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WARHAMMER DWARF

Games Workshop's monthly miniatures magazine

WD318 JUNE £4.00

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Warhammer 40,000 playsheet

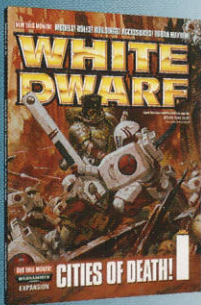
WARHAMMER 40,000 ADVANCED PLAY SHEET		WARHAMMER 40,000 BASIC PLAY SHEET	
EMERGENCY DISSEMINATION TABLE	LINE OF SIGHT	MOVEMENT PHASE	SHOOTING PHASE
VEHICLE ARMOUR VALUES	VEHICLES MOVING & SHOOTING SUMMARY	SHOOTING PHASE	ASSAULT PHASE
VEHICLE MOVING & SHOOTING SUMMARY	DAMAGE CHART	ASSAULT PHASE	

MODELS! RULES! BUILDINGS! ACCESSORIES! URBAN MAYHEM!

OUT THIS MONTH!
WARHAMMER
40,000
EXPANSION

CITIES OF DEATH!





STUDIO WHITE DWARF TEAM

The White Dwarf: Grombrindal
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Deputy Editor: Mark Latham
Art Editor: Markus Trenker
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Assistant Designer: Glenn More

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'EAVY METAL TEAM

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Willow Road, Lenton, Nottingham, NG7 2WS



In the grim darkness of the far future, there is now even more war – Cities of Death is here!

Take the struggle to the cities with the brand new Warhammer 40,000 expansion, Cities of Death. I tell you, if I had a choice between a pile of gold and playing some urban Warhammer 40,000 combat then I'd take the gaming every time. And I like gold a lot. I am, after all, a Dwarf (the clue's in the name).

There are two really very good reasons to get out your models and have a rumble in this new environment. The first is that cities are where a lot of fighting takes place in war. They are where the power and wealth are concentrated, and so prove a tempting target for invading armies (we Dwarfs have a terrible time keeping those damned Grobi and Skaven out of ours); in this way Cities of Death provides you with some fantastic 41st Millennium flavour, so it's dead easy to come up with great back-stories for your battles.

The other great thing is, of course, the buildings! These kits make it so easy to build a city even a bearding could do it. They come on sprues as a series of cunningly fashioned tiles, and this means you can make whatever you like. Sometimes, I'd swear Games Workshop is staffed entirely by the very finest of Dwarf engineers.

Grombrindal, The White Dwarf

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24 CITIES OF DEATH

Cities of Death presents a new style of Warhammer 40,000 game. Read all about it here!

34 BATTLE REPORT: THE FORTUNIS INCURSION

Cities of Death co-authors Andy Hoare and Adam Troke battle their way through a ruined Imperial city.



50 FALL OF THE NECROMANCER



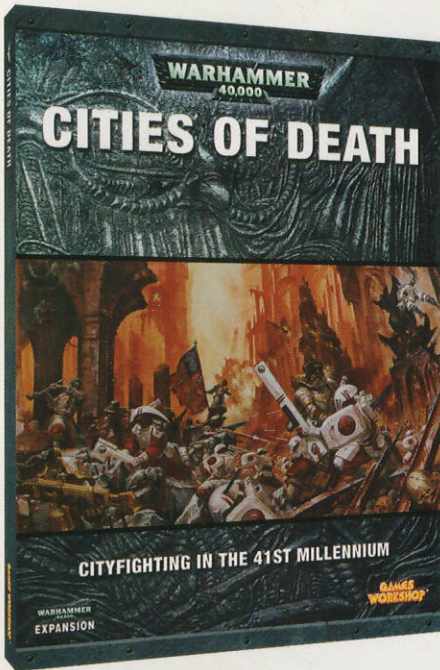
50 BATTLE REPORT: MEDDLER NOT IN THE AFFAIRS OF WIZARDS

A big pack of Wargs get their teeth into three Wizards.

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CITIES OF DEATH



WARHAMMER 40,000 EXPANSION

In the nightmare future of the 41st millennium, armies battle one another to annihilation amid the shattered ruins of vast cities.

STRATAGEMS

Use your newly represented stratagems with no more than a scrap of paper, but some hobbyists like the opportunity to make small models that are specific to their army.



CITIES OF DEATH

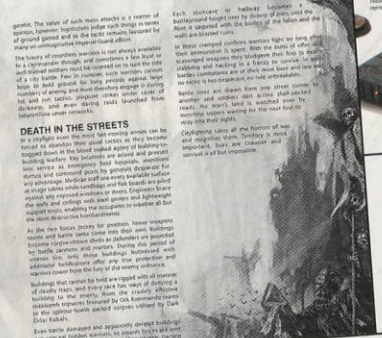
For an unrelenting price the remnants of Man has stretched across the globe, consuming world cities, leaving behind a wasteland of human life. For the sake of a few scraps of paper, the remnants of Man have stretched across the globe, consuming world cities, leaving behind a wasteland of human life.

THE BITTEREST OF BATTLEGROUNDS

For an unrelenting price the remnants of Man has stretched across the globe, consuming world cities, leaving behind a wasteland of human life. For the sake of a few scraps of paper, the remnants of Man have stretched across the globe, consuming world cities, leaving behind a wasteland of human life.

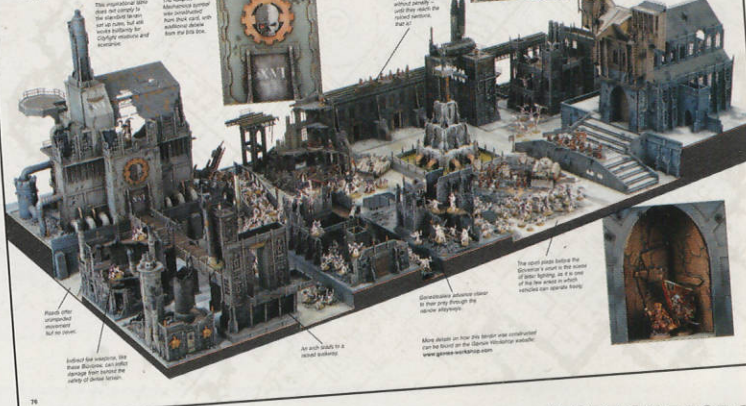
DOCTRINES OF URBAN WARFARE

For an unrelenting price the remnants of Man has stretched across the globe, consuming world cities, leaving behind a wasteland of human life. For the sake of a few scraps of paper, the remnants of Man have stretched across the globe, consuming world cities, leaving behind a wasteland of human life.



IMPERIAL CITY

Imperial City is a new city for the Cities of Death (see page 84) the Studio Models have produced this amazing recreation of an Imperial City. It features a variety of buildings, including a variety of buildings, including a variety of buildings.



Cities of Death is an 80-page Expansion for Warhammer 40,000

CITIES OF DEATH EXPANSION		£12
Sweden	Kr150	Denmark Kr125
Norway	Kr150	Euro €17.50

Product code: 60040199017
Written by Andy Hoare and Adam Troke

ON SALE JUNE 3rd*
*Released 10/06/06 in Northern Europe.

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MANUFACTORUM



This box set contains one Manufactorium plastic ruin.

MANUFACTORUM				£15
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Norway	Kr180	Euro	€20	
Product code: 99120199009				

35%



ON SALE JUNE 3rd*

*Released 10/06/06 in Northern Europe.

SANCTUM IMPERIALIS



This box set contains one Sanctum Imperialis plastic ruin.

SANCTUM IMPERIALIS				£15
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Norway	Kr180	Euro	€20	
Product code: 99120199008				

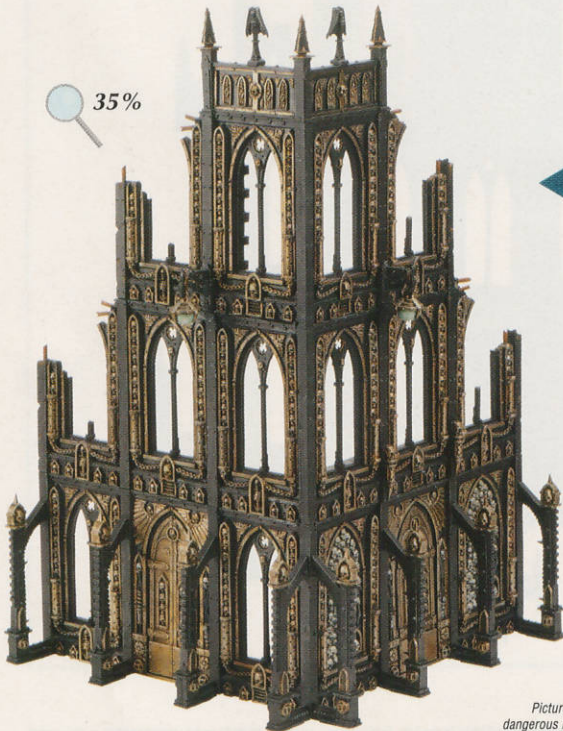
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BASILICA ADMINISTRATUM



35%



This box set contains one Basilica Administratum plastic ruin.

BASILICA ADMINISTRATUM				£15
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Norway	Kr180	Euro	€20	
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All Cities of Death buildings and accessories designed by Dave Andrews, Mike Anderson, Colin Grayson and Tim Adcock

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CITIES OF DEATH BOX SET



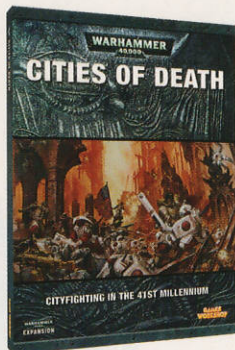
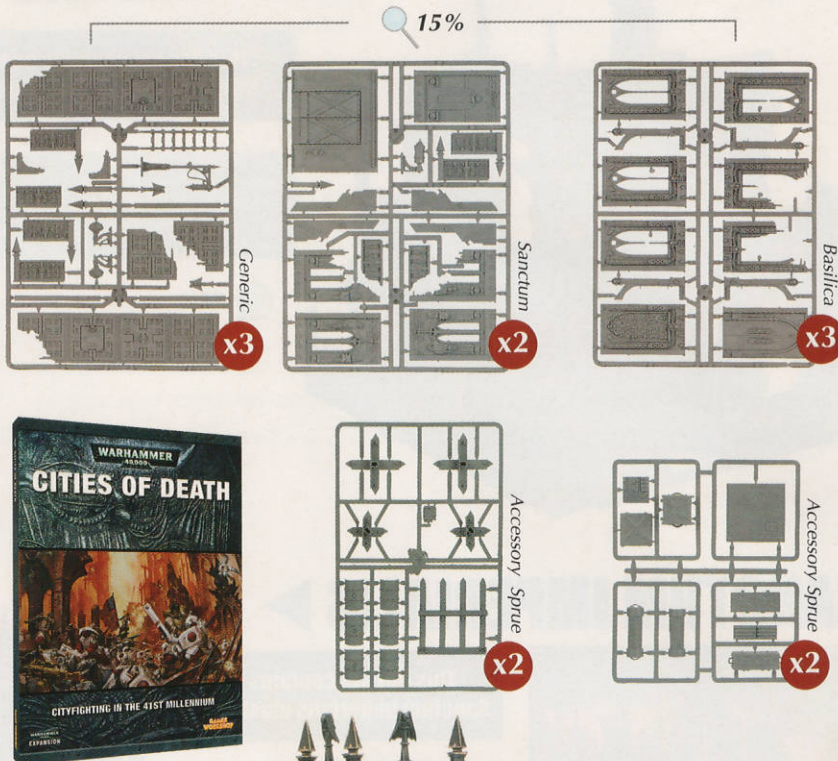
This box set contains one Cities of Death rulebook, two sets of Warhammer 40,000 battlefield accessories, one large Basilica Administratum ruin and one Sanctum Imperialis ruin

CITIES OF DEATH BOX SET	£40
Sweden Kr600	Denmark Kr500
Norway Kr600	Euro €70
Product code: 60120199001	

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SAVE
£24*
*compared to buying contents separately



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IMPERIAL SECTOR



This set contains enough sprues to make a selection of ruins of various types: Basilica Administratum, Sanctum Imperialis and Manufactorium

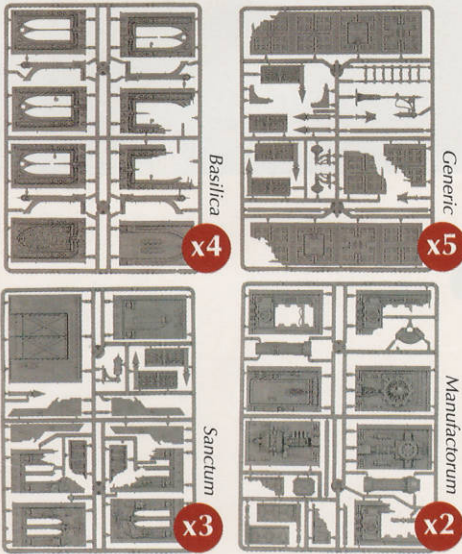
SAVE
£20*
*compared to buying contents separately

IMPERIAL SECTOR £50
 Sweden Kr750 Denmark Kr650
 Norway Kr750 Euro €80
 Product code: 99120199006

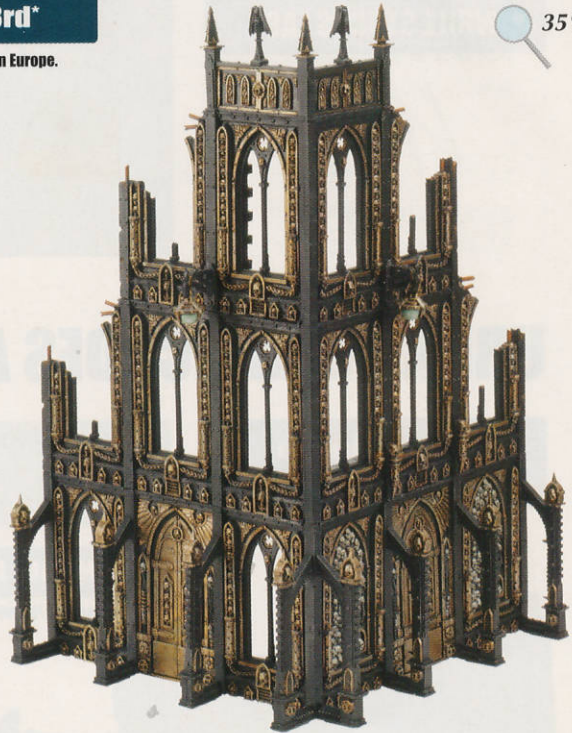
Enough frames to make up to 3 small and 1 large ruined buildings!

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10%



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CITIES OF DEATH BATTLE MAT

Contains one 6' x 4' battle mat for use with the plastic city ruins

CITIES OF DEATH BATTLE MAT £10
 Sweden Kr140 Denmark Kr115
 Norway Kr140 Euro €15
 Product code: 9922999063

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WHILE STOCKS LAST



URBAN BARRICADES AND WALLS

This set contains six resin barricades

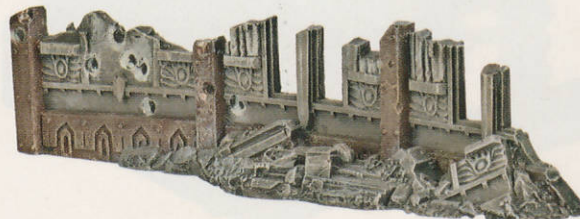
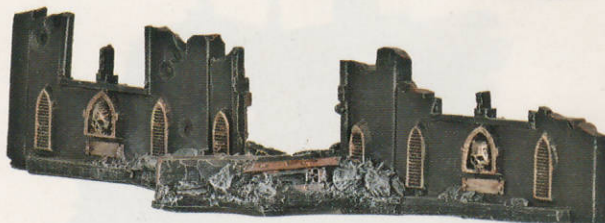
URBAN BARRICADES AND WALLS £12
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STRATAGEM BUILDING SET

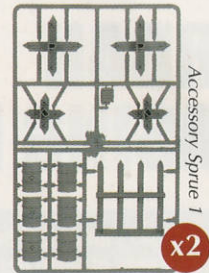


This box set contains five resin stratagem building counters, razor wire and three accessory sprues

STRATAGEM BUILDING SET £20
Product code: 99220199027

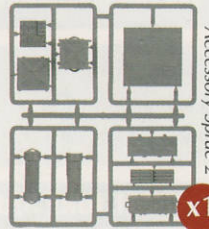
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DIRECT SALES ONLY



Accessory Sprue 1

x2



Accessory Sprue 2

x1

CITIES OF DEATH COUNTERS SET



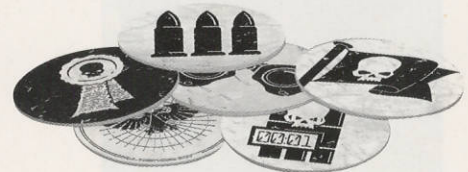
This box set contains 8 sheets of plastic gaming counters

CITIES OF DEATH COUNTERS SET £5
Sweden Kr70 Denmark Kr60
Norway Kr70 Euro €8
Product code: 99220199029

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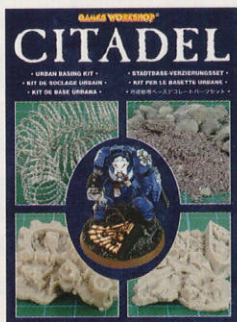
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CHECK OUT
PAGE 57 FOR TIPS

URBAN BASING KIT

This box set contains 2 pots of slate, 2 pots of resin details and 1 pot of razorwire

URBAN BASING KIT		£10
Sweden	Kr140	Denmark Kr115
Norway	Kr140	Euro €15
Product code: 99220199028		

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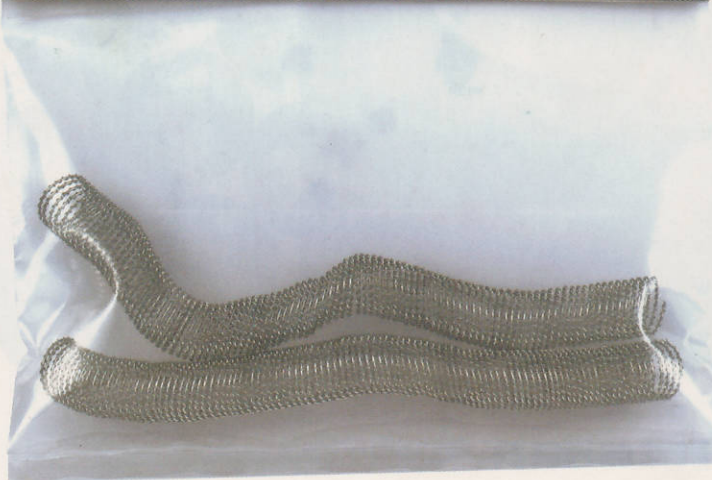
RAZOR WIRE

This pack contains
2 coils of razorwire

RAZOR WIRE		£5
Sweden	Kr70	Denmark Kr60
Norway	Kr70	Euro €8
Product code: 99220199030		

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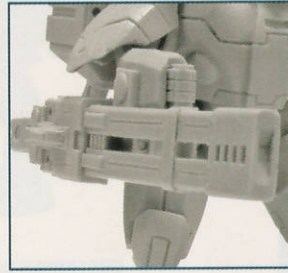
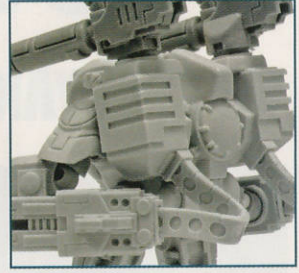
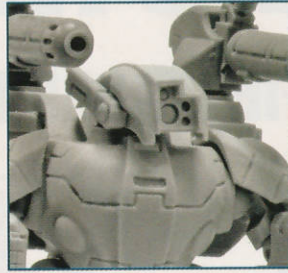


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FORGE WORLD COMING SOON

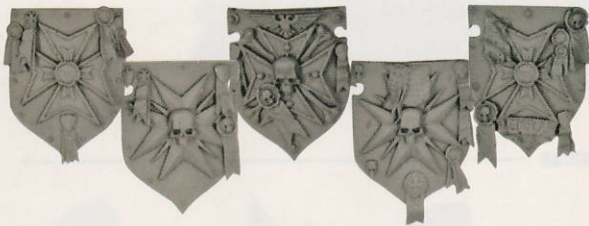
BROADSIDE BATTLESUIT

The XV88-2 Broadside Battle suit with twin-linked plasma rifles is a complete resin kit, designed by Will Hayes.



BLACK TEMPLARS

This pack of 5 resin Black Templar storm shields all bear the chapter iconography. Models designed by Simon Egan and Mark Bedford. 70%



This pack of 10 Black Templar Terminator shoulder pads contains 5 with chapter iconography and 5 with the Crux Terminatus. Models designed by Simon Egan.

Example of assembled Black Templars Terminator using the new Forge World accessories.



CADIANS

2 multi part resin Cadian Special weapons troopers with Respirators, one with a meltagun and one with plasma gun



Forge World makes a huge range of resin kits and accessories, including super-heavy Baneblade battle tanks, upgrades for Games Workshop's plastic kits, scenery pieces and busts of some of our most popular characters. Except for Warhammer World, these products, aimed at experienced modellers, are not available in any of our stores, but may be bought directly from Forge World.

www.forgeworld.co.uk

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VOSTROYANS

**NEW IMPERIAL
GUARD REGIMENT!**

VOSTROYAN FIRSTBORN REGIMENT



This squad box set contains one Vostroyan Sergeant, one Vostroyan with flamer, one Vostroyan heavy bolter team and six Vostroyan Troopers.

VOSTROYAN FIRSTBORN REGIMENT £20
 Sweden Kr270 Denmark Kr225
 Norway Kr270 Euro €30
 Product code: 99110105193
 Sculpted by: Dave Thomas, Mike Anderson, Seb Perbert and Felix Paniagua

ON SALE JUNE 10th*
 *Released 13/05/06 in Northern Europe.

VOSTROYAN SERGEANT



VOSTROYAN WITH FLAMER



VOSTROYAN HEAVY BOLTER TEAM



VOSTROYAN TROOPERS

This blister pack contains three Vostroyan Troopers

VOSTROYAN TROOPERS £6
 Sweden Kr85 Denmark Kr75
 Norway Kr85 Euro €10
 Product code: 99060105198
 Sculpted by: Dave Thomas, Mike Anderson, Seb Perbert and Felix Paniagua

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VOSTROYAN TROOPERS WITH LASGUNS



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VOSTROYAN SNIPERS

This blister pack contains two Vostroyan Snipers

VOSTROYAN SNIPERS £5
 Sweden Kr70 Denmark Kr60
 Norway Kr70 Euro €8
 Product code: 99060105203
 Sculpted by: Mike Anderson

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VOSTROYAN ASSAULT WEAPONS

VOSTROYAN WITH FLAMER



VOSTROYAN WITH GRENADE LAUNCHER



VOSTROYAN WITH PLASMA GUN



This blister pack contains two Vostroyans with assault weapons

VOSTROYANS WITH SPECIAL WEAPONS £6
 Sweden Kr85 Denmark Kr75
 Norway Kr85 Euro €10
 Product code: 99060105195
 Sculpted by: Dave Thomas

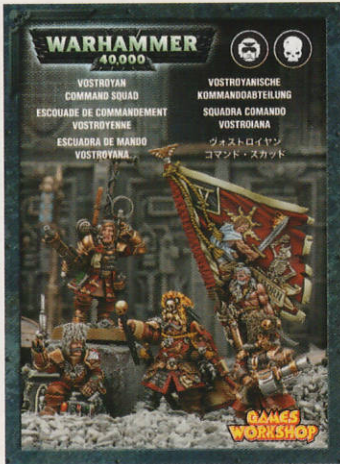
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VOSTROYAN COMMAND SQUAD



This box set contains one Vostroyan Senior Officer, one Vostroyan Medic, one Vostroyan Vox Caster, one Vostroyan Standard Bearer and one Vostroyan with grenade launcher.

VOSTROYAN COMMAND SQUAD £15
 Sweden Kr250 Denmark Kr200
 Norway Kr250 Euro €27.50
 Product code: 99110105201
 Sculpted by: Dave Thomas and Seb Perbert

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VOSTROYAN SENIOR OFFICER



VOSTROYAN VOX CASTER



VOSTROYAN STANDARD BEARER



VOSTROYAN WITH GRENADE LAUNCHER



VOSTROYAN MEDIC



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VOSTROYAN OFFICERS

OFFICER WITH BOLT PISTOL AND CHAINSWORD



OFFICER WITH LASPISTOL AND POWERFIST



OFFICER WITH PLASMA PISTOL AND POWER SWORD



This blister pack contains two Vostroyan Officers

VOSTROYAN OFFICERS				£6
Sweden	Kr85	Denmark	Kr75	
Norway	Kr85	Euro	€10	
Product code : 99060105197				
Sculpted by: Mark Harrison				

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VOSTROYAN MORTAR TEAM

This blister pack contains one Vostroyan Mortar Team

VOSTROYAN MORTAR TEAM				£9
Sweden	Kr100	Denmark	Kr90	
Norway	Kr100	Euro	€11	
Product code: 99060105200				
Sculpted by: Dave Thomas				

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VOSTROYAN LASCANNON TEAM

This blister pack contains one Vostroyan Lascannon Team

VOSTROYAN LASCANNON TEAM				£9
Sweden	Kr100	Denmark	Kr90	
Norway	Kr100	Euro	€11	
Product code: 99060105194				
Sculpted by: Mike Anderson				

ON SALE JUNE 10th*

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ORKS



ORK BIG MEK

This blister pack contains
1 Ork Big Mek

ORK BIG MEK £9
Sweden Kr120 Denmark Kr100
Norway Kr120 Euro €13
Product code: 99060103101
Sculpted by: Seb Perbet

ON SALE JUNE 24th*

*Released 10/06/06 in Northern Europe.



ORK KOMMANDO WITH BIG SHOOTA

This blister pack contains
1 Ork Kommando with Big Shoota

KOMMANDO WITH BIG SHOOTA £5
Sweden Kr70 Denmark Kr60
Norway Kr70 Euro €8
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ORK KOMMANDO WITH BURNA

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GROT OILER



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1 Grot Oiler

Grot Oiler £2.50
Product code: 99220199027

ON SALE JUNE 24th

DIRECT SALES ONLY



**MORE ON
PAGE 60**

ORK KOMMANDOS



This box set contains
5 Ork Kommandos

ORK KOMMANDOS £15
Sweden Kr180 Denmark Kr150
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Product code: 99110103100
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SPACE MARINE VENERABLE DREADNOUGHT



This box set contains 1 Space Marine Venerable Dreadnought

VENERABLE DREADNOUGHT £35
 Sweden Kr400 Denmark Kr350
 Norway Kr400 Euro €50
 Product code: 99110101321
 Sculpted by: Tim Adcock & Mark Harrison

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SPACE MARINE JUMP PACK CHAPLAIN



This blister pack contains 1 Chaplain with jump pack

JUMP PACK CHAPLAIN £7
 Sweden Kr100 Denmark Kr60
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 Product code: 99060101252
 Sculpted by: Juan Diaz

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SPACE MARINES

SPACE MARINE SCOUTS WITH SNIPER RIFLES



>>> MORE ON PAGE 78

This box set contains 5 scouts with sniper rifles and missile launcher option

SCOUTS WITH SNIPER RIFLES £12
 Sweden Kr100 Denmark Kr150
 Norway Kr100 Euro €20
 Product code: 99120101044
 Sculpted by: Brian Nelson, Mark Harrison & Seb Perbet

ON SALE JUNE 17th*

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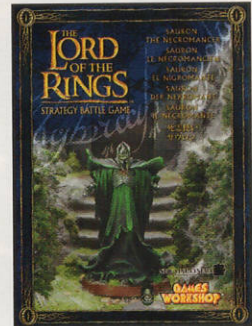


INCLUDES MISSILE LAUNCHER!

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FALL OF THE NECROMANCER

SAURON THE NECROMANCER

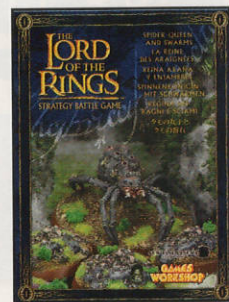


This box set contains one Sauron the Necromancer

SAURON THE NECROMANCER £15
 Sweden Kr180 Denmark Kr150
 Norway Kr180 Euro €20
 Product code: 99111464103
 Sculpted by: Michael Perry

ON SALE MAY 27th

SPIDER QUEEN AND SWARMS



This box set contains one Spider Queen and three Spider Swarms.

SPIDER QUEEN AND SWARMS £15
 Sweden Kr250 Denmark Kr200
 Norway Kr250 Euro €27.50
 Product code: 99111499060
 Sculpted by: Trish Morrison



ON SALE MAY 27th

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WILD WARG CHIEFTAIN



This blister pack contains one Wild Warg Chieftain

WILD WARG CHIEFTAIN £6
 Sweden Kr85 Denmark Kr75
 Norway Kr85 Euro €10
 Product code: 99061462036
 Sculpted by: Michael Perry

ON SALE MAY 27th*

*Released 10/06/06 in Northern Europe.

WOOD ELF SENTINELS

This blister pack contains three Wood Elf Sentinels

WOOD ELF SENTINELS £6
 Sweden Kr85 Denmark Kr75
 Norway Kr85 Euro €10
 Product code: 99061463027
 Sculpted by: Alan and Michael Perry

ON SALE MAY 27th*

*Released 10/06/06 in Northern Europe.



ELF COMMAND

CAPTAIN



BANNER BEARER



This blister pack contains two Elf Command miniatures

ELF COMMAND £6
 Sweden Kr85 Denmark Kr75
 Norway Kr85 Euro €10
 Product code: 99061463029
 Sculpted by: Alan and Michael Perry

ON SALE MAY 27th*

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**OUT THIS
AUTUMN!**

THE ELДАР

This October sees the release of the eagerly awaited Warhammer 40,000 Codex: Eldar. This new book updates the rules for this enigmatic alien race, and introduces brand new troop types and options. One of the big new elements of the Eldar army is a new HQ choice – the Autarchs. These Exarchs have trodden the path of the Warrior to its end, and now combine skills and Wargear from whichever Aspects they choose!

Of course, the release of the new Codex also heralds a raft of new miniatures, of which the models on this page are the merest taster. With new versions of the ever-popular Aspect Warriors, War Walkers and Wraithlords, players of the Eldar have never had it so good. But that's not all – keep your eyes on White Dwarf over coming issues to find out more...



FROM THE WEBWAY...

Here's just a taster of the great new range of metal Eldar models.



*Howling Banshee
Aspect Warrior*



*Howling Banshee
Aspect Warrior*



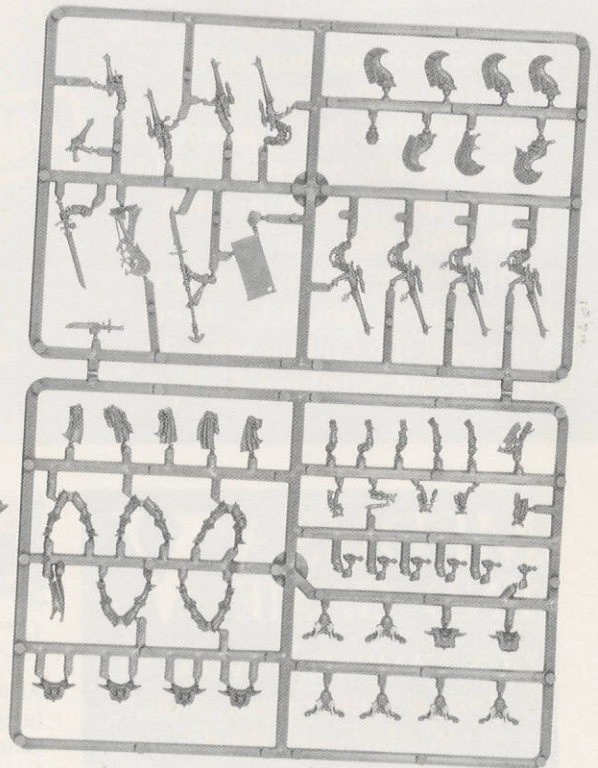
*Fire Dragon
Aspect Warrior*



*Fire Dragon
Aspect Warrior*

ARE COMING...

NEW PLASTIC KITS



New box set of 10 Dire Avengers with optional Exarch

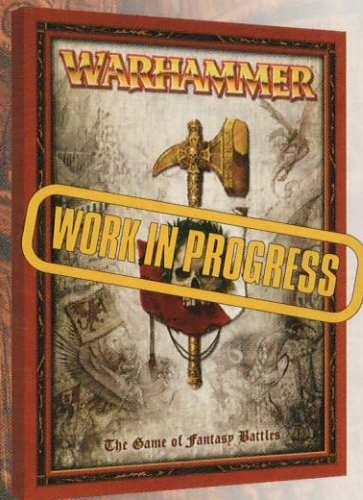


Eldar War Walkers

WARHAMMER

BOXED GAME REDEMPTION!

Buy the current Warhammer boxed game & get the new rulebook free! Simply bring your proof of purchase into the store where you bought the boxed set. Offer begins 1st June and ends 8th September 2006. It must be redeemed by the 9th and 10th September 2006 and applies in participating Hobby Centres, Independent Stockists, Direct Sales and the Online Store in the UK and Northern Europe.



Buy the boxed set now and get the new rulebook **FREE** when it's released. Offer lasts from 1/6/06 to 8/9/06

MEDUSA V END GAME

GCN CAMPAIGN WEEKEND

19th & 20th August 2006,
Warhammer World

The end is nigh...high on the Charbdiys Crest Tau forces must extract their forces from the planet, including a number of Earth caste scientists who have gathered valuable intelligence from Sybilla Tertius, racing past Imperial and heretic forces. And then of course, there are the Orks...

Whilst in the Sybilla Quarantine Zone, all hell has broken loose! Eldar forces must keep Imperial, Tyranid and Necron forces at bay long enough for their work on Medusa V to be completed.

PLEASE NOTE: There will only be 14 tickets available for each race (Chaos, Orks, Necrons, Tyranids, Tau, Eldar/Dark Eldar) and 28 Imperial tickets, so book early to avoid disappointment!

TICKET PRICE: £45. This covers seven games across two days, lunch on both days, and an evening meal on Saturday. Tickets will go on sale from the 22nd May 2006.

AGE LIMIT: 16+. For more details contact Steve Nolan on 07793 198516 or at:

events@gcnm.org.uk

MORDHEIM

Thy Soul to keep

As well as the amazing Mordheim temple, made by GW Sutton Coldfield, you may have noticed the fantastic Mordheim terrain also in the photography. This was made by the talented Warhammer World scenery team. We just wanted to say thanks chaps! You can see the terrain in person, and even play a game on it, in Warhammer World. Turn to page 108 for details.



DAWN of WAR competition

Congratulations to Thomas Salter of Essex, who correctly answered that Eldar Fire Dragons are one of the new units in Dawn of War: Winter Assault.

His Imperial Guard regiment nicknamed, the 82nd Trykordian Armoured 'Gauntlets of Malice' was judged to be the best and he wins the Dawn of War PC from WD311 – well done!

PRIVATE EVENT

Sorry guys, thought we ought to let you know that between 28th-31st July 2006 Warhammer World gaming arena will be cleared of gaming tables for a private GW event. Gaming should be back to normal on the 1st August. We apologise for any inconvenience this may cause and hope that this advance notice will give you the chance to make alternative arrangements.

Games Workshop Northern Europe Price Changes

From 3rd July Games Workshop Northern Europe will be changing the prices on a selection of products. For a full list of the changes please go to the Northern European website at <http://ne.games-workshop.com/news>

INCOMING!

WARHAMMER 40,000

Cities of Death expansion book	3/6/06	£12.00
Cities of Death box set	3/6/06	£40.00
Cities of Death battlemat	3/6/06	£10.00
Urban basing kit	3/6/06	£10.00
Stratagems Building Set	3/6/06	£20.00
Razorwire	3/6/06	£5.00
Urban Barricades & Walls	3/6/06	£12.00
Basilica Administratum	3/6/06	£15.00
Sanctum Imperialis	3/6/06	£15.00
Manufactorium	3/6/06	£15.00
Imperial Sector	3/6/06	£50.00
Cities of Death Counter Set	3/6/06	£5.00
Imperial Guard Vostroyan Firstborn Regiment	10/6/06	£20.00
Imperial Guard Vostroyan Command Squad	10/6/06	£15.00
Imperial Guard Vostroyan Assault Weapons	10/6/06	£6.00
Imperial Guard Vostroyan Lascannon Team	10/6/06	£9.00
Imperial Guard Vostroyan Mortar Team	10/6/06	£9.00
Imperial Guard Vostroyans	10/6/06	£6.00
Imperial Guard Vostroyan Officers	10/6/06	£6.00
Imperial Guard Vostroyan Snipers	10/6/06	£5.00
Space Marine Scouts with sniper rifles	17/6/06	£12.00
Space Marine Venerable Dreadnought	17/6/06	£35.00
Space Marine Jump Pack Chaplain	17/6/06	£7.00
Ork Kommandos	24/6/06	£15.00
Ork Big Mek	24/6/06	£9.00
Ork Kommando with burna	24/6/06	£5.00
Ork Kommando with big shoota	24/6/06	£5.00
Grot Oiler (Direct only)	24/6/06	£2.50

NEXT MONTH

Chaos Daemon Prince of Nurgle	8/7/06	£20.00
Possessed Chaos Space Marines	8/7/06	£15.00
Chaos Terminator Lord	8/7/06	£9.00
Lucius the Eternal	8/7/06	£9.00
Eldar Rangers	8/7/06	£15.00
Eldar Heavy Weapon Platform	8/7/06	£10.00
Tau XV25 Stealth Armour	8/7/06	£12.00
Ultramarines Captain Sicarius (special edition)	8/7/06	£7.00

THE LORD OF THE RINGS

Elf Command	27/5/06	£6.00
Wild Warg Chieftain	27/5/06	£6.00
Spider Queen & Swarms	27/5/06	£15.00
Sauron the Necromancer	27/5/06	£15.00
Wood Elf Sentinels	27/5/06	£6.00

WARHAMMER NEXT MONTH

Dwarf Collectors Guide	22/7/06	£6.00
Wood Elf Lord on Great Eagle	22/7/06	£18.00
Wood Elf Lord on Great Stag	22/7/06	£15.00
Wood Elf Lord with two hand weapons	22/7/06	£6.00
Wood Elf Lord with bow	22/7/06	£6.00
Wood Elf Army Standard Bearer (Direct only)	22/7/06	£5.00
Giant Eagle (Direct only)	22/7/06	£15.00

SPECIAL EDITION MODELS

Gotrek Gurnisson	22/7/06	£12.00
Felix Jaeger	22/7/06	£12.00
Snorri Nosebiter	22/7/06	£10.00
Max Schreiber	22/7/06	£10.00
Ulrika Straghov	22/7/06	£10.00

ALSO RELEASED THIS MONTH

Liber Necris	3/6/06	£15.00
False Gods	3/6/06	£6.99
Ravenor Returned	3/6/06	£6.99
Tainted Blood	3/6/06	£6.99
Liber Chaotica Complete	3/6/06	£25.00

WARHAMMER
40,000

Daemon Prince of Nurgle



WARHAMMER

Wood Elf Lord on Great Stag



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WARHAMMER

The Art of Games Workshop



This summer, from July to September, Nottingham Castle will be mounting a major exhibition on the art and creativity of Games Workshop.

For almost thirty years, Games Workshop has been chronicling, sculpting and illustrating the fantastical worlds of Warhammer and Warhammer 40,000 to the delight of hundreds of thousands of gamers, model makers and fantasy enthusiasts from around the world.

Now for the first time, original artworks, miniatures, sculptures and drawings will be brought together to showcase the creative arts of Games Workshop.

Games Workshop was established in Nottingham in the early 1980s and has since

grown to become the world's largest manufacturer of tabletop fantasy games. At its Nottingham Design Studio, artists, writers and sculptors bring to life the worlds of Warhammer and Warhammer 40,000 and these are then realised in the form of lavishly illustrated books, games and miniatures.

The exhibition will be a major showcase for the work of this uniquely creative business and will provide a source of inspiration not only for fans and enthusiasts but for anyone with an interest in how creativity, culture and commerce interact.

Nottingham Castle, 15th July - 24th September 2006

For further information please call Nottingham Castle on 0115 915 3700

GAMES WORKSHOP



City of

NOTTINGHAM

CITIES OF DEATH



WARHAMMER
40,000
EXPANSION



Designer's Notes

We talk to Andy Hoare about the contents of the new Cities of Death expansion book.



Building the Future

Dave Andrews provides an insight into the design of the fantastic new Warhammer 40,000 city ruins kits.



Urban Warriors

We look at some awesome conversions that reflect the desperate nature of fighting in urban environments.



Many of the models we are releasing this year are very useful in *Cities of Death*!

Cities of Death is the first in a range of new expansions for our games, something you may have read about in *Standard Bearer* a couple of months ago. With a load of fantastic plastic buildings and a cool rulebook that allows you to stage desperate struggles for the cities of the far future, this is best time ever to be a Warhammer 40,000 player.

But while you are all having a blast blowing up buildings, booby trapping alleyways and generally using every new trick in the book to grind your opponents into the brick dust, spare a thought for the games developers and miniature designers behind *Cities of Death*. It is they, after all, who laboured hard to bring an entirely new dimension of war-laden fun to your

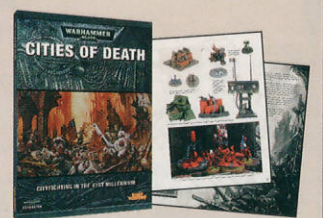
41st Millennium. We spoke to Andy Hoare, author of the new book, about the game.

"We've been planning these supplements for some time, but the idea to redo *Cityfight* came from the decision to make the plastic buildings and the fact that we know every single Warhammer 40,000 gamer is going to want lots of them! You see, the rules serve perfectly well when you have one or two buildings, but we just knew people would want to fill up their table with a full city. That level of scenery density makes it a different kind of game, and that needs a supplement."

It was this idea that was at the forefront of the design process for the *Cities of Death* expansion book – make cityfighting games possible!



IN THE BOOK



Cities of Death is an 80-page expansion for the Warhammer 40,000 game.

- Full cityfighting rules
- 24 unique Strategems
- 11 new missions, both standard and special
- 30 pages of hobby ideas
- Detailed background on famous urban battles of the future

Like Cityfight, but better

Make no mistake, Cities of Death is a very different beast to the old Cityfight book. Unlike the older supplement, where a whole new rules system came into being, this time there has been no tinkering with the core rules at all.

"We were in a good position this time.

We could avoid major changes to the rules because of the scenery. One of these was where you didn't place templates for weapons like flamers, but instead rolled a dice to determine the number of hits on a unit. The reason for this," Andy explains, "was that we did not know what kind of scenery people would use, or how dense it

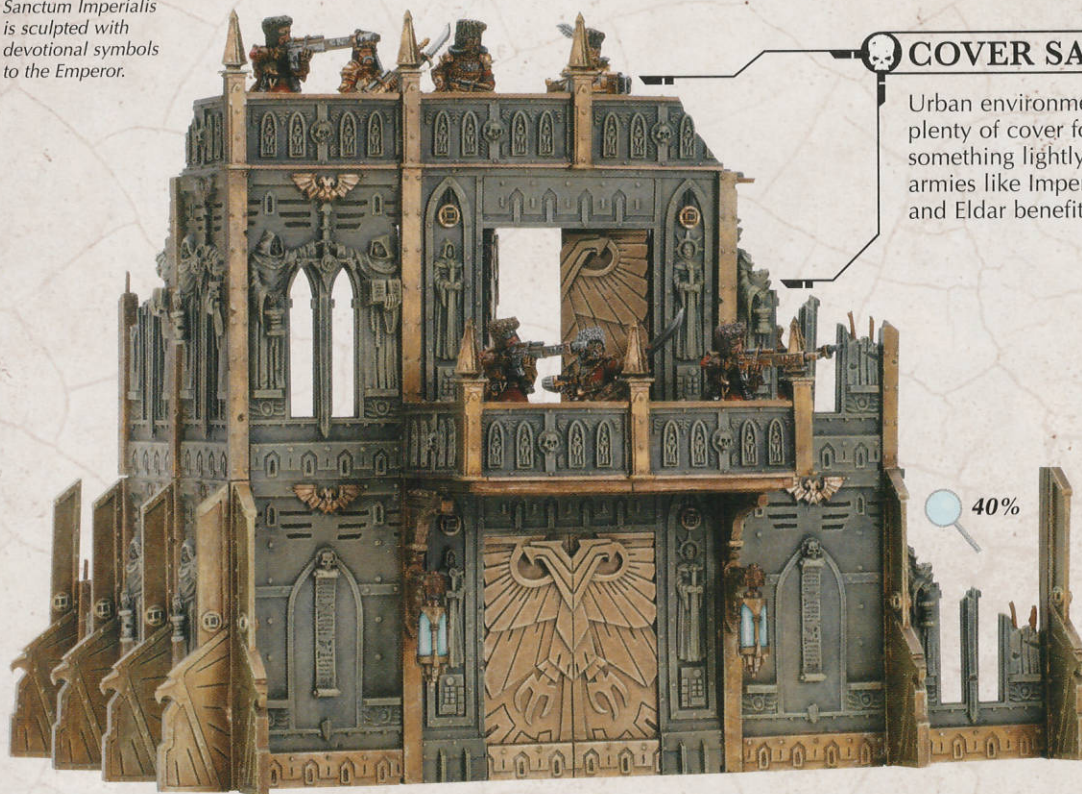
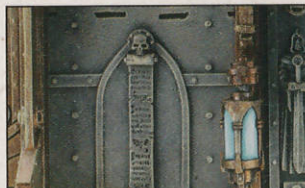
“Cities of Death lets you take the fight to the centres of power of the 41st Millennium, and provides a new, urban environment full of fresh challenges.”

SANCTUM IMPERIALIS

These are religious buildings, havens of the Ecclesiarchy, and the heart of the Imperial Cult on a world.



Every panel of a Sanctum Imperialis is sculpted with devotional symbols to the Emperor.



COVER SAVES

Urban environments present plenty of cover for infantry, something lightly armoured armies like Imperial Guard and Eldar benefit from greatly.

40%

would be. However, this time we can make an assumption that 90% of all Cities of Death games will be played using our scenery, and we know what that looks like, so we don't have to meddle with things like templates and squad coherency.

"So the rules are not actually rules. They are only guidelines on applying the core rules of Warhammer 40,000 to this amazing new environment. That's it."

If this sounds like there are no differences between Warhammer 40,000 and Cities of Death, you couldn't be more wrong. The nature of urban combat – desperate, close and bloody – is represented by stratagems. Each player chooses up to three of these at the beginning of the game. These vary, being

encompassed in various sub-categories such as Dirty Tricks or Obstacles, but each essentially gives you something, be it an ability, deployment option or special building, that you can use in the game.

"It is a specific environment, and specific environments bring various twists, plot hooks, and, literally, strategies. If you think of urban combat, you think of snipers, of troops dashing across wrecked streets into cover, of blowing up buildings. 40K is a broad church, it covers a lot, but it can't cover that level of detail. The idea with these expansions is that you can zoom right in to an area, and pull out some of the things that characterise it. But it's still Warhammer 40,000 – it's just a very specific type of Warhammer 40,000."

MEDUSA V



Medusa V, the planet on which this year's global campaign is set, has many urban areas, from research stations to hive cities. Why not play some of your games for the war in these dangerous new environs?

BASILICA ADMINISTRATUM

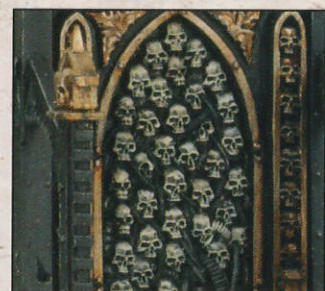
The centres of government on Imperial worlds, these buildings exude power.

PLUNGING FIRE

One stratagem your army can select is that of plunging fire, which reduces enemy cover saves, and makes it more difficult for vehicles to pass their Concealed rolls.



The arched details are a recurring theme in gothic architecture.



This skull panel was one of those sculpted digitally.

A tale of two cities

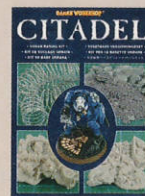
Andy is very happy with the stratagems. They've proven to be a great way to add flavour to a games system without rewriting the rules.

"The result is that Cities of Death works on two levels," says Andy. "A beginner or someone who just wants a pick-up game can dip in and play. You can just turn up with your regular 1500-point army. You don't have to drop out your favourite units to include smoke-launching infantry or add other weirdness, and you don't have to convert your models or create a new army. Stratagems don't cost any points at all – both players have to take them, but you don't lose any of your models whatsoever by doing so.

But, on the other hand, you can go all-out and immerse yourself totally in Cities of Death.

"You can use the stratagems to theme your army; for example, my Imperial Guard regiment is themed entirely around the Combat Engineers stratagem. They have urban bases and look really grizzled. But they will still work in a game of Warhammer 40,000. It is very important that we get this right with the expansions, that you can play them straight out of the box, but you can also immerse yourself in it totally.

"I think we've managed it with the Cities of Death expansion," continues Andy, "and we can envisage lots of other environments where we can use



>>> More on page 57

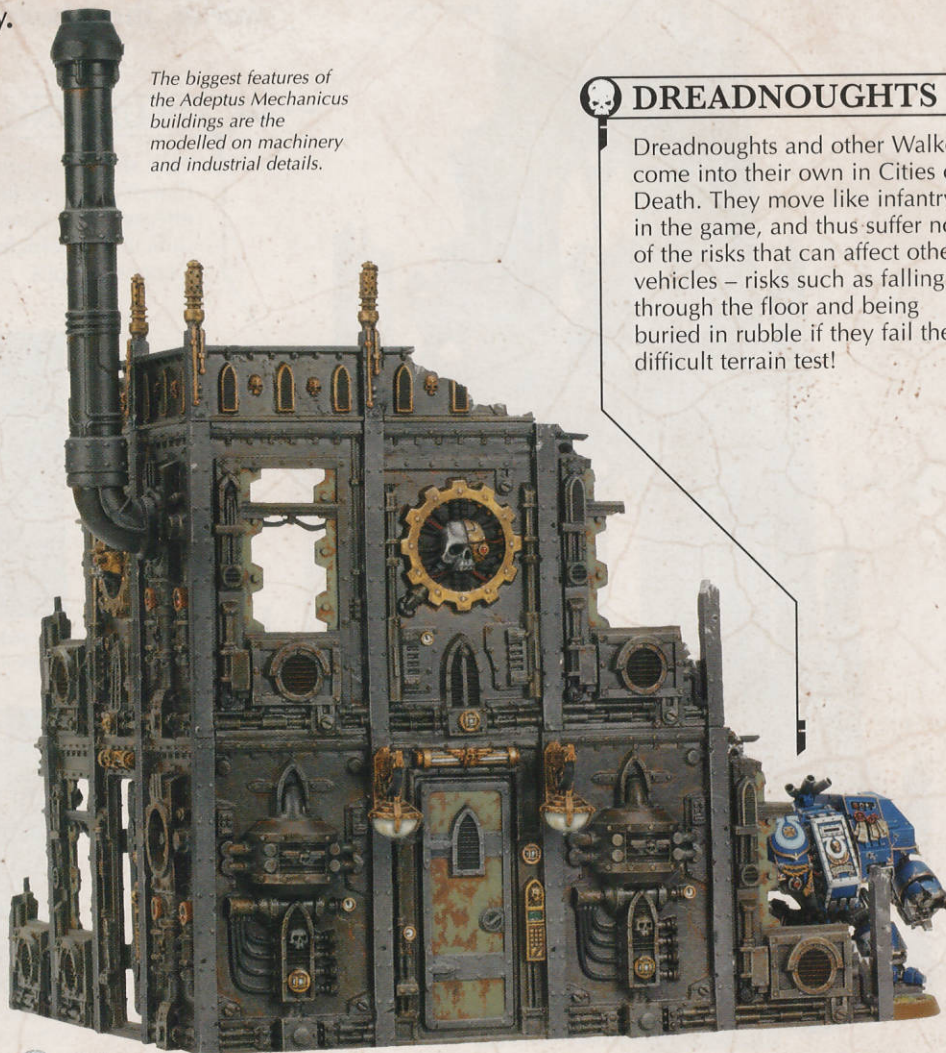
This brilliant new basing kit is available to buy for a limited time only. It contains all you need to create realistic city bases for your models, including different grades of slate, detailed resin pieces and even razorwire!

URBAN BASING KIT

MANUFACTORUM

Adeptus Mechanicus facilities can be found all over the galaxy.

The biggest features of the Adeptus Mechanicus buildings are the modelled on machinery and industrial details.



DREADNOUGHTS

Dreadnoughts and other Walkers come into their own in Cities of Death. They move like infantry in the game, and thus suffer none of the risks that can affect other vehicles – risks such as falling through the floor and being buried in rubble if they fail their difficult terrain test!

stratagems. We have ideas for future uses of them already..."

Some of these ideas are being cogitated upon now, not that we can tell you about them just yet, oh no.

Building the future

The ruin kits, the impetus to create Cities of Death, were the brainchild of Dave Andrews, one of Games Workshop's resident terrain-building geniuses.

"Making scenery is something that I do for a living, but it's also something I do as a hobby," says Dave. "I have always enjoyed it, and I have always wanted some Warhammer 40,000 buildings. The idea came from one of our computer games. I wanted some reference on buildings I

could make for the tabletop game, and when I was looking at the digital models I noticed they had constructed them out of tiles. I thought that that would be great on the board too."

Dave set to making a Warhammer prototype (look carefully and you will see these in the forthcoming new Warhammer rulebook), working on the principle that he'd get it wrong first time and then learn from it. That's not to say he has less respect for Warhammer buildings...

"Oh no! The reason I chose Warhammer was because when we have an idea for a potential model, you have to sell that idea to everyone, and I thought a medieval-style building is more recognisable for what it is."

The ruined buildings come on four different types of frame. There are three distinct architectural styles: Manufactorum, Adeptus Administratum and Sanctum Imperialis. These can be mixed up as you please to create all manner of intact or ruinous Imperial buildings, from tiny power generators to enormous Imperial palaces! The generic frame contains the floors and a variety of extras – including lamps and buttresses – to embellish your buildings or personalise your city streets.

INTACT BUILDINGS

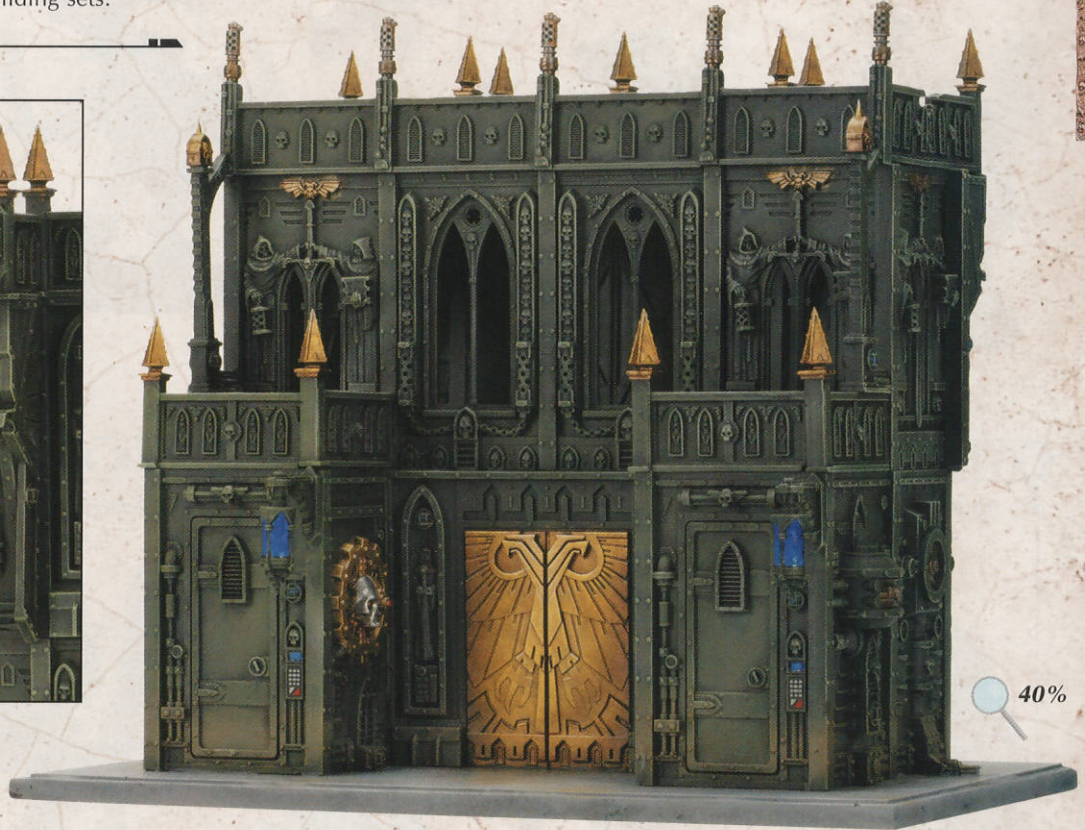
Not every structure in a war-torn city needs to be a ruin.

VERSATILE KITS

Dave Andrews designed the building tiles so that they could be used to create both intact and ruined buildings. Here is an example of an undamaged building made up of pieces from all three building sets.



The sloping panels at the rear were created through clever use of the generic frame's buttresses



“The double-sided panels from the kits are all compatible, allowing for a massive variety of different buildings.”

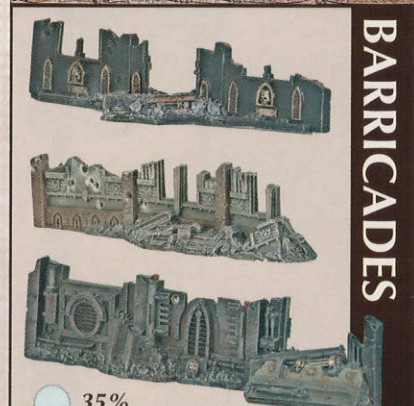
After his cunning plan of making buildings was approved, Dave set to work.

“I wanted to create a kit that would make both ruins and complete buildings, I know that ruins are easier to use in a game, but it never looks right when absolutely everything is wrecked. I think the kits succeed as both, though you need a few sets to make an undamaged building,” he says.

“Throughout, my major consideration

was gameability. I mean, I’ve made all that kind of scenery where you have to take the roofs off, and then you’ve got to try and get your hand inside – it gets fiddly quickly. So I’ve designed the floors so that they’re quite high – 3”. The floors are also narrow; wide enough to accommodate a model on a 40mm base, but not wide enough to get in the way during play.”

And that’s one of the most important things about this expansion – the buildings



35%

The new resin barricades have been designed to fit the building sets.

BARRICADES

URBAN WARRIORS

Cities of Death does not require you to convert models; you can just play with your standard army. However, it's plenty of fun if you do!

1 BLOOD RAVENS SCOUTS

By Darren Latham



Ⓟ FLAYED ONES

By Pete Foley



Ⓝ ORK KOMMANDO

By Adrian Wood



The generic frame is festooned with details. It even has this lamp post on it, which lets you model an entire city, right down to the street details!



fit the rules and the rules fit the buildings, both have been designed to complement each other.

41st Millennium decor

Once Dave had worked out the mechanics behind the buildings' modular construction, the other challenge was collating material which would help the concept artists decide on a look for the buildings. "You'd imagine that we'd been doing Warhammer 40,000 so long that we'd know what buildings in the 41st Millennium looked like. But no," he laughs, "I went through every publication I could find that we'd printed making copies of urban environments. Most tended to be buildings in the distance with explosions

on them – not very useful! All our other visual reference tended to be of vast skyscrapers and palaces, which look cool, but which aren't very practical. So we wanted to capture that grandeur and scale in the kits while making them gameable. We did not want something that looked like an office block. And though Stalingrad was something that was bandied about as being very similar to what we were trying to do with Cities of Death, it certainly should not look like World War II."

Dave's original shapes informed much of the basic design – the windows stayed the same shape right the way through development, for example, but it was

continued on page 33 >>>

4 IMPERIAL GUARD

By Richard Taylor



5 VINDICATOR

By Mark Jones



1 BLOOD RAVENS SCOUTS

Darren has converted the plastic Space Marine Scouts to reflect their urban environment. Equipment from the Heavy Weapon Cadian set is used to show that these Scouts are on a prolonged cityfight campaign. Night vision goggles are essential, as are the converted re-breathers to protect against fumes and gas attacks.

P FLAYED ONES

These models have been converted to represent the Sewer Rats stratagem. By using copper piping, aluminium mesh and spare plastic components, Pete has created a real sense of menace in the shadows of the city.

3 ORK KOMMANDO

Veteran Warboss Adrian Wood made this model as a precursor to a much larger city-themed Mob. The 'bang-stick' is used to poke through windows and hatches to blow up the enemy. The fence-cutters-cum-combat weapon was made from brass rod and bitz taken from plastic Ork sprues.

4 IMPERIAL GUARD

These scenic bases were created using pieces of the old Warhammer 40,000 Gothic Ruins kit. The camouflage scheme is painted all over the models, including their guns and equipment, so that they really blend into their environment.

5 SIEGE UPGRADE

The Siege Shells stratagem allows ordnance weapons to demolish buildings and, to represent this, Mark Jones decided to scratch-build his own demolisher cannon! This weapon was built from a sawn-off length of copper piping, usually used for plumbing jobs, with some plastic tubing as a mount. The reinforced armour around the weapon was made from plastic card and a selection of components from Mark's extensive bits box.

URBAN WARRIORS

6 SISTERS OF BATTLE

By Kirsten Williams



7 CARNIFEX

By Chad Mierzwa



8 SNIPER TEAM

By Neil Green



6 SISTERS OF BATTLE

Kirsten's Battle Sisters are mounted on simple scenic bases, which all feature rubble. Additionally, she's kitted them out with frag grenades (handy when assaulting cover), and various scraps of equipment such as ropes, sights and scanners. Finally, the sheer number of flammers and meltaguns is very useful in a cityfight!

7 CARNIFEX

Chad's Carnifex has the Wrecker stratagem, allowing it to plough through ruins, leaving destruction in its wake. Metal components from the classic Hive Tyrant and Old One Eye make this model look well-armoured.

8 SNIPER TEAM

Neil painted all of the Tau with the Green colour scheme, and so painted this Sniper Drone team to match. Here, he's created a mini-diorama, replacing the Drone's flying stand with wire, and mounting both models on a large base with an urban theme, made from leftover ruins sprues.

9 STORM TROOPERS

Inspired by modern-day Navy Seals, Richard has converted these models to look as though they are surfacing from a canal into the urban warzone. Oxygen tanks, black armour and infra-vision sights are very evocative of a night-fighting stealth mission.

10 DREADNOUGHT

Mark converted this Dreadnought to have the Wrecker stratagem. This time, the stratagem is represented by two short-range missiles, made from Cities of Death lamp posts! Note the heavy flamer – lethal in closely-confined city ruins.

11 BLACK LEGION

Christian already has a massive Black Legion army, but he got so excited by Cities of Death and the new ruins kits that he's started to re-base his entire force using the slate and resin parts from the Urban Basing kit. Mad!

9 STORM TROOPERS

By Richard Taylor



10 DREADNOUGHT

By Mark Jones & Chad Mierzwa



11 BLACK LEGION

By Christian Byrne



>>> continued from page 30

concept artist Roberto Cirrillo who added in the majority of the detail. "Roberto drew intact buildings first, basically to get his head around how they worked as structures." He then 'smashed' them up in his mind and drew ruins. Now that's art! "After that he drew individual panels. He did loads, actually. Far more than we could ever use, so it became a matter of picking the bits to make three individual styles that you would also be able to mix and match. I believe the overarching style is English perpendicular gothic," he pauses, "That's a John Blanche phrase."

The concepts were then taken up by sculptor Mike Anderson and turned into actual-sized models. "It was his first job, I

think he started it the week he arrived here, so that's pretty impressive," says Dave. Colin Grayson and Tim Adcock then converted it onto computer using our shiny new technology. The buildings were then supposed to be turned into moulds, but actually some of the sculpting was done on the machine, like the skull-filled panel from the Adeptus Ministratum building.

All this means that you do not have to labour long hours to create a city.

"The problem with Cityfight," says Dave, "was that it required you to make an entire city. It's not beyond the skills of most gamers, but it takes forever and then there are problems with storage, unless you are in a club or something. The new buildings mean that this is no longer the case."



The Warhammer 40,000 Accessories set is perfect for creating objectives and scatter pieces for Cities of Death

80%

THE FORTUNIS INCURSION

Everything in this Battle Report, from the battlefield to the counters, can be bought from your local Games Workshop. How easy is that? In this game, Andy Hoare and Adam Troke command the Imperial Guard and Orks respectively.

SAINT VARTER'S
SANCTUM

ADMINISTRATUM
BUREAU

BETA SECUNDUS

SANCTUM
MINORIS

MISSION: FIRESWEEP

This mission calls for each side's scoring units to 'Plant the Flag' in buildings they pass through. Once a flag is placed, the ruin is claimed, until an enemy scoring unit replaces it with a flag of their own. The side with the most flagged City Ruins at the end of the game wins

MUNITIONS
MANUFACTURUM

DELTA 10

USED IN THE GAME:

- 1 Imperial City
- 1 Battlemat
- 1 Cities of Death Counter Set
- 1 pack of Razorwire
- 1 Warhammer 40,000 Accessories set
- 1 Set of Urban Barricades and Walls

Cities of Death really is easy to get into. To illustrate this we're playing a game using nothing but scenery and accessories you can buy, and two standard armies that you might find fighting on any kind of gaming setup.

Terrain

Andy and Adam agreed that a Gamma-level game would serve as a good introduction to the new rules and missions found in Cities of Death. A Gamma-level cityfight makes use of two stratagems per side, and between four and six ruins on a 4' x 4' table.

In order to ensure a claustrophobic game in which few lines of fire are available, each player takes it in turn to

place ruins, starting in the centre of the table, and working out from there.

Adam won the roll-off to determine who would place the first ruin. This has to go down within 6" of the centre of the table. He placed a large Sanctum Imperialis building right in the middle, one large enough to block most fire, and thereby protect his Ork Boyz.

Andy then placed a Manufacturum building, which had to be within 6" of the first piece. Adam and Andy then took it in turns to deploy the remainder of the ruins, until they had the six that were required by the Gamma game level. They then placed the rest of the terrain, which mostly consisted of tank traps, street furniture and barricades.

TANK ENGINE MANUFACTORUM

ALPHA 12

ADMINISTRATUM BUREAU

ALPHA LAMBOLA: GROX RENDERING



**Get this complete
Cities of Death
Battlefield for £100**

Mission

There are five cityfighting missions to choose from, each presenting a different set of objectives and means of achieving them. Adam rolled the dice to determine which would be played, resulting in a '1' – Firesweep. All of the cityfighting missions make use of table quarters, which further cuts down on fire lanes.

Deploy Forces

The guys rolled off to see who would choose which quarter to deploy in, and Adam won. He chose his quarter so as to force Andy, who had to take the opposite diagonal quarter, to set up in an empty quarter with little cover. Sneakily, Adam would start the game with one City Ruin in

his deployment zone and two close by, while Andy had none in his deployment zone, with only one close by.

Forces in a cityfighting mission are deployed in a different order to conventional Warhammer 40,000. It's the Troops that go down first of all, because it's infantry that are key to taking and holding a city. Adam won the dice roll to determine who would place a unit first, and deployed his Gretchin mob as close to the centre of the table as he was able (no unit can be within 12" of the centre of the table). Placing this disposable unit of unimportant Grots so far forward forced Andy's squads back, as he would not be able to place a unit within 18" of any of Adam's models.

Stratagems are central to Cities of Death games. Out this month, the counter set makes it a doddle to mark your stratagems and other game effects on the tabletop.



Spoils of War



Spoils of War Target



Command Centre



Observation Point



Sacred Ground



Smoke



Medicae Facility



Sewer Entrance



Dangerous Ruin



Fortified Building



Ammo Dump



Fuel Dump



Power Generator



Searchlight



Demolition



Booby Trap



Flag



Flag

WAAAGH! BUZZGOB

GET DA BOYZ READY!

Adam: Since we're showcasing the Cities of Death expansion, and not a new army, I got dibs on the Orks. Greenskins are lethal in a city, where cover saves are plentiful and short range ferocity is king. The Warboss was my first choice, and I selected a unit of twenty Slugga Boyz to see him safely to the enemy. Three burnas and a Nob with power claw finished that squad off nicely, and guaranteed some close-quarters goodness. A unit of 20 Shoota Boyz with three big shootas was next, perfect for holding buildings and trading fire with Andy's Guard squads. I was expecting to face a Hellhound or Demolisher in Andy's army, so a unit of Tankbusta Boyz was a must. With three rokkit launchas, tank-busta bombz and a power claw, they'd be my best shot at killing enemy armour. A mob of eight Stormboyz was next up – speed and manoeuvrability are essential in a city, and these lads provide it.

A Big Mek with a kustom force field is always handy in an Ork army, and the new model is just great. I added one of these, plus an Ork Dreadnought and two Killer Kans for him to tinker with. A battery of Big Guns can give Orks extra punch at long range, and Zzap Guns always hit. With three of them I'd be able to deal with an armoured push if Andy tried it.

The new Ork Kommandos were an essential pick, as they are just far too cool to leave behind. In Cities of Death games, their Infiltrate ability combined with the Slippery special rule can make them awesome. Some Burna Boyz to back up the Kommandos seemed like a good idea, too. Strength 4 weapons that ignore cover saves are great value, at only 6 points. Last were the Grots. The Orks' worst enemy in a city is slowness and a unit of 30 Gretchin would allow me to reroll difficult terrain tests and get stuck in as quickly as possible. My plan is simple. Hurl myself across the battlefield and slaughter the humans. Couldn't be easier – right?



ORK ARMY SELECTION

WARBOSS BUZZGOB

Shoota/Skorcha kombi weapon (kustom job: shooter & more dakka), 'Eavy armour, choppa, attack Squig, tankbusta bombz, and frag stikkbombz.

BIG MEK

Kustom force field, Mekboy's tools, choppa and frag stikkbombz.

144 Points



BURNA BOYZ

1 MEKBOY
With power claw and slugga.

4 ORK BOYZ
With sluggas and 3 burnas.

97 Points



SLUGGA BOYZ

1 NOB
Power claw and slugga.

19 ORK BOYZ
Sluggas, choppas, and 3 burnas.

234 Points



TANKBUSTAS

1 NOB
Slugga and choppa, frag and tankbusta bombz.

9 ORK BOYZ
Sluggas, frag and tankbusta bombz and 3 rokkit launchas.

144 Points



DREADNOUGHT

Big shoota and skorcha.

83 Points



TOTAL: 1497 Points



Adam Troke

Adam has spent the last few months planning the Fall of Medusa V campaign with the Global Web team, and despite the obvious cruelty involved, it's clear he's terribly excited about killing his first world.



SHOOTA BOYZ
 1 NOB
 Shoota (kustom job: shooter & more dakka).
 19 ORK STORMBOYZ
 Shootas and 3 big shootas.
202 Points

STORMBOYZ
 1 NOB
 Shoota (Kustom job: more dakka & shootier), frag & krak stikkbombz.
 7 ORK STORMBOYZ
 Sluggas and choppas, frag and krak stikkbombz.
163 Points



KOMMANDOS
 1 KAPTIN
 Power claw, frag and krak stikkbombz.
 7 ORK KOMMANDOS
 Sluggas and choppas and 1 burna.
146 Points



2 KILLER KANS
 1 with rokkit launcha and 1 with scorcha.
90 Points



3 ZZAP GUNZ
 With 6 crew.
90 Points



GRETCHIN MOB
 1 SLAVER
 Grabba stik.
 30 GROTZ
 Grot blasters.
104 Points

STRATAGEM CHOICES

Adam: The first stratagem on the list was infiltrate. This allows a unit that has the Infiltrate special rule to benefit from it in a Cities of Death game. In a city, with the terrain set up so dense, it's easy to deploy 12" away from the enemy. My Kommandos will be able to get stuck into Andy's Imperial Guard right from the start of the game. Sewer rats was my second choice. Allowing a single unit to deploy on the board through one of several sewer markers, sewer rats are a great way to sow disruption in the enemy force. I nominated the Burna Boyz for the role – if they could get in amongst the Imperial Guard, all those flamer templates would cause a world of hurt.



Infiltrate allowed the Kommandos to use their skills.

Adam's Burna Boyz took advantage of Sewer Rats.



Andy Hoare

Andy works on the Games Development team in the Design Studio, and has been kept busy writing the rules for *Cities of Death*. In his spare time he paints tanks, lots and lots of lovely tanks...



IMPERIAL GUARD ARMY SELECTION

COMMAND SQUAD

HEROIC SENIOR OFFICER
COLONEL FEREN
Power sword, laspistol, frag grenades and melta bombs.

COMMISSAR ISSACK
Power fist, close combat weapon and frag grenades.

SANCTIONED PSYKER SCANR
Honorifica Imperialis, master-crafted force weapon and frag grenades.

4 GUARDSMEN
Lasguns, 2 flamers and frag grenades.

236 Points



2 SENTINELS

Multilasers.

90 Points



INFANTRY PLATOON A

COMMAND SQUAD A
LT KWARSKI JUNIOR OFFICER
Power sword and plasma pistol.

4 GUARDSMEN
Lasguns, 1 melta gun and 1 missile launcher.

COMMISSAR M'KANE
Power weapon and bolt pistol.

INFANTRY SQUAD A1
1 VETERAN SERGEANT
Laspistol and close combat weapon.

9 GUARDSMEN
Lasguns, 1 grenade launcher and 1 heavy bolter.

INFANTRY SQUAD A2
1 VETERAN SERGEANT
Laspistol and close combat weapon.

9 GUARDSMEN
Lasguns, 1 plasma gun and 1 heavy bolter.

296 Points

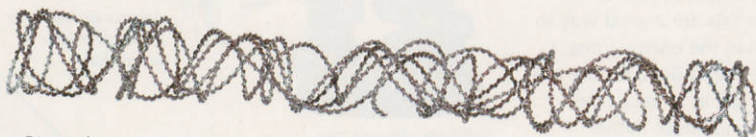


STRATEGEM CHOICES

Andy: When facing oncoming hordes of angry Orks, I like to take at least one stratagem that has a chance of slowing down their advance, so I took razorwire, which comes in the form of 6" sections, each counting as difficult terrain. My other choice was a power generator, which allows a unit to re-roll failed rolls to wound in the shooting phase – very useful for my Strength 3 lasguns when blasting Toughness 4 Orks.



Power Generator



Razorwire

LEMAM RUSS DEMOLISHER

Hull lascannon, sponson plasma cannons, track guards and rough terrain modification.

200 Points



FOR THE EMPEROR!

Andy: I love cityfights; the dense terrain, the endless opportunities for close-in mayhem and the brutal slogging matches that erupt around key objectives are, to me, what warfare in the grim darkness of the 41st millennium is all about. When Codex Battlezone: Cityfight came out, my main army was the Iron Warriors. I soon realised the error of my evil ways, however, and have, for the last year or two, played Imperial Guard almost exclusively. For that reason, I'm very glad I'll be taking the Cadian Shock Troops into the city for this Cities of Death battle report, as I find the Guard to be an excellent army to use in this environment. The only restriction placed on my army selection was that it should be fairly representative of a normal army, the kind that you'd take to a pick-up game. However, it is entirely possible to construct an army specifically to thrive in a city, particularly if you know what enemy you are facing.

So, my Cadians were mustered and organised around a Company Command Squad and two platoons comprising a Command Squad and two Infantry Squads each. Heavy weapons took the form of missile launchers and heavy bolters – I've found that, with all the cover saves around, it's better to throw lots of mid-strength shots at an opponent than single, high strength shots. I've recently learned a new trick that I've been having some success with when using my own Imperial Guard of late, but only Imperial Guard players are allowed to read this, okay? Okay. I take a Sanctioned Psyker in my Company Command Squad, equipped with a master-crafted force weapon and given the Honorifica Imperialis (giving him the profile of a Heroic Senior Officer). As he isn't an independent character he can't be picked out in close combat, making him a nasty surprise for Daemon Princes, winged Hive Tyrants and Ork Warbosses.

Lastly, I took an armoured column comprising a Leman Russ, a Leman Russ Demolisher, and a Hellhound. The Hellhound in particular can be devastating in a cityfight, as no cover saves are possible from its Strength 6 template attack. I have two in my own Imperial Guard collection, for just such occasions.



INFANTRY PLATOON B

COMMAND SQUAD B
2ND LT HAIK JUNIOR OFFICER
Power fist and laspistol.

4 GUARDSMEN
Lasguns and 1 missile launcher.

INFANTRY SQUAD B1
1 VETERAN SERGEANT
Laspistol and close combat weapon.

9 GUARDSMEN
Lasguns, 1 plasma gun and 1 heavy bolter.

INFANTRY SQUAD B2
1 VETERAN SERGEANT
Laspistol and close combat weapon.

9 GUARDSMEN
Lasguns, 1 grenade launcher and 1 heavy bolter.

245 Points



RATLING SNIPERS

10 RATLINGS
Sniper rifles.

110 Points



HELLHOUND

Smoke launchers, track guards, rough terrain modification and extra armour.

138 Points

LEMAN RUSS

Hull lascannon, smoke launchers, sponson heavy bolters, track guards, extra armour and rough terrain modification.

183 Points

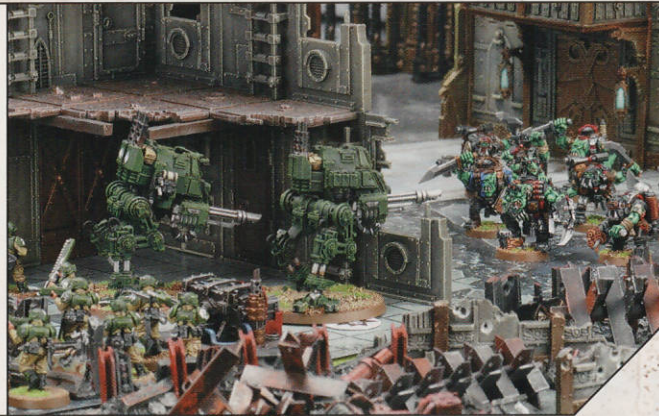


TOTAL: 1498 Points

GET 'EM LADZ!

Sentinels

By standing on top of the Sewer marker, the Sentinel ensures that Adam's reserves can't use it to enter play, as no model can ever get within 1" of an enemy unless they are assaulting it, and models cannot assault in the turn they deploy from a sewer. Units that don't have to move, such as Whirlwinds and Basilisks, are great for denying sewer markers – if you see one in your deployment zone, sit something big on it!



DEPLOYMENT

Imperial Guard

- Command HQ
- Ratling Snipers
- Infantry Platoon A
- Infantry Platoon B
- Sentinel
- Leman Russ Demolisher
- Leman Russ
- Hellhound

Orks

- Warboss
- Big Mek
- Shoota Boyz
- Slugga Boyz
- Grots
- Stormboyz
- Kommandos
- Tankbustas
- Zzap Gun
- Dreadnought
- Killer Kan

P Power Generator **S** Sewer Entrance Razorwire



Hellhound

The Hellhound's Strength 6, AP4 inferno cannon is a template weapon, and therefore ignores cover saves. This makes it lethal against Orks, Tau Fire Warriors, Eldar Guardians, Gaunts and Termagants – anything, in fact, not equipped with power armour or better. This was proven in the very first turn, when the air was filled with the smell of burning Ork. Nice!



URNS 1-2

Andy wasted no time in moving his Hellhound forward to a position from which it could see the Shoota Boyz mob sweeping round on his right flank. The remainder of his forces moved out too, with A Platoon and the Sentinels moving into the ruins on their right to take up positions from which they could fire on the infiltrating Kommandos. The Sentinels were able to take up positions standing on the Sewer marker, stopping any of Adam's reserves using it to deploy from. Infantry squad A1 opened fire on the Kommandos, using the re-roll to wound granted by the power generator stratagem to great advantage. Once the hail of fire had hit home, only two Kommandos and the Nob were left standing! Next, Andy's Hellhound opened fire, killing eight Shoota Boyz and two Tankbustas. Though carnage reigned on the right flank, Adam was unfazed.

In his turn, Adam moved his army forward, the Kommandos in particular gaining a position from which to launch an assault, but not before the Kommando with burna had incinerated three Cadians from squad A1, and one from A2.

The first turn culminated in Adam's Kommandos cutting through the survivors of squad A1. However, Commissar M'Kane drew his power sword and despatched the remaining Kommandos, leaving only the Nob to fight on alone.

In Turn 2, Andy moved the Hellhound forward to a hull down position, while the Lemman Russ and the Demolisher trundled forward, preparing for a devastating barrage of battlecannon and demolisher cannon fire. The Hellhound was less fortunate this turn, only gaining partial hits. Although a whole mob might have fallen, only a single Ork boy was killed.

The Cadian's other tanks were able to target all of the remaining Shoota Boyz and Tankbusta Boyz. As the smoke cleared, only one boy from each mob was dead, but the surviving Tankbusta Boyz had seen enough, and failed their morale check, falling back towards their table edge.

In Andy's assault phase, Command Squad A led an all-or-nothing charge against the Kommando boss, and nearly paid the price for their rashness! In the end, it was Commissar M'Kane who dispatched the Kaptin with cold efficiency.

Adam's turn saw the Grotz swarming into the central building. One of the fleeing Tankbusta Boyz earned his pay when he scored a Weapon Destroyed result against the Hellhound, blowing off its inferno cannon, much to Adam's delight.

Sneaky Gitz

Ork Kommandos can Infiltrate, and Adam used this special rule to deploy them in a very threatening position on the Cadians' right flank. Their Burna inflicted serious damage right from the off – Andy would have to deal with this very real threat as soon as possible, or risk losing half his army!



DA MIDDLE BIT

URNS 3-4

Turn 3 opened with squad B2 leaping out from around the corner of a building and opening fire at the Stormboyz. If they could do enough damage, they might have a chance in the ensuing fight. The remainder of Andy's army advanced to contest the central ruin. Finally, its usefulness severely reduced but by no means out of the fight, the Hellhound backed up to take cover at the edge of Manufactorium Alpha 12.

Andy's shooting phase started in devastating fashion, as squad B2 unleashed all of their weaponry on the Stormboyz, killing three. A reasonable result, but one made all the more effective when the Orks failed their Morale check, and then their Mob check, and fell back off the table edge! Adam's response was suitably Orky, as he brought the Burna Boyz onto the table via a sewer marker. Vengeance for the death of the Stormboyz was soon unleashed, nine troopers of squad B2 falling prey to the Burna Boyz.

The highlight of the turn (for Adam at least) came when a fleeing Tankbusta turned and fired a parting rokkit launcha shot at the Leman Russ. Adam rejoiced as he rolled a Vehicle Destroyed result, removing the tank in one, spectacular shot.

Realising that time was running out for him to claim objectives, Andy moved his central units into an aggressive position from which they could attempt to clear the central building of the green tide washing over it. Squad A2, along with the Company Command squad, opened fire on the Grotz swarming towards them, their flamers clearing every visible target before them. With so many of their fellows immolated, the remaining Gretchin went to ground.

With the Burna Boyz presenting such a threat on the left flank, the Ratlings desperately opened fire on the Orks advancing through the ruins towards them. Though only a single Burna Boy fell, the Orks failed their Pinning test, yet the Ratlings knew their continued survival depended on their being successful in their next Shooting phase.

Adam pressed his advance, his left flank moved forward, but was drastically slowed by the razorwire Andy had placed across the road. Adam's shooting accounted for most of Command Squad A, before the Dreadnought charged into the Sentinels. Andy had misjudged the distance between the two and would now feel the full wrath of an Ork assault. Though the Dreadnought only Stunned a Sentinel, the Slugga Boyz had more luck, cheerfully hacking into B Platoon!



Morale

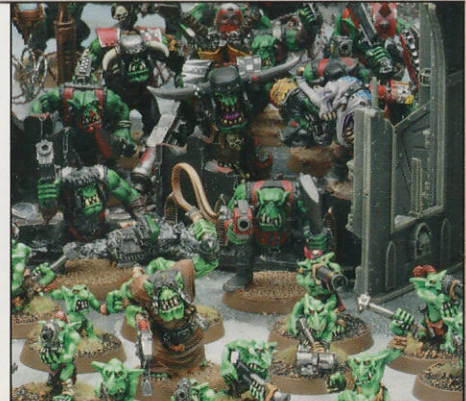
What happened there?! While Andy's move with his infantry squad was bold, it really was a gamble. Fortunately for him it paid off, and then some, as Adam's Stormboyz failed both their Morale test and the subsequent Mob check. We caution players against relying on this when fighting against Orks though!





Grot Mobz

Forth the walking carpet! Gretchin let your Orks re-roll failed difficult terrain tests (at the cost of bootprints on their faces). Just the job for Cities of Death! Adam siezed this advantage, gaining precious inches of movement.



Tank Hunters

Warhammer 40,000 games can sometimes be made all the more entertaining by freak occurrences and hundred-to-one shots. Just such a thing happened here, when Adam's fleeing Tankbusta Boy claimed a Lemman Russ with a lucky shot!



Dreadnoughts

Thanks to their manoeuvrability, walkers are incredibly effective in Cities of Death. Able to travel through areas too tight for tanks, to occupy buildings, and nearly impossible to shift, Adam's walkers really started to pile on the pressure.



DA END IS NEAR...



Cover Saves

Surviving a cityfight is all about making use of the abundant cover, as demonstrated when Adam's Boyz withstood the combined fire of a Leman Russ and a Leman Russ Demolisher in the same turn! In an open game, the Boyz would have been slaughtered, but in a cityfight, they survived to take the fight to the Cadians.



Charge!

Having read their Uplifting Primer before the start of the battle, and being fully convinced that the Orks would fall back in the face of superior human combat training, B Platoon's Command Squad charged the Burna Boyz outside the Bureau of Grox Rendering. All too late, they realised that Ork muscle and nasty flame weapons weren't to be trifled with, and the unfortunate Guardsmen were cut to ribbons!





Man and Machine

Trying to hold onto Manufactorium Alpha 12, Andy occupied it with A Platoon's Command Squad. However, as expected the lumbering Dreadnoughts and Killer Kans obliterated the brave guardsmen, claiming yet another building for the Orks!



Might versus Psyche...

Andy had kept his Psyker's upgrades a tightly-guarded secret throughout the game, and had annoyed Adam sufficiently to make him charge Master Scanr. Thinking he had nothing to lose, Warboss Buzzgob went in swinging, only to have his soul sucked out by a psychically-charged sword-stroke! When the smoke cleared, both heroes lay dead in the rubble of Fortunis!

URNS 5-6

Taking stock of the situation, both players could see that the battle was balanced on a knife-edge. With everything to fight for, Andy commenced his shooting phase. Every trooper and vehicle not engaged in close combat opened fire on the Slugga Boyz in the central ruin and the Burna Boyz to the left. Scores of dice were thrown, and over a dozen Orks wounded. But once again the cover saves afforded by the City Ruins saved the life of every last Ork bar a single, hapless Slugga Boy who misunderstood the order to hit the ground.

Realising that the battle had just swung decisively his way, Adam wasted no time in opening fire with his Killer Kanz, Slugga Boyz and Zzap Guns, slaying Guardsmen and Ratlings all over the table. In the inevitable assault, the Dreadnought wiped out the Sentinels, and the Burna Boyz barbecued the plucky Ratlings.

With the last turn of the game looming, Andy resolved to fight to the bitter end. The surviving Orks might be overrunning the ruined city, but the Cadians would not admit defeat until every last magazine of ammo was spent!

With the city ruins awash with howling greenskins, the surviving Cadians prepared to sell their lives dearly. In a last-ditch effort to contest the central building, Andy sent the Hellhound forward, the armoured vehicle crashing into the ruins and the midst of the Slugga Boyz, but they passed their Tank Shock test.

Master Skanr, the Sanctioned Psyker and the only survivor of the Company Command Squad, fell back across the road, heading for the dubious safety of the rapidly diminishing Cadian lines.

Adam's shooting decimated the majority of the surviving Shock Troopers, the Warboss using his skorcha to wound the Sanctioned Psyker as he fled.

In the assault phase, the Slugga Boyz assaulted the Chimera, the burnaz cutting it into molten chunks, while the Killa Kans stormed Manufactorium Alpha 12, overrunning the last defenders in a typically bloody eruption of Orkish violence.

The final act of the game came as the Warboss charged into combat with the wounded Sanctioned Psyker. Both struck simultaneously – each wounding the other. Master Skanr made a successful psychic test and, with his dying breath, sent the Ork's soul screaming into the Warp!

A suitably heroic ending to bloody battle – the unstoppable green tide of Waaagh! Buzzgob had laid waste to Cadia's finest, but at what cost?

CONCLUSIONS



Star Player

Model of the match for me was the Hellhound – if it hadn't been for that lucky Glancing Hit, it might have incinerated the entire Ork horde on its own...

AFTER-ACTION EXCUSES

Andy: And it all started so well! For the first few turns my shooting was looking like it might clear the Orks out of the buildings near my deployment zone, allowing the Cadians to move into them uncontested and plant their flags for the glory of the God Emperor of Mankind.

But it wasn't to be. Adam's choice of deployment zone was a very wise one, and I had trouble compensating for the fact that he started the game with two flags, while I had none.

However, there were some points I very much enjoyed. The Hellhound setting

plasma fire, and sending them packing.

Although it came at my expense, I must say that the Tankbusta Boy firing his rokkit launcha at the Leman Russ as he legged it following the slaughter of his mates was hugely entertaining, and the sort of moment I personally enjoy in a game and would never begrudge my opponent for pulling off.

Hopefully, I've shown that an army not specifically tailored to fight in a city can still provide a very entertaining game, and as I'm sure Adam's victory shows, provide a different sort of experience. Perhaps the

“The Hellhound setting entire Mobs of Ork Boyz ablaze was, it goes without saying, something of a great highlight.”

entire Mobs of Ork Boyz ablaze was, it goes without saying, something of a great highlight. The way the Stormboyz were dealt with was hugely entertaining too, with the Cadians leaping out from cover to hose down the Orks with lasguns and

venerable White Dwarf will allow me to field my own Imperial Guard army in a cityfight sometime, and I can demonstrate how an army can perform when specifically tailored to the unique challenges of the Cities of Death.



Star Player

The Burna Boyz had the right stuff in this game, single-handedly sweeping the right flank clear and securing me the Administratum building!

LET THAT BE A LESSON TO YOU!

Adam: Waaagh! No, seriously – that's the only word to describe it. By turn three I was feeling like (yet another) Battle Report was going to go against me, but in true Orky style the Boyz managed to romp home to victory.

While the Tankbustas, Shoota Boyz, Stormboyz and Kommandos were chewed up in the assault, the Slugga Boyz (aided by those wonderful Gretchin) were able to storm through the centre. Once I got that enormous unit into the centre building it would have taken something seriously impressive to shift them, and thankfully the Hellhound was dead!

My stratagems turned out to be good choices – although I misjudged the amount of firepower Andy would bring against the Kommandos. They did well in the end, and the Burna Boyz were amazing! Burning one Guard Squad to cinders, grilling the Ratlings and clobbering a Command Squad all in the space of two turns.

Not everything was peachy though. I was foolish to take Zzap Guns instead of Lobbas – in Cities of Death indirect fire is lethal. I also wasted the Stormboyz, leaving them in the open. Thankfully it all turned out well in the end, despite my mistakes.

For Andy's part, I think he failed to go on the offensive for too long. In part I stole

“I also wasted the Storm Boyz, leaving them in the open like that.”

the initiative with the Kommandos, but letting me get into the centre building relatively unmolested was a definite mistake. Oh, and Ogryns. Imperial Guard should take Ogryns in Cities of Death games every time! Take it from me.

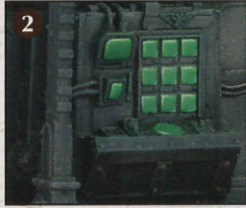
We even got to have a duel-to-the-death in the last turn – having goaded me into charging his fleeing psyker Andy then revealed the horrible truth. I'll not fall for that again, Mister Hoare.

GOING EVEN FURTHER...

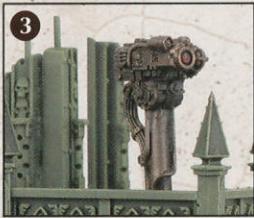
Cities of Death adds a whole new layer to the Warhammer 40,000 hobby, and over the next few months we'll be bringing you some off-the-wall hobby ideas. Until then, take a look at this Space Marines command post, made by Neil Hodgson.



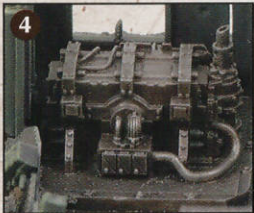
Neil made this display screen from a sheet of clear plastic.



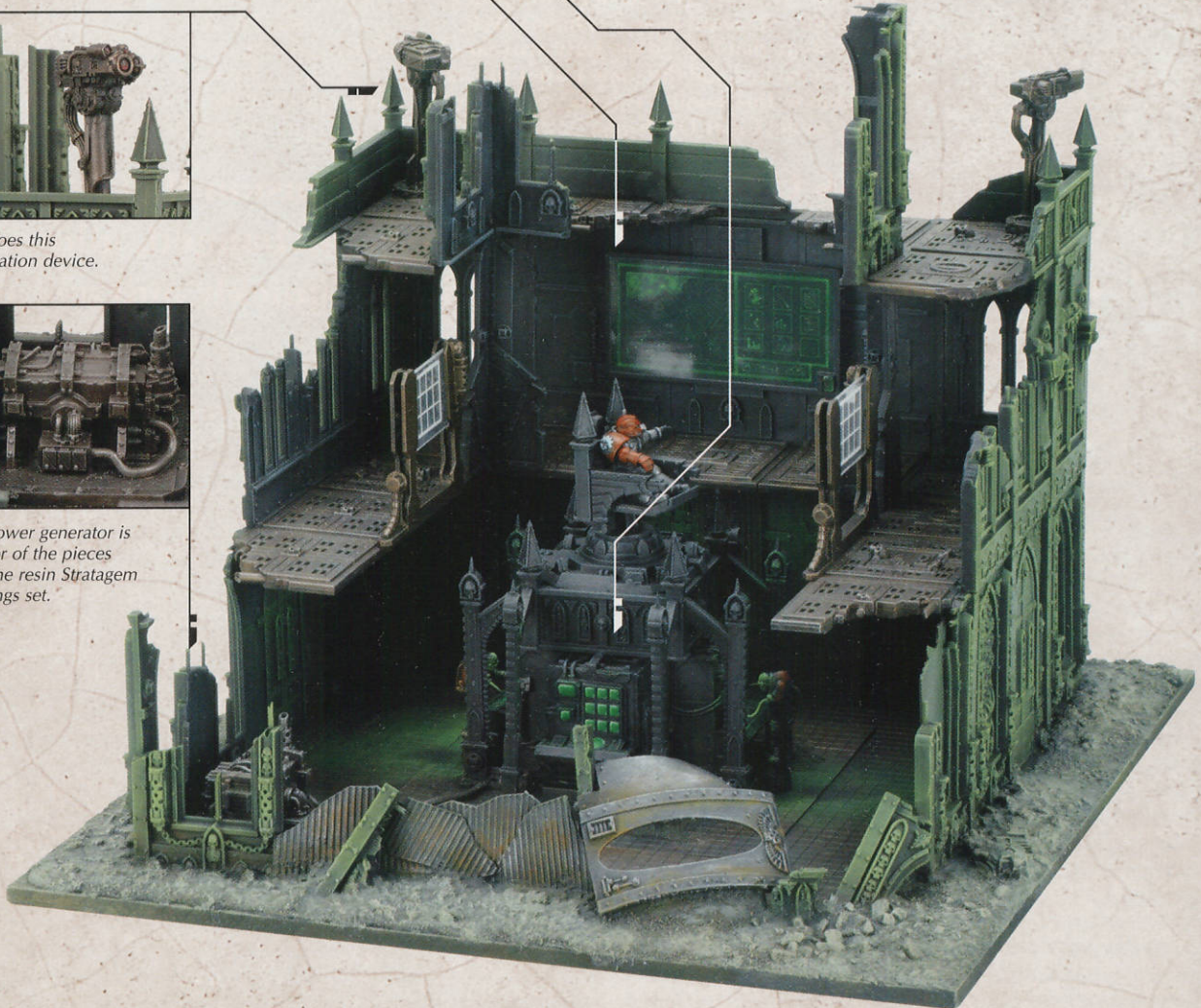
The computer banks come from the new Building Stratagem kit...



...as does this observation device.



This power generator is another of the pieces from the resin Stratagem Buildings set.





Veteran Studio Games Designer Jervis Johnson ventures into the Cities of Death...



Urban war!

The development of Cities of Death served as a catalyst for a whole host of new Citadel Miniatures to be designed. From Venerable Dreadnoughts and Chaplains with jump packs for Space Marines, to a brand new Daemon Prince for Chaos, and new Rangers for the enigmatic Eldar, there's a whole raft of new releases to watch out for in the coming months. And that's just the tip of the iceberg...

STANDARD BEARER

It's funny, but even after playing wargames for thirty-odd years, and working at Games Workshop for twenty even odder years, I still get excited by the new projects I am involved with at the Studio. I guess that's the part of me that has never grown up or lost the wonder that I felt when I picked up a box of toy soldiers for the first time. My ten-year-old mind was immediately excited by the possibilities that one box of miniatures offered... but if you're reading this column, you probably know exactly what I mean! So, what has this to do with this month's Standard Bearer column? Well, the thing that has got my forty-six-year old mind excited and the thing I want to talk about in this month's column are one and the same: Cities Of Death.

“Cities of Death is an expansion that leaves the standard 40K rules unchanged, allowing gamers to get playing as quickly and as easily as possible.”

An expansion...

So what is it that makes Cities of Death special? Well, the key difference is that Cities Of Death is designed to add on to the standard Warhammer 40,000 rules, but not change how any of them work. This makes it very different to the old Cityfight supplement, which required players to learn a myriad of new game rules. Cities of Death is an expansion that leaves the standard 40K rules unchanged, allowing gamers to get playing as quickly and as easily as possible.

Instead of writing reams of new rules, we concentrated on providing a set of special Cityfighting Missions. These are designed so that they can be played with an army chosen from a Codex to take part in a standard mission, so you can turn up for a game and decide to either play a Standard Mission or a Cityfight Mission without having to change your army at all. The missions have also been designed so that you can fight them with as few as two

to three buildings – or you can fill the whole table with them if you prefer!

What makes the Cityfighting Missions unique is that each player is allowed to pick up to three stratagems at the start of the game (both players pick the same number, so don't have to pay points for them). There are over a dozen stratagems to choose from, and they range from things like mining a building so that it will blow up when the opponent moves in to it, to sending troops down into the sewers so they can infiltrate behind enemy lines, and many others besides. The stratagems are easy to use, but they add a huge dollop of Cityfighting flavour to the game.

Cities of Death also includes plenty of material explaining how to build and model city terrain. Which leads neatly to...

...and a terrain set

When we started work on Cities of Death, we didn't sit down and say, "Hey, let's come up with some great new missions for Warhammer 40,000". No, what we said was "Hey, let's make some really great buildings that players can use in their games of Warhammer 40,000". Our desire was to come up with some great terrain for Warhammer 40,000, which would really capture the evocative, brooding, gothic nature of the game.

The buildings have thus been designed so that they can be used in any game of 40K that you play, not just with the Cityfighting missions in Cities Of Death. I could wax lyrical about these new multi-part plastic buildings, but in this case I think that a picture is easily worth several thousand of my words, so I'll point you towards the articles elsewhere in this issue of White Dwarf. Suffice to say that the miniatures design team have really outdone themselves this time.

A chance to make new models

Once we'd got stuck into the Cities of Death project it became obvious that this was a great chance to make some awesome new miniatures for Warhammer 40,000. We quickly decided to try and make models for as many armies as possible, and we also decided not to make models that could only be used in Cityfight missions. Instead, all of the models we're making are useful additions to any army, in any environment – they just happen to be particularly useful for Cityfighting missions!

In addition, our man Dave Cross has been slaving away to come up with a number of useful 'extra bits & pieces'. These include an Urban Terrain Basing Set, new walls and barricades, a set of optional game counters, and more besides. With the exception of the counters, none of these are specific to Cities of Death.

All in all, the new miniatures and all of the other things we're making open up a world of possibilities for the whole of Warhammer 40,000.

More than the sum of its parts

When I think back to my ten-year-old self holding my first box of toy soldiers, what excited me more than anything was the realisation that the box was a gateway to a lifetime of collecting miniatures and playing games. That's why I'm still here after more than thirty years.

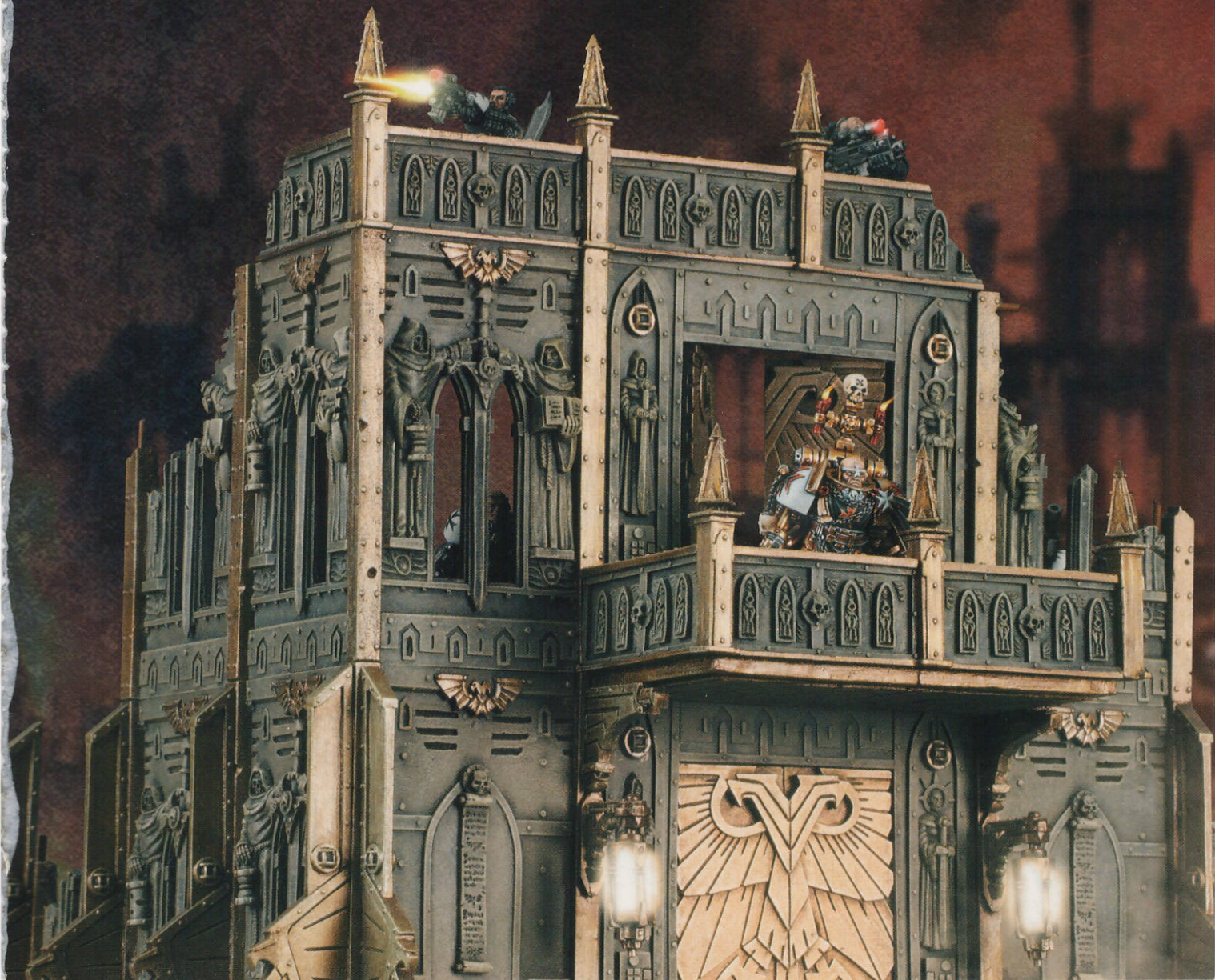
I think this is why I find Cities of Death so exciting. One idea ("Hey, let's make some great buildings for 40K") has spawned a whole range of really exciting new material for 40K. But more than that, the project has shown that it's possible for us to release 'expansions' for our games that are both easy to use and add real depth and variety. In other words, Cities of Death really has proved to be greater than the sum of its parts.

Now, don't panic, the success of Cities of Death won't slow down the release of Codexes or Army Books; however, you can expect us to be releasing more expansions in the future. And just wait until you hear about the next one we're working on...



The way it used to be...

Unlike its successor, the original Cityfight leant heavily towards new rules, even going so far as to overhaul the close combat system! What were we thinking!?! Despite all that, it did provide gamers with some awesome hobby content – which is one thing we kept in mind when putting together Cities of Death. Though this time we've made most of the scenery for you!



MEDDLE NOT IN THE AFFAIRS OF WIZARDS

Graham McNeill and Mat Ward battle it out in this, the fourth scenario from *Fall of the Necromancer*. As the Elves hold off the forces of Evil to the north, the three Wizards attempt to penetrate the darkness of southern Mirkwood...

Game Stats

Points: 500 approx.

Scenario:
Meddle Not in the Affairs of Wizards

Location:
Mirkwood

Armies:
The Wizards of the White Council vs. the forces of Dol Guldur

Notable Heroes:
Gandalf, Saruman and Radagast

Timeline:
The Third Age

Whilst the Elves labour in the Tawar Dúath, the three Wizards of the White Council, Gandalf, Saruman and Radagast, have been delayed. Having finally encountered one another on the outer edge of the forest of Mirkwood, the three come under attack from within and without the gloom-struck forest. From the western plains of the Anduin sweep a band of Warg Riders. At the same time, and of far more immediate concern, several Castellans emerge from beneath the canopy of Mirkwood.

Layout

The scenario is played on a board 24"/56cm by 24"/56cm, set up as shown overleaf. The eastern 12"/28cm of the board is heavily forested and should have at least half of its surface area covered in either forests or individual trees.

Starting positions

The Good player deploys his force anywhere on the board, with no model

closer than 6"/14cm to another or the western board edge. When this has been done, the Evil player deploys his Castellans touching the eastern board edge, no closer than 3"/8cm to each other, and the remainder of his force within 3"/8cm of the western board edge.

Objectives

The Evil side wins if two of the three Wizards are slain before the Evil force is reduced to a quarter of its starting models. The Good player wins if the Evil force is reduced to half its starting models and two or more Wizards are still alive. In any other event, or if both sides meet their objectives in the same turn, the game is a draw.

Special Rules

The Will of Sauron: This far from Dol Guldur, and the Castellans are much weaker than they normally would be – though they are still formidable to say the least. They start the game with only 5 Will points each.



THE
LORD
OF THE
RINGS
STRATEGY BATTLE GAME™

FORCES OF EVIL



- 4 Castellans of Dol Guldur, each with a Morgul blade
- 1 Orc Captain
- 6 Warg Riders
 - 2 with throwing spears
 - 2 with Orc bows
 - 2 with shields
- 3 Wild Wargs



Good Tactics

Mat: "Don't be deceived by the presence of the three magic wielding Wizards, this game is all about Might, not spells. Whilst it's true that I've a fantastic array of spellcasterness to inflict upon the evil legions of McNeill, that advantage quickly dwindles to nought once my Heroes get locked in combat, hence the invaluable nature of Might. Heroic moves are likely to become the order of the day very, very quickly. If I can make it last, I'm in with a chance. And what should I do if my Might runs out? Well, it was a good life, and those Wizards have all had a good innings."

WATCH OUT FOR...

Radagast the Brown

Though he is normally seen as the weakest of the three Wizards, Radagast's Panic Steed magic spell will be invaluable in this Warg-filled scenario.



Evil Tactics

Graham: "When you're up against three of the most powerful individuals to walk the face of Middle-earth, you have to ask why the Wargs couldn't have picked on a group of pensioners not laden with magical powers and a healthy stock of Might, Will and Fate. As it is, this is going to be a tricky game that's going to rely on me using my Warg Riders to force the Good Heroes to expend their Might through Heroic moves and winning fights. Once I have them at a point where they don't have much left, I'll send in the Castellans to finish them off with their Morgul blades."

WATCH OUT FOR...

Castellans of Dol Guldur

These guys could potentially finish the job for me in one fell swoop. The key will be saving them for when I have the Good Heroes on the ropes.



EVIL STIRS IN MIRKWOOD

TURNS 1-3

Good Highlights

In the first two turns of the Game, the Good side won Priority. Mat used this stroke of luck to lay the foundations of his plan. First, all three Wizards cast Terrifying Aura on themselves, meaning the Evil force would need to be making lots of Courage tests if they wanted to be getting into combat. Since this formed the crux of Graham's plan, that could be troublesome. Mat then took the fight to the forces of Evil, with Radagast causing a Warg to flee in

terror, then charging a Castellan in single combat. Gandalf and Saruman started to throw Sorcerous Blasts at the Evil models, which were lined up rather conveniently. However, despite spending a total of 4 Will points and 3 points of Might between them, only one Warg Rider and a Warg were killed. Graham cackled manically as he realised that Mat's master plan had gone awry! And things were about to get a whole lot worse, especially for Saruman...

Deployment



Deployment Map Key

Saruman	Castellan	Wild Warg
Gandalf	Orc Captain	Warg Rider with shield
Radagast	Warg Rider with spear	Warg Rider with bow



Radagast had the most spell-casting success in the early stages, with his Panic Steed power causing havoc amongst the Orcs.



The three Wizards attempt to dominate the first half of the game with magic, while the bestial forces of Dol Guldur charge forwards.

Fighting Wizards

Both Saruman and Gandalf were forced into combats they would rather have avoided in the opening phases of the game. While Gandalf the Grey managed to hold his own, even slaying a Warg Rider, Saruman fared rather more badly. Wounded in turn 2, then trapped and killed in turn 3, his death was a grievous blow to Mat's chances for victory.



Evil Highlights

Although the Castellans were poorly positioned, and had begun their long slog through the undergrowth, Graham wasn't terribly worried. Their job was to strike the killing blow later in the game, so the longer they stayed out of trouble the better! With the exception of the Orcs with bows, the Warg Riders advanced in a line, which resulted in Mat trying his luck with some potentially devastating Sorcerous Blasts. However, when Mat's magic failed, Graham threw his models

into combat, passing an unnerving number of Courage tests to surround and trap Saruman. By the end of the second turn, Graham was growing in confidence, as Saruman and Gandalf were looking the worse for wear. In turn 3, Mat used Radagast's powers to heal Saruman's wounds, but Graham again piled his warriors into combat with the White Wizard, passing more Courage tests than probability would dictate. This time, the fight was more decisive, and Saruman was slain!

DARK IS THE PATH

URNS 4-6

Good Highlights

At the start of turn 4, Mat wasted no time in attempting to move his remaining Wizards out from the tightening noose. Once again Gandalf used his Sorcerous Blast against a Warg Rider, an Orc, Wild Warg and the Orc Captain – but again it proved ineffective! Gandalf was wounded in combat, but Radagast came to the rescue with his Renew power. By turn 5, Mat knew he needed to be bold with his two Wizards to pull the game back. Mat again used

Gandalf's Sorcerous Blast, killing an Orc with a bow, but using up his last Will point. With Gandalf's Will spent, the effect of his Terrifying Aura spell was exhausted. Radagast proved his mettle again, casting his subtle spells and fighting valiantly against Orcs and Wild Wargs, but in the final turn the numbers of the Evil force started to tell, and Radagast began to tire. The focus of the end game, however, was firmly fixed on Gandalf...



Even as the remaining Wizards fight off the weaker minions of the Necromancer, the Castellans close in for the kill...



Killing Blow

After a few shaky moments, Graham managed to get back on track. In the end, his plan went like clockwork, and Gandalf was slain by wounds from three Morgul blades! These are lethal when used against an already weakened foe.



Evil Highlights

The Castellans finally broke free of the difficult terrain, and immediately targeted Gandalf. Fearing the Grey Wizard's Sorcerous Blasts, it became their priority to take him out of action. Graham was very lucky to beat Gandalf in combat with his Orcs, softening him up for the advancing automata. In the final turn, Mat called a Heroic move with Gandalf, moving him into position to Sorcerous Blast the approaching Castellans of Dol Guldur. Unfortunately for Mat, the spell failed to work – Gandalf's powers seemed to be deserting him in this battle! Radagast attempted to save his old friend by Transfixing one of the Castellans, but Graham was able to resist the spell, and this left three of the Castellans free to charge Gandalf. The Fight phase started well for Graham, with Radagast losing the fight and being trapped by the Wargs. He suffered two wounds and

was on his last legs, but the real action was the fight with Gandalf. The Castellans won the fight and wounded the Wizard three times with their Morgul blades. It wasn't looking good for Gandalf. His Fate rolls (even with his rerolls) couldn't save him and, under a flurry of blows, the Grey Pilgrim was finally brought down.

Result: Evil Win

With the death of two Wizards, the game was over. A quick check of Graham's remaining models revealed that the Good force had not killed enough of them to force a draw and thus the forces of Evil force had won.

CONCLUSIONS

Amnesia, that's what it was...

Mat: Ack! Heed thy own advice. This game is all about Might, I said – so perhaps blowing all of Gandalf's Might on a Sorcerous Blast in the first turn may not, on balance, have been very smart. The joy of such a good ricochet shot was, however, too tempting to even consider missing. Ignoring that, the game really did come down to the dice. Fortunately, bluffing Graham to use all his Captain's Might in

exchange for a single point of Saruman's went some way to redressing the situation. While I could have hidden in the woods and worn the Castellans down, I chose to try and batter the Orcs, in the hope of reaching the break point quickly. With a bit more good fortune I would have driven them off without ever seeing a spiky helmet. As it was, the Orcs stubbornly refused to die and Gandalf paid the price.

We will take you to the forest...

While Graham did win, I'd wager he'd have found it easier if his Castellans hadn't been traipsing around the undergrowth. On such a small board, even a single turn of saved movement can make a dramatic difference, and half of the spiky evil ones seemed to be stuck in the woods for practically the whole game. Not that I'm complaining, of course...



Wizards? What Wizards?

Graham: Well that was a dramatic finish! Though all of the Warg Riders' mounts had fled or were slain, I managed to keep enough of my force alive to win. Three Castellans mugging Gandalf and slaying him with their Morgul blades was a very appropriate way to end the game and was, even if I do say so myself, exactly what I'd planned for them. Even

if it only worked due to Mat blowing most of Gandalf's Might by that point in the game... I have to admit that, at crucial points of the game, the dice went magnificently my way, with Orcs surviving when they had absolutely no right to. I should probably have kept the Castellans out of the forests in order to get them into the fight quicker, but as it turned out, they were neither early nor late, arriving precisely when I needed them.

Save the Precious (Might)

I think the thing that cost Mat the game was his early use of all Gandalf's Might for what turned out to be a less than spectacular result. As for the rest of Mat's plan, it was all going well until he started to run out of his heroic characteristics; when it came to the crunch, he didn't have enough left to survive the Castellans' coup de grace!



CITADEL

Urban Basing Kit

TOOLBOX

URBAN BASING KIT
Razorwire • Resin Rubble (x2)
Fine Slate • Medium Slate
£10

There's nothing quite as evocative as miniatures placed into a setting by the inventive use of basing material. It helps give a miniature a sense of place, and tells a story. The Urban Basing kit provides a quick and easy way to achieve this.



Resin

The Urban Basing kit contains two pots of resin rubble pieces, one to fit 20mm bases, the other to fit 40mm bases. These have lots of character. The most important thing to remember when using these pieces is that your miniature still needs somewhere to stand. Try having the miniature to hand, ready to go on its base, so you can test fit the parts before you commit and stick them together. The edges of the rubble bits can be covered using the fine slate to blend it into the base.



Slate

Slate is really useful for modelling, as it has no scale. For example, a small piece of slate when painted can easily be made to look like a giant boulder or section of masonry. Slate can be added after you have assembled your model but if you stick it to your base during assembly you can get a more realistic effect. The medium slate bits can be used with the fine slate to produce a good, rubble-strewn area, just like you'd find in a ruined city.



Razorwire

Razorwire is used by the defenders of a city to slow down attackers. This twisted wire gives the impression of razorwire without actually being razor sharp and, as such, can be handled without the need for safety equipment. Rather than adding it to the base during the assembly of your model, it is best to add the wire after your miniature has been painted. This allows you easy access to your miniature during painting – something that would be much more difficult with the wire in place from the start.



BASING TIPS

The following tips will help you get the most out of your basing materials.

- Use superglue rather than PVA to bond slate or resin pieces onto bases.
- A lot of people blow excess material off their bases after gluing. This tends to make it go everywhere! Instead, lightly tap the base on the side of the tub. This will save you the excess and a vacuuming job.
- Citadel make other kinds of basing materials, including Static Grass, Snow Scatter and Flock.

GLORY AWAITS YOU ONLINE!

REGISTRATION BEGINS 21.06.06

Registration for the Medusa V worldwide campaign could not be easier, just log on to medusav.games-workshop.com and provide your name, e-mail address and a password. You will then be sent an e-mail with a unique identity code which will enable you to activate your account. After this, you will be able to post the results of your Warhammer 40,000 battles online, and help to decide the difference between glory and defeat for your faction upon the blasted surface of this warp-doomed world.

Website Features

- **Service Record**
Tally your triumphs and defeats
- **Unique battlefields**
Battle over spaceports, ruined cities, agri-complexes, ice wastes and more
- **Leader Boards**
Measure your might against the rest of the world
- **Scenario ideas and objectives**
More ways to play
- **Hobby Section**
Comprehensive modelling and painting guides

Special Events

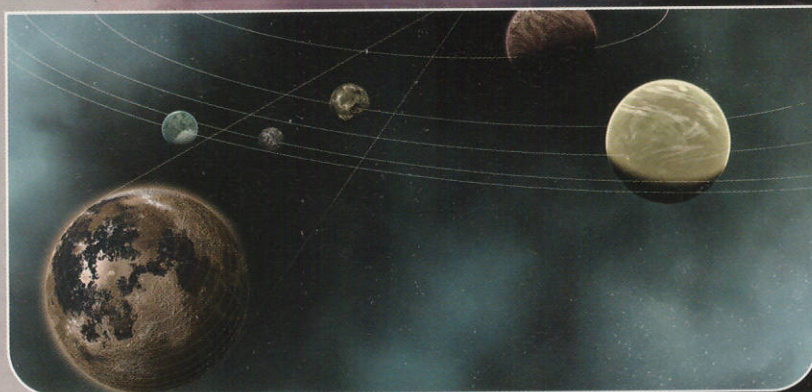
All Games Workshop stores and many independent retailers will be running battles and other events over the duration of the campaign. Participation will be reflected upon your Service Record with special campaign ribbons and citations. Check White Dwarf and the web for more details!

New Releases

The Medusa V campaign will be supported by a range of new Citadel Miniatures. White Dwarf will bring you the full details of these models as they are released.

Timeline

- 03.05.06 Website online
- 07.06.06 Website opens
- 21.06.06 Registration begins
- 05.07.06 Campaign starts
- 30.08.06 Campaign Ends
- 01.09.06 Results posted



MEDUSAV.GAMES-

HONOUR



RESEARCH



HOLD



CORRUPT



WAAAGH!



PRESERVE



ENSLAVE



DEVOUR



HARVEST



THE FALL OF MEDUSA V

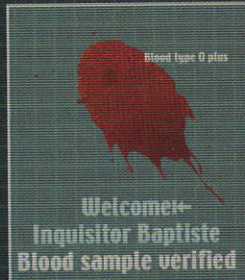
THIS SUMMER A WORLD WILL DIE

WORKSHOP.COM



+Security Clearance Gamma+

+file INQ/HPM 112 "Xenos Activity"+



SUBJECT←
Ork surveillance
report

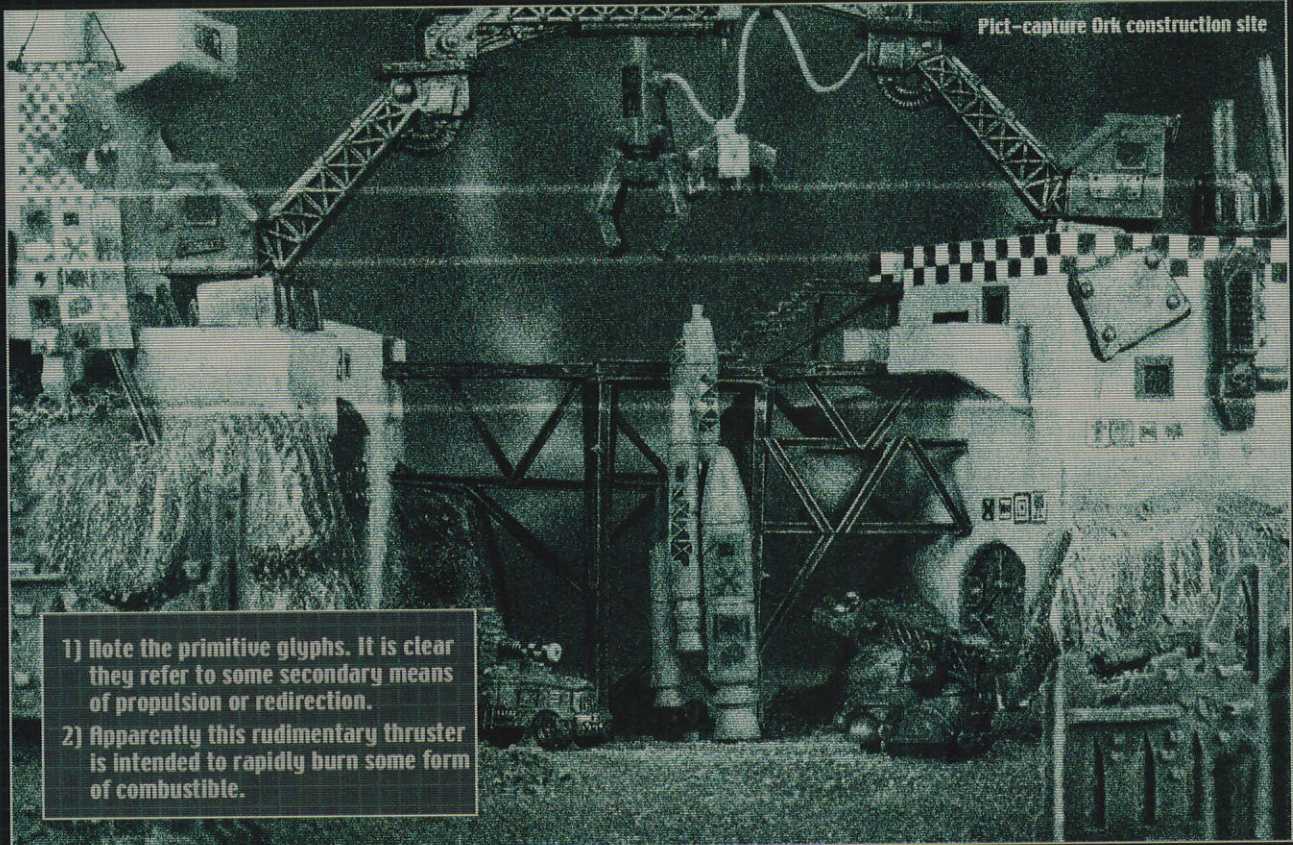
SENDER←
Interrogator C. Orsene
[Ref:Xenos.12458c.Nazdreg]

The Orks appear to be attempting to construct some kind of enormous mechanical device. Sergeant Granth and his men were able to ambush and overcome one of their slave-beasts (ref:Xenos/Orks/Gretchin) without being noticed. Having interrogated, executed and searched the vile creature, we procured a sheaf of parchment from its person. The daubings on the vellum are primitive to say the least. However, Sergeant Granth concurs that the diagrams conform to the bizarre object that the Orks are attempting to create with their looted scrap [see attached pict-capture]. Inquisitor, these findings are alarming to say the least, and require the scrutiny of both the Ordo Xenos and the Adeptus Mechanicus. We shall further monitor the Ork activity and report any findings immediately.

MEDUSA V – NORTH EAST BATTLEZONE

HULK CRASH SITE
Grid Ref Y37 16B

XENOS SITE []
Grid Ref Y37 38A



Pict-capture Ork construction site

- 1) Note the primitive glyphs. It is clear they refer to some secondary means of propulsion or redirection.
- 2) Apparently this rudimentary thruster is intended to rapidly burn some form of combustible.

Thought for the day: Only the Insane have strength enough to prosper

WAAAGH! NAZDREG

Medusa V is a world about to die, and Nazdreg ug Urdgrub doesn't intend to go down with it. His Big Meks work tirelessly to repair his hulk to get the Waaagh! back on course before the storm hits.



Ork Big Mek

Nazdreg's Space Hulk (Imperial codename Scylla) has been sent off course by the Warp Storm approaching Medusa V and has crashed in Verdica, stopping the Waaagh!

But the Orks are not doomed. Nazdreg's Big Meks have drawn up plans which will enable Nazdreg's boyz to create new rokkits and boostas to get the space hulk back off the ground and away from the dying world. Armed with an array of customised wargear, from lethal blastas to the incredible kustom force field, the Big Meks lead the scavenging parties scouring Medusa V's agri-provinces for machinery to effect the repairs.

With a kustom force field and Mekboy's tools, Big Meks get the best out of Ork Vehicles.



These Ork constructs are safe from enemy fire thanks to the Orky know-wots of this Big Mek.

ORK CLANS OF WAAAGH! NAZDREG

☾ BAD MOONS

Nazdreg's own clan, the Bad Moons have an obsession with ever more potent and impressive (read noisy) weaponry.

✂ BLOOD AXES

The most organised clan bar none, the Blood Axes pride themselves on well orchestrated ambushes.

☼ EVIL SUNZ

A group obsessed with fast vehicles, the Evil Suns are capable of ranging great distances at high speeds.

☠ DEATH SKULLS

According to all sources the Death Skulls are at the forefront of any and all looting on Medusa V.

👊 GOFFS

Thugs and savages in the extreme. This clan specializes in wanton, close-quarters brutality.

🐍 SNAKEBITES

The most feral of the Ork clans, but no less deadly for it. Squiggoths are generally associated with the Snakebites.



Ork Kommandos

Kommandos are the most independently-minded of all Orks. Utterly untrustworthy and incredibly ferocious, Ork Kommandos are often at the front of an Ork advance. Utilising stealth techniques at odds with typical Ork behaviour, they are capable of infiltrating enemy lines to destroy communication systems and

target supplies. The Blood Axe Kommando teams working for Nazdreg have begun to disperse across Medusa V, locating valuable metal and fuel deposits, and finding the boyz good fights! All Ork raiding parties on Medusa V would benefit from a Kommando team to lead the boyz into action.



Big Shootas give Kommando teams long-range sting, without slowing the mob down.



Burnas can provide your Kommando mob with 'fire support' or serious cutting power in assault.



Led by a deadly Kaptin, this Ork Kommando team is ready to take on any enemy.



Blood Axe Kommandos sneak into an Imperial fuel depot.



DOK BUTCHA'S CONVERSHUN KLINIC

Dem Tyranidz is well killy and dead scary, and dis munf we's gonna show youse how to make da Deff-leaper even scarier! I fink I'm gonna make a new Dread dat looks like dis, wiv loads of claws an' teef!

DEATHLEAPER

Contributed by Marco Schulze and Katja Schimmel

Marco: There's nothing cooler than a man-eating monster from outer space and the Lictor stands head and shoulders above them all. The latest incarnation, Deathleaper, is the best yet. Not only does it look decidedly deadly, but also highly evolved. I decided to convert one to make it look like it was crawling out of a sewage pipe to attack some unwary warriors.

What I like best about the result is that it looks almost believable that this big monster could somehow squeeze through the narrow pipe!



Katja thought the Lictor should look as if it is in the process of changing colour as it emerges from the sewer, so the rear portions are darker than those at the front.



The sewer cover was attached to pre-drilled holes for stability.



The plastic pipe is the type normally used for kitchen sinks. This was enhanced with rivets made from sprue off-cuts. Inside the pipe are a load of headless nails to counterweight the model and keep it from tipping.

Regiments of Renown

If you need help winning at Warhammer, and you can afford their fees, the Regiments of Renown are available for hire...

Every army has its strengths. Whether it's the high Toughness and good armour of the Dwarfs, the crazy war machines and limitless numbers of the Skaven, or the Fear-causing Undead constructs of the Tomb Kings. Each army plays on these strengths, and, if you are a wise general, can sweep all challengers before them in a tide of blood!

But every army also has its weaknesses, and sometimes these can let you down. So Chaos has loads of rock hard warriors, but it has no missile support. Empire might have low cost troops, but most of them are rather average. And sometimes our gaming buddies discover these weaknesses, and then they punish us for them... Oh yes. Many's the whupping delivered by regular opponents who know precisely what our armies aren't good at.

Sound familiar? Want to give your nemesis a really nasty surprise? Want to wipe that grin off his face and silence the bragging forever?

What you need, my friend, are some Dogs of War.

Nearly every army in the Warhammer World has access to mercenary troops

(unless you are Bretonnian, in which case I am afraid you're out of luck*). There are two types, the Dogs of War army list allows you to take unusual, if basic, units for your army and plug a couple of the gaps in your battle line. Nice if you want a unit for something unusual. But there are also the Regiments of Renown. Now, not meaning to do your regular Dogs of War a disservice, but the Regiments of Renown make them look like a bunch of under-enthused Snotlings armed with daffodils. Each one has its own quirks and traits, making them excel at a particular role, whether it be as super-skirmishers or as shock troops. They all come with at least one hero too, guys who have been in the wars a lot, and thus tend to be pretty good at killing things. These heroes do not count towards your character allowance!

Collecting a Regiment of Renown gives you the chance to paint something different for your army. The miniatures are all beautifully sculpted, characterful models, that make real centrepiece units.

With all that in their favour, you really can't lose, can you? (*NB This is a figure of speech. No guarantees! – Grombrindal.*)

* Try fielding an all Pegasus Knight army if you don't win often. That tends to upset people.

Regiments of Renown

- Long Drong's Slayer Pirates
- Bronzino's Galloper Guns
- The Alcatani Fellowship
- Braganza's Besiegers
- Vespero's Vendetta
- Al Muktar's Desert Dogs
- The Marksmen of Miragliano
- Voland's Venators
- Beorg Bearstruck and the Bearmen of Urslo
- Oglah Khan's Hobgoblin Wolfboyz
- Lumpin Croop's Fighting Cocks
- Golgfag's Ogre
- Asarnil the Dragonlord
- The Birdmen of Catrazza
- Tichi Huichi's Raiders
- Giants of Albion
- Ruglud's Armoured Orcs
- The Cursed Company
- Mengil Manhide's Manflayers
- Pirazzo's Lost Legion
- Leopold's Leopard Company
- Ricco's Republican Guard
- Malai Makaisson's Goblin Hwer

The Giant

May be hired by:



Empire



Tomb Kings



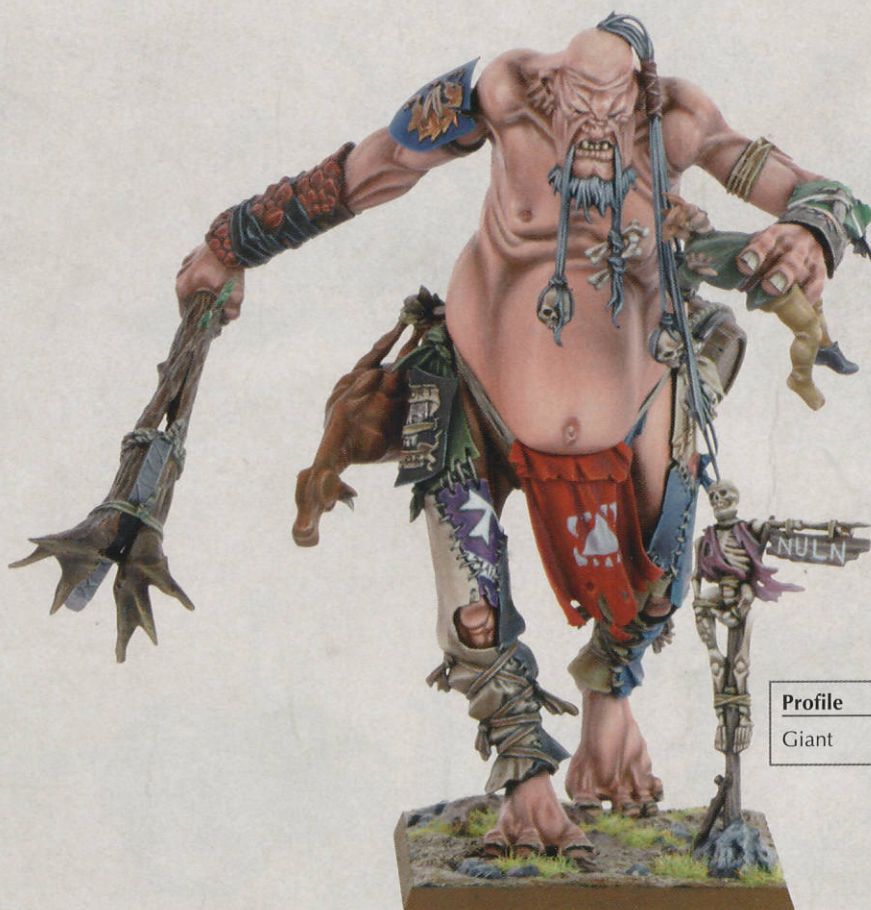
Vampire Counts



Dark Elves



Skaven



Profile	M	WS	BS	S	T	W	I	A	Ld
Giant	6	3	3	6	5	6	3	Spl	10

Use him with:

Skaven

Shoot the Jezzail team or the Giant? A tricky dilemma for your foe.

Empire

A line of Empire Soldiers looks more menacing with a Giant stood behind it.

He is good at:

- **Squishing!** Run him right into the middle of the enemy lines and let him do his worst.
- **Scaring!** Frighten off the enemy army with multiple Terror tests!
- **Distracting!** Bang on about how hard he is so much that your opponent concentrates on him, and ignores the rest of your army.

Also try:

Giants of Albion

Two Giants and a Druid!

Now available to numerous armies, there are many good reasons to include a giant in your force, not least being that it's a brilliant model and a solid fantasy archetype. Put him on your table and you know you are in a fantastical otherworld straight off. They are amongst the most evocative creatures in the Warhammer game.

Giants lend a lot of muscle to armies. They cause Terror, and not just in game terms, they frighten the players too! A few bad rolls with this big boy around and the entire centre of your opponent's army can collapse. They are capable of doing enormous damage to the enemy – wiping

out entire units in one turn, in fact – and this will tend to fill your opponent's mind, so much so that he may very well forget the fact that Giant attacks are random and that sometimes they don't do much at all (some kinds of attack can even go against you). In this case your enemy may well direct a large proportion of his missile and magical efforts to bringing down your behemoth, but despair not. As he comes crashing to the ground you can rest easy in the knowledge that the rest of your army is safe. And if he doesn't do that, great! It's lots of fun jumping up and down on your friend's most beloved regiment. Squish, squish, squish!

Full rules for the Dogs of War Giant can be found in WD 316

Regiments of Renown

The Marksmen of Miragliano

Crossbowmen with a Ballistic Skill of 4. That's 30" range Strength 4 attacks, hitting on 4s!



Bronzino's Galloper Guns

Use them with:

Hordes of Chaos

Make up for your lack of war machines.

Ogre Kingdoms

Keep up with the big lads throughout the game.

They are good at:

- **Moving swiftly.** It's a cannon, but it can march 16"! Redeploy for enfilading shots.
- **Boom!** Blow up enemy chariots with ease.
- **Running away.** Remove them from threats. You can't do that with a normal gun team.

Also try:

Malai Makaisson's Goblin Hewer

This Dwarf warmachine can deal out horrendous amounts of damage.

May be hired by:



Profile	M	WS	BS	S	T	W	I	A	Ld
Bronzino	4	5	5	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5
Crew	4	3	3	3	3	1	3	1	7
Gun	8	-	-	-	6	2	-	-	-



Regiments of Renown

The Alcatani Fellowship

Pikemen are unique to Tilea. They fight in four ranks and are a fantastic anti-cavalry choice.



Alessio Cavatore: I think the most useful and tactically interesting unit among the many and colourful Regiments of Renown is Bronzino's Galloper Guns. I like the very Napoleonic feel of this horse artillery unit, their ability of daringly moving 16" around the flank of an enemy battle line and then enfilading them with deadly cannon shot as they advance. Chosen Chaos Knights are probably the best target for this tactic!

And the guns are not bad at defending themselves either, counting on a hero (Bronzino himself) to see off fast enemy light troops, such as fast cavalry, flyers and skirmishers. And when a ranked up infantry

unit approaches to threaten them, try a good blast of grapeshot at point blank range! That makes a big mess.

They can also limber up and get out of trouble, whizzing away from pesky artillery-hunting units.

It's easy to see the advantage they offer to armies that don't have any firepower, but even armies like Elves can benefit from having a Strength 7 ranged attack, which can destroy chariots in one shot, unlike their paltry bolt throwers. They can even be put to good use in Empire or Dwarf missile-heavy armies, as they offer a degree of mobility these races' own artillery does not have.

For full rules log on to: www.games-workshop.co.uk/dogsofwar/

Mengil Manhide's Manflayers

May be hired by:



Empire



Tomb Kings



Vampire Counts



Dark Elves



Skaven



Lizardmen



Ogre Kingdoms



Orcs & Goblins



Hordes of Chaos



Beasts of Chaos



Mengil Manhide

Profile	M	WS	BS	S	T	W	I	A	Ld
Mengil	5	6	6	4	3	2	7	3	9
Manflayer	5	4	5	3	3	1	5	1	8



Use them with:

Empire

Much better than the human's Huntsmen.

Dark Elves

As if Dark Elf Shades weren't nasty enough!

They are good at:

- **Scouting.** There's no-one better in this role.
- **Disembowelling.** Great weapons for toughies, or let them rely on their super-high initiative.
- **Hurting people.** BS 4, 2x shots missile weapons. Need we say more?

Also try:

Vespero's Vendetta

The best skirmish screen in Warhammer.

Mengil is a classic Warhammer character who has been around for a long time, and his regiment is amongst the best units of skirmishers in the entire game. Their ability to scout, high movement value and mix of weaponry makes them good at a variety of battlefield roles. You can harass the enemy at range, outflank the opposing army, stop marches, and hunt warmachines or characters.

As they have great weapons and a standard, they are actually pretty effective in combat, especially when thrown in to an enemy flank during an ongoing fight. Try scouting them round the rear of the enemy army, preventing him marching,

shooting him up for a few turns with your repeater crossbows (you'll get 13 shots a turn out of even the basic regiment) and then charging something juicy in the rear. You needn't worry too much about missile fire, as enemy shooters get -2 to hit thanks to the unit's status as skirmishers and their magic banner (the still-living flayed skin of one of Mengil's unfortunate brothers!).

As for other skirmishers and anti-scout units, well, Mengil and his boys will have them for breakfast; quite literally, in Mengil's case. Did we mention he was barking mad? The only drawback to them is their tendency to skin their victims, which prevents pursuit as they do so.

Regiments of Renown

Leopold's Leopard Company

Another pike unit, and this one is Immune to Psychology. Led by the pistol-wielding Leopold, they're a force to be reckoned with!



For full rules log on to: www.games-workshop.co.uk/dogsofwar/

Ruglud's Armoured Orcs

Use them with:

Orcs & Goblins

They give good long range missile support and are capable flank guards.

Beasts of Chaos

They're as tough as Gors, and they have 5+ saves!

They are good at:

- **Shooting fings!** No other Greenie has access to crossbows.
- **'Itting fings!** Ruglud and his boys are no slouches in combat.
- **Waaagh!** Once the battle is well under way, and they've dispatched enemy flankers, chuck 'em into the centre!

Also try:

Oglah Khan's Wulfboyz

These Greenskins serve well as heavy or light missile cavalry.

Lumpin Croop's Fighting Cocks

Not in the same league as Ruglud, but much cheaper.

May be hired by:



Empire



Tomb Kings



Vampire Counts



Dark Elves



Skaven



Lizardmen



Ogre Kingdoms



Orcs & Goblins



Hordes of Chaos



Beasts of Chaos

Profile	M	WS	BS	S	T	W	I	A	Ld
Ruglud	4	5	3	4	5	2	3	3	8
Maggot	4	2	3	3	3	1	2	1	6
Armoured Orc	4	3	3	3	4	1	2	1	7



Ruglud



Armoured Orc



Armoured Orc

Regiments of Renown

Lumpin Croop's Fighting Cocks

The high BS and low points cost of Lumpin's boys make them a good choice for armies lacking their own skirmishers.



Ruglud is an Orc with some serious brains – he's so bright he can use a crossbow! Having seen these weapons in battle, Ruglud figured they were just right for his lads, and they should also be just right for you. Any army can benefit from having a tough, long-ranged missile unit with an Orc hero protecting its back line, and this is especially true for Orcs and Goblins armies. One spin you can put on a Greenskin force is to take loads of warmachines, but it can be difficult to know how to protect them, especially as you don't want a good combat unit hanging round on your own side of the table, itching to fail an Animosity test.

Ruglud's boyz can fill this role well. As they have crossbows, they can participate fully in the slaughter from a great distance, yet are sufficiently tough to drive away all but the most determined flanking force in hand-to-hand combat. Their animosity table is less extreme than that of your average green boy too – the worst that can happen is that they'll pepper one of your own units with a load of crossbow bolts.

Actually, that is pretty bad. However, it's a whole lot better than them charging off to attack one of your own units in close combat, and most of the time they'll be shooting at the enemy. Which is good.

For full rules log on to: www.games-workshop.co.uk/dogsofwar/

Long Drong's Slayer Pirates

May be hired by:



Profile	M	WS	BS	S	T	W	I	A	Ld
Long Drong	3	6	5	4	5	2	4	3	10
Pirates	3	4	3	3	4	1	2	1	9



Long Drong



Drummer



Slayer Pirate

Graham McNeil: Pirates. Who doesn't love pirates? The swashbuckling, the swinging from the rigging and the boarding of enemy ships with cutlasses gripped between their teeth! Arrrrr!

Long Drong's Slayer Pirates are a common sight in my large Empire army, since they're a great, characterful unit of orange-haired weirdoes that wear stripy trousers... and who aren't going to run away. Ever. I love the character of Slayers, Dwarfs for whom the shame of some real (or imagined) slight has driven them to take the Slayer Oath and seek out their doom. Long Drong's Dwarfs are no exception to this and travel the high seas hunting the

most dangerous beasts of the ocean to fight or selling their services to those who will send them on the most suicidal missions to recover lost pay chests. Where they are an exception is that they are perhaps slightly less than honourable.

Well, they are pirates!

The idea of having pirates in my army, especially Toughness 4 pirates who are festooned with pistols and utterly dependable, is too good to resist! Long Drong himself is a valuable addition, being a better fighter than many of my Empire heroes. They can even shoot at enemy units. Or stand and fire before not running away. I'll say it again: Arrrrr!

Use them with:

Dwarfs

Since you can never have too many Unbreakable troops with guns!

Vampire Counts

It's nice to have a unit that doesn't fall apart in Close Combat, yet which is still Unbreakable.

They are good at:

- **Unbreakable!** As Slayers, they will never, ever run away.
- **Fighting!** Since they carry so many pistols, they always fight at Strength 4.
- **Securing flanks!** You can be confident that nothing's going to get through them.

Also try:

Ricco's Republican Guard; The Alcatani Fellowship

Though not unbreakable, these units are armed with pikes, which allow them to fight in four ranks, perfect for guarding flanks. The Republican Guard also have heavy armour, making them a good main-line unit.

Regiments of Renown

Braganza's Besiegers

These Crossbowmen have an armour save of 3+. Very useful when fighting a siege.



For full rules log on to: www.games-workshop.co.uk/dogsowar/

Ogre Kingdoms

Besides Regiments of Renown and the Dogs of War army list, there is one other bunch of mercenaries that you might want to consider – Ogres. They'll fight for anyone. Fast, tough, fear-causing and with multiple wounds, Ogres are monsters in combat. And some of them carry cannons!

Ogre Bulls

Your basic Ogre unit. Ogres have 3 attacks each, and a range of unique wargear that grants them a number of advantages in combat; wargear such as the iron fist, which can be used both as a hand weapon or as a shield.



Profile	M	WS	BS	S	T	W	I	A	Ld
Ogre Bull	6	3	2	4	4	3	2	3	7
Crusher	6	3	2	4	4	3	2	4	7

Ogre Leadbelchers

Leadbelchers are Bulls with guns, which means they have all the benefits of the Bull Charge as well as carrying cannons – all in one huge and hungry package! Leadbelchers are excellent flank protectors, and are good for softening up elite units with a fusillade from their cannons. If they don't blow themselves up first...



Profile	M	WS	BS	S	T	W	I	A	Ld
Leadbelcher	6	3	3	4	4	3	2	3	7
Thunderfist	6	3	3	4	4	3	2	4	7

For full rules log check out Warhammer Armies: Ogre Kingdoms



Ogre Ironguts

Elite Ogres with two-handed weapons and heavy armour, Ironguts have a Leadership value of 8, making them a little more reliable than Bulls. They are the bane of other large creatures. And cavalry. And heavy infantry. In fact, Strength 6 is bad for everybody.

Profile	M	WS	BS	S	T	W	I	A	Ld
Irongut	6	3	2	4	4	3	2	3	8
Gutlord	6	3	2	4	4	3	2	4	8

Profile	M	WS	BS	S	T	W	I	A	Ld
Maneater	6	4	4	5	4	3	3	4	8

Ogre Maneaters

Elite even by Ogre standards, Ogre Maneaters have fought all over the world, so have access to some exotic wargear, including the deadly Cathayan Longsword and Ogre-sized handguns! Being Immune to Psychology and Stubborn, one of these brutes on his own can hold up an enemy regiment.



GAMES WORKSHOP DIRECT

Most Dogs of War regiments are not available in our Hobby Centres, but you can order them all from Games Workshop Direct. Regiments of Renown are just part of the huge range of Citadel miniatures, Specialist Games models and components that are just a mouse click or phone call away.

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TOMB KINGS

Khemri's legions of undead soldiers have risen from their tombs. Loyal even in death, the armies of the Tomb Kings march once again.

As in Life, so in Death...

The bulk of a Tomb Kings army is made up of Skeleton warriors – disciplined fighters and archers in life who now fight for their lords in undeath. These foot soldiers fight in well-organised ranks. Spearmen and swordsmen advance behind tall shields, while archers fire volley after volley of poisoned asp-arrows towards their foes. Core units of Skeleton Warriors are often best fielded as large blocks, which can be constantly replenished throughout the battle by magical means.



Skeleton Warriors regiment



Heavy horseman

Light horseman

Skeleton Warrior

Soldiers of Khemri

The rank-and-file troops of Khemri fight in a variety of styles, from relentless infantry to specialist cavalry units.



Lords of Nehekhara

No army of Khemri can march to war without a Tomb King or Prince to lead it, and a Liche Priest to sustain the magic that binds and animates these dead legions. The Tomb Kings are mighty beings indeed, and their ambitions of conquest or vengeance from their former life carry over into death,

providing the army with its driving force. The Liche Priests' magic is responsible for the Tomb Kings' immortality. Some particularly powerful Liche Priests take a Casket of Souls into battle – a mighty artefact containing imprisoned spirits capable of destroying the living.



*Liche High Priest
with Casket of Souls*

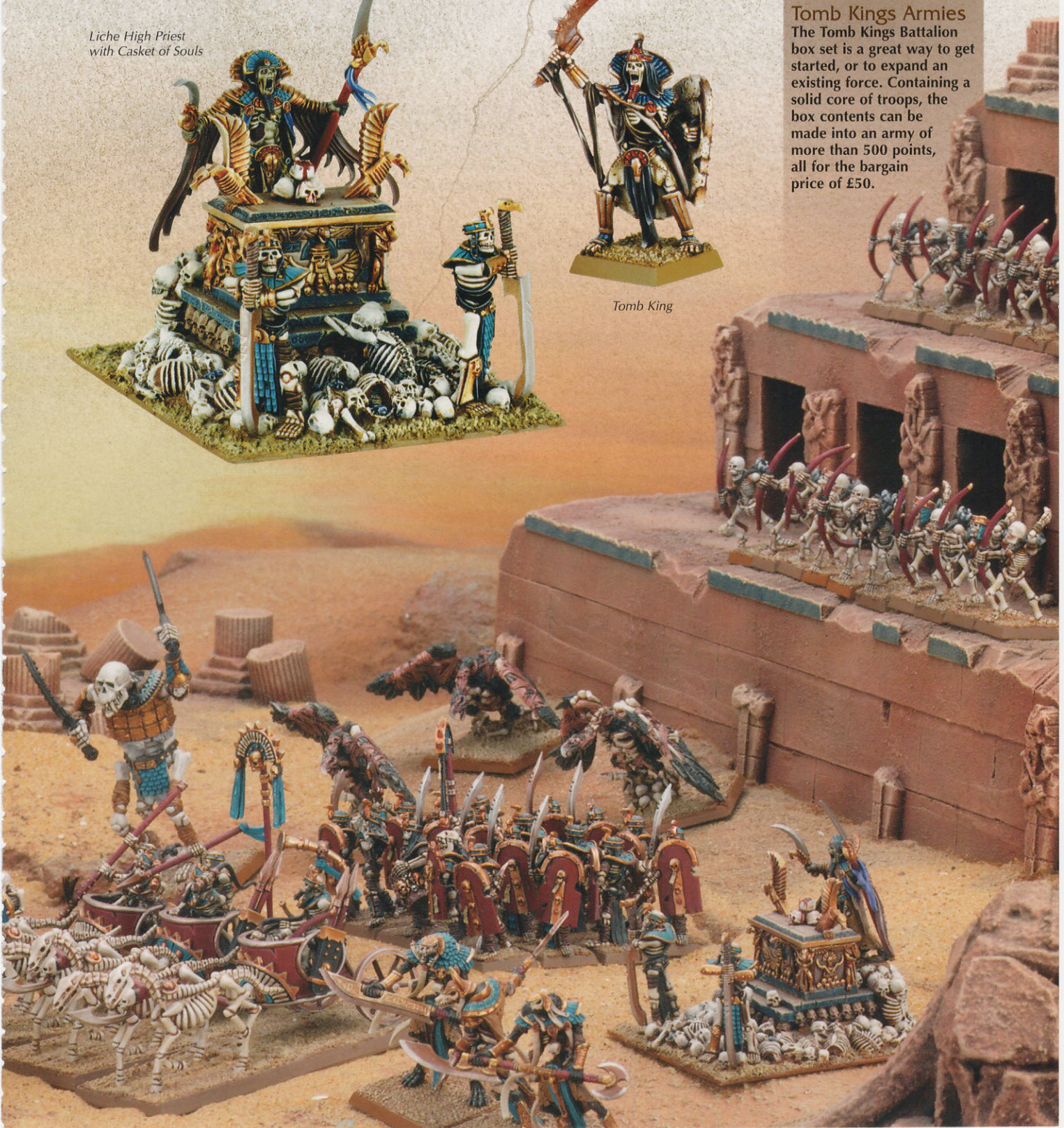


Tomb King



Tomb Kings Armies

The Tomb Kings Battalion box set is a great way to get started, or to expand an existing force. Containing a solid core of troops, the box contents can be made into an army of more than 500 points, all for the bargain price of £50.





TACTICS

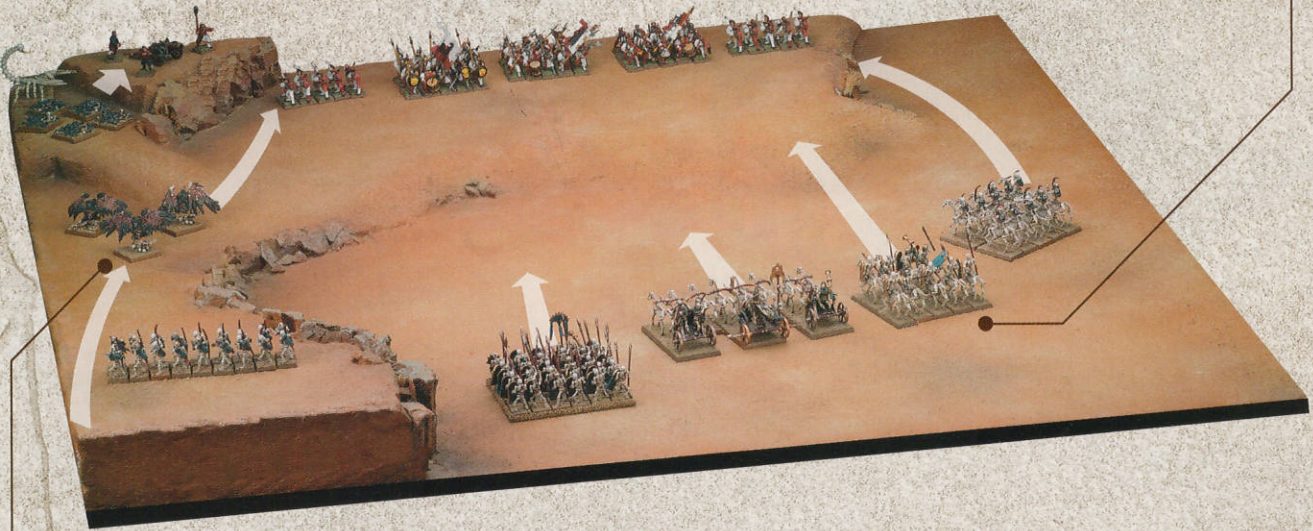
Shifting Sands

Tomb Kings armies are far removed from the shambling undead hordes of Sylvania. The forces of Nehekara contain some of the swiftest units in the Warhammer World, imbued with supernatural vigour by magic. In battle the use of *Mankara's Incantation of Urgency* can intensify this, allowing the Tomb Kings to launch lightning fast flank attacks. Tomb Scorpions and Tomb Swarms complement this form of war, as these models can even appear behind enemy lines!



SWIFT AND DEADLY

Skeleton Light Cavalry are a fantastic unit to harass enemy formations. They work well in combat as a supporting unit – let the chariots charge in first, then hit the foe in concert with the cavalry.



DEATH FROM ABOVE

Carrion are particularly useful for protecting your flanks or attacking war machine crews. Be wary of throwing them into combat, however, unless they are well supported.

Advantages

- The enemy will barely have time to organise his battle lines before you get into combat with him.
- Tomb Scorpions and Tomb Swarms make short work of enemy artillery crews.
- Large formations of chariots and horsemen have a massive intimidation factor!

Disadvantages

- You rely heavily on breaking the enemy on the charge – if you don't, then the counter-attack is going to hurt!
- This force still needs a solid core of infantry to anchor your flanks.
- In order for this tactic to work, your Hierophant needs to be on the frontline, which is very risky for a Tomb Kings army.

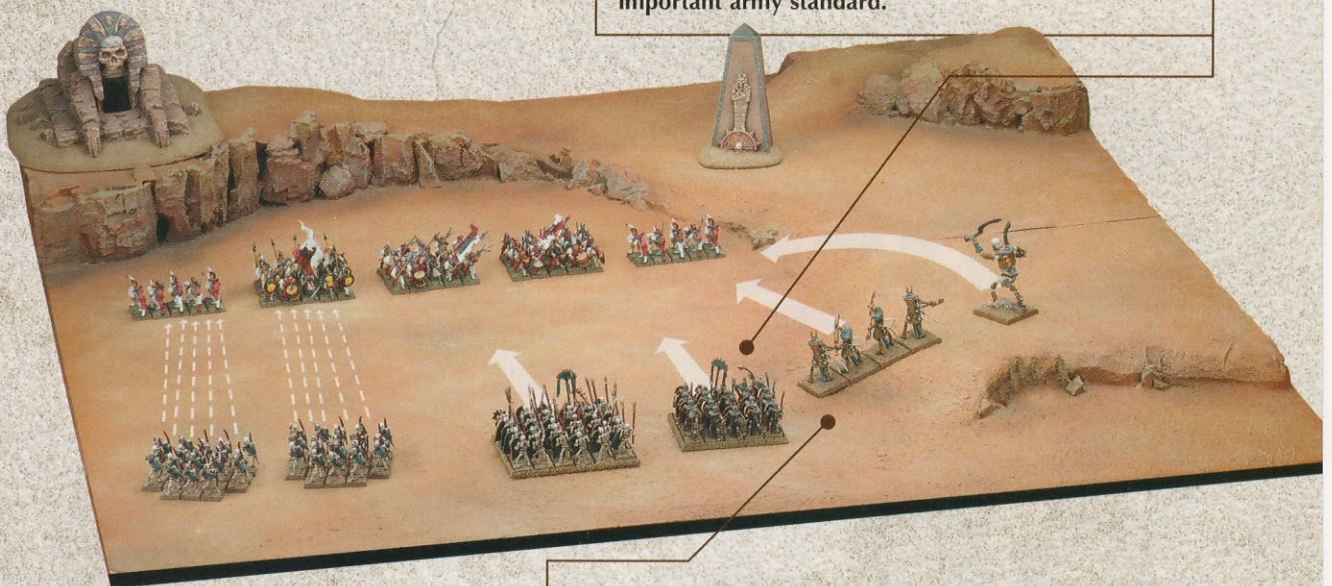
Strength of Ages

Tomb Kings are a versatile army, and don't have to rely on speed to ensure victory. This tactic uses a legion of steadfast infantry supported by some heavy hitters – Tomb Guard, Bone Giants and Ushabti – to deliver a deathblow to even the toughest enemy units. One of the great things about Tomb Kings infantry is that the archers are almost as good as regular warriors in a fight. By advancing them slowly, they can pepper the enemy with speculative shots, yet still have the advantage of Fear and numbers when they enter the fray.



RESOLUTE GUARDIANS

The elite soldiers of Nehekhara, Tomb Guard are combat monsters, and make good defensive units to hold your battle-line together and shelter the all-important army standard.



UNDEAD CONSTRUCTS

With the aid of a little magic, Ushabti are best used as a heavy-hitting flank unit, capable of killing (or scaring off) anything they charge!

Advantages

- Bone Giants and Ushabti are hard as nails, and scary to boot.
- By taking mostly infantry, you will outnumber most opponents with a veritable legion of undead troops.
- Characters are much safer when sheltering in tough units.

Disadvantages

- Your flanks can be vulnerable, so a fast moving unit or two might be necessary to protect them.
- The slow, resolute advance is a solid tactic, but does give the enemy more time to shoot at you!
- This tactic calls for plenty of magic to keep units up to strength in prolonged engagements.

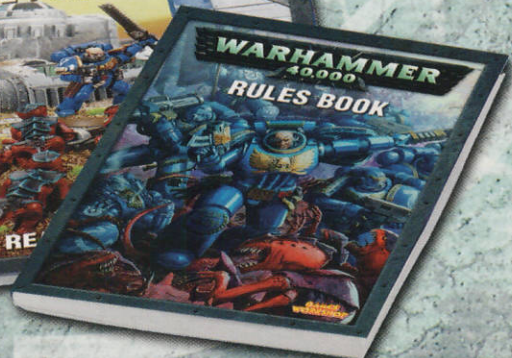
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Tyranid
Genestealer



Tyranid
Termagant

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SCOUT SNIPERS

With the release of the new plastic Space Marine Scouts armed with sniper rifles, we present a guide to assembling, painting and converting these amazing new Citadel miniatures.



Space Marine Scouts from the Ultramarines chapter

Legs



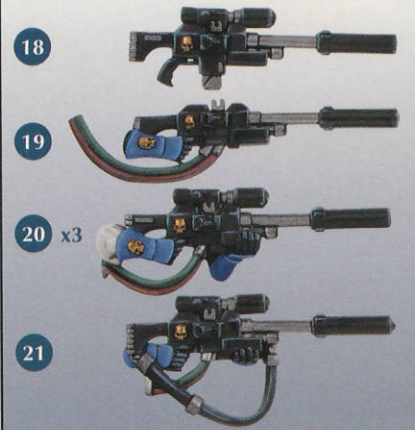
Torsos



Heads



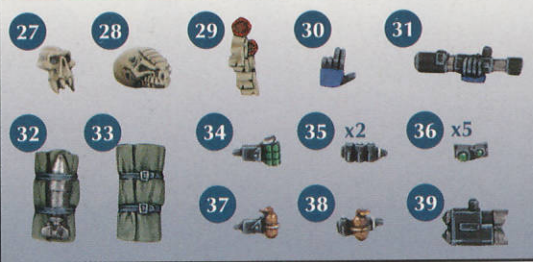
Sniper Rifles



Missile launcher



Accessories



Basic Assembly

When assembling Scout Snipers, make sure to do a dry fit without glue first, as certain bodies, legs and guns are designed to fit with one another.

Scout with missile launcher



Scout holding sight



Standing on rock and taking aim



Aiming Scout Sniper



Kneeling and taking aim



Scout standing ready

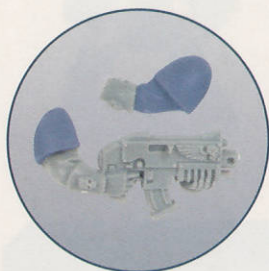


Conversions

Neil Hodgson mixed together parts from the two different Scouts sprues to make these two Blood Angels Scouts. Neil added the shouting Scout head, bolt pistol and chainsword to his sergeant, along with a couple of purity seals and coiled rope. The kneeling trooper was a little more involved, how the conversion was done is detailed below.



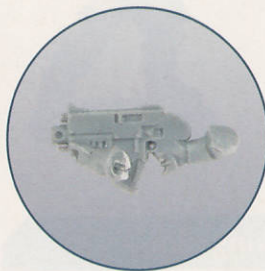
Boltgun armed scout



1 Cut the shaded areas from the two pieces.



2 Drill a hole in the left hand and attach a rod pin long enough to go straight through the left forearm.



3 Carefully drill a hole through the centre of the left forearm and then glue the part in place over the pin in the left hand.



4 Drill a hole in the left arm of Torso (11) for the left arm pin. Glue this boltgun assembly to the torso and assemble the model.

Blood Angels Painting



The armour started with a Blood Red basecoat that was shaded with a 1:1 Dark Flesh and Red Ink mix. Neil added increasing amounts of Blazing Orange to the base colour for the blended highlights, finishing with a fine edge highlight of a 1:1 Blazing Orange and Skull White mix.



This camouflage is Shadow Grey and Chaos Black, built up over Space Wolves Grey, highlighted with Skull White.



The kneeling trooper has a forest camouflage cloak. It was painted with Bubonic Brown with Snot Green and Dark Angels Green splotches.



The branch was cut from a plastic tree bought from a model shop with clump foliage for leaves.

Paint Schemes

Imperial Fists by Simon Grant

Simon collects Space Wolves, but decided to paint his scouts as Imperial Fists as the sons of Russ cannot be equipped with sniper rifles. He armed the whole of the squad with these weapons for maximum battlefield impact.



Iron Knights by Neil Hodgson

Neil painted these scouts in his Iron Knights chapter colours. He has gone for a mix of weapons in his unit – two troopers with boltguns, one with a sniper rifle and the last with a missile launcher. Only the sniper is straight from the box – the rest are all converted in some way.



'EAVY METAL

BANNER BEARERS

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

The 'Eavy Metal team is the most talented group of professional miniatures painters in the world. Here, they turn their attentions to the Banner Bearers of Middle-earth.

Elf Banner Bearer

NEW!

The Elves of the Last Alliance were an impressive sight on the battlefield, resplendent in golden armour and shimmering cloaks, holding a multitude of ornately decorated pennants aloft.



This Second Age standard has a simpler motif than later flags.



Wood Elf Banner Bearer

The banners of the Wood Elves are carried into war whenever these proud warriors leave their woodland homes. Embroidered with intricate runes and patterns unique to their house or realm, their banners are a symbol of pride for the Elves.



These pale green patterns are typical of Wood Elf banners.



Dwarf Banner Bearer

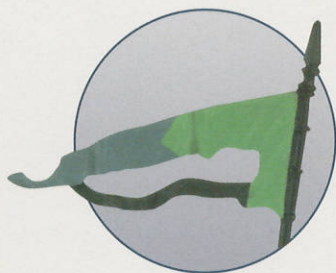
Dwarves are immensely proud of their ancestry and deeds in battle, and their banners are relics that are carried in times of war as a constant reminder of the past glories of the Dwarf people.



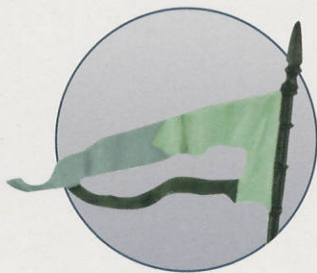
The simple designs of Dwarf banners serve as identifiers in battle.



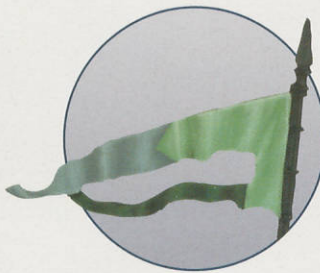
Painting Banners



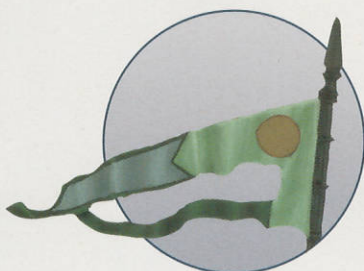
1 Block in the base colours, using simple geometric shapes to define the different areas.



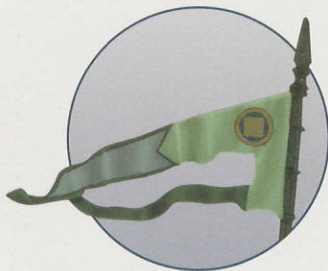
2 Mix a darker shade of each base colour, and apply these into the folds and recesses, using thin layers of paint to achieve a subtle blend.



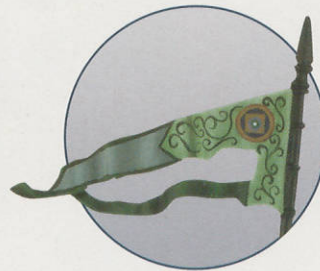
3 Next, mix up increasingly lighter shades of the base colours, and apply these to the raised parts of the folded cloth.



4 Once the shading and highlighting is complete, start to block in the patterning. Here, we've used a dark trim and a simple circle motif.



5 Additional details are added to the motif. First, paint a smaller circle within the original. When dry, use the base colour to block in a simple square.



6 Finish the circle motif by dotting in smaller circles in the centre. Finally, using a fine brush and a steady hand, paint freehand swirls onto the banner.

Wood Elf Banner

'Eavy Metal painter Neil Langdown turned his skills to this Wood Elf banner. Using a muted palette of greens and blues, he created a sophisticated pennant. Try applying these techniques to banners of your own design.

Banners of Men

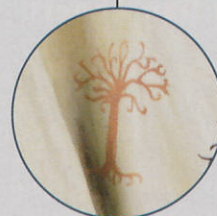
As well as providing rallying points for armies, some banners are true historic relics, and are carried into battle by mighty heroes. The Banner of Minas Tirith is one such standard, and is entrusted to none other than Boromir! Likewise, the Royal Standard of Rohan is carried by Gamling, Théoden's most trusted Captain.



Gamling



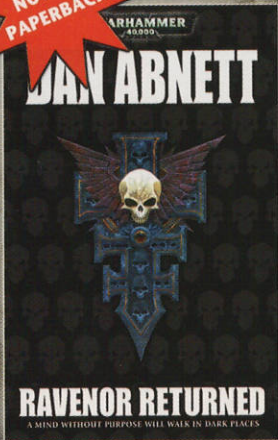
Boromir



The tree motif of Minas Tirith is proudly displayed on this important relic.



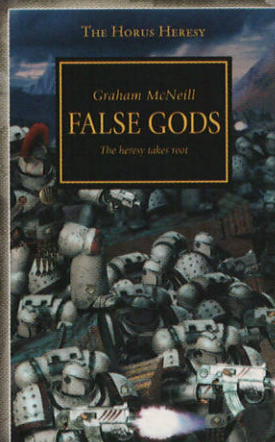
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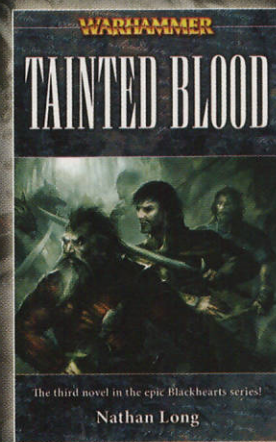
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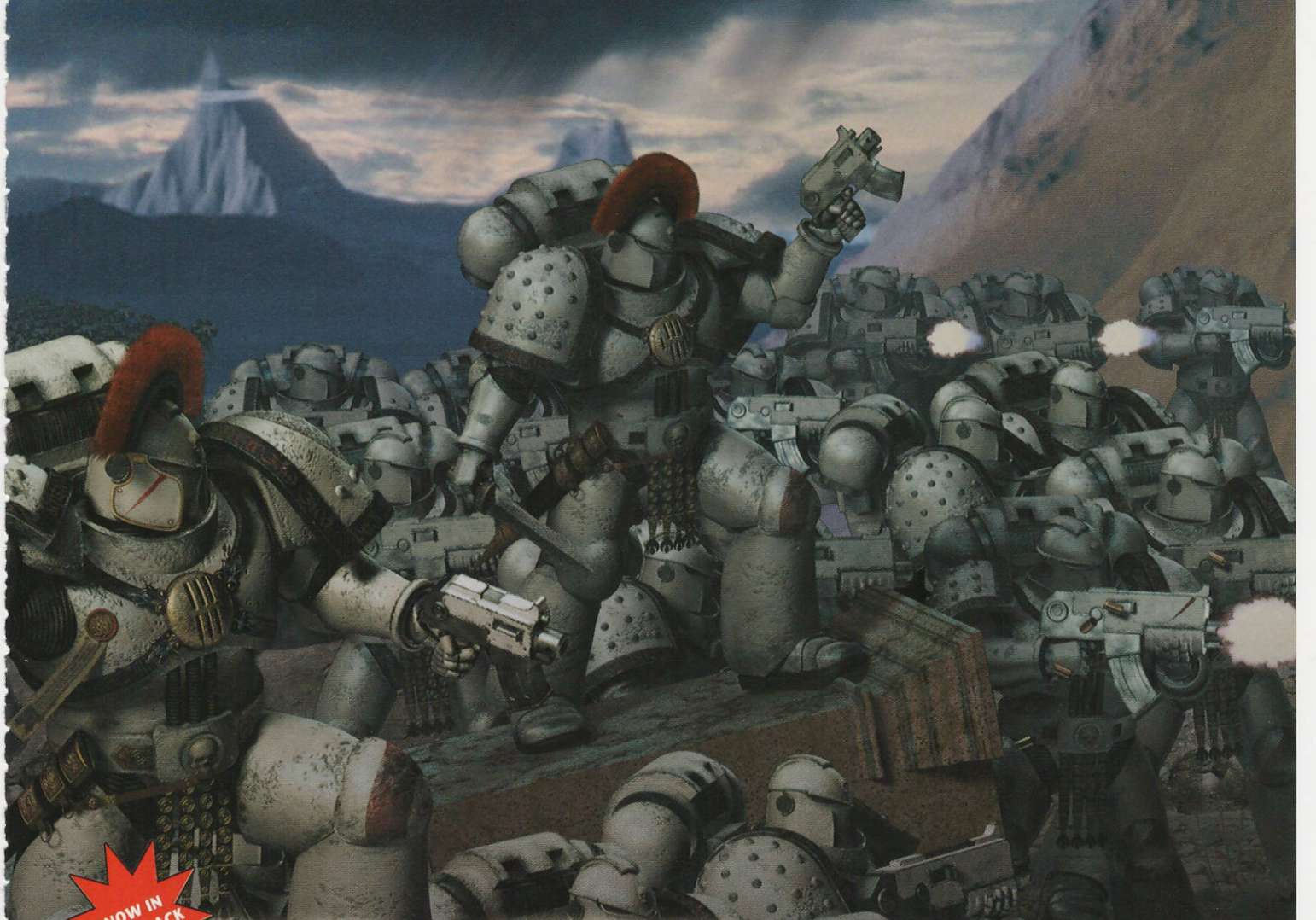
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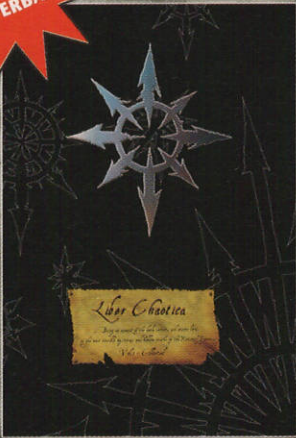
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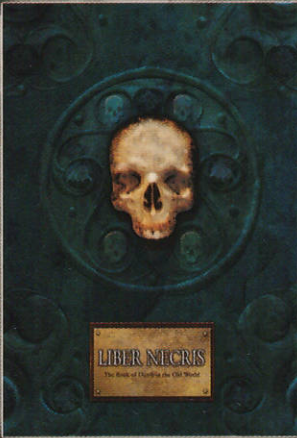
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READ TILL YOU BLEED



The Art of Warhammer

THE HORDE

Advice for using and defeating large armies in Warhammer



Teaming masses of rat-men or screaming Goblinoths baying for blood, the secrets behind the hordes of the Warhammer world are revealed! Jeff Leong talks with Matthew York (aka Warlord Kricknar), Skaven Warlord and Warhammer veteran.

Hordes are some of the most daunting armies to face in Warhammer. Success lies in exploiting the horde's vulnerabilities while protecting your own – easier said than done. After much pondering and some rather unsuccessful attempts at overcoming such a foe, I set off to lure an unsuspecting horde General into divulging his secrets.

Matthew York has played hordes for over 12 years. Warlord Kricknar's Skaven army is rightly feared on the Grand Tournament circuit,

amassing five trophies, including two Overall awards and a Best General prize. On with the interrogation, I mean, interview.

Horde, not Hoard

Q: Let me ask you – what defines a horde?

A: *Numbers. We don't have the best troops, but we have a lot of them. As a general rule, 200 to 300 troops (in a 2,000-point army) sets you on your way. You should end up with 10-15 solid ranked units. Then it's all down manoeuvrability and combat resolution!*



Q: What are the drawbacks?

A: There is a bad side. They do not always do what they are told; unsupervised they dither. Also they are not the best fighters, and even the "elite" troops barely match up to the regular grunts in most armies.

Strength in Numbers

Q: Is the number of units really is a big deal?

A: You're slow, even for a Human. Horde armies are cheaper than other armies for good reason. A typical Goblin can't hurt a fly. And don't get me started on Leadership. Low Leadership can be the norm in some hordes. As such, a horde needs redundancy – lots of units to make up for the ones that decide to flee the battlefield.

I depend on having more units than my enemy for both deployment and combat resolution. My troops don't fight well individually, so need all the help they can get. Unit to unit, my Clanrats are outclassed, even by Dark Elf Spearmen. In a straight-up fight, rats will lose combat resolution almost every time. The Druchii strike first and are better at it, thus, the rats fall quickly. If the Clanrats and Dark Elves have three ranks, a banner, and equal unit size, then the two units start even in combat resolution. Combat will be decided on Wounds – so the Skaven are sure to lose.

Q: How does the number of units you have in your army change that?

A: I might lose an even battle with Dark Elf Spearmen, but I rarely have to endure such a fight. Most non-horde armies will have at most three or four ranked units. With the 12 ranked units I usually field, I have an advantage, outnumbering the enemy, 3 to 1. Looking back at the fight with the Dark Elves with this idea in mind, it all looks a lot different (Figure 1a). Outnumbering 3 to 1, I control the fight.

Q: How do you figure?

A: I have all the options. I can use one unit to hold his front while manoeuvring another for a flank charge (Figure 1b). Or, I could send in a unit as bait to pull the Spearmen out of position, which will enable me to get in a flank charge on a subsequent turn (Figure 1c). My opponent can't cover his flanks. When I charge the flank, I win combat resolution without having to cause any wounds. In either situation, the Dark Elves lose. With one unit fighting in front and another attacking the flank, the results are decisive. I start with a huge combat resolution edge – 6 to 1 (The Skaven would have three ranks, a banner, outnumbering and a flank bonus, the Dark Elves only have a banner) – so I'm not likely to lose.

Q: What about bigger, stronger enemies?

A: Same thing – having lots of units lets me sacrifice some as bait. For example, when I fought Bretonnians, I used my Slaves to get

the Knights where I wanted them (Figure 2a). Since the Slaves are at the front of my army, the Knights had to engage them to get to more valuable units. By realigning the Slaves (Figure 2b), I redirected the Knights into the position I wanted them. The advance of the Slaves gave the Knights little choice but charge, and superior numbers ensured that I was able to charge his flank. You can see (Figure 2c), they never had a chance. Charging the Slaves, their flank was exposed to a Clanrat unit. If the Slaves held, they would make quick work of the Knights. If the Slaves broke, a second unit of Clanrats was waiting – again with a flank charge. You don't have to outfight them, just have out-think them.

Q: Makes sense. Multiple units help you manoeuvre to ensure your combat resolution. So how does total number of troops play into the equation?

A: It's about numbers. Numbers of units let me outnumber my opponent and get favourable combat resolution, but it's the numbers of troops that really make it happen. With low Leadership, Panic tests can really ruin a Horde army's day. By having a large enough unit, I can cut down on the chances of those rats running off when I need them. A unit has to take 25% of its starting size in casualties to take a Panic test. I try to get my unit sizes up to 25, meaning that it will take seven casualties to cause a Panic test – not likely. I usually field 12 units of 25 each.

Q: How else do you minimise Panic tests?

A: Panic isn't caused by casualties alone. It's also a problem when one of your units breaks from combat. Many horde armies have units like Clanrat Slaves and Goblins that can be sacrificed without other units taking panic tests. Interspersing my Slaves in the battle line (Figure 3), can limit the effects of Panic. I put the Slaves forward to make sure they are the first units engaged. Once they decide to flee, the Clanrats can mop up, not caring what happens to the Slaves.

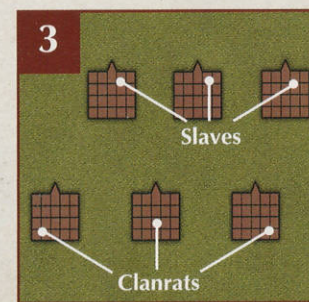
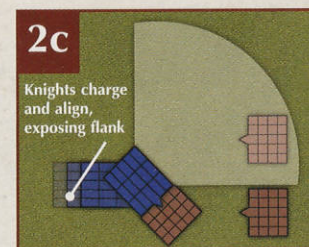
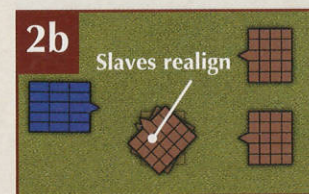
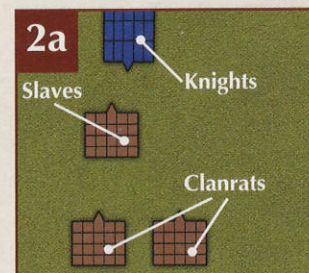
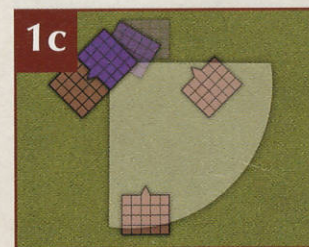
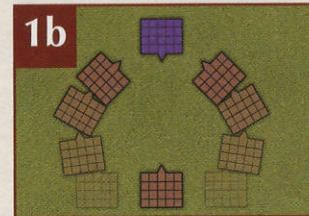
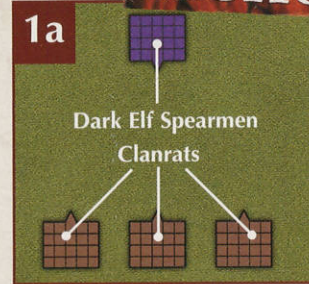
Leading the Rabble

Q: Can you expand the issues with Leadership?

A: The Warlord ensures troops have the backbone to stay and fight using his Leadership. The line tends to hold wherever he is – Slaves will hold with Leadership 10. On the wings of the army even the Clanrats tend to run at the first sign of trouble though as, outside of the General's Leadership 8, they test on Leadership 8. We're talking about Skaven, but the principle applies to other hordes – especially the Goblins in an Orc army.

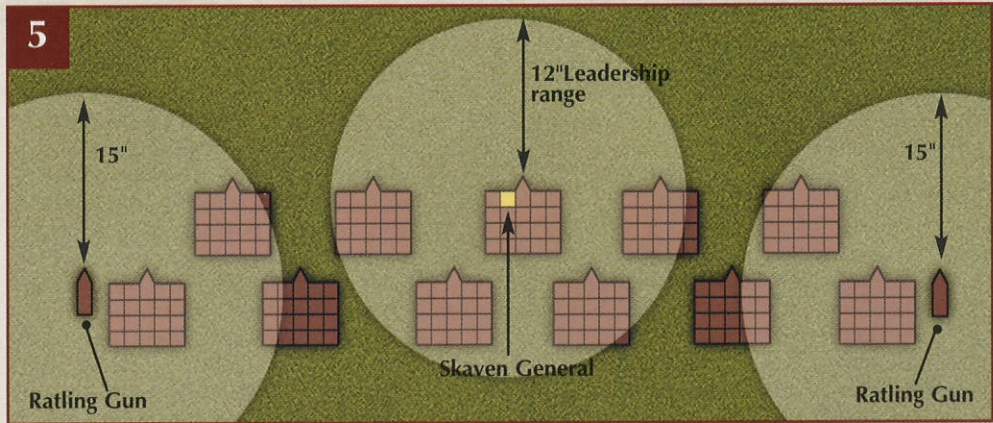
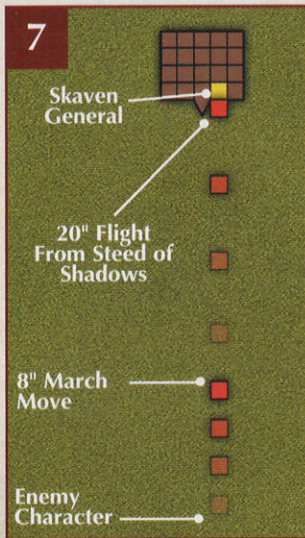
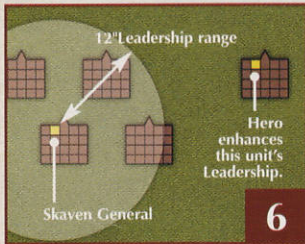
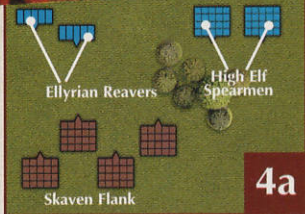
Q: So keep the General in the middle of things?

A: Definitely. The General should be closest to where his Leadership is needed the most. Running back and forth is the way the



“Panic isn't caused by casualties alone. It's also a problem when one of your units breaks from combat”

TACTICA



battle's won. These troops are rarely good enough to stand on their own for long.

Speed through Numbers

Q: How can you outmanoeuvre a faster enemy?

A: Sometimes units may not be faster than the opposition, but they can still outmanoeuvre them. With so many units on the board they won't have any place to go. For example, High Elves are fast, but they can only go where there's room, hordes don't leave much room on most battlefields. Ellyrian Reavers – Fast Cavalry – can come around the flank in an attempt to set up a charge into the side of the battle line (Figure 4a). I could use four of my units to keep his two units of Fast Cavalry occupied. I am then able to cover my flanks, leaving no place for him to go (Figure 4b). Without the threat of a flanking force, you can concentrate on the main part of the enemy army.

Q: Impressive. What other tricks do you know?

A: In addition to sheer mass, you shouldn't forget shooting. For Skaven there are contraptions like the Ratling Gun, Warpfire Thrower, and Jezzail, which are effective in controlling enemy movement. Like a lot of horde armies, you can use shooters to funnel enemy units to a desired position (Figure 5)

Take out the Leader

Q: Why do horde armies suffer when their General is taken out early?

A: The General is the key to the horde army. There are many units on the board, and they tend to take a lot of Break tests and Panic tests. Combine with the usual Fear and Terror tests and the battle can be lost quickly. If the horde cannot rely on enhanced Leadership, it's difficult for them to hold against a decent enemy unit long enough for help to arrive.

The General should always be in the right place at the right time. For example, if they lose combat by 1, Clanrats are 25% more likely to pass a Break test with the General's Leadership than without it (they test on Leadership 9 with their General vs Leadership 7 without). Slaves are 75% more likely to pass that test in the same situation (Leadership 9 with vs Leadership 4)!

When facing another horde, my first priority is to lower the Leadership of the enemy army. Target number one is the opposing General. Once he's gone, I start looking at other characters who are enhancing the Leadership of critical units – often Hero-level characters. A Hero nestled in the front rank of a lesser unit could easily extend the "Leadership Bubble" from the General (Figure 6). His Leadership isn't quite as high, but even an extra point or two can make all the difference. Once the Leadership of the army is lowered, I can start reducing key enemy units which are easier to deal with.

Q: So how do you go about killing a well-protected enemy General?

The full might of the Empire is brought to bear on the greenskin menace.



A: That depends on the army. Targeting the General in close combat takes too long to execute, as you can't engage him for a few turns. Targeting him with shooting and magic can be effective. Given the number of troops and units he commands, the horde General is rarely on his own. Although you can't pick him out with shooting, you might be able to do enough damage to Panic his unit, and cause him to flee. War machines like the Mortar, with its large blast template, can often do enough damage to cause a Panic test – even massed bow fire can be sufficient at times. Given that the General has the best Leadership in the army, his unit is the least likely to Panic. However, the reward of having the General flee merits this tactic.

Magic, has quite a few nasty combinations for taking an enemy General out. You can take the direct damage route (2D6 hits spells come to mind) but they won't normally cause a test. Skaven Warlocks can be effective, Warp Lighting is nasty (D6 or 2D6 S5 hits, depending on casting value). When Warlocks work together and concentrate their firepower, not much can stand up to it.

Knowing what they can do, I am always concerned when facing an opponent with a similar list of spells. What really worries me are spells like Soul Stealer (Dark Elf Dark Magic). It hits everyone in the unit and can easily cause a Panic test. Fortunately, such spells are short ranged. Of far more concern are spells that cause an automatic Panic test or affect Leadership, Black Horror (Dark Elf Dark Magic) for example. The General's unit still has a good chance of passing the required test, but the battle can turn if he fails. Perhaps most effective in taking out the horde's General is movement magic. Steed of Shadows (Lore of Shadow) is a favourite, allowing a magical charge. Take a combat character and use this spell to turn him into a guided missile. The movement this spell affords, combined with a regular turn of movement in the movement phase, means that the enemy can be 28" away or more at the start of his turn and still get to me (Figure 7). The attacking character can then contact me but not my unit champion and thus can allocate all his Attacks on me without fear of a challenge by the champion. It won't always work, but using a character with a lot of Attacks, combined with a weapon that does multiple Wounds, definitely increases your chances. A quick caution is in order here. Do not challenge with your "guided missile" character. The challenge would let the General decline the challenge and retire to the rear of his unit. You won't get another chance to kill the General.

They are more, you are better

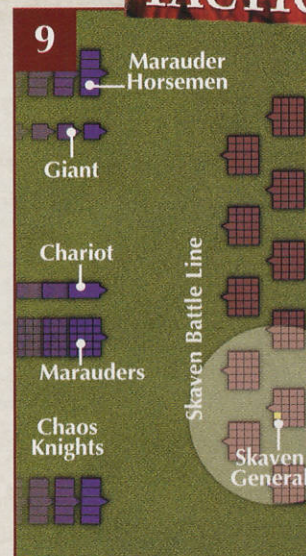
Q: You mentioned that hordes have problems with one-on-one combats. Can you elaborate on that?

A: Hordes depend on multiple units taking on enemy formations to ensure favourable combat resolution. When I can't get enough units into the fight, that can spell trouble.

There are a few things here that drive me nuts: armies that hug terrain, armies with multiple fast hard-hitters, and units that just won't break (Stubborn or Unbreakable troops).

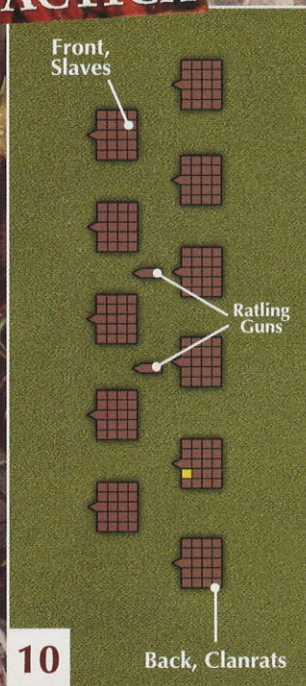
Q: How do people use terrain against you?

A: To cover their flanks and reduce my ability to get around them. I remember fighting Dark Elves, when their General used the terrain to cut off the majority of my forces from his battle line (Figure 8a). By advancing between the trees and the board edge, he ensured that I had to break one of his units straight-up before I would be able to get a flank on any others. The Dark Elves held the back door closed with a combination of march blocking (keeping the Dark Riders within 8" of the lead Skaven units to ensure that they cannot march) and a small ranked unit (Figure 8b), which kept me from getting



From the top of the Screaming Bell, the Grey Seer directs the Skaven horde.

TACTICA



around the forest in time to influence the fight on the other side. By limiting access to his troops, the enemy ended up outnumbering me in that area of the battlefield. I was finally able to pull the Elves out of their careful battle line, but it was close.

Q: What do multiple hard-hitting units do to your army?

A: The General can be in only one place at a time, so I can't provide my Leadership to the entire battlefield at the same time. An army that can hit my battle line hard enough in two distant points forces me to choose which one to support with my Leadership. Against this Chaos army (Figure 9), I face three very real threats: a Giant and Marauder cavalry on the right flank, a Marauder unit and Chariots in the centre, and the Chosen Knights on the left flank. At best, I could hope to provide Leadership to two of these points, but never all three. Once the Chaos General saw where I deployed, he redirected his attack to ensure that it hit outside of my Leadership range. I supported the left flank against the Chosen Knights, and it held. The right flank didn't fare well. I barely won.

Q: Spreading out the attack does seem a rather effective tactic against the horde. So I can see how Stubborn and Unbreakable troops are a problem.

A: Stubborn troops don't care about combat resolution. They can be a real nightmare to a horde. I can make sure they lose combat every time, but it doesn't mean they will break. I'll either wear them down or they will fail their Break test, often it's too late. Unbreakable troops are even worse, as I have to kill them to a man. A crafty opponent will essentially use an Unbreakable unit as mobile terrain, advancing to cover the flanks of more vulnerable units.

☛ Don't fall into the trap

Q: What about opponents who don't take the bait and fall into your traps?

A: That's a problem. The horde army is

designed to outnumber the enemy and, by doing so, charge the flank or rear of enemy units. Most of the time it is able to make these charges by sucking target units into position. My army typically deploys in a checkerboard pattern (Figure 10). This deployment lets me use my forward units of Slaves as bait to catch opposing units. The enemy has to fight the Slaves first and will eventually get through them. I can use that to my advantage. I can position the Slaves making sure the enemy pursues them right into range of a flank charge from my Clanrats (Figure 2). I have enough spare units to win this fight. The trick is to think ahead. Where will my opponent's units be after they have charged and broken a unit of Slaves? Where will they be if they fail a charge or don't pursue? Knowing these answers can lead to success.

Q: Should your opponents not pursue your units?

A: Sometimes they should. Often, I can get in a flank charge whether they pursue or not, particularly if the Slaves hold long enough. However, sometimes units shouldn't pursue. Some people don't think about it and always pursue a broken foe, others (Frenzied units for instance) have no choice. Always keep the final position of a unit's flanks in mind, before deciding whether to pursue.

☛ Hordes = more to kill

Matthew has provided great insight into strengths and weaknesses of horde armies. So let's summarise the most relevant points:

- Numbers give the horde its strength.
- Leadership and combat ability are its main weakness.
- Take out the enemy General early on, without him the units won't benefit from his Leadership.
- Strive for one-to-one match ups in combat.
- Use terrain and Stubborn or Unbreakable troops to limit the units you have to fight.
- Always watch out for flank charges; they're what the horde lives on.

Good luck as you march to meet the hordes of the Warhammer world. ☛

Grey Seer Thanquols horde prepares to meet the charge of the Empire cavalry.



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Tahnelian "Firebolts" 374th Airborne

Regimental motto: "First in, last out"

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- Heavy bolter
- Grenade launcher

Doctrines

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- Storm Troopers
- Special Weapon Squads
- Iron Discipline
- Heavy Weapon Platoon

Owen: My Tahnelian 374th is a veteran Drop Troop Imperial Guard regiment. They are similar to Vostroyan regiments in being, unusually, reinforced in the field. The Firebolts are part of a millennia-old brotherhood of hundreds of other Tahnelian regiments, all hailing from the island world of Tahnel located in Segmentum Solar, close to the forge world of Phaeton.

Unlike the elite Elysian Drop Troops, the Tahnel way of war is true to classic Imperial Guard stratagems: overwhelm the enemy through sheer brute force and numbers. The entire regiment will often be deployed in one drop, thousands of troops and equipment indiscriminately landed in a deployment zone behind enemy lines. There they will remain as an army deployed until the battle is won or they are all dead. It's dirty work and those that survive more than five drops earn the right to wear the beret of a veteran and join the Valkyrie-borne Special Companies.

continued on page 96



☠ **Command platoon, Command squad (Iron Discipline):** Heroic Senior Officer, Captain Brade (power weapon, carapace armour and Medallion Crimson), Medic, standard bearer, vox-caster, plasma gun137 pts
 ▶ **Commissar Praeven:** bolt pistol, power weapon, melta bombs, trademark item and carapace armour66 pts
 ▶ **Geronimo [Nork] Dedog:** carapace armour and ripper gun55 pts
 ▶ **Chimera Transport:** heavy flamer, heavy bolter, extra armour and smoke launchers93 pts



☠ **Special Weapons (6):** 2 meltaguns, 1 demo charge ..75 pts



☠ **Special Weapons (6):** 2 meltaguns, 1 demo charge ..75 pts



☠ **Sentinels (3):** lascannons, improved comms, 1 with hunter-killer missiles235 pts



✠ **Storm Trooper squad (10):** Veteran Sergeant (power weapon), meltagun, grenade launcher and Deep Strike139 pts
 ▶ **Valkyrie "Snake":** Lascannon150 pts



✠ **Storm Trooper squad (10):** meltagun, grenade launcher and Deep Strike126 pts
 ▶ **Valkyrie "Shark":** Lascannon150 pts



✠ **Veteran Squad (10):** Veteran Sergeant, meltagun, 2 plasma guns115 pts
 ▶ **Chimera:** autocannon, heavy bolter, improved comms110 pts

Regimental Log
 +...deployment to Damocles Gulf Sector, Dal'yth Prime. Successful punitive strike of the Tau Empire was undertaken, alien bloodied from previous humiliations to His Imperium (65% casualty ratio - not unusual).
 + Regiment rested on Tahnel. Surgical drops on heretical islands undertook for training purposes (35% casualty ratio - very good). Troops, equipment and supplies reissued. Berets issued. Regiment back to full strength.
 + Under command of Inquisitor Kantallier, aboard Battleship Gorgon and Cruiser Adamant, deployed to embattled Cadian sub-sector. Dark Angels strike cruiser, Broken Sword, accompanying - reasons unknown.
 + Astropathic orders received en route. Immediate emergency redeployment to the Medusa system. Urban training drills begun...



1ST PLATOON

- Command squad (Iron Discipline):** Lieutenant Tarkin (bolt pistol and chainsword); medic, vox-caster and missile launcher77 pts
- ▶ Commissar Shakel: laspistol, powerfist60 pts
 - ▶ 1st squad (10): grenade launcher and heavy bolter78 pts
 - ▶ 2nd squad (10): grenade launcher and heavy bolter78 pts
 - ▶ 3rd squad (5): flamer36 pts



2ND PLATOON

- Command squad (Iron Discipline):** Lieutenant Branton (plasma pistol and powerfist); medic, vox-caster, plasma gun and meltagun112 pts
- ▶ Commissar Krutt: storm bolter, power weapon and carapace armour55 pts
 - ▶ 1st squad (10): grenade launcher and heavy bolter78 pts
 - ▶ 2nd squad (10): grenade launcher and heavy bolter78 pts
 - ▶ 3rd squad (5): flamer36 pts



3RD PLATOON

- Command squad (Iron Discipline):** Lieutenant Ahsridge (plasma pistol and power weapon); medic, vox-caster and missile launcher91 pts
- ▶ Commissar Hackeron: boltgun, close combat weapon and carapace armour46 pts
 - ▶ 1st squad (10): grenade launcher and heavy bolter78 pts
 - ▶ 2nd squad (10): grenade launcher and heavy bolter78 pts
 - ▶ 3rd squad (5): flamer36 pts



Vulture "Devil": twin-linked lascannons, 2 missile racks (3 missiles per rack) ..205 pts



Hellhound:115 pts



Tarantula Sentry Guns (2):
one with lascannons40 pts
one with heavy bolters40 pts

TOTAL: 3248pts



HEAVY WEAPONS PLATOON

- Command squad (Iron Discipline):** Major Munro (power fist and close combat weapon) medic (bolt pistol), vox-caster and lascannon,101 pts
- ▶ Chimera: twin-linked heavy bolters, heavy bolter and improved comms110 pts
 - ▶ Anti-Tank Support squad (6): three lascannons110 pts
 - ▶ Mortar Support squad (6): three mortars80 pts
 - ▶ Mortar Support squad (6): three mortars80 pts

PAINTING TAHNELIANS

Armour and Webbing

- Scorched Brown
- Bestial Brown
- Vermin Brown

Clothing

- Catachan Green
- Catachan Green & Camo Green
- Camo Green

Skin

- Dark Flesh
- Tanned Flesh
- Dwarf Flesh
- Elf Flesh

Weapons

- Boltgun Metal
- Black Ink
- Chainmail

Weapon Casings

- Chaos Black
- Codex Grey

Bases

- Dark Flesh
- Snakebite Leather
- Snakebite Leather & Skull White
- Skull White

Archive footage, Dal'yth Prime...



continued from page 94

Arming for Cities of Death

Owen: Cityfighting changes the dynamics of Warhammer 40,000. My advice to those who are used to maxing out on AP2 power armour busters and lascannons is to leave them in your army case. In a cityfight, the 4+ cover save equalises such tactics; what you need is numbers. The more dice I get an opponent to roll for his armour saves, the more likely he is to fail his armour save. Multiple shot weapons—like the Eldar scatter laser, Space Marine assault cannon and the Imperial Guard heavy bolter—will be king in Cities of Death.

Oddly enough my Imperial Guard force is already quite suited to fighting Cities of Death games. I themed my army quite strongly when I designed it originally (the maxim being 'will it fall out of plane?'), having a preponderance of heavy bolters, flammers, grenade launchers and mortars. That gives me the 'dakka' that I need to get past the cover saves. I use really powerful weapons (plasma and power weapons) to counter-attack with. Finally, Medics are great as you nearly always get a save and demo charges are great fun (as Mr Hutson recently found out—heheh!).

One change I have made is to try pure infantry armies. Infantry aren't immobilised by terrain and they gain a fantastic 4+ cover save. While a little slow thanks to difficult terrain, this does make them very tenacious, as they remain a scoring unit at 25% unit strength and above. With five out of the six regular missions being about possession of buildings by scoring units alone, the more infantry you have, the better.

As for stratagems, I tend to leave the Deep Strike one at home and concentrate on hugging the buildings with prepared fire lanes. My preferred doctrines are Power Generator and Tank Traps. With the generator I place it in a key building and deploy a platoon in that building – lasguns suddenly become tastier with a wound re-roll! Tank traps allow me to stop my opponents tanks and help equalise the game to just infantry, which I will inevitably have more of.

MEDUSA V: reinforcements for the campaign

The beginning of the Medusa campaign approaches and the Tahnelian's have been redeployed to the sector. What more of an excuse is there to put the finishing touches to my army? When complete, it'll form an entire company of Imperial Guard. Here's what I've got in the pipeline:

- Armoured Fist squad (representing trainee veterans for the Special Company)
- Stratagem markers (pictured)
- A fifth Commissar (enough for one in each Command squad)
- Kill Team squad (or as I call them Special Ops Executive – I know, sad).
- Maybe a stripped-down sawn-off Basilisk (called Big Bertha).

Loads of games of 40k in our own campaign, the perfect excuse to finish my army and loads of gorgeous terrain to build – sounds like the perfect summer! Sybilla Tertius hive here we come...



Owen's used some of the battlefield rubble on his stratagem markers



Medic



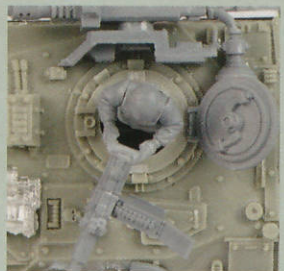
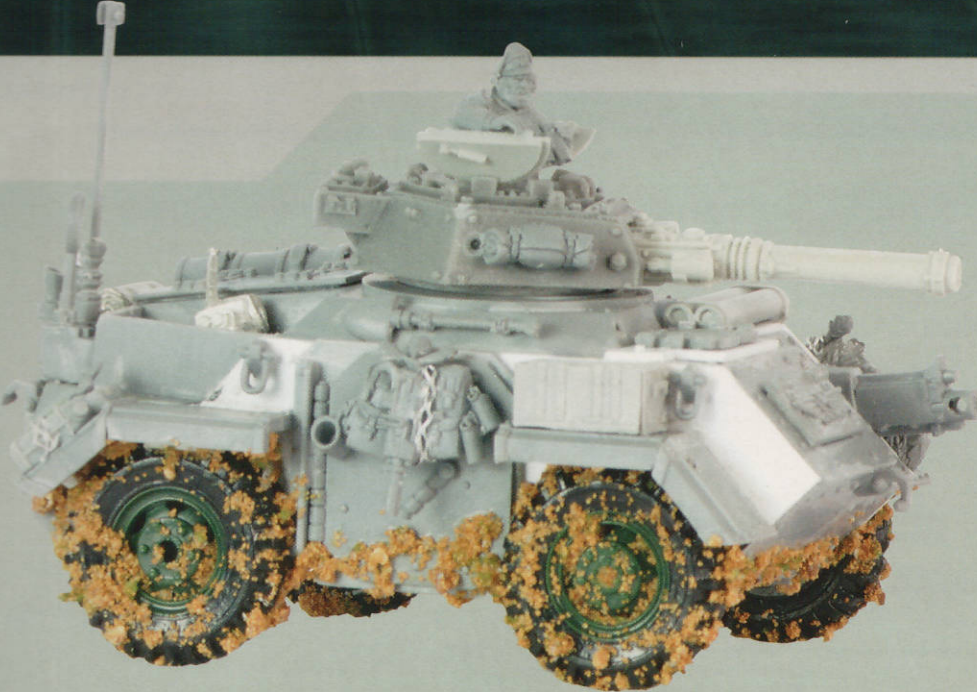
Combat Engineer



Storm trooper Sergeant



Veteran Sergeant



ARMOURED CARS – How to make one!

I get a lot of questions about my armoured cars, so I thought I'd share the secret of how to build them. The inspiration comes from the old Citadel Journal (issue 16), which feature Ewen Little's conversions in Dok Butcha.

Take the bottom hull and front of a Chimera and combine them with the top hull of a Leman Russ. A little cutting is required on the Chimera's front hull to get them to meet.

Use a pencil to trace round the side of the hull onto 3mm plasticard. Cut it out with a metal ruler and hobby knife (watch your fingers), then glue it onto the hull.

Next were the details, starting with the wheels. I couldn't find any Citadel miniatures wheels that were big enough. However, I did some old tyres from a army truck kit lying around, which were perfect. The mudguards were quite easy, they are from the track guards off the Imperial Guard Vehicle Accessory sprue. Finally, the doors on the side are from the Chimera back door, the frame surrounding the door being clipped to size.

For the turret I used a Forge World Chimera variant, however, a normal plastic Chimera turret will do just fine. A few more bits and bobs and it was all done!

The Citadel Journal featured the original incarnation of Dok Butcha's Clinic





Blood Ravens

"Knowledge is power, guard it well"

Trait Advantages:

- See But Don't Be Seen**
 Tactical and Devastator squads without a transport may take the Infiltrate skill at +3 points per model. Any squad who takes this can have Acute Senses at +1 points per model.
- Trust Your Battle Brothers**
 Command, Veteran, Tactical, Assault and Devastator squads can take the skills Counter-attack and True Grit at +3 points per model.

Major Drawbacks

- Flesh Over Steel**
 May only take 0-1, in total of the following: Land Raider, Predator Destructor, Whirlwind and Vindicator. They may not use Land Raider Crusaders or Predator Annihilators. Each transport option selected uses up a Fast Attack choice.

Rik: Fresh from their engagements with the Eldar on the worlds of Tartarus and Rahe's Paradise, my Blood Ravens, under the command of Captain Gabriel Angelos, have been summoned to another world touched by the ancient race – Medusa V.

Following the recent discovery of what would appear to be a structure of Eldritch design in the valleys lying west of Sybilla Tertius, the Holy Inquisition has acted and declared the area a quarantined zone.

Having engaged the Eldar on numerous prior occasions, the Blood Ravens arrive at Medusa V, at the behest of Inquisitor Sorcobas, to try to unravel the mystery of the Eldar artefact, and deliver the Emperor's swift justice to the interfering xenos.



- Chapter Librarian (Epistolary): Storm of the Emperor's Wrath, force weapon, psychic hood, Terminator armour, storm bolter135pts
- Terminator Command Squad (4): powerfists and 2 assault cannons200 pts
 - ▶ 1 Veteran Sergeant: power weapon and stormbolter40 pts



- Dreadnought: assault cannon, powerfist105pts



- 4 Terminators: powerfists and 2 assault cannons200 pts
 - ▶ 1 Veteran Sergeant: power weapon and stormbolter40 pts



- Venerable Dreadnought: assault cannon, powerfist125pts



- 5 Tactical Space Marines: frag grenades, flamer81 pts
 - ▶ 1 Veteran Sergeant: Terminator Honours, power weapon and bolt pistol41 pts



- 5 Tactical Space Marines: frag grenades, flamer81 pts
 - ▶ 1 Veteran Sergeant: Terminator Honours, power weapon and bolt pistol41 pts



- 5 Scouts: close combat weapons and bolt pistols52pts
 - ▶ 1 Sergeant: close combat weapons and bolt pistols13pts



- 5 Scouts: sniper rifles and 1 missile launcher95 pts
 - ▶ 1 Sergeant: sniper rifle18pts



X 3 Land Speeders Tornadoes: 3 assault cannons240 pts



X 2 Space Marines Bikes: frag grenades, 2 melta guns84 pts
 ▶ 1 Veteran Sergeant: powerfist 47 pts
 ▶ 1 Attack Bike: multi-melta 65 pts

A Whirlwind:
 Vengeance missiles85 pts

TOTAL: 2298pts



A 5 Devastator Space Marines: 4 missile launchers155 pts
 ▶ 1 Sergeant: bolgun 15 pts



A 5 Devastator Space Marines: 4 missile launchers155 pts
 ▶ 1 Sergeant: bolgun 15 pts



Archive footage, Blood Ravens of the 1st company storm Ork battlelines on Tartarus...

PAINTING BLOOD RAVENS

Armour

- Scab Red
- Red Gore
- Blood Red

Shoulder Pads & Robes

- Snakebite Leather
- Bubonic Brown
- Bleached Bone

Eyes & Wax Seals

- Dark Angels Green
- Snot Green
- Scorpion Green

Weapons

- Scorched Brown
- Graveyard Earth

Bases

- Scorched Brown
- Bestial Brown
- Snakebite Leather
- Bubonic Brown
- Bleached Bone



Blood Ravens Space Marines

Sergeant

continued from page 98

Arming for Cities of Death

Rik: As laid out in Codex: Space Marines, Blood Ravens are masters of infiltration and excel at close quarters fighting. However, in order to use these trait abilities, I would have to think carefully about the stratagems I select for my games of Cities of Death.

Option 1

- Take Infiltration stratagem, allowing me to infiltrate as normal
- Maximum of 2 further stratagems to opponent's 3

Option 2

- Drop the Infiltration stratagem
- Lose the Infiltrate ability
- Freedom to select other stratagems
- Trait skills become compromised

Option 3

- Drop the Trait rules and benefits altogether
- Total freedom of stratagems
- Total freedom of Codex unit choices

I finally elected to bite the bullet and select the Infiltration stratagem as my first stratagem. Any further choices generated by the mission level would be an added benefit, but not something I'd count on. In doing this, I wouldn't have to think about collecting and painting too many new miniatures to fulfil new battlefield roles.

That said, I do plan to tweak a few entries here and there. First, I plan to increase my two Terminator units from five to six-man units.

A third six-man Terminator unit will most likely find its way into the roster, armed with terrain-ignoring heavy flamers.

My two Devastator units continue to do me proud. Armed with missile launchers, they are able to take out troops and vehicles alike, though the 4+ invulnerable save afforded by the city terrain could prove to hamper their performance a little.

Finally, I plan to flood the battlefield with as many bolter-wielding Tactical squads as possible. With their trait rules, these guys are more effective at close quarters fighting than your average Space Marine, and have the added benefit of being able to litter the city alleyways with lethal rapid firing bolter shells. With a flamer in each unit for added building clearance potential, I should be all set to wage war in the streets of the 41st millennium!

This summer's global campaign

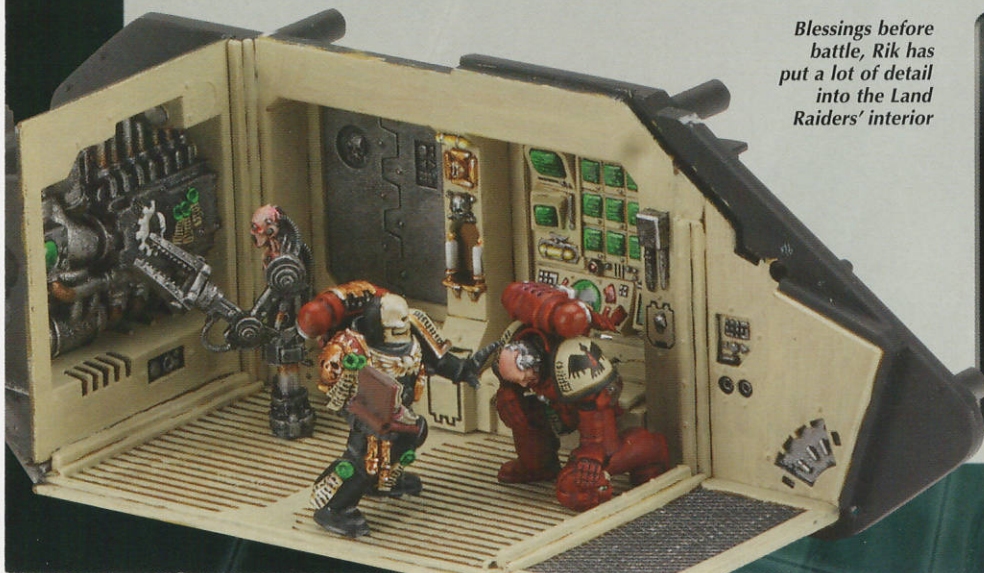
As well as Cities of Death, 2006 will be remembered as the year we ran the Warhammer 40,000 global campaign: The Fall of Medusa V.

Never really needing an excuse to acquire more units for my army, Medusa V does present me with the opportunity to build up a few bits and pieces that I might not normally take in my army, including my first ever Kill-team – armed with as much plasma weaponry as I can get my hands on – and a proliferation of vehicles, including a Land Raider conversion based upon Forge World's pre-Heresy pattern.



Librarian

Blessings before battle, Rik has put a lot of detail into the Land Raiders' interior



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MEDUSA V

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SPACE WOLVES?

- A) LION'EL JONSON
- B) LEMAN RUSS
- C) MARNEUS CALGAR

I AM A FAITHFUL SERVANT OF THE
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FRONTLINE



PAINTING DEMON

Showcasing Golden Demon winner Joe Tomaszewski

At the tender age of 18, Joe Tomaszewski has a bright future ahead of him. He's already won his first Golden Demon trophy, a Silver in 2004, and came mightily close to adding to it in 2005. He's got a master plan for this year's competition and while all that is hush-hush, we can show you some of his beautiful work.

Joe describes himself as a painter, rather than a gamer – it's often the case for a lot of Golden Demon winning painters – but it wasn't always so...

"First of all I just started playing the games," says Joe. "I was 10 years old and the first game I played was Gorkamorka (this is a classic game we no longer produce that involved truck-based Orky mayhem!)."

And while the enjoyment of gaming was great; it was in painting that Joe found his true calling.

"I entered a Bretonnian Pegasus at a National Painting Competition at Games Workshop Leicester," Joe tells us. It won the Warhammer category and the competition overall. "I saw the trophy next to it and said to myself, 'This is what it's all about.'" This self-same model won the regional competition too, boosting Joe's confidence

and affirming that he had a lot of talent, and Joe's course was set.

"After this, I decided to push the limits and go for a Golden Demon," says Joe. "I saw the entries in White Dwarf and they're amazing – I always hoped one day I'd get a Golden Demon."

Joe's dream came true when he won with his Warrior of the Dead, its crisp and clean style winning the judges over. Now Joe had his sights firmly set on more accolades and only narrowly missed out in 2005.

"I was too ambitious," he reveals, "and needed more time planning. I think I had too many entries, and the categories and scale I chose were bad moves," he admits. "This year I'm going to go for something more manageable, so I can spend the time and effort getting the smallest thing perfect, rather than get something huge just painted."

Golden Demon 2004

Silver, *The Lord of The Rings Single Miniature*. This amazingly painted miniature was Joe's first foray into the world of the Golden Demon painting competition.

SQUIGGOTH ▶

"The idea behind this diorama is a skirmish patrol set up by a river that are ambushed by Orks and caught off guard." It's a highly intricate piece with scratch-built tents, complete with wire frames and string for guy-ropes. It was a tough challenge and time-consuming with Joe working right up to Golden Demon Sunday. "That weekend I slept about four hours."

"I spent a long time on conversions," Joe says, "You can spend a long time looking at the model, picking them out." There's a guardsmen smoking, one covering beneath a tent, another with a grenade pin in his mouth.



MARNEUS CALGAR and Honour Guard ▶

One of the standout models in the excellent Space Marine range, the inspiration for this piece came from Marneus Calgar. "I wanted to make a display piece," says Joe. "I pushed my limits to try to make everything as good as possible."

Joe was urged by some of his peers to enter Marneus Calgar alone into the single miniature category but he felt it wasn't strong enough and so the Honour Guard was added. But this presented its own problems...

"I needed ideas," Joe says, "I wanted something dynamic and saw the Codex art and used that to inspire me." The standard bearer in particular caught Joe's creative eye. "I wanted them to look like they could take care of business."

Again, Joe went for a non-metallic metal style with these miniatures and the effects are stunning, though it was Marneus's cloak, based on Celtic designs, that took the most time to paint. "I spent about eight hours on it – it was very difficult as I'd already assembled the model."

It wasn't just painting where Joe stretched himself, either, especially where the converted Honour Guard were concerned. "Sculpting is a whole different thing to painting – much more time consuming." Joe worked for two months, intermittently on the conversions, inspired by the aesthetic of the models. "It's some of my best work, that I'm really proud of."



Work in progress ▶



Bretonnian Pegasus Knight ▼

Look closely at this model and you'll see it's been painted with non-metallic metals ie grey's for silvers, yellows for golds, etc. "I painted the barding first and the non-metallic metal style fitted in with it," Joe explains. It's a variant approach to painting metal but can be a lengthy process, "It was six hours just on that," says Joe. Joe used a plastic Pegasus Rider but painted the barding and tunic in a regal and ornate design. "I went for this because it was intended to be a Royal Pegasus."



Black Templar, work in progress ▼



Goldberry ▶

This model was entered in the 2005 *The Lord of The Rings* single miniature category. "It's an exercise in object source lighting," says Joe, a popular technique that's emulated by a lot of painters. "The colour scheme is based closely on Tolkien's description in *The Fellowship of The Ring*" Joe tells us. "I had the idea that she was approaching the river at dawn or dusk."



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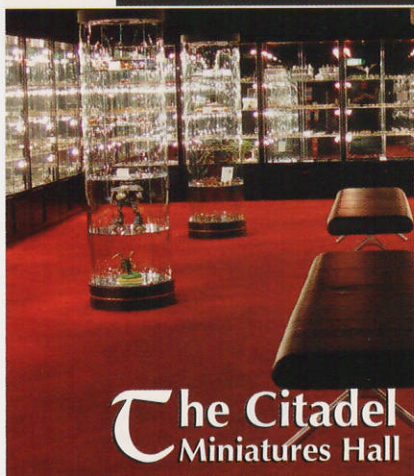
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- Hobby Centre stocking the Specialist Games Range, as well as Forge World items and a limited range of Warp Artefacts products.
- Available for Club or Gaming Group activities (subject to availability).
- Citadel Miniatures Hall.
- Sample the legendary hospitality of the Dwarfs at Bugman's Bar!

• **RING 0115 9168410 for more details** •

WHITE DWARF ONLINE

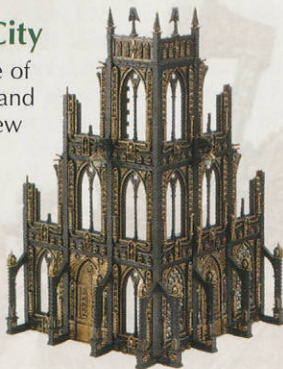
The highlights this month...

RELATED ARTICLES

All the magazine-related articles...

A Guide to Building a City

With the release of Cities of Death and the awesome new Ruined City Boxed Sets, we thought we'd show you a few ideas and tips for building your own city.



Vostroyan Colour Schemes

Veterans of a thousand battles across hundreds of worlds, the Vostroyans have defended the Imperium for 10,000 years. Take a look at some of the alternative colour schemes for this new regiment of the Imperial Guard.



Modelling Spell Effects

Wizards are powerful individuals, able to create and destroy with their mysterious powers. Find out how to model your own spell effects for use in your games of The Lord of The Rings.

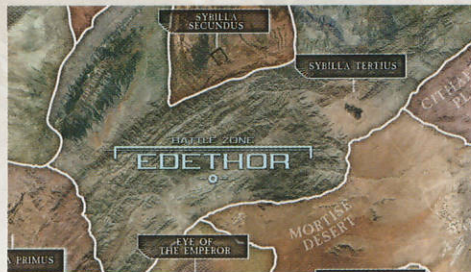


HOBBY ARTICLES

...and everything else to fuel your hobby.

Medusa V Campaign Weekend Review

May saw Warhammer World play host to the Medusa V Campaign Weekend – the opening phase of this summer's Global Campaign. Find out the results of the event, and read about the beginning of the campaign.



Medusa V Regional Background – Edethor

To support this summer's global campaign, we'll be posting the entire background for the region of Edethor (the UK section of Medusa V) on the UK website and in this month's issues of White Dwarf Online.

Converting the Engine of the Gods

Returning to the jungles of Lustria, we revisit the Lizardmen and look at different ways to construct the Engine of the Gods from the Red Host of Tenehuini army list.



What is WD Online?

White Dwarf Online is our free weekly online newsletter by the UK White Dwarf team. Every issue is packed with exciting articles and features that keep you up-to-date with what's going on in the hobby.

Why subscribe?

- Read forthcoming hobby articles first!
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www.games-workshop.co.uk/wdonline

THE EVENTS DIARY

All the latest from the UK and Northern Europe events scene.

Upcoming Events

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

whitedwarf@games-workshop.co.uk

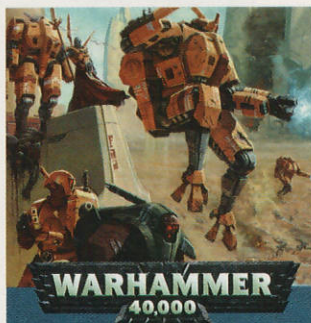
The closing dates for receiving details for publication in the following issues are:

- 1st June..WD321 (September)
- 1st JulyWD322 (October)
- 1st August..WD323 (November)

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

Events diary abbreviation guide

WHWarhammer
40KWarhammer 40,000
BBBlood Bowl
WAB.....Warhammer Ancient Battles
WPS.....Warhammer Players' Society
WECW Warhammer English Civil War
Epic.....Epic Armageddon
LOTRThe Lord of The Rings
GWGames Workshop
GTGrand Tournament



WARHAMMER 40,000 GRAND TOURNAMENT

HEAT 1

• 14th-15th October 2006

HEAT 2

• 11th-12th November 2006

HEAT 3

• 25th-26th November 2006

www.games-workshop.co.uk/events

JUNE

GCNE presents:

MORDHEIM 'The Curse'

Date: June 10th, 2006

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

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

Contact: alanvowles@msn.com for details.

GAMES WORKSHOP presents:

WARHAMMER Doubles Tournament

Date: 24th – 25th June, 2006

Venue: Warhammer World

Details: You and a partner join your forces to create a Warhammer allied army. Mixed alliances are encouraged, offering a different gaming experience! You will need a 750 points Warhammer force per player. Specific details are available from the Warhammer Doubles rules pack. Tickets cost £65 per team and entitle TWO players to 7 rounds of Warhammer Doubles gaming, lunch on both days, an evening meal on Saturday, tea and coffee both mornings, and doughnuts on Saturday to get you started.

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

GAMES WORKSHOP presents:

Dutch Grand Tournament: WARHAMMER

Date: Saturday 25th June and Sunday 26th June, 2006

Venue: Sporthal UVT, Tilburg

Age: 16+

Details: The annual Dutch Warhammer Grand Tournament returns for the sixth year. Tickets will go on sale through Northern Europe Mail Order two months in advance of the Grand Tournament.

Details: NEGT@games-workshop.co.uk

Website: ne.games-workshop.com

GAMES WORKSHOP presents:

MORDHEIM - Revenge of the Shadowlord

Date: Sunday 25th June, 2006

Venue: Gaming Centre Sheffield

Details: The location of the Pit has been discovered and many warbands are forming mistrustful alliances in order to reach this most dangerous, yet profitable, of places in the whole of the city. Will you be strong enough to capture the riches your rivals desire and escape the wrath of the Shadowlord? You will need a 500 gold crown starting warband to take part. Tickets cost £15 including lunch on the day.

Contact: 0114 243 4633 for more details.

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

JULY

GAMES WORKSHOP presents:

FORGES OF DEATH

Date: Sunday 23rd July, 2006

Venue: Gaming Centre Sheffield

Details: The forge world of Severictus Secundus is open to attack. Will the loyalists be able to hold out, or will the raiders pillage and plunder, before the Imperial fleet arrives? You will need a 1,500 points force and a 500 point Combat Patrol to take part. Tickets cost £15 including lunch on the day.

Contact: 0114 243 4633

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

GAMES WORKSHOP presents:

CALL TO ARMS

Date: 8th – 9th July, 2006

Venue: Warhammer World

Details: Come and celebrate Warmaster, Epic Armageddon, Battlefleet Gothic, Necromunda or Mordheim! You will need a painted army, fleet, gang or warband to take part in the event of your choice across the weekend. More information can be found in the Call to Arms rule pack. We'll guarantee you as many games as we can squeeze into the weekend, lunch on

both days, an evening meal on Saturday, tea and coffee both mornings, and doughnuts on Saturday to get you started – all for just £50!

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

AUGUST

GAMES WORKSHOP presents:

WARHAMMER CAMPAIGN

Date: Sunday 6th August, 2006

Venue: Gaming Centre Sheffield

Details: The thawing snows in the Black

Mountains have opened the passes and the trade routes to the East. Can you protect the passes from the hordes of Orcs, Skaven and Ogres that live high in the mountains? You will need a 2,000 points army and a 500 points Combat Patrol force to take part. Tickets cost £15 including lunch on the day. **Contact:** 0114 243 4633 **Website:** www.games-workshop.co.uk/events

GAMES WORKSHOP presents:

FALL OF THE NECROMANCER

Date: Sunday 20th August, 2006
Venue: Gaming Centre Sheffield
Details: Deep Mirkwood lies the stronghold of the Necromancer. His shadow is growing over the Elven Realm. Can the forces of Good rid the woods of this evil menace or will the Necromancer's power continue to expand? To take part in this The Lord of The Rings campaign you will need a 500 point force. Tickets cost £15 including lunch on the day. **Contact:** 0114 243 4633 **Website:** www.games-workshop.co.uk/events

SEPTEMBER

GAMES WORKSHOP presents:

The Lord of The Rings DOUBLES TOURNAMENT

Date: Sunday 17th September, 2006
Venue: Gaming Centre Sheffield
Details: Pair up with a friend to battle against others in this competition of deadly duos. To play you will need two warbands of 300 points and a friend to play with. Full details sent with the event pack. Tickets cost £20, including lunch. **Contact:** 0114 243 4633 **Website:** www.games-workshop.co.uk/events

GAMES WORKSHOP presents:



Date: Sunday 24th September 2006
Venue: Birmingham NEC
Details: Tickets cost £25.
Website: www.games-workshop.co.uk/gamesday

OCTOBER

Slayer Day: FROM THE ASHES

Date: Sunday 1st October, 2006
Venue: The Pemberton Centre, H.E Bates Way, Rushden, Northamptonshire.
Details: 4-a-side team tournament; 2 x 1,500 points Warhammer singles and 2 x 1,500 points 40K singles. Prizes for the winners. Trade stands, participation and open play tables, plus

the 'Slayer Day Axe' painting competition. Tickets cost £40.00 per team. **Contact:** Carl King on 07979 281 350 or Darrell Lee on 01933 411559

GAMES WORKSHOP presents:

Heat One: GRAND TOURNAMENT WARHAMMER

Date: 7th - 8th October, 2006
Venue: Warhammer World
Details: This is the first heat in the new Warhammer Grand Tournament season. You will require a 2000 point force designed around the restrictions listed in the tournament pack. Tickets cost £50 and include lunches on both days and an evening meal on Saturday. Qualifiers from this heat will receive free entry into the Grand Final in February 2007. **Website:** www.games-workshop.co.uk/events

GAMES WORKSHOP presents:

Dutch Grand Tournament: WARHAMMER 40,000

Date: 14th - 15th October 2006
Venue: Sporthal UvT, Tilburg
Age: 16+
Details: The annual Dutch Warhammer 40,000 Grand Tournament returns for the sixth year. Tickets go on sale through Northern Europe Mail Order about two months before the event. **Contact:** NEGT@games-workshop.co.uk **Website:** <http://ne.games-workshop.com>

GAMES WORKSHOP presents:

Heat One: GRAND TOURNAMENT WARHAMMER 40,000

Date: 14th - 15th October, 2006
Venue: Warhammer World
Details: This is the first heat in the new Warhammer 40,000 Grand Tournament season. You will require a 1500 point force designed around the restrictions listed in the tournament pack. Tickets cost £50 and include lunches on both days and an evening meal on Saturday. Qualifiers from this heat will receive free entry into the Grand Final in March 2007. **Website:** www.games-workshop.co.uk/events

GAMES WORKSHOP presents:

WARHAMMER Doubles Tournament

Date: Sunday 15th October, 2006
Venue: Gaming Centre Sheffield
Details: Pair up with a friend to battle others in this competition of deadly duos. To play you will need two Border Patrol forces of 500 points and a friend to play with. Full details sent with the event pack. Tickets cost £20 including lunch on the day. **Contact:** 0114 243 4633 **Website:** www.games-workshop.co.uk/events



HEAT 1

• 7th-8th October 2006

HEAT 2

• 4th-5th November 2006

HEAT 3

• 18th-19th November 2006

www.games-workshop.co.uk/events

SLAYER DAY FROM THE ASHES



Sunday 1st October

The Pemberton Centre, H.E Bates Way, Rushden, Northamptonshire.

CONFLICT REGIONAL EVENTS 2006

CALL: 0115 91 40000

www.games-workshop.co.uk/events/diary

See page 103 for details.



BRISTOL CARNAGE

- Warhammer, Warhammer 40,000 and The Lord of The Rings Tournament
- Tickets available as of Saturday April 1st 2006, from GW Bristol
- Event tickets £25.
- Held at the British Commonwealth Museum, Bristol.

11th June 2006

Call : 0117 925 1533

STORE & CLUB FINDER

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



Our Gaming Club allows you to find independent clubs that are a part of the Gaming Club Network. The clubs listed on page 119 all have:

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

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

look it up online at:
www.gcnm.org.uk

GAMES WORKSHOP Hobby Centres

Monday - Friday: 12pm – 6pm
Saturday: 10am – 6pm
Sunday: 11am – 5pm

Except for:

- Stores in shopping centres still open and close according to shopping centre times.
- Some stores are not open every day, such as the Gaming and Events Centre in Sheffield. Please ring the relevant store for details.

OPENING TIMES



• 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 have a 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.



• FREE PAINTING & MODELLING ADVICE

No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those skills improved and might find out something you never knew!

• FREE GAMING & TACTICS ADVICE

All our staff are experienced gamers (after all it's what they do for a living!). They can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries.

• FREE BEGINNERS PROGRAMME

Our special Beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs on Sundays, but there is also one night during the week when you can indulge in more gaming too. All you need to do is come along!

• GAMING ROOMS

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



Locating stores & 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 are 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:

www.games-workshop.co.uk/storefinder

If you're unsure where your nearest stockist is located, then call GW Direct on:

0115 91 4000

GW Store

UK Elite Store

NE Elite Store

NE Partner Store

ALTRINCHAM, The Gaming Crypt:
44 Greenwood Street, WA14 1RZ
Tel: 0161 929 9919

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

(*) Indicates Gaming Room facilities.

Stocks an extensive range products.

Stocks the complete Games Workshop range.

Stocks most of the Games Workshop range.*

New Store opening.

Store directory

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GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, Tel: 0117 959 2528
BRISTOL, Area 51:
Tel: 0117 9244655
PORTSMOUTH, Makit:
Tel: 01275 844751
YATE, Hogogaurus Toymaster:
Tel: 01454 326566
- BEDFORDSHIRE**
GW BEDFORD:
10 Greyfriars, Tel: 0123 427 3663
LUTON, Final Fantasy
45 New Bedford Road, Tel: 01582 729001
LUTON, Ottaker's
Tel: 01582 486999
- BERKSHIRE**
* GW MAIDENHEAD:
Unit 2, 17 Market Street, Tel: 0162 863 1747
GW READING:
111 Broad Street Mall, Tel: 0118 959 8693
NEWBURY, Miniature Merchants:
3 Weavers Walk, Tel: 01635 528176
BRACKNELL, Ottaker's:
Tel: 01344 488124
BRACKNELL, Toy Planet:
Tel: 01344 426262
SANDHURST, Toyworld:
Tel: 01252 873350
WINDSOR, Ottaker's Bookshops Windsor:
Tel: 01753 854556
WINDSOR, WJ Daniels:
Tel: 01753 862106
- BIRMINGHAM AREA**
GW BIRMINGHAM:
Unit 116, Bullring Link, Tel: 0121 633 7193
GW DUDLEY:
Unit 36, Merry Hill Centre, Tel: 0138 448 1818
GW SOLIHULL:
690 Warwick Road, Tel: 0121 705 7997
* GW SUTTON COLDFIELD:
45-47 Birmingham Road, Tel: 0121 334 3174
GW WOLVERHAMPTON:
9 King Street, Tel: 0190 231 0466
GW WALSALL:
Unit 27, Old Square Shopping Centre,
Tel: 0192 272 5207
- BIRMINGHAM, Console Games:**
1159 Bromford Road South, Northfield, B31 2SL
Tel: 0121 427 0022
GREAT BARR, Gaming Crypt:
Tel: 0121 360 5080
RUBERY, Roy's Hobbies & Toys:
Tel: 0121 453 3280
SUTTON COLDFIELD, Digital Dragons:
Tel: 07941 637793
- 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, Bear Necessities:
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Tel: 01296 421098
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Tel: 01280 821815
GERARDS CROSS, Howard Marshall:
Tel: 01753 882952
PRINCES RISBOROUGH, Treats:
Tel: 01844 344354
- CAMBRIDGESHIRE**
* GW CAMBRIDGE:
54 Regent Street, Tel: 0122 331 3350
GW PETERBOROUGH:
3 Wentworth Street, Tel: 01733 890 052
ELY, City Cycle Centre:
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HUNTINGDON, Sports & Fashions:
Tel: 01480 454541
PETERBOROUGH, Westgate Department Store:
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ST NEOTS, Westgate Department Store:
Tel: 01480 473242
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- CHANNEL ISLANDS**
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* GW CHESTER:
112 Foregate Street, Tel: 0124 431 3967
* GW MACCLESFIELD:
Unit 36, Chestergate Mall, Grosvenor Centre,
Tel: 0162 561 9020
GW STOCKPORT:
32 Mersey Square, Tel: 0161 474 1427
GW WARRINGTON:
Unit 20, Time Square, Tel: 0192 565 1984
ALTRINCHAM, The Gaming Crypt:
44 Greenwood Street, WA14 1RZ
Tel: 0161 929 9919
ALTRINCHAM, Altrincham Gaming Ltd:
Tel: 0161 9294708
CHEADLE, Fantasias:
Tel: 0161 491 1130
CONGLETON, Deans Toys & Cycles:
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CREWE, ABC Model Sport:
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CREWE, Patters Model World:
Tel: 01270 250 038
MACCLESFIELD, Jac in a Box:
Tel: 01625 502 221
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Tel: 0161 220 735 23
WIDNES, The Hobby Shop:
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- CLEVELAND**
* GW MIDDLESBROUGH:
Unit 33, 39 Dundas Street, Tel: 0164 225 4091
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BOOMIN, Brickbells:
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BUDE, Nitro RC:
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BUDE, More Value:
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FALMOUTH, Wonderland Falmouth:
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* GW CARLISLE:
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COCKERMOUTH, The Toy Shop:
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KENDAL, O'Laughlins:
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GLOSSOP, Glossop Craft and Model Centre:
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ANDOVER, Hogogaurus Toymaster:
Tel: 01264 352 263
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FLEET, Fleet Toys:
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GOSPORT, JC Books:
Tel: 02392 580 931
MILFORD ON SEA, Milford Models and Hobbies:
Tel: 01590 642 112
NEW MILTON, Toys of New Milton:
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PETERSFIELD, Folly Models:
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PETERSFIELD, Fun for All:
Tel: 01730 267 271
PORTCHESTER, Vicor Models:
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RINGWOOD, Toys of Ringwood:
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ROMSEY, Roundabout:
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SOUTHAMPTON, Hidden Fortress Ltd:
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SOUTHSEA, Southsea Models:
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WATERLOOVILLE, Forever Toys Ltd:
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WATERLOOVILLE, Paul's Hobby Shop:
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ROSS ON WYE, Revolutions:
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16 Bridge Street, Tel: 0144 224 9752
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18 Heritage Close, off High Street,
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29 Maidenhead Street SG13 1DW,
Tel: 01992 537 774
BERKHAMSTEAD, Hamlins:
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BISHOP'S STORTFORD, Boardmans:
Tel: 01279 654 033
BISHOP'S STORTFORD, Play Mode:
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COCKFOSTERS, Murray & Brand:
Tel: 02084 490 827
HARPENDEN, Felicitations:
Tel: 01582 767 811
HERTFORD, Marquee Models:
Tel: 01279 423 334
HITCHIN, Mainly Models:
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LETCHEWORTH, Model Images:
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ROYSTON, Toyshop:
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DOUGLAS, Toymaster:
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NEWPORT, Battalion:
Tel: 01983 533 222
NEWPORT, Toy & Models:
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Tel: 01983 862 454
RYDE, Fun, Fact and Fantasy:
Tel: 01983 617 323
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Greenhithe, Kent, Tel: 0132 242 7880
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Unit 5, Iron Bar Lane, Tel: 0122 745 2880
GW MAIDSTONE:
7a Pudding Lane, Tel: 0162 267 7435
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ASHFORD, Wide Eyes:
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Tel: 01233 636600
BEXLEY HEATH, Kit Crazy:
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BROADSTAIRS, Time & Space:
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CHATHAM, Maynes:
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DOVER, Turners Models:
Tel: 01304 203 711
FAVERSHAM, Abacus Toys:
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GRAVESEND, Steve's Collectables and Models:
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GRAVESEND, The Stamp Centre:
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HERNE BAY, Spearings:
Tel: 01227 374 049
MARGATE, Toymaster Kingdom:
Tel: 01843 225 400
RAMSGATE, The Giggling Goblin,
Games Emporium:
Tel: 01843 594 884
SEVENOAKS, JH Lorimer:
Tel: 01733 452 840
SEVENOAKS, Manklows:
Tel: 01732 454 952
SITTINGBOURNE, AJ Blundell & Son:
Tel: 01795 424 371
TONBRIDGE, Kids Stuff:
Tel: 01732 353 186
WOODCHURCH, The Model Shop:
Tel: 01233 860 008
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Unit 27, 36 Acresfield Mall, Tel: 0120 436 2131

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BLACKBURN, Mercer & Sons:
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BURNLEY, Arthur Benn:
Tel: 01282 422 546

BURY, Conways Toymaster:
Tel: 01617 616 209

CHORLEY, A & B Games:
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CHORLEY, Hampsons Toys & Nursery World:
Tel: 01257 261 045

CLITHEROE, Cowells of Clitheroe Ltd:
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KIRKHAM, RK Boves:
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LANCASTER, Lawsons Toymaster:
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LANCASTER, Micro Markets:
Tel: 01524 840 486

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Tel: 01942 671 116

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WIGAN, Wigan Model Centre:
Tel: 01942 245 683

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GW LUGBOROUGH:
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COALVILLE, Geoff's Toymaster:
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GRANTHAM, Arbon & Watts:
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Tel: 01754 763 429

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Unit 24, The Mall, Bromley, Tel: 0208 466 0678

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3/5 Gossett Road, Tel: 0208 363 3238

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161 King Street, Tel: 0208 846 9744

GW HARROW:
296 Station Street, Tel: 0208 861 2350

GW KENSINGTON:
Shop 7, Lancer Square, Kensington Church Street, Tel: 0207 937 7011

GW KINGSTON ON THAMES
33 File Road, Tel: 0208 549 5224

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CHINGFORD, Rossis of London:
Tel: 0208 529 1920

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ELING, And So It Begins:
Tel: 0208 579 2244

FINCHLEY, Leisure Games:
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HAMPSTEAD, Happy Returns:
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LONDON, Just Games:
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LONDON, Russ:
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Tel: 0208 785 9553

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MANCHESTER, Waterstones:
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SOUTHPORT, Claymore Games:
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EAST SHEEN, Pandemonium:
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EAST DEREHAM, Youngsters World:
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FAENHAM, Lou Lou's Toys and Gifts:
Tel: 01328 853 118

GORLESTON, Toy King:
Tel: 01493 443 097

HOLT, Starlings Toymaster:
Tel: 01263 713 101

HUNSTANTON, Hunstanton Models:
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KINGS LYNN, Westgate Department Store:
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NORWICH, Battelnet:
Tel: 01603 765 595

NORWICH, Kerrisons:
Tel: 01603 494008

NORWICH, Langley's, Rackhead industrial estate:
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NORWICH, Toys Plus, Norwich airport industrial estate:
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KETTERING, Green Angel Cards & Games:
Tel: 01536 359 248

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Tel: 01536 512 507

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RUSHDEN, Osborne Sports & Toys:
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WELLINGBOROUGH, Software Seller:
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BERWICK UPON TYWED, Berwick Computer Games and DVDs:
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HEXHAM, Fairplay:
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MORPETH, TG Allan:
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SUTTON-IN-ASHFIELD, Big Boys Toys:
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BANBURY, Trinder Bros:
Tel: 01295 262 546

BICESTER, Dentons:
Tel: 01869 323 946

CARTON, Giles Sports:
Tel: 01993 842 396

COWLEY, Dentons:
Tel: 01865 749 746

DIDCOT, Dentons:
Tel: 01235 816 566

OXFORD, Boswells Toymaster:
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THAME, Pied Peddler:
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WITNEY, Romkrish:
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GW SHREWSBURY:
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BURNHAM ON SEA, GW Hurley:
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CHARD, Games Wizard:
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CHECDAR GORGE, Class Creations Ltd:
The Lippitt, BS22 3QP, Tel: 01934 749 240

CLEVEDON, JJ Toymaster:
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FROME, The Ellenbray Press:
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FROME, Frome Model Centre:
Tel: 001373 46529

GLASTONBURY, Pedalers Toymaster:
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MINEHEAD, Minehead Toys & Models:
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WESTON SUPER-MARE, Griffins Games:
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STOWMARKET, Simpson & Sons:
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PURLEY, JH Lorimer Ltd:
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REIGATE, The Toy Shop:
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WALTON ON THAMES, Treehouse Toys:
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Tel: 01889 565 337

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DEVIZES, Hoggosaurus Toymaster:
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Tel: 01672 512 170

MELKSHAM, The Toyshop:
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4 Piccadilly, Bradford, Tel: 0127 473 9430

GW DONCASTER:
Unit 10, The Colonnades, Tel: 0130 232 0535

GW HARROGATE:
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GW HULL:
30 Paragon Street, Tel: 0148 258 9576

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GW LEEDS (WHITE ROSE):
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GW SHEFFIELD (central):
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GW SHEFFIELD (MEADOWHALL CENTRE):
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Bridge Garage, Gatherley Road, Tel: 01748 810 135

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BRIDLINGTON, Croppers:
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HALIFAX, Halifax Modellers World:
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HALIFAX, Magazine World:
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HUDDERSFIELD, Games Emporium:
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KEIGHLEY, Conways Toymaster:
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43 Princess Way, Tel: 0179 246 3969

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Royal Buildings Priority Street, Tel: 01239 614 080

Aberystwyth, Richards of Aberystwyth:
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Aberystwyth, Albatross:
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BANGOR, ACME Computers:
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LLANDUDNO, Dibs Toymaster:
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LLANTWIT MAJOR, Rainbow Plaza:
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MILFORD HAVEN, Foster Powell Ltd:
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PORTRHCALW, Game It:
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PEMBROKE, Dragon Alley:
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RHYL, Lightfoot Models & Toys:
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SWANSEA, Comix Shoppe:
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SWANSEA, West Coast Games Ltd:
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WREXHAM, Brite Ideas:
Tel: 01978 758 451

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GW ABERDEEN:
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GW Ayr:
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GW BREAHEAD:
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GW DUMFRIES:
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GW DUNDEE:
110 Commercial Street, Tel: 0138 220 2382

GW EDINBURGH:
136 High Street, Tel: 0131 220 6540

GW FALKIRK:
12 Cow Wynd, Tel: 01252 462 4553

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Tel: 01764 653 706
DINGWALL, Sports and Model Shop:
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DUNFERMLINE, Abbey Models:
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ELGIN, James's Toy Master:
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Tel: 01563 520 262
KINROSS, The Hope Chest:
Tel: 01577 862 511
KIRKCALDY, The Hope Chest:
Tel: 01592 260 116
NORTH BERWICK, Wals Cycles:
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ORKNEY, McCann Toy Master:
Tel: 01856 857 788
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THURSO, Durran's:
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TURFRIE, E Race and Sons:
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Tel: 0482 364 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,
Tel: 02842 362 2367
ENNISKILLEN, Modellers Corner:
22 Darling St, Tel: 0486 632 2367
LISBURN, World of Wonders:
Riverside Drive, Tel: 0489 266 9996
OMAGH, Whites Toy Master:
37 Bridge St, Tel: 0662 242 427
PORTADOWN, D. Jeffers:
8 Mandeville St, Tel: 0483 535 0889

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GW BLANCHARDSTOWN:
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Dublin, Tel: 0035 318 223 868
GW DUBLIN:
Unit 3, Lower Liffey Street,
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Dillon Terrace, Co Mayo, Tel: 096 76676
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23 Northport Bus Pk, Cork, Tel: 0214 210 445
BRAY, ER Harris & Sons:
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Co Mayo, Tel: 096 76676
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Douglas Shopping Centre, Co Cork,
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CORK, Noddy's Toy Master:
13-14 Cornmarket St, Co Cork, Tel: 021 427 9508
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Paul Street Shopping Centre, Co Cork,
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CORK, World of Wonders:
Co Cork, Tel: 021 4210445
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Dun Laoghaire Shopping Centre, Co Dublin,
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DUNDALK, Pick n Save:
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Woodycar Park, Co Clare, Tel: 065 684 8697
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GALWAY, Games Realm:
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Eyre Square S/Centre, Co Galway,
Tel: 091 563 313
GALWAY, Model World:
14C Looban Business Park, Taum Rd., Co Galway,
Tel: 091 765 655
GALWAY, Toy City:
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GOREY, John Webb:
Co Wexford, Tel: 055 21119
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77 High St, Co Kilkenny, Tel: 056 51038
KILLORGLIN, O'Sheas:
Lower Bridge St, Kerry, Tel: 066 976 1919
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30 Thomas St, Co Limerick, Tel: 061 313 477
LIMERICK, O'Callaghans:
Dock Rd, Co Limerick, Tel: 061 225 886
LIMERICK, The Gathering:
43 Lower Gerald Griffin St, Co Limerick
Tel: 061 315 133
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Church St, Co Galway, Tel: 091 841 403
LOUGHREA, Mary's Toy Master:
2 Main St, Co Cork, Tel: 026 42491
LOUGHREA, Murphy's World of Wonder:
115, Main St, Co Cork, Tel: 022 21197
NENAGH, JKC:
25 Peane St, Co Tipperary, Tel: 067 31391
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Newbridge Retail Park, Kildare,
Tel: 00385 3127594
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SLAVONSKA BROD, Lesic
Strossmayerova 7
VARAZDIN, Land of Magic
Gackova 5, 42000, Tel: 00385 42200161
ZAGREB, Land of Magic
10000, Frankopanska 22, Tel: 00385 14870077
ZAGREB, Land of Magic
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LEOPOLDSBURG, NV Moestermanns
Maarschalk-Fochstraat 20, 3970,
Tel: 0032 0011 39 38 46
LEUVEN, The Dice Pool
Parisisstraat, 44, 3000, Tel: 0032 0116 29 49 94
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Vestmarkt 32, 2800, Tel: 0032 0115 34 59 07
OOSTENDE, King Arthur
Amsterdamstraat 63B, 8400,
Tel: 0032 0039 51 57 56
AALST, Hermelijn
Molenstraat 36, 9300, Tel: +32 0 53 41 48 66
AALST, Interloto Aalst
Lange Zoustraat 163, 9300,
Tel: +32 53 750 143
ANTWERPEN, Celtic Cross
Zilvermidsstraat 9, 2000,
Tel: 0032 003 288 81 65
ANTWERPEN, Red Dragon Games
St Kalleplein 55, 2000,
Tel: 0032 003 231 71 61
BLANKENBERGE, De Speelhoek
Langestraat 41, 8370, Tel: 0032 0050 41 49 23
BRUSSELE, Modelcenter West-Vlaanderen
Langestraat 163, 2000, Tel: 0032 0050 34 20 71
BRUSSELE, Interloto Laken
8-10 Avenue Busleyden, 1020,
Tel: 0032 002 358 71 41
BRUSSELE, Interloto Anderlecht
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Tel: 0032 002 523 84 73
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Moens, Sint-Gillisstraat 75, 9200,
Tel: 0032 002 361 58 53
DEURNE, The Gamestore
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GENT, Miniaturauto's Eeckhout
Burgstraat 87, 9000, Tel: 0032 009 224 17 96
GENT, Lood & Spelen
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HALLE, Mishra's Playground
Ninofsesteenweg 104, 1500,
Tel: 0032 11 351 358
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104 Chaussee d'Ixelles, 1050,
Tel: 0032 002 514 17 03
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Doornikstraat 52, 8500, Tel: +32 56 32 43 07
KORTRIJK, De Concorde
Brugsestraat 40, 8500, Tel: 0032 0056 37 05 65
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Roomsstraat 27, 9160, Tel: 0032 009 348 49 50
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Breslaan 376, 2170, Tel: 0032 003 666 37 73
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Tel: 0032 0014 32 08 24
NIEPVELT, 't Spelhuys
Fabrieksstraat 10, 3910, Tel: 0032 0011 74 49 79
OOSTENDE, Timms
Vlaanderenstraat 48, 8400,
Tel: 0032 0039 80 49 63

OVERSEAS, Interloto Overseas
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Tel: 0032 002 687 42 53
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Stationstraat 63, 8800, Tel: 05120 82 50
ROSELAIRE, WWII's World
Henri Horriestraat 20, 8800,
Tel: 0032 0051 24 64 15
ST NIKLAAS, HQ
Avenuestraat 44-9100, Tel: 0032 003 776 35 45
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SOFIA, Magic Worlds
100, Slavovkiy str.9
SOFIA, Moria
1303, Sredna Gora Str.133

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Tel: 00385 3127594
OSIEK, Zeldia,
Trg A. Starcevic,
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10000, Frankopanska 22, Tel: 00385 14870077
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Zachranova 5, 100, Tel: 0042 602489158
HRADE KRALOVE, Knihkupectvi Valhalla
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AARHUS C, Dragons Lair
Sct. Knuds Torv 3, 8000, Tel: 8619 0063
ODENSE C, Dragons Lair
Køngensgade 21, st. 500, Tel: 6591 9701
ROSKILDE, Fanatic Roskilde
Allehellegade 15, 4000, Tel: 4636 3548
SLAGELSE, Fanatic Slagelse
Skovsgaade 4A, 4200, Tel: 5854 4080
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Køngensgade 19, 6700, Tel: 7518 1199
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Rosenkildvej 27, 3000, Tel: 4821 2542
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Kolding Storcenter 22, 6000, Tel: 7550 3834
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Rødovre Stationscenter, 2610, Tel: 3672 0255
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AARHUS C, EB Games
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Kysvejen 27, 8000, Tel: 8619 4311
AARHUS C, Hobby House
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AARHUS C, EB Games
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Åsnæs Centret 2, 4550, Tel: 5965 0014
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Frederiksborgvej 148, 2700, Tel: 3860 3626
CHARLOTTELUND, Bog & idé Charlottelund
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EBELTØF, Ebelthof Hobby Import
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Køngensgade 31, 6700, Tel: 7512 1177
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Espergerde Center, Vester Torv 2, 3600, Tel: 4913 1946
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FREDERIKSHAVN, Roses Boghandel
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Hundige Storcenter, 2670, Tel: 4390 6008
HADERSLEV, Legekæden Haderslev
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Kirkevej 1, 8370, Tel: 8698 0839
HADSUND, Lorentz Nielsen Bog & idé
Storegade 14, 9560, Tel: 9857 1833
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Østergade 17-19, 3200, Tel: 4879 4001
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HELSINGØR, BO Bøger Helsingør
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HERLEV, Bog & idé Herlev
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Herming Center, Merkurvej 17, 7400,
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Smålegade 12, 7400, Tel: 3130 1897
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HORSNÆS, Legekæden Horsnæs
Hospitalsvej 15, 8700, Tel: 7561 6011
HØRSHOLM, GAD Horsholm
Hovedgaden 55 C, 2970, Tel: 4586 0408
HULBÆK, Kodes
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Reberbanegade 3, 2300, Tel: 3296 7552
KØBENHAVN K, EB Games
Kælvved Brygge 9, 1560, Tel: 3312 7172
KØBENHAVN K, EB Games
Nyavej 3, 1164, Tel: 3310248
KØBENHAVN N, Steenbergs Bog & idé
Nørrebrogade 163, 2200, Tel: 3585 5277
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Skt. Pedersteestade 35, 1453, Tel: 393 835
KØBENHAVN K, Bog & idé Fisketorvet
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KOLDING, EB Games
Skovvægen 42, 6000, Tel: 7550 1079
KOLDING, Good Games
Løngade 13, 6000, Tel: 7550 0304
LEMVIG, Legekæden Lemvig
Torvet 13, 7620, Tel: 9782 1511
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Lyngby Storcenter 54, 2800, Tel: 4587 0445
LYNGBY, EB Games
Løngade 3750, 2800, Tel: 4587 0509
MARIBO, Legekæden Maribo
Østergade 3, 4930, Tel: 5478 2521
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NYKØBING SJ, Bog & idé Nykøbing Sj.
Algade 32, 4500, Tel: 9901 0006
NYKØBING F, Hundehuset
Jernbanegade 33, 4800, Tel: 5486 0846
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Røssens Gade 32, 8300, Tel: 8654 4276
ODENSE C, EB Games
Køngensgade 43, 5000, Tel: 6612 9929
ODENSE C, BO Bøger Odense C
Vestergade 59-61, 5000, Tel: 6611 4033
ODENSE SØ, BO Bøger Rosengårdscenter
Køngensgade 53 Gul Gålgade, 5200,
Tel: 6615 9928
ODENSE SØ, EB Games
Ørbækvej 75, 5220, Tel: 6395 0070
RANDERS, Bog & idé Randers
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Rådhusstrøvet 4, 8900, Tel: 8642 5814
RANDERS, Randers Hobby Import
Adelgade 13, 8900, Tel: 8643 3923
RINGE, Fjords Bog & idé
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Algade 4, 6950, Tel: 9732 0806
RINGSTED, Buddy Legetøj
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Vest Center Tjisevborgvej 5, 8240,
Tel: 8621 5329
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Rødovre Centrum 116, 2610, Tel: 3641 0485
RØDØVRE, EB Games
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Lillevold 14, 3700, Tel: 5695 9449
RØNNE, William Dam Bog & idé
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Stenderstorvet 4, 4000, Tel: 4635 0088
ROSKILDE, Ømsleget
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SEBY, Bøger & Papir Saby
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SILKEBORG, Bog & idé Silkeborg
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This month's winner is...

Readers' Minis

I would like to say that since Fuel for the Furnace became a regular feature, it is the first thing I read and has become one of my favourite sections. However, as much as I enjoy looking at miniatures painted by other readers, it is quite annoying that every month there is another letter saying "it's my dream to see my figures in White Dwarf "or" how good are my miniatures?" taking up valuable space reserved for readers views. How about a readers' miniatures section?

Dave Corden.

Good point Dave. If a model or army is amazing we'll probably want to run a feature on it, especially if that person was at an event when we saw it. Also, we cannot guarantee we'll get the quality of models we need every month to run a dedicated section, so adding the odd picture or two in Fuel for the Furnace gets round this – Grombrindal.

Fuel for the

FURNACE

Your mighty missives as read by Grombrindal himself!

Rend away

I just received the latest White Dwarf. Aside from the great new layout I also noticed Owen's Red Scorpions Rhino. I am responsible for the Tyranid models for Imperial Armour 4: Anphelion Project. I hope they show those Space Marines the business end of a rending claw or two!

Marco.

Rending... always a pleasure, never a chore – Grombrindal.



Marco's Tyranid Horde!

Re-adjust your radar

Firstly I'd like to thank the WD team for the information concerning the issue I could find the Mentor Legion in.... now I just have to find the issue. Secondly I would like to congratulate the whole team on producing a better quality magazine over the last several months.

However, I am concerned that the Specialist Games are falling off the radar, in 18 issues you have only published articles on two of the systems. I realise that there is web support online, but I'm a paper kind of guy. I'd love to see more of the speciality games included in the pages. After all, the GW

universe is more than just the 3 main game systems.

Ou Hawkins.

We do all of our support for Specialist Games online, with on average 4 articles published weekly. Sign up to WD Online to keep in touch. We also do features in White Dwarf on the games, albeit irregularly. We'll let those players who haven't seen it before know what it's about and offer something for those who are already into it. The best time for this is when we release some new models or cover a Specialist Games event. In short, we haven't stopped supporting Specialist Games – Grombrindal.

A Slap on the Back

Dear Mr Rees and team,
Over the last few months, there has been a noticeable improvement in the quality of White Dwarf, in particular its appearance. Funnily enough, this radical improvement seems to have occurred from the time Mr Rees was allowed to sit in the command chair! Well done, and keep it up.

Emrys Barnes.

I'd love to take the credit, but it would be remiss. White Dwarf is made by two teams, the UK WD Team (us) and the Studio WD Team (led by former UK Editor, Guy Haley). The Studio team make all the articles about the new models and we back this up with articles on the stores, the gaming community and events in the UK. These two combined make the UK edition. So really it's a tag team combo you see. However, it would seem you think this combo is working, which I agree with! – Owen.

WHISPERS FROM THE WARP

Tony Hadden... keep up the good work on the boards and let us know when you start gaming! **Jeffrey MacLeod and Pippa Cooper...** please get in touch, we lost your e-mail address and want to chat! **Joe Gilling...** this issue should help! **Henry Atkinson...** the Dwarf Army book will not be redundant in the new edition. **Marlon Schaefer...** Now that's a heavy bolter team! **Matthew Price...** your wish was granted last issue. **Cameron MacAskill...** I hear rumours of something in Imperial Armour 4.

Fuel for the Furnace, White Dwarf UK, Games Workshop, Willow Road, Nottingham, NG7 2WS; e-mail whitedwarf@games-workshop.co.uk, We reserve the right to edit all letters for space, content and style

From the Brushes of the Beardlings

The current hobby exploits of the UK White Dwarf team.



Owen Rees

Owen: I ventured forth to the Warhammer 40,000 Grand Tournament Final, and there, with budding eyes and rosy cheeks, did I hope that I might attain everlasting glory. But no, like Icarus, I had climbed too high and was cast down – far down – on the weekend of my potential triumph. Yes, that's right folks, the 'curse of the WD Editor' hit home and boy was it bad! 121st out of 150. You win some, you lose some. I return to finishing off my Witch Hunters/Tahnelians and planning the conquest of Vogen (actually going well) in the Studio's Cities of Death campaign.



Christian Byrne

Christian: I have little to show this month as all my efforts have gone towards finishing my new Black Legion army (you will have seen some in the last few issues and Cities of Death feature, on page 33) for the second instalment of Arming for Medusa. I can, however, show off the unpainted bases of the Chaos Bikers that are still in production, these are made from one of the building sprues from the last Warhammer 40,000 boxed set as well as bits of slate and razor wire from the new Urban Basing kit.

I have been working on other models in recent months (mainly to sharpen my painting skills), the Nurgle champion below being one such model. I wanted to paint his armour to look worn and grimy, an effect achieved by working washes of Bestial Brown, Dark Angels Green and Scab Red into the Boltgun Metal basecoat. Right, enough of my mutterings, I have plenty to get on with. See you next month.



▲ Owen's inquisition continues to spread



Rik Turner

Rik: Dwarfs, Space Marines and Elves. That's all I seem to paint these days! However, I'm having great fun doing it.

Having just managed to lay my hands on a new Venerable Dreadnought, painting has begun in earnest to get it ready for the May campaign weekend, not to mention the summer global campaign – the Fall of Medusa V. Hopefully I'll be able to show it off next issue.

Also, recently completed are two new Elven heroes for my The Lord of The Rings army: Glorfindel (now armoured) and Erestor, both members of the White Council. These are two awesome new miniatures which, with the right paint job, look right at home amongst my army of Elven warriors.

► Erestor and Glorfindal join Rik's already large Elven army.



▲ Chaos Bikers are to be mounted on the bases above, the rods are where the models will attach.

► Halitosis isn't this guys only problem, he also suffers from bad skin and chaffing.



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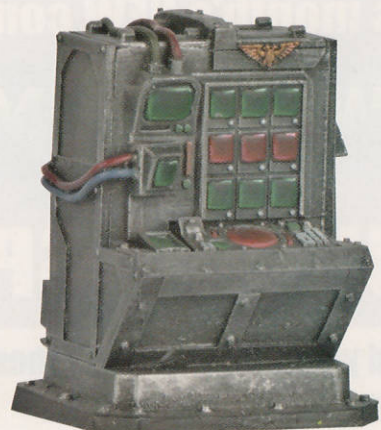
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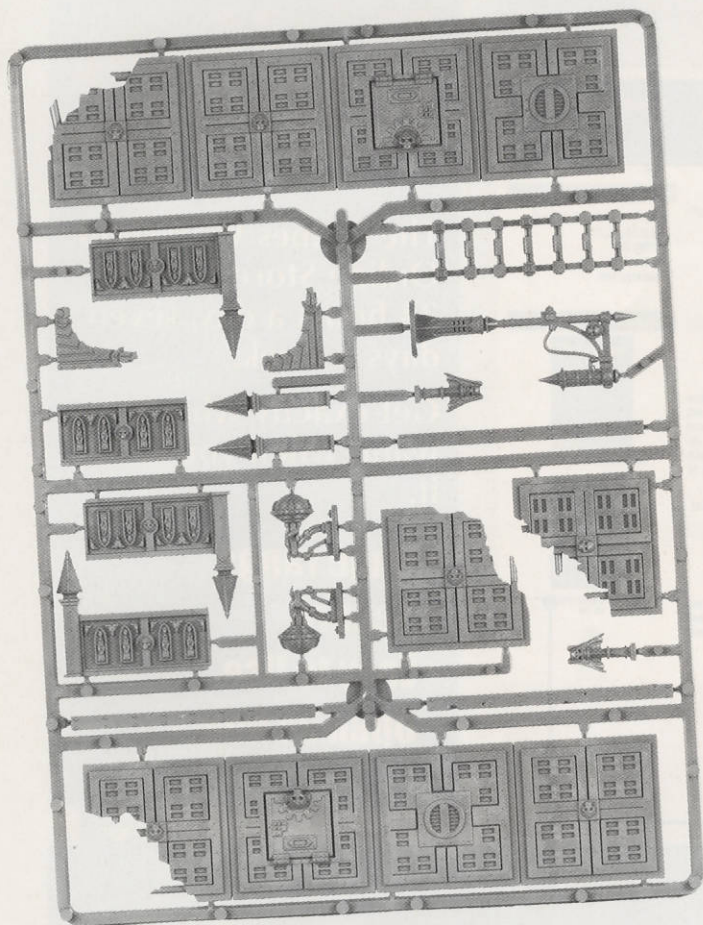
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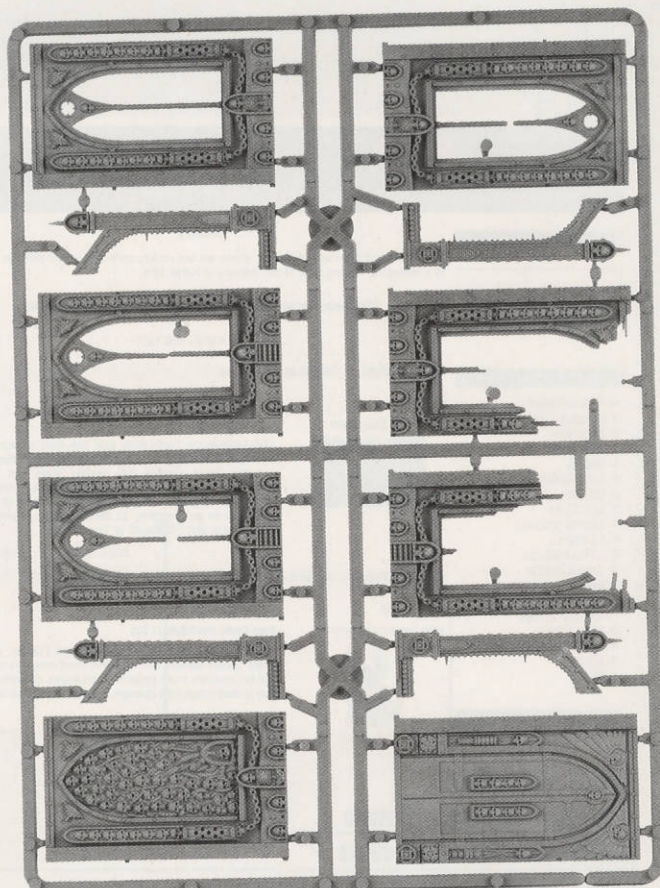
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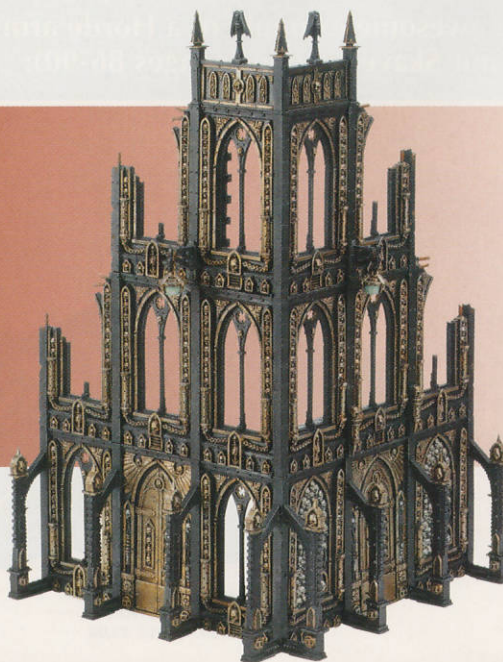
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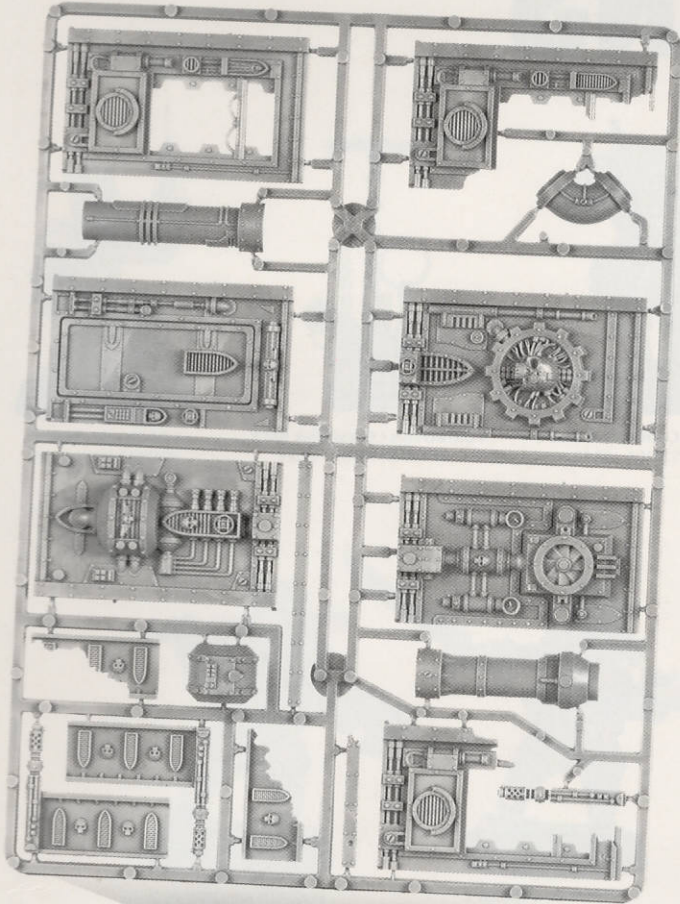
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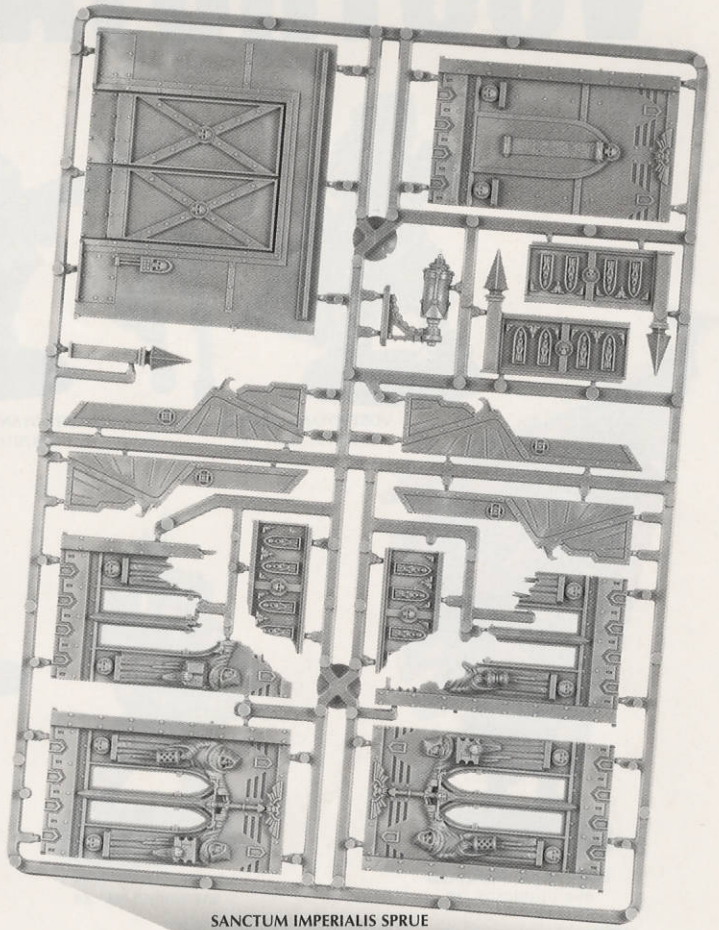
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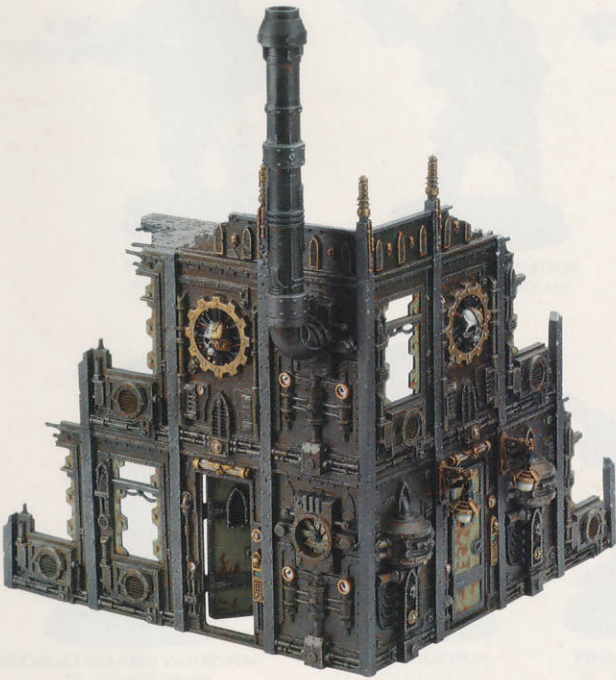
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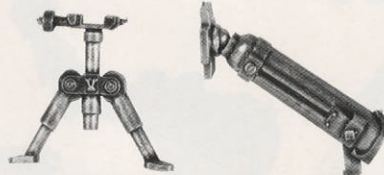
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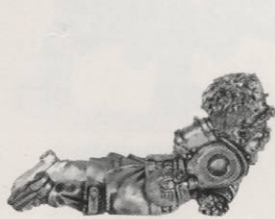
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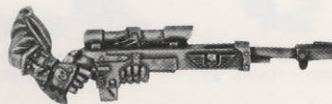
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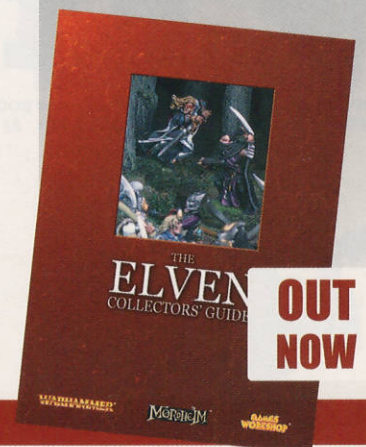
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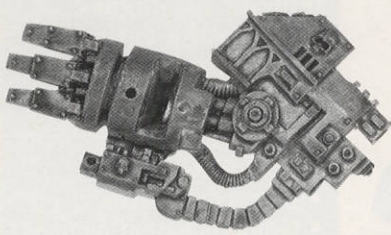
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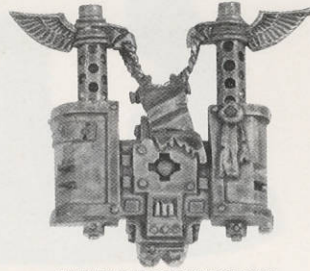
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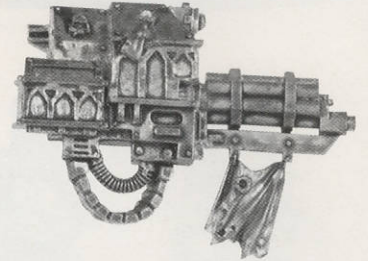
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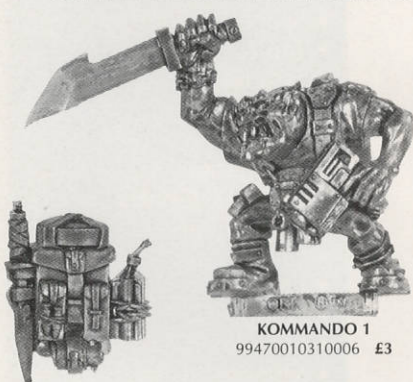


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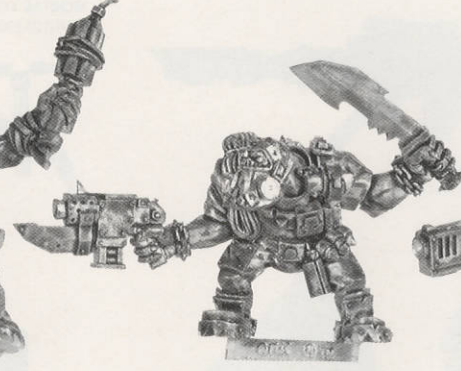
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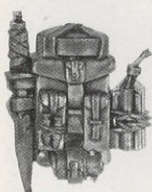
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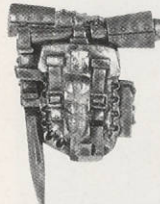
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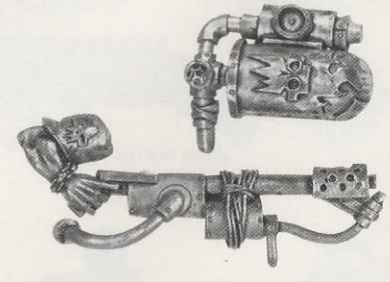
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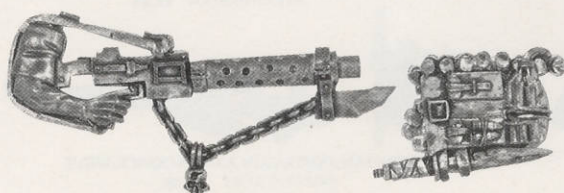
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