

INSIDE

BLOOD IN THE BORDERLANDS – BEASTMEN BATTLE REPORT

GAMES WORKSHOP

WARHAMMER BEASTMEN

WD362 February 2010
GAMES WORKSHOP'S MONTHLY MAGAZINE

WARHAMMER
40,000

LIBER APOCALYPTICA:
TYRANIDS

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

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CAMPAIGN

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BEASTMEN

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WD362 FEB 2010 WWW.GAMES-WORKSHOP.COM

GAMES WORKSHOP

ISSN 0285-8712

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Under the watchful eye of Malagor, a warherd emerges from the forest and despoils a remote inn.

EDITORIAL



Cover artwork by Paul Dainton

WHITE DWARF 362 • FEBRUARY 2010

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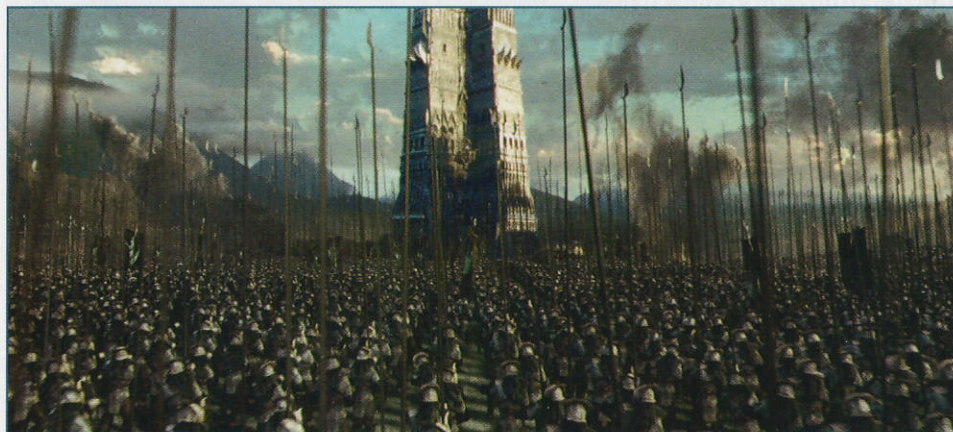
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Over the last few months, the White Dwarf bunker has been fit to bursting with your letters. The groaning postbags are providing a trip hazard in the office, and designated letter-answerer Andy Hall can barely write his articles for all the mail he's having to send.

So, what's caused this deluge of mail? Well, quite a few letters contain responses to Jervis' Standard Bearer articles and his recent Battlefield Challenge series (keep them coming, as Jervis is chuffed with the reaction so far to his tactical puzzlers). Other letters contain comments about our recent battle reports, or ideas for articles. The bulk of them, though, are directed at the 'Eavy Metal team. Our 'Ask 'Eavy Metal' feature has proved to be very popular, so much so that we simply haven't been able to respond to all of your letters. As a result, this month we've devoted an entire article to answering your painting queries, and the 'Eavy Metal team have been on hand to provide step-by-step examples for some of the trickier queries.

This issue is a bit of a painting special. Inspired by the aforementioned feature, I've been looking at the painting side of the hobby in particular. You see, sitting in the Design Studio, it's easy to become spoiled by having such beautifully painted models around us all the time. I think it's really important that we take the time to appreciate the amount of work that goes into producing models of this quality, which is why there are two more features this month all about the art of miniature painting. First up we have a special 'Road to Golden Demon' article, where we look at the work of several Golden Demon competitors, including exclusive 'work in progress' shots. Next, we have the third installment in our popular 'Painting Faces' (occasional) series. This time Darren Latham (no relation) looks at painting monstrous faces, just in time to help you paint your new Beastmen. His work on this blew me away! So, until next month, farewell.

Mark Latham, Editor

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Product Code: 60249999362
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WARHAMMER® PRIMAL FURY

The forests of the Old World are not safe places, for under the dense canopies live the Beastmen – the true Children of Chaos, who wish nothing less than the utter destruction of the civilised races. The brayherd gathers on page 18.



FEATURES

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The designers behind the new models and Beastmen army book co-author Phil Kelly talk to Andy Hall about the Cloven Ones.

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Phil Kelly's back with another Planetstrike Tactica, this time focusing on the role of the attacker.

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94 MODELLING WORKSHOP: DESPOILING THE EMPIRE

We showcase Chad Mierzwa's fantastic Beastmen and Empire scenery.

98 'EAVY METAL MASTERCLASS: MONSTROUS FACES

Darren Latham returns for another Masterclass focusing on faces. This month he covers monstrous creatures.

BATTLE REPORT

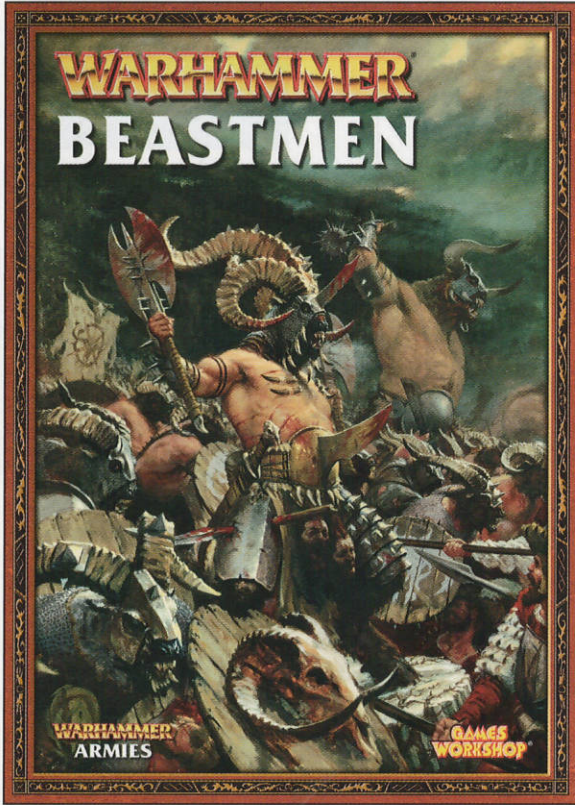
56 BLOOD IN THE BORDERLANDS

An Empire and Bretonnian alliance must destroy the warherd of Khorgor of the Black Horn as it rampages through the borders, sowing anarchy and chaos in its wake.



WARHAMMER

BEASTMEN



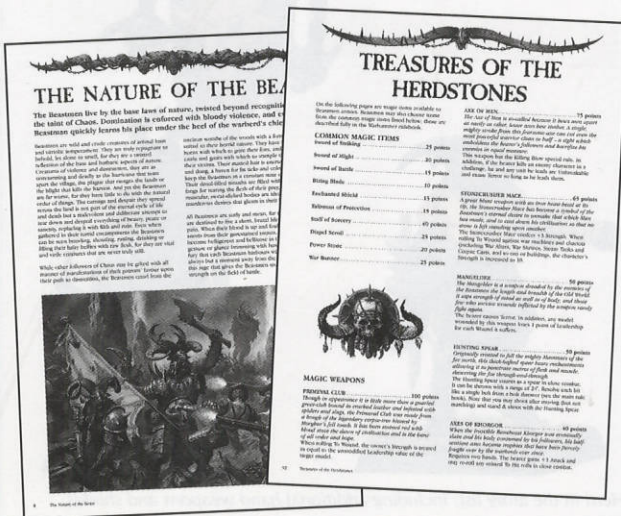
NEW ARMY BOOK

The Beastmen are the true Children of Chaos, bestial and savage hybrids that infest the dark, loathsome places of the Old World. Theirs is a legacy of hatred against the races of men and the trappings of civilisation. In huge braying warherds the Beastmen march to war, determined to destroy and despoil all that lies in their path.

Warhammer Armies: Beastmen contains all the rules and background you will need to collect an army of Beastmen and field them in games of Warhammer. As well as the new army list, the 96-page book also contains a comprehensive history of the Beastmen and their place in the Warhammer world, a bestiary describing each unit within the force and a full-colour section showcasing Beastmen miniatures painted by the world-famous 'Eavy Metal team.

WARHAMMER ARMIES: BEASTMEN
 Product code: 60030216001
 Written by Andy Hoare & Phil Kelly
 UK £15 Denmark 175dkr
 Euro €22.50 Swe/Nor 205skr/nkr

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NEW RELEASES

BEASTMEN GOR HERD



When the Beastmen gather for war, the Gor Herds form the bulk of the warherds – a mighty core of tough, savage fighters whose vicious temperament and brutal strength is the mainstay of any Beastmen army. Ideal for overwhelming the enemy in a ferocious charge, or springing an ambush upon their foes, the Gor Herd's feral appearance and lack of armour is compensated by an unnatural toughness and bestial loading.

This new plastic kit is packed with components, including loads of different heads, horns, hand weapons and shields, really adding to the feral look of the herd and ensuring that no two Gors need look the same. You'll also find components to build a full command group for your unit.

Go online to see detailed frame diagrams of all the new Beastmen plastic kits:
www.games-workshop.com

BEASTMEN GOR HERD
Product code: 99120216001
Sculpted by Mike Anderson.
UK £15 Denmark 150dkr
Euro €19.50 Swe/Nor 190skr/nkr

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The box set contains all of the weapons combinations available to a Gor Herd in the army list, including additional hand weapons and shields.

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BEASTMEN UNGOR HERD



The plastic Ungor Herd box set, sculpted by veteran designer Aly Morrison, allows you to make ten Ungors. Containing a frame literally packed to bursting with components, the Ungor Herd kit enables you to equip your Ungors with hand weapons and shields, spears and shields or short bows. Additionally, the box set contains a plethora of spare parts, including various heads and all the components you'll need to build a Halfhorn, standard bearer and musician.

With the new Ungor Herd box you can either build an Ungor Herd, a raucous regiment of cheap and enthusiastic fighters, or a unit of Ungor Raiders, skirmishers whose bowfire and manoeuvrability make them a thorn in your enemy's side.

BEASTMEN UNGOR HERD
 Product code: 99120216002
 Sculpted by Aly Morrison.
 UK £15 Denmark 150dkr
 Euro €19.50 Swe/Nor 190skr/nkr

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As the box contains spears, bows, hand weapons and shields, the Ungors can be assembled as either an Ungor Herd or Ungor Raiders.

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NEW RELEASES

BEASTMEN BESTIGOR HERD



Bestigors are the strongest and meanest of the Beastmen footsoldiers, who have proven their superiority over the lesser Gors with a combination of skill at arms and acts of wanton cruelty and violence. As the best fighters in the brayherd the Bestigors have access to the best weapons, choosing brutal, two-handed axes, and crude but effective plate armour. In a Beastmen army the Bestigors form a dependable fighting elite, the ideal bodyguards for a Beastlord or Wargor.

The all-new Bestigor Herd box set, sculpted by Mike Anderson, contains ten multi-part plastic Bestigors armed with great weapons, including a full command of Gouge-horn, musician and standard bearer.



BEASTMEN BESTIGOR HERD
Product code: 99120216003
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UK £25 Denmark 250dkr
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Standard bearer.

Musician.

Gouge-horn.

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BEASTMEN MINOTAURS



The towering, bull-headed monstrosities found in the Beastmen Minotaurs box set are the handiwork of expert sculptor Mark Harrison, who has made these muscle-bound brutes more imposing than ever before. The Minotaurs box set contains parts to build three Minotaurs, including components for a full command of Bloodkine, standard bearer and musician. There are also spare heads, alternative horns and the option to arm your Minotaurs with a choice of hand weapons and shields, additional hand weapons or great weapons.



BEASTMEN MINOTAURS
 Product code: 99120216004
 Sculpted by Mark Harrison.
 UK £27 Denmark 270dkr
 Euro €35 Swe/Nor 340skr/nkr

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The Minotaurs can be armed with a choice of hand weapons and shields, extra hand weapons or great weapons.

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NEW RELEASES

BEASTMEN RAZORGOR

Bringing brutal strength and unnerving speed to the Beastmen army, the Razorgor is a hefty metal miniature sculpted by miniatures design stalwart Aly Morrison. Perfect for ramming a hole in your enemy's battleline, the Razorgor can deliver a spine-crushing charge.

BEASTMEN RAZORGOR
 Product code: 99110216002
 Sculpted by Aly Morrison.
 UK £15 Denmark 175dkr
 Euro €22.50 Swe/Nor 200skr/nkr

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MALAGOR THE DARK OMEN

A new special character for the Beastmen army, Malagor is a potent Bray-Shaman, whose dark wings grant him the gift of flight. From the talented hands of Mike Anderson, Malagor the Dark Omen makes for a tremendous metal centrepiece model for any Beastmen army.

MALAGOR THE DARK OMEN
 Product code: 99060216004
 Sculpted by Mike Anderson.
 UK £12 Denmark 120dkr
 Euro €15.50 Swe/Nor 150skr/nkr

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BEASTMEN DOOMBULL



BEASTMEN DOOMBULL
 Product code: 99110216001
 Sculpted by Mark Harrison.
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 Euro €32.50 Swe/Nor 310skr/nkr

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An imposing beast, the Doombull is a deadly Minotaur character, fully capable of laying waste to entire ranks of enemy warriors. This towering metal miniature was sculpted by Mark Harrison.

GHORROS WARHOOF

GHORROS WARHOOF
 Product code: 99060216003
 Sculpted by Mike Anderson.
 UK £12 Denmark 120dkr
 Euro €15.50 Swe/Nor 150skr/nkr

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Ghorros Warhoof is a metal special character from Mike Anderson. This mighty Beastman hero can be chosen as an upgrade for a unit of Beastmen Centigor instead of the normal unit champion.

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SPACE MARINES

DAMNED SERGEANT

Armed with power sword and bolt pistol, this metal Damned Sergeant stands ready to lead your Legionnaires into the heart of the enemy forces.



DAMNED SERGEANT WITH BOLT PISTOL AND POWER WEAPON

Product code: 99060101444
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DAMNED LEGIONNAIRE WITH FLAMER

Perfect for slaying horde armies, the Damned Legionnaire with flamer provides crucial versatility to your squad.



DAMNED LEGIONNAIRE WITH FLAMER

Product code: 99060101444
Sculpted by Juan Diaz, Matt Holland and Neil Langdown.
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Euro €11.50 Swe/Nor 100skr/nkr

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DAMNED LEGIONNAIRES

This month, four more Damned Legionnaires enter the fray, enabling you to add even more variety to your squads (or create an entirely new squad). Each pack contains two metal Damned Legionnaires, as shown here.



Wherever you see this symbol, that product is only available to order. See page 134 for details on how to get hold of it.

DAMNED LEGIONNAIRES 3

Product code: 99060101446

DAMNED LEGIONNAIRES 4

Product code: 99060101447

Sculpted by Juan Diaz, Matt Holland and Neil Langdown.

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DAMNED LEGIONNAIRES 3



DAMNED LEGIONNAIRES 4



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THE LORD OF THE RINGS WAR OF THE RING™

STRATEGY BATTLE GAME

SARUMAN (ORTHANC)

Mounted on a swift black steed, Saruman is able to move quickly to where he is most needed, at last able to accompany those formations of Warg Riders. This new metal miniature provides a much sought-after addition to the forces of Isengard.



SARUMAN (ORTHANC)
Product code: 99061464171
Sculpted by Michael Perry.
UK £8 Denmark 100dkr
Euro €12.50 Swe/Nor 115skr/nkr

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THRYDAN WOLFSBANE

A new metal miniature sculpted by Alan Perry, Thrydan Wolfsbane is a mighty Dunlending hero and a sworn enemy of the Horse-lords of Rohan.



THRYDAN WOLFSBANE
Product code: 99061464175
Sculpted by Alan Perry.
UK £15 Denmark 175dkr
Euro €22.50 Swe/Nor 200skr/nkr

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GRIMBOLD

Grimbold is a tireless and reliable captain of Rohan. Sculpted by Alan Perry, Grimbold enables Rohan players to field this much-loved and valiant hero of the Westfold.



GRIMBOLD
Product code: 99061464173
Sculpted by Alan Perry.
UK £7 Denmark 85dkr
Euro €11.50 Swe/Nor 100skr/nkr

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GRIMBOLD'S HELMINGAS COMMAND

This new blister pack contains two metal miniatures. The Banner Bearer provides a backbone to your formation in close combat, while the Hornblower will help you get your warriors into position as quickly as possible.



GRIMBOLD'S HELMINGAS COMMAND
Product code: 99061464174
Sculpted by Alan Perry.
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Euro €12.50 Swe/Nor 115skr/nkr

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ÉOMER, MARSHAL OF THE RIDDERMARK

Rohan's mightiest hero, Éomer returns as a fantastically detailed metal miniature, depicted atop his barded warhorse as he was at the Battle for Pelennor Fields.



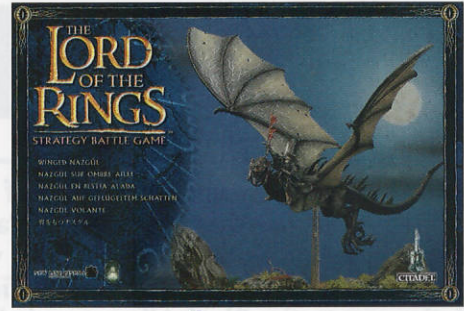
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Product code: 99061464172
Sculpted by Alan Perry.
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WINGED NAZGÛL

The Ringwraiths mounted on their Fell Beasts present one of the most iconic images from The Lord of The Rings, swooping down from the skies to scatter the enemies of Sauron. This multi-part plastic kit contains all the parts you'll need to build one Nazgûl mounted on a Fell Beast, including components to build the Witch-king, greatest of Sauron's servants, and an alternative Fell Beast head, enabling you to field an armoured Fell Beast in your games.



MULTI
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WINGED NAZGÛL
 Product code: 99121466005
 Sculpted by Michael Perry.
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 Euro €50 Swe/Nor 440skr/nkr

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The Witch-king of Angmar

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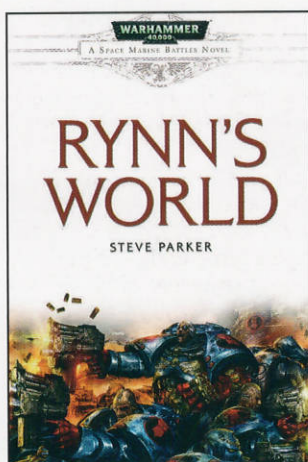
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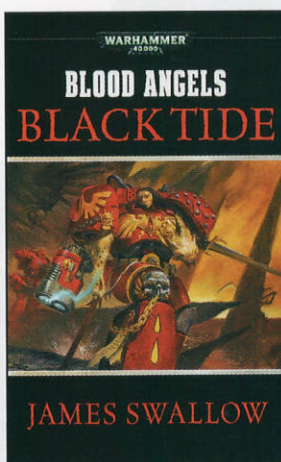
RYNN'S WORLD



When Waaagh! Snagrod lays waste to Badlanding, the Crimson Fists make their stand on Rynn's World. The Chapter is rocked to its core when its fortress-monastery is destroyed, and most of its warriors killed. With only a handful of Battle-Brothers left, Pedro Kantor must fight the campaign of his life to prevent the annihilation of his Chapter.

RYNN'S WORLD
by Steve Parker
ISBN: 978-1-84416-802-6
UK £8.99 Denmark 100dkr
Euro €12.50 Swe/Nor 115skr/nkr

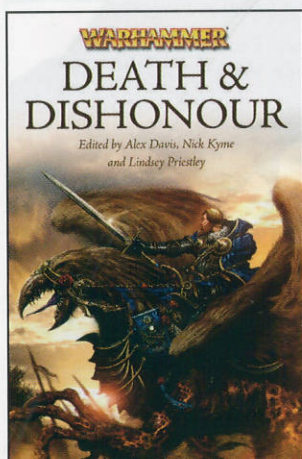
BLACK TIDE



Having prevented the ferocious Bloodfiends from bringing disaster to Baal, the Blood Angels go in search of the renegade who almost destroyed them – Fabius Bile. Tracking the traitor down to a world beset by Tyranids, the Blood Angels find horrors more terrible than even they can imagine – can they uncover Fabius Bile's nefarious plot before it's too late?

BLACK TIDE
by James Swallow
ISBN: 978-1-84416-804-0
UK £7.99 Denmark 80dkr
Euro €10.50 Swe/Nor 96'skr/nkr

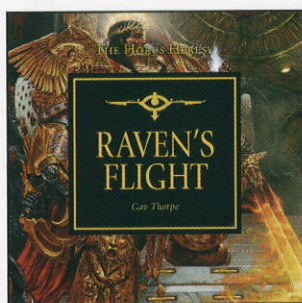
DEATH AND DISHONOUR



The Warhammer world is filled with great heroes, and defined by honour and survival against the odds. But sometimes these values are overridden, and death and dishonour prevail. This collection contains nine new stories featuring legendary heroes, including Gotrek and Felix, Florin and Lorenzo, and Brunner the Bounty Hunter.

DEATH & DISHONOUR
Edited by Alex Davis, Nick Kyme and Lindsey Priestley
ISBN: 978-1-84416-806-4
UK £7.99 Denmark 80dkr
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RAVEN'S FLIGHT



RAVEN'S FLIGHT
by Gav Thorpe;
read by Toby Longworth
ISBN: 978-1-84416-856-9
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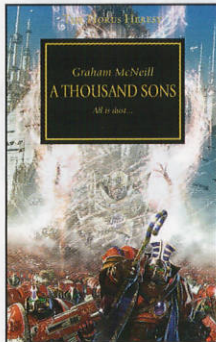
A Horus Heresy story on audio CD. After the horrors of the Dropsite Massacre, the Raven Guard are trying to survive on Isstvan V. Their plight is desperate, and escape from the roaming Chaos Legions seems impossible. Colonel Valerius of the Imperial army learns the Raven Guard are in trouble, but he faces obstacles of his own in attempting what he believes will be a heroic rescue.

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NEXT MONTH FROM BLACK LIBRARY

THE FALL OF PROSPERO

Next month sees the release of the latest Horus Heresy novel, *A Thousand Sons*, followed a month later by *Prospero Burns*. Authors Graham McNeill and Dan Abnett fight their corners...



A Thousand Sons by Graham McNeill

Magnus the Red. The very definition of a tragic hero. Just look at the facts: the Primarch of the Thousand Sons battled to prevent the fall of Horus, a noble effort to save his brother from nefarious powers with which he was all too familiar. When that didn't work, he attempted to warn the Emperor that his brightest son was planning to bring his carefully prepared plans for humanity to ruin.

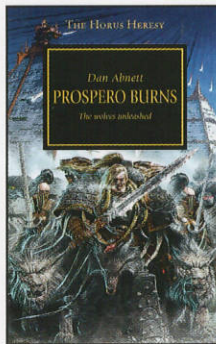
And what did he get for his trouble? The full fury of Lemar Russ and the Space Wolves unleashed on his beloved home world. Once, they were brothers, but the momentum of living history has torn them apart. Surrounded by a web of lies, deceit and mistrust, the Thousand Sons embody what it means to be loyal to the Emperor, but they are forced to the brink of destruction because no-one accepts that they know, better than anyone else, the truth of what's going on. The spires of Prospero will burn and a loyal Legion will be torn apart, never to recover. But it could all so easily have been avoided.

From the burning salt plains of Aghoru and the Mountain that Eats Men, to the Planet of the Sorcerers

itself, Magnus the Red and his warriors are surrounded by ignorance and fear. What made Magnus take the road he chose, what drove him to make the choices he did? The knowledge that he alone understood the dangers facing Mankind. Set against the singular, ruthless fury of the Space Wolves, Magnus the Red, through everything the galaxy threw at him, never once lost his faith in the Emperor.

This is a book of secrets, a book of revelations. What can be gleaned from a Legion such as the Space Wolves? Perhaps the proper means to sharpen an axe or how to gut a Fenrisian ice-wyrm. Only by daring to study a book concerning the hidden truths of the universe can the true history of the Horus Heresy be revealed. Think of what you might learn simply by picking this book up, what secrets might be unveiled to those with the wit to see them... fleeting glimpses of the inner cabals of the Thousand Sons; the taciturn Athanaens and the enigmatic Corvidae to name but two. Learn also of their heroes, noble Ahriman, vain Hathor Maat and the force of nature that is Phosis T'kar.

Imagine the secrets you might learn of the Thousand Sons and the dark paths taken by those whose quest for knowledge becomes obsession. Are you such a seeker after truth? Come, young acolyte, lift this tome and read the dark secrets contained within. Feel the weight of history wrought in the scratches of ink upon its pages. Dare you open it and learn the truth of this most wronged Legion?



Prospero Burns by Dan Abnett

Prospero burns... and well it should! It's a place of infamy, and a place of blasphemy. The Thousand Sons commit acts of treachery, of heresy, and they expect to get away with it? Time after time, they shamelessly demonstrated their treason by defying the explicit word of the Emperor. They have broken every oath and promise of fealty. They have done exactly what the Emperor has expressly forbidden them to do.

And do you know why? Can you guess the reason they give for this, the excuse that they offer? They don't pretend it wasn't them. Oh no, astonishingly, they make no effort to conceal their heretical activities or try to blame them on other parties. Instead they proudly stand by their foul behavior, and say 'It's alright, it's perfectly alright, because we know best.'

That's their rationale. That's their excuse. That they know best. They know best because they're so sophisticated, so mentally advanced, so wise in the complex, cosmological minutiae of the subtle arts. They know best because we're all too thick-headed and dense to recognise the truth. We don't see the universe the way they do, we don't appreciate its detail. We're too stupid to understand the bigger picture.

But it's alright. They know best. They know better.

They'll do the knowing for us, and we'll just have to trust they've got it right.

And what they're ultimately saying is: we know better than anyone. And that includes the Emperor. The Emperor tells us to stop. He forbids us, but we know better.

You know what? They might. They actually might. But our faith is in the Emperor, and his power dwarfs just about any in creation, and if he says that there are places he's unwilling to risk going, and steps he's unwilling to take, because he at least understands the dark and infernal and eternal magnitude of the Warp... that's good enough for us.

It could just be that there's something else out there, something out in the lightless, insane folds of the Empyrean, that's watching the Thousand Sons and whispering 'that's right, keeping playing, keep dabbling, keep thinking you're in full control... I know best.'

They're playing with fire, and it won't just be them that gets burned. They've been instructed. They've been warned. They've been forbidden. They haven't listened.

So they need to be put down. They need to be saved from themselves. And if you're actually going to act against a Legion on that kind of unprecedented scale, you need to be certain. You must employ the sharpest weapon, the surest arm, the most fearless heart, and the most ruthless intention. This is no time for hesitation. This is no time for doubt. If you want a quick, clean kill, then you absolutely must use the purest, deadliest force in your arsenal... The Wolves of Fenris.

FORGE WORLD

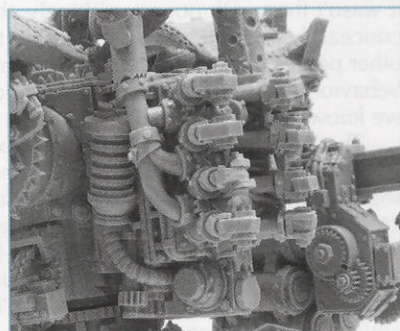
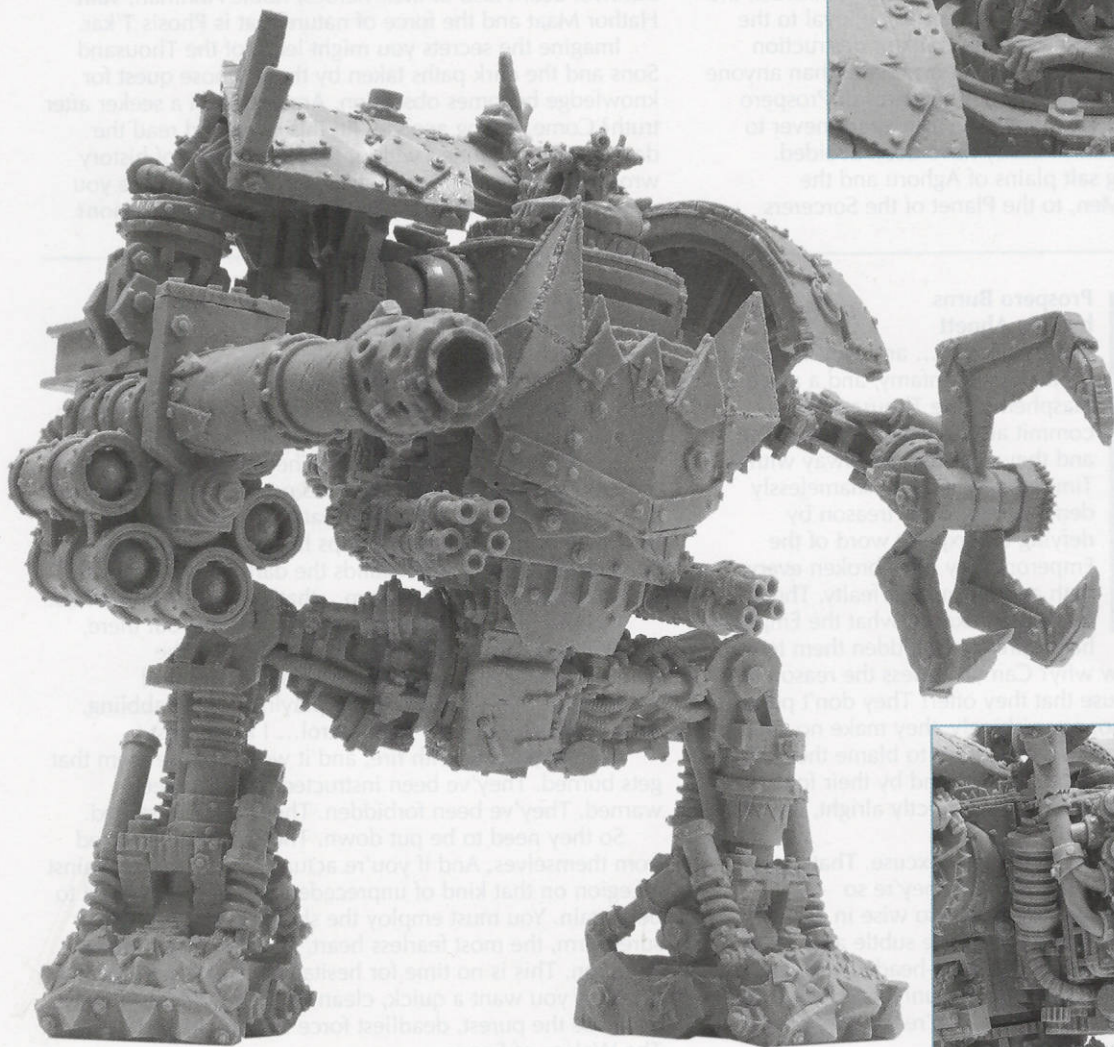
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ORK MEGA DREAD

The Ork Mega Dread is a clanking, hissing behemoth that towers over Ork Deff Dreads and Space Marine Dreadnoughts alike. Designed by Phil Stutcinkas, with the crew designed by Mark Bedford, this resin kit can be upgraded with a variety of weapon arms (supplied separately) and is available to order from the Forge World website.



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WARHAMMER
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THE ANGELIC HOST

In service to the Emperor for over ten thousand years, the noble Sons of Sanguinius are a Chapter cursed...

In April one of the most famous and noblest Space Marine Chapters gets a brand-new Codex and a whole (angelic) host of new models. Yes, this Easter will see the Blood Angels descending onto Warhammer 40,000 battlefields with a thirst for battle that can barely be kept in check. For both veteran and new Blood Angels players there's much to look forward to in the shape of new troop types and powerful characters such as the Furioso Librarian – a psyker entombed in a Dreadnought – and the mysterious avenging angel known only as the Sanguinor.

April's White Dwarf will be packed with enough information to sate the Red Thirst of even the most ardent Blood Angels fan.

Until then, don't let the Black Rage overcome you...



More Flights of Fantasy

Our friends at Fantasy Flight Games have been busy of late with some new books being released this month.

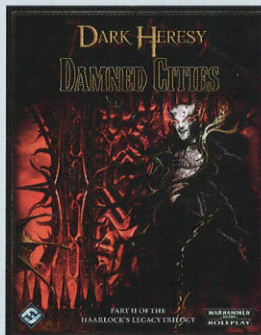
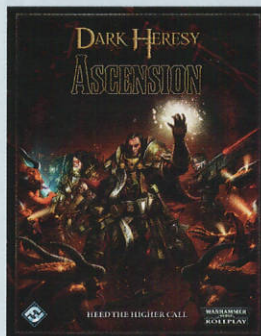
Dark Heresy: Ascension

Take your game to the next level with *Dark Heresy: Ascension*. This book offers players new careers such as Temple Assassins, Primaris Psykers, and new talents and skills to increase their power and status within the Imperial hierarchy. The information within will put you in the thick of the fight against the heretic, the alien, and the Daemon, forcing you to gain potentially unsavoury allies. This fight is far from over; you now stand at the brink – will you take the next step?

Dark Heresy: Damned Cities

"The death of a heretic is only the beginning of our holy task, not the end."

In the *Dark Heresy: Tattered Fates* adventure we introduced you to the Haarlock's Legacy and the mysteries shrouded around it. Now, delve further into this labyrinthine conspiracy with the next adventure – *Dark Heresy: Damned Cities*. Explore the seedy underbelly of a hive world, follow the trail of murders back to their source, and expose some of the darkest and most depraved secrets of the Calixis Sector!



IN BRIEF

Unless you've been stuck in a stasis pod floating in space you'll no doubt already be aware that there is a Warhammer 40,000 movie on the way. Yes, the grim darkness of the far future is finally coming to DVD in a feature-length CGI movie starring the proudest of Space Marines – the Ultramarines. We'll have more information on this exciting project soon, but in the meantime you can find out more about it by visiting the website at: www.ultramarines-themovie.com



White Dwarf found at the Battle of Largs

When we asked readers to send pictures of them reading White Dwarf in unexpected places, we didn't expect someone to be able to travel back in time to Scotland in AD1263. Nevertheless, here is photographic proof that even Vikings like reading White Dwarf (*Where did they get the camera in 1263? – Ed*). You can see one such warrior who can't wait to see who won the Space Hulk mission report, despite the clashing of Norwegian and Scottish forces around him. Thanks to Fred Ralston and the rest of the Swords of Dalriada Historical Re-enactment Group for the picture.



WEB LORE

www.games-workshop.com

Lords of the Wild

The Beastmen have a large range of special characters at their disposal and in this article we feature them all. Expect to find background information, art and a full miniatures showcase replete with painting tips from the 'Eavy Metal team.



Also on the Web...

The Internet never runs out of space, which is lucky because we always have a good go at filling it up. As well as the features already mentioned this month you'll also find loads of extra articles on the website, including:

- Minotaurs painting and assembly
- Beastmen Gors painting and assembly
- Beastmen art showcase
- Warhammer Giant & Chaos Spawn design notes and painting guides
- Complete frame diagrams for all of the Beastmen plastic kits, including the Giant and Chaos Spawn.
- The Games Workshop Blog 'What's New Today'

Did You Know?

The White Dwarf archive is online, free to use and available exclusively to registered members of the website. The archive allows you to browse and download hundreds of articles from previous issues of White Dwarf. This repository is growing all the time with new articles added every month. To access the archive all you need to do is register at the Games Workshop website – it's easy and free to do at:



www.games-workshop.com

Andy Hall: February's Web Lore is more packed than usual as the Beastmen lay claim to the lands, slaying all in their path and despoiling what they can't take for their own. We have assembly and painting guides for the Beastmen, as well as concept art and interviews with the artists and sculptors. It's not all Gor-related though, as the Nazgûl make their presence known with tactics, background and a load of classic scenarios featuring the dreaded Nine.

Building the Brayherd

How do you go about mustering the Beastmen? Well, other than sounding the massive brayhorn it's all about collecting the miniatures and in this article we advise on gathering your brayherd, depending on the type of force you're after. There are even painting tips and some example armies that have proved effective in surrounding and destroying the settlements of the civilised races.



The Nazgûl

Sauron's most feared and loyal servants are the Ringwraiths, and in this article we take a closer look at the corrupted kings of Men who fell under the Dark Lord's sway. We feature all nine Ringwraiths with painting advice and tactics for both War of The Ring and The Lord of The Rings Strategy Battle Game. There are also PDFs of all our classic book and movie scenarios featuring the Nine; great for re-fighting those pivotal scenes from Tolkien's epic tale.



WINTER CRUSADE

The Cataclysmic Climactic Conclusion!

As darkness gives way to light and the days again grow long, we celebrate in your local Games Workshop with a series of events and activities to bring our Winter Crusade to a suitably epic conclusion!

In true Games Workshop fashion, during the week of February Half Term, every Hobby Centre across the land will ring to the sound of clattering dice, swishing brushes and snipping plastic cutters, as the skills and inspiration gained during the Winter Crusade come to a head in competitions, final battles and fevered activity.

Everyone who has attended the events of the Winter Crusade and been judged worthy will be awarded their badges and honourifics as rightful Winter Crusaders!

It's not too late!

Don't worry if you haven't yet signed up for the Winter Crusade, just get along to your local Games Workshop store today and the helpful and knowledgeable staff will help you fill in your Winter Crusade Collector's Card, book you in for activities and the chance to join the Crusade!

Visit your local Games Workshop store now to join in! More details on page 28.



I Want a Store

Last year we ran the 'I Want a Store' scheme in which you told us about any great shops that you would like to see stock Games Workshop products. In fact, it was so successful, we're doing it again this year!

So, if you know of a store in your local area that you would like to see carry our products, why not let us know about it?

Email us or write to the address below with up to five suggestions. If one of those suggested stores starts stocking our products, and you were the first person to suggest it, we'll reward you with a free Battleforce or Battalion of your choice.

It really is that simple.

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Or write to:

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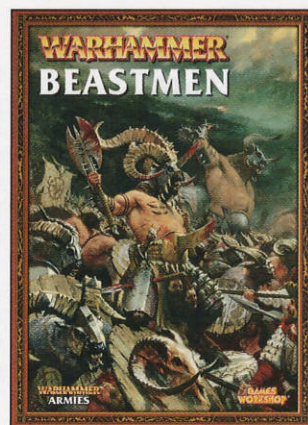
PRIMAL FURY

This month the savage Children of Chaos are here to tear down the works of mankind and trample all of civilisation under cloven hoof. Andy Hall translates the bestial braying of Phil Kelly.



Inside the Book...

Warhammer Armies: Beastmen is crammed with all the information you need to field a brayherd of malicious warrior-beasts whose greatest wish is to tear down the trappings of civilisation. In the 96-page book you'll find a massive background section containing the origins, history and war-mongering culture of the Beastmen. You'll also find a full-colour hobby section that includes banner designs, a comprehensive bestiary and the new army list.





Having a chat with Phil Kelly is always fun. If you've ever met him in person at Games Day you'll know that he has an enthusiastic, infectious presence. I knew this interview would be no different as Phil is a big fan of evil races, so it was easy to tempt him away from his untidy writing alcove to tell me the secrets of his latest scrawlings – those of the Beastmen.

Andy: With the look of the Beastmen already well-established, what did you and the rest of the design team involved want to achieve on this project?

“They are not the mindless pawns of the Dark Powers but creatures with their own culture, history and motivations for coming into conflict with other races.”

Phil: It wasn't the aesthetics of the Beastmen we wanted to address. The braying Beastmen are deeply rooted in Warhammer lore and the look of Gors and Ungors – that of behorned bestial hybrids – is as important to us as a proud-standing High Elf or a hulking greenskin. With the new book, what Andy [Hoare – Phil's co-writer on the army book] and I wanted to get across was a real sense of identity. The first clue to that direction is in the name of the book.

Andy: So was it a very deliberate decision not to call this book *Beasts of Chaos*?

Phil: Exactly. Beastmen willingly embrace their Chaos heritage, but their relationship with the Dark Gods is very different to the Warriors of Chaos. We didn't want to reduce them to the third, lesser branch of Chaos, who turn out to make up the numbers. No, they are not the mindless pawns of the Dark Powers but creatures with their own culture, history and strong motivations for coming into conflict with other races.

Gors

To face a unit of Gors is to face anarchy and mayhem. Rowdy, coarse and unruly, they bray and bawl with an unceasing cacophony causing dread in the civilised, disciplined ranks of the enemy. However, don't let this disorderly impression fool you, they are not without an animal cunning and instinctively surround the foe while the prey remains unaware they are being ambushed until it's too late. In battle Gors form large blocks of resilient infantry with a hardy Toughness of 4, and the Primal Fury roll can increase their effectiveness by giving them Hatred and even Frenzy.



Andy: Is it not just their inborn nature that leads the Beastmen to pillage and raid?

Phil: It's far more than just greed and a wanton lust for destruction, but a deep hatred of any kind of civilisation. We've brought Beastmen out of the woods this time. And by that I mean we wanted them to be an aggressive force rather than a passive one. We thought long and hard about how we portrayed them in the past. We've tended to give them the image of scattered raiders. They might attack a farm or even a small settlement, steal a few pigs, burn down a building or two and capture a couple of peasants. But this is Warhammer; it's about armies and that's what we really wanted to set straight. A brayherd doesn't contain a dozen Beastmen or even a few hundred, but thousands of braying, battle-hungry creatures – they really are a force to be reckoned with.

Andy: Are such gatherings of might a common occurrence in the Old World?

Phil: Definitely. The Empire may cover large parts of the Old World but it is not a tamed land. Beyond the walled settlements of men, most of the Old World is swathed in forests. You could travel across the Old World for weeks on end and still not see the sun because the canopy is so thick. This is the Beastmen's habitat and, as a result, the Old World is teeming with them. In actual fact, there are considerably more Beastmen around than men.

Andy: So, I'm guessing their greater numbers gives them a feeling of superiority and ownership. Is this where their enmity with mankind comes from?

Phil: Yes, in a sense the world belongs more to the Beastmen than it does to the men of Bretonnia or the Empire. That's because the Beastmen were there first. Well, humans existed as primitive tribesmen but it was only with the coming of Sigmar, some 2500 years ago, that the Empire was founded; whereas the Beastmen's domain has existed for far longer – since the coming of Chaos. So as far as they are concerned, men are the upstarts, the thieves and the trespassers. The Beastmen resent what they see as usurpers, claiming land, raising their banners, building castles and watchtowers, cutting back the forest and creating roads. These are the elements of civilisation that are anathema to the Beastmen. They wish nothing more than to cast such things down and tear society apart, treading it forever into the mud, reclaiming every last acre they see as stolen by mankind.

Andy: On the face of it, this seems like quite an honourable goal; doesn't this jar with their chaotic temperament?

Phil: They are not doing this out of love for nature or as some noble intention to

Ungors

Ungors are not as strong or robust as the Gors but they more than make up for it in sheer malevolence. Most Ungors take to the field of battle in large herds, arming themselves with spears to maximise their advantage of numbers.

While their stature may not match that of a Gor or Bestigor, Ungors can still overpower a mere man. And when they launch an ambush, even the stoutest of elite troops will struggle against the spiteful thrusting of spears at their backs.



defend the forest from industrialisation. Beastmen are evil, malicious creatures with a bitter hatred of everything. Even if you built something as inconsequential as a sandcastle leagues away from them, they'd still want to come and kick it down just to spite you! They are not noble or gracious creatures but are the opposite of everything that can be seen as a force for good in the natural world. If nature creates then Beastmen despoil, which is why they are so hated by the Wood Elves who are their direct opposites within these themes.

Andy: How does a Beastmen army work on the battlefield?

Phil: A force of Beastmen looks far more satisfying than the scattered skirmishing herds of the previous iteration. A Beastmen warherd is now more substantial, with big chunky blocks of Gors, Ungors, Bestigors and Minotaurs creating a solid battleline, interspersed with the army's strange and more exotic creatures.

Andy: I'm sure existing Beastmen players will want to know if they still have somekind of Ambush attack.

Phil: Absolutely, the Beastmen army has two special rules, one of which is the Ambush rule. We wanted to keep



Ungor Raiders are skirmishers armed with short bows, which makes them perfect for harrying enemy flanks and ambushing war machine crews.

Bestigors

The strongest and most vicious of the Beastmen foot soldiers are known as Bestigors. These elite and aggressive warriors form the chieftain's inner circle and such a privileged position gives them access to the best weapons and armour the tribe has acquired.

It is the Bestigors who are fiercest in their desire to despoil and destroy the trappings of civilisation and this is represented in the game by giving them a +1 bonus in combat resolution for every enemy standard they have already captured. The more standards they capture, the more powerful they become.



Beastlords

Beastlords are hairy, muscle-bound brutes who lead the warherd from the front. But they have not reached this vaunted position through pure strength alone. A keen, animalistic intelligence and low cunning makes them surprisingly capable commanders in battle.



ambushing units in there because it's in character with the Beastmen being very good hunters, working in packs to surround their quarry. And to echo the greater theme that the civilised races are surrounded by the beast-haunted forests we wanted to give the feeling of your opponent's troops being surrounded by the Beastmen. So, for every unit with the Ambush rule you deploy normally, you can place a unit of the same type and size ready in ambush. The ambushing unit can then potentially appear on any table edge in your Movement phase depending on how you roll. So, for instance, if you deploy a unit of 20 Gors then you can have a similar unit ambush, with a chance they will appear on the enemy's side of the board in one of your following turns. This makes it hard for the enemy to plan, knowing that at any time a solid unit of Beastmen may appear on their flanks or rear.

The other special rule is Primal Fury – this further emphasises the Beastmen's unpredictability, as at the beginning of each round of combat you make a Leadership test with the unit. If it passes they gain Hatred and if you pass the test

with a double-1 then they gain Frenzy as well. So, you never really know how good that Gor unit is going to be in combat. It might only have one Strength 3 attack or end up with three Strength 3 attacks with re-rolls, depending on their wargear and on their Primal Fury test.

Andy: This could potentially make even a herd of Ungors formidable.

Phil: Well, that's true but the Ungors should be feared anyway. They may be smaller than their bestial brethren but, especially when combined with the Ambush rule, Ungors can be game-winners in their own right – taking out enemy artillery and gunlines from the rear. We've done away with the mixed herds as we didn't think it played to the Beastmen's strength – this means that Ungor can be put on smaller bases and fielded in really big units too.

Andy: Let's talk about the bigger beasts as well, starting with the Minotaurs.

Phil: Those plastic Minotaurs by Mark [Harrison] are awesome, when we saw them we knew they had to be Strength 5;

that, coupled with the ability to have additional hand weapons or even great weapons, makes them ideal for wiping out any kind of elite warrior or heavy cavalry. If that wasn't enough they have Bloodgreed as well – this gives them Frenzy every time they win a round of combat, gaining an extra attack each time they are victorious.

Andy: And they're not the largest of the beasts either...

Phil: Not by a long shot. With Ogres and Trolls now located in the Warriors of Chaos list, we wanted to reinforce the identity of the Beastmen army by giving them new creatures that are more thematic and in keeping with the brayherds. There are the Razorgors, which are massive cousins to the Tuskgors, mounds of mutated muscle and razor-sharp tusks – these are great in herds or pulling the chariots of your characters. Then there are the fearsome Jabberslythes; creatures of pure nightmare and I can't wait to see what the designers come up with for this creature. They are so mind-bending to look at they can literally drive the opposing troops insane. Then there's the mage-hunting Cygor, a menhir-hurling giant that can only see souls through its single gelid eye. The souls of

magic-users shine brightest and are therefore the most appealing to consume. Finally, there's the Ghorgon, a gigantic, four-limbed, bloodthirsty Minotaur – enough said!

Andy: To sum up then, what should Beastmen players expect from the new book and, indeed, the new Beastmen releases as a whole?

Phil: We've played up their carnal, brutal personality; you can see this in the models and in the art as well as the writing. On the tabletop they are a distinct force with their own distinctive play style. I think this release really marks their emergence from the shadow of the other Chaos forces. It is now up to the Beastmen players to burst forth from the dark forests and sow disorder, tear down the trappings of society and make the civilised races pay in blood for their arrogant assumption that the world is theirs.



“It is now up to the Beastmen players to burst forth from the dark forests and sow disorder.”

Giants

Giants that have made lairs within the deep forests of the Old World are a particularly vile example of their breed. They do not make common cause with the warherds, rather they follow in their wake, joining in with the slaughter, sating their hunger on cattle and quenching their thirst with looted barrels of ale.



Bray-Shamans

As the Beastlords are the embodiment of their race's hatred for man, so the Bray-Shamans embody the loathing of his gods. They defile the land with the Lore of the Wild, a strain of magic that uses nature in its most destructive forms.



DESIGNING THE HERD



The elite Bestigor have access to the best armour and weapons that the tribe has acquired in the course of their many conquests.

With so many new models accompanying this release, three veteran sculptors were involved in the project. They were Mike Anderson, Mark Harrison and Aly Morrison. We gathered them around a table, and asked them to espouse their collected beast lore.

Mike: When we came to the Beastmen we already had an archetype in place – what we wanted to do was really strengthen that image. To give them their own distinctive identity, rather than just being the rank and file of Chaos.

Aly: We also wanted to tie the different species together so they looked like one coherent force, while still keeping the sub-races easily identifiable. This hasn't always been a problem with the Ungors but the

Bestigors and Gors definitely needed some delineation between the two.

Mark: Weapon and armour shapes were one of the key areas we worked on. Making these similar and in easily identifiable forms not only gives the army a common signature but reinforces the fact that these items are sourced and made from the same places.

Mike: We thought carefully about how exactly the Beastmen acquired their weapons and equipment. Is it found, scavenged, stolen or manufactured? The answer is a bit of everything.

Aly: That's true. We didn't want to go too rudimentary, as that's more the Savage Orcs' bag. So the Beastmen should have

Minotaurs

On the battlefield the scent of gore and death sends Minotaurs into a wild state and an insatiable hunger that drives them to slaughter. These massive creatures ripple with muscle, giving them a high Strength and a powerful charge that can scatter even the most accomplished warriors in the enemy's army.

Doombulls are even more powerful than their Minotaur kin. For a Doombull the call to slaughter is so strong that it sends them into a Frenzy, affecting any retinue that accompanies the berserk beast.



Chaos Warhounds

These slinking predators have an innate connection with the Beastmen of the forests. They are found slinking on the periphery of the encampments, scavenging what meat they can from the bone-strewn grounds. In battle they form packs that are at the forefront or flank of any Beastmen attack. A wise Beastlord will use them to screen his more valuable herds but the Warhounds are vicious beasts can take down quarry of lightly armed troops with ease.



access to metal blades and items even though they clearly don't have their own forges or blacksmiths.

Mike: While they don't forge their own armour what they do is scavenge metal, probably from defeated foes, and then crudely manipulate it to fit their own arms and heads. That's what we've tried to get across on the models.

Mark: This works really well because it doesn't steal those distinctive armour shapes from the Chaos Warriors, and reinforces the Beastmen's own silhouette.

Aly: The other distinguishing part of that silhouette is the horns. The size and shape of horns are very important in Beastmen society as a status symbol. The larger and more complex pattern the horns grow in denote not only a Beastmen's position in context of their kin, but also whether they are destined to be a Bray-Shaman or a champion. Between the three main species of Beastmen we made sure that the Bestigors had by and large the longest horns, then the Gors, with the Ungors having little more than stubs of bone jutting out.

Mark: The horns were obviously an important element of the Minotaur design as well. Although these are physically different creatures to the Gors they are from the same army so the themes – how they source their equipment and the shape of their weapons – were kept very much in the same vein.

Aly: I remember there was a big debate about whether they should have hooves or feet with toes.

Mark: Yeah, in the past we've done both but we saw this as an opportunity to really define what a Warhammer Minotaur was like. In Greek myths the Minotaur was very much all man apart from the head, and we took that as our cue. So we made its legs roughly humanoid but gave the feet a cloven appearance by having the toes elongated and splayed out, mirroring that of a real bull's foot.

Mike: I think that's an interesting point because we did use lots of real-world reference – all our desks were plastered with photos of cattle, goats and boars.

Continued over page...

Malagor, the Dark Omen
The Beastmen believe that Malagor is the doom of mankind personified. He is a figure of nightmare, revered by the Beastmen but feared by men, who know him as the Crowfather – the most powerful of the Bray-Shamans. As a magic-user he is unsurpassed in the dark, wild sorcery favoured by his kin.



Chaos Spawn

A creature visited by too many gifts of the Dark Gods inevitably succumbs to madness and mutation and becomes a Chaos Spawn. Most warherds accept these bloated, writhing, slaving creatures as fellow Children of Chaos.



Fell Banners

Neil Hodgson is one of the Studio's talented artists who specialises in designing livery and iconography. You may be familiar with his work if you bought the *Uniforms & Heraldry of the Empire* book but it's not only there you can see his illustrations, they're in all the recent codexes and army books too. The Beastmen book is no exception, with Neil providing lots of examples of banner and shield designs.

'It's all about horns and skulls,' explains Neil. 'Horns are a status symbol in Beastmen culture so I thought they should feature prominently on their banners and shields. What I didn't want to do was emphasise the usual Chaos iconography, their worship of the Chaos Gods is not that literal – they already are the Children of Chaos and so they don't have to prove or constantly reaffirm their fealty.'

And just like the Beastmen's other accoutrements, Neil was keen to give their banners a crude, repurposed look. 'Their banners would not be fabricated but stolen or scavenged from raids just like other Beastmen weapons and items. I imagine banners to be made out of stolen, bloodstained bed sheets, curtains, tablecloths or even more sinister materials such as flayed skin,' says Neil. 'To keep with that despoiling theme, I could even imagine – with the Bestigors especially – using an enemy banner but having it covered in blood and hoof prints. One of my favourite examples of this is an Ungor banner (shown on the far left). It's a red standard but with no access to expensive dyes, they have daubed it with bloody handprints to get the desired colour. This sums up how Beastmen do things – they get the job done but in as crude and violent a fashion as possible.'



Razorgor

Larger than a Tuskgor, Razorgors are wilful, nightmarish boars with a temper to match. A charging Razorgor is a fearful thing to behold as their bristling bulk smashes through enemy lines, causing havoc and gouging the enemy on its serrated tusks and spines.



...continued from page 25.

Aly: Boars were definitely the inspiration for the Razorgor. It started with a very loose brief, literally as 'the thing in the woods'. So from there I thought about rustling bushes and things bursting from the undergrowth, which I always imagine to be boar-like, and then added some classic Warhammer touches – big slabs of muscle and more tusks than you could ever need!

Mark: I think 'muscles, tusks and hair' really does sum up the key words we thought about when designing these beasts, it's indicative of the Beastmen army.

Mark: On the whole it's been a really interesting project and a very collaborative effort. Canvassing people's views on what a Minotaur should actually look like was really interesting, and there are still more monsters left to design.

Mike: Yeah, I really want a go at some of the other monstrosities from the army list.

Aly: I think there will be a lot of designers wanting to 'lock horns' (*Groan! – Ed*) with you over who gets to sculpt them!



PAINTING BEASTMEN

Hobby champion Duncan Rhodes gets out his brown paint and shows us how he paints his Beastmen Gors ready for the battlefield in four steps.

More Painting Advice
 Later in the issue the 'Eavy Metal team show their methods for painting the faces of Gors and Minotaurs (see pg. 98); In our Ask 'Eavy Metal painting clinic there's also advice on painting horns, this can be found on page 79.

Fur



Step 1. First paint the fur area with a basecoat of Scorched Brown.



Step 2. Next, drybrush the area with Bestial Brown.



Step 3. Now apply a wash of Devlan Mud.



Step 4. Finally, apply a light drybrush using a 1:1 mix of Bestial Brown and Bleached Bone.

Flesh



Step 1. Start with a basecoat of Tallarn Flesh.



Step 2. Now wash the area with Ogryn Flesh.



Step 3. Reapply a coat of Tallarn Flesh as a mid-tone.



Step 4. To finish, apply a fine highlight using a 1:1 mix of Tallarn Flesh and Bleached Bone.

Horns and Bone



Step 1. For the first step apply a basecoat of Khemri Brown.



Step 2. Now wash the area with Devlan Mud.

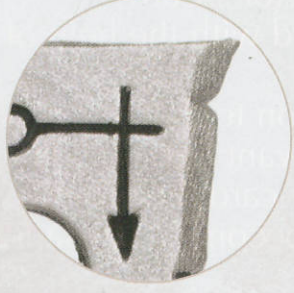


Step 3. Highlight the area with Bleached Bone.

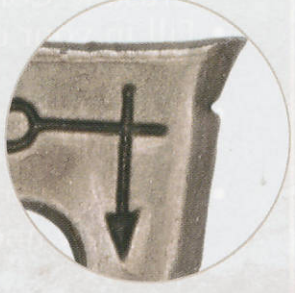


Step 4. Finally, apply a fine highlight using a 1:1 mix of Bleached Bone and Skull White.

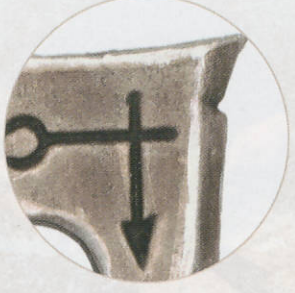
Metal



Step 1. First apply a basecoat of Boltgun Metal all over the area.



Step 2. Wash the area with a generous coat of Badab Black.



Step 3. Use pure Chainmail as an edge highlight.



Step 4. Finally apply an even finer edge highlight with Mithril Silver.

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All through the winter months, you have thrown yourselves into our Winter Crusade. Now get ready to reap the rewards!

In all Games Workshop Hobby Centres from now until the week of February Half Term, you can take part in a huge range of Hobby activities. Then, over the holiday week, all of our stores will be bringing the Winter Crusade to a grand finale, with competitions, tournaments, celebrations, special awards and more.

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CALL OF THE WILD

From out of the woods they march – the Beastmen, the true inheritors of the Old World. They loathe the civilised races, yearning for a more primal age when brute force reigned, and so they gather the warherds, intent on bringing ruin to all.

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MULTI
PART
PLASTIC
KIT



BEASTMEN UNGOR HERD

99120216002

£15, €19.50, 150dkr, 190skr/nkr

This set contains 10 multi-part plastic Ungors, including options for spears, hand weapons, shields and short bows. The set also includes options for a full command group.

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BEASTMEN GOR HERD

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BEASTMEN BESTIGOR HERD



MULTI
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MULTI PART PLASTIC KIT



BEASTMEN MINOTAURS

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CHAOS WARHOUNDS



MULTI PART PLASTIC KIT

This set contains 10 multi-part plastic Chaos Warhounds.



CHAOS WARHOUNDS

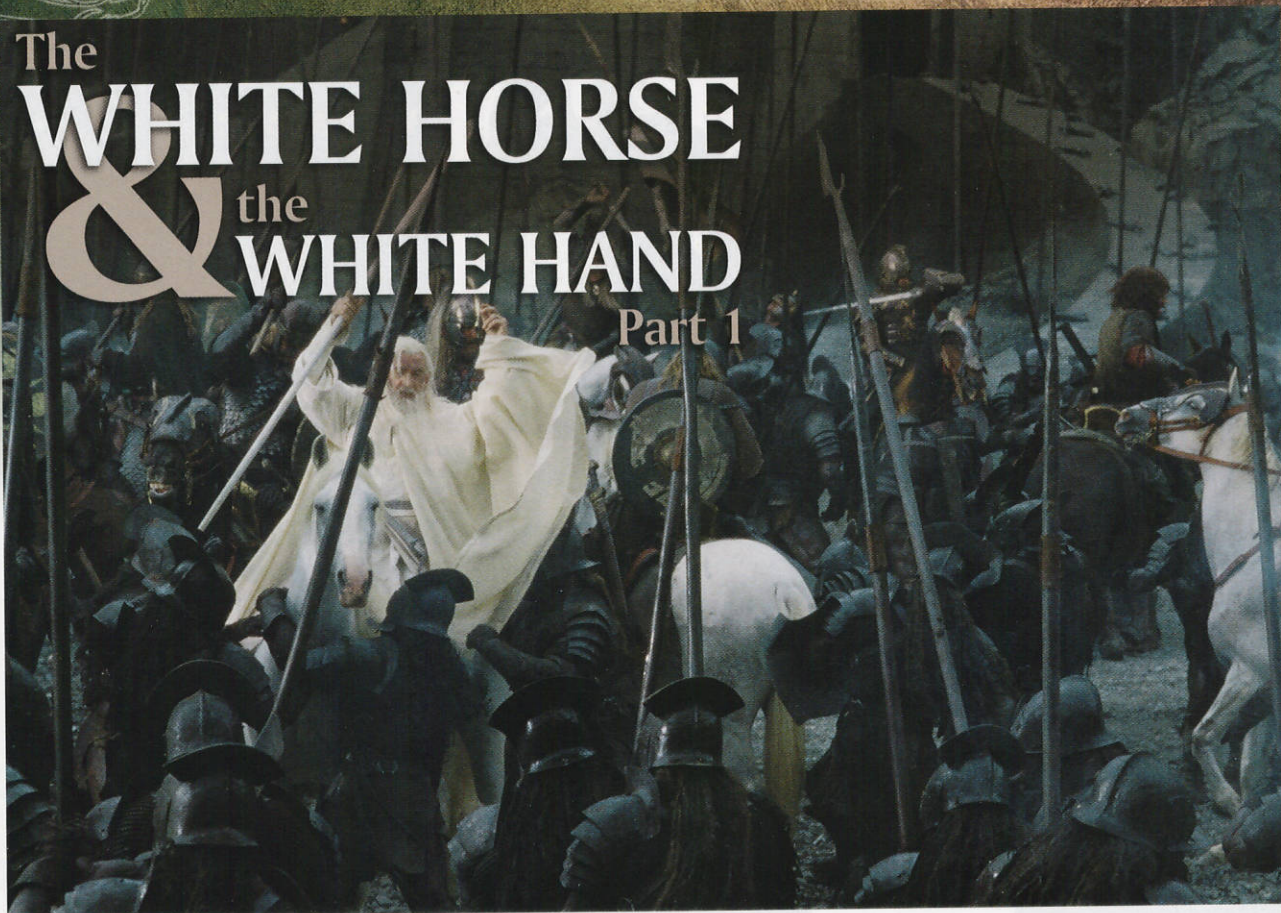
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The WHITE HORSE & the WHITE HAND

Part 1



With the thundering of hooves and a stirring clarion call, Adam Troke presents a campaign for The Lord of The Rings skirmish game and War of The Ring that pits the forces of Isengard against the Men of Rohan.

The release of new Saruman and Éomer miniatures, as well as Grimbold's Helmingas command and the new Thrydan Wolfsbane model have given us here in the Studio a chance to stop what we're doing and take a look at the war between Rohan and Isengard. What we present here is a mini-campaign that tracks the war between Rohan and Isengard, linking together some of their most famous clashes. Two of these scenarios are drawn from the War of The Ring rulebook and one from The Two Towers Journey Book. The remaining two are entirely new. So, all you'll need to battle through some of the most influential events in the history of Rohan and Isengard is to dig out your collection, call your opponent to arms and march to battle.

To make these scenarios more exciting, we've added some ideas of how victory (or defeat) in one battle could have an effect on another in the campaign: perhaps a pivotal hero will be unable to play his part in the following scenario, or additional forces will come to your aid. The most important thing, however, is to get your own creative juices flowing.

CAMPAIGN TREE

- 1 **A Wolf Among The Horses**
The Westfold of Rohan is ravaged by the allies of Saruman.
- 2 **The Fords of Isen**
Théodred attempts to stem the tide of Saruman's invasion in the first major battle of the War of The Ring.
- 3 **The Rescue of Théodred**
Théodred has been struck down, grievously wounded in the fighting at the Fords of Isen. Grimbold and the valiant Rohirrim must recover his body in the hopes that he yet lives.
- 4 **The Deeping Wall**
Saruman's legions hurl themselves against Helm's Deep. Never before has the last respite of the Rohirrim fallen. Never before has the devilry of Saruman been levelled against it.
- 5 **The Relief of Helm's Deep**
The long night of the siege is over and as the sun rises Théoden rides out, determined to die with honour. Thankfully, help is at hand and the White Rider has brought much needed reinforcements – the final battle for Rohan begins!

SCENARIO 1

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

A Wolf Among the Horses

The Westfold burns as bands of raiders from Isengard and Dunland cross the borders into Rohan. With Rohan's leadership crippled by the cunning of Saruman and Théodred away defending the Fords of Isen, the people of Rohan are driven from their settlements, forced to take refuge from the rampaging Dunlendings.

Participants

GOOD

- Captain of Rohan.
- 3 Rohan Outriders.
- 400 points of models chosen from the Théoden's Host army list.

EVIL

- Dunlending Chieftain or Thrydan Wolfsbane (full rules for Thrydan will be featured next issue).
- Uruk-hai Captain.
- 400 points of models chosen from the Isengard Raiders and Dunland army lists.

Layout

This battle takes place in and around a small Rohan settlement, featuring a watchtower, several houses and perhaps a hall if you have one. The board should ideally be 48"/112cm by 48"/112cm, and could feature other suitable scenery such as woods or hills at the edges of the board, as suits your terrain collection.

Starting Positions

The Rohan player places the Captain of Rohan and up to 20 warriors (the points value of which should not exceed 200 points) within 12"/28cm of the centre of the board. The Evil player then positions his models so that even numbers touch each of the four edges.

Objectives

The game ends when one all of the Heroes or all of the warriors in one force are slain – at which point the other player is the winner.

Special Rules

Death to the Forgoil. The Dunlendings have a long and bitter feud with the Rohirrim that they are at last avenging. Every time a Dunlending model kills a Rohan warrior or Hero place a counter beside them. The next time that model fights in close combat, remove that counter – he has an extra Attack for that fight.

Death Take us All. The warriors of Rohan are valiant and bold, and would never surrender their lands to the ravaging Dunlendings and Uruk-hai while their bodies still have life. Every time a Rohan model suffers a wound, roll a D6: on the score of a 6 the wound is ignored exactly as if the model had passed a Fate roll.

Victory Bonus

Good Victory: The Rohan player can field an extra formation of Outriders or Riders of Rohan (up to three companies) for free in the Fords of Isen scenario.

Evil Victory: The Isengard player can move a formation of three Dunlending Warriors and Thrydan Wolfsbane onto the board from any board edge in the Evil Move phase of turn three of the Fords of Isen scenario.



WAR OF THE RING™ The Fords of Isen

The Battle for the Fords of Isen is the first major conflict of the War of The Ring. Wishing to become a power in his own right, Saruman unleashed his legions of Uruk-hai against the Rohirrim.

The Battlefield

This scenario is played on a board roughly 10' x 6'. The River Isen is roughly 24" wide and flows from the centre of the northern board edge to the centre of the southern board edge. The river is considered impassable terrain, except at the fords. There are three fords across the Isen in total, each about 10" wide. There is a small islet – roughly 6" x 10" in size – in the northern half of the river. The islet is considered defensible terrain, and has a Capacity of up to four companies, adding +2 to an occupier's Defence.

Deployment.

The forces of Good must set up first, and also win priority for the first turn. Deployment zones and entry points are marked on the map.

Victory Conditions

Rohan wins if, by the end of any turn, the Isengard army is reduced to less than a third of its starting strength – i.e. more than two thirds of the companies in the Isengard army are destroyed. Isengard wins if, at the end of any turn, they can claim control of all three fords. To be considered in control of a ford there must be a friendly company within 3" of the ford and no enemy companies within 3". If both armies achieve their victory conditions in the same turn, the game is a draw, with a slight nod to Rohan if Théodred is alive, and Isengard if he is slain.

Special Rules

Stand of Defiance. This is Théodred's hour, the moment in which the Prince of Rohan shall forge a name that will live through history or fade into obscurity. For this scenario, Théodred may expend one point of Might and allow any friendly formation that has lost a round of combat within 24" to automatically count as if they had rolled a steadfast result on the Panic table.

The Isen Runs Red. The River Isen runs deeply and may only be crossed at the fords. Any formation that loses a fight while any part of their formation is touching the fords takes D6 extra hits. This represents the perilous conditions as combatants lose their footing on the rocky fords and are trampled or swept away altogether. If a formation loses the fight but rolls a steadfast result, no extra damage from the slippery footing is sustained.

Good Forces

- **East Bank Force** – Théodred's Knights (four companies) on foot and two companies of Oathsworn Bowmen.
- **West Bank Force** – Grimbald's Helmingas (six companies strong) on foot and two companies of Oathsworn Bowmen.
- **The River Defence Force** – Up to 1000 points of formations chosen from the Rohan army list, following the normal restrictions. No Epic Heroes or Legendary formations may be selected from these points.
- **The Relief Force** – Elfhelm's Riders (six companies strong) and up to 500 points of formations chosen from the Rohan army list. No additional Epic Heroes or Legendary Formations may be selected from these points.

Evil Forces

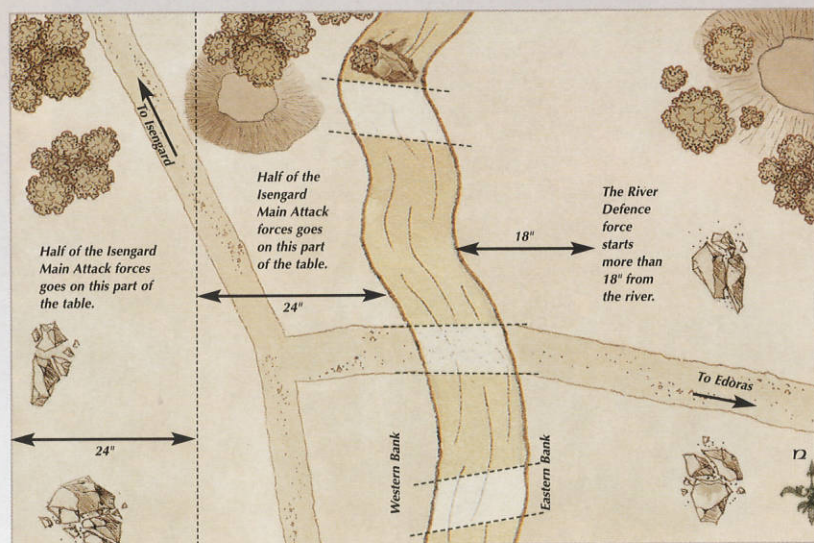
- **The Main Attack** – Up to 3500 points of formations chosen from the Isengard army list with the following restrictions: Saruman, Uglúk, and Lurtz may not take part in this battle.
- **The Flanking Force** – Up to 500 points of formations chosen from the Isengard army list following the same restrictions as per the Main Attack.

Victory Bonus

Good Victory: The Good player may spend an additional 150 points on his force to use in the Deeping Wall scenario.

Evil Victory: The Evil player may spend an additional 150 points on his force in the Deeping Wall scenario.

- The Isengard Main Attack must be divided as equally as possible between the two halves of the western board, but may not be set up within 12" of the enemy.
- The West Bank Force must be deployed within 6" of the western bank.
- The East Bank Force must be deployed within 6" of the eastern bank.
- The Isengard Flanking Force enters the table from anywhere on the northern board edge at the start of the Isengard Move phase in Turn 2.
- The Relief Force can enter play from anywhere on the eastern board edge at the start of the Rohan Move phase in Turn 3. Elfhelm's Riders may choose the southern edge as well.
- The River Defence Force must be deployed more than 18" from the river.



SCENARIO 3



The Rescue of Théodred

Théodred, the heir to the throne of Rohan, has fallen defending the Fords of Isen and lies stricken amid the red-flowing water. Wounded though he is, while Théodred lives it is the duty of every warrior of Rohan to recover him to safety. Determined to save him before he dies or falls into the hands of the enemy, Erkenbrand and Grimbald throw themselves into the churning ford once more.

Participants

GOOD

- Erkenbrand.
- Grimbald.
- Up to 300 points of models chosen from the Théoden's Host army list.

EVIL

- Up to 300 points of models chosen from the Isengard Raiders and Dunland army lists – the force should look like a scavenging party, however, so should not include any named Heroes and no more than one Troll.

Layout

The game is played on one of the Fords of the Isen, represented by a 48"/112cm by 48"/112cm board. A wide river runs through its centre and both banks of the river feature hills and small stands of wood.

Starting Positions

The Rohan player places a counter in the centre of the ford, representing the fallen Théodred. He then places his army within 6"/14cm of the board edge (see map). The Evil player deploys his models anywhere on the board, but no closer than 6"/14cm to any other model – any Evil models that are not able to fit onto the board are not placed on the table, but are held in reserve.

Objectives

The Good player wins if Théodred has been successfully moved off any board edge. The Evil player wins if both Grimbald and Erkenbrand have been slain.

Special Rules

Scavengers among the Dead. With the battle subsided, the Orcish and Dunlending scavengers descend, searching for coats of mail or castle-forged weapons. At the end of his Move phase, the Evil player rolls a D6 for each warrior not currently on the board. Models who enter play in this way may move in the turn they arrive, but cannot charge.

1-2 Richer Pickings Elsewhere. The model is distracted and does not yet enter the fray.

3-4 Wandering Scavenger. The model enters play from a point chosen by the Good player.

5-6 Drawn to the Dead. The model enters play from a point chosen by the Evil player. No two models can enter play from a point within 6"/14cm of another in the same turn.

Relentless numbers. There are looters aplenty combing the site of the battle for rich pickings. Any time an Evil warrior is removed from play, put it aside – it may roll to re-enter play at the end of the next Evil Move phase.

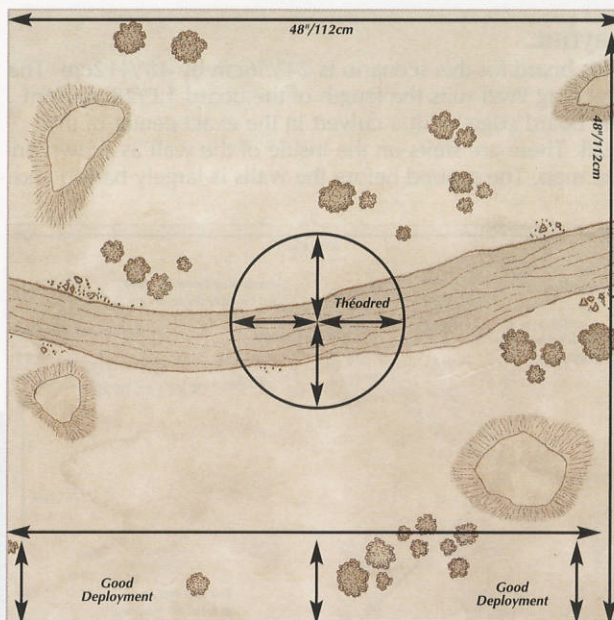
The Rescue. Théodred is grievously wounded and must be carried to safety. Théodred can be moved in the same way as a demolition charge as described on page 65 of the main rules manual.

Protect the Prince. The warriors fighting to rescue Théodred are utterly loyal to king and country. Any Rohan model within 3"/8cm of Théodred counts as though he is in range of a banner.

Victory Bonus

Good Victory: If the Good player can rescue Théodred within 12 turns, he may use Théodred (for free) in any subsequent scenario that features Rohan.

Evil Victory: The Evil player can use the grief of Théoden to undo him in any subsequent scenario on the roll of a 4-6 at the start of the turn, treating him exactly as if he was *Compelled* in a skirmish game or *Transfixed* in War of The Ring.



The Deeping Wall

King Théoden of Rohan has drawn his people into the caves behind the fortress and set his warriors to man the defences. As night falls and thunder splits the sky, hundreds of torches light the darkness and the host of Saruman's warriors come into view. The people of Rohan know that Helm's Deep has never been taken by force and cling to the hope that the Hornburg shall never fall so long as Men defend it...

Participants

GOOD

- Aragorn.
- Legolas.
- Gimli.
- Up to 350 points of models chosen from the Théoden's Host and Lothlórien army lists.

EVIL

- 850 points of models chosen from the Legions of the White Hand and Dunland army lists. The force must include at least two Heroes.
- The Evil force includes 4 ladders.

Layout

This board for this scenario is 24"/56cm by 48"/112cm. The Deeping Wall runs the length of the board 12"/28cm from the board edge, with a culvert in the exact centre of the wall. There are stairs on the inside of the wall as shown on the map. The ground before the walls is largely barren and

empty, but you can place the odd patch of low scrub or rocks across the valley floor (see map).

Starting Positions

Place all the Good models on or behind the Deeping Wall. The Evil force deploys no closer than 24"/56cm to the wall.

Objectives

The Evil player must breach the Deeping Wall and get as many of his warriors into the fortress as possible before the end of the game. The Good player wins if he manages to break the Evil force. The Evil player wins if, at the end of any turn, there are 10 or more Evil models on the Good side of the Deeping Wall – note that this does not mean on the battlements, but actually in the courtyard on the other side of the wall.

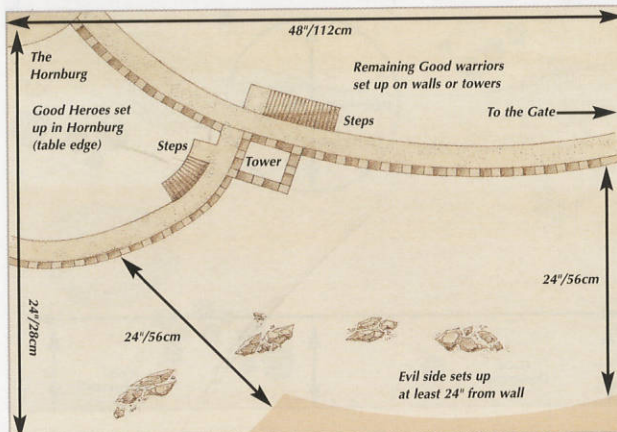
Special Rules

The Wall Has but One Weakness. The culvert is the weakest part of the wall and demolition charges placed there will do a terrific amount of damage. Demolition charges that explode in the culvert always count as having rolled a 6 on the Detonation chart – see page 64 of the main rules manual for more.

Victory Bonus

Good Victory: Each Hero and Epic Hero in the defending force in the Relief of Helm's Deep scenario receives +1 Might point.

Evil Victory: If Aragorn, Legolas or Gimli are slain, they may take no part in the Relief of Helm's Deep scenario.



SCENARIO 5
WAR OF THE RING

The Relief of Helm's Deep

Undaunted by the legend of Helm's Deep, the Isengard army swiftly brings the fortress under siege. A brutal battle ensues, and only through the actions of valiant Heroes are the defences maintained. By every hand are songworthy deeds performed, but Saruman's will is not to be denied. Sorcerous fire shatters the Deeping Wall, and with its loss the defenders are forced to fall back to the caves behind, or some few to the citadel. Still, the defenders do not give up. Rallying behind Aragorn and Théoden, they ride out against the pikes and swords of the Uruk-hai, determined to either win a great victory or make their ending one worthy of song.

At first, Théoden's defiant charge is successful. The riders sally out of Helm's Deep, scattering all before them – but the weight of numbers begins to take its toll. Even the valour of Aragorn and his companions seems insufficient to carry the day, and Isengard's victory seems certain. When all seems lost, an answering Rohirrim horn echoes from across the valley – Gandalf has come, and he is not alone.

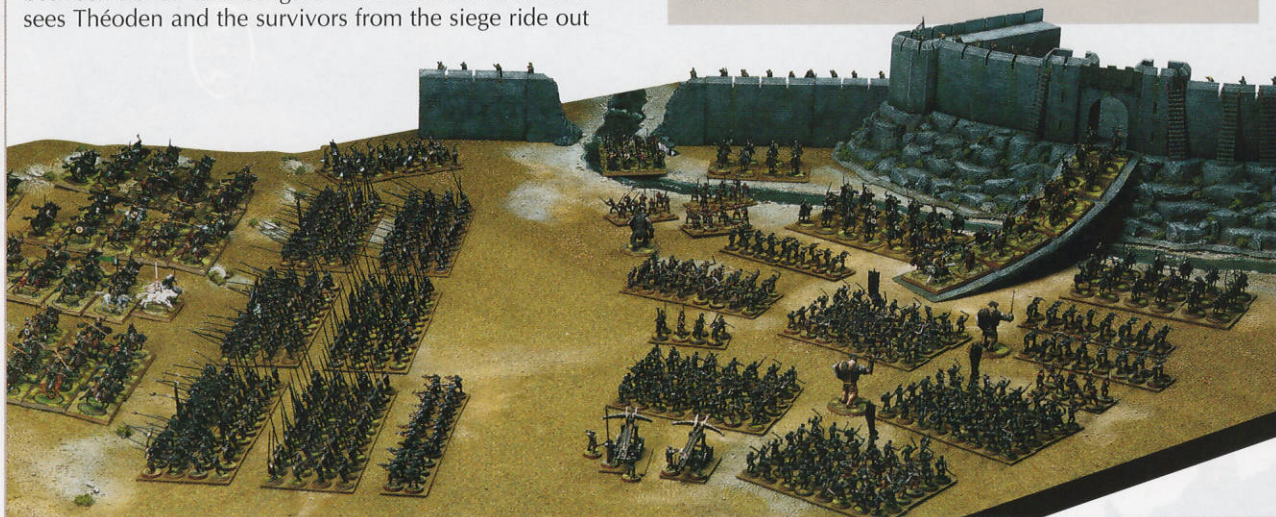
The Relief of Helm's Deep is the climax of the war between Rohan and Isengard – the massive battle that sees Théoden and the survivors from the siege ride out

against the legions of Isengard. Of course, as we know, the White Rider comes with the Riders of Rohan to the rescue of Théoden, Aragorn and the other survivors. What looked to be a defiant, but suicidal, gesture soon becomes the utter annihilation of Saruman's forces.

This scenario is described in detail in the War of The Ring rulebook, an epic encounter that has the potential to last a whole day and take several players to fight to completion. For the full details on how to fight the Relief of Helm's Deep, check out pages 256-259 in the War of The Ring rulebook – there's plenty of advice there on how to carry it out.

Victory Bonus

At this point, it's entirely up to you to choose what bonus the winner should get. If this is the end of your campaign, perhaps the loser should buy the winner a round of drinks – of course, there's always the chance of continuing the adventure, and creating some victory bonuses that will take effect on the Pelennor Fields!



So, that's the Campaign, Right?

One of the interesting things about campaigns, especially ones planned using such well-known events as those in the War of The Ring, is there are dozens of opportunities for exciting battles. I've just cherry-picked five (including three previously published and two entirely new ones), based on what I consider to be some of the most pivotal moments in the conflict between Rohan and Isengard. There's no reason to stop there, however. The Two Towers Journey Book and the War of The Ring rulebook contain lots more, and there's nothing to stop you tying them together. Perhaps if Théodred could be saved within a certain period of time, he might live to fight on at Helm's Deep? If Éomer hadn't been able to wipe out Uglúk's Uruk-hai warband, what would have become of Merry and Pippin?

Hopefully, what this article has done is inspire you to delve into The Lord of The Rings and fight out some of your favourite scenes, linking them together into a campaign – perhaps you could backtrack and fight through some of the encounters that feature The Fellowship, or maybe you could follow the events of these scenarios onwards to Minas Tirith and beyond!

As we've pieced together this article, I've been talking through the ideas and testing out scenarios with Nick Bayton and Duncan Rhodes, two of our hobbyists here in the Studio. They've been so taken with the idea of fighting out the campaign that they've even started creating forces that they can use to play these scenarios – look out over the next couple of months for a pair of Army Workshop articles showing how they got on.

“...we will have peace, when you and all your works have perished.”

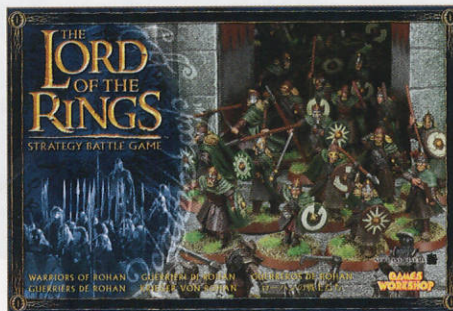
- Théoden to Saruman, The Two Towers

THE CALL TO WAR

The horn of Helm Hammerhand has been sounded and the armies of Rohan ride to war. Facing them are the Legions of the White Hand. So now you've read Adam's campaign, here's a selection of the miniatures available to answer the call to war.



Led by Éomer, Marshal of the Riddermark, the Horse-lords ride to the relief of the Free Peoples in their darkest hour. But don't forget the other brave heroes of Rohan, from the mighty King Théoden, to bold captains such as Gamling and Háma. Go online to check out the complete range.



Warriors of Rohan

This box set contains 24 plastic Warriors of Rohan.

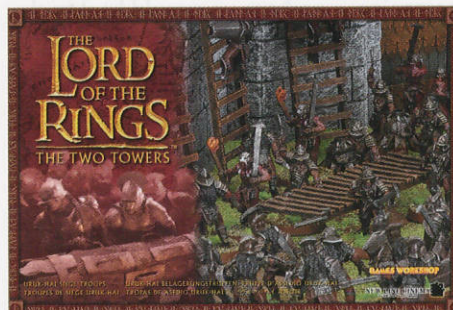
99121499007£16.50, €22.50, 200dkr, 210skr/nkr



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This box set contains 6 plastic Riders of Rohan.

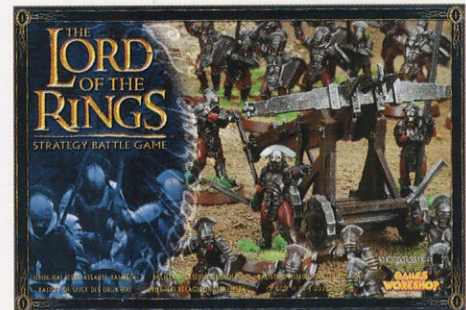
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The Fighting Uruk-hai

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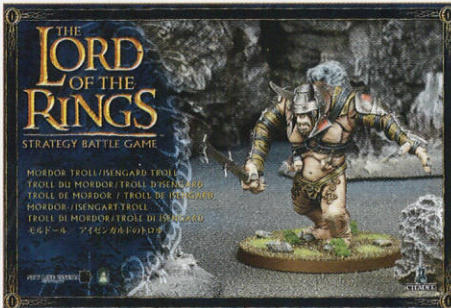
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Uruk-hai Scouts

This box set contains 24 plastic Uruk-hai Scouts.

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This multi-part, plastic box set allows you to build an Isengard Troll, Mordor Troll or Mordor Troll Drummer.

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Warg Riders

This box set contains 6 plastic Warg Riders.

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Saruman has betrayed the Free Peoples, joining with the Dark Lord Sauron and waging war on Rohan. Saruman has many lieutenants to do his bidding, from Thrydan Wolfsbane, chieftain of the Dunlending, Sharku and his Warg Riders, and the slimy Grima Wormtongue.

DEATH FROM THE SKIES!

Raining hellfire and damnation upon the foe in your games of Planetstrike



A few months back, Phil Kelly gave us some handy hints on how best to play the role of defender in games of Planetstrike. Now he's back with advice for the attackers. Aspiring intergalactic warlords, read on...



Phil Kelly is the author of many a Codex as well as Planetstrike, but that doesn't mean that he gets to win every game! Just most of them...

Greetings citizens, and welcome to a second helping of cunning ploys and dirty tricks with which to confound and disrupt your enemy's plans. Or just blast him to pieces, which attackers tend to do rather well in games of Planetstrike.

The first step, of course, is to take a close look at your army selection. Is it the right tool for the job? A lot of players have found that their normal unit choices aren't so useful in Planetstrike, but that is because we're talking about a very different type of game here – heavy weapon troopers just aren't as useful when they are dropping out of the skies or hustling to get into cover. This is why Planetstrike games use a different Force Organisation chart – to allow you to tailor your force into one that can hit harder and faster than ever before.

With six Elites and six Fast Attack slots available, you can consider some pretty extreme armies; and remember, those of your units with the Deep Strike rule can launch an assault the same turn they enter play. Imagine sixty Assault Marines dropping onto the enemy's shattered defences and getting straight into combat at full strength, or picture the mess you could make of your opponent's proud-looking set-up by fielding six units of melta-toting Fire Dragons. A friend of mine, Wade Pryce, gets a real kick out of plunging into battle with six of his elite squads of World Eaters Terminators backed up by as many Daemon Princes as he can muster, and during playtesting I had the chance to field a Space Marine army that boasted no fewer than nine Dreadnoughts (yes, nine – see if you can figure out how), led by a

Venerable Dreadnought 'sergeant' so that it formed a kind of super-hard Tactical Squad! The new combinations available to you can really freshen up your army and unlock loads of scary new tactics, so the first step on the path to victory is to sit down and have a good look through your Codex to see what coolness you can come up with.

BOMBS AWAY!

OK, on with the tactics that all attackers can use regardless of the army. As the attacking player you get access to a ton of heavy-duty ordnance, starting with the always entertaining firestorm. Now in the Defender's *Tactica* a few months back I mentioned that the firestorm's bark is often worse than its bite due to the vagaries of the scatter dice. It's your job to ensure you get the most out of this lovely (and gloriously free) preliminary barrage. The trick is to have a target-selection priority in mind and stick to it, only moving on from one target when you've taken it out and can therefore move on to the next priority. A simple pre-firestorm plan can number the threats that face you in order of deadliness, and then you can concentrate on a particular task, such as blowing a Wraithlord to smithereens (the technical term for shards of wraithbone). I actually find this pretty difficult to do myself – I get too carried away throwing firestorm templates all over the place – but it's the key to success for your orbital bombardment. Is there a Turreted Stronghold that you'd like to see destroyed before it even takes its first shot? Hammer away at it until you've knocked out its battle cannon. Is there a powerful unit skulking behind an Aegis line you'd like to see taken out of the picture? Concentrate your fire on it until you finish it off.

In general, you'll be very lucky to take out a bastion with your firestorm, so it's best to target either enemy infantry squads that are out in the open or enemy tanks, which are arguably the best targets of all for your pre-game punishment. You'll be hitting those enemy vehicles on their side armour to represent your bombardment coming from above, and rolling two dice on your penetration rolls due to the fact that the firestorm is an ordnance weapon – this is usually more than enough to take out anything shy of a Land Raider. If your opponent has deployed in a really defensive formation and left vast swathes of the board empty so he can mow your troops down with impunity, change tactic and use your firestorms to sow craters in vital locations (usually within 12" of your drop zone) so that your troops can roll onto the board and be sure of some cover. Trust me, you'll be glad of the 4+ save when those automated weapons start opening up.

A firestorm can create cover for your forces, wipe out units left in the open or pulverise fortifications. Just remember to concentrate your fire!



HIT 'EM HARD, HIT 'EM EARLY

There are a few stratagems that can really help you get the most out of your firestorm. One's pretty obvious: the ever-reliable Ground Observer, an extra model that need not be placed at ground level – the higher the better, in fact, because you can re-roll any scatter dice you need to, provided he can see the target. This is not only useful for firestorms, but also fantastic for when you Deep Strike your troops into play. The Ground Observer gives you a great insurance against the dreaded Mishap table, and can also ensure that those troops who can use Deep Strike to assault in the turn they enter play arrive right where they can cause the most havoc. I consider him a must-have when I'm using lots of Terminators and jump infantry.

Another is no doubt already familiar to aggressive players – Scorched Skies, which allows you an extra D6 firestorm templates. However, this is still rather random in effect, so a truly canny attacker will take advantage of the secondary aspect: a rather



The Wraithguard are among the premier bunker-busters in 40K, armed with short-ranged wraithcannons that make a mockery of any and all armour values – bastions beware!



The only thing that outweighs the psychological advantage of a massed Terminator assault is the actual carnage it can wreak.



Stormboyz can assault on the turn they arrive by Deep Strike, dealing a knock-out punch to any troops caught in their way.

nasty -2 Ld modifier for the defender's troops during the first turn. Combine Scorched Skies with Terror Tactics and, provided you can roll a 2+, each of your opponent's units has to take a Pinning test at -2 Ld right at the most vital stage of the game. Alternatively, if you can afford the five stratagem points this combo will cost you, twin Scorched Skies with a Planetquake Bomb and drop the beastly stratagem upon the enemy at the first opportunity. Each of his bastions will take a S10 hit automatically and, better still, all of his non-vehicle units are forced to take a Pinning test modified by the penalty for Scorched Skies. This should give you a great chance to get your troops into the thick of things and keep your opponent off-balance from the very start of the game.

Lastly, and perhaps most subtly of all, we have the oft-overlooked Confusion Reigns. Oh, the look of priceless trepidation on the enemy's face when you reach over and swap the position of his frontline Fire Warriors squad with his Broadside Battlesuits, just when he thought they were all safe and sound in a stronghold. You can then use your firestorm to really pick on the freshly repositioned

prize unit, or even launch a first-turn assault upon them – one Deep Strike extravaganza later and those Broadside Battlesuits are in combat before they've even fired a shot. This is a great way to not only bring a deadly squad out into the open but also to ensure the counter-attack squad they swapped with starts the game out of position.

THE BIG THREE

Another way to keep the opponent on the back foot is to use one of the three most destructive stratagems in the book. The ones that change the whole landscape of the game in a single spectacular turn. I am of course referring to Crash and Burn, Laserburn and Meteor Strike. These are just endless fun to use. The trick is to try and destroy more than one stronghold with each of these stratagems, because they carry a hefty price tag but can affect a wide area. Crash and Burn is perhaps the exception – for a reasonably cheap two stratagem points you get to send bits of burning spacecraft hurtling into the ranks of the foe. In essence, you launch four terrain pieces at the enemy and anything that gets hit takes D6+1 Strength 9 hits!

Phil used both the Laserburn and Crash and Burn stratagems to great effect in the first Planetstrike battle report back in WD355, much to the chagrin of Robin's beleaguered Imperial Guard defenders...



Laserburn hits even harder, inflicting D3 S10 hits on anything under a straight line – extremely valuable for bunched-up formations, and the ideal tool for taking out all three sections of the Fortress of Redemption in one fell swoop. Finally, we have Meteor Strike, the last word in death from above. This is such a beast that it automatically destroys any terrain piece it so much as touches. No rolling to penetrate only to find out you've shaken the enemy bastion, or torn off one of four heavy bolters with a weapon destroyed or immobilised result. Better still, anything it destroys no longer counts as an objective, which can change the whole dynamic of the game, and everything within 12" of the impact has to take a Pinning test. If your opponent has opted for a classic crossfire deployment pattern the Meteor Strike is a potentially game-winning move – concentrate your forces on one half of his oh-so-cunning set-up to the exclusion of all else, and then drop the meteor on the other half. Problem solved! This counter-tactic combines very well with the super-cheap Dawn Assault stratagem, which enforces the Night Fight rules in the early game – you can keep a large portion of the enemy

army out of the fight until it's time for an asteroid to flatten them.

The best thing about the Big Three is that you get to alter the look of the whole game with one devastating strike, the resultant terrain a permanent reminder of the force you have brought to bear for the rest of the battle. Use them early when they can cause the most damage; this will make for a far easier later game. For me, stratagems like these are amongst the coolest aspects of Planetstrike – you get to play with terrain as well as with the models themselves, and that's all kinds of fun.

HOSTILE TAKEOVERS

One of the more stylish methods of ensuring victory in a Planetstrike is to 'steal' the enemy's bastions from under his nose, shifting the balance of power considerably. There are two ways you can get rid of the defenders inside a bastion whilst leaving the bastion intact. One is to use flamer-style weaponry – because bastions are counted as buildings, any template weapon that covers a fire point will cause D6 hits on the troops inside. Great news for Sisters of Battle Dominion Squads, teams of Eldar Warlocks with the



Chainfists are probably the most effective method of destroying bastions in close combat – 2D6+ double the Strength value of the bearer! Make sure any Terminator squad you're using has one!

STRIKEFORCE CALGAR

White Dwarf's Christian Byrne put together this whopping 2500-point Ultramarines army to crush all opposition! Three chunky units of Terminators, led by Marneus Calgar and a Chaplain spearhead the offensive – two to smash open bastions, while the third gets stuck into enemy units inside. The vehicles have the firepower to blast apart more enemy defenses, or can turn their weapons on defenders as they come spilling out from the wreckage. Finally, the Legion of the Damned are durable enough to withstand almost any attack and are tasked with holding the objectives to the last man. A plethora of flamers should help them scour out any hard-to-shift defenders.

- 1 HQ**
Marneus Calgar
250 points
- 2 Space Marine Chaplain**
Terminator armour, storm bolter, digital lasers and melta bombs.
140 points
- ELITES**
- 3 9 Legion of the Damned**
Flamer and multi-melta. Sergeant with plasma pistol and power axe.
355 points
- 4 9 Legion of the Damned**
Flamer and heavy flamer. Sergeant with power sword.
340 points
- 5 8 Legion of the Damned**
Flamer. Sergeant with power sword.
280 points
- 6 Terminator Squad**
Heavy flamer and 2 chainfists.
215 points
- 7 6 Terminators**
Cyclone missile launcher and 3 chainfists.
285 points
- 8 Terminator Assault Squad**
3 with lightning claws, 2 with thunder hammers and storm shields.
200 points
- HEAVY SUPPORT**
- 9 Predator**
Twin-linked lascannon, heavy bolters, extra armour.
145 points
- 10 Vindicator**
Siege shield, dozer blade and extra armour.
145 points
- 11 Vindicator**
Siege shield, dozer blade and extra armour.
145 points
- TOTAL** 2500 points



Destructor psychic power or Burna Boyz, who can potentially inflict 15D6 Strength 4 hits upon troops inside a bastion in a single Shooting phase – more than enough to turn them to ash. The best thing about this tactic is that you can then simply march your troops into the bastion and not only benefit from the finest cover there is, but also be sure of claiming that objective. Even if the enemy successfully manages to destroy what was once his own territory you'll still be able to claim the ruins in the name of the invaders.

The other method is to use the Phase-field Generator stratagem. This can be played when one of your units is assaulting an enemy-held stronghold. The defending unit inside will get a nasty surprise – they

take 2D6 S8 hits with an AP of 3, which is more than enough to take out an entire squad of Space Marines in one go. The building also takes the same number of hits, but as almost all bastions are armour value 14, the most it can do is cause a smattering of glancing hits, allowing you to waltz inside and claim the bastion in style in your next Movement phase. This tactic is well worth a try as the opponent will very rarely see it coming!

WILD CARDS

Once you've got all the detonations and pyrotechnics out of your system, you might like to try using a few of the more devious stratagems, or 'wild cards' as I like to call them. If your opponent has developed a



THERE'S TOO MANY OF 'EM!

One tactic I found to be immensely useful during the Rok of Ages campaign last summer was to confound the foe with a profusion of targets. In a tense game fought against Imperial Guard supremo Ian Strickland, my Tyranids landed in as many different no-man's-land zones as possible, surrounding the Imperial Guard's well-defended emplacements in a net of ravaging gribblys. Spreading your forces too thinly is usually tantamount to suicide, but in this case it proved to be extremely effective: in fear of getting assaulted, each of Ian's units fired upon whatever was closest to them. This meant I lost a few wounds here and a few wounds there, six models from one brood and ten from another, but I didn't actually lose any broods in their entirety. When the noose tightened, almost all of my battered units made it into the fray, which is just where the Tyranid hordes like to be. It's called target saturation, and it can be an extremely effective tactic in Planetstrike – Ian fought a valiant last stand, fair play to him, but in the end the Tyranids overran the Imperial Guard's position and claimed ultimate victory.

mean streak and festooned his terrain with automated weaponry, then try using Gremlin Curse upon him – this will halve the firepower that comes out of his nastiest strongholds for the entire game.

Another great way to take a bastion out of the equation is the Stasis Bomb. This is a great way to ensure the defender never gets to make his counter-attack, and unlike most attacker stratagems it really comes into its own in the late game. Use it as soon as your troopers have moved into contact with a bastion, and on the roll of a 2+ that bastion and its defenders are locked in a stasis field for an entire turn. Timed correctly, and with a bit of canny positioning, this means that your attackers can happily stay in contact with that bastion just as the game is about to end without fear of retribution. This strategy is best used with a small and highly mobile unit – that single Eldar Jetbike or Vyper zooms around into the lee of the far-flung objective with a well-timed turbo-boost, calls down the Stasis Bomb, and sits grinning to himself on the far side of the bastion as the defenders inside the vital objective quite literally run out of time. It's just a little bit on the dirty side of things but it works great.

Other wild cards that are worth considering are the Desperate Last Push, declared at the end of the game, which gives you an extra turn in which to sprint for the objectives. This means you can spend your time hammering away at the

“I always maintain that the second turn of a game of Planetstrike is the tipping point.”

defenders without having to worry about being in the right place at the right time, so in a way it means you get more firepower. Best of all, it doesn't guarantee that the defender gets an extra turn, so you might get a free Movement and Shooting phase in which to wreak yet more havoc. Planetary Convocation can also turn things round at a vital point in the game, because it forces your opponent to re-roll any 6s. This affects everything from reserve rolls to armour penetration rolls to difficult terrain tests, and is perhaps the most irritating effect in the entire game, so use it wisely! I always maintain that the second turn of a game of Planetstrike is the tipping point, because that is when there are the most models on the table, so bear this in mind when you consider when to make your game-winning move.

Well, all this talk of planetary invasion has got me itching for a Planetstrike game, so I'm off to find one of the Studio's premier castellans (hmm, Alex Boyd or Andrew Kenrick, a difficult choice) and see if I can't mete out a good old-fashioned attacker-style beating. See you on the battlefield, and may your scatter dice always roll hits!



Models such as the Legion of the Damned, who benefit from the Slow and Purposeful special rule, can use multi-meltas to crack open bastions in the turn they arrive (Legion of the Damned fans should also keep an eye on the web this month for our awesome Scouring of Boros scenario – Ed).

TRYGONS

The ultimate subterranean hunters of the Tyranid swarm

Liber Apocalyptica provides ideas and inspiration for your games of Apocalypse. This month Robin Cruddace takes a look at the Trygons of the Tyranid Hive Fleets.

The Trygon is a massive, serpentine creature whose scythe-like claws can carve through solid rock. Trygons are extensively used on prey-worlds where the defenders make widespread use of fortifications and where there is little cover to shelter the swarm as it advances. Forgefane was one such world...

The fortress world of Forgefane had been an Iron Warriors stronghold for millennia, ruled by Warsmith Kolvax and garrisoned by an entire Grand Company. The Iron Warriors are renowned siege masters and Forgefane boasted some of the most redoubtable fortifications conceived. Giant citadels and towering bastions jutted over the landscape, each protected by void shields and packed with enough ordnance to flatten a city. The land around each fortress was cleared for miles and a maze of razorwire, minefields and trenches guarded every approach. Obliterators patrolled every rampart and Chaos Titans stood watch over every gate. It was even whispered that Kolvax's Ironblood Citadel, Forgefane's greatest stronghold, rivalled Perturabo's Fortress of Hate on Medregard in its defensive capabilities.

When Hive Fleet Leviathan wound its tendrils around the fortress world, the Iron Warriors welcomed the challenge, eager to test their latest defences and arrogant in the belief that all would perish at the walls of their mighty citadels. The initial attacks onto the surface of Forgefane were costly indeed for the Tyranids. Swarms of Tyranids were vaporised by intense artillery barrages, and flak batteries shredded countless Gargoyles and Harridans. Not even Bio-Titans reached the bastion walls, cut down by Warp-powered lasers built into the sides of the Iron Warriors' citadels. But the Hive Mind was quick to learn and soon adapted its tactics. The initial assault had exposed a single weakness in the Iron Warriors' defence, a chink through which Hive Fleet Leviathan could strike. The Iron Warriors continued their ceaseless bombardments, unaware that their true doom approached not from beyond their fortress walls, but from beneath them.

So it was that Hive Fleet Leviathan unleashed thousands upon thousands of

Trygons onto the surface of Forgefane. Sheltered from the withering salvos of firepower on the surface, Tunnel Swarms quickly bypassed the Iron Warriors' defence lines and launched assaults within supposedly secure defensive perimeters. Subterranean Swarms quickly overran underground supply routes and despite many fierce tunnel fights the Iron Warriors were forced to pull back and seal them. Not even the Daemon Engines of Kolvax's Hellforge could withstand the Trygon onslaught. Talon and steel clashed in the cavernous bowels of the Hellforge's foundries as over six hundred Defilers countered the assailing swarm, but for every Trygon slain, two more burst through the walls or the ground below. Within a few hours the Defilers were overrun. Cut off from their forges the Iron Warriors attempted to transport vital ammunition overland, but armoured columns and supply convoys were ambushed by Bioshock Broods. One by one, Forgefane's citadels were overrun and soon only the Ironblood Citadel remained.

However, of all the beasts that crawled beneath the surface of Forgefane, there was one that proved to be more deadly than any other. This monster could peel open plasteel bunkers as if they were made of parchment and eight bastions fell in as many days following its first sighting. In their need to find a focus for their hatred, the Iron Warriors named this creature the Tremorbeast, and with each massacre its reputation grew. The Warsmith, in his arrogance, resolved to slay the Tremorbeast personally – he was swallowed whole for his efforts, dragged into the creature's gullet by a writhing mass of tentacles. The Tremorbeast breached the Ironblood Citadel mere hours later, and as the Tyranid swarms poured through in its wake, the Iron Warriors knew that Forgefane was lost.

www.games-workshop.com

You can download additional datasheets for the Tyranids from our website, along with datasheets for other races too.

“ The Trygon is a massive, serpentine creature whose scythe-like claws can carve through solid rock. ”

WARHAMMER
40,000
APOCALYPSE



TYRANID TUNNEL SWARM

150 POINTS + MODELS

Tyranid Tunnel Swarms are the perfect blend of precision, strength and ferocity, created to locate enemy fortifications and destroy them from the inside out. Tunnel Swarms are sophisticated weapons, for they rely upon several different species of Tyranids to eliminate their targets. Furthermore, because Tunnel Swarms operate outside the range of synaptic influence, the Hive Mind must trust to each individual creature's own instincts to accomplish their task.

Lictors form the vanguard of the Tunnel Swarm, their role to locate and infiltrate prey-targets. Lacking the numbers to eliminate entire fortifications on their own, Lictors instead

mark such positions with a special pheromone, one designed to lure the Tunnel Swarm's Trygon to the surface. When the Trygon bursts forth in an explosion of earth, the foe has just enough time to register the terror in their midst before a tide of Hormagaunts pours out of the freshly excavated tunnels. The Hormagaunts' speed, numbers and hyperactive ferocity are the perfect complement to the Trygon's brute power. The smaller creatures swarm over the defenders before any have a chance to retrain their weapons on the Trygon, allowing the massive beasts to carve through the enemy installation with impunity. In such close confines, the slaughter is brutally quick.



TRYGON



LICTOR BROOD



HORMAGAUNT BROOD

FORMATION:

- 1 Lictor Brood
- 1 Hormagaunt Brood (must be at least 20 models strong).
- 1 Trygon

SPECIAL RULES:

Vanguard Hunters: The units in the Trygon Tunnel Swarm always arrive at the start of your first Movement phase as follows: first, place the Lictor brood in accordance with the Chameleonic Skin rule. Then, place the Trygon within 6" of the Lictor Brood and then place the Hormagaunts so that as many are in base contact with the Trygon as possible.

All models in the Tyranid Tunnel Swarm are assumed to have failed their Instinctive Behaviour test on your first turn, regardless of the presence of any Synapse Creatures. Models in the Tunnel Swarm cannot move in the Movement phase but they can run, shoot or assault as normal in accordance with their rules for Instinctive Behaviour.

Hormagaunt-infested Tunnels: After the Tyranid Tunnel Swarm has deployed, additional waves of Hormagaunts will pour through the Trygon's

tunnel network. At the start of each of your subsequent Movement phases roll 3D6 and place a new unit of Hormagaunts so that no model is more than 6" from the Trygon's tunnel marker – the size of the unit is equal to the total rolled. Models in this new unit cannot be placed in impassable terrain or within 1" of enemy models. If you cannot place some models due to the proximity of the enemy, the presence of any impassable terrain or because you have run out of Hormagaunt models to place, the excess are destroyed. Hormagaunt broods created in this manner have no biomorphs and may not move or assault in the same turn they arrive, but they may make a run move as normal.

If any double is rolled when determining the size of a new Hormagaunt unit, the tide of creatures has ebbed – the unit is created as normal, but no additional broods may be created in this manner for the rest of the game.

TRYGON BIOSHOCK BROOD

150 POINTS + MODELS

A single Trygon is a living engine of death, a subterranean hunter capable of unleashing a devastating bioelectric pulse. Imagine then the terror and raw destructive power of a Trygon Bioshock Brood.

Instead of generating individual bio-static fields, these Trygons generate a single bioelectric field, one that is greatly amplified when the creatures are in close proximity to each other. A Bioshock Brood's prey rarely notices the tell-tale signs of an imminent attack – hairs standing up on end, the tang of ozone, unusual electronic static through

comms channels; these are the warning signals that a Trygon Bioshock Brood is approaching the surface. When the Trygons explode from their tunnels they are wreathed in lightning, sparks coruscating and arcing from beast to beast. The build-up of power is so great that it creates a field strong enough to disrupt, absorb, and even deflect incoming weapons fire. Thus can the brood scythe through its prey unhindered by even the heaviest weaponry. When the brood's electrical power is discharged it becomes a raging tempest and those caught in the blast are reduced to charred corpses as bolts of lightning leap back and forth.



FORMATION:

- 3+ Trygons (one Trygon must be designated as the Alpha Trygon).

SPECIAL RULES:

Strike Force: All units in the Trygon Bioshock Brood must start in strategic reserve and must deploy by Deep Strike, starting with the Alpha Trygon. Other Trygons must be placed within 6" of the Alpha Trygon (there is no need to roll for scatter).

Bio-electric Tempest: If three or more models from the Trygon Bioshock Brood fire at the same target in the

Shooting phase, you can re-roll all failed to hit and to wound rolls. In addition, any to hit rolls of a 6 will automatically cause a glancing hit against vehicles as the surge of electricity overloads power generators and disables vital systems.

Electrostatic Force Field: Whilst the Alpha Trygon is still alive, all models in the Trygon Bioshock Brood within 6" (including the Alpha Trygon itself) have a 4+ invulnerable save.






WARHAMMER

STRIKING A BALANCE

Picking an army is one of the most fundamental decisions a general must make – should you pick a balanced force or an extreme composition? We asked seasoned Warhammer general Andy Smillie to shed some light on the matter.



Although the term 'balanced army' might not be familiar to you, the concept almost certainly will be – most armies we play with in Warhammer can be considered balanced, as they're designed to do a little bit of everything. A balanced army is one that is effective in every phase of the game: it can manoeuvre and charge in the Movement phase; it can cast spells (or counter enemy magic, in the case of Dwarfs) in the Magic phase; it can shoot bows and artillery in the Shooting phase; and when it charges it can give the foe a beating in the Close Combat phase.

A balanced army does not rely too heavily on one aspect of the army list, nor does it place too much stock in specialist troops. It will likely be built around a strong centre of Core troops, supported by a handful of Special and Rare choices with a healthy mix of Heroes and Wizards, close combat and shooting troops. It can have more or less of any of these types but will never have to rely on performing overly well in any one phase, or any one unit, in order to win the game. Compare this to the typical unbalanced army – the

sort that you might encounter at a tournament – with a heavy dominance of magic, shooting or close combat troops to the detriment of the rest of the force, perhaps with a dirty trick up its sleeve in the form of a magic item.

Every race in Warhammer can be effective when fielded as a balanced army, whether an Empire army with a powerful core of State Troops ably supported by cavalry, artillery and a gunline, to Dark Elves with their Repeater Crossbows and Reaper Bolt Throwers adding firepower to big blocks of Warriors, Witch Elves and Corsairs. Even the Warriors of Chaos, not renowned for their prowess in the Shooting phase, can be balanced when you add in artillery support from a Hellcannon.

Balanced armies have many advantages over unbalanced ones: their wide range of unit types allows them to deal with most opponents; they have the flexibility to succeed in most scenarios; and best of all they are effective in the Close Combat, Shooting and Magic phases – in a six-turn game, that's 18 chances to defeat the enemy. They do, however, take a fair bit of practise to use correctly, and writing an

army list that is balanced with no obvious weaknesses can be tricky. It's also essential to practise against a lot of different opponents and many different armies, but when it's in the hands of a skilled player, I'd back a balanced army over an unbalanced one.

The Tempered Hunt (below) is a good example of a balanced army. It has four units with missile weapons, five close combat units (one of which is very fast), and an equally diverse set of characters; the Treeman Ancient is very good in combat, the Spellsinger provides magical support, the Waywatcher Noble lends his weight to the missile troops, and the Battle Standard Bearer supports the combat units and can also unleash the Hail of Doom Arrow to help out in the Shooting phase.

The other notable thing about this army is that no single unit costs too many points. At 217 points the Wild Riders are the most expensive unit, but most are half that. The Treeman Ancient is a reasonable investment at 375 points but compared to

a 700-point Chaos Lord on Dragon or a 600-point Greater Daemon, he is a relatively cheap Lord choice. This is another key feature of a balanced army – its eggs are spread nicely around multiple baskets, which helps in two ways: low-points-cost units don't have to wipe out many enemy units to earn their points back, and the enemy has no points-heavy unit he can target, destroy and earn a lot of victory points from. Points-intensive characters and units, such as the Chaos Lord and Greater Daemon mentioned above, will have to chase down and wipe out several of the Tempered Hunt's units to earn their points back, and with only six turns to do it in, it's harder than it might sound.



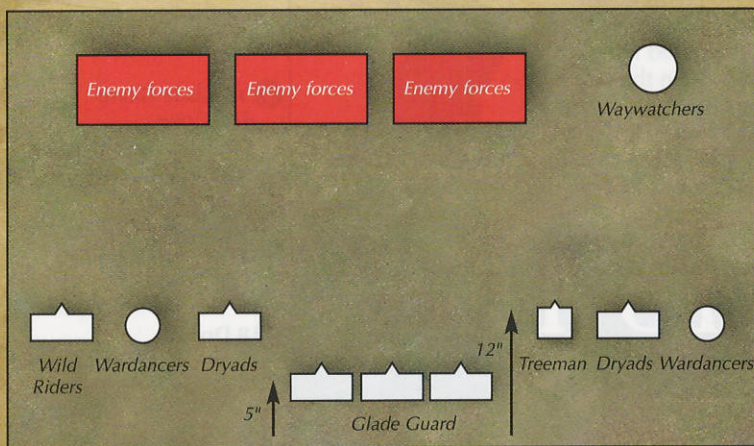
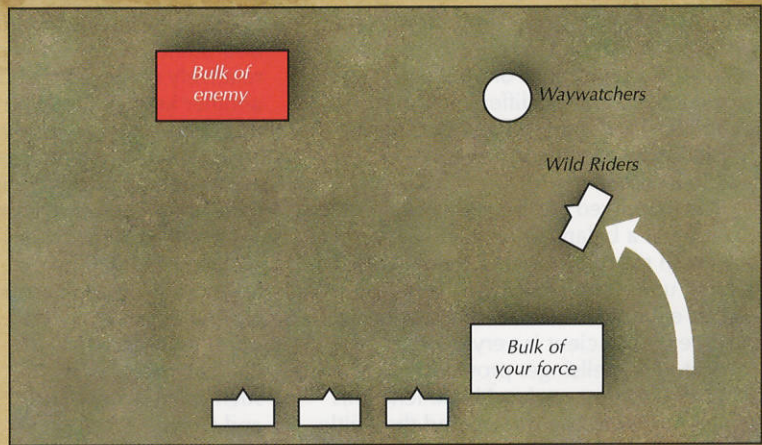
Waywatcher Noble

- | | | |
|--------------|--|--------------------|
| 1 | Treeman Ancient
An Annoyance of Netlings, a Cluster of Radiants. | 375 points |
| 2 | Noble
Battle Standard Bearer, Asyendi's Bane, Hail of Doom Arrow. | 130 points |
| 3 | Noble
Waywatcher Kindred, Arcane Bodkins, a Resplendence of Luminescents. | 160 points |
| 4 | Spellsinger
Level 2, Dispel Scroll, Divination Orb. | 175 points |
| 5 | 10 Glade Guard
Longbows. | 120 points |
| 6 | 10 Glade Guard
Longbows. | 120 points |
| 7 | 10 Glade Guard
Longbows. | 120 points |
| 8 | 8 Dryads | 96 points |
| 9 | 8 Dryads | 96 points |
| 10 | 7 Wardancers
Musician. | 133 points |
| 11 | 7 Wardancers
Musician. | 133 points |
| 12 | 6 Wild Riders of Kurnous
Musician, standard bearer, Wild Hunter, War Banner. | 217 points |
| 13 | 5 Waywatchers | 120 points |
| Total | | 1995 points |



1 Set-up versus a Combat-Driven Army

Against an army which has more combat units than I do, I'll use the Tempered Hunt's missile units to thin out the enemy army before committing my own units to combat. Setting up as far back as possible, I'll target fast-moving enemy units first, and then concentrate on removing ranks and causing Panic tests, while the Waywatchers will do their best to march block the enemy army. Once the enemy is about halfway across the board I'll manoeuvre my own combat units for flank charges, and hopefully charge single enemy units with two or more of mine.

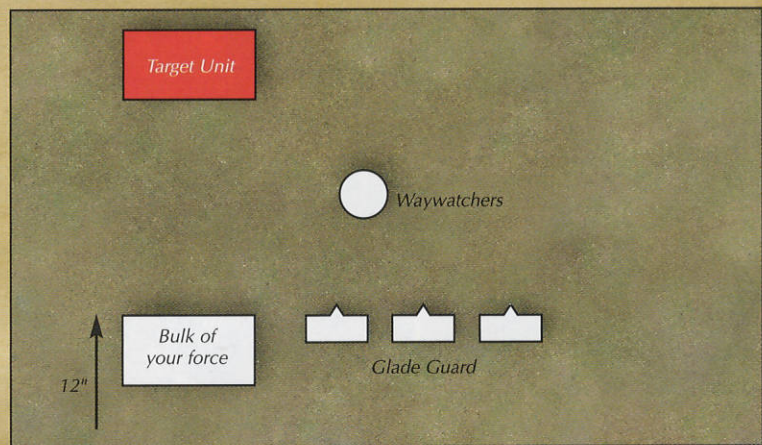


2 Set-up versus a Heavy Shooting or Magic Army

If faced with an army that might out-shoot my Wood Elves or cast a lot of magic at them, I'll set up as far forward as possible and get into close combat as quickly as possible. The only caveat to this is the Glade Guard who can move and fire without penalty. Assuming the enemy puts his own missile units 12" onto the board (which he should as it will maximise their ability to cause damage) then the Glade Guard only need to be 5" on. This means the enemy army will be out of range of the Glade Guard on Turn 1 (unless they walk forward, but that will incur a -1 to hit penalty and make them less effective) while on Wood Elf Turn 1 the Glade Guard can walk into range and open fire. This is a good way to stop you losing Glade Guard before they have a chance to fire.

3 Set-up versus a Points-Denial Force

The important thing to remember when playing against a force with lots of tough, resilient units is that you only need a small amount of victory points to win a game. I'll use the Glade Guard to hold my starting two table quarters (table quarters are worth 100 victory points each) and spread my other units around so that they can move forward and contest the enemy's quarters. I'll concentrate all of my missile fire on a single enemy unit to try and wipe it out quickly and use my combat units to gang up on one enemy unit and destroy it before tactically retreating with them.





MAGICAL DEFENCE

When fielding a balanced army, magical defence is always an issue. I'd consider any army with more than 10 power dice (a Level 4 Wizard and two Level 2 Wizards for example) magic heavy. That's a lot of dice compared to the three dice (two pool dispel dice and one for the Level 2 Spellsinger) the Tempered Hunt generates. However, this is offset by the fact that the Wardancers and Wild Riders have Magic Resistance, along with the Spellsinger's Dispel Scroll. Even so, the thing to remember when faced with a lot of magic is that that's where your opponent has spent most of his points, and your army is going to suffer in the same way as if he'd invested in a Lord on Dragon with sword of choppiness and armour of hard-to-kill. The trick is to let him cast spells that won't, on balance, cause too much damage and keep your dispel dice for vital stuff. If *Fireball* is cast against a unit of Dryads they'll take D6 Strength 4 hits, which is an average of 4 hits of which 2 will cause wounds. 2 dead Dryads is nothing to worry about. Even *Fiery Blast* (2D6 Strength 4 hits for an average of 7) should only kill 3 or 4. Think through the likely outcome before committing dispel dice, and obviously work to take out enemy magic users quickly!

Having said all that, the Treeman Ancient is worth 475 victory points (100 points more than his value because he is the army's General) and losing him would be a big blow. Whenever I field my Wood Elves I'm always tempted to drop him from the list, but Wood Elves traditionally struggle to deal with Greater Daemons, Chaos Lords and the like, and the Treeman Ancient is perhaps their best chance at dealing with them. Equipped with an Annoyance of Netlings, a Treeman Ancient's foes will need 6s to hit him, so they'll be held up fighting him for most of the game. All this is provided that the Treeman Ancient doesn't fail his Break test to stay locked in hand-to-hand combat, of course, which is where having the Battle Standard Bearer nearby comes into its own. The Treeman Ancient is unlikely to win the fight against such uber-characters, but if you trade off your 375-point model to prevent a 700-point model rampaging through the rest of your army, then that's a win in my book.

Because the Tempered Hunt has a variety of unit types, it can play very differently against different opponents – another benefit of having a balanced army.

Tipping the Scales

If a balanced army is one that has a good mix of units, doesn't rely on dominating one phase of the game and spreads its points more or less evenly between its units, then an unbalanced army is the opposite. The misconception here is that to be unbalanced an army must have a cheesy unit, gimmick or other trick that makes it more competitive than balanced armies. And I suppose there is an element of truth to this: the defining feature of an unbalanced army is that it does one thing

really well at the expense of being able to do others, and this can lead to them appearing as little more than a one-trick pony.

But on the whole, unbalanced armies are no more competitive than balanced armies, their application is just more obvious. Unbalanced armies are weaker or deficient in one or more areas in order to be stronger in another. When playing with an unbalanced army you will generally deploy and play the same way no matter what army you're facing – unlike balanced armies, which are better able to adapt to the foe. This can leave them with an obvious Achilles' heel that a good player can exploit, but on the flip-side it only requires you to learn one style of play and allows you to practise using the army as opposed to practising to defeat different opponents and armies. And they will work a lot of the time, especially against balanced armies that struggle to deal with too much of the same thing.

Broadly speaking, unbalanced armies can be categorised as belonging to one of three main extremes: fast-moving combat armies, defensive armies that attack from range, and immovable forces that deny the opponent points or win through sheer attrition. Each of these three types of unbalanced army has a very distinct style of play, strengths and weaknesses. Though less flexible than balanced armies they can be easier to learn to play well with and offer different challenges to playing with an army that's a jack-of-all-trades. Over the next few months we'll look at each of the three types in turn and pick apart some sample armies for each.



Treeman Ancient

NEXT MONTH

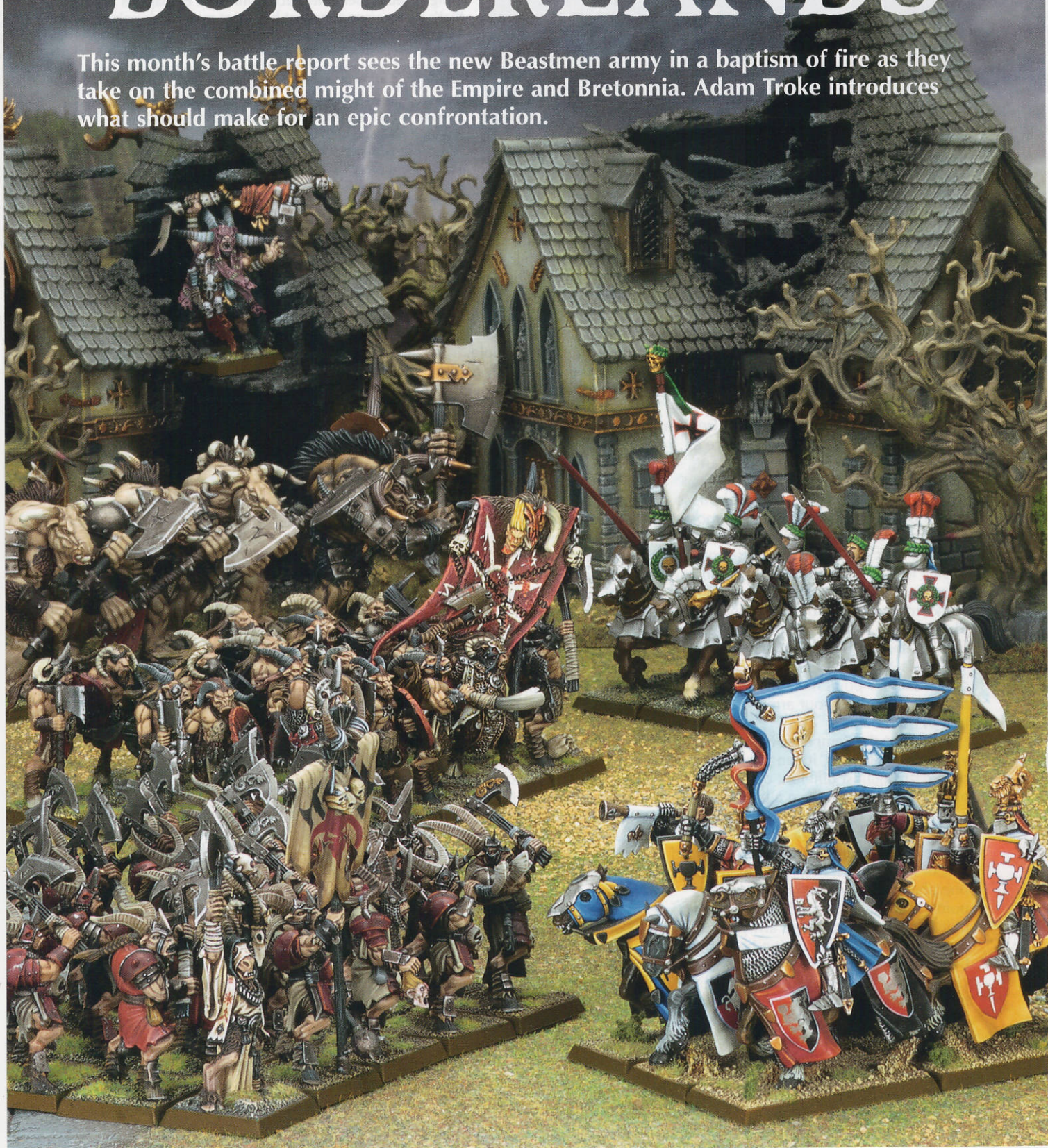
Next issue we'll look at fast, aggressive armies that forego magic and shooting in order to close with the enemy quickly, and in enough force to overwhelm him.



WARHAMMER

BLOOD IN THE BORDERLANDS

This month's battle report sees the new Beastmen army in a baptism of fire as they take on the combined might of the Empire and Bretonnia. Adam Troke introduces what should make for an epic confrontation.



The Beastmen, the cursed Children of Chaos, are upon us. Roaring and bellowing as they erupt from their dark corners of the forests and shadowed places of the Old World. They are swift of hoof with vile, muscular bodies and an inhuman resilience, and their greatest desire is to tear down the works and civilisations of men. In this, their inaugural battle report, the Beastmen find themselves squared off against the foremost nations of men of the Old World in a showdown for the ages. The men of the Empire and Bretonnia stand together against hordes of horned monstrosities.

Both the Empire and Bretonnia have a long and storied history of battles against the Beastmen, so such a clash should prove to be not just a characterful battle, but also a stern test of the Beastmen's mettle. Both nations suffer constantly from the depredations of the Beastmen, villages are razed and border towns overrun as the Children of Chaos enact their savage and cruel hatred of men – both armies have plenty of reason to set aside their quarrels and fight against the Children of Chaos.

Taking control of the Beastmen is Phil Kelly – Warhammer veteran and co-author of this, the latest Beastmen army book. Phil spent plenty of time putting the new Beastmen army through its paces while they were being playtested (developing an unnerving fondness for the big creatures, such as the Minotaurs, along the way), and promises to give us a masterclass in unleashing the primal fury of the cloven ones. Standing between the Beastmen and total carnage is an allied force of the Empire and Bretonnia controlled by White Dwarf's own Adam Troke and Warhammer rules guru Alessio Cavatore. Both are experienced generals with their own forces – the battle promises to be a bloody fight to the finish.

For the scenario, all involved agreed to fight a standard Warhammer battle, with a few minor tweaks – since their army was allied, Adam and Alessio's warriors would not benefit from the Leadership benefits of Generals or Battle Standards in one another's armies. Aside from this small point, the battle would be a straightforward scrap. May the best man (or beast) win!

Battle Stats

Beastmen
Phil Kelly.

Empire and Bretonnians
Adam Troke & Alessio Cavatore.

Scenario
Pitched Battle.

Army Size
4000 points each.

Background

This battle report is a continuation of the story started in the Drums of War campaign featured in White Dwarf 354.

This is available for download this month on the Games Workshop website for all registered users. Registration is simple and free, so get online and check it out!

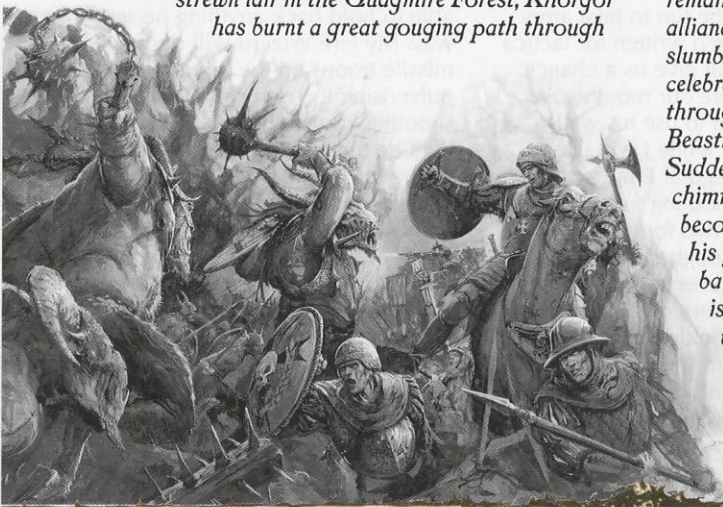
The Empire: assailed on all sides by the deadly and the daemonic, locked in a constant war against the forces of disorder and ruin. But the threat that comes from within is perhaps the most insidious of all. The vast trackless forests that swathe the heartlands of Karl Franz's realm can never be tamed, for not only are they of unimaginable size, but they harbour all manner of nameless creatures that hunger for flesh.

First amongst the creatures of the dark woods are the Beastmen; crude and primal savages that desire nothing more than to tear down the works of man and stomp them into the filth. You need look no further than the devastation wrought upon the westernmost provinces of the Empire to see their vengeance made manifest. Vendergeld and Dammeransk, the garrison towns that maintain the border between of Marienburg and the kingdom of Bretonnia, have been overrun and razed to the ground by the infamous Beastlord Khorgor of the Black Horn. From his herdstone-strewn lair in the Quagmire Forest, Khorgor has burnt a great gouging path through

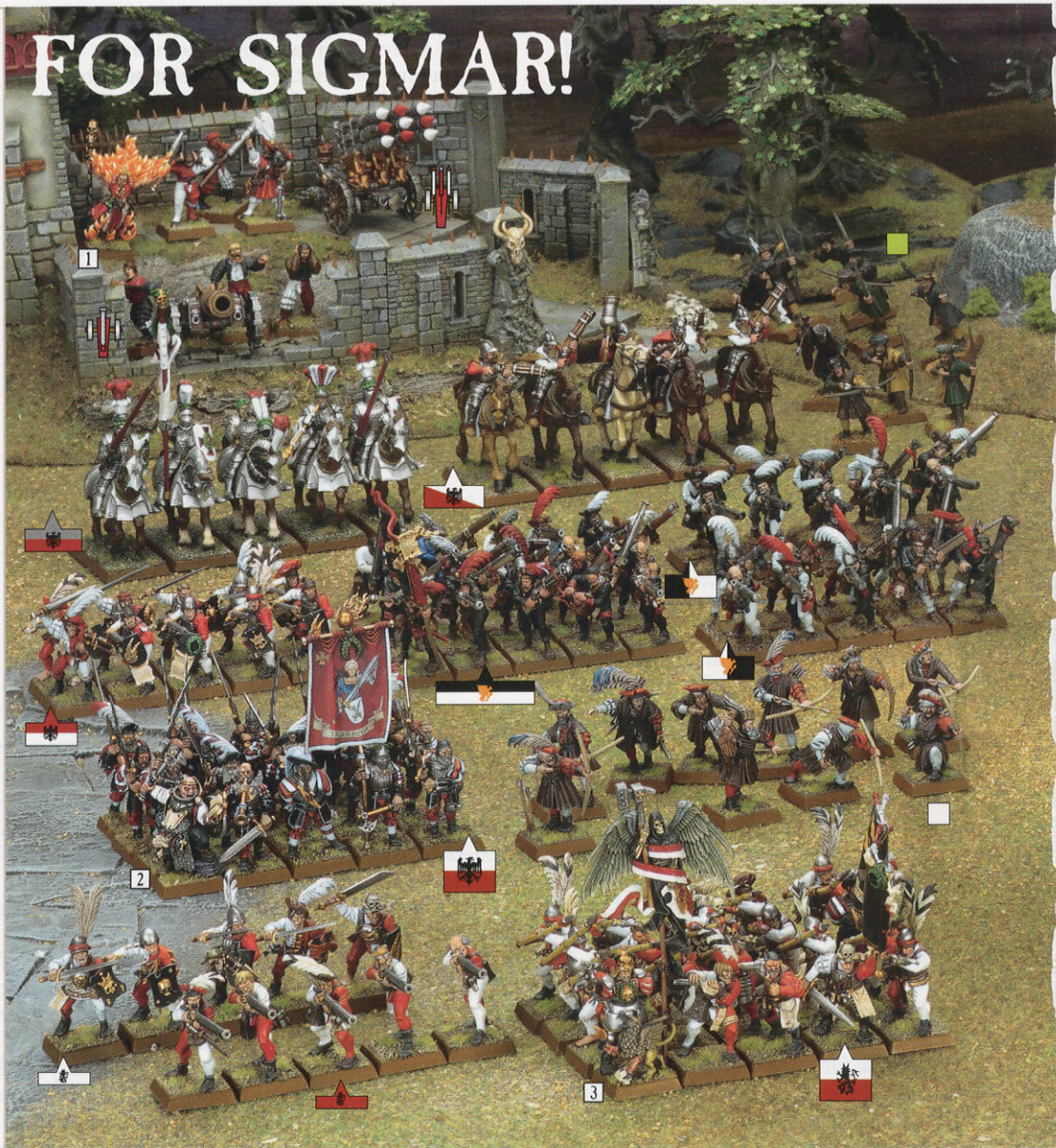
the Empire and into Bretonnia, destroying anything that stands in his way. His warhorns wind and blare through the woods, summoning ever larger and fouler creatures to his side and galvanising the nearby tribes of Beastmen into a state of primal rage.

But the men of the Empire have allies of their own. Emissaries from Marienburg have ridden pell-mell through the Gisoreux Gap to the courts of the city of Gisoreux itself, petitioning for a coordinated action to purge the Beastmen from the borderlands once and for all. They met with some success – a cavalry detachment of Bretonnia's finest now ride alongside the soldiers of the Empire who have tracked Khorgor's rampage across hill and vale. Little do they know, however, that they ride into a trap. Behind Beastlord Khorgor's actions is Malagor, Devylle-Beast, the Dark Omen himself – a Bray-Shaman of surpassing power whose mere presence is a portent of disaster.

As the sun rises and the mists clear around the smoking remains of Arnesvelt, Khorgor's latest conquest, the human alliance rides forth to purge the Beastmen that lie slumbering in the ashes after their wanton victory celebrations. Grim smiles and oaths of vengeance spread throughout the ranks of mankind's finest as they see the Beastmen disordered and slumbering ahead of them. Suddenly, a storm of crows and ravens bursts from the chimneys of the ruined houses, whirling and coalescing to become Malagor himself. Borne aloft on tattered pinions, his great cry rings out, and the Beastmen leap up into battle formation with shocking speed. Worse still, the cry is answered all about by coarse battle horns and the unmistakable lowing of blood-hungry Minotaurs. The men of the Empire and the Knights of Bretonnia share dark looks before murmuring prayers to their gods and girding themselves for battle on all fronts. The trap is sprung...



FOR SIGMAR!



LORDS
1 Wizard Lord
 Level 4.
 Shroud of Magnus.
 260 points

HEROES
2 Warrior Priest
 Armour of Meteoric
 Iron and great
 weapon.
 119 points

3 Empire Captain
 Battle Standard
 Bearer, Banner of
 Duty and full plate
 armour.
 93 points

CORE UNITS
20 Spearmen
 Full command,
 shields.

Detachment 1:
 5 Swordsmen.

Detachment 2:
 5 Handgunners.
 210 points

20 Handgunners
 Full command,
 repeater handgun.

Detachment 1:
 10 Handgunners.

Detachment 2:
 10 Handgunners.
 355 points

10 Huntsmen
 100 points

5 Knights
 Full command.
 155 points

SPECIAL UNITS
20 Greatswords
 Full command.

Detachment 1:
 10 Archers.

Detachment 2:
 10 Swordsmen.
 370 points

5 Outriders
 Outrider Champion.
 121 points

Great Cannon
 100 points

RARE UNITS
**Helstorm Rocket
 Battery**
 115 points

TOTAL 1998 POINTS



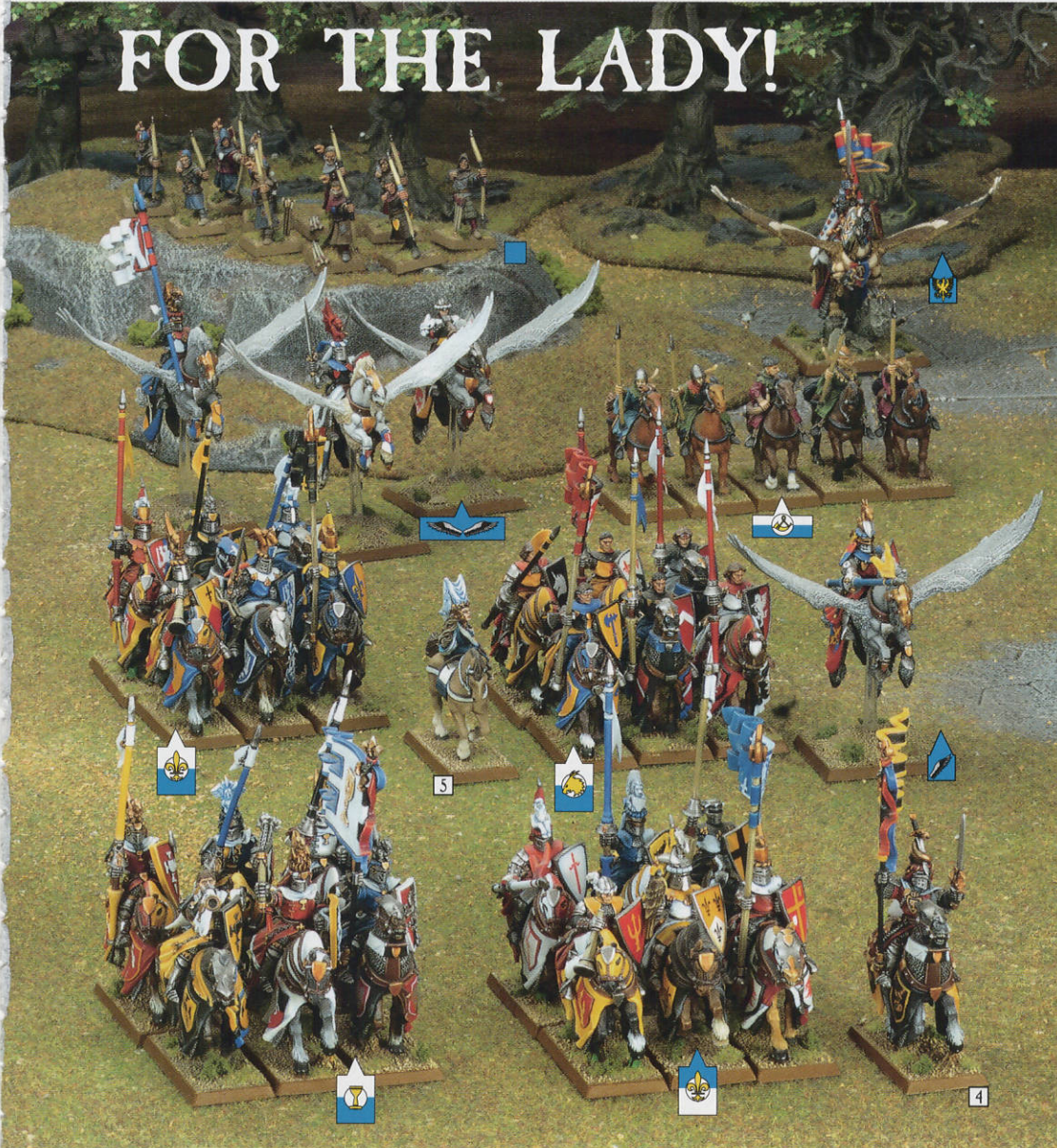
Adam: So, the ravaged village of Arnesvelt needs our help eh? Well, the Empire is more than up to the task. Alessio and I decided that it would be fun to take army lists based on those we'd written for tactical articles – doing this will give us a chance to put our money where our mouth is, so to speak. Alessio opted to use his well-practised Bretonnians, while I will use a variant of one of my regular Empire armies. It's a fairly powerful shooting force with 40 Empire Handgunners, two formidable artillery pieces and enough close combat troops to mop up any enemy that make it through. My plan is to use the hill on the right side of the battlefield where their dominating fields of fire should break the back of the Beastmen advance.

The true backbone of the force is the Greatswords, led into action by my Warrior Priest (my army's General) and the Spearmen led by the Battle Standard

Bearer. Barring a frontal charge by one of Phil's units of Minotaurs (he's bound to have some in his force), they should be able to hold back anything he sends their way. My Fire Wizard will deploy with my missile troops on the hill and assist them in pulverising the onrushing Beastmen. My shooting and magic should sufficiently denude the Beastmen units to the point where our combined combat troops (especially our lovely Bretonnian friends) will be able to squash them dead!

My flanks will be warded over by the Outriders and Reiksguard Knights respectively. The Outriders should be able to turn any Beastmen cocky enough to approach them into slurry (including ambushers, for that matter), while the Knights will ride down the right flank, putting any nearby Beastmen to flight.

That, at least, is my plan. Assuming my ally cooperates, all will be well.



FOR THE LADY!

Alessio: This has been the easiest battle report to prepare, ever! Following Adam's idea of using the army he recommended in his Empire Tactica in White Dwarf, I decided to play with the army I had shown in the Bretonnian Tactica article that I wrote for our website a few months back.

This army had the advantage of being a trusted, well-known old workhorse (warhorse?), one that has seen use on many a battlefield and against all sorts of armies, including, of course, Beastmen.

I think that our two armies complement each other very well indeed: my army brings to the equation a heavy punch at close quarters in the shape of the best knights in Warhammer and some fairly hard characters, together with the vital mobility of its many flyers, not to mention some extra magic defence and a Terror-causing beast that will prove handy at scaring off any ambushing Beastmen.

Surely if the Men of the Old World stand united, Chaos cannot prevail!

Alas! At deployment, we immediately saw how fragile our alliance was.

The Empire were rolling their guns into position with great alacrity, eager to drive the Beastmen from the smouldering ruins of the village (i.e. Adam said, 'cool, we finished deploying first, so we get a better chance of getting the first turn and start shooting them before they move!'). In a spectacular clash of cultures, the Bretonnian army stopped in its tracks, dismounted and prayed, summoning the aid of the Lady in the ensuing fight and destroying any chance the Empire had of seizing the initiative from the enemy (i.e. I made very clear to Adam that there was no way my army was going to charge without the Blessing of the Lady!). You could almost hear the sinister laughter of the Chaos Gods.



LORDS

Bretonnian Lord
Lance, shield, Tress of Isoulde, Sword of the Lady's Champion, Cuirass of Fortune, Hippogryph, Grail Vow, Virtue of Discipline.

442 points



HEROES

Paladin
Battle Standard Bearer, Banner of Châlons, barded steed, Virtue of Duty.

114 points



Paladin

Shield, Wyrm Lance, Pegasus, Grail Vow, Virtue of the Joust.

178 points



Damsel of the Lady

Level 1.
Barded steed.
2 Dispel Scrolls.

134 points



CORE UNITS

6 Knights Errant

Full command, Errantry Banner.

161 points



6 Knights of the Realm

Full command.

168 points



6 Knights of the Realm

Full command.

168 points



10 Peasant Bowmen

Skirmishers.

70 points



SPECIAL UNITS

3 Pegasus Knights

Full command.

195 points



5 Mounted Yeomen

Shields, musician.

87 points



RARE UNITS

6 Grail Knights

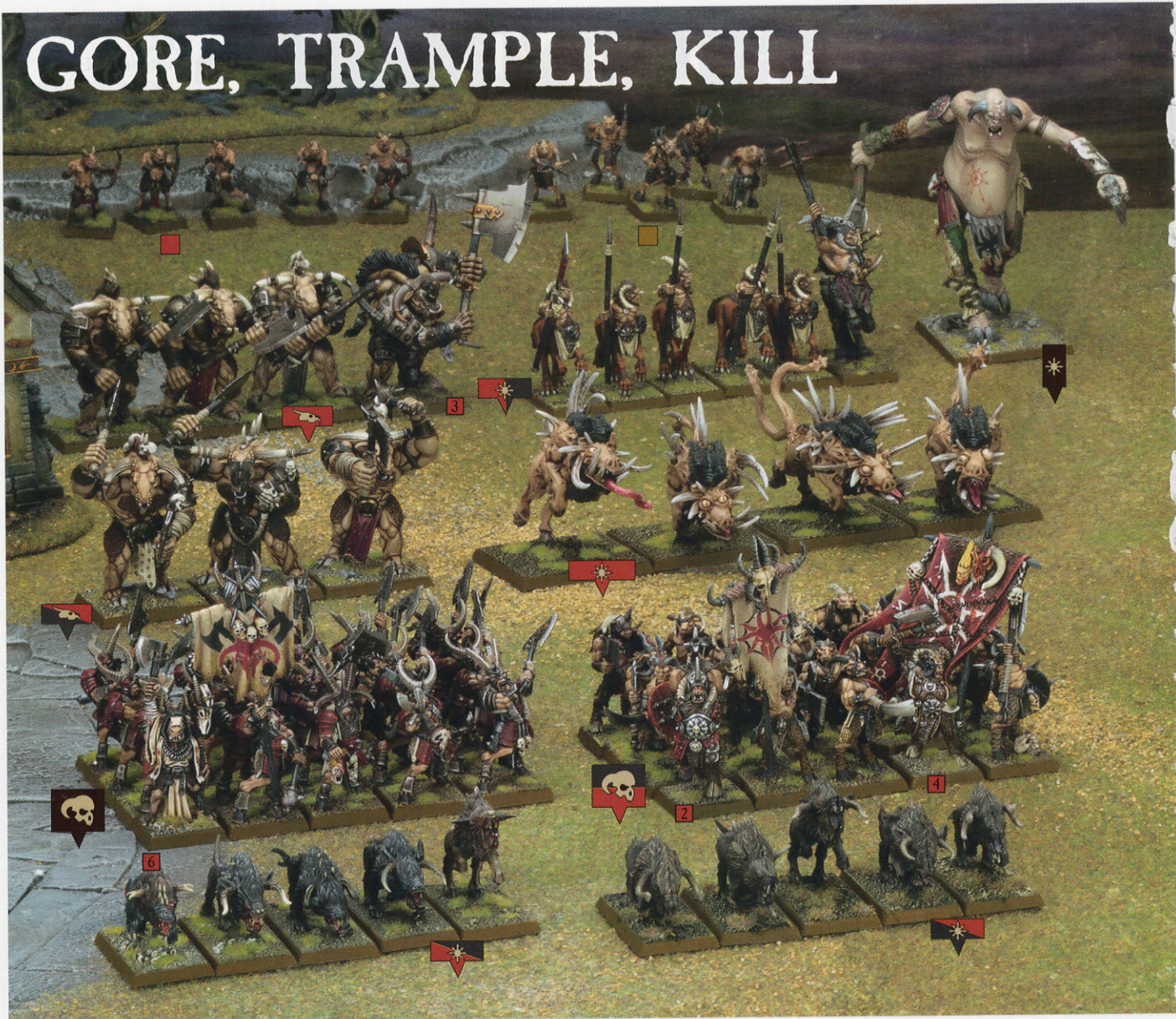
Full command, War Banner.

283 points

TOTAL 2000 POINTS



GORE, TRAMPLE, KILL



Phil Kelly is a name associated with a lot of army books and codexes, and he's never happier than when he's writing about (or playing with) some strange manner of alien beastie or mutated Chaos monstrosity...

Phil: I love playing as the bad guys, and the Beastmen are so base and malevolent (and hairy) that they have a certain charm. Part of their appeal is their unruly nature. At first glance they are mediocre troops, but when their Primal Fury kicks in they can go absolutely mental. You never know until you roll the dice, but it's an ace feeling when the Beastmen get really mad – and those hefty Beastmen characters just make it all the more likely.

I based my force around several units of Gors and Ungors, the better to take advantage of the Ambush rule (which is the death of gunlines and artillery batteries incarnate). Sure, it's unpredictable – they might turn up in the wrong place, or later than I'd prefer, but it's worth it when your enemy has a big unit of Gor in front of his prized unit and another behind, catching him in the jaws of the classic Beastman trap. The enemy deployment zone has

never been more vulnerable! Combined with a choice magic item that cripples enemy shooting for a turn with a rain of filth, I was pretty confident that I could deal with any shooting-gallery tactics those gaily attired human weaklings might attempt to use.

Like it or not, Alessio's shiny human tournamenters were going to pose me a serious problem. To combat this I've taken lots of cheap disposable units with which to screen my expensive choices and tempt the enemy cavalry into charging – that way my hard-hitting elites can counter charge and exact bloody revenge. The new Minotaurs are truly monstrous on the charge, as not only are they Frenzied, but they also each inflict an impact hit (D3 hits in the case of Minotaur characters) due to their lethally sharp horns. Razorgors are just as scary – my prized Razorgor unit, (nicknamed the Deathpigs), can deliver 16



LORDS	
1	Malagor, the Dark Omen 350 points
2	Beastlord Khorgoth of the Black Horn Stoncrusher Mace, Gnarled Hide, Uncanny Senses, heavy armour, shield. 244 points
3	Bloodglutton the Gorebull Brass Cleaver, heavy armour, shield. 202 points
HEROES	
4	Vorghok Man-Trampler, Wargor Battle Standard Bearer with Totem of Rust. 160 points
5	Bristlehorn, Bray-Shaman Level 2, Hagtree Fetish, Dispel Scroll. 155 points
6	Skrinderbite, Bray-Shaman Chalice of Dark Rain. 115 points
CORE UNITS	
20	Gors Full command, shields. 185 points
20	Gors Full command, additional hand weapons, (in ambush). 185 points
10	Gors Foe-render, additional hand weapons. 90 points
10	Gors Foe-render, additional hand weapons (in ambush). 90 points
20	Ungors Full command, spears. 135 points
15	Ungors Full command (in ambush). 90 points
5	Ungor Raiders Musician. 33 points
5	Ungor Raiders Musician (in ambush). 33 points
1	Tuskgor Chariot 80 points
6	Centigors Ghorros Warhoof. 305 points
5	Warhounds x4 120 points
SPECIAL UNITS	
4	Razorgors 220 points
3	Minotaurs Full command, additional hand weapons. 227 points
3	Minotaurs Bloodkine, great weapons. 209 points
3	Minotaurs Bloodkine, additional hand weapons. 193 points
20	Bestigors Full command, War Banner. 295 points
RARE UNITS	
1	Giant 225 points
1	Beastbiter, Chaos Spawn 55 points
TOTAL	3996 points

Strength 6 attacks when it hits home. There's more – a unit of Centigor led by the inimitable Ghorros Warhoof will swing round on the 'fast flank' with my Giant and Tuskgor Chariot, and my great weapon wielding Bestigors will be front and centre, holding the line when the Empire launches its own counter attack.

I always like to have some tricks up my sleeve, so I have taken a small cabal of wizards to pick on any cursed humans that could ruin my plans. Malagor is a very versatile choice – not only is he a formidable magic user but he also fuels the rage of the Beastmen and lowers the morale of the enemy. Furthermore, he can fly, enabling him to be in the right place to make maximum use of the cool new Lore of the Wild. His placement will be a crucial factor over the course of the game. Backing him up are two Bray-Shamans, one to zap the enemy with the Lore of

Death, the other to potentially *Steed of Shadows* my Beastlord into combat should he need to go a-hunting.

Right, I'm off for a pleasant afternoon of goring people to death. See you on the other side!



THE BRAYHERD ATTACKS TURN 1

The battle started with a braying call from the Beastmen horde, a deafening roar that shook the skies as the children of the forest surged through the ruins of Arnesvelt. Across the board Phil moved his Beastmen units towards the combined Empire and Bretonnian lines in an aggressive fashion. Small swift packs of Chaos Warhounds raced ahead of the main force, forming a mangy, fanged screen for the bulkier, slower Beastmen behind. As Phil's lumbering Giant wisely concealed himself behind the ruins of a chapel, Malagor, the Dark Omen flew into its charred and broken remains – all players agreeing happily that the image of the black-winged Crowfather swooping down into the ashy remains of the broken chapel suited his blasphemous nature to a tee.

Although the Beastmen had no shooting to speak of, their shamans launched a magical fusillade that made the air crackle with power. Hoping to draw out



Malagor's dark wings enable him to swoop ahead of the force and into spell range of the allied army.

dispel dice from Adam and Alessio, Phil cast a slew of lesser spells, which the pair dispelled, carefully marshalling their dice. The real gambit came when Phil revealed the Hagtree Fetish, a magic item that enabled him to re-roll all failed wounds caused in the Magic phase against a single unit within 24". That certainly made Alessio and Adam sit up and pay attention to the onslaught and though Phil was able to sneak *Wind of Death* through against the Pegasus Knights, their natural resilience, armour save and Blessings of the Lady protected them. Phil's final effort was to cast *Traitor-Kin* with Malagor. While Adam shrugged with indifference, Alessio was rightly terrified of a spell that would force all mounts in range to hit their rider with their full complement of Attacks at their normal Strength. Alessio swiftly administered a Dispel Scroll!

For their part, the alliance of men also advanced, with the close combat troops on their left flank moving towards the

The terrain featured in this battle report was made by scenery-guru Chad Mierzwa. Check out his article *Despoiling the Empire* on page 94 to see how he made it.



End of Empire and Bretonnian Movement phase

Beastmen, jostling for an ideal position. Alessio launched a few charges, his Paladin on Pegasus charging straight at the Chaos Warhounds screening the large unit of Bestigor, while the Pegasus Knights charged the Ungor Herd covering the Minotaurs. The Errants charged a unit of Warhounds on the extreme left flank. While the Warhounds facing the Paladin on a Pegasus held their ground, the others fled, leaving the Knights Errant somewhat deflated and the Pegasus Knights positively endangered. On the right flank, things remained more mobile as Adam's ferocious contingent of missile troops led by the Bright Wizard levelled their handguns and the artillery crews zeroed in their weapons. The Magic phase went off with a bang as Adam's Bright Wizard unleashed his arcane power straight at the large unit of Beastmen Gors advancing at Phil's centre. Phil's attempt to dispel *Fiery Blast* failed and six Gors died in blazing agony as the Empire Wizard burned them. Sadly, Adam couldn't quite get off his second spell attempt, *Conflagration of Doom*. Undaunted, he proceeded to the Shooting phase.

Before Adam could fire, however, Phil used the Chalice of Dark Rain, a magic item that inflicts a -1 modifier to all shooting attempts, and stops war machines from operating unless they can first roll a 4+. Though the Great Cannon refused to fire, the Helstorm Rocket Battery loosed a



Victory Points Tracker

Beastmen	Alliance
100	413



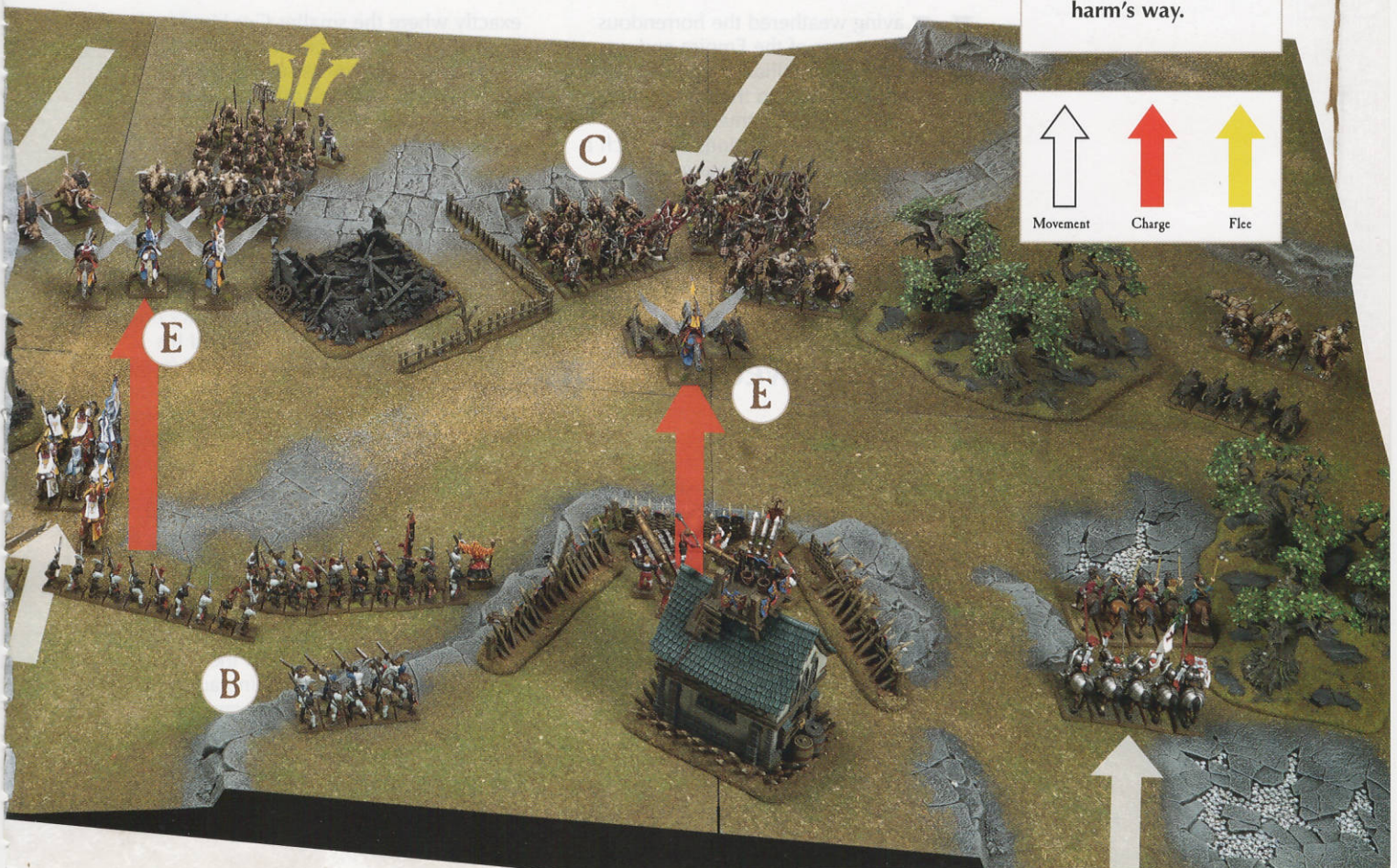
screaming salvo with astounding accuracy that landed amongst the already reeling Gors, obliterating seven of them. Adam's Handgunners, hampered by the rain, added their firepower, killing four more Gors into the bargain.

On the left flank Adam's Outriders turned in the saddle (as Adam stopped panicking long enough to remember they were Fast Cavalry) and sprayed a point-blank volley into the Gors who had slunk on behind them, killing five. The nearby Archers killed another one, and the resultant Panic check saw Phil's ambushing Gor Herd turn tail and flee the board. Phil's Battle Standard Bearer and General were luckier, however, bravely holding their ground along with their Gor Herd.

The close combat between the Paladin riding the Pegasus and the Chaos Warhounds was very one-sided and the only surviving Warhound fled in dismay. The triumph of the Paladin was short-lived, though as he rolled a paltry 6 for his pursuit and ended up staring at two large Beastmen units. Oops.

Key Events

- A** Phil's Gor Herd appears behind Adam's Outriders.
- B** The Chalice of Dark Rain nearly foils the Empire/Brettonian Shooting Phase.
- C** The Bright Wizard and Helstorm Rocket Battery pound the Gors in the centre, killing a total of 14!
- D** The Outriders unleash a volley into the newly arrived ambushers, sending them fleeing for the hills.
- E** The Paladin and Pegasus Knights find themselves in harm's way.



Movement	Charge	Flee

THE BEASTS CHARGE

TURN 2



Having weathered the horrendous firepower of the Empire and Bretonnian alliance and emerged relatively unscathed on the other side of the carnage, Phil's Beastmen found themselves in prime positions to launch a series of charges. The Minotaurs and Razorgors both charged the stranded Pegasus Knights in the centre, while the Bestigors hurled themselves at the Paladin on Pegasus. Determined to prove that

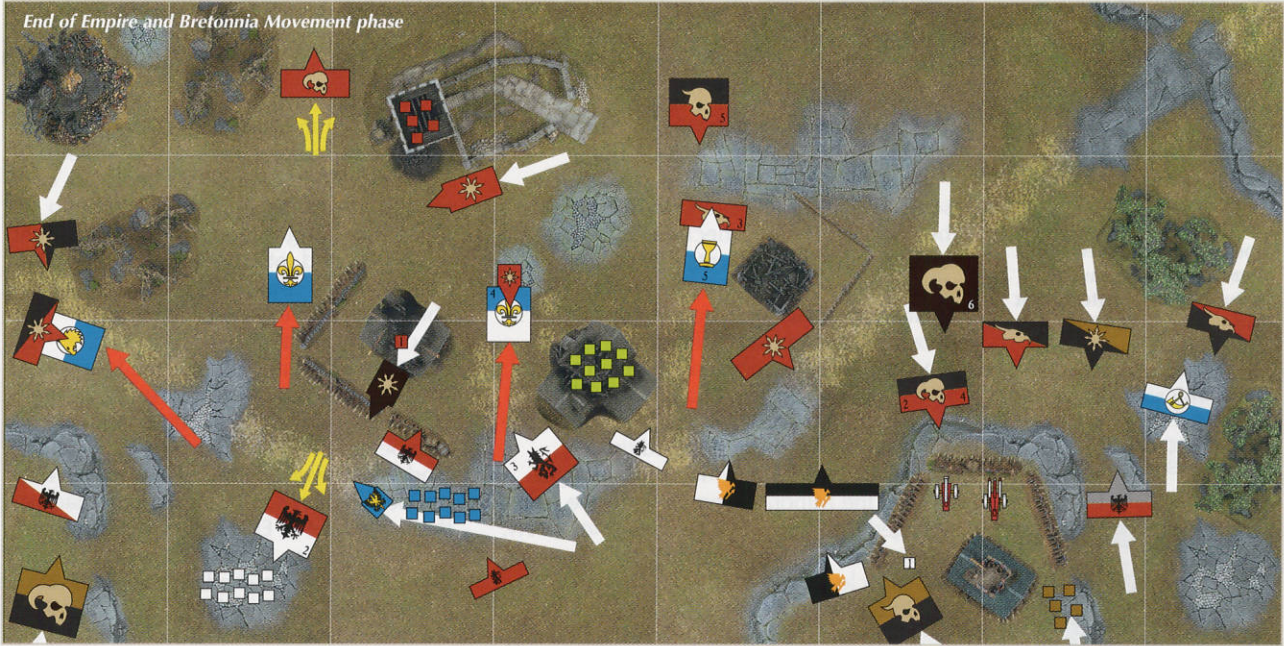
“The Minotaurs, spurred on by their previous victory, showed what they were made of.”

honour and survival were possible, Alessio received both charges. Elsewhere, Phil's army continued its implacable advance. The Giant strode around the desecrated Sigmarite chapel to stare down the Empire Greatswords and their Swordsmen detachment. This turn Phil had more luck with his ambushers as an Ungor Herd and a unit of Ungor Raiders appeared directly behind Adam's firebase on the hill. A third unit, this one of Gor, also entered the board behind the Outriders, emerging

exactly where the smaller Gor Herd had been seen off in the previous turn. Phil's Magic phase was more successful than on Turn 1 as Malagor unleashed *Traitor-Kin* once more, this time toppling two proud Knights of the Realm, one from each unit, as their horses betrayed them. Otherwise Adam and Alessio's canny marshalling of their dispel dice prevented any further magical shenanigans.

In close combat things went further in Phil's favour as the Bestigor passed their test for Primal Fury and rained blows down on the Paladin, wounding him and his noble mount. Although he gallantly fought back, he was unable to wound the Bestigor and fled the scene, escaping to stand amid Adam's firebase on the hill. The Minotaurs and Razorgors caused carnage amongst the Pegasus Knights, killing one through impact hits and another with their great weapons. In fact, the only survivor was the champion, who was involved in a duel with the Gorebull – and saved by virtue of the Lady's Blessing. Even so, he broke from the combat and was caught and run down by the Razorgors. Because of the Blood Greed special rule, Phil's Minotaurs will gain +1 Attack in their next combat.

In their turn, the allies looked strangely confident. Although they had two units of



Ungors behind their lines, and a Gor Herd threatening their left flank, all their key units were in position to launch devastating charges of their own and the Paladin on Pegasus might yet rally. However, lady luck clearly took exception to them as the Greatswords fled in terror from the looming Giant and Alessio's Paladin failed to rally, flying off the board. Undaunted, the pair launched a series of charges, Alessio's Grail Knights levelled their lances and hurled themselves against the Minotaurs, while the Errants charged at the Chaos Hounds and the two units of Knights of the Realm took on a Spawn and an Ungor Herd respectively. Adam's Swordsmen detachment failed the Terror test needed to charge the Giant, simply overwhelmed by the towering brute. Other moves followed the 'getting out of harm's way' theme as the Bright Wizard abandoned the large unit of Handgunners, a Handgunner detachment reformed to face the Ungor and the Spearmen turned to face the right flank. Finally, Alessio brought his Hippogryph flying back towards the scene of the Greatswords' cowardice, determined to block the gaping hole in their combined defences, and hopefully lure the Giant into charging himself rather than the fleeing Empire Greatswords.

With their moves complete, Adam and Alessio were hoping for some solace from their Magic phase, but lady luck continued her betrayal and the pair failed every casting roll they needed to make! The Shooting phase was a little better, as the models on the hill realised they might never get another chance to shoot before they were locked in combat. The Great Cannon hit a Minotaur in the head, killing it instantly (but failing to bounce on further and do more damage) and Adam's large

unit of Handgunners peppered the Razorgor, killing one and wounding another. On the left flank the Outriders once again wrought carnage on Phil's ambushers, killing six with a little help from the nearby Archer detachment.

In close combat the Knights Errant smashed into the Chaos Warhounds and chased them from the table, and the Knights of the Realm in the centre inflicted two Wounds on the Chaos Spawn for no damage in return. All eyes were on the Grail Knights though, as they fought the thoroughly enraged Minotaurs. One holy warrior offered personal combat to the Gorebull, and though both landed blows on the other neither could inflict a wounding hit, the Gorebull's Toughness and the Lady's Blessing proving too great. The rest of the Grail Knights smashed their lances into the Minotaurs, inflicting a stunning five wounds that slew one Minotaur and left another close to death. Alessio's look of relief was short lived, however, as the Minotaurs, spurred on by their previous victory, showed what they were made of. Each had +2 Attacks and they reaped a bloody toll on the Grail Knights. With ten attacks, Phil's Minotaurs managed to inflict a shocking seven wounds and Alessio looked on in horror as five Grail Knights fell from the saddle! Somehow, Alessio's battered knight (and a very scared Damsel of the Lady) passed their Break test.

The Ambush is Sprung

In Turn 1, Phil's ambush had been somewhat lacklustre as the single unit of Gors that arrived was easily seen off by the Outriders. This turn, however, three units stormed onto the board, ready to deal death to the allies next turn!



Victory Points Tracker

Beastmen
981

Alliance
385



REND AND GORE

TURN 3

Beastmen Magic

The Beastmen have their own lore of magic, *The Lore of The Wild*, a potent spell lore that reflects the Beastmen's own savage nature. Phil repeatedly put the spell *Traitor-Kin* to effective use, a spell that makes any mount hit it's rider with a number of hits equal to its Attacks – something that nearly cost Alessio's Bretonnian Lord his life.



Things had gone badly for Adam and Alessio in Turn 2 and Phil fully intended to capitalise, declaring a series of charges. The Ungor Raiders behind the Helstorm declared a joint charge with the remnants of a unit of Chaos Warhounds, while the Ungor Herd charged the reformed Handgunners. Phil's Razorgor attempted to charge the Great Cannon, but the petrified crewmen simply fled. The Gor Chariot charged into the flank of the Knights of the Realm, while the Gors on the left flank charged the Outriders (who wisely fled out of range). Finally the Minotaurs on the extreme right charged the Yeomen, who bolted for safety, leaving the Empire Knightly Order to tackle the muscle-bound Minotaurs instead.

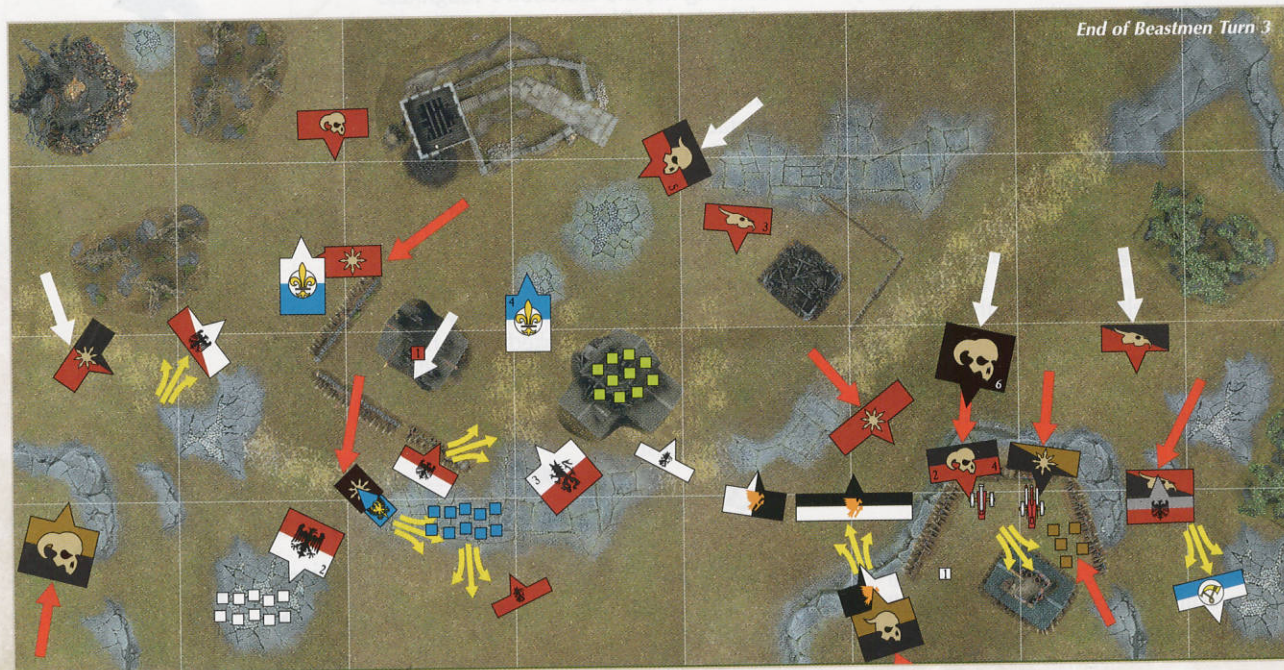
In the Magic phase, Phil had mixed success, first casting *Viletide* on the fleeing Outriders. Although Phil inflicted fifteen hits, he only scored a single wound, which the Outrider shrugged off. Next Phil cast *Wind of Death*, which slew four Handgunners from one of Adam's detachments, and *Steed of Shadows* to send the Khorgor into combat with Adam's Wizard, which Alessio dispelled with a *Dispel Scroll*. Finally Phil cast *Traitor-Kin*, which Adam and Alessio failed to dispel, despite trying to counter it with all six of their dice! The pair looked on in horror as riders were betrayed by their steeds. Only a single Knight of the Realm was wounded, kicked to death by his own mount, but the real concern stemmed from the Hippogryph that the Bretonnian Lord was riding. The mighty monster inflicted three

wounds, but the Lady's Blessing protected him and he suffered only a single wound.

In close combat, Phil's Minotaur's once again showed their quality, slaying two Reiksguard Knights and chasing the unit off the board (and into the Yeomen, who fled to the board's edge). The Ungor Raiders, able to re-roll their attacks after a successful Primal Fury test killed two Helstorm crew, and chased the lone survivor to his death. Likewise the Ungor Herd fighting the Handgunner detachment, also benefitting from Primal Fury re-rolls, made short work of the missile troops and romped forwards, chasing into the back of the larger unit of Empire Handgunners.

In the centre, the Minotaurs and the Gorebull easily finished off the Grail Knight and Damsel, the Gorebull alone inflicting five wounds on the knight! Conversely, the badly wounded Chaos Spawn was unable to hold off the Knights of the Realm any longer, and succumbed to their attacks. The Tuskgor Chariot, despite the fact it inflicted four impact hits, had absolutely no effect on the Knights of the Realm and found itself beaten by combat resolution alone. The Chariot failed it's Break test and fled, the Bretonnians running it down!

The 'title fight' was the clash between the Bretonnian Lord and the charging Giant. Alessio's chances were dashed, however, as Phil rolled a 1 on the Giant table, scoring 'Yell and Bawl!' and automatically winning the combat by 2. Faced with a roaring, swearing and utterly uncouth Giant, the Bretonnian Lord turned tail and ran, escaping the lumbering Giant.





REIGN OF CHAOS

TURN 3 CONT.



Key Events

- A** The Minotaurs destroy the remnants of the Grail Knights.
- B** Ungor ambushers run riot amongst the Empire missile troops, eliminating both war machines and taking out two units of Empire Handgunners.
- C** The Giant yells and bawls, chasing off the bewildered Bretonnian Lord.
- D** The Minotaurs wipe out the Reiksguard Knights on the right flank.

With both their generals in flight and a ripple of panic spreading through their combined armies, Alessio and Adam realised they had to do something quickly to stop the entire battle from becoming a rout. Although the panicking Yeomen escaped from the board, and the Outriders collided with the Centigor and were destroyed, both of their most important assets rallied. The Greatswords, led by the Warrior Priest, remembered the destruction of Arnesvelt and vowed to avenge it, turning back to face the Gor Herd and Centigor unit marauding on the left flank, while Alessio's General also recalled his oaths of duty and turned back to face the Giant once again.

Elsewhere the liberators of Arnesvelt tried to marshal their dwindling army, bringing the Knights Errant back onto the board behind the Centigor and turning the Spearmen unit to face the towering Giant

that was now too close for comfort. The Knights of the Realm in the centre levelled their lances and charged into a unit of Gor lurking near the burned out tower.

In the Magic phase, Adam saw an opportunity to deal with two of Phil's most valuable models – the Beastlord and Battle Standard Bearer were still within the shattered Gor Herd atop the hill. In an effort to kill, or at least wound them, and thus secure some much needed victory points, the Bright Wizard made them his target. First he unleashed a *Fiery Blast* against them, followed by a *Conflagration of Doom*. These spells easily wiped out the remaining Gor but had no effect at all on the two characters.

The allied Shooting phase was desultory compared to previous turns, with the few remaining missile troops striving to whittle down the Beastmen horde. The Empire Archers fired at the Centigor, killing

Primal Fury

The Beastmen possess a vicious hatred of the civilised races, which is unleashed in the heat of battle. If a unit of Beastmen pass a Leadership test in close combat, they are subject to Hatred of all enemies they are engaged against for the duration of that Close Combat phase. The benefit of Primal Fury was perfectly showcased as the ambushing Ungor Herd smashed into the Empire detachment on the hill, allowing the relatively feeble Ungor to effortlessly smash aside the beleaguered Handgunners.



one and the Handgunners managed to kill off a Minotaur, but compared to previous turns it was hardly effective. Alessio and Adam were quickly coming to the realisation that they would have to win this battle in close combat now.

The Close Combat phase started badly for the allies, as the Ungors attacking the largest unit of Handgunners from behind passed their Primal Fury test and savaged the men of the Empire, killing four and easily breaking them with combat resolution. The remainder fled in panic and were trampled underfoot in their flight.

All was not lost, however – elsewhere things went better for the Bretonnians as the Knights of the Realm overcame the Tuskgor Chariot and ran it down, and their comrades smashed their way through the small unit of Gors, killing five with lance and iron-shod hooves, chasing the survivors from the table.

Attacking from Behind!

Although Phil's earlier ambush failed abysmally as the Outriders scythed the Beastmen down with a fearsome volley, when the rest of his Ambushers arrived it spelled total destruction for the Empire gun line manning the hill. Unable to cope with the hordes approaching from the front, and the menacing Ungors attacking from the rear they were swiftly defeated – a unit of Handgunners has very little chance in combat if it can't first stand and shoot.



Victory Points Tracker

Beastmen	Alliance
2862	796



REVENGE AT LAST!

TURN 4



Bray-Shaman

Beastmen Bray-Shamans can either choose from the Lore of the Wild, or from the lores of Death, Beasts or Shadow magic. Phil's cunning choice of three different spell lores gave him a wide range of powers – and *Steed of Shadows* forced Adam and Alessio to carefully reserve a few dice each turn to prevent a powerful hero swooping out of a unit. Eventually, this gambit cost the Bright Wizard his life.



Phil's Beastmen horde could clearly scent victory in the air as the fourth turn began. Phil wasted no time declaring a series of charges, hurling the Centigor on the left flank straight at Adam's Empire Greatswords, the Giant at the Bretonnian Lord on Hippogriff once again and an Ungor Herd straight at the triumphant Knights of the Realm, who were still flushed with their victory over the Tuskgor Chariot. Finally, Phil's Ungor Raiders charged at the Bright Wizard (who ignominiously fled to safety). With his charges complete, Phil manoeuvred his remaining regiments, blocking the Knights Errant off with his Gor ambushers and bringing Malagor out of hiding in the chapel to work his evil magicks near the ruins of Arnesvelt's watchtower.

The Magic phase saw Phil loose spell after spell as Adam and Alessio watched on helpless, clutching their dispel dice and insisting they had a plan. Thankfully, good castle-forged armour did not fail the Bretonnians and though Phil cast *Doom and Darkness* and *Traitor-Kin* on the Bretonnian knights, they shrugged off the effects with no trouble. Phil's last gambit was to cast *Steed of Shadows*, threatening to send his Battle Standard Bearer swooping off to chase down Adam's Bright Wizard. Adam gleefully rolled the dice he

had been clutching all phase long in a dispel attempt, but was crestfallen when he rolled a double-1. The Wizard was run down and killed as the Beastmen Battle Standard Bearer swooped after him, chasing him off the board.

In close combat the Minotaurs routed the Archers from within the ruins of the house in the centre of the village, despite taking two wounds in return. The bull-headed monsters took up residence where the Archers had fled. The Ungors overwhelmed the Bretonnian Knights by virtue of their ranks and outnumbering bonus, chasing them away. The Giant and the Bretonnian Lord on Hippogriff once again locked horns – this time the Giant simply plucked the noble from the back of his monstrous steed and threw him into a nearby Empire Handgunner detachment. In return, the Hippogriff tore great chunks of flesh from the Giant, winning the fight but not breaking his nerve.

Finally, the Centigors, led by the mighty Ghorros Warhoof, smashed into the Greatswords, with Ghorros braying a challenge. Adam's Warrior Priest answered and, clad in the Armour of Meteoric Iron weathered the hail of blows without injury. In return he smashed Ghorros in the face with his hammer, inflicting a wound. Although the other Centigors fared better,

killing five Greatswords, the Count's Champion slew two more in return and the Centigors failed their Break test and fled, only to be caught by the Greatswords.

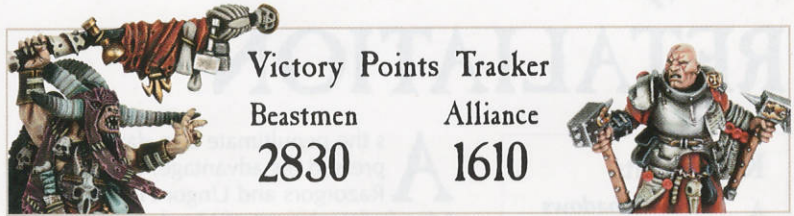
In the allies' turn, Alessio and Adam saw a chance for some more payback and launched a double-charge against the Gor Herd on the left flank, sandwiching them between the Knights Errant and the triumphant Greatswords. The large unit of Empire Spearmen led by the Battle Standard Bearer and the Handgunner detachment (who had been so unceremoniously joined by the Bretonnian Lord) also charged at the Giant, hoping to finally finish it off.

There was no Magic phase to speak of, except the Warrior Priest's paltry attempt to cast *Hammer of Sigmar*, which Phil easily dispelled. The few remaining Empire missile troops opened fire, felling a single Ungor and angering (but not hurting) the onrushing Razorgors.

Thankfully, things went better for the allies in the Close Combat phase, and the Gor Herd was utterly annihilated by the Greatswords and Knights Errant, the Bretonnians gleefully pursuing yet more Beastmen off the board.

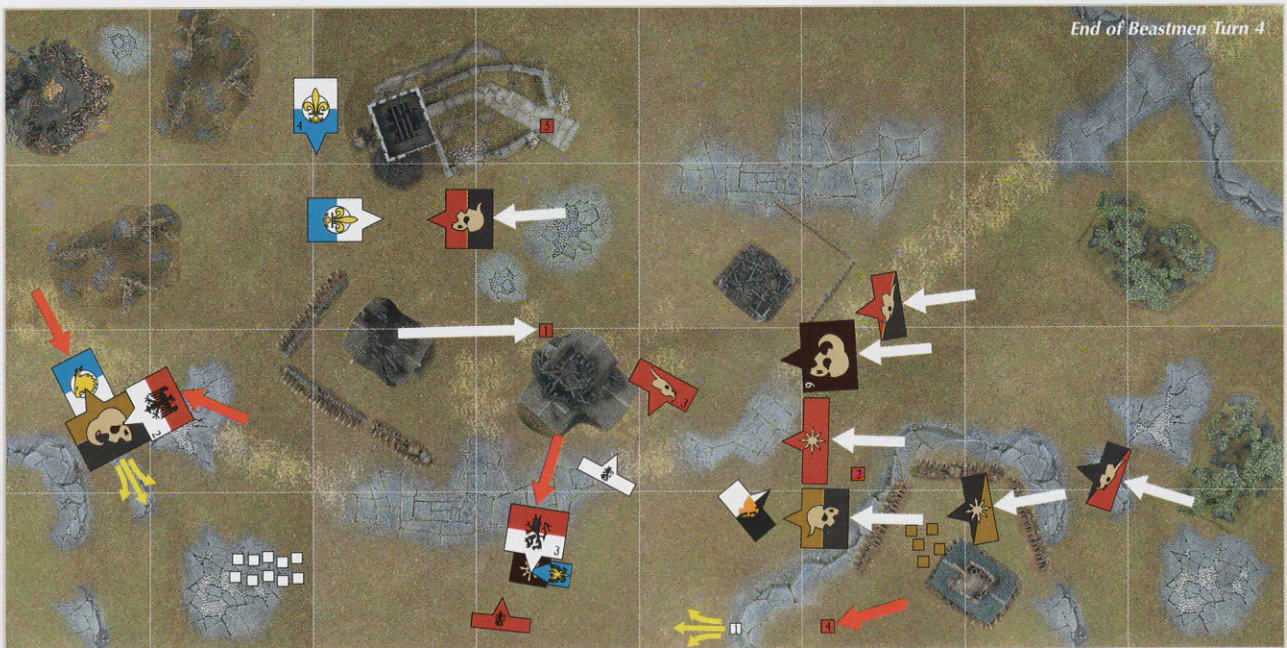
Against the Giant, the men of the Empire, the Bretonnian Lord and the Hippogryph at last had the victory, chopping the roaring beast apart in a welter of blood. Between the massed ranks of the Spearmen and the superior prowess of the Battle Standard Bearer and Bretonnian Lord, the Giant, already wounded as it was, had no chance. No sooner was the final wound inflicted, though, than the Giant swayed and fell, landing directly on top of the Bretonnian Lord and an Empire Handgunner, squashing them both dead!

Victory Points Tracker	
Beastmen	Alliance
2830	1610



The Death of Ghorros

Ghorros Warhoof is beloved of the Beastmen, and many warbands are bolstered by his progeny. Should Ghorros die in combat then all Beastmen units will receive +1 bonus to their Leadership when taking Primal Fury – even in death he can bolster the abilities of his army!



RETALIATION

TURN 5

Key Events

- A** *Steed of Shadows* allows the Beastlord to charge into the Hippogryph.
- B** The Spearmen counter charge Khorgor, chasing him from the field.
- C** The Empire Swordsmen are butchered in an ill-fated assault on the Minotaurs.
- D** Phil's Beastmen begin to spread out, preparing to seize table quarters in the final turn.

As the penultimate turn dawned, Phil pressed his advantage, charging his Razorgors and Ungor Herd at Adam's detachment of Handgunners. Overawed by the oncoming attack, and knowing they had no chance against the beasts they fled only to be caught and devoured by the Razorgor. The Ungor Herd that had already broken the unit of Knights of the Realm chased after them again, but were outpaced by the Bretonnian Knights. Otherwise Phil redressed his ranks and moved Malagor into a prime spell-casting position beside Alessio's newly returned Knights of the Realm.

In the Magic phase Malagor unleashed a tirade against the unbroken Knights of the Realm, first inflicting an astonishing twenty hits with *Viletide*, all of which were deflected by the Bretonnian's armour, and then *Traitor-Kin*, which was likewise saved by sturdy armour and the blessing of the Lady. Clearly these knights were being blessed for not having fled earlier in the

game! Finally, much to Alessio's dismay, Phil hurled his Beastlord at the Hippogryph using *Steed of Shadows*.

For the first time Phil had a unit that could shoot in the Shooting phase, and the five Ungor Raiders in the tower somehow managed to fell a Bretonnian Knight of the Realm! In close combat, the Beastlord easily bested the mighty Hippogryph, cutting it down with his great weapon and overrunning into the diminished Handgunner detachment.

In their turn, the allies counter-attacked, sending the Knights of the Realm into the flank of the Ungor Raiders near the tower, the Spearmen regiment into the Beastlord and the small Swordsmen detachment against the Minotaurs who had just previously emerged from the ruined house. The fleeing unit of Knights of the Realm also rallied.

End of Empire and Bretonnian Movement phase



Adam tried a couple of desperate shots with his Archers at the Bray-Shaman in the tower, however they had no effect and so the players went straight into the Close Combat phase where the Knights of the Realm smashed the Ungor Herd to pieces and ran them down effortlessly (panicking the Ungor Raiders in the tower, who also decided to flee the field).

Against the Minotaurs, the Swordsmen detachment was obviously doomed, but Adam reasoned that if his Swordsmen could do even a single Wound against the remaining Minotaur (ignoring the raging Gorebull) then he'd score full victory points for the unit. Sadly, the Swordsmen weren't up to the task and failed to cause any wounds (and were easily wiped out into the bargain).

Things looked better against Khorgor though. Outnumbered and alone, the Beastlord of the Black Horn couldn't cause enough damage to the Spearmen regiment and even though he gave a good accounting of himself, he was overwhelmed by unit strength, ranks and banners, and chased from the board.

Victory Points Tracker	
Beastmen	Alliance
3056	2422

Suicidal Charge!

The combat between the Swordsmen and the Minotaur might have looked crazy to the observer, but in fact it was a cunning gamble on Adam's part. The last remaining Minotaur (not counting the Gorebull) in the unit had only a single Wound remaining. If Adam's Swordsmen had managed a wounding hit, they'd have scored an additional 95 victory points – well worth gambling a 40-point detachment for!



FINAL MANOEUVRES

TURN 6



In the final turn, with all of his units out of charge range, Phil spent his Movement phase ensuring that he would have undisputed claim of at least two board quarters. The Ungor Raiders nearest to Phil's starting edge fled the board, and Malagor entered the ruined tower to join the Bray-Shaman already occupying it.

In the Magic phase Phil made one last effort to wipe out the unit of Knights of the Realm that was already half destroyed. *Viletide*, supported by the benefit of the Hagtree Fetish and followed by the *Wind of Death*, hammered the unit, but when the arcane magics dissipated there was still a lone Bretonnian Knight gallantly remaining.

Adam and Alessio's final turn was similarly short. With no charges to declare, the pair rearranged their models as best they could. Adam's final parting shot was to use his Archers to once again fire at the burned-out tower, hoping to injure either Malagor or the Bray-Shaman. This time his desperate effort paid off and a single arrow from the white-fletched cloud they loosed found its mark, wounding the Bray-Shaman against all the odds. With that last defiant gesture it was time to take stock of the battlefield and work out who had won.

Both sides were badly mauled, but the Beastmen clearly dominated the smouldering ruins of Arnesvelt. As the players totted up the victory points, the result was closer than anyone had expected but showed that the Beastmen had won by a margin of 3256 Victory Points to 2502, a difference of 754 and a minor victory to the Beastmen! As the allied army retreated from the field, another village in the borderlands was abandoned to the encroaching Beastmen.





Final Victory Points

Beastmen	Alliance
3256	2502



Beasts of the Match

Two Minotaurs, ten Attacks, five dead Grail Knights. It doesn't get much more beastly than that. It's feeding time lads!



BEASTLY BEHAVIOUR

Phil: Raar! Ahem. Sorry about that, I've been doing Beastmen impressions all afternoon and it's become a habit. In my defence it was great fun to see the Beastmen doing what they do best – closing in from all directions and storming through fusillades of fire to rend and trample the hated humans into the dirt.

It was a really close game – the allies had it good for a couple of turns, but when the ambush hit home the tide turned. Malagor's magic was also a constant thorn in their side, even turning the enemy's Hippogryph against its own master at one point. Though the good guys fought valiantly and played really well till the end they didn't quite manage to turn the tide.

Alessio's Bretonnians really gave me the fear until that glorious moment when the Grail Knights hit home against the Minotaurs – and got butchered. By the end of the game these lads were so frenzied after their four victorious combats that they had each racked up seven Strength 7

attacks. This catastrophic charge gave me back the initiative. Though my right flank got taken out by missile fire and canny use of cavalry, the Beastmen tasked with taking the hill did so well that I soon had more units there than I knew what to do with.

The Gors and Ungors did me proud with their ambushes, falling upon Adam's firebase and tearing it apart. Even the cheap and nasty Ungors proved formidable opponents with Primal Fury adding to their prowess. However, the most rewarding bits of the game for me were the parts involving the big scary monsters. These are definitely not in short supply in the Beastmen book – my Minotaurs and Razorgors did me proud, and the Minotaurs have clawed their way to the top of my cool monsters list. The Giant caused absolute havoc too, scaring half of Adam's troops and hurling Alessio's general into the ranks of his own troops. Think what I could achieve with a few more monstrous beasts in my army...

I BLAME MY ALLY!

Adam: It was the moment that Alessio insisted that his army would pray, forfeiting the chance to go first, that I got the nagging doubt in my mind. It was cemented when I watched the Minotaurs disembowel the Grail Knights – we had underestimated the Beastmen. Underestimation is my watchword for the battle, actually. The Ungors shredded my missile troops, the Minotaurs proved they were more than capable of taking a cavalry charge from elite knights and the whole army was so darn tough. Not only that, but there's a lot of them.

If I had to point to where it went wrong, I'd blame deployment. Alessio and I were rather busily mocking each other as we deployed, so went about it in a hodge-podge fashion. Even so, we could have pulled things back if ambushers hadn't torn the heart out of our line. I'll be taking precautions next time – a Helblaster or another unit of Outriders near the missile troops would see off any ambushing interlopers. As the Outriders proved with the first lot (and would have proved again, had Phil not been so jammy with his Leadership tests), a carefully posted unit can stop an ambush dead.

But the game was a delight, conjuring images of rampaging Beastmen pouring through the ruined town towards the serried ranks of the humans. Even in defeat we were defiant, and you could see us reforming our shattered battleline for one last heroic stand.

Alessio: As is often the case when I play with my Bretonnian army, I knew that the outcome of the game depended on whether I fought like a true knight or not! I know, I'm probably delusional, but it seems that the Lady observes her champions and will influence their fate, according to their adherence to their code of Chivalry. One clear example is the doom that befell my Grail Knights. You see, I arrogantly bragged about their prowess, boldly and loudly stating one too many times that the Minotaurs were no match. The Grail Knights (and myself, of course!) had forgotten one of the most important virtues of a true knight: humility! So it came to pass that my unit of Grail Knights, arguably some of the best cavalry in the game, disappeared in a cloud of red gore, leaving the brutes to feast upon their mangled bodies. The lesson had been learned, but at what price?

The destiny of my Lord was quite the opposite. He decided to stand near the Giant to distract the beast from chasing the fleeing Greatswords off the table. He was charged and defeated, only to rally and be charged again by the huge opponent. This time he was ripped from his saddle and lobbed into a nearby unit. Even though he was bitterly wounded, he defiantly charged back into the fray on foot, determined to avenge his pride. Like a true hero he slew the monster, only to be crushed under the felled creature. He died a true Knight of the Grail.

STANDARD BEARER



For many hobbyists there is an inescapable urge to tinker with and customise our miniatures. This month Jervis delves into the arcane area of the hobby that is 'converting'.

I recently had two very interesting conversations about converted models. The first of these was with my colleague Alan Merrett (renowned in the Studio for his passionate rants about the hobby) who was showing me the latest additions to his army of Chaos Warriors. Pride of place were some converted models that Alan had made for his army using techniques shown to him by Studio modeller extraordinaire Dave Andrews. As we looked at the models our conversation turned to the subject of converted models and what an important part of the hobby it was, and especially how much pride players take in the converted models in their collection.

Later that day, I happened to have a very similar conversation with Citadel miniatures designer Aly Morrison, though this time we were reminiscing about how 'back in the day' there hadn't really been any science-fiction or fantasy miniatures around, so we'd had to convert the models for our games from Romans and Ancient Britons, or whatever other miniatures we could lay our hands on. Although the results of our efforts (well, my efforts, at least) were very crude, we both still remembered those converted models with real fondness. Personally speaking, I still vividly remember my 'Roman Orcs', even after all these years, even though most of my other models from those days have long been forgotten.

Anyway, it seemed to me that having two discussions like this so close together must be a sign from the hobby gods that it was about time I wrote a Standard Bearer about the joys of converting models. In

particular, I thought I'd talk about why so many of us go to such lengths to convert models when, let's face it, you can use Citadel miniatures straight out of the pack and they will look absolutely amazing. The days that you had to use converted models in your army, like Aly and I did, have long gone. If converting models is neither easy nor necessary, this begs the question as to why we spend so much time and effort on the activity. However, before I get on to this particular conundrum, it's probably best to describe exactly what I mean by converting models. After all, there may be some newcomers to the hobby that are assuming it has something to do with getting Kate Moss to play Warhammer. Appealing as such a notion might be, it's not really what this Standard Bearer is all about. So, what is a conversion?

Well, a definition that I found online says that conversions are: *'...the practice of altering the appearance of a miniature or model so as to deviate from the standard version purchased in a box set.'* And further: *'...conversions generally consist of combining parts of different models and modelling putty (such as Green Stuff) to produce a new model with a unique appearance, which is generally a centrepiece of the player's collection, representing a powerful character or monster, or similar.'*

I think this is a pretty good description, except for the comment about such models usually being the centrepiece of a player's collection. Although this can certainly be the case, in my own experience they are just as likely to be ordinary rank-and-file miniatures. In fact, it is these rather less

Conversions

Here you can see a showcase of fabulously converted miniatures displaying a range of techniques and levels of complication – from the subtle reposing and kit-bashing of James Karch's Ultramarines to the complex converting and resculpting of Keith Robertson's Plague Marine.



This Sternguard Veteran wields a converted heavy flamer, plundered from the plastic Terminator kit.



A simple conversion, this Space Marine is extensively kit-bashed – a perfect example of how straightforward converting can be.



'Eavy Metal's Darren Latham dramatically converted this plastic Ork Warboss, utilising components from the Ork range.

grandiose conversions that appeal to me the most, though I can see the attraction of a show-stopping (and sometimes Golden Demon-winning) centrepiece model.

So, how does one go about converting a model? This is a bit like asking how long is a piece of string, and would take a whole book to cover in any depth, but for the purposes of this article I'll try to describe some of the most commonly used conversion techniques.

I'll begin with the simplest way to convert a model, which is to add or swap pieces from one model to another. This was quite a laborious process when all Citadel miniatures were made of metal, and was usually limited to cutting a head or weapon from one model and using it to replace a head or weapon on a different model (which is why the term 'head-swap' is often used as shorthand for the technique). Now that Citadel makes so many multi-part plastic kits the process is considerably simpler, especially as our cunning miniatures designers often design pieces so that it's easy to use them to modify models from other kits.

However, although it's possible to do simple 'head-swaps' by just gluing parts from one model to another, sometimes it will be impossible to get a perfect fit and the resulting gaps will need to be filled in with modelling putty, or 'Green Stuff' as it is more commonly known. Green Stuff is a boon to any would-be converter, not only making it possible to carry out quite complex head-swaps, but also allowing the dedicated modeller to add small details to a model, such as a moustache or beard to a model's face, or a cloak to a model's

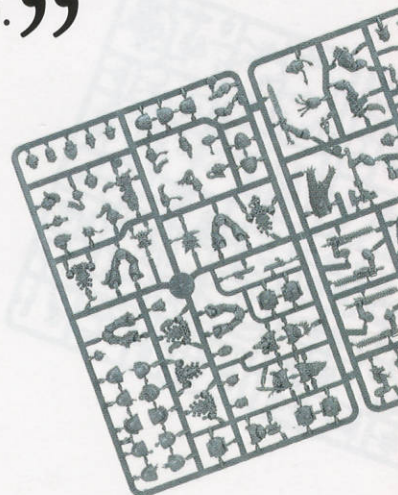
back, and so on. It is also possible to use a Hobby Knife to add some 'battle damage' to a model, such as bullet holes on the shoulder pad of a Space Marine, or sword cuts to a shield.

When used in combination it is possible for an experienced modeller to create an almost totally unique model using these techniques. John Blanche is a master at this type of top-end conversion, and has been known to use pieces from 10 or more different models to 'super-detail' one other model in his collection. At its

“The practice of altering the appearance of a miniature or model so as to deviate from the standard version.”

most extreme this is sometimes referred to as 'scratch building', as the model will be made almost completely from scratch using Green Stuff and a wide variety of pieces from different models. The term is also used to refer to models that have been so heavily converted that they are changed beyond all recognition from the original model. It's not uncommon for Golden Demon winners to spend dozens of hours making a scratch-built model before they add any paint to it at all!

Although this brief overview of conversion techniques barely scratches the surface of a fascinating topic, it at least gives some idea of just how much time and



Every single model in Wade Pryce's World Eaters army is converted; a genuine showcase in how, with ingenuity and practise, a hobbyist can produce a stunning and entirely original army.

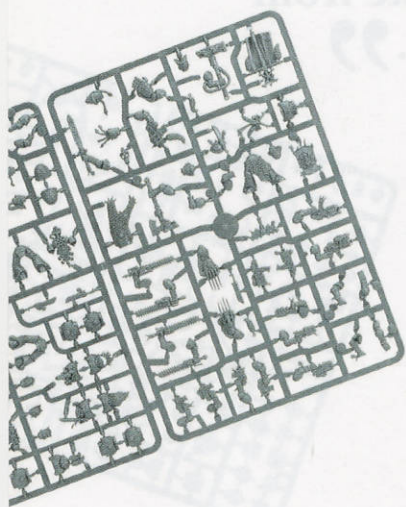
Keith Robertson, one of our 'Eavy Metal painters has gone so far as to resculpt areas of this Plague Marine with Green Stuff – combining parts from plastic kits, a Forge World conversion kit and plenty of careful sculpting by hand.



John Blanche's Ork Bikers are a labour of love, each boasting a conversion – this rider has been equipped to fight up close.



John's miniatures have always had a very distinctive look and feel, inextricably linked to the unique style of his artwork. These lavishly converted and painted Terminators look as though they have been plucked straight from his paintings.



effort is required to carry out a good conversion – and that neatly leads us back to the real subject of this month's Standard Bearer. Why do so many of us go to all of this effort?

Personally, I think it's because it touches upon two things that are cornerstones of the hobby: imagination and creativity. If you ask me our hobby is fundamentally a creative one, and a major part of its appeal lies in the way it allows us – indeed, encourages us – to invent and create new things for ourselves. One of the things I love about the hobby is the way that no two armies are ever quite the same, and that no two battles will ever play out in exactly the same manner. Our hobby is the very antithesis of the mass-produced, cookie-cutter activities that sometimes seem to dominate our modern lives; it is about doing something that is personal,

different, unique, and, most important of all, our own.

And this is why I think that converted models, whether they are achieved through a simple head-swap or are a completely

scratch-built masterpiece, are such a vitally important part of the hobby as a whole. They encapsulate, in a very concrete way, some of the things that draw us into the hobby in the first place. Converted miniatures are things we literally make ourselves, and we love them precisely because we made them and know there is nothing else like them in the whole wide world. It's a visceral and important appeal – in fact, I'd say it's the closest that we'll ever come to being a Citadel Miniatures designer, if I might be so bold as to make that claim.

As I've already mentioned, our miniatures designers are aware of the importance of converted models, and are taking increasing pains to design plastic sets that include extra pieces which can be used to convert other models. The new Space Wolves Wolf Pack is an amazing example of this principle, including literally dozens of extra pieces that can be used to convert other models into Space Wolves. Not content with this, the miniatures designers have been working away on a growing range of metal Bitz Packs, which can be found on our website and include all kinds of useful bits and pieces that can be used to convert other models. Last but not least, we now supply a wide range of modelling tools and materials (including the ubiquitous Green Stuff), all of which make it easier to convert models than ever before.

However, wonderful and useful as these things are, they are really just aids to help you, not substitutes for your own creativity and imagination. They are tools you can use to create your own uniquely converted models and add them to your collection. So, if you've been worried about including converted models in your army, then please don't. They truly are at the heart of the hobby, and are easy to make as well. After all, if I can do it then anyone can! So, break out the Green Stuff, rummage around in your bitz box, and swap round a few heads. Trust me, you'll take more pride in these creations than almost anything else in your collection, and you'll have an absolute blast making the models to boot.

And that's quite enough from me for another month. As ever, if you have any comments or feedback about this month's Standard Bearer, then please write to me with your comments at the usual address. I'd be particularly interested in hearing about your favourite converted models, and what they mean to you.

“They are tools you can use to create your own uniquely converted models and add them to your collection.”

Write to Jervis at:

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ASK

'EAVY METAL™

This month the 'Eavy Metal team empties out the bulging postbag full of your queries and sets up a painting clinic right here in the pages of White Dwarf.

We've been running the Ask 'Eavy Metal series for a while now, and over the past year our experts have been answering your questions as part of the Masterclass articles. For this issue we are trying something different and giving the 'Eavy Metal team seven pages in White Dwarf to use as a painting surgery.

But rather than this just being a straight Q&A affair, we wanted to get the most out of the 'Eavy Metal team's talents. So we've used the queries supplied by you as a springboard to address common or

challenging painting issues. The solutions the 'Eavy Metal team provide will not only remedy the queries but instruct budding painters in more general terms, helping out as many hobbyists as possible.

In this first surgery we tackle subjects as diverse as designing your own Space Marine Chapter iconography to painting banners. We hope this is just the first in what will be an irregular series but we can only do that with your help, so take note of the contact details later on. Without further ado, the painting doctors are in!



'Eavy Metal

The 'Eavy Metal team are the best team of figure painters in the world. Their work can be found throughout the pages of White Dwarf, and Games Workshop's many army books and codexes.

PAINTING CLOTH

We start with painting cloth, specifically the best way to paint it. Per Ottar Eide of Moss, Norway, had these concerns, especially as cloth can be sculpted in different ways, from being stretched taut to hanging loosely. Joe Tomaszewski answers:

Joe: There are two main methods of painting cloth, both of which are shown here. Firstly there is the blending technique where you apply the shades in many thin

layers, working up to the lighter colours. The colours mentioned in the captions are milestones that you work to gradually and then pass as you apply a slightly lighter shade (or darker, if you are working the opposite way) with each application. The second method is line highlighting. This involves next to no blending and is more about the placement of the highlights, creating a starker, but no less appealing look.

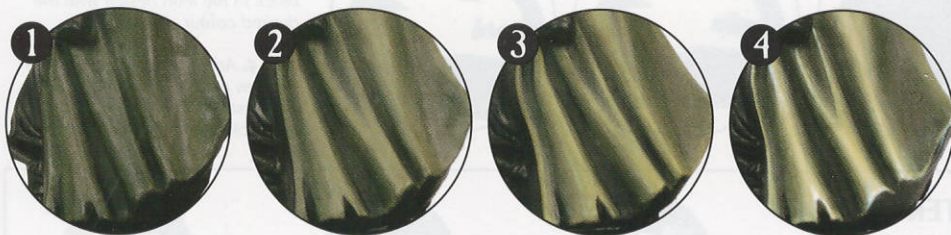
Step 1. Joe basecoated both cloaks with Catachan Green, then gave each a liberal wash of Badab Black before re-establishing the basecoat.

Step 2. Both cloaks were worked up to Knarloc Green. The blended cloak was highlighted up to Knarloc Green. While the line-highlighted example first had a 1:1 mix of Knarloc Green and Catachan Green applied to the raised areas, followed by a hard of pure Knarloc Green.

Step 3. The top cloak was then taken through Camo Green to a 1:1 mix of Camo Green and Bleached Bone – the highlights are applied only to the most prominent areas. The bottom cloak went straight to a Camo Green highlight, followed by a 1:3 mix of Camo Green and Bleached Bone. These highlights were painted in the most prominent areas, where the folds intersected.

Step 4. The blended cloak was worked up to Bleached Bone. The last coat applied was pure Skull White on the very apex of the folds. The line-highlighted cloak went from Bleached Bone to Skull White in far fewer coats, the placement of the line highlight being far more important, in this case at the most pronounced points of the model.

BLENDED

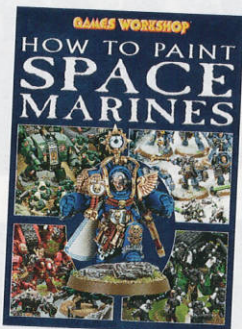


LINE HIGHLIGHT



SPACE MARINE CHAPTERS

HOW TO PAINT SPACE MARINES



You can find much more information about markings, heraldry and insignia in *How to Paint Space Marines*. There's also a detailed section on how you can go about designing your own Chapter, including a very useful naming table.

Peter Chave of Cullompton in Devon and Callum Weeks of Ashby-de-la-Zouch, Leicestershire have both broached the subject of creating original Space Marine Chapters and designing Chapter icons that can be repeated on lots of models in a consistent manner. In a related but more specific point, Selim Massa of Geneva wants to paint the Blood Ravens icon while Callum also wanted to know how to paint the Salamander symbol in freehand. Darren Latham volunteered to answer.

Darren: *If you want to design your own Space Marine Chapter there are three main areas that you need to think about: the livery, the name and the Chapter badge. The Chapter colours will be very important; you can use a one-colour scheme like the Ultramarines and Imperial Fists, or have two or more colours like the Howling Griffons. If you go for a two-colour livery you'll also need to decide how it is applied on the power armour; classic patterns include halves, quartered, or even one colour on the shoulder pads*

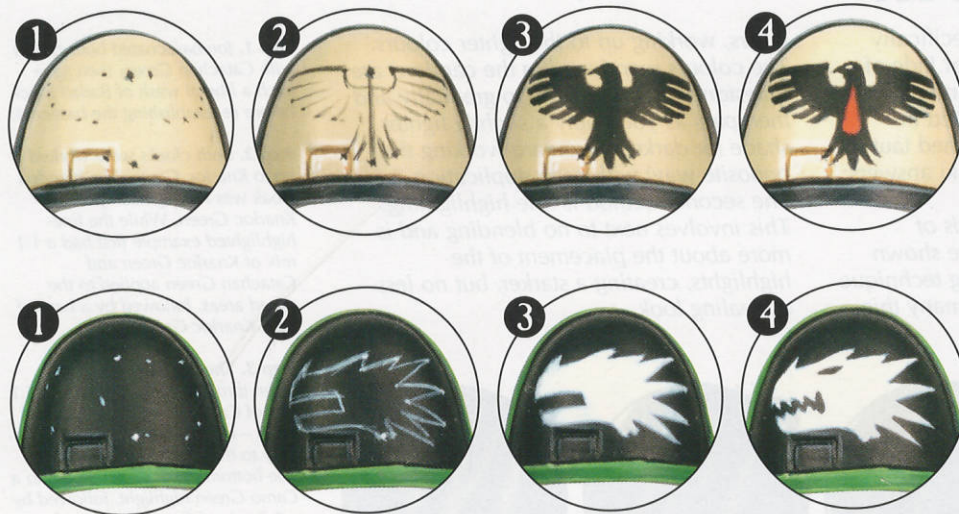
and leg pauldrons. Don't go overboard and try to limit the palette or else the scheme will lack cohesion.

In the examples shown here we've chosen contrasting colours that look good together – the third 'spot' colour is the tone that denotes the company a Space Marine belongs to and is usually displayed along the edge of the shoulder pad. The 2nd, 3rd and 5th Companies are always good ones to choose, the colours are yellow, red and black respectively and generally make for good spot colours.

*You'll also need to think about your Chapter name – this will also inform your choice of Chapter icon. Simple silhouettes are good for ease of replication, as are transfers, which can be used as supplied or merged together to create new shapes with some steady Hobby Knife skills. You can also use the shoulder pad icons from the Bitz Pack range, painting them in different colours to create a unique icon. For more information there's a whole section on designing your own Chapter in the *How to Paint Space Marines* book.*

PAINTING SPACE MARINE ICONOGRAPHY

If you follow these principles when painting iconography, then you will get good results no matter what colours you use or the actual shape you are trying to create.



Step 1. Basecoat the shoulder pad with the desired colour. Now plot the design of the symbol using dots. The colour of the dots should be the same as you intend the symbol to be. We recommend practising this on a piece of paper first.

Step 2. 'Line in' the design – in effect join up the dots – with a fine brush and a steady hand. If you are worried about painting a wobbly line then use more dots, closer together, in step one. Remember that mistakes can be easily rectified.

Step 3. Once you have the outline, block in the icon design with the desired colour.

Step 4. Add any final details, then sharpen up the edges and correct any mistakes if you need to using the background colour.

'EAVY METAL'S CHAPTER IDEAS

Darren and Neil [Green] came up with the following examples of possible icons and heraldic shoulder pad designs.



CRYSTALLINE AND MIRRORED SURFACES

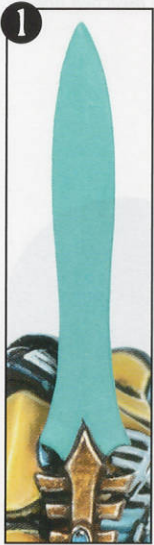
Jack McInerney of Canberra, Australia, wrote in to ask about painting highly reflective and transparent surfaces such as glass. Specifically he wants to paint up a crystal sword for an Eldar Farseer. 'Eavy Metal's Joe Tomaszewski was tasked with answering this tricky question:

Joe: Reflective surfaces are not the easiest things to paint. In a similar vein to non-metallic metal techniques, you need to understand how light behaves when it

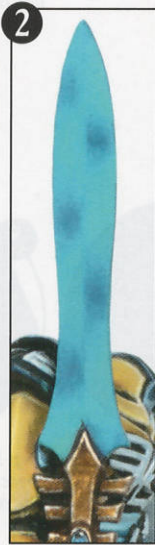
contacts reflective areas, so seek out some good reference before you get started. In a nutshell, light refracts away from the surface it contacts, rather than follow the shape around, which is what people tend to assume. When light hits multiple planes it contrasts with its immediate neighbour. So, as seen on the blade below, you should alternate between the light and shaded areas wherever they contact. To finish the effect add fine lines of Skull White across the darkest areas.



CRYSTAL SWORD



Step 1. Basecoat with a 1:1 mix of Hawk Turquoise and Space Wolves Grey.



Step 2. Blend down to Regal Blue to create the shaded areas, aiming for an alternating pattern.



Step 3. From the neutral basecoat, blend up to Space Wolves Grey.



Step 4. Continuing to work on the lighter parts of the blade, blend up to a 1:1 mix of Space Wolves Grey and Skull White.



Step 5. Work up to pure Skull White on the light areas. Then add fine diagonal lines of Skull White onto the shaded parts of the blade.



Step 6. A reflective effect has been added, due to the proximity of the armour near the hilt. This was achieved with thin glazes of Iyanden Darksun over several coats, gradually building the intensity.

HOURGLASS

When painting glass objects, many of the same principles as painting crystal are used, as above. Joe demonstrates the method on the hourglass below.

You need to think about where the light impacts the object, as well as give some consideration to objects inside the glass, such as the sand in this case.



Step 1. First, decide where the light source is coming from and then blend that area from the Chaos Black undercoat up to Shadow Grey.



Step 2. Continue to build up this area, blending up to Space Wolves Grey.



Step 3. Paint sand into the bottom of the sand timer with Desert Yellow. Shade the sand with Shadow Grey and highlight with Bleached Bone.



Step 4. Using a 1:1 mix of Space Wolves Grey and Skull White, apply some fine reflection lines following the shape of the glass. Now add a few spots of pure Skull White to finish the effect.

CONTRASTING AND PAINTING RED

Kendall Brown of Wellington, New Zealand, was really impressed with 'Eavy Metal's rendition of the Khorne Lord mounted on Juggernaut. He wanted to know how the deep red on the armour was painted, and how to achieve contrast with red when it is the predominate colour of a model. Neil Green set to work:

Neil: *When a model is dominated by an extremely dark tone then a hard edge highlight adds a startling contrast that immediately lifts the effect and reinforces the dark undertones you are trying to achieve. On the Juggernaut the dark red was further contrasted with a freehand burning magma design.*

DARK RED



Step 1. First basecoat the area with a 3:1 mix of Chaos Black and Scab Red. When dry, layer on a 1:1 mix of Chaos Black and Scab Red to the same area. Then apply a heavy edge highlight using a 1:1 mix of Scab Red and Blood Red.



Step 2. Blend Blood Red into the edge highlight, and then work it up to Blazing Orange.



Step 3. Apply a 1:1 mix of Blazing Orange and Bleached Bone as the next highlight. Finally, add a fine line of pure Bleached Bone.

MAGMA EFFECT



Step 1. Paint on the magma effect and outline the Chaos Symbol with a thin line of Scab Red. Then glaze the whole area with a 1:3 mix of Scab Red and Chaos Black.



Step 2. Trace over the design with a 1:1 mix of Scab Red and Blazing Orange.



Step 3. Now use pure Blazing Orange – you're aiming to apply a finer highlight every time you retrace the design.



Step 4. Retrace the pattern with a 1:1 mix of Blazing Orange and Bleached Bone.

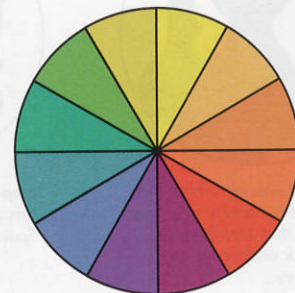


Step 5. Finally, use pure Bleached Bone, applying it where the lines intersect.

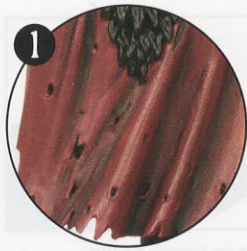


SHADING RED

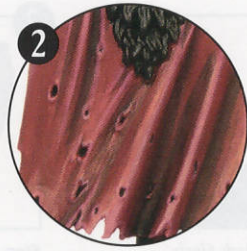
Red can lose its vibrancy when shaded with brown or black. Instead, think about shading red areas with greens, or even blues. That's because green is positioned on the opposite end of red on the colour wheel as does blue in more modern interpretations of the wheel. Using these as shades will make the red seem sharper and less murky, as the examples on the facing page illustrate.



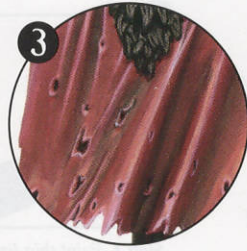
SHADING RED WITH GREEN



Step 1. Basecoat the cloak with Scab Red then apply a 3:1 mix of Scab Red and Chaos Black into the recesses. When dry, overlay a further 1:1 mix of Scab Red and Chaos Black back into the folds and recesses of the cloak.



Step 2. Highlight the raised areas and ridges with a 3:1 mix of Scab Red and Fortress Grey. Blend up the highlight further with a 1:1 mix of Scab Red and Fortress Grey.



Step 3. Continue to blend in the highlight layers, this time using a 1:3 mix of Scab Red and Fortress Grey and then finish highlighting with pure Fortress Grey.



Step 4. To shade, create a wash using a 3:1 mix of Chaos Black and Snot Green, applying this directly into the recesses. When dry, apply a second wash using a 1:1 mix of Chaos Black and Snot Green over the same area. Finally, create a wash of pure Snot Green and paint into the recesses.

SHADING RED WITH BLUE



Step 1. Basecoat the cloak with Scab Red. Shade the area first with a 1:1 mix of Chaos Black and Scab Red, followed by a 3:1 mix of Chaos Black and Scab Red.



Step 2. Begin highlighting the areas with pure Red Gore, before blending up to a 1:1 mix of Red Gore and Blazing Orange.



Step 3. Continue to blend the highlights to a 3:1 mix of Blazing Orange and Red Gore. Apply a final highlight of pure Blazing Orange.



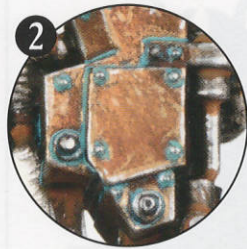
Step 4. Create a wash using a 1:1 mix of Devlan Mud and Regal Blue; apply this directly into the recesses. Overlay with a wash of pure Regal Blue to finish.

ADVANCED WEATHERING TECHNIQUES

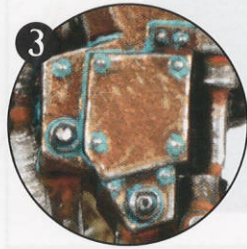
VERDIGRIS



Step 1. Start with a thinned wash of Hawk Turquoise, brushing it where you wish the effect to show.



Step 2. Create a 1:1 mix of Hawk Turquoise and Bleached Bone, watering it down into a wash. Brush this into the same areas.



Step 3. Finally, use a 1:1:1 mix of Hawk Turquoise, Bleached Bone and Skull White, watering it down into a mix and applying into the centre of the verdigris areas.

OIL STAINS



Step 1. Add Ogryn Flesh in streaks where you wish to place the oil.



Step 2. Paint thin streaks of Devlan Mud over the previous coat.



Step 3. Apply a thin line of Badab Black where the oil is most viscous, in the centre of the previous coat.

Next, Billy Collins of Bury St. Edmonds, UK has asked the 'Eavy Metal team about making Ork weaponry look used and old. Recent addition to the 'Eavy Metal team Kornel Kozak set about an Ork Meganob to highlight some weathering techniques.

Kornel: Weathering always comes last so paint up your figure as normal first. The other point to bear in mind is not to overuse weathering, even on Ork models, or else you'll detract from the overall paint scheme.



PAINTING HORNS

With the release of Beastmen and Minotaurs in this very issue, a timely question comes from Harry Billingham of Surrey, UK, who wants to know a good technique for painting horns. 'Eavy Metal veteran Keith Robertson answers.

Keith: You can paint horns in a variety of styles. On the two examples shown here I've used a blended effect on one, and highlighted the ridged surface on the other. However, the main decision you need to make when painting horns is whether you start with a dark base and work to a light tip or vice versa. A good rule of thumb depends on the head or helmet that the horns are attached to – if it is a light colour start with a dark base and work up to a light tip. If the helmet is a dark colour then use a light base. You'll find that this makes for a good contrast, and helps draw the eye naturally from the horns to the face.

SMOOTH HORNS



Step 1. Paint thin lines of Dark Flesh leaving slim triangles of the undercoat visible around the base of the horn.



Step 2. Layer on Vermin Brown, elongating the triangles at the base.



Step 3. As before, layer on Tausept Ochre, exaggerating the triangular shapes further.



Step 4. Highlight the tips with a 1:1 mix of Bleached Bone and Skull White.

RIDGED HORNS



Step 1. Basecoat with Scorched Brown.

Step 2. Layer on Graveyard Earth, leaving the tips of the horns uncovered.

Step 3. Highlight the raised areas towards the base with Dheneb Stone.

Step 4. Highlight the most prominent areas around the base with Skull White. Add tiny spots of Skull White onto the very tips of the horns.

'EAVY METAL EXAMPLES



PAINTING SCULPTED BANNERS

Finally for this issue, Alexandre Macaine of Nanteue, France, wants to know how to paint sculpted banners. A specific example Alexandre was keen to see is the Cadian Company banner from the Command Squad. Another recent addition to the team, Tom Winstone, tackles this one:

Tom: *Sculpted banners are easier to paint than blank ones as all the design work is done for you. However, it's not just a matter of colouring in the different areas. A banner is rarely a flat surface but a flowing piece of material, so you still need to*

highlight the creases and shade the depressions. You should also plan the order in which you paint the different areas. It is always best to work from the background towards the foreground as that way you don't have to worry about ruining already finished areas. Another point to bear in mind is that those objects on the banner that should normally be metallic, like sword blades or the 'gold' Cadian Gate symbol in the below example, really benefit from being painted in non-metallic metal techniques so it looks part of the cloth design.



Step 1. Start painting with a Scab Red basecoat. Apply a 1:1 mix of Scab Red and Badab Black into the recesses. Now blend a 1:1 mix of Scab Red and Blood Red into the raised ripples of the banner. Finally, create a sharper highlight by adding in Kommando Khaki until you are working with pure Kommando Khaki. Then glaze over the area with Baal Red.



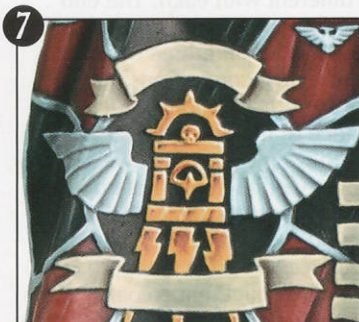
Step 2. Apply a basecoat using a 9:1 mix of Chaos Black and Codex Grey, overlaying with pure Chaos Black in the recesses. Blend in a 1:3 mix of Codex Grey and Chaos Black, working it towards the raised folds of the banner. Now apply a 1:1 mix of the same colours as a sharp highlight directly onto the prominent creases, followed by a highlight of pure Codex Grey and then Fortress Grey.



Step 3. Basecoat the white area with Astronomican Grey. Shade the area with Codex Grey, followed by a 3:1 mix of Codex Grey and Chaos Black directly into the recesses. Highlight the raised parts with a 1:1 mix of Astronomican Grey and Skull White, blending into the basecoat. On the most prominent areas add a sharp highlight of pure Skull White.



Steps 4-6. Paint the design with Vomit Brown (Step 4). Now add shade with a 1:1 mix of Dark Flesh and Vomit Brown, followed by pure Dark Flesh and then Scorched Brown (Step 5). Highlight the area with a 1:1 mix of Bleached Bone and Vomit Brown, blending up to a 3:1 mix of the same colours. Finally apply a sharp highlight, first with pure Bleached Bone and then Skull White (Step 6).



Step 7. Paint the scrolls with Khemri Brown. Add shade into the recesses with a 1:1 mix of Scorched Brown and Chaos Black. Layer a 1:1 mix of Khemri Brown and Bleached Bone on to the scrolls, blending to pure Bleached Bone. Edge the area with a 1:1 mix of Bleached Bone and Skull White.



Step 8-10. Using a watered-down 1:1 mix of Scorched Brown and Chaos Black, the text is carefully applied to the scrolls. Keep the lettering faint so any mistakes can be easily wiped over. Once you're happy, thicken up the letters using the same mix but at a normal consistency. To finish add in any final details, such as decorative effects or highly illustrative text if you have decided to be more adventurous than just painting up solid lettering.

GOT A QUESTION?

The world's best miniatures painters are always ready and willing to answer your queries. If you have a question then write to 'Eavy Metal at the address below:

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Games Workshop,
Design Studio,
Willow Road, Lenton,
Nottingham,
NG7 2WS
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WINGED NAZGÛL

Seasoned hobby expert and War of The Ring enthusiast Nick Bayton demonstrates how to paint the new Fell Beast, and includes a showcase of his collection of Winged Nazgûl.

When the Nazgûl were thwarted at the Bruinen ford by the combined efforts of Elrond and Glorfindel they returned to the Dark Lord of Mordor who equipped them with new, deadlier mounts. These massive monsters were known as the Fell Beasts, terrifying creatures reared by Sauron, succoured with vile meats and raised to be the largest, most terrifying of flying creatures.

Fell Beasts are monstrous mounts that enable the Ringwraiths to extend their search for the Ringbearer even further afield, soaring above Middle-earth in their hunt for Frodo and the One Ring. In battle Winged Nazgûl are a lethal foe, their great pinioned wings carrying them swooping into the fray where their vicious fanged maws and sharp taloned claws can rend and maim their prey.

The new plastic Fell Beast miniature was sculpted by the talented Michael Perry, bringing more versatility to the Winged Nazgûl than ever before – the kit enables you to make either a Ringwraith on Fell Beast, one of the fabled Nine Riders, or the Witch-king of Angmar, greatest and most feared of Sauron's servants.

Understandably the new plastic Fell Beast has caused quite a stir here in the Studio, especially among the resident The Lord of The Rings and War of The Ring gamers. None more so than Nick Bayton, who volunteered to show what he could do with the Fell Beast kits. We gladly agreed and handed him four complete Fell beasts on the condition that he did something different with each. The end result is four distinct Winged Nazgûl, each impressively painted and three of them featuring impressive conversions.

To ensure that he accurately recreated the appearance of the Fell beasts in The Lord of The Rings movies, Nick was careful to rely on plenty of reference material, comparing his model to photographs and film stills found in the film (*Any excuse to watch the films again – Ed*). Because Fell beasts are so dark, Nick undercoated the assembled models with Chaos Black Spray, providing an ideal starting point for the paint job and an even surface for him to paint onto.

Over the following pages we'll track how Nick got on, and share the tips and tricks that he used along the way.

THE BODY

Nick used layering and highlights to build up from the Chaos Black undercoat to a lighter final colour. To echo the unpleasant, slightly unnatural skin tone of the Fell Beast,

Nick kept his palette clear of 'greys', instead using Kommando Khaki to lighten the Chaos Black and carefully glazing the colours using thinned-down Citadel Washes.

Skin



Stage 1. Paint the skin with a 2:1 mix of Chaos Black and Kommando Khaki.



Stage 2. Layer the skin with a 1:1 mix of Chaos Black and Kommando Khaki.



Stage 3. Highlight the skin with Kommando Khaki with a touch of Chaos Black added.



Stage 4. Wash the skin with a 1:1 mix of Badab Black and Devlan Mud.



Stage 5. With the wash dry, used a watered-down mix of Kommando Khaki with a spot of Chaos Black to highlight the raised areas.



Stage 6. Apply a final highlight using watered-down Kommando Khaki before stippling the underbelly with a 1:1 mix of Kommando Khaki and Skull White.



Technique



Stippling

Stippling can be used to create a mottled effect on organic areas, such as this Fell Beast's skin. Load the bristles of a Stippling Brush with the paint colour you require and tap off the excess onto a piece of tissue. Apply the paint by gently tapping it in the desired area, in a stabbing motion. Keep the pattern random, for a more organic effect. Always wash the brush thoroughly afterwards.

Wings



Stage 1. Paint the wing membrane with a mix of Kommando Khaki and a spot of Chaos Black.



Stage 2. Layer the membrane with several coats of watered-down Kommando Khaki.



Stage 3. Layer the centre of the membrane with a mix of Kommando Khaki and a spot of Skull White.

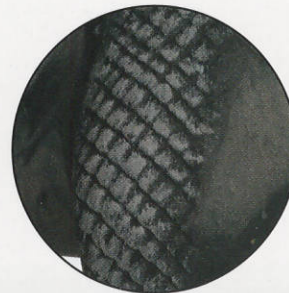


Stage 4. Wash the entire wing membrane with watered-down Badab Black.

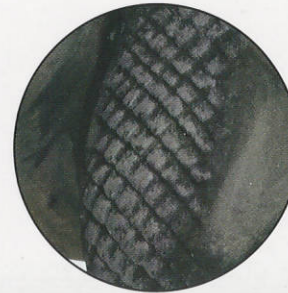
Scales



Stage 1. Drybrush the scales with Codex Grey.



Stage 2. Apply a second drybrush, this time with Fortress Grey.



Stage 3. Wash the scales with watered-down Leviathan Purple.



Stage 4. Wash the scales with Badab Black.

DETAILS

Although the body, wings and scales cover the majority of the Fell Beast's surface area, there are plenty of details that

require additional attention. Here we explain how Nick went about painting each of these.

Claws



Stage 1. Highlight the edges of the claws with a 1:1 mix of Codex Grey and Chaos Black.



Stage 2. Add a second highlight, this time of Codex Grey.



Stage 3. Apply a final highlight of Fortress Grey. Once dry, paint the claws with 'Ard Coat gloss varnish.

Tongue



Stage 1. Paint the Tongue with Liche Purple and highlight by adding in a little Bleached Bone.



Stage 2. Apply a further highlight, this time adding more Bleached Bone (roughly 1:1).



Stage 3. Finally, add a final highlight of pure Bleached Bone before varnishing the tongue with 'Ard Coat Gloss Varnish.

Metal



Stage 1. Paint the metal areas with Boltgun Metal.



Stage 2. Wash the metal with Badab Black.



Stage 3. Highlight the edges of the metal with Chainmail.

Reins



Stage 1. Paint the reins with Scorched Brown.



Stage 2. Highlight the reins with a 1:1 mix of Scorched Brown and Bleached Bone.



Stage 3. Finally, highlight with a 1:3 mix of Scorched Brown and Bleached Bone.

Ringwraith



Stage 1. Highlight the Ringwraith's cloak with a 1:1 mix of Chaos Black and Kommando Khaki.



Stage 2. Highlight again, this time with a 1:2 mix of Chaos Black and Kommando Khaki.



Stage 3. Apply a fine edge highlight of Kommando Khaki.



Stage 4. Apply a wash of watered-down Scorched Brown into the recesses.



Although in the past Nick has painted several Fell beasts (he modestly estimates his total count at twelve so far) this was the first plastic Fell Beast that Nick has painted. All the techniques and tips described on these pages were tested out on the model shown here – the end result is, we're sure you'll agree, very impressive. Nick points out that one advantage to completing this model without any conversions was that he gained a better understanding of how the model would go together, preparing him to convert the ones that followed.



The Fell Beast base features details already modelled on, including broken weapons and a mangled Elven shield. These kind of features are more often seen on a display model, and make the Winged Nazgûl really stand out as something special.

Golden Demon

James Griffin is a hobbyist who 'enjoys painting yellow but not red or black' and one day hopes to own a pet Squig. In this article he explains why he enters Golden Demon, and we catch up with some other competitors.

James: It was my girlfriend's fault. This article, the hours spent trying to make that blend just a little bit smoother, the statuettes, all of it. This is the story of how I entered my first Golden Demon.

Why It Was All Her Fault

I'd finished uni and started work for a couple of months, when Christmas came around and she brought me a High Elf Dragon. I'd been out of the hobby for 18 months at this point and before I knew it I was well and truly hooked. I headed into the Cheltenham store and ended up chatting with Troy, one of the staff members. I knew that I wasn't up for collecting an army – I wanted something different. I've always had four ambitions for my hobby: to win best-painted army at a Grand Tournament, to win at Golden Demon, to write a novel for Black Library and to have fun. Well, I managed the first back in 2004, which was amazing, so onto the next challenge: Golden Demon. Gulp.

(Golden) D-Day

Fast forward to Games Day UK '08. I'd spent the last nine months painting seven entries. I was so nervous, I couldn't stop shaking. I could barely look at a miniature, let alone the Golden Demon cabinets. I was being trounced at 40K when the winners' names were read out over the loudspeaker. I didn't hear mine. Troy came over and asked why they'd called my name. I didn't stop for pleasantries, I just ran to the cabinets. My heart skipped a beat as I raced around each in turn to see if any of my entries were on the fabled top shelf. I couldn't believe it, in Large-scale Miniature and 40K Squad I had won something! I went to the back of the stage as the awards ceremony began to find out what colour my statuettes would be.

The End? Not Likely!

It would have been easy to go home that evening, two bronze statuettes in hand, and stopped there. But waiting behind the stage was where my love of painting and modelling took off. I was there with the best painters in the country, and so I introduced myself to a few. As it turned out

they were a great bunch of people who were all part of the online painting community. A couple of the winners were setting a forum up for British painters called Platoon Britannica, and had already run events at Warhammer World, so I signed up too. Over the next few weeks my preconceptions about painting and modelling were turned on their head. I got uncompromising constructive criticism and plenty of encouragement from people of all ability levels. My painting really improved.

The next competition was a year away, but I planned to give it my best shot – maybe I could nab a silver or gold this time. My plan stretched over two years. I decided to work on projects that really pushed a particular technique this year, and then consolidate those skills the year after that. I wanted to improve my sculpting, work on contrast and non-metallic metals, improve my blending, and most of all continue having fun.

With that long list in hand, I set to work on the long road to getting ready for Golden Demon '09. I've already finished a couple of entries, there are many more in the works – close to ten at the moment. Some of these won't make it as I lose inspiration, whereas others won't even be started till the last minute. Roll on UK Games Day!

The Aftermath

So, I've just arrived home from UK Games Day '09. As the categories for Golden Demon got judged, I watched my miniatures, all by now with shiny 'last cut' stickers on them, get picked up and considered and, one by one, each of the categories was judged. I'm sorry to say that although I scored nine finalist pins, I didn't manage to get a trophy. Nothing is ever certain I guess – but I've learned so much this year that I feel like I've been successful nevertheless. Getting to watch so many other members of Platoon Britannica collect their trophies, I truly felt like I had still won. I came home from that day exhausted and, sure, disappointed, but more than anything, I came back with an intense desire to really push myself to new heights and to get ever more creative.



James Griffin Showcase

Here is just a small selection of the miniatures that James entered into Golden Demon 2009. James entered a miniature into almost every category, for a total of nine entries. Although all of the models shown on this page – and a few more besides – were finalists, sadly James didn't win any awards in the end. Here's to next year though!



Warhammer 40,000 Single Miniature: Imperial Astropath

The Astropath was painted the day before Golden Demon, just as a bit of fun because I had finished my other entries. It is a really atmospheric sculpt, and I wanted him to be foreboding with heavy object source lighting – note the heavy shadows underneath the model's cowl.



Warhammer 40,000 Vehicle: Death Korps Sentinel in Hanger

The Sentinel was a bit of fun, and didn't start off as a serious entry, but several people suggested that I should submit him, so I did. The model was painted in May last year, but it was finished with its plinth at the last minute (in the queue for Games Day in fact!)

Warhammer 40,000 Squad: Tau Stealth Suits

The Stealth Suits were painted in the week before Golden Demon to test a way of airbrush undercoating miniatures. They were painted as if they were camouflaged, advancing in the dark, with only their optics shining through the gloom.



OPEN CATEGORY

Once again, members of the Studio were successful in the Open Category, with Seb Perbet taking Gold and Mike Anderson winning Bronze. Here's a look at their entries – we'll be taking a look at some more of the Studio's entries in a few month's time.

Seb Perbet

Open Category – Gold

Seb Perbet won the Open Category, despite it being his first entry – and the first time he'd picked up a paint brush – for three years. 'I really enjoyed making the base, and to let you into a secret, the diorama was really an excuse to make it!' So will this be his last entry for another three years? 'Winning has definitely spurred me on to get ready for next year!'



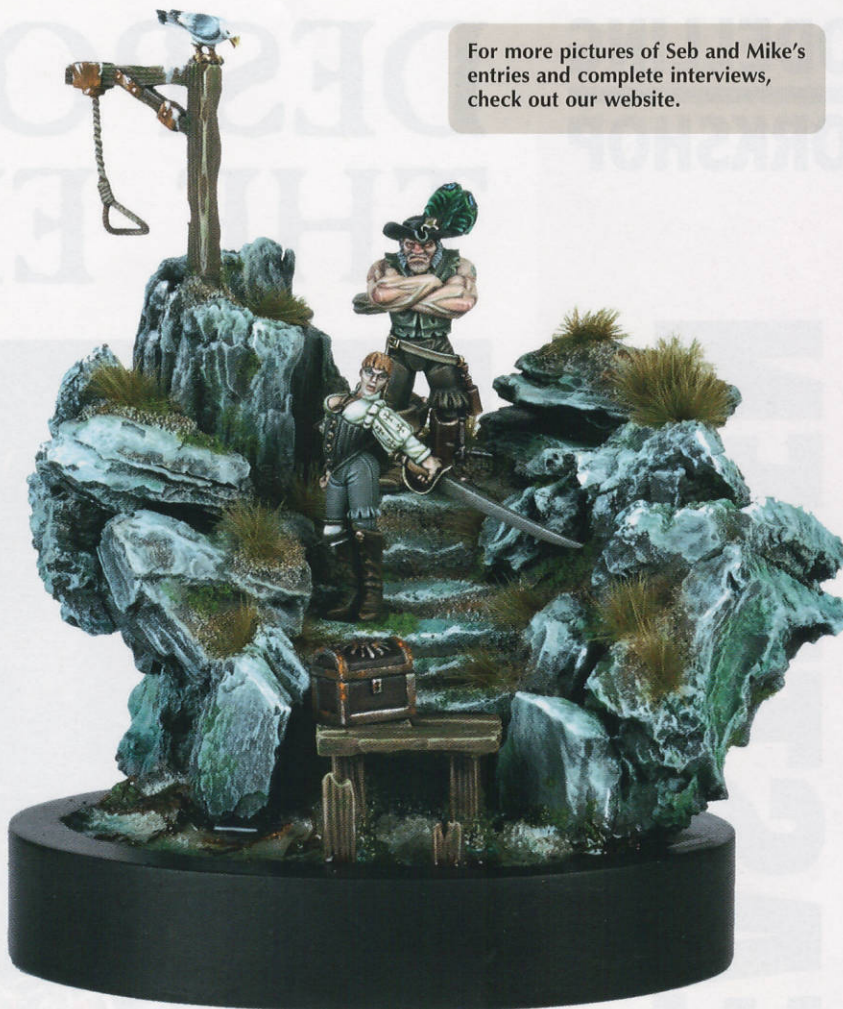
Here's a work-in-progress shot of Seb's duel. 'Once I'd finished sculpting them, I pushed the models into some modelling putty, positioning them so that they were looking at each other eye-to-eye. I then held them in place until the putty cured!'



Mike Anderson

Open Category – Bronze

Mike's entry continues on from the nautical theme of last year's entry (see issue 359). Mike's dioramas are categorised by bespoke miniatures sculpted especially for the competition, as he explains 'I like to create character by sculpting a unique model, to make sure that the models belong in the same place.' Like James, Mike also left it pretty late to finish his model. 'This was definitely the tightest it's been – I didn't finish the base until the day before!'



For more pictures of Seb and Mike's entries and complete interviews, check out our website.

UK SLAYER SWORD WINNER

Andy Hall: Ben Jarvis didn't even have time to properly celebrate his Slayer Sword win before we collared him for an interview.

'It's amazing,' answers Ben, as I ask him what it feels like to hold the Slayer Sword aloft in front of ten thousand hobbyists. But why an Empire Engineer? 'I have a great fondness for the Empire, especially the wild inventions of the Engineer's Guild.'

Ben's entry is even more amazing if you look past the paint scheme at the model itself. 'The head, arms and legs are Citadel components, the rest of the model is all scratch-built,' says Ben. This includes the intricate brass-etched cogs that adorn the base. 'I spent 60 hours just designing the brass elements – that doesn't even take into consideration the time it took to paint!'

To give an idea on the time involved Ben actually started work on the Clock-maker just three weeks after Gamesday 2008. 'I did take six months off from the project,' admits Ben, 'but this let me approach it with fresh eyes and gave me the incentive I needed to paint the miniature to the highest standard.'



DESPOILING THE EMPIRE

BEASTMEN



The Studio Beastmen project was an interesting one for the scenery makers as unlike, say, the High Elves, it wasn't about building glittering towers. Even the less grandiose races will generally have a few buildings to complement their army book. With the Beastmen, though, this was not the case.

That's because the Beastmen do not make things – even their armour and weapons are scavenged to a degree. What the Beastmen do is destroy and despoil. They are a nomadic race, wandering the beast-paths that cross the ancient forests smothering the Old World and so have little use for permanent settlements.

Chad really wanted to capture this part of the background and concluded the best course of action was to destroy and ruin existing building kits rather than create the hovels that the Beastmen inhabit. This, of course, makes for an interesting Modelling Workshop as we look at how Chad

despoiled our rather lovely Empire scenery kits and, in turn, show how you can do the same to yours!

Initially, you may think that it's easy to wreck a building simply by attacking it with the Razor Saw and Plastic Cutters. It's true that you can soon make a mess of your kits in a frantic session of sawing and cutting, but we recommend putting a little bit more thought behind it.

That's because buildings are rarely hollow shells. Rafters, internal walls, stairs, balcony floors and other similar details are all exposed once you start ripping out the roof and external walls. Detailed as they are, our scenery kits do not generally have internal elements, as they aren't designed to be hacked apart! Nevertheless, when creating a burned-out or destroyed building these things should be considered. So this was the task Chad set about when designing the Beastmen terrain. Let's take a closer look at what he has been up to.

WARHAMMER

This issue our Modelling Workshop looks at the work that Chad Mierzwa did on creating scenery for the Beastmen to rampage across.

THE BATTLESCAPE

Chad wanted to create a narrative with his scenery set, showing a village in different states of distress. At one end of the settlement there will be a building still intact, which the Beastmen have yet to assault. Then there are buildings that have only recently been put to the torch or are in the process of being destroyed. These have smashed doors, heavy damage and defiled iconography to show the brutal nature and contempt the Beastmen have towards the trappings of humans. At the end of the settlement, closest to the forests, you have little more than charred ruins. These are buildings that have seen the full wrath of the Beastmen, the first to be despoiled.



Bringing down the house

If you want to build your own despoiled and ravaged scenery set just like Chad's then here is a list of the kits he used:

- Warhammer Chapel
- Warhammer Watchtower
- Warhammer Walls and Fences
- Citadel Woods
- Buckets and Barrels Bitz Pack
- Empire Soldier Shields Bitz Pack
- Lots of chopped-up plastic frames!

For more information about our range of scenery kits go online at Games-workshop.com

FORTIFIED HOUSE

The fortified house has had lots of impromptu defences added. The roof platform was constructed from strips of thin card – Chad also recommends wooden coffee stirrers for this type of platform. A fence from the Warhammer Fences and Walls kit was placed around the platform with Empire Shields added for extra cover. A small piece of Warhammer Fence was placed vertically to create a ladder up to the platform. The climbing chain came from Forge World.



BARRICADES

The hastily constructed barricades hint at the villagers' attempt to defend themselves. For these pieces Chad used the Walls and Fences kit as a starting point and then added things like the upturned barrels from the Buckets and Barrels Bitz Pack, spare Empire Shields, staves cut from plastic frames and the odd severed head of the enemy to make for a rough and ready appearance.



CANNON EMPLACEMENT

More evidence of the population's attempted defence, this Great Cannon emplacement was simply made with two short walls, and staves whittled from plastic frames. A Bitz Pack bucket replaces the missing wheel (which Chad has used on another barricade piece). This can be used either as a great bit of scenery, or as a gaming piece!



TAINED WOODS



These evil and twisted trees highlight the Beastmen's strong ties to the Dark Powers – woods infected by the Bray-Shamans' magic. Chad has made clever use of spare components from the Chaos Spawn kit, attaching them to the trees before painting up the woods. When Aly Morrison designed the plastic Spawn kit, he had this exact use in mind! Clever chap...



THE RAZING

Alerted by bestial braying, the townsfolk knew their doom was fast approaching. Barricades were hastily erected and the buildings deeper in the town fortified. Quite by chance the Grand Theogonist and his armed retinue were passing close by and immediately turned to bolster the town's meagre defences. But the warherd was already upon them; the out-lying houses stood little chance and were the first to face the Beastmen's wrath.



CHARRED RUINS

This terrain piece, showing the smoking foundations of a building, was completely scratch built from nothing but leftovers! Thick card was used for the walls and base, with the statues from the Empire Chapels placed at the corners to suggest the structure's former use. The remaining barrels and buckets from the Bitz Pack, chopped-up plastic frames and some small stones were used as detritus.



SCORCHED BUILDINGS

To achieve the blackened, charred effect on many of the buildings shown here, Chad first sprayed the area with Chaos Black Spray. While the paint was still wet he sprinkled sand over the area, before covering it with more Chaos Black Spray. Once the buildings were painted, these areas received a heavy drybrush of Chaos Black, followed by a lighter drybrush of Codex Grey.



'EAVY METAL' MASTERCLASS

MONSTROUS FACES



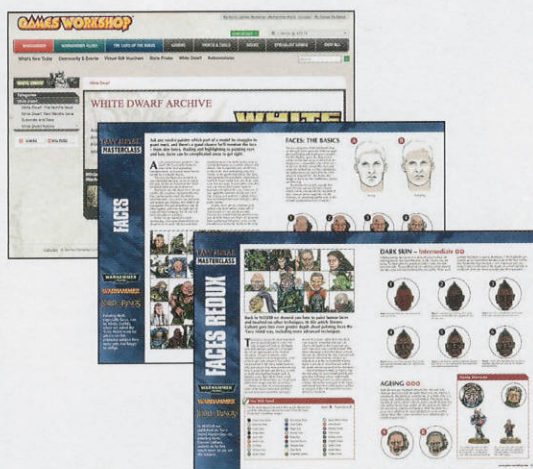
Painting faces is a subject that constantly crops up in miniature painting, simply because it is the focal point of the figure and therefore an important area to get right. This isn't always easy as the face contains lots of elements that are difficult to paint, the eyes, lips and nose, as well as skin tones, facial hair and so on.

That's why we've already covered the face in two recent issues of White Dwarf and are returning to it again over the next six pages. While the first Masterclass on the subject covered the basics, the second article in last August's issue looked at more advanced techniques as well as the visages of non-human models. This third article takes that topic even further as we look at monstrous faces; everything from Trolls and Giants to Gors and Minotaurs. While these

various monsters share many common elements with humanoid faces – the eyes, nose and mouth are generally in the same order – there's plenty to cover on the more extreme facial elements of the creatures.

When dealing with larger creatures the temptation is to repeat the techniques you would use on normal-sized models but scale it up. So a fine highlight on the cheek of a human would be a much thicker line on an Ogre. What you should actually train yourself to use is finer, more frequent highlights. In effect your canvas is much larger, but don't assume you should use a bigger brush; you simply have more space to fill. As always with advanced techniques, practise is the key – the learning curve for painting models is really high, so you'll see improvements instantly, literally from one model to the next.

The White Dwarf Archive



If you want a refresher on painting faces for more man-sized models then Darren's two previous Masterclass articles on the subject are available to view online. To access these and the hundreds of other articles in the growing White Dwarf archive all you have to do is register at the Games Workshop website.

www.games-workshop.co.uk

WARHAMMER
40,000

WARHAMMER

THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

'Eavy Metal stalwart Darren Latham is back with more on painting the most important area of the model – the face. This time he turns his paintbrush to monstrous faces.

TROLLS

The Mordor Troll has been painted with a two-tone face. The choice of colours was defined by the film reference I used. And, as with all The Lord of The Rings figures, the highlights were not as extreme as I'd normally paint because I'm replicating skin tones that have been seen on

screen – it is more grounded in reality. You still need to add tone and life to the miniature, which is why I applied red washes around the eyes, nose and lips. The final highlights are also important, as they are used to add or reinforce the desired expression.



Step 1. Darren started by basecoating the face with a 1:1 mix of Calthan Brown and Scorched Brown. The top of the head was painted with pure Scorched Brown.



Step 2. He then layered on a 1:1:1 mix of Calthan Brown, Tallarn Flesh, and Dwarf Flesh, leaving the recesses uncovered. The top of the head was shaded with Badab Black.



Step 3. An initial highlight was then applied with a 1:1 mix of Tallarn Flesh and Dwarf Flesh. Darren started highlighting the top of the head with a 1:1 mix of Scorched Brown and Bestial Brown.



Step 4. He continued to highlight up the face with a 1:1 mix of Dwarf Flesh and Bleached Bone. Pure Bestial Brown was used for the top of the head.



Step 5. Darren then applied a wash of Ogryn Flesh across the lower part of the head and then added Baal Red, especially around the nose, and under the eyes and lips. The head was highlighted with Bestial Brown.



Step 6. A final highlight of Bleached Bone was carefully applied to all the areas of the face, adding those important expression lines.

Two-tone Skin

For Trolls and many other creatures, having a two-tone face gives the model a realistic feel as it mimics a pattern often found in the natural world. The back or hide of a creature is usually darker than the front or belly with the two halves meeting around the eyes. Both the Trolls shown here follow this pattern. Note how both tones are lighter and darker versions of the same colour with the highlighting and shading also following the same palette; this pulls the whole thing together. The two tones meet around the eyes – this can be a challenging area to get right. In the case of the Warhammer Troll, the blocky rugged texture forms a natural line, while for the Mordor Trolls you can create a smooth transition between the two tones with a bit of wet-blending or feathering.



LARGE AREAS

Many monsters are huge, giving you large areas of flesh to cover. The examples on these pages are a case in point. The Giant, in particular, needs a different approach to normal due to the large areas of uncovered skin. Rather than starting with a midtone, a darker tone is used as the basecoat because the detail is less compact. Beginning with a dark colour means that subsequent skin washes have less work to do. Instead, you should focus your efforts on creating lots of thin highlight layers. Foundation Paints

are perfect for the Giant as they provide a better coverage and a smooth finish over the larger areas of flesh. Bleached Bone is a great highlight colour for this model, as it doesn't wash out the skin colour. You can then use washes of red and blue in the later steps to give the impression of a face flushed with anger (or even inebriation). Overall, a softer approach is taken with larger faces as the detail is not so fine, keep the paint thin and build up the layers – sharp highlights are not needed.

Giants



Step 1. Darren basecoated the head with a 1:1 mix of Dark Flesh and Tallarn Flesh.



Step 2. He then shaded the face with a thinned 1:1:1 mix of Dark Flesh, Scorched Brown and Chaos Black.



Step 3. The highlights were slowly built up with a 1:1:1 mix of Dark Flesh, Tallarn Flesh and Dwarf Flesh.



Step 4. Darren continued to build the highlights using the previous mix with double the amount of Dwarf Flesh.



Step 5. Pure Dwarf Flesh was then applied, again building up the highlight even further.



Step 6. Next, he used a 1:1:1 mix of Dwarf Flesh, Fortress Grey and Bleached Bone. As mentioned earlier, built it up in thin layers on the raised areas of the face.



Step 7. A 1:1:2 mix of Dwarf Flesh, Fortress Grey and Bleached Bone was then applied.



Step 8. A wash of Scab Red was then carefully applied to the features in the centre of the face, around the cheeks, nose, and under the eyes.



Step 9. Darren then applied a further wash layer to the same areas, using a 1:1 mix of Scab Red and Regal Blue.



Step 10. A highlight of Bleached Bone was then applied to the most prominent areas of the face.



Step 11. For the final highlight Darren applied pure Skull White onto the very highest points of the face.



Step 12. To finish, the eyes and teeth were filled in. The beard was painted up using the painting technique as explained in the last Faces Masterclasses.

Ogres

An Ogre's face is painted in a very similar style to the Giant. There are a few obvious differences – the face of the Ogre is smaller, and so the facial features are closer together, and the palette is very different. We used to paint Ogres in similar, fleshy skin tones as the Giant, but when the Ogre Kingdoms army book was first released we wanted them to be more distinct, not just larger, fatter humans. The grey tone works well, but there are pitfalls to be avoided. As I've shown here you need to shade the skin with reds and use purple glazes to add life to the skin, or else it will look dead. For the same reason, avoid giving the Ogre warm-coloured clothes as this exaggerates the contrast even more.



Minotaurs

Because the Minotaur is a larger beast than its Beastmen brethren, I've used a slightly darker tone for the flesh than I would do when painting Gor or Ungor. I explain the reasons for this in more detail over the page.

In a similar way to the Giant, the Minotaur also has large, flat areas of skin that require thin layers of paint to

be built up to reach the desired effect. I've given colour and visible expression to the face with the aid of red and purple washes, to imply a raw anger. Painting the veins blue gives an interesting contrast with the warmer colours. The teeth and horns were then painted in the same way as described by Keith Robertson on page 84.



Step 1. Darren started by basecoating the face with a 1:1 mix of Scorched Brown and Tallarn Flesh.



Step 2. He then brushed a liberal wash using a 1:1 mix of Scorched Brown and Badab Black over the face.



Step 3. Darren then began to highlight the face with a 1:1:1 mix of Scorched Brown, Tallarn Flesh and Bleached Bone.



Step 4. He then applied a further highlight using a 1:1 mix of Tallarn Flesh and Bleached Bone.



Step 5. Next, a wash of Scab Red was applied around the nose and under the eyes. This was followed by a wash of Liche Purple brushed into the same areas.



Step 6. Finally Darren created a 1:1 mix of Bleached Bone and Skull White and applied this to the most prominent areas. The vein was picked out with Regal Blue and highlighted with the above mix. To finish Darren painted the eyes a menacing red and yellow and filled in the teeth.

LIZARDMEN

As blue is a cool colour, like the grey of the Ogres' flesh, it can be challenging to make the blue skin tone of the Kroxigor look like it belongs to a living, breathing creature. The solution is to add warm tones by applying washes and

glazes in and around the facial features. With the Lizardmen there are other areas to consider, such as scales, horns, and so on. These are common elements found on many monstrous models.



The horns on the Kroxigor are painted as described on page 84. A dark tone was used at the base of the horn to contrast with the blue.



A Kroxigor has a two-tone face, like the Troll examples shown earlier. The difference between the Lizardman and the Trolls is that the two colours meet further down the face, around the mouth instead of the eyes. A lighter shade of the Regal Blue basecoat is used, and lightened with increasing quantities of Kommando Khaki, painted in bands that continue under the chin down the creature's chest.



Scales are always painted with very hard-edged highlights. This adds a distinct contrast to the model. We've often talked about contrasting colours, but contrasting with techniques works just as well. In this case the blended look of the skin works well against the hard-edged highlights of the scales even though the colour is the same.



The teeth are painted in a very similar fashion to horns with a separating colour near the gum. We used to paint teeth with a yellow, plaque-ridden look, this can work but will often look distracting or jarring. The purple tongue works well with the blue skin as it is complementary tone. An option for the tongue is to give it a thin coat of gloss varnish for a wet look.

Skin Tones

A general rule of thumb when painting skin tones on different creatures is that the larger and more powerful the creature, the darker and more muted the colours tend to be. This works really well for races where multiple species make up the army. The Lizardmen are a perfect example: the bright blue Skinks, followed by the more muted Saurus, and the dark blue Kroxigor. You can also see it with Orc & Goblin armies, where the Goblins tend to be painted in much brighter hues than their larger cousins.



Skink



Temple Guard



Kroxigor

DAEMONS

It is arguable that some Daemons don't have faces at all, just the occasional mouth or eye popping up in the body. Daemons are all very different in shape and colour and so it's less about actual facial painting techniques and more

about how you approach the specific schemes for the Dark Powers. One common technique that ties all of the Daemon examples together is neat layering of each colour followed by edge highlighting.



This face was painted with a Mechrute Red and Scab Red basecoat, washed with Badab Black and then highlighted with Blazing Orange.



The Daemonette was first given a Dheneb Stone and Hormagaunt Purple basecoat, which was washed and then blended up to a Skull White highlight.



The Horror started with a basecoat of Warlock Purple, washed with Leviathan Purple and then blended back up to the mid-tone. The area was then blended up to Space Wolves Grey, working up to a pure highlight.

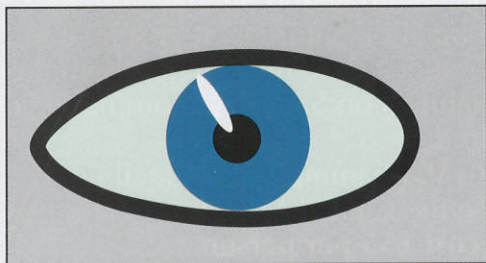


The Plaguebearer's Knarloc Green and Tausept Ochre basecoat was washed with Badab Black and Thraka Green. The basecoat was reapplied and then a highlight of Rotting Flesh was applied.

Monstrous Eyes

The eyes of a monster can be as varied as the models themselves. The eyes, like the teeth, are a perfect opportunity to add contrast to the face. Human-like creatures such as Giants will generally have the same kind of eyeball as a man or an Elf. The difference is that the area is bigger so more detail can be added. The diagram below shows the make up of an eye: the white, the iris, the pupil and the reflection. The oval of reflection is important as it covers all the other areas of the eye and ties the whole effect together. Tempting as it may be, don't use pure Skull White for the white of an eye, especially on the Giants as this will give it a manic, startled look. I use Bleached Bone, and a muted colour for the iris; this also helps contrast with the bright white of the reflection.

Other creatures can have any type of eye or colour. For Lizardmen, we tend to use yellow, with a black slit iris which contrasts well with the blue skin and gives the eye a reptilian look. Creatures of Chaos generally have a red 'burning coals' look, while Daemons have very milky eyes – although the colour varies – to give them a fearful, unearthly look.



Here is a diagram of the Giant's eye to show the basic areas you can paint when the eye is larger than a normal model's. There is the white of the eye, which should actually be an off-white colour such as Bleached Bone, then the iris (the blue area), the pupil (the black centre) and the reflection spot (the white oval that crosses over the other three areas).



BLOOD BOWL[®]

XXLIX

GRAND TOURNAMENT

1st–2nd May 2010, Warhammer World, Nottingham

WHAT WILL YOU NEED TO ATTEND?

- You must bring a fully painted 1,000,000 Gold Crown starting team as described in the Living Rulebook, free to download from the Specialist Games section of the Games Workshop website.
- You must be at least 16 years of age to enter.
- Tournament pack now available to download from www.warhammerworld.org

WHAT DOES THE TICKET COVER?

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- Access to Warhammer World facilities including the Citadel Miniatures Hall.
- Tickets cost £55 per person.

TICKETS AVAILABLE FROM 8TH FEBRUARY

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GAMES WORKSHOP

DIRECTORY

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

Golden Demon 106-125

- **Golden Demon 2009 Review**

This month, in this special bumper issue, we showcase the amazing talent on display at last year's UK Golden Demon in this winners gallery.

The Events Diary 126-127

- **Events Calendar**

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

Store Information 128-133

- **Games Workshop Hobby Centres**

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

- **Store Listings**

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

Available to Order 134-135

- **Games Workshop Direct**

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

- **Beastmen**

As well as the incredible new herds of Gors, Ungors and Minotaurs, don't forget that there is a whole range of existing, essential models for the army, available to order.

- **Advance Orders**

Order the newest miniatures now – so new they're not even out yet!



**PREMIER
EVENT**

GOLDEN DEMON

**GAMESDAY
& GOLDEN DEMON 2009**

This month we have something quite special as we showcase all the winning entries of last year's Golden Demon painting competition in full glorious colour.

WINNERS of 2009



Each year, thousands of hopeful hobbyists, every one of them an aspiring (and often, highly accomplished) artisan, make the long pilgrimage to the promised lands of Birmingham; to the home of the NEC and Games Day to compete in the single greatest miniatures painting competition in the world: Golden Demon.

Over the next 16 pages, we showcase the winning entries from all 13 categories of Golden Demon 2009, including the Young Bloods and Open Competition.

But first, congratulations to this year's Slayer Sword winner, Ben Jarvis for his magnificent Empire Engineer: The Clockmaker. Andy Hall caught up with Ben as he literally stepped off the stage holding aloft the mighty broadsword. Turn to page 93 for the full interview.



Slayer Sword Winner
Empire Engineer: The Clockmaker
Ben Jarvis



Warhammer 40,000 Single Miniature



GOLD | Warhammer 40,000 Single Miniature

Chaos Space Marine Lord
Dave Neild

SILVER | Warhammer 40,000 Single Miniature

Space Wolves Wolf Lord
Adrian Bay



BRONZE | Warhammer 40,000 Single Miniature

Chaos Terminator Lord
Bogusz Stupnicki



Warhammer 40,000 Squad

GOLD | Warhammer 40,000 Squad
Iron Hands Space Marines
Neil Hollis



SILVER | Warhammer 40,000 Squad
Imperial Guard Ratling Snipers
David Heathfield





BRONZE | Warhammer 40,000 Squad
Blood Angels Space Marines
 Scott Hockley

Warhammer 40,000 Vehicle



GOLD | Warhammer 40,000 Vehicle
Space Marine Land Speeder Storm
 Mathieu Fontaine



BRONZE | Warhammer 40,000 Vehicle
Space Marine Dreadnought
 Rune Kappel



SILVER | Warhammer 40,000 Vehicle

Ork Stompa
Paul Batchelor



Warhammer 40,000 Monster



GOLD | Warhammer 40,000 Monster
Tau Crisis Battlesuit
Mark Tait

BRONZE | Warhammer 40,000 Monster
Eldar Wraithlord
Tue Kaae



SILVER | Warhammer 40,000 Monster
Ork Nob
David Rodriguez



Warhammer Single Miniature



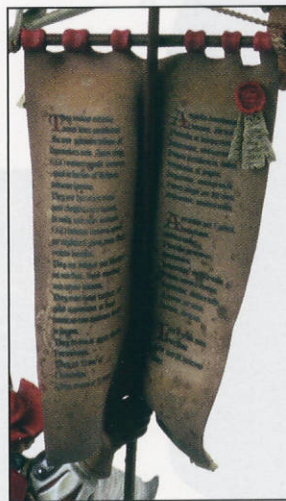
GOLD | Warhammer Single Miniature
 Empire Engineer
 Ben Jarvis



SILVER | Warhammer Single Miniature
 Empire Battle Standard Bearer
 Chris Clayton



BRONZE | Warhammer Single Miniature
 Sigvald the Magnificent
 David Heathfield



Warhammer Regiment

GOLD | Warhammer Regiment
Vampire Counts
Thomas Kyrsting



SILVER | Warhammer Regiment
Empire Greatswords
Mohamed Ait-nehdi

BRONZE | Warhammer Regiment
Vampire Counts
Dan Twiss



Warhammer Monster

GOLD | Warhammer Monster
Night Goblin Squig Hopper
Bogusz Stupnicki





BRONZE | Warhammer Monster
Chaos Daemon Prince
Kristian Simonsen



SILVER | Warhammer Monster
Ogre Butcher
Charles Kirkpatrick



Duel

GOLD | Duel

Daemonette vs. Striking Scorpion
William Davies



SILVER | Duel

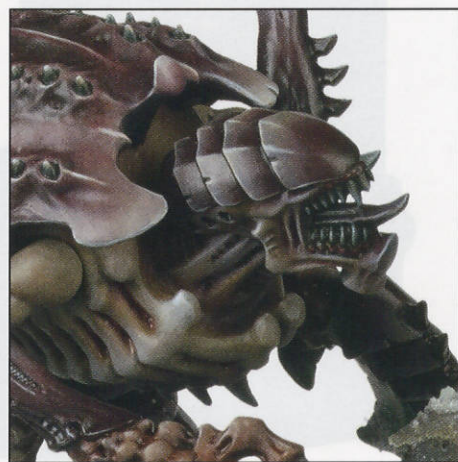
Giant vs. Giant
Nigel Carman





WAR FOR MACRAGGE
745.M.41

*"The galaxy is the
Emperor's, and anyone or
anything who challenges that
claim is an enemy who must
be destroyed."*



Diorama

GOLD | Diorama
Death Korps. of Krieg
Nicolas Rouanet



BRONZE | Diorama
Imperial Guardsmen on Patrol
Jeff Wilhelm



SILVER | Diorama
Invocation of Nehek
Paul Ward



Large Scale Miniature



GOLD | Large Scale Miniature
Witch Hunter Inquisitor
Chris Clayton



SILVER | Large Scale Miniature
Space Wolves Wolf Scout
Adrian Bay



BRONZE | Large Scale Miniature
Tau Ethereal
Guido Gunther

The Lord of The Rings Miniature



GOLD | The Lord of The Rings Miniature
Mithrandir (Gandalf the Grey)
Mark Taylor



SILVER | The Lord of The Rings Miniature
Bilbo Baggins
Matt Kennedy



BRONZE | The Lord of The Rings Miniature
Radagast the Brown
Jakob Rune Nielsen



Young Bloods

GOLD | Young Bloods
Death Korps. Commissar
Ari Nielsson



SILVER | Young Bloods
Thranduil
Alex Mitchell



BRONZE | Young Bloods
Brother Noctus, Blood Angels Terminator
Daniel Hyams



Open Competition

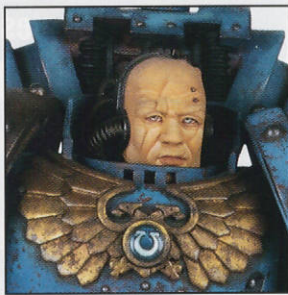
GOLD | Open Competition
Black Orc vs. Empire Knight
Seb Perbet





BRONZE | Open Competition
Pirates
 Mike Anderson

SILVER | Open Competition
Ultramarine
 Chris Clayton



EVENTS DIARY

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

February 2010



February 4th

FULL TILT

Date: Saturday 4th February, 2010

Venue: Diestersteenweg 7, 3970 Leopoldsburg, Belgium

Details: Full Tilt is an annual tournament for Warhammer and Warhammer 40,000 organized by the White Knights gaming club. You will need a 1850 point army for the Warhammer 40,000 tournament and a 2000 point army for Warhammer. Both tournaments are part of the 'Ranking der Nederlanden'. Be there!

Tickets: Tickets cost €7 per player.

Contact: www.de-witte-ridder.be

February 20th

WINDS OF WAR X – WARHAMMER 40,000 DOUBLES

Date: Saturday 20th February, 2010

Venue: St Paul's Church Hall, Bracknell, England

Age Limit: 15+

Details: The Bracknell Forest Gamers' 500 point Combat Patrol Doubles is back. Two forces, four battles, one prize. See website for more details.

Tickets: £22 per team.

Contact: Daniel Curry – 07951 936955

Website: www.bfgclub.org.uk

WARHAMMER 40,000

TYRANIDS EXHIBITION

Date: 18th January–1st March, 2010
Venue: Warhammer World, Nottingham, England
Details: Explore the remorseless alien devourers through new and classic artwork and miniatures.
Website: www.warhammerworld.org

WARHAMMER WORLD

www.games-workshop.com

February 27th

EMPTY SHELLS 2010

Date: Saturday 27th–Sunday 28th February, 2010

Venue: Royal British Legion (Portsmouth South), England

Age Limit: 16+

Details: Solent Wargamers are proud to announce their latest event, Empty Shells 2010. Players will be challenged to win the event by playing 3 missions of Warhammer 40,000, 1 Cities of Death scenario plus both an attacking and defending mission from Planetstrike. All games will be played with 1500 point armies.

Awards will be made for as many things as we can think of, including but not limited to Best Painted Army and Overall Winner.

Rules packs are available from the Solent Wargamers' website.

Tickets: Tickets cost £10. For every ticket bought, the club will donate £5 to charity.

Contact: solentwargamers@gmail.com

Website: dev.solentwargamers.com

WARHAMMER WORLD

When looking ahead to holidays, time off work and significant events this year, make sure you check the Warhammer World events calendar first. Avoid a last minute rush and get the most from your day with us.

Full details of all Warhammer World's events, exhibitions and guest events, together with regular updates on any disruptions to service and dates of activities you can take part in can all be found in our online calendar.

www.warhammerworld.org

March 2010

March 20th

WINDS OF MAGIC – WARHAMMER DOUBLES

Date: Saturday 20th March, 2010
Venue: St Paul's Church Hall, Bracknell, England
Age Limit: 15+
Details: Bracknell Forest Gamers welcomes all daring Warhammer generals to Winds of Magic 2010. The nefarious Skaven are plotting something and no one is safe until their plans are thwarted. WOM 2010 is a 500 point Warhammer Doubles Tournament, so find a partner and come along or get in touch and we will try and find you a partner.
Tickets: £22 per team.
Contact: Daniel Curry – 07951 936955
Website: www.bfgclub.org.uk

March 20th

WRATH OF NAGASH

Date: Saturday 20th–Sunday 21st March, 2010
Venue: Warhammer World, Nottingham, England
Age Limit: 16+
Details: Still reeling from his destruction at the hands of Sigmar and confined to an ethereal form, Nagash's spirit returned to Cripple Peak to slowly regain his strength. Nagash knew that only with the six artefacts of power he created, including his Crown of Sorcery, could he be truly restored to his power. Rather than lead a renewed attack on the empires of man, Nagash used the centuries to set in motion a plan that would bring his enemies to the Lands of the Dead and in doing so bring the artefacts he so dearly sought within his grasp.
 Slowly but inexorably, the presence of Nagash's spirit corrupted the lands around Cripple Peak further and evil creatures once more flocked to his lair, drawn by his unwholesome presence. Such gatherings could not go unnoticed forever and soon tales came to the ears of the Sultan Jaffar that a great evil now dwelt once more in the Desolation around Cripple Peak...
 The Wrath of Nagash is a campaign weekend for Warhammer. Players will require a 2250 point army and several different sized army lists to play a mix of exciting battles and skirmishes. Full details can be found in the campaign pack, available to download from the Tempus Fugitives website.
Tickets: Tickets cost £50 and include six games over the weekend as well as lunch on both days and an evening meal on the Saturday night.
Contact: tfevents@tempusfugitives.co.uk
Website: www.tempusfugitives.co.uk



April 2010

April 7th

GAMES WORKSHOP SOLIHULL STORE VISIT

Date: Wednesday 7th April, 2010
Venue: Warhammer World, Nottingham, England
Details: Formerly a shrine world in the Cadian sector, Tartanis was lost in the first stages of the 13th Black Crusade to the forces of Chaos. Now, with rumours of lost ancient technology under the planet's surface, Lord Castellon Creed has declared 'now is the time to bring enlightenment to this unholy place, to purge our enemy and remove them from our most sacred soil, with fire, with zeal.... with blood!'
 Players will need a 500 point, 1000 point, 1500 point and 1500 point Planetstrike army (forces of Evil defending).
Contact: For information about tickets or for any further information please call Kevin Bacon at Games Workshop Solihull on 0121 7057997

April 17th

WARHAMMER DOUBLES TOURNAMENT

Date: Saturday 17th–18th April, 2010
Venue: Warhammer World, Nottingham, England
Age Limit: 12+
Details: If you fancy teaming up with a friend to take part in a fun and slightly chaotic weekend of gaming, then our Warhammer Doubles Tournament is for you. Players team up to field a combined force of allied armies in order to fight it out to see who is the Best Team.
Tickets: Tickets cost £85 per two player team and include lunch on both days, an evening meal on Saturday.
Contact: Mail Order – 0115 91 40000
Website: www.games-workshop.com



May 2010

May 1st

BLOOD BOWL XLIX GRAND TOURNAMENT

Date: Saturday 1st–2nd May, 2010
Venue: Warhammer World, Nottingham, England
Age Limit: 16+
Details: You will need a fully painted Blood Bowl team following all the restrictions detailed in the event pack. You will play six games over the weekend and the top two players in the final round will compete for the Blood Bowl Cup.
Tickets: Tickets cost £55 per player and include lunch on both days, an evening meal on Saturday, tea and doughnuts.
Contact: Mail Order – 0115 91 40000
Website: www.games-workshop.com



May 1st

BATTLE OF THE CLUBS – 10TH ANNIVERSARY

Date: Saturday 1st–Sunday 2nd May, 2010
Venue: Sporthal University of Tilburg, The Netherlands
Details: The Battle of the Clubs is a contest between teams of three to five participants. During each round only nominated players 'count' for their team and with careful selection the Team Captain tries to steer his team to overall victory. A gaming club may enter one team per system.
 The Warhammer tournament will be held on Saturday 1st May, and the Warhammer 40,000 tournament will be held on Sunday 2nd May.
Tickets: €17.50 per player.
Contact: Martina Jiricka
 martina.jiricka@games-workshop.co.uk
Website: www.games-workshop.com

STORE FINDER



OPENING TIMES

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

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

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

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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!

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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!

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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.

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IN THIS DIRECTORY

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

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



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Games Workshop Premium Stores are a select group of independent retailers located across the UK and Europe that offer a 'complete hobby experience', more akin to a GW Hobby Centre than a traditional independent stockist.

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

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February/March 2010

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BRISTOL, Area 51:
Tel: 0117 9244655
BRISTOL, HobbyCraft:
Tel: 0117 959 7100

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MILTON KEYNES, Jays Crafts:
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STOCKPORT, HobbyCraft:

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BRIGHTON, Wargames Heaven:
Tel: 01273 205001
BURGESS HILL, Kid's Stuff:
Tel: 01444 257 724
CHICHESTER, Chichester Toys:
Tel: 01243 788 055
CRAWLEY, HobbyCraft:
Tel: 0845 051 6552
EAST GRINSTEAD, Martels of Sutton
Tel: 01442 321 909
EAST GRINSTEAD, Ready To Run Models
Tel: 01243 300 917
EASTBOURNE, Rainbow Toys:
Tel: 01323 739692
HASTINGS, Hastings Hobbies:
Tel: 01424 200821
HAYWARD'S HEATH, Clarkes:
Tel: 01444 457551
HORSHAM, Battlequest Games:
Tel: 01403 242003
HOVE, Kids Dreams:
Tel: 01273 420 666
HURSTPIERPOINT, Helter Skelter:
Tel: 01273 833333
ST LEONARDS ON SEA, Silverhill Models and Toys:
Tel: 01424 431 133
STEYNING, The Dollhouse Shop:
Tel: 01903 816812
UCKFIELD, Kid's Stuff:
Tel: 01825 768 398

TYNE AND WEAR AREA
• **GW NEWCASTLE (Central):**
Unit 6, Newgate Shopping Centre, NE1 5PY
Tel: 0191 232 2418
GW METRO (Metro Centre):
Unit 2, First Floor, The Arcade
(near the Mediterranean Village), NE11 9YL
Tel: 0191 461 0950
GW SUNDERLAND:
2538 High Street West, Sunderland, SR1 3DH
Tel: 01915 100 434
GATESHEAD, HobbyCraft
Tel: 0191 482 7410
NORTH SHIELDS, SR Gladston & Son:
Tel: 01912 570 335
SUNDERLAND, Toy and Computer Store:
Tel: 0191 565 5196

WARWICKSHIRE
GW COVENTRY:
Unit 39, Upper Level, Cathedral Lanes
Shopping Centre, CV1 1LL
Tel: 0247 622 7311

GW LEAMINGTON SPA:
32 Regent Street, CV32 5EG
Tel: 01926 4335 771

GW NUNEATON:
3 Bridge Street, CV11 4DZ
Tel: 02476 325754

GW STRATFORD:
Unit 1, 27 Windsor Street, CV37 6NL
Tel: 01789 497 262

BEDWORTH, Railway & Modellers Junction:
Tel: 02476 316 285

COVENTRY, Hobbycraft:
Tel: 02476 234 520

KENILWORTH, Abacraft Arts & Pictures:
Tel: 01925 311 294

NUNEATON, Heart of England Co-op:
Tel: 02476 382 331

RUGBY, Joto Railways & Models:
Tel: 01788 562 372

STRATFORD-UPON-AVON, Much ado about toys:
Tel: 01789 295 850

WARWICK, Castle Trains:
Tel: 01926 497 905

WILTSHIRE
GW SALISBURY:
18 Winchester Street, SP1 1HB
Tel: 01723 233 0955
GW SWINDON:
18 Brunel Plaza, SN1 1LF
Tel: 0179 343 6036
CHIPPENHAM, Thorntons at Signature:
Tel: 01249 463100
DEVIZES, Hoggosaurus Toymaster:
Tel: 01380 724 841
MELKSHAM, The Toyshop:
Tel: 01225 768 415
SALISBURY, Salisbury Model Centre:
Tel: 01722 334757
SHAFTESBURY, Harding's:
Tel: 01747 858295
SWINDON, HobbyCraft:
Tel: 0845 051 6551
TROWBRIDGE, The Toy Shop:
Tel: 01225 768 415
WESTBURY, The Gas Cupboard:
Tel: 01753 025 821

WORCESTERSHIRE
• **GW WORCESTER:**
23 Lydgate Mall, Cathedral Plaza, WR1 2QS
Tel: 0190 561 6707
DROITWICH, HobbyCraft:
Tel: 0845 051 6548
DROITWICH, Look-rite Ltd T/A Toyworld:
Tel: 01905 772 403
REDDITCH, Hobby Hut:
Tel: 01527 540 840
STOURBRIDGE, Invasion Games:
Tel: 01384 373821

YORKSHIRE
GW BRADFORD:
4 Piccadilly, Bradford, BD1 3LW
Tel: 01274 94380
GW DONCASTER:
26 High Street, Doncaster, DN1 1DW
Tel: 0130 232 0535
GW HARROGATE:
53 Station Parade, HG1 1TT
Tel: 0142 356 4310
GW HULL:
30 Paragon Street, HU1 3ND
Tel: 0148 258 9576
GW LEEDS:
38A Lands Lane, LS1 6LB
Tel: 0113 242 0834
GW SHEFFIELD (Central):
16 Fitzwilliam Gate, S1 4JH
Tel: 0114 275 0114
GW SHEFFIELD (Meadowhall Centre):
Unit 91B, High Street, Upper Mall
(next to entrance near Boots), S9 1EN
Tel: 0114 256 9836
• **GW WAKEFIELD:**
96 Kirkgate, The Ridings Centre, WF1 1TB
Tel: 0192 436 9431
GW YORK:
13A Lendal, YO1 8AQ
Tel: 0190 462 8014
• **GW SHEFFIELD, Wargames Emporium:**
Tel: 01142 754 826
BARNSELY, Janco Toys:
Tel: 01226 208654
BEVERLEY, Game Invader:
Tel: 01482 881961
BRIDLINGTON, Icy Tea Ltd:
Tel: 01626 403 059
GOOLE, Hall's Music:
Tel: 01405 764191
GUISBOROUGH, Stokels Toy Centre:
Tel: 01287 632 935
HALIFAX, Conways Toymaster:
Tel: 01422 353 986
HALIFAX, Halifax Modellers World:
Tel: 01422 349 157
HUDDERSFIELD, Something Wicked:
Tel: 01484 559 226
HULL, Archeron Games Workshop:
Tel: 01482 221011
KEIGHLEY, Conways Toymaster
Tel: 01535 604045
LEEDS, 360 Games:
Tel: 0113 2605222
LEEDS, Hobbycraft:
Tel: 0113 309 3020
MALTON, World Wide Shopping Mall:
Tel: 01653 602880
NORTH HUMBERSIDE, Game Invader:
Tel: 01482 881961
NORTHALLERTON, T & M Grover Ltd:
Tel: 01609 773 334
PICKERING, Puffers of Pickering:
Tel: 01751 472 762
POCKLINGTON, Chylds Play:
Tel: 01759 306 041
RIPON, The Knowledge Magnet:
Tel: 01765 690118
ROTHERHAM, Wellgate Arts & Crafts:
Tel: 01708 548310
SCARBOROUGH, Games Centre 2:
Tel: 01723 369444
SCARBOROUGH, Space, Myth and Magic:
Tel: 08456 411 113

SELBY, A1 Sports and Toys:
Tel: 01757 705 115

SHEFFIELD, HobbyCraft:
Tel: 0845 051 6526

SHEFFIELD, Imp Miniatures:
Tel: 07773 029388

SKIPTON, Craven Model Centre:
Tel: 01775 797414

THIRSK, Think Art Store:
Tel: 01845 574457

WHITBY, John Anderson - Toymaster:
Tel: 01947 602 213

NORTHERN IRELAND
GW BELFAST:
20A Castle Court, BT1 1DD (towards the back of the centre) Tel: 0289 0233684
ARMAGH, Kidzone Toymaster:
Tel: 028-3088 8808
ARMAGH, Rennicks Model Tunes:
Tel: 028 38330555
BALLYMENA, Camerons:
Tel: 028-25648821
BANBRIDGE, Toymaster Banbridge:
Tel: 028-40622225
BANGOR, Replay Games:
Tel: 028-30245210
BELFAST, The Basement:
Tel: (028) 9046 0844
BELFAST, Serenity Games:
Tel: 028 9024 9578
CARRICKFERGUS, The Basement:
Tel: 028-30264978
ENNISKILLEN, Hannas Toyworld Toymaster:
Tel: 028-66322367
ENNISKILLEN, Modellers Corner:
Tel: 028-66322367
LISBURN, Frontline Models:
Tel: 028-30267844
NEWRY, Murphy's World of Wonder:
Tel: 028-30264978
NEWRY, Murphy's World of Wonder:
Tel: 028-30264978
NEWTOWNABBIE, The Basement:
Tel: 028-90772008
LARNE, The Basement:
Tel: 028-2822 6461
OMAGH, White's Toymaster:
Tel: 028-82242427

SCOTLAND
• **GW ABERDEEN:**
Unit 1, 12-14 Upper Kirkgate, AB10 1BA
Tel: 0122 464 9779
GW AYR:
Unit 2, Lorne Arcade, 115 High Street, KA7 15B
Tel: 01292 285 650
GW DUNDEE:
110 Commercial Street, DD1 2AJ
Tel: 0138 220 2382
GW EDINBURGH:
136 High Street, EH1 1QS
Tel: 0131 220 6240
GW FALKIRK:
12 Cow Wynd, FK1 1PL
Tel: 0132 462 4553
• **GW GLASGOW:**
81 Union Street, G1 3TA
Tel: 0141 221 1673
GW LIVINGSTON:
26 Almondvale Centre, EH54 6NB
Tel: 01506 443256
GW STIRLING:
45 Barrion Street, FK8 1HF
Tel: 01786 459099
ABERFELDY, Feeders Books:
Tel: 01887 029 519
ARROATH, Haqs:
Tel: 01241 872195
ARGYLL, Alba:
Tel: 01633 563606
AYR, Toy Town:
Tel: 01292 282945
BANCHORY, Toy and Gift Shop:
Tel: 01330 825 586
BATHGATE, W F Davidson:
Tel: 01506 652226
BRECHIN, Gardiners:
Tel: 01356 622 265
DINGWALL, Sports and Model Shop:
Tel: 01349 862 346
DUNFERMLINE, Abbey Models:
Tel: 01383 251 116
DUNFERMLINE, Fife Council Libraries:
Tel: 01383 602 208
DUMFRIES, Toytown:
Tel: 01387 264884
EDINBURGH, Marionville Models:
Tel: 0131 177 010
EDINBURGH, Ministry of Gaming:
Tel: 0131 228 3452
EDINBURGH, Toys Galore:
Tel: 0131 447 1006
ELGIN, Junner's Toymaster:
Tel: 01343 542 492
FORT WILLIAM, The Granite House:
Tel: 01397 803 651
GALASHIELDS, Books Plus:
Tel: 01896 752843
GLASGOW, HobbyCraft:
Tel: 0845 051 6555
GLASGOW, Static Games:
Tel: 0141 552 9785
HADDINGTON, Mike's Models:
Tel: 01620 825 931
HAMILTON, Ink Spot:
Tel: 01698 201311
INVERCLYDE, Arts Crafts & Hobbies:
Tel: 01475 785 204
INVERNESS, Junners Toymaster:
Tel: 01463 233 234
KINROSS, The Hope Chest:
Tel: 01577 862 116
KIRKCALDY, The Hope Chest:
Tel: 01592 260 116
KIRKCALDY, Kingdom of Adventure:
Tel: 01592 328121
KIRKCUDBRIGHT, Solway Books:
Tel: 01357 330635
LANARKSHIRE, Figures in Comfort:
Tel: 01236 870 740
LARGS, Bus Stop Toy Shop Ltd:
Tel: 01475 689892
MUSSELBURGH, Art Matters:
Tel: 0131 6654078

STOREFINDER KEY

GAMES WORKSHOP HOBBY CENTRE
(*) Indicates Gaming Room facilities.

PREMIUM STORE
Stocks most of the product range.*

NEW STORE OPENING
Indicates new accounts

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

ORKNEY, Cycle Orkney:
Tel: 01856 875777

PAISLEY, Paisley Model Shop:
Tel: 0141 889 4221

PERTH, Millars Models:
Tel: 0173 856 1835

PERTH AND KINROSE, Crossfire Hobby:
Tel: 01887 829 519

PETERHEAD, George Donald Ltd:
Tel: 01779 474 737

PETERHEAD, Peterhead Puffers:
Tel: 01779 481102

SHETLAND, Harrys Dept Store:
Tel: 01595 693 097

STONEHAVEN, Toymaster Toyland:
Tel: 01569 766333

STRANRAER, Discover:
Tel: 01776 700069

THURSO, Durran's:
Tel: 01847 893 169

TURRIFF, E Rae and Son:
Tel: 01808 562 610

WALES
GW CARDIFF:
31 High Street, CF10 1PU
Tel: 0292 064 4917
GW CWMBRAN:
30 The Parade, Cwmbran, Gwent, NP44 1PT
Tel: 01633 874 070
• **GW NEWPORT:**
25 Skinner Street, NP20 1HB
Tel: 01633 325 6295
GW SWANSEA:
53 Kingsway, SA1 5HF
Tel: 0179 246 3969
ABERGAVENNY, Richards of Abergavenny:
Tel: 01873 852 466
ABERYSTWYTH, Albatross:
Tel: 01970 77 826
BANGOR, Acme Games:
Tel: 01248 371 457
BRECON, J Clark Toys & Gifts:
Tel: 01874 622 865
CAERPHILLY, Jet Models and Hobbies:
Tel: 02928 880660
CARDIFF, Firestorm Games:
Tel: 02920 345067
CARDIFF, HobbyCraft:
Tel: 0845 051 6558
CARMARTHEN, Good News:
Tel: 01267 237 774
CARMARTHEN, Hardings:
Tel: 01267 237 774
CATHAY, Otakuzoku:
Tel: 07891538960
CHEPSTOW, Artists Corner:
Tel: 01921 627 393
COLWYNN BAY, Hippo Toys:
Tel: 01492 534 169
COLWYNN BAY, Clay Corner:
Tel: 01492 545415
CONWAY, Hippo Toys:
Tel: 01492 534 169
DOGELAU, Waterloo:
Tel: 01341 423 407
LLANTWIT MAJOR, Rainbow Plaza:
Tel: 01446 794 118
NEWPORT, HobbyCraft:
Tel: 0845 051 6540
PENBROKE, Dragon Alley:
Tel: 01646 621 456
PONTYPRIDD, Sugar and Spice:
Tel: 07879 221 379
PORTHCRAWL, Game Ltd:
Tel: 01696 758 428
PORTHMADOG, Porthmadog Models:
Tel: 01766 830269
POWYS, Crafts and Co:
Tel: 01686627800
RHYL, Lightfoot Models:
Tel: 01745 331 554
SWANSEA, Comix Shoppe:
Tel: 01792 642 097
WREXHAM, Brite Ideas Toymaster:
Tel: 01978 261 244

DEURNE, The Gamestore:
Tel: 033 25 55 35

CENK, Collecta:
Tel: 0476 30 85 30

GENT, Betty Boop:
Tel: +32 (09) 222 05 76

HALLE, Mishra's Playground:
Tel: 023 61 58 53

HALLE, Top 1 Toys:
Tel: 025 56 04 03

IXELLES, Intertoys Ixelles:
Tel: 025 14 17 03

KOKSIDE, Penel Tronix:
Tel: 58 51 30 14

KORTRIJK, Albion:
Tel: 056 32 43 07

LEOPOLDSDURG, NV Moestermans:
Tel: 011 39 38 46

LEUVEN, Metalzone Leuven:
Tel: 0477 77 82 12

NEERPELT, 't Spellenhuis:
Tel: 011 74 49 79

OVERIJSE, Intertoys Overijse:
Tel: 026 87 42 53

OOSTENDE, King Arthur:
Tel: 059 51 57 56

ROSELAERE, Black Border:
Tel: 051 28 82 50

RONSE, Modelbouw Dekeyser:
Tel: 055 45 79 60

SINT NIKLAAS, Collecta:
Tel: 03 765 06 00

TURNHOUT, 't Bazarko:
Tel: 014 41 18 36

VIJVEDE, Boeckener BVBA:
Tel: +32 (02) 251 20 05

WESTKERKE, What Ever:
Tel: +32 (0473) 77 16 41

WIJNEGEM, Collecta Wijnegem:
Tel: +32 37 76 33 35

BRAZIL
BRASILIA, Hobbyart:
Tel: 16 3443 8329
CAMPINAS, Legends do Brasil:
Tel: 051 28 82 50
CURITIBA, Itiban Comics Shop:
Tel: 41 3232 5367
JUIZ DE FORA, Magazine Taberna do Dragão:
Tel: 32 3234 5757
PIRACICABA, Nobel Livraria:
Tel: 051 3403 2727
PORTO ALEGRE, Jambô:
Tel: 51 3226 1426
SÃO JOSÉ DOS CAMPOS, Hobby Depot:
Tel: 12 3942 5451
SÃO PAULO, Ludoteca Bar Café:
Tel: 11 3253 8852
SÃO PAULO, Moonshadows:
Tel: 11 3266 3916
SÃO PAULO, Taverna do Ogro Encantado:
Tel: 11 3061 9842
SÃO PAULO, Terramédia:
Tel: 11 3127 8973
SANTO ANDRÉ, Hobby Depot:
Tel: 11 4438 5880
VINHEDO, Hobby Depot:
Tel: 19 3826 1580

BULGARIA
SOFIA, Magic Worlds:
Tel: 359 2 986 6358
SOFIA, Black Citadel:
Tel: +359 88539771
SOFIA, Moria:
Tel: 359 2 986 6858

GAYMEN ISLANDS
GEORGE TOWN, GameShack:
Tel: 1 345 943 4263

CHINA
BEIJING, Maelsstrom:
Tel: 0086 10 64060878
BEIJING, Warhammer Club Beijing (Feaver):
Tel: 0086 10 64037588
SHANGHAI, Zark:
Tel: 0086 21 376 31665
SHANGHAI, Zhanchui Store:
Tel: 0086 21 52360900
WUHAN, P&C Hobby Workshop:
Tel: 0086 627 88613902

CROATIA
OSIJEK, Land of Magic:
Tel: 385 31 275 794
OSIJEK, Land of Magic:
Tel: 385 31 368 412
RIJEKA, Land of Magic:
Tel: 385 51 371 308
SAMOBOR, Land of Magic:
Tel: 385 1 323 241
SPLIT, Land of Magic:
Tel: 385 21482249
ZADARZIN, Land of Magic:
Tel: 385 42200161
VUKAR, Land of Magic:
Tel: 385 23 253 839
ZAGREB, Land of Magic:
Tel: 385 14870077
ZAGREB, Land of Magic:
Tel: 385 14923917

CYPRUS
NICOSIA, Megaland:
Tel: 00 35 7224 56622
KATO PAPHOS, Cyprus Crusade:
Tel: +357 976 49072

CZECH-REPUBLIC

BRNO, Cerny Rytir:
Tel: +420541214860
Tel: +420624895150
CEKES BUDEJOVICE, Chaotik:
Tel: +420495522009
HARADE KRALOVE, Knihupectvi Valhalla:
Tel: +420495522009
KOPRIVNICE, Magic:
Tel: +420495522009
KOSTELEK, Certuv Pekelny Kotlik:
Tel: +42060354440
LIBEREC, Battle Games-Obchodni Pavilon:
Tel: +42077526154
OSTRAVA, Matrix (knihupectvi):
Tel: +420774 404 024
PRAHA, Ogrl Doupe:
Tel: +420224934811
PRAHA, Cerny Rytir:
Tel: +42022231246
PRAHA, Cerny Rytir:
Tel: +420222312461
VSETIN, Atlantis:
Tel: +420571411697

DENMARK

GW KOBENHAVN:
Frederiksberggade SKI, 1360,
Tel: 06 553 0027
Tel: 06 553 12 22 17
AALBORG, Dragons Lair:
Tel: 98 12 16 18
ARHUS C, Dragons Lair:
Tel: 86 19 00 63
KOBENHAVN K, Karaos Cigarer:
Tel: 33 32 22 11
ODENSE C, Dragons Lair:
Tel: 65 91 97 01
ROSKILDE, Fanatic Roskilde:
Tel: 46 36 35 48
LYNGBY, Faros Cigarer:
Tel: 32 10 23 23
AALBORG, Aalborg Hobby Service:
Tel: 98 12 13 15
AALBORG, Gunzone:
Tel: 35 12 45 45
AARS, Ting og sager:
Tel: 98 62 45 52
ASNÆS, Bog & Ide Asnæs:
Tel: 58 90 14 18
BORNHOLM, Dorthes Hobbystue:
Tel: 56 95 94 49
ESBJERG, Adventure Corner:
Tel: 35 11 11 56
ESBJERG, Arnold Busck:
Tel: 75 12 11 77
ESPERØRDE, Arnold Busck:
Tel: 49 13 19 46
FREDERIKSVÆRK, Legekæden:
Tel: 47 72 16 93
HELINGØR, Arnold Busck Helsingø:
Tel: 48 79 40 01
HELINGØR, Hobby og Fritid:
Tel: 49 21 45 41
HELINGØR, Arnold Busck:
Tel: 49 21 56 00
HERNING, Færøges Kælder:
Tel: 10 18 97
HILLERØD, Hobby & Fritid:
Tel: 48 25 26 16
HILLERØD, Legekæden Hillerød:
Tel: 48 24 61 61
HJØRRING, Arnold Busck:
Tel: 98 92 80 40
HOBRO, Østerskov Efterskole:
Tel: 61 69 95 93
HOBÆK, Hack 'n' Slash:
Tel: 61 66 29 91
HERSEN, Legekæden:
Tel: 75 61 60 11
HØRSHOLM, Bog & Ide:
Tel: 45 86 04 08
HUNDIGE, Arnold Busck:
Tel: 43 90 6 08
KOBENHAVN K, Fantask:
Tel: 33 93 85 38
KØGE, SEMA:
Tel: 56 63 07 04
KOLDING, Arnold Busck:
Tel: 75 50 38 34
KOLDING, Goodgames:
Tel: 75 50 03 04
LYNGBY, Arnold Busck:
Tel: 45 87 04 45
MARIBO, Guldborgsund Hobby:
Tel: 54 60 17 58
NÆSTVED, Legekæden:
Tel: 51 20 97 13
ODDER, Legekæden Odder:
Tel: 86 54 22 76
RANDERS, Byrge Sørensen Hobby:
Tel: 86 42 58 14
RANDERS, Randers Hobby Import:
Tel: 86 43 39 23
RØDØVRE, Arnold Busck:
Tel: 36 41 04 85
ROSENHÅRDSCENTRET, Arnold Busck:
Tel: 66 15 59 28
SILKEBORG, Asgaard Games:
Tel: 28 55 94 68
SILKEBORG, Bog & Ide:
Tel: 86 82 82 87
SKIVE, Jysk Boghandel:
Tel: 97 51 25 99
SLAGELSE, Uldtotten:
Tel: 58 53 50 35
ST HEDDINGE, Hobbystalden:
Tel: 56 50 86 10
STENLØSE, HH Hobby:
Tel: 23 46 39 61
SVENDSBORG, Farve & Hobby Hjørnet:
Tel: 62 21 91 11
TAASTRUP, Genbrugsbøger:
Tel: 43 71 61 15
VEJLE, Arnold Busck:
Tel: 75 82 05 45
VIBORG, Bog & Ide:
Tel: 86 62 68 68

FALKLANDS

STANLEY, Falkland Collectibles:
Tel: 0050021174

FINLAND

GW HELSINKI:
Simonkatu 9, 00100,
Tel: 09 75 15 45 25
ESPOO, Puolenkuunpelit:
Tel: 09 412 9941
HELSINKI, Fantasiapelit Helsinki:
Tel: 09 65080
JOENSUU, Fantasiapelit Joensuu:
Tel: 013 284 315
JYVÄSKYLÄ, Fantasiapelit Jyväskylä:
Tel: 014 21 66 29
KUOPIO, Fantasiapelit Kuopio:
Tel: 017 361 1148
LAHTI, Puolenkuunpelit:
Tel: 03 7515151
LAPPEENRANTA, Fantasiapelit Lappeenranta:
Tel: 013 284314
OULU, Fantasiapelit Oulu:
Tel: 08 374 906
PORVOO, Puolenkuunpelit:
Tel: 019 5348377
TAMPERE, Fantasiapelit Tampere:
Tel: 03 222 5200
TURKU, Fantasiapelit Turku:
Tel: 02 232 8413
AHTARI, Honkaniemen Kirjakauppa:
Tel: 06 553 0027
ALAND, Dillen AB:
Tel: 01815578
EKENÄS, Kungsbokhandeln AB:
Tel: 0192461028
ESPOO, Pelimesta:
Tel: 09 350 9283
HÄMEENLINNA, Lelushoppi:
Tel: 036829350
HEINOLA, Talousuovi ja lelu:
Tel: 03 715 3905
HYVINKÄÄ, Royal Toys:
Tel: 019 439376
IMATRA, Kirja-Lahja Alex Ky:
Tel: 0543 19555
JÄRVENPÄÄ, Askartelutalvikelike Taitaville:
Tel: 09 2794 0120
KARIS, Bli Ladan KD:
Tel: 019 234 94
KERAVA, Antikvariaatti Kersa:
Tel: 00358 44 965 7775
KOTKA, Eagle Card Oy:
Tel: 0038 5 214238
KOUVOLA, Muoviepox KY:
Tel: 03 711 7955
KOUVOLA, Puolenkuunpelit:
Tel: 00358 440 478 919
LAPPEENRANTA, Antikvariaatti Suma:
Tel: 05 4117761
MIKKELI, Lastentarvike Muppela:
Tel: 015361611
ORIVESI, Silver Seed:
Tel: 0417775166
PORI, Askartely-Pori:
Tel: 02 6326676
RAAHE, Raahan Astartelu ja Paperi:
Tel: 022236825
RAUMA, Tt-Pop Oy:
Tel: 0282 34 840
ROVANIEMI, Liigaenter Jässi:
Tel: 016 3560545
SAVONLINNA, Savonlinnan Antikvariaatti:
Tel: 015 234412
SEINÄJOKI, Fantasiailinna:
Tel: 040 5616338
SEINÄJOKI, Pelikeidas:
Tel: 00358 6 4177880
TAMPERE, Pelimaa Oy:
Tel: 03 2251850
TAMPERE, Kirja Karkainen:
Tel: 03 2251850
VAASA, Pelimies Oy:
Tel: 06 312 5111
VANTAA, VPD Finland Oy:
Tel: 0400 6796119

GIBRALTAR

GIBRALTAR, K&M Hobby Centre:
Tel: 350 20070037

GREECE

ATHENS, Avalon Games:
Tel: 0030 210 8016041
ATHENS, Fantasy Shop:
Tel: 0030 210 8231072
ATHENS, Fantasy Shop: Ag. Paraskevi:
Tel: 0030 210 6005312
ATHENS, Fantasy Shop: Exarcheia:
Tel: 0030 210 3828877
ATHENS, Fantasy Shop: Kallithea:
Tel: 0030 210 959 2922
ATHENS, Fantasy Shop: Pagrati:
Tel: 0030 210 7560780
ATHENS, Hobby Planet:
Tel: 0030 210 6042016
ATHENS, Kaissa Amarosouros:
Tel: 0030 210 6141675
ATHENS, Kaissa Glyfadas:
Tel: 0030 210 0982 057
ATHENS, Kaissa Halandriou:
Tel: 0030 210 6898485
ATHENS, Kaissa Kallidromiou:
Tel: 0030 210 366488
ATHENS, Kaissa Monokeros:
Tel: 0030 210 8813 990
ATHENS, Kaissa Neas Filadelfias:
Tel: 00 30 210 9817944
ATHENS, Kaissa Neas Smimias:
Tel: 00 30 210 9317944
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