and produces great results.

The first pieces of terrain built by almost every wargammer are the ever-useful small hill and clump of trees. They have the virtue not only of being extremely useful in a game, but also of being extremely easy to make. Sooner or later though, we all want to make something a bit more ambitious; such as rivers, lakes or coastlines.

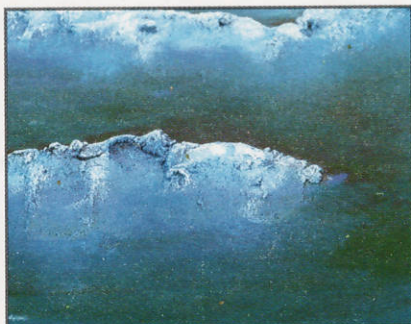
Where any kind of water feature is concerned, most modellers want to create convincing water. Varnish looks ok, but it isn't very suitable for creating a sense of depth. One method favoured by more dedicated modellers has been to use clear resin. While clear resin

certainly looks the part, it's not short of drawbacks – it has a very strong and unpleasant smell as it dries; not to mention the fact that it heats up while drying, meaning that you have to be very careful with how much you use, to avoid unfortunate conflagrations!

Water Effects has been designed to serve the same purpose as resin, but is water based, which makes it much easier to handle; you can even paint it on without destroying your brush. The following pages feature several good examples of some of the things that can be achieved with Water Effects.

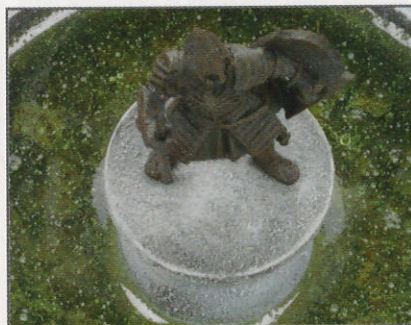


COASTAL TERRAIN



Applying only a single thin coat of Water Effects to the blue 'sea' on this coastline board creates a shiny, watery look.

MINAS TIRITH FOUNTAIN



This model shows what can be achieved by adding many layers to an enclosed space. The end result is water with a sense of depth.

MODEL'S BASE

Even a large base is going to be quite small when placed next to an average piece of wargames terrain. While the Water Effects on some of the larger bases may need to be poured on, for most the best approach is to paint it on.



1 Create a depression on the base that you want to apply the effect to. If it's a small base, this can be as simple as leaving an area free of sand. Paint the base as normal. If it's larger, you may want to create small craters using Green Stuff.



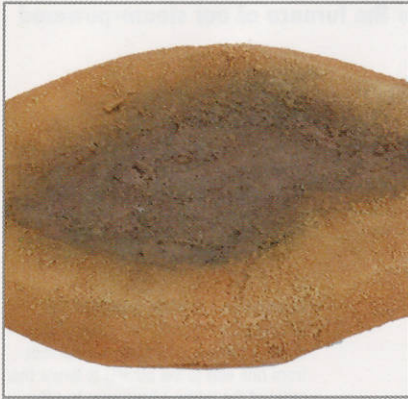
2 Paint the Water Effects in your container into the depression that you've created. Several layers may be necessary for particularly deep depressions.

ESSENTIAL HOBBY TOOLS AND TIPS

Call: 0115 91 40000

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

AN ENCLOSED POND



1 Build and paint your pond as normal, making the inside of the pond darker to denote it being wet.



2 Begin to add Water Effects in blobs, allowing each to slowly spread out.



3 Use a cocktail stick or a clean and dry brush to spread the liquid evenly, and to tease it onto the bank.



4 Although the first layer should be dry within a few hours, it's best to let it dry overnight, just to be sure.



5 Add further layers in the same way. Making sure that each layer is no more than a few millimetres thick otherwise the bottom of the layer will not dry.



6 A large area may need several layers to fill, and should be applied by pouring it on to get an even coat. After five layers, this was the finished result.

HOBBY TIP

This enclosed pond has the advantage of preventing the Water Effects from overflowing. For open pieces, such as a river sections, use a piece of card, taped to each end to prevent spills.



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 beardling 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

First of all, may I congratulate you for you and your team's work on White Dwarf. The magazine is excellent and in my opinion going from strength to strength.

I am 25, and ten or twelve years ago was introduced to Games Workshop through such classic games as Hero Quest, Space Hulk and Epic Space Marine. I was always very interested in the Imperial Guard, though I never got around to either collecting any force, or even playing a single game of 40K, despite being fascinated by the articles in White Dwarf. As I discovered music, beer, women etc, as with many I suspect, I lost interest in Games Workshop.

A couple of years ago, however, I bought a copy of White Dwarf to peruse whilst on a residential course, and it turned out to be the issue detailing the launch of the then-new Cadian range – suddenly I was hooked, and I have not missed an issue since. I have slowly been buying the necessary gubbins – collectors' guide, codex, rulebook, shock troops, heavy weapons team etc, ever since. I enjoy modelling, and when I have a viable force (hopefully soon) I will eventually take part in my first game.

Now, to the main reason I write – I notice that the only real Imperial Guard scout vehicle is the Sentinel. If you look at every national army in the world since mechanisation began to influence warfare, you will see an essential role played by wheeled light support/scout vehicles (eg. Jeep, Land Rover, Hummer etc). I find it crazy that there has not been one produced for the Imperial Guard, as such an organisation would undoubtedly need medical support, wheeled scout and message vehicles and fast transport for officers. Do you think that at any time in the future a vehicle such as this will be included in the Imperial Guard army list? Thanks for listening, keep up the good work.

Mike Nunns.

Glad you enjoy the mag and the hobby (again)! This is an interesting question and one close to my heart. First off, it's the 41st millennium and Imperials are fairly ignorant of technology (it's a religion rather than a science). However, I can see your point. Have you seen Imperial Armour volume 1 or 2? They're great books from Forge World and describe in detail all manner of non-combatant support vehicles such as the Trojan and the Samaritan. They even make these models! Of course, you could always make a stand-in. I count my armoured cars as Chimeras. – Owen

WHISPERS FROM THE CHAOS WASTES

Oliver Milne... Maybe we will, maybe we won't! **Sam McCall...** We'd like to show you in future. **Daniel Phillips...** Yes. **Jesse Heyninck, Philip Walsh...** It is possible, trust us. **Oliver Canning, James Patching, Xabre, Tomas Henderson, Stephen Bailey...** We can't tell you that! **Vincent Lim...** What, Warhammer 40,000 not good enough for you? **Julian Hall...** the first two are our mistake, the last intended only to give people stat-lines to use in games. **Jon Younie...** Yes, but it'd have to be really short, as we'd put it on the letters page. **Keith Wilson...** I would have read it, but there is nothing there! **Olly Kyte...** Batrep with Dark Elves in this issue. **Johan Svanborg...** **Richard Plumb...** **Robert Kancidrowski...** **Allan Anderson...** Unfortunate, but shows the game is balanced! **Tom Mudd...** There are some new teams, check out the human one in WD305. **Christopher Kenyon...** We aim to please. **Dagfinn Christensen...** It takes all day to fight a game for a batrep because of the note taking, and then an extra two days for pictures, so it's impossible to do them at events. **Robert cooper...** No, sorry! **Stephen Bailey...** All techniques are described in How to Paint Citadel Miniatures. **Stuart Heasman, Mathew Greene...** Thanks. **Sam Rampling...** Quite right. **Tim Owens...** Lustria homepage online for help in Lustria with Bretonnians. **Philip Dyke...** A mistake at your newsgents I'm afraid. **Kiegan Irish & Angus Campbell...** Thanks for all your ideas – much appreciated!

IN THE COMPANY OF ELVES

There are so many kinds of Battle Companies for The Lord of the Rings game, why not create an Elven one. Me and some friends play The Lord of the Rings and find ourselves at an impasse because there are no legitimate Elven Battle Companies. I have heard many Elven gamers complaining about this.

I am sure you will all be pleased to know that some Elven Rivendell Battle Companies rules will soon be on the Games Workshop website.
– Owen



GRAND OLD DUKE OF PRAETORIA

I have to admit that this is quite sad, but after reading the article about Phil Kelly's Tyranids and the challenge laid down for horde armies, I couldn't resist pushing my humble Praetorian XX, 'The Anglians' Light Company, into the competition.

At 182 men I'm pretty sure that the psychological impact of the army (if deployed in line it can be over six foot from one end to the other!) is larger than most of the tables I have ever had the chance to play on. It has won me more games than any tactical ability demonstrated by its owner.

James Glendinning
(Long-time fan of Imperial Guard and armies with no tanks)

OK, so can anybody beat this? It needs to be a real painted army too folks!
– Owen



Above and below: All of James's Praetorians arrayed for battle. Well, least as many as we can fit on the page!



Fuel for the Furnace, White Dwarf UK, Games Workshop, Willow Road, Nottingham, NG7 2WS

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WHITE DWARF PAINT STATION

What the team are painting this month.



Christian Byrne

Christian: The High Elves are soon to march again. That will mean I have two fully painted armies for Warhammer (I finished the Chaos

army at the end of September). On the Warhammer 40,000 front, I am still churning through Space Marines. Though I still managed to sneak the guys on the right out to join the Warmaster...



More soldiers for the Chaos horde – these ones were rescued from the bin!



Rik Turner

Rik: Well, this month it's all about the Elves... again...

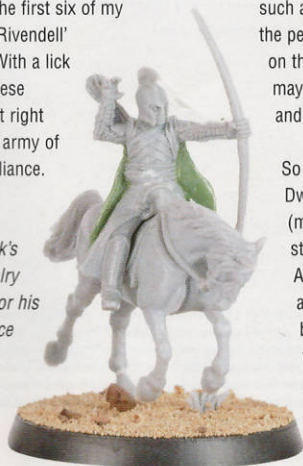
Having amassed a sizeable army of Elven infantrymen for my The Lord

of the Rings force, I decided it was time to provide them with a supporting force in the form of some cavalry models.

Referring back to John Carter's article, appearing in White Dwarf 285 and on the website, I began converting my as-of-yet unassembled Riders of Rohan from The Two Towers boxed set – it's good to go back to old miniatures and find ways to include them in current armies and projects.

With a little hacking 'n' slashing and copious amounts of Green Stuff, I soon had the first six of my 'Riders of Rivendell' finished. With a lick of paint, these guys will fit right in with my army of the Last Alliance.

One of Rick's Elven Cavalry designed for his Last Alliance army.



Nick Kyme

Nick: Of all the worlds, Dwarfs are my firm favourite for Warhammer. Casablanca-esque lines aside, for Wahammer 40,000 it's a

different story. I've struggled a little bit, finding a force I want to pursue fully in 40K. In my figure cases I have some Daemonhunters and Witchhunters, and my Necrons regularly mosh my brother with extreme prejudice, but none of these really float my boat like Dwarfs. But after some thought, I think I might have it...

Allies. Yup, that's right, I'm going to do a Witchhunters/Daemonhunters Inquisitorial army of deathly justice. It's one of the great perks of any Ordo army that you can have allies from other Ordos. With so many great models and such a lavish background, it seems like the perfect choice for me and I can build on the models I've already painted – you may remember my Radical Inquisitor and Daemonhost from WD295.

So between painting some of the new Dwarfs that I've managed to wangle (more of this next month), I've started painting an Inquisitorial force. Above is another of my Inquisitors and two of his henchmen, who've been languishing on my painting table for a while, that I thought you might like a look at. In typical 'old skool' style, there's some vintage models in the army too...



Below: From right to left, in order of increasing 'old skool' status; Daemonhunter Inquisitor, Veteran Guardsman (the old Catachan character, Sly Marbo) and Sanctioned Psyker (a really old Primaris Psyker model from eons ago).



Owen Rees

Owen: I am currently completing my final platoon (there's four in total) for my Tahnelian Drop Troops. It's a Heavy Weapons

platoon and I've modelled them dug in with piles of earth and lots of sandbags. I chose mortars because they are the sort of weapons that are easy to transport for Drop Troops and are very evocative of WW2 films, which I have drawn inspiration from for

this army. They'll be great in the game against massed infantry and can fire indirectly, a nice treat for an army which is always in the thick of it. Next time I play Tyranids or Orks I'll be rolling these bad boys out!

Below: The heavily entrenched mortars of the Tahnelian Drop Troops.



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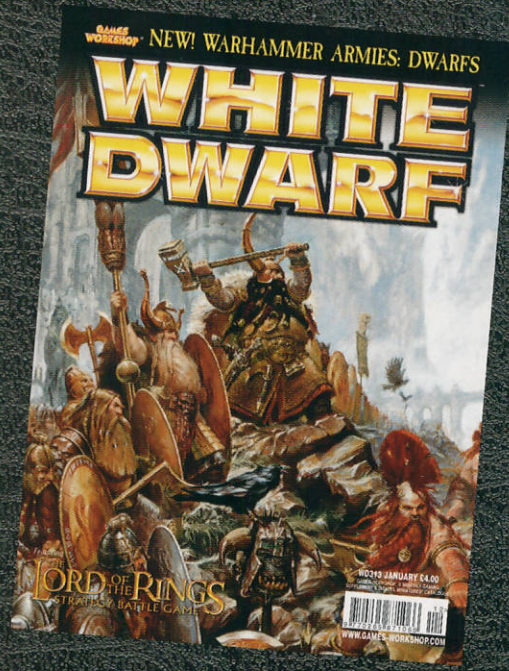
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WD312

RETURN OF THE GRUDGE BRINGERS

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