

WHITE DWARF

WD387 March 2012
GAMES WORKSHOP'S MONTHLY MAGAZINE

WARHAMMER

PART 3 OF THE
CIVIL WAR EXPANSION



NEW SPACE WOLVES
AND TYRANIDS LAUNCHED

LORD OF THE RINGS
STRATEGY BATTLE GAME

TALE OF FOUR GAMERS
STARTS THIS ISSUE

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THIS MONTH:



TYRANIDS

SPACE WOLVES



The alien menace known as the Tyrannids have crossed interstellar space to feed on your worlds. To read all about this ravenous threat facing the entire galaxy, turn to page 22.



Sagas will be written about this day as the Space Wolves are unleashed in all their glory. Turn to page 52 to learn about this mighty Chapter of heroes.





Reading through this issue of White Dwarf, I've come to the realisation that the over-arching theme is predator and prey; hunter and hunted. But when it comes to the Tyranids and Space Wolves, it's hard to tell who is the predator and who is the prey, as both armies make for ferociously tough hunters.

At first glance, I reckon it's the Tyranids that have the edge, as their Hive Fleets are swelled with some truly ginormous new monsters in the form of the Tyrannofex, Tervigon and – my favourite – the winged Hive Tyrant. White Dwarf's own Tom Hutchings managed to get his hands on these new kits already (and you can see them on p32, along with plenty of other Hive Fleets) so I've had the misfortune of facing them on the battlefield already. Not fun, I can tell you.

And yet, the Space Wolves are no slouches, heroes of legend from a culture of monster hunters, whose own homeworld tries to kill them every day. So I reckon a Space Wolf would stand a fair chance in a straight-up fight against a Tyranid, and that's not counting for the fact that this month also sees the launch of Thunderwolf Cavalry. For those not in the know, these are Space Wolves (already tough fighters, remember) riding monstrous wolves. We've got plenty more on the sagas of these mighty heroes later on too.

Naturally there are loads of articles about both these mighty foes, from guides to using the Tervigon to brand-new background for Wolf Lord Harald Deathwolf. There are also painting guides for both Tyranids and Space Wolves.

But that's not all! We've got a gobs-macking showcase of all the Golden Demon Slayer Sword winners from last year, the third part of the Warhammer: Civil War Expansion and the start of a new series of A Tale of Four Gamers.



Andrew Kenrick, Editor

THIS MONTH'S FEATURED CONTRIBUTORS



Steve Bowerman is one of the Studio's professional army painters, showing us how to paint every month.



Robin Cruddace is the author of *Codex: Tyranids*, yet it is the *Howling Griffons* Chapter that he collects.



Jervis Johnson is our senior games designer and his musings on the hobby inspire his monthly column.



Author of *Codex: Space Wolves*, Phil sports a beard of which Leman Russ himself would be proud.



Joe Tomaszewski is not only *'Eavy Metal's* lead painter, but also a judge at UK Golden Demon.

White Dwarf: Phil Cowey, Simon Grant, Andrew Kenrick, Andy Hall, Tom Hutchings, Matthew Hutson, Jim Shardlow, Kris Shield. **UK Team:** Rik Turner. **Contributors:** Dave Andrews, Steve Bowerman, Robin Cruddace, Matthew Hobbday, Jervis Johnson, Phil Kelly, Mark Latham, Glenn More, Chad Mierzwa, Chris Peach, Duncan Rhodes, Adam Truke, Jeremy Vietock, Sarah Wallen, Matthew Ward. **Citadel Design Team:** Mike Anderson, Giorgio Bassani, Trish Carden, Juan Diaz, Martin Footitt, Michael Fores, Colin Grayson, Jes Goodwin, Mark Harrison, Alex Hedstrom, Nick Ho, Matt Holland, Neil Langdown, Darren Latham, Aragon Marks, Aly Morrison, Brian Nelson, Gavin Newton, Oliver Norman, Seb Perlet, Alan Perry, Michael Perry, Dale Stringer, Dave Thomas, Tom Walton. **'Eavy Metal:** Neil Green, David Heathfield, Matt Kennedy, Kornel Kozak, Joe Tomaszewski, Anja Wettenberg. **Art:** John Blanche, Alex Boyd, Kevin Chin, Paul Dainton, Mark Holmes, David Gallagher, Neil Hodgson, Nuala Kinrade, John Michellbach.

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FEATURED THIS MONTH: WARHAMMER 40,000

DEVOURER OF WORLDS PAGE 22



The Tyranids are here, great alien swarms whose ravenous hunger will end us all. We take a look at the various Hive Fleets.

A COMPANY OF WOLVES PAGE 52



The Space Wolves are a Chapter of mighty warriors, and in this article we explore their Great Companies.

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WARHAMMER
40,000

TYRANIDS

TYRANNOFEX/TERVIGON

This highly detailed plastic kit can be assembled to make a Tyrannofex – an enormous bio-construct that exists purely for destruction – or the vast brood creature that is the Tervigon, able to spawn dozens of voracious Termagants.

TYRANNOFEX

This Tyrannofex has been assembled with the rupture cannon upgrade – a potent anti-tank weapon.



Towering over a Carnifex at 4.5" tall, the Tyrannofex is the first of two unit types that can be assembled from the multi-part plastic Tyrannofex/Tervigon kit. The Tyrannofex is a monstrous creature that provides the Tyranid army with an array of heavy firepower in the guise of its three primary weapon options: the rupture cannon, acid spray and fleshborer hive. Components to build all of these bio-

weapons are included in the kit, forming the Tyrannofex's forelimbs, whilst cluster spines are modelled on its back.

Three parallel rows of spore chimneys run the length of the Tyrannofex's carapace, further adding to its considerable size. Its forehead bears an enormous bladed horn, in a similar manner to many of the other larger Tyranid bioforms in the Hive Fleet.

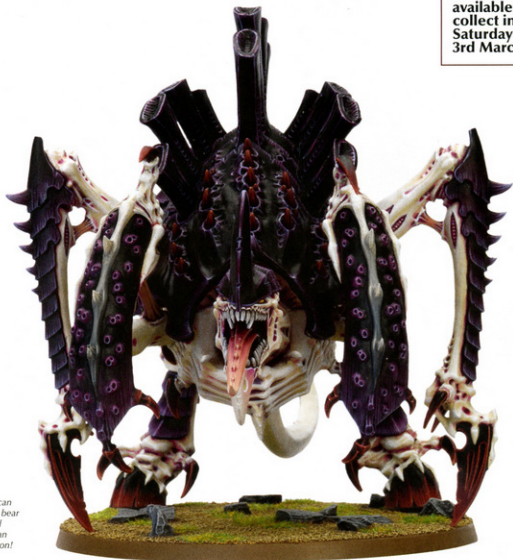
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The acid spray fires a volatile torrent capable of burning through all but the heaviest armour.

You can advance order any new releases seven days before launch. If you place an order on our website by the Sunday before launch, we will guarantee that it will be delivered to your local Hobby Centre for collection on the release date.

Advance order any of the new Space Wolves or Tyranids by Sunday 26th February to guarantee your order will be available to collect in store on Saturday 3rd March.



The Tyrannofex can be assembled to bear the rightly feared fleshborer hive, an Assault 20 weapon!

TURN TO PAGE 39 TO LEARN ABOUT THIS MODEL'S DEADLY WEAPONRY.

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TERVIGON

Instead of the Tyrannofex the kit can be assembled as a Tervigon, a monstrous brood progenitor that spawns new broods of Termagants. The Tervigon's most notable feature is the enormous, fleshy incubation sac hanging from its torso. On the model, the dormant Termagants are rousing within, their heads and claws straining beneath the surface of the skin even as one surfs free. The multi-part kit includes both of the Tervigon's close combat weapon options – scything talons and crushing claws.

The Tervigon is an HQ choice, but one can instead be selected as a Troops choice for each brood of Termagants.

A Tervigon of Hive Fleet Leviathan with a pair of scything talons.



A Termagant bursts out of the Tervigon's incubation sac, fleshborer at the ready as it prepares to enter the fray.



The array of spikes protruding from the model's carapace represent either of its cluster spikes or stinger salvo.

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This Tervigon has been assembled with crushing claws, providing it with extra attacks in assault.



**TYRANID
TYRANNOFEX/TERVIGON** £35
 Product code: 99120106023
 Sculpted by Mark Harrison.
 €45.50, 350dk, 390dk/ink, 350mb, 175zl

ON SALE MARCH 3RD

**MULTI
PART
PLASTIC
KIT**



LEARN HOW TO PAINT THE TERVIGON MODEL ON PAGE 44.

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HIVE TYRANT/THE SWARMLORD

Hive Tyrants are the undisputed leaders of the Tyranid swarms. The new Hive Tyrant/the Swarmlord kit contains one such creature. It even includes the components to make the infamous Tyranid organism, the Swarmlord.

HIVE TYRANT

The Hive Tyrant towers over all but the largest Tyranid breeds and its commanding stance befits the dominion such a creature holds over its lesser kin. The multi-part plastic Hive Tyrant/the Swarmlord kit enables the model to be equipped with any of five optional upgrades – a heavy venom cannon, strangletorn cannon, scything talons, lash whip, bone swords and wings.

A set of special scything talons have been included in the kit to replace the hooves on a winged Hive Tyrant, the model held aloft by an alternative tail option that acts as a flying stand. When assembled in this way the winged Hive Tyrant stands an even loftier 6" tall with an impressive 11" wingspan.

This Hive Tyrant has been assembled with the wings upgrade and carries a heavy venom cannon.



The Hive Tyrant's second weapon option, the strangletorn cannon, is also included in the kit.



MULTI
PART
PLASTIC
KIT



TYRANID HIVE TYRANT/
THE SWARMLORD £32.50

Product code: 99120106022
Sculpted by Jai Goodwin & Alex Hedstrom.
#42, 330dkr, 360skr/nks, 330omb, 162.50fl

ON SALE MARCH 3RD

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THE SWARMLORD

The Hive Tyrant/the Swarmlord kit contains a separate head and four stylised bonesabres with which to assemble the Swarmlord, a plastic special character. This powerful bioform is a unique Hive Tyrant and an HQ choice for a Tyranid army. The Swarmlord is equipped with four bonesabres and has an alternative head design, but the interchangeable nature of the remaining components from the kit can readily be used to upgrade other Tyranid units in the army, such as Carnifexes and Tyranid Warriors.



The Hive Tyrant/the Swarmlord kit contains this alternate head to use on the Swarmlord model.



The Swarmlord, a unique and greatly feared Tyranid organism, wields four lethal bonesabres.



There are ten combinations of weapon upgrades, such as the stranglethorn cannon, lash whip and bone sword.



A Hive Tyrant can eschew all of its ranged weaponry to focus solely on assault.

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SPACE WOLVES

THUNDERWOLF CAVALRY

Bursting from the pages of myth and legend come the Thunderwolves of the Space Wolves. The Thunderwolf Cavalry kit enables you to build three of these deadly Space Marine wolf riders, complete with myriad weapon combinations.



A Thunderwolf's gaping jaws

Wolf Guard with chainsword and bolt pistol.



Wolf Guard with bionic eye

This rider grips his mount's fur and wields a chainsword.



Wolf Guard armed with plasma pistol and thunder hammer



Thunderwolf with cybernetic leg



A torn Thousand Sons' helm decorates the model's base.

This multi-part plastic kit includes three Space Wolves mounted on enormous Thunderwolves. Each Thunderwolf rider is a member of the Wolf Guard and has access to a deadly arsenal of wargear. The kit therefore includes a plethora of equipment including a thunder hammer, power/frost axe, power fist, plasma pistol and three storm shields. There are plenty of other weapons and components, all of which are completely interchangeable with the rest of the Space Wolves range, including the badly clawed helmet of a Thousand Sons Rubric Marine.

The Thunderwolves themselves all have minor cybernetic augmentations, but two of them can also be assembled with a bionic leg and paw. One of the Thunderwolves has the option of either a standard head or an alternative one that has been heavily modified with cybernetics.

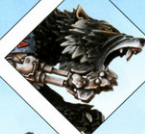
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MULTI
PART
PLASTIC
KITSPACE WOLVES
THUNDERWOLF CAVALRY £33.50
Product code: 99120101091
Sculpted by Matt Holland.
£43, 330dts, 410skrinke, 330omb, 165af

A Thunderwolf with
bionic eye



Wolf Guard with chainsword and storm shield



All Thunderwolves are
ridden by Wolf Guard,
who wield powerful
wargear in battle.

Wolf Guard with power axe and storm shield

Two packs of howling Thunderwolf
Cavalry ride forth to deal death in
the name of Russ and the Allfather.



TURN TO PAGE 62 FOR A THUNDERWOLF CAVALRY PAINTING GUIDE.

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FENRISIAN WOLF PACK



MULTI
PART
PLASTIC
KIT



SPACE WOLVES
FENRISIAN WOLF PACK
Product code: 99.2101092
Sculpted by Josh Carden
€19.50, 130mls; 170skrnls; 150mls, 71st

£15

ON SALE MARCH 3RD

This multi-part plastic kit contains a pack of five Fenrisian Wolves. Each wolf appears to be bounding towards an unseen foe, ready to attack. Three of the wolf heads have their fangs bared, whilst the jaws of the other two are open, ready to bite.

Not only is a Fenrisian Wolf Pack a Fast Attack choice in a Space Wolves army, but certain characters have the option to take a pair of these beasts as loyal companions – namely Ragnar Blackmane, Canis Wulfborn, any Lone Wolf, Wolf Guard Battle Leader or Wolf Lord.

Canis Wulfborn rides to battle atop Fangit, accompanied by a pair of loyal Fenrisian Wolves.



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Citadel Finecast is our range of exceptionally detailed resin miniatures, designed to offer crisp quality and to be quick and easy to assemble. The range grows each month, so visit your Hobby Centre or the website for the latest releases.

WOLF LORD ON THUNDERWOLF



A stylised storm shield



This Wolf Lord bears the company symbol of Harald Deathwolf.



In a Space Wolves army, a Wolf Lord has the option to be mounted on a Thunderwolf. The Wolf Lord on Thunderwolf caters for this upgrade.

Armed with a storm shield and frost axe, the Wolf Lord also wears a cloak made from the skinned hide of a Fenrisian Ice Troll. The kit features a choice of two left shoulderpads – one plain so that you can paint him to be the leader of any Great Company, and the other bearing the symbol of Harald Deathwolf's Great Company. The ruined torso of a slain Thousand Sons Chaos Space Marine is also included to decorate the model's base.

CITADEL FINECAST

WOLF LORD ON THUNDERWOLF £25
Product code: 99810101021
Sculpted by Matt Holland
£31, 2500k, 20000k, 25000k, 123k

ON SALE MARCH 3RD



ARJAC ROCKFIST, THE ANVIL OF FENRIS



Arjac Rockfist bears the mighty Anvil Shield



Arjac Rockfist, the Anvil of Fenris, is released this month in Citadel Finecast. The Wolf Guard veteran is encased in ornate rune-encrusted Terminator armour and is preparing to hurl Foehammer, his giant thunder hammer. The model proudly bears Arjac Rockfist's personal heraldry – specifically the hammer and anvil symbol for which he is named – on his shield and atop his armour. He also wears the blacksmith's apron that is his link with his previous life.

The personal champion of the Great Wolf, Arjac Rockfist is available as an upgrade for a Wolf Guard pack.

CITADEL FINECAST

ARJAC ROCKFIST, THE ANVIL OF FENRIS £15
Product code: 99800101022
Sculpted by Juan Diaz
£21, 1500k, 19000k, 15000k, 75k

ON SALE MARCH 3RD



“As the mountain is Arjac, a snow-capped peak, his rage overshadows the wounded bear. The Rockfist endures when all seems lost.”

— The Saga of Arjac Rockfist

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In addition to new plastic releases, the Space Wolves are bolstered with a range of miniatures now available in Citadel Finecast. All of those shown here are exclusively available to order online from our website.



GREY HUNTER WITH WOLF STANDARD



CITADEL FINECAST

SPACE WOLVES GREY HUNTER £15
WITH WOLF STANDARD
Product code: 99800101025
Sculpted by Juan Diaz.
£21, 150ml, 190skulls, 130mm, 75uf

ON SALE MARCH 3RD

CYBERWOLF



CITADEL FINECAST

SPACE WOLVES CYBERWOLF £10
Product code: 99800101026
Sculpted by Darren Latham and
Stink Gardens.
£13, 100ml, 125skulls, 100mm, 50uf

ON SALE MARCH 3RD

A single model from each pack of Grey Hunters may carry a Wolf Standard. This model carries the Wolf Standard in one hand, its design sculpted into the banner's surface for ease of painting, and holds a power axe in the other.

The Cyberwolf is a Fenrisian Wolf that has been extensively modified with cybernetics, including two bionic legs and a metal ribcage. A Cyberwolf is an upgrade for a Fenrisian Wolf Pack, or up to four may accompany an Iron Priest.

WOLF GUARD WITH WOLF CLAWS



This Wolf Guard is armed with a pair of wolf claws, his face distorted by a howling battlecry.

CITADEL FINECAST

WOLF GUARD £12
WITH WOLF CLAWS
Product code: 99800101030
Sculpted by Juan Diaz.
£13, 50, 120ml, 140skulls, 120mm, 60uf

ON SALE MARCH 3RD

ULRIK THE SLAYER



Mentor to the heroes of the Space Wolves, Ulrik the Slayer is the oldest and wisest of the Wolf Priests.

CITADEL FINECAST

ULRIK THE SLAYER £12
Product code: 99800101029
Sculpted by Jes Goodwin.
£13, 50, 120ml, 140skulls, 120mm, 60uf

ON SALE MARCH 3RD

NJAL STORMCALLER



This classic Njal Stormcaller miniature allows you to field the mighty psyker in his runic armour.

CITADEL FINECAST

NJAL STORMCALLER £12
Product code: 99800101033
Sculpted by Jes Goodwin.
£13, 50, 120ml, 140skulls, 120mm, 60uf

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IRON PRIEST



Iron Priests are responsible for the upkeep of the Chapter's armoury, war smiths of great import.

CITADEL FINECAST

SPACE WOLVES IRON PRIEST £12
 Product code: 99800101012
 Sculpted by Jes Goodwin.
 £13.50, 120ml; 140ml; 120ml, 60ml

ON SALE MARCH 3RD

RUNE PRIEST



Potent psykers, Rune Priests are bedecked in pelts and talismans, adding to their air of mystery.

CITADEL FINECAST

SPACE WOLVES RUNE PRIEST £12
 Product code: 99800101017
 Sculpted by Jes Goodwin.
 £13.50, 120ml; 140ml; 120ml, 60ml

ON SALE MARCH 3RD

LUKAS THE TRICKSTER



A rebellious hero of the Space Wolves, Lukas the Trickster is an upgrade to a Blood Claws pack.

CITADEL FINECAST

LUKAS THE TRICKSTER £12
 Product code: 99800101028
 Sculpted by Juan Diaz.
 £13.50, 120ml; 140ml; 120ml, 60ml

ON SALE MARCH 3RD

RAGNAR BLACKMANE



CITADEL FINECAST

RAGNAR BLACKMANE £12
 Product code: 99800101017
 Sculpted by Jes Goodwin.
 £13.50, 120ml; 140ml; 120ml, 60ml

ON SALE MARCH 3RD

The youngest of the Wolf Lords, Ragnar Blackmane has long been amongst the most popular of Space Wolves characters both for this classic miniature and his heroic saga.

BJORN THE FELL-HANDED

CITADEL FINECAST

BJORN THE FELL-HANDED £30
 Product code: 99810101036
 Sculpted by Jes Goodwin.
 £39, 300ml; 130ml; 200ml, 150ml

ON SALE MARCH 3RD



The most venerable and eldest of the Space Wolves, Bjorn once fought amongst the retinue of Leman Russ during the Horus Heresy before his internment into a Dreadnought.

FOR THE FULL SPACE WOLVES RANGE VISIT THE WEBSITE:

WWW.GAMES-WORKSHOP.COM

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There is a wide range of Tyranid miniatures exclusively available to order from our website and order points. Shown on this page is just a selection.



BIOVORE

A living artillery piece that hurls explosive Spore Mines at the foe, the Biovore provides the Tyranids with long-ranged heavy firepower.



CITADEL FINECAST

TYRANID BIOVORE £12
Product code: 99800106010
Sculpted by Mark Harrison.
£15.50, 12000k, 150000k, 12000k, 600k

ON SALE MARCH 3RD

DEATHLEAPER

Deathleaper is the most infamous and ruthlessly efficient Lictor, an assassin-beast that excels in infiltrating to the very heart of the enemy army and sowing terror and death amongst the foe. This unique Tyranid bioform is now available in Citadel Finecast.



CITADEL FINECAST

DEATHLEAPER £15.50
Product code: 99810106011
Sculpted by Mark Harrison.
£21, 15000k, 150000k, 12000k, 750k

ON SALE MARCH 3RD

BONESWORDS



The Tyranid Boneswords and Lashwhip & Bonesword packs include three pairs of either weapon combination made in resin. These two packs are perfect for upgrading broods of Tyranid Warriors, which have the option to wield either combination of weapon.

LASHWHIP & BONESWORDS



TYRANID BONESWORDS PACK £12
Product code: 99800106010
Sculpted by Mark Harrison.
£15.50, 12000k, 150000k, 12000k, 600k

ON SALE MARCH 3RD

TYRANID LASHWHIP & BONESWORDS PACK £12
Product code: 99800106004
Sculpted by Mark Harrison.
£15.50, 12000k, 150000k, 12000k, 600k

ON SALE MARCH 3RD

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WARHAMMER

CHAOS HELLCANNON

The Chaos Hellcannon is a terrifying bound Daemon utilised by the Warriors of Chaos as artillery. The barrel of the cannon is lined with skulls, and culminates in a daemonic maw from which fiery blasts are belched forth. The possessed war machine is loaded by three Chaos Dwarf crew, each carrying an assortment of tools with other equipment hanging from their belts.

The Hellcannon is tethered to the ground by four thick chains. Additional skull piles help to decorate the model's large base, which can also comfortably fit the three crew.



CITADEL FINECAST

CHAOS HELLCANNON £36
 Product code: 99810201007
 Sculpted by Aly Morrison,
 £46, 330dc, 440skn, 330sb, 173uf

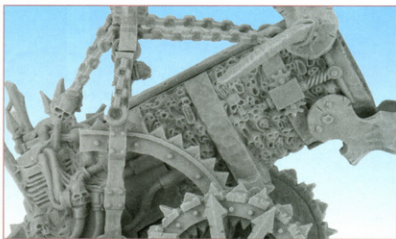
ON SALE MARCH 17TH



Sculptor Aly Morrison explains why he's so happy to see his Chaos Hellcannon released in Citadel Finecast:

Aly: I had championed the switch to making miniatures in resin for a long time, so there were few people happier than me when we first introduced Citadel Finecast last year. The lightweight nature of resin removed the handling and painting problems of what were once really heavy metal models. Not only that, but Super Glue bonds resin particularly well, so it makes the more complicated kits that much easier to assemble.

The Chaos Hellcannon is just such a kit that benefits enormously from its release in Citadel Finecast, from the ease of its assembly to the crisp details on the skulls that form its barrel.



You can advance order the Chaos Hellcannon from Saturday 10th March.

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HOBBY ESSENTIALS

This month sees the addition of two new glues to the Citadel range. These glues have been designed specifically to suit every modelling need, from affixing small details to your miniatures to assembling large components such as those found in scenery or tank kits.

To help you identify which glue will be most appropriate for each of your modelling needs, we've included a handy reference guide below:



CITADEL PLASTIC GLUE - THIN £4.10
 Product code: 99219999017
 €6.25, 45dK, 50dK/ink, 40mb, 20fl

ON SALE MARCH 17TH

CITADEL SUPER GLUE - THIN £4.10
 Product code: 99219999018
 €6.25, 45dK, 50dK/ink, 40mb, 20fl

ON SALE NOW

CITADEL PLASTIC GLUE - THICK £4.10
 Product code: 99219999016
 €6.25, 45dK, 50dK/ink, 40mb, 20fl

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CITADEL SUPER GLUE - THICK £4.10
 Product code: 99219999019
 €6.25, 45dK, 50dK/ink, 40mb, 20fl

ON SALE MARCH 17TH

THIN

THICK

PLASTIC GLUE

Plastic Glue Thin contains an application nozzle, making it incredibly accurate to use. The thin consistency of the glue means it dries incredibly quickly, making it great for assembling smaller components and adding details.

- Use on: Plastic infantry and cavalry models.
- Don't use on: Citadel Finecast or metal models.

Plastic Glue Thick uses a much denser compound that dries at a slower rate. This makes gluing larger areas much easier to achieve, as the glue will not dry before you can apply it to all the necessary areas and fit them together.

- Use on: Plastic tanks, monsters or scenery.
- Don't use on: Citadel Finecast or metal models.

SUPER GLUE

Super Glue Thin incorporates a brush applicator attached to the underside of the lid, ensuring the ease and accuracy of its use. Be sure to clean up your models with the Clean-up Kit to avoid clogging up the brush's bristles with flash.

- Use on: Citadel Finecast or metal infantry and cavalry models, or small Forge World kits.

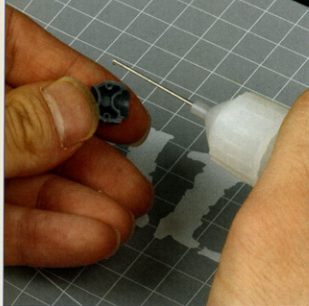
Super Glue Thick is the perfect glue for assembling large models, where its thicker consistency will hold larger components in place and even help to fill any gaps that might be left when the pieces are fitted together.

- Use on: Any large Citadel Finecast, metal or sizeable resin kits from Forge World.

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PLASTIC GLUE THIN

The glue's long application nozzle makes gluing together even small components such as the two halves of a Space Marine's torso an easy task.



PLASTIC GLUE THICK

Plastic Glue Thick is perfect for large components such as those found in the Arcane Ruins kit, where a long bead of glue can be applied before fitting together.



SUPER GLUE THIN

Citadel Finecast miniatures such as Dark Eldar Wracks need to be assembled with Super Glue. As the model is small, affix its components with Super Glue Thin.



SUPER GLUE THICK

On larger Citadel Finecast models such as Archaon's monstrous steed, the denser consistency of Super Glue Thick can help to fill in any gaps between the two halves.



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THE BLACK LIBRARY

BRINGING THE WORLDS OF WARHAMMER AND WARHAMMER 40,000 TO LIFE

Black Library publishes a range of novels, short story anthologies and audio CDs based in the worlds of Warhammer and Warhammer 40,000. The Black Library website is the place to go to read exclusive extracts, interviews with the authors and sneak-peeks at forthcoming releases. The website is also the only place to get limited editions of novels and an ever-growing range of digital downloads.

DIRECT EXCLUSIVES

Did you see the Space Wolf carving his way through a Hormagaunt swarm on the cover of this month's White Dwarf? He's one of the main characters from the graphic novel Lone Wolves by Dan Abnett. This mighty tome is only available direct from blacklibrary.com. This lavish A4 book features the brutal Space Wolves in two bloody sagas that see the warriors of Fenris face off against an immense Tyranid swarm and battle a massive Ork invasion. All in a day's work for the Sons of Russ. This graphic novel is on sale now and is just one of dozens of Black Library Direct Exclusive products. For the full range, check out:



blacklibrary.com/exclusive-products

OUT THIS MONTH:



This anthology contains *Storm of Iron* and *Iron Warrior*, alongside several short stories.

Iron Warriors £10.99
ISBN: 978-1-84970-138-9
£11, 715dk, 140krink, 105mb, 34.95zf



Mustering for war, the Ultramarines Legion is attacked by the Word Bearers on Calth.

Know no Fear £7.99
ISBN: 978-1-84970-134-1
£10.50, 85dk, 100krink, 65mb, 39.95zf



On a secret mission, the knight Hector Goetz finds himself beset by treachery and deceit.

Knight of the Blazing Sun £7.99
ISBN: 978-1-84970-140-2
£10.50, 85dk, 100krink, 65mb, 39.95zf



An ambitious Archon and a twisted Haemonculus unite, and Commorragh will burn.

Path of the Renegade £7.99
ISBN: 978-1-84970-136-5
£10.50, 85dk, 100krink, 65mb, 39.95zf

EASTER IN YOUR STORE



Hopefully your Christmas was a bountiful one and you are now the proud owner of a brand new army (or at least the beginnings of a new army), and with the recent half term break, those armies are all assembled, painted and ready for battle. But as the new Spring season dawns, now is the time to let your armies expand and flourish into a fully fledged fighting force.

To give you plenty of help and advice this Easter, our dedicated staff will, as always, be on hand to share some tips and guidance when planning how to expand your armies. They'll be running loads of modelling and

“Now is the time to let your armies expand into a fully fledged fighting force.”

painting activities to help you raise your armies in no time and, to cap it all off, at their regular gaming sessions you will be able to learn new battlefield tactics and strategies to help you take your fledgling force and become a fearsome warlord at the head of an immense horde!

So, to find out exactly what will be going on this Easter, get down to your local Hobby Centre today and ask them about their Easter activities, and check online at games-workshop.com.

GAMES DAY & GOLDEN DEMON 2012



Last year's Games Day was a magnificent show, packed to the rafters with participation games, thousands of Golden Demon entries and, for the first time ever, the UK Armies on Parade display.

This year we're doing it all over again on 23rd September, bigger and better than before, crammed full with even more fantastic displays, yet more games for you to join in with and an even bigger on-site shop so you can get all the latest releases.

White Dwarf subscriber's tickets go on sale on 7th April, and are on general release from 26th May.

This year's Games Day miniature, pictured above, is non-other than the iconic Blood Angels Space Marine Captain from the front cover of 2nd edition Warhammer 40,000.

www.games-workshop.com

THE CHAOS COMMANDMENT & HAND OF CORRUPTION

WARHAMMER
40,000
ROLEPLAY

Two new adventures for Warhammer 40,000 Roleplay bring a host of engaging challenges! *Hand of Corruption* is a campaign in three acts for *Black Crusade*. Presented in one comprehensive volume, this epic story takes a small band of Heretics from the swirling depths of the Screaming Vortex to a windswept Imperial penal world.

Meanwhile, the *Chaos Commandment* is an exciting adventure for *Dark Heresy*. The final chapter in the *Apostasy Gambit* trilogy (also playable as a standalone adventure), this epic story pits a small band of Acolytes against an ancient and powerful threat.



www.fantasyflightgames.com

WARHAMMER
40,000

DEVOURER OF WORLDS

The Tyranids are an intergalactic swarm, adapted to consume all life-forms their Hive Fleets encounter. In this article we take a look at some of these Hive Fleets, getting painting insights from 'Eavy Metal and talking to hobbyists about their own armies.





Though modest in size compared to the invasions that would follow, Hive Fleet Behemoth brought ruin and dismay to hundreds of star systems. There was no subtlety to Behemoth's approach, no sense of strategic genius. It merely ploughed through the galaxy at incredible speed, devouring everything in its path with a rapacious hunger that would pass into legend. Later Hive Fleets would be more cautious, picking off minor worlds and conserving valuable biomass for a concerted assault on more formidable foes.

Behemoth showed no such behaviour. Whilst Behemoth's charge wrought untold woe, its juggernaut onslaught expended more biomass than it could replace.



HEAVY METAL

Pyrvore

Darren Latham: I went for more subdued tones with this model. So the carapace is much darker and the red is not as vivid as other Behemoth organisms.



Zoanthrope

Tom Winstone: The focal point for this model has to be its elongated brain, so I painted it in light blue tones. This draws the eye, but remains in keeping with the overall palette and is a bit different from a conventional 'brainy' pink colour.



HIVE FLEET KRAKEN

990.M41

HEAVY METAL

Gargoyle

Darren: The Gargoyle has been rendered to a higher level than the army, with plenty of attention paid to adding veins onto the wing membrane.



Venomthrope

Anja Wettergren: I painted this Venomthrope to look more mature. This is insinuated by the colour scheme, using darker, ruddy tones rather than brighter colours.



By early 990.M41, Hive Fleet Kraken had already sunk its alien tendrils into the galaxy. Where Hive Fleet Behemoth was a single massive wave that advanced and fought as one, Kraken was actually a series of smaller fleets that moved to attack many worlds simultaneously, compounding the Imperium's difficulty in opposing and destroying the Hive Fleet. Almost overnight, entire sectors were silenced. The handfuls of survivors that had fled before Hive Fleet Kraken's advance were thrown hundreds of light years off course by the resulting turbulence in the Warp. Only several months after the onslaught had began, did their accounts start to reach the wider Imperium; tales of skies turned black by clouds of wind-blown poison spores and of hulking monsters stalking ruined landscapes. Hive Fleet Kraken had finally arrived and the galaxy was surely doomed.



At the close of the 41st Millennium, the last and greatest of the Hive Fleets descended upon the galaxy. The Hive Mind had learnt well the lessons of its earlier invasions, and this new fleet, Leviathan, employed these teachings to the detriment of all other life.

Leviathan's main strategy was to assail the galaxy from a new direction. Where the majority of other Hive Fleets to date had pierced the intergalactic void upon the Eastern Fringe, Leviathan had initially skirted the galactic rim, and then struck upwards right through the galactic plane.

As with Kraken and Jormungandr before it, Leviathan did not focus its forces into a single killer blow, but attacked across a broad frontage. Who knows how many worlds fell in Leviathan's initial assault? The Imperium learnt of the new Tyranid attack purely through a combination of fate and the foresight of Inquisitor Kryptman. Even so, Leviathan had advanced far by the time forces could be mustered to oppose it, and the Shadow in the Warp that heralded its coming had orphaned thousands of worlds, severing them from Astropathic communication. As time went on, the tally of lost or destroyed worlds would only grow, leading the Imperium to take ever-increasing risks in order to buy time...



'EAVY METAL'

The Swarmlord

Anja: I painted the Swarmlord to fit with part of our Hive Fleet Leviathan collection, so the colours are pretty much the same. I did add an additional highlight to make him stand out more, however.



Deathleaper

Neil Langdown: The mottling on the carapace hints at Deathleaper's camouflage abilities. I added a grey tone to the purple base colour as if it is in an urban environment.



Tyranid Warrior

This warrior is armed with dual boneswords. Note the dark red tone on the blades and how the edge highlighting helps to define the shape.



Tyrant Guard

Neil Green: Tyrant Guard have more armoured plates than most Tyranid creatures, so the red on the claws is important to give contrast.



Termagant

This variant colour scheme uses cooler tones, while the blue on the ref on the weapon adds a spot colour. The blue shade on the flesh is repeated on the carapace as the highlight, tying the model together.



Hormagaunt

As with the Termagant on the left, the shading of the Hormagaunt's flesh is also used as the highlight accent on the carapace. This helps to blend the tones and gives the creature a natural look.

HIVE FLEET JORMUNGANDR

PHIL KELLY'S TYRANIDS

Phil: Hive Fleet Jormungandr has been around for ten years now. It's my go-to army when I'm between other projects. Shown here is only a fraction of its swarm-like hordiness. Partly due to my play style and partly due to the age of the collection, the vast majority of it is made up of smaller critters. However, there are more than a few of the larger beasts in my collection. The centrepiece (not shown here, as it wouldn't fit!) is without doubt my prized Hierophant, but it's not the only big beast in my collection. I've just painted a Tervigon to join the swarms, along with plenty of Termagants to spawn. However, it's the Mawloc I'm particularly chuffed with since it ate a whole squad of ten Assault Marines in one gulp the last time I played a game.

I enjoy painting the simple black and yellow colour scheme because it scratches two itches at once: the effort to get certain parts of the model just right (the plate markings and the Rorschach ink blot patterns on the carapace) stands in stark contrast to being able to paint up a whole brood of Teramagants in about an hour.



Phil's distinctive blue-tongued Mawloc is positioned as if erupting from the ground.



The formungandr Tervigon is surrounded by black and extremely shiny Termagants.



HIVE FLEET OUROBOROS

KEITH ROBERTSON'S TYRANIDS

Keith: My goal with my Tyranid collection was to create an army of monsters. I'm not so interested in the smaller organisms, it's fair to say, and although I've painted my fair share of Termagants, I much prefer to fill Hive Fleet Ouroboros with larger bioforms.

On the tabletop, my army stands out but it really is deceptively simple to paint. The white flesh consists of three stages – a Skull White spray followed by a wash of Baal Red and Leviathan Purple, and then a highlight of Bleached Bone and Skull White. The carapaces are first painted Chaos Black and then varnished with Gloss Varnish. The weapons are painted in a light red tone, with eyes and other accents painted green. I like the scheme because it contrasts on several different levels. There's the classic black and white tone but you also have a direct contrast between the gloss against the matt on the skin.

So far, the army has had great success on the tabletop, and I'm hoping the addition of the Tyrannofex will mean even more victories to come.

The flamespurts on Keith's Pyrovores are painted red, which works well with the gloss black.



As a member of the Forge World design team, it's no surprise that Keith's armies feature Forge World model, in this case a Malanthrope.



A new addition to Hive Fleet Ouroboros, the Winged Hive Tyrant fits perfectly well with the theme and style of Keith's collection. Note the blue accents on the head used to pick out the veins, and how the wings have been given a red tone, rather than introducing a whole new colour.

Keith elected to paint a Tyrannofex, rather than a Tervigon, as it would take the crown as the largest of the monsters in his army.



The Venomthropes has been given an unhealthy green pallor. On the tabletop, Keith uses this creature to grant his larger and deadlier beasts a 5+ cover save.



The Tyrannid Warriors are the Troops in Keith's army. He has six broods in total, making his force surprisingly shooty for a Tyrannid army. As well as the shiny black carapaces, Keith has painted claws and talons in the same style.

SPLINTER FLEET HYDRA

TOM HUTCHINGS' TYRANIDS



Tom: My Tyranid army is a wash of red and purple tones, charcoal grey claws with the occasional flash of green or blue depending on the creature. I devised the colour scheme as a cross between Hive Fleets Leviathan and Kraken, imagining what would happen if the tendrils of both should meet up and mingle. The main component to my painting is an all-in-one wash over a Skull White basecoat. The wash is an equal-parts mix of Ogryn Flesh, Leviathan Purple and Gloss Varnish, which not only adds a sheen but breaks down the surface tension to give a better mix.

My force is extremely comprehensive allowing me to field a number of different army types. But, as always, the army is far from finished; the collection just keeps getting bigger. Next on my Paint Station are some Gargoyles, and when they're completed they'll go with the flying Hive Tyrant to create an air contingent, opening up further strategic options. By the same token, I plan to paint up some Ravens to accompany the Trygon and so add a subterranean strike force to the army.



A recent addition is the Winged Hive Tyrant. This is actually Tom's third Hive Tyrant model as it's a particular favourite bio-form of his. He doesn't think there is a more intimidating figure for your opponent to face, whether it has wings or not!



Tom's Broodlord has been repositioned and given a head swap and shoulder plates. It looks ready to pounce even as its Genestealer brood runs forward.



The Tervigon is another favourite of Tom's, he even has another currently being painted on his desk. With so many Termagants already in his collection, Tom's Tervigon(s) will have no trouble spawning broods and flooding enemy objectives.

WARHAMMER
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TYRANIDS

As well as the new Tyranid miniatures released this month, there are many other great models in the Tyranid range. We've displayed a selection of those available in stores on this page, but to view the full range, including bitz packs, go online.

CODEX: TYRANIDS

Codex: Tyranids is a 96-page book that is the consummate guide to the Tyranid menace, including full rules and bestiary for every unit in the army. An extensive background for the army is also included, alongside an 'Eavy Metal showcase of fantastically painted Tyranid miniatures and a stunning array of artwork throughout the book.

£20, €26, 200dkr, 250skr/nkr, 200rmb, 100zł

TYRANID PYROVORE

This squat Tyranid organism can project a blazing gout of flame. The Tyranid Pyrovore box includes one of these deadly creatures in resin.

£21.50, €30, 235dkr, 280skr/nkr, 250rmb, 110zł



TYRANID ZOANTHROPE

This clumpack contains a Citadel Finecast resin Zoanthrope; a slender bio-organism evolved to harbour incredible psychic potential that it unleashes in battle to blast its victims asunder.

£15.50, €20.75, 150dkr, 190skr/nkr, 150rmb, 75zł

TYRANID TRYGON/MAWLOC

This multi-part plastic kit includes parts to build either of the gigantic burrowing Tyranid creatures known as the Trygon or Mawloc. These enormous bio-constructs can burst from below the ground to scatter, slay and devour anyone within range.

£16, €45.50, 350dtk, 440skr/nkr, 350rmb, 175zł

TYRANID TERMAGANT BROOD

If you include one of the new Tervigons in your army, you'll need plenty of these Termagants for it to spawn in battle. This box set contains 12 plastic Termagants.

£18, €22.75, 175dtk, 220skr/nkr, 180rmb, 87.50zł

TYRANID WARRIOR BROOD

Synapse creatures such as Tyranid Warriors are key to keeping your broods under control. This box set contains 3 multi-part plastic Tyranid Warriors.

£25, €35, 270dtk, 330skr/nkr, 270rmb, 120zł



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HERALD OF THE GREAT DEVOURER

Reported Sightings of the Swarmlord

745.M41

The Swarmlord leads the final assault against Tyran Primus and Thandros as Hive Fleet Behemoth continues its insatiable advance. The Tyranids are finally destroyed at Macragge through the valour, determination and heroic sacrifice of many Ultramarines, but not before the Swarmlord lands Marneus Calgar a near fatal blow in personal combat during the battle for Cold Steel Ridge.

899.M41

Despite a vicious counter-attack from Saim Hann Craftworld, a splinter fleet from Hive Fleet Gorgon consumes the Maiden World of Morshanna after the Swarmlord's psychic screams shred the minds of Farseer Iriass and her entire Seer Council.

997.M41

During the assault on the Chaos citadel of Terrorfane, the Daemon Prince Khalathrac butchers several Tyran Guard before being unceremoniously decapitated by the Swarmlord.



Codex: Tyranids author Robin Cruddace presents the latest sightings and reported whereabouts of the terrifying alien menace known to Mankind as the Swarmlord.

Amongst the billions of creatures created by the Hive Mind, there exists one as old as the Tyranid race itself. This creature is the very pinnacle of the Hive Tyrant bioform, the ultimate conduit through which the Hive Mind's will is enforced. This creature is to a Hive Tyrant what a Hive Tyrant is to a Termagant. It is a monster of nightmare that has preyed on empires and overseen the extinction of civilisations. It is a destroyer of worlds and its names are legion. To the Imperium of Man, the latest to face this ancient predator, it is the Swarmlord, and it represents the greatest Tyranid threat to the galaxy.

Since the First Tyrannic Wars, the Swarmlord has carved a bloody path of carnage across the galaxy. It appears that the Swarmlord's link with the Hive Mind is so strong as to transcend the physical

limitations separating the different Hive Fleets. If the Swarmlord perishes on the battlefield, the Hive Mind re-absorbs its consciousness through the synaptic web. The Swarmlord is therefore deathless, and can be re-grown to face the enemy again, returning each time stronger than before.

The reincarnation of the Swarmlord appears to be a stress-induced response by the Hive Fleets, one triggered when its prey cannot be defeated through physical and biological adaptation alone. Indeed, the Swarmlord was created with the express purpose of out-thinking the enemy and developing new strategies. To this end, the Swarmlord possesses a glimmer of autonomy, more so than any other Tyranid. The Swarmlord combines its own resourcefulness with tactical knowledge accumulated through aeons of bloodshed.

Duel at Ichar IV 993.M41

Marneus Calgar, having narrowly escaped death at the hands of the Swarmlord during their confrontation on Macragge, was to face the beast again on the blood-soaked fields of Ichar IV. Accompanied by Veterans from the First Tyrannic War, Calgar led a daring Drop Pod assault that cut the head of the Tyranid's synaptic control, a battle that ended with the Chapter Master slaying the Swarmlord in single combat. Without the Swarmlord to counter Calgar's brilliant military strategy, the Ultramarines proceeded to surround the remaining xenos swarms piecemeal, cutting them down with disciplined volleys of bolter fire and cleansing them from the surface of Ichar IV. However, the Space Marines' victory comes too late to save the planet itself, for the Tyranids have already reduced it to a smoking charnel house of death and destruction. Perhaps worse for the Imperium, the Hive Mind re-absorbs the Swarmlord's consciousness and, having learned from its defeat, its next reincarnation shall be even more cunning and dangerous than ever before.



Assault on Octarius

999.M41

Following a devastating series of invasions that sees over two dozen worlds left dead and barren, the Swarmlord turns its attention to the Ork empire in the Octarius Sector. Orrok, the first Ork-held world to face Hive Fleet Leviathan, is overrun in a single night. Every corpse and scrap of biomass on the planet is reconstituted to create yet more Tyranids for the Swarmlord's primary goal – the invasion of the capital world of Octarius. Mycetic Spores by the million hammer out of the sky, unleashing countless Tyranids onto the surface. Within the hour greenskin hordes and Tyranid swarms have clashed across every acre of ground, and fighting quickly devolves into a brutal meat grinder. The Swarmlord seeks to break the deadlock by systematically hunting down and eliminating those Warbosses that hold the Ork forces together. So far three leaders have fallen to the Swarmlord's bonesabres, and two continents have fallen to Hive Fleet Leviathan, but Orks thrive on war, and the remaining greenskins seem to greet each new Tyranid offensive with ever-increasing levels of enthusiasm. The War for Octarius is far from over...



HORRORS OF THE HIVE FLEETS



With the Tervigon and Tyrannofex kit now unleashed upon the world, we turned to the Studio's leading Adeptus Biologis, Codex: Tyranids author Robin Cruddace, for some guidance on using these beasts on the battlefields of the 41st Millennium.

Don't just take Robin's word for how good these new monsters are – at the end of this article, we've included an extract of the rules and background for both the Tervigon and the Tyrannofex taken from Codex: Tyranids.

Robin: If I had the dubious honour of fighting for the Imperial Guard in the far future, then the opponent I'd fear more than any other would have to be the Tyranids. Facing swarms of alien critters as they came scuttling or flying across your battlelines would be terrifying and it's not just the smaller gribbles you'd have to face. Striding through the sea of Gaunts and the swirling carpet of Rippers come the hulking beasts, great organisms covered in muscle and chitinous armour plates, sporting scythe-like limbs or living bio-weapons.

However, Tyranids are specialists; each specimen, no matter how large or small, is bred for a specific purpose in the Hive Mind's insatiable quest to scour the galaxy. Of these creatures, the Carnifex is perhaps the most infamous and adaptable, an aggressive tank-hunter that can rip apart

flesh, bone, metal and plascrete with a sweep of its claws. Then there are creatures even larger, monsters that bridge the gap between Carnifex and the truly massive bio-titans. These creatures have been designated the Tervigon and Tyrannofex respectively and, like, everything else in the Tyranid force have specific battlefield roles. The Tyrannofex is an all-out tank destroyer, a living weapon platform capable of being armed with the most powerful and longest-ranged weapons conceived by the Hive Mind, whilst the Tervigon is a brood progenitor, able to rapidly spawn Termagants directly onto the battlefield.

Both monstrous creatures excel within their roles and over the coming pages I'll be taking a closer look at how you, in the guise of the Hive Mind, can maximise their use on the battlefield.

TYRANNOFEX WEAPONRY

The Tyrannofex exists purely for destruction and, as such, can be armed with a devastating array of bio-weaponry.

Once a Tyrannofex is deployed in battle then its use is far from subtle – fire at the enemy's high-end assets, whilst keeping it at arm's length from the opposing forces, is a good mantra to follow. The key to maximising your minimum 250-point investment is in how you arm your creature and then prioritise targets to suit the weapon load outs.

The Tyrannofex is highly customisable with a choice of eight different bio-weapons to choose from – one of three primary weapons, a choice of thorax swarms and one of two dorsal weapons.

Let's start with the big guns (or should that be *bug* guns?). Its default weapon, the acid spray, has a name that leaves little to the imagination. The key point is that its Strength 6 template weapon fires in a great torrent up to 12" forward. This gives it a decent range, allowing you to hit lots of heavily armoured infantry or flush out enemy embedded in cover from afar.

The rupture cannon is an unashamed anti-tank or anti-bastion weapon. With a range of 48" and a Strength of 10, no other

Tyrannid gun can fire further and pack a stronger punch. If you're expecting to face lots of heavily armoured foes or a high tank quota then the rupture cannon is a must.

The third main weapon option is the fleshborer hive. With only a range of 12" and Strength 4 you may at first wonder why the fleshborer hive is a viable option until you realise it's Assault 20. The hive is the ultimate anti-infantry weapon that will work just as well against the 15 Imperial Guard as it does against 5 Terminators – the sheer amount of living ammunition in the air means that even heavily armoured models will fail some saves.

The thorax swarm then provides an ideal secondary weapon system, especially if the enemy is getting too close. You have three choices here; all are template weapons, each with different properties. Electroshock grubs are a good high-Strength all-rounder. Desiccator larvae excel at slaying infantry, but are ineffective against tanks and high armour saves, while shreddershard beetles are low Strength but rending, so potentially very destructive.

Custom Killers

The Slayer of Hordes
Tyrannofex with acid spray, desiccator larvae and cluster spines.

250 points

Not only does this Tyrannofex use baseline and free weapon swaps to keep the points to a reasonable 250, it is also a full on horde killer with two template weapons and even a Strength 5 Large Blast option with the cluster spines.

Tank Quaker

Tyrannofex with rupture cannon, electroshock grubs, stinger salvo and regeneration.

250 points

While it's possible to broaden a Tyrannofex's scope by mixing weapon types, this beast is an impenitent vehicle buster. Regeneration with a 2+ armour save will keep the monster alive, and therefore shooting.

This Tyrannofex of Hive Fleet Leviathan is armed with a deadly fleshborer hive.



TERVIGON TACTICS

The massive and bloated form of a Tervigon continually spawns Termagants onto the battlefield, swamping the enemy with fast, scuttling Tyrannid life-forms.

Managing Minions

A Tervigon can only spawn Termagants that you have models for, so it's always a good idea to have 15 or so spare for every Tervigon in your army. There is no compulsion to start spawning from the first turn. Instead you could wait until the Tervigon is closer to the enemy. That way you'll have models where you need them and there may well have been Termagant casualties to increase your stockpile.



A Tervigon advances even as it spawns the latest Termagants to add to its brood.

A Tervigon may lack the awesome fighting abilities of a Hive Tyrant or the firepower of a Tyrannofex, but it offers far greater tactical possibilities as it is a gift that keeps on giving. Being able to generate additional Troop choices mid-game is a massive boon and one unique to the Tyrannids.

Before we talk about the Tervigon's many children, let's look at the mother itself. As a Monstrous Creature it is not the best fighter, although 6 Wounds and a Toughness of 6 should keep it in the game for a while – just keep a wary eye on enemy squads toting plasma and melta guns. It even has some firepower with the option of stinger salvos or cluster spines. However, it's the Tervigon's other abilities that make the beast so desirable. It is a synapse creature and a psyker to boot, its powers all geared to bolstering the abilities of the broods. Then, of course, there's the

Tervigon's place in the army list. You can take one as a HQ, or, you may have a Tervigon as a Troops choice for every Termagant brood taken in your army. Just let that sink in for a second: it's a Monstrous Creature that is a Troops choice, which can then create additional Troops

during the game. Placing a Tervigon on an objective will make it all but impossible for the enemy to recapture, especially as it continues to spawn Troops.

Don't hold the Tervigon back, advance onto objectives or simply harass the enemy. While it will not claim a massive tally of enemy casualties directly, its control over Termagants is absolute. The Brood Progenitor rule means that any Termagants within 6" gain Counter-attack rule can use the Tervigon's Leadership of 10. The same rule also allows the brood to share the benefits of any biomorphs the Tervigon has. So giving the beast adrenal glands will award all Termagants with Furious Charge, not forgetting they can also Counter-attack – suddenly you have a growing force that can control a whole flank on its own.

The Termagants' abilities can be further bolstered with the Tervigon's considerable psychic talent. Purchasing one or both of the additional psychic powers is a must. *Catalyst* will give your broods Feel No Pain, making them extremely resilient, perfect for occupying objectives. However, if you are still en route to an objective, then *Onslaught* will allow your Termagants to run and shoot their fleshborers.



SAMPLE
ARMY LIST

Tom Hutchings: My Tyranid army is about overwhelming the enemy with lots of targets. My opponent may take out one or two of my beasts, but by the time I close with him there will still be plenty of Tyranids left to wreak havoc. It's for this reason I rarely (with one notable exception) deploy anything in reserve; the more there is on the table, the less chance my opponent will have to concentrate his fire.

Let's start with the synapse creatures. I include plenty – for the principles already stated – and to make sure I remain in control of my units. My Hive Tyrant is fast and extremely 'hitty', able to take on all but dedicated close combat squads. My other HQ is a Tervigon – another synapse creature, and with the *Dominion* psychic power, it will be able to exert its influence over 18". I've also given it *Catalyst* as this

awesome power will make any Termagants close by extra hard. The additional Tervigon nestled in the Troops section is there to take advantage of the Hive Tyrant's Hive Commander rule. This allows a single unit of Troops to Outflank. While the Tervigon will come on the flank as a lone Troops unit, it will grow into multiple broods, making for an ideal flank attack, or for grabbing out-of-the-way objectives.

Also in the Troops section, I've included some Tyranid Warriors for more synapse and supporting weapon fire. The Termagants and Hormagaunts add a bit of mass to the force (and allow me to get my extra Tervigon in), whilst the Genestealers give the army combat effectiveness. Finally, the Trygon Prime is deployed right at the start, to both intimidate my foe and give me yet another synapse boost.

HQ

Hive Tyrant
Hive Tyrant with hive commander, wings, *Leech Essence* and *Paroxysm*.
255 points

Tervigon

Tervigon with *Catalyst*.
175 points

Elites

Venomthrope
25 points

Hive Guard Brood

2 Hive Guard
100 points

Zoanthrope Brood

2 Zoanthropes
120 points

Troops

Tyranid Warriors
3 Tyranid Warriors with deathspitters and toxin sacs.
120 points

Termagant Brood

22 Termagants
110 points

Tervigon

Tervigon with *Catalyst*.
175 points

Hormagaunt Brood

28 Hormagaunts with toxin sacs.
224 points

Genestealer Brood

9 Genestealers including Broodlord with scything talons.
174 points

Heavy Support

Trygon
Upgraded to Trygon Prime.
240 points

Total 1748 points



TERVIGON

The Tervigon is a massive creature, with a towering spined carapace that shields a swollen abdomen. The Tervigon relies on all three pairs of limbs for support. However, should the need arise, the giant beast can shift a greater proportion of its weight onto its rear legs, allowing it to scythe its claws back and forth in crushing arcs. Nor should the Tervigon be underestimated at range – its carapace conceals banks of cluster spines that can be fired at a considerable distance.

Yet no matter how fearsome its weaponry, the Tervigon's true threat lies within. Each Tervigon is a living incubator beneath whose lumpy carapace dozens upon dozens of Termagants slumber in a state of near-life. The Tervigon can spawn its dormant broods at will, jolting their razor minds into wakefulness. So it is that a foe engaging a Tervigon will find itself assailed by waves of skittering Termagants. The only way for a cool-headed enemy commander to end the horror is to have his troops concentrate all their firepower on the Tervigon – if the ponderous beast is slain, the resulting symbiotic backlash inevitably kills its young.

When a Hive Fleet travels through space, Tervigons do not slumber in a dormant state like other Tyranid creatures. Instead, they roam the ship's cavernous innards. Should a Tervigon detect intruders, it can spawn an army of frenzied Termagants to repulse the foe whilst using its potent synaptic link to awaken additional warriors.



	WS	BS	S	T	W	I	A	Ld	Sv
Tervigon	3	3	5	6	6	1	3	10	3+

Unit Type: Monstrous Creature.

Weapons and Biomorphs: Bonded Exoskeleton, Stinger Salvo, Claws and Teeth.

Special Rules: Synapse Creature, Psyker, Shadow in the Warp.

Spawn Termagants: A Tervigon can spawn Termagants in the Tyranid Movement phase before it has moved – even if it is locked in assault. If it does so, roll 3D6. Place a new unit of Termagants such that no model is more than 6" from the Tervigon – 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 of the models due to enemy proximity, impassable terrain or simply because you have run out of models, the excess is destroyed. The spawned unit may then move, shoot and assault normally. A unit spawned by a Tervigon is identical in every way to a Termagant unit chosen from the Troops section of the force organisation chart, and is treated as such for all scenario special rules. Models in a spawned unit have no biomorphs and always carry fleshborers.

If any double is rolled when determining the size of a spawned unit, the Tervigon has temporarily exhausted its supply of larvae – the unit is created as normal, but the Tervigon may not attempt to spawn further units for the rest of the game.

Brood Progenitor: All units of Termagants, spawned or otherwise, within 6" of a Tervigon can use the Tervigon's Leadership for any tests they are required to make. They also gain the benefits of the Tervigon's toxin sacs and adrenal glands (if it has any). In addition, all Termagant units within 6" of the Tervigon have the Counter-attack special rule.

Should a Tervigon be slain, every Termagant brood, spawned or otherwise, within 6" immediately suffers 3D6 Strength 3, AP - hits.

Psychic Powers: Dominion.

Dominion: *The Tervigon uses its prodigious psychic strength to channel and amplify the will of the Hive Mind.*

This psychic power is used at the beginning of your turn, before any Instinctive Behaviour tests are rolled. If successful, the Tervigon's synapse range is increased to 18" until the beginning of the next friendly turn.



TYRANNOFEX

There can be little doubt that the massive Tyrannofex exists purely for destruction – it is a monster created for the most gruelling of battlegrounds. Clad in a dozen layers of ablative chitinous armour and supported by three pairs of massive legs, it is as unyielding as any war engine constructed of steel or born of more conventional technology.

The Tyrannofex has the armour and fortitude of a living battle fortress and its weaponry eclipses that of its foes' most powerful battle tanks in both quantity and devastating potential. Cluster spine launchers nestling between thick chitinous plates provide the Tyrannofex with a formidable anti-infantry weapon. Worse, its body houses several breeding chambers. Here, the Tyrannofex nurtures all manner of ferocious organisms that it can unleash onto any enemy foolish enough to come too close. The Tyrannofex's main weapon, however, is a massive cannon fused with its torso, the largest and most destructive of any Tyranid weapons to be carried by anything smaller than a bio-titan. The precise nature of this weapon is different from creature to creature. Each represents a particular pinnacle of Tyranid bio-weaponry and is as efficient as it is unearthly in its design.

Given its massive bulk, the Tyrannofex is a ponderous beast and is prone to being overwhelmed if engaged in a protracted melee, should the enemy wish to brave its formidable short-range weaponry. However, such an obvious weakness has not gone unnoticed by the Hive Mind. Should the Tyrannofex find itself under threat, it emits a stress pheromone. This attracts other Tyranid bioforms, ensuring that the Tyrannofex will not have to combat a foe in close quarters without the aid of creatures more suited to doing so. Once the upstart attackers have been stomped flat by the Tyrannofex, diced by a flurry of Hormagaunt claws or shredded by Termagants' fleshborer fire, the Tyrannofex can return to its primary goal – blasting the enemy asunder with its fearsome bio-weaponry.



Acid Spray: This weapon stores huge reservoirs of caustic digestive fluids used to break down organic matter at a horrifying rate. This acrid concoction is sprayed over the Tyranids' victims, melting through body-armour with shocking ease and reducing its victims to shapeless gobbets of liquefied flesh.

	WS	BS	S	T	W	I	A	Ld	Sv
Tyrannofex	3	3	6	6	6	1	3	8	2+

Unit Type: Monstrous Creature.

Weapons and Biomorphs: Armoured Shell, Stinger Salvo, Thorax Swarm (with electroshock grubs), Claws and Teeth.

Rupture Cannon: Each time the rupture cannon fires, two different cannonball-sized projectiles are launched in quick succession. The first is a bloated tick that bursts upon impact, showering the target in a thick oily substance. The second is a seedpod with a virtually impenetrable shell. As the seed smashes into the target, it is coated in the viscous remains of the tick. The seemingly inert fluids dissolve the toughened shell in a fraction of a second resulting in a massive implosion powerful enough to wrench armoured vehicles inside out.

Range	Strength	AP	Type
48"	10	4	Assault 2

Range	Strength	AP	Type
Template*	6	4	Assault 1

*To fire the acid spray place the template so that the narrow end is within 12" of the weapon and the large end is no closer to the weapon than the narrow end. The acid spray is then treated like any other template weapon.

Fleshborer Hive: The fleshborer hive is a seething colony for the very same borer beetles found in a Termagant's fleshborer. The fanged creatures stored in the bloated sacs of the hive lay thousands of eggs that hatch and mature at an astonishing rate within the cavernous chambers of the brood nest. Indeed, the fleshborer hive must eject the beetles at regular intervals to prevent the Tyrannofex from bursting apart from the creatures birthed within it.

Range	Strength	AP	Type
12"	4	5	Assault 20

Special Rules: Instinctive Behaviour – Lurk, Fearless.

TERVIGON

It's unclear whether or not Steve Bowerman was compelled to paint a Tervigon by a psychic command from the Hive Mind, but he has done so nonetheless. Over the next few pages, he shows us exactly how he painted it. What a helpful chap.



Hive Fleet Behemoth

The techniques Steve shows in this Painting Workshop to paint the Tervigon can be readily applied to every other Tyranid model from Hive Fleet Behemoth, as the entire army shares the same colour scheme.

Steve: Despite having been painting miniatures for many years now, I haven't actually painted more than a handful of Tyranids before. But when I first set my eyes on the new Tervigon, I felt compelled to change that with immediate effect! The model looks really impressive visually, yet grotesque and menacing at the same time. I particularly love the Termagant that's bursting from the Tervigon's belly.

For me, whenever I think of Tyranids, I'm always drawn to the Battle for Macragge – the Ultramarines' desperate defence of their Chapter Planet against the encroaching Hive Fleet Behemoth. I therefore painted my Tervigon accordingly.

Despite my enthusiasm to get painting, however, I knew that the Tervigon would be a real challenge to paint so I took some time to properly plan the project before starting. As such a gigantic beast is invariably a focal point of the army, it's worth making sure that it looks suitably striking. Painting large areas in such a

vibrant red can be difficult, as it's easy to over-highlight to the extent that it looks garish. Equally, by not applying enough lighter shades to the flesh, it can end up looking dull – unbefitting for a race so renowned for its vigour and vitality.

Having studied the model on the box cover carefully, I decided that the best way to paint the Tervigon would be as a series of sub-assemblies – the six legs and the main body itself – before gluing the finished parts together to complete the model. This way, it will be much easier to get a paintbrush into the areas that would otherwise be partially blocked by the Tervigon's legs.

On the topic of the model's legs, once I had finished gluing the seven sub-assemblies together, I decided to paint one leg as a template for the rest of the Tervigon. In this way, I was able to try out my colour scheme before painting the entire model. After finishing the leg, I then set about replicating the various techniques I had just used on the rest of the model.

PAINTS AND TOOLS

Weapons of Choice

Remember that there is an exhaustive selection of Citadel tools and hobby supplies to help you assemble and base your miniatures, from Plastic Cutters and Hobby Knives to a range of glues and the Warhammer 40,000 Basing Kit.



PAINTING THE RED FLESH

I find that it's best to paint the flesh and exoskeleton of a Tyranid model first. The carapace and other details are, for the most part, layered on top of these areas, affording you far greater access with a paint brush, so it's good to get this stage out of the way before you move on.

After building the seven sub-assemblies, use Chaos Black Spray to undercoat them in readiness for painting. To speed up the initial process and lay on a smooth coat, I suggest using the Citadel Spray Gun to apply the first two stages, as you'll be painting over the other areas later.



Using the Citadel Spray Gun to get an even coat, apply a basecoat of Mechrute Red.



After Stage 1 has dried, spray another layer using a 1:1 mix of Mechrute Red and Blood Red.



Coat the flesh and exoskeleton with a generous wash of Baal Red.



When the wash is dry, apply a layer using a 1:1 mix of Mechrute Red and Blood Red.



Now apply another layer, this time with pure Blood Red, before highlighting Blazing Orange.



Wash the area with Baal Red, but be careful to avoid it pooling on the flat surfaces.



Apply a fine highlight to the same areas with Vomit Brown.



Wash the recesses of both the flesh and exoskeleton with Devlan Mud.

THE INCUBATION SACS



By painting the main body separately to the legs, the Tervigon's incubation sacs can be reached with a paintbrush far more easily. The fleshy skin tone works nicely as a contrast to the rest of the model, so I deliberately chose a pale colour scheme.

However, if you wish to paint your Tervigon as one belonging to a different Hive Fleet, particularly those of Kraken or Leviathan, you may need to use a darker skin tone, as it will better complement the lighter flesh tones of those particular Hive Fleets.



Other Hive Fleets

You can apply the techniques for painting flesh, chitin and claws to other Hive Fleets – just swap the colours listed here for the colours you wish to use, but use the same technique.



1 First of all, apply a basecoat of Tallarn Flesh.



2 Wash the recesses with Ogryn Flesh, then apply a 1:3 mix of Ogryn Flesh and water all over.



3 Layer the incubation sacs with Dwarf Flesh when the wash is dry.



4 Concentrating on the recesses and the veiny details, apply a wash of Leviathan Purple.



5 Edge highlight the raised details with Elf Flesh.



6 Carefully wash the larvae sacs with Thraka Green, then apply a highlight with Elf Flesh when dry.

PAINTING THE CARAPACE



Every breed of Tyranid sports a chitinous carapace that protects its spine, tail and head. In the case of most Hive Fleets, the carapace itself is painted black, then feathered a particular colour depending on which army it belongs to. This is certainly the case for Hive Fleet Behemoth, so the

first thing to do is apply a basecoat of Chaos Black. Make sure you pick out the underside of the carapace where it overhangs. To feather, apply a line of paint on the edge of the carapace, rinse out your brush, then use it to stroke the paint inwards to create a streaked blend.



Feather the carapace and spore chimneys with a 1:1 mix of Chaos Black and Hawk Turquoise.



Repeat Stage 1, but this time with pure Hawk Turquoise.



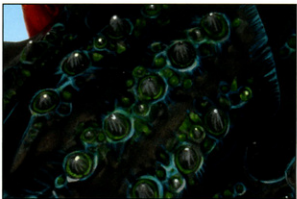
Apply a third feathering stage with a 1:1 mix of Hawk Turquoise and Fortress Grey.



Finish the carapace with a light feathering stage of Fortress Grey.

PAINTING THE CLUSTER SPINES

To paint the cluster spines atop the Tervigon's carapace, pick out the spines themselves with Chaos Black. Now feather them with Codex Grey before washing with Badab Black. Feather with Fortress Grey for a final highlight. Use a 1:1 mix of Goblin Green and water to fill the recesses around the spines. The watery mix will pool in the depressions and produce a nice effect as it gradually dries. If you want a stronger colour, you can easily re-apply this mix when it has dried until you're happy with the green effect.



SCYTHING TALONS AND TOXIN SACS

These two methods can be applied throughout your army, especially on rending claws (such as Genestealers) and hooves. In the latter case, use the same colours as for the scything talons but adopt the feathering technique as described earlier.



Paint a basecoat of Adeptus Battlegrey to start with.



Use Codex Grey to apply streaks onto the scything talons and exaggerate their sharpness.



Apply a wash of Badab Black to shade the talons.



Edge highlight with Fortress Grey to finish.



Carefully paint the toxin sacs with Dark Angels Green.



Layer with Snot Green to add depth to the toxin effect.



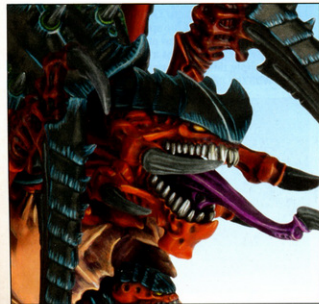
Layer the central areas with Scorpion Green.



Add a final highlight with a 1:1 mix of Scorpion Green and Skull White.

PAINTING THE FACE

To finish off the model's face, paint the teeth and slaving tongue as described on the right. After completing these stages, paint the eyes with Tausept Ochre before washing them with Gryphon Sepia. When dry, layer the eyes with Golden Yellow, then add a highlight of Sunburst Yellow.



Apply a basecoat to the tongue with Liche Purple and the teeth with Khemri Brown.



Layer the tongue with Leviathan Purple and wash the teeth with Devlan Mud.



Highlight the tongue a mix of Warlock Purple and Liche Purple, and the teeth Bleached Bone



Edge highlight the tongue with Bleached Bone and the teeth with Skull White to finish.

FINAL ASSEMBLY



Now that you've finished painting the body and six legs, it's time to fully assemble the Tervigon and glue it to its base. Remember to use Super Glue Thick to affix these painted sub-assemblies together, as Plastic Glue works best on components before you apply any paint.

I glued some rocks from the Warhammer 40,000 Basing Kit to help provide some texture and break up the model's large base, though you should feel free to base your model in any way you choose. Having painted the base, I decided to apply a few shiny areas to the model using some Gloss Varnish to reinforce the sliminess of the Tervigon. I coated the model's tongue and eyes with Gloss Varnish, but then made a 3:1 mix of Devlan Mud and Gloss Varnish to create a special wash. I applied this mixture to some of the recesses and joints to create a more sinister, alien look.

Well, now that I've shown you how to paint your Tervigon, it's time you painted the rest of your Tyranid army. Simply use the same techniques on all your other models!



Paint the adrenal gland in the same way as for the Tervigon's incubation sacs.



To finish off the spiky tip of the Tervigon's tongue, paint it the same way as for the scything talons.



Apply the green mix used for the cluster spines on the spore chimney interiors.



Paint the Tergagant at the same time as each stage on the Tervigon, using identical techniques.

WARHAMMER
40,000

UNLEASH THE
WOLVES!



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From the depths of space between galaxies, the Tyranids come; a horrific race of alien creatures whose only goal is to consume all that lies before them. Only the mighty Space Wolves, the Sons of Russ, stand in their path.

Fresh from the Spawning Pools

Constantly evolving, the Tyranids manifest new horrors each day, the largest and most ferocious of these being the gargantuan Tervigon, Tyrannofex and Hive Tyrant, and the creature known only as the Swarmlord. Speak to the staff at your local store about how you can add these new organisms to your existing Tyranid hive fleets.

The Great Devourer

The swarms of organisms in a hive fleet easily number into the billions and each shares a single need to feed. Mastery over the Hive Mind is to wield terrifying power on the battlefield. Fortunately your local Hobby Centre is the place to go for advice about building a hive fleet and how to deploy them in the name of the Great Devourer!

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The Space Wolves are almost as feral as the Tyranids themselves, albeit tempered by a fierce loyalty to the God Emperor. Riding on enormous Thunderwolves and accompanied to battle by Fenrisian Wolf Packs, they bring swift and bloody retribution to the enemies of Mankind. Find out in store how you can add these fearsome new units to your Space Wolves army.

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A COMPANY OF WOLVES

The Space Wolves Chapter is made of twelve Great Companies. In this article we feature two of the best known – those of Logan Grimnar and Ragnar Blackmane – as well as present new background from Phil Kelly about a lesser-known Wolf Lord.

THE GRAND ANNULUS

The Grand Annulus of the Space Wolves can be found at the centre of the Hall of the Great Wolf at the top of the Fang. It is a representation of the organisation of the Space Wolves Chapter. Each outer segment is a separately carved stone slab inscribed with the sigil and runes of the Wolf Lord it represents. During feasts in the hall, it is customary

for the Wolf Lords and their Wolf Guard to be seated within the area of the hall thus indicated by their 'name-stone'. The central device, bearing the sign of the Wolf That Stalks Between Stars, indicates the position of Great Wolf. This stone is rotated to show which of the Wolf Lords currently holds that honoured rank.



The Great Wolf's Great Company



Bran Redman's Great Company



Erik Krakendoom's Great Company



Erik Morkai's Great Company



Gunnar Red Moon's Great Company



Logan Grimnar (prior to becoming Great Wolf)



Harald Deathwolf's Great Company



Bjorn Stormwolf's Great Company



Egil Iron Wolf's Great Company



Krom Dragongaze's Great Company



Ragnar Blackmane's Great Company



Sven Bloodhowl's Great Company



Kjarl Crimblood's Great Company



The 13th name-stone marks Great Companies lost to Leman Russ and the Emperor.



THE COMPANY OF THE GREAT WOLF



The Great Company of Logan Grimnar is fanatically loyal to their charismatic and cunning leader. Each warrior is extremely proud of his link to the supreme lord of the Chapter, and constantly vies with his peers for the Old Wolf's favour. Logan Grimnar firmly believes that a battle can be carried by a few heroes in the right place at the right time, and hence competition for a place in his Wolf Guard is extremely tough. After all, what Son of Russ would not give his life for the glory of fighting alongside the Great Wolf?



HEAVY METAL

LOGAN GRIMNAR

Joe Tomaszewski: As Logan is the oldest and hardest of all the Space Wolves, I wanted to get across his age and experience in the painting. I've paid special attention to his face, highlighting the lines and hair to give him an aged but venerable look.

WOLF GUARD
TERMINATOR

Tom Winstone: As a member of Logan's Great Company, this model would have seen lots of action so I painted on plenty of scuffs and battle damage.



RAGNAR BLACKMANE'S COMPANY



The Great Company of Ragnar Blackmane is second only to Logan Grimnar's, boasting almost two hundred battle-hardened Space Wolf warriors and led by perhaps the most talented Wolf Lord of all.

Though Blackmane is slight in comparison to the enormity that is Bjorn Stormwolf and though he has yet to earn the wisdom of Grimnar, his sheer ferocity is legend. It is usually Ragnar who wins the yearly duelling contests that are fought between the Wolf Lords atop the highest point of the Fang. Ragnar Blackmane's Great Company frequently has the honour of leading the Space Wolves' planetary invasions, and rightly so, for it is a role at which Ragnar and his warriors excel – his packs are the undisputed masters of the Drop Pod assaults known as the Claws of Russ.



'EAVY METAL



BLOOD CLAW

Neil Green: Blood Claws are young and rash, so this was a very vibrant colour scheme to reflect that characteristic.



GREY HUNTER

Darren Latham: The face of this miniature conveys so much character so I focused on painting a weathered look.



LONG FANG

Neil: In contrast to the Blood Claw, the Long Fang is more mature, hinted at by the hair and the white-tipped wolf tails.



WOLF GUARD TERMINATOR

Neil: The Terminator was painted with gold as well as yellow for the spot colour. On the shoulder pad, I separated the metallic tone from the matt colour by using red.



Led by Ragnar, Space Wolves counter-attack Orks amidst the petrified trees.

SAGA OF HARALD DEATHWOLF

Inspired by the new Wolf Lord on Thunderwolf, Phil Kelly has uncovered fragments of the heroic saga of one of the lesser-known leaders of the Space Wolves, Harald Deathwolf, and explains how he uses him in games.



Harald Deathwolf has taken the symbol of the Ravening Jaw. The Ravening Jaw symbolises the Wofltime, the end of all things, when Morkai will eat the sun and eternal night will shroud the stars.

Harald himself rides to battle upon the great grey wolf, Ictetooth. It is said that Harald's senses are so sharp he can smell the fear of his prey from several leagues distance. His Great Company goes to war accompanied by a host of lupine beasts, be they flesh and blood, cybernetic construct or even the spirits of loyal companions.

THE ICTEETH

Upon the Red Moon of Gallimius did the Deathwolf hunt
At Mount Ictetooth he duelled his once-brother
Svane Vulfbad

He who had turned from the Allfather's grace
The clangour of their duel rivalled the rage of the storm
Long they fought, but when lightning struck them
Only the Deathwolf remained on high
He took up the splinters of the traitor's frost axe
And forged them into the jaw of his wolf.

In 913.M41, Logan Grimnar tasked Harald Deathwolf with the execution of the noted traitor Svane Vulfbad, a rogue Wolf Lord who had become so disillusioned with the grinding workings of the Imperium that he had turned to Chaos. Deathwolf and his company uncovered Vulfbad in the star system of Clieves, eventually tracking his elusive quarry to the storm-wracked moon of Gallimius. Deathwolf rode his Thunderwolf through the planet's ferrite

dust storms at the head of a small strike force of Wolf Scouts. The visibility was so bad that Deathwolf had to track his quarry purely by scent, but he later claimed the stink of rank sweat and treachery was so strong it was child's play to follow.

After weeks of stalking, the hunting party cornered Vulfbad atop a dust-crowned mountain just as he was about to complete a summoning ritual that would have seen Vulfbad's armies thronged with Daemons. The renegade fought like a madman even after his allies had been slain, badly wounding Harald's Thunderwolf in the process, but he was ultimately outmatched. As Harald brought his axe round to deliver the deathblow, a bolt of lightning struck them both. When the dust settled all that remained of Vulfbad was his frost axe, a shard of which now juts from the cybernetic jaw of Harald's Thunderwolf. The beast has been named Ictetooth ever since.



BANE OF
GREENSKIN FOES

In the tundra of Icenus
Deathwolf did spy foul Orks
The green-skinned wyrd
Cast a hex upon Harald.
But before the Ork could
Summon its fell powers
Deathwolf lopped off its head,
And set about the rest
For two days he fought,
Only halting his blade when
there was no Ork left to smite.

THE SLAYING OF THE ICE TROLLS

Down from Asaheim they came
The Ice Trolls, gorging on the hot flesh of man
Deathwolf felt the plight of his kin
He smote the beasts in a single night

In 892.M41 Harald Deathwolf – in his mortal life a fierce champion of the Tide Hounds tribe – heard tell of a migration of Ice Trolls that had reached his old stomping grounds and begun to devour the humans they found there. The Tide Hounds had fought a valiant action to preserve their homes and hunting grounds but the migration was too large, the Ice Trolls too vicious. On the verge of berserk rage, Deathwolf made an unsanctioned return to his mortal roots during the middle of the night and led his savage tribe-kin to victory against the Ice Trolls that were assailing them. Harald himself took a great toll on the Ice Troll migration and still wears the skin of the largest of their number as a trophy to this day.

THE WOLVES OF HELWINTER

When the Kraken's Egg hatched
The beasts of the Sea of Stars split out
Harald's Wolves smelt their evil in the air
In the Halls of Russ battle was joined.

In early M999.M41, the 50-foot long, leather-skinned 'Kraken's Egg' that sat stinking in the Trophy Hall of the Fang split open to disgorge a slithering swarm of tentacled weapon-beasts. It was Harald Deathwolf's Fenrisian Wolves that smelt their acrid stench first, and their howling was such that the Wolf Lord himself went to investigate. Together with Canis Wolfborn and a warband of Battle-Brothers he had gathered on his way to the Trophy Hall, Harald took his wolves into the slime-slicked galleries and messily butchered the foul things one after another. It was a hard-fought victory, however, and none of the combatants escaped without the circular scars of the kraken-spawns' tentacles somewhere upon their body.



The Great Company Banner of Harald Deathwolf.



PAINTING GUIDES

For a guide on painting both Space Wolves and Thunderwolves, turn to page 62. And next month you can see Harald Deathwolf continuing his saga as we pitch him against the Swarmlord in a battle report.

THE EATER OF SOULS

Through the acid swamps of Comania the Deathwolf stalked
 His quarry the Eater of Souls
 He caught the beast up by its snapping claw
 And cast it into the fires of his star-ship
 The Daemonsmith, whose hammer had fashioned the beast,
 Sent his metal monsters to seek revenge
 To no avail. The Great Company's teeth sunk deep
 And tore out the planet's rotting metal heart

A century after his elevation to the position of Wolf Lord, Harald Deathwolf and Canis Wolfborn set off from Ferris to the toxic quagmires of Comania. Comania was a planet in the neighbouring system that had ceased responding to all Imperial vox signals. Close-range auguries from Harald's Rune Priests revealed the world to have been overtaken by a Chaos-tainted machine plague that had infected every complex system and manufactory. A Drop Pod strike would have been quickly lost in the deathworld's acid swamps, so Harald made his way planetside in the Thunderhawk gunship *Jaegarhundert*. Wading through the

vitriolic waters of the swamps, the Wolf Lord was ambushed by a gigantic many-legged Daemon Engine that burst out of the swamp, guns spitting fire.

Harald dodged and rolled, avoiding its snapping claws even as he voxed for support from his Thunderhawk. The beast was not easily fooled, and crippled the incoming gunship's turbolaser with a putrid blast of vomit from its great maw. But the Space Wolves are resourceful warriors, and the Thunderhawk's pilot caught the beast in *Jaegarhundert's* afterburners just as Harald and Canis dived under the brackish waters to attack it from below. The destruction of the brass beast triggered a full-scale war between the Daemons that infested the planet and Deathwolf's Great Company. Although Harald lost a full third of his men in the process, the Warsmith who had engineered the planet's corruption was hunted down and killed, his twisted manufactories brought down around him by systematic Vindicator fire. Harald had forged an epic verse for his saga.



Harald wears a cloak of Ice Troll hide, made from one he slew while defending his mortal tribe.

Icetooth has a shard from the frost axe of the renegade Vulfbad embedded in his jaw.

ADDING CHARACTER

Phil: The Space Wolves positively ooze personality. Just look at the Wolf Lord above, a larger-than-life warrior barbarian with a brawler's nose and a moustache that would make a walrus jealous. Models as characterful as this one simply demand a name and a backstory, or as the Space Wolves would call it, a saga.

Sagas are a great way to ascribe character to your heroes over and above what wargear he carries into battle. Not only do they give you a flavourful rules benefit, they even give your leader a special mission. The Saga of the Wolfkin, for instance (an obvious choice for our mate Harald) gives all Fenrisian Wolves in the same army Initiative 5 and Leadership 7, though it is his duty to see that some of them survive.

Of course, it's entirely up to you how you make these models your own, what names you give them, and what mighty deeds you attribute to them. You'll find you get far more enjoyment out of your games if you make that little bit of mental effort to imagine a name and a background.

HARALD DEATHWOLF

Wolf Lord with the Saga of the Wolfkin, frost axe, storm shield, wolftooth necklace, wolf tail talisman, mounted on a Thunderwolf and accompanied by two Fenrisian Wolves.

250 points



A Wolf Lord on a Thunderwolf is a true killing machine. You get some serious stat boosts from your hairy steed (+1 to Strength, Toughness and Attacks – all the really good ones), but it's the mobility that's the clincher. You need to get your Wolf Lord into the fight nice and early if you want him to pay for himself, and your opponent will usually do everything he can to stop that from happening. Because of this I've always surrounded my Wolf Lord with Fenrisian Wolves as ablative armour. Sometimes I accompany the boss with a small posse of Thunderwolf Cavalry as well, a couple of whom carry storm shields so they have a good chance of surviving any anti-tank fire pointed their way. Once the Wolf Lord gets into the fray he can lay about himself with no less than seven Strength 6 frost axe attacks that always hit on a 3+ because of his wolftooth necklace, and his Toughness 5 and 3+ invulnerable save give him serious defensive clout. I must say I love the idea of a double-hard pack of lupine war-beasts hammering down the flank while the rest of my army suppresses the foe long enough for the party to start!

WARHAMMER
40,000

SPACE WOLVES

The Space Wolves range boasts an expansive selection of multi-part plastic kits and Citadel Finecast miniatures that are available to buy now in store and from the website. If you seek to earn your own saga, consider the recommendations below.

CODEX: SPACE WOLVES

The essential guide to the Sons of Russ, Codex: Space Wolves is the ideal starting point for any Space Wolves collector. The 96-page Codex includes a full army list and bestiary section for each unit entry, as well as details of the special characters, unique wargear, vehicles and equipment utilised by the Space Wolves when they take to war.

£20, €26, 200dkr, 250skr/nkr, 200rmb, 100zl



CANIS WOLFBOРН

This box set includes the mighty Canis Wolfborn in resin. Canis is a feral Wolf Guard who allows Fenrisian Wolves to be taken as Troops choices.

£30, €39, 300dkr, 380skr/nkr, 300rmb, 140zl





SPACE WOLVES PACK

The Space Wolves Pack multi-part plastic box set forms the mainstay of any Space Wolves army, allowing you to build squads of 10 Blood Claws, Grey Hunters, or even Wolf Guard, and equip them with a variety of different weapon options.

£23, €30, 225dk, 280sk/nkr, 230rmb, 112.50z



SPACE WOLVES WOLF GUARD TERMINATORS

This multi-part plastic kit enables you to make five elite Wolf Guard wearing Terminator armour. If you include Logan Grimnar, you can take them as Troops.

£28, €35, 270dk, 340sk/nkr, 270rmb, 135z

LOGAN GRIMNAR

The Chapter Master of the Space Wolves, Logan Grimnar is a natural choice of HQ unit to lead your army. Logan Grimnar is a resin miniature clad in Terminator armour.

£14.50, €20.25, 150dk, 190sk/nkr, 150rmb, 75z



NJAL STORMCALLER

The most senior of the Space Wolves' enigmatic order of Rune Priests, Njal Stormcaller assails his enemies with bolts of lightning and freezing blizzards. This resin miniature depicts Njal Stormcaller wearing a suit of Terminator armour.

£14.50, €20.25, 150dk, 190sk/nkr, 150rmb, 75z



FOR THE FULL SPACE WOLVES RANGE VISIT THE WEBSITE:

WWW.GAMES-WORKSHOP.COM

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LISTEN WHILE YOU PAINT

Whilst you're busy painting your Space Wolves, why not immerse yourselves even more in the 41st Millennium with a Black Library audio drama. *Thunder from Fenris* is an apt choice, an exciting Space Wolf audio drama by Black Library stalwart, Nick Kyme, now available to download from:

BLACKLIBRARY.COM/AUDIO

Steve Bowerman returns to bring his formidable painting skills to bear on the new Thunderwolf kit, painting three mighty Wolf Guard riding their monstrous mounts.

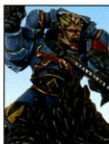
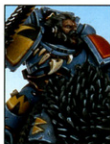
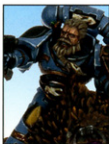
Steve: sight of a power-armoured Space Marine riding a fearsome wolf into battle is an extraordinary one. No wonder they have never been officially documented by outsiders, and remain little more than a hushed rumour to all but those within the Space Wolves Chapter. Such a great concept and plastic kit deserve your full attention when it comes to preparing them for the battlefield.

As tempting as it is to fully assemble and glue together each model before painting, I'd highly recommend keeping the rider and mount as separate sub-assemblies for now. Simply build your Thunderwolf and then add the corresponding rider legs, temporarily sticking them down with adhesive putty. You can then assemble the rest of the rider using the torso and arm options in any combination you like. I placed the riders so they interacted with their mounts as much as possible. A few of the left arm options allow you to have the rider grip the beast's fur. A small peg on the top of the ball joint on the waist is there to

guide the positioning of the torso, allowing you to get the correct angle and turn the Wolf Guard in place so he's gripping the fur. Alternatively, you can snip off the peg to get maximum use of the ball joint and place the torso in a more extreme angle if you wish. Although you can potentially get some dramatic positioning doing this, I'd sound a note of caution as you don't want your Space Wolf to look like he's about to fall off of his mount! When I was happy with the assembly, I removed the rider and temporarily stuck him onto a flying base, so I could easily hold the model while painting. The reason we're keeping rider and mount apart for now is that both use very different styles. The Thunderwolves themselves are painted up with lots of drybrushing, letting the paintbrush pick up all that textured detail on the fur, while the rider requires much smoother effects – largely layering and edge highlighting. Once you've mastered these techniques, they can then be replicated across the rest of your Space Wolves collection.


POWER ARMOUR

For the Wolf Guard's power armour, I've simply used the technique that we normally use to paint power armour – a solid basecoat followed by a wash into the recesses and a couple of edge highlight. The shoulder pad colours follow a few heraldic rules as described in Codex: Space Wolves. The left pad was painted yellow, to denote Wolf Guard markings and I painted the right red. These techniques can all be applied to the rest of your Space Wolves with ease, whether batch painting or painting individual models.


POWER ARMOUR


Start by painting the power armour with a 1:1 basecoat mix of Space Wolves Grey and Shadow Grey.



Using Devlan Mud, apply the wash into the recesses and breaks between armour plates. Note that the larger joints in the armour should be left Chaos Black.



Edge highlight the armour plates with pure Space Wolves Grey. An option is to include the odd blotch as you apply the paint; this will be used to create chips in the armour.



Apply a final edge highlight using a 1:1 mix of Space Wolves Grey and Bleached Bone. Now apply chips over the blotches with a 1:1 mix of Scorched Brown and Chaos Black.

YELLOW PACK MARKINGS


Basecoat the inset of the right shoulder pad with a solid layer of Iyanden Darksun.



Wash the area with Gryphonne Sepia, keeping the wash within the confines of the shoulder pad.



Now layer on a second coat of Iyanden Darksun, leaving the previous coats uncovered around the edges.



Finally, using Bleached Bone, highlight close to the edge of the shoulder pad but before you get to the darker tones of the exposed coats from previous steps.

RED COMPANY MARKINGS


Start by basecoating the inset of the shoulder pad with a 1:1 mix of Mechrite Red and Blood Red.



Now wash the entire area with Baal Red. Try not to cover the trims of the shoulder pad.



Use pure Blazing Orange to carefully highlight close to the rim of the shoulder pad.



Apply Vomit Brown right into the recess, next to the rim of the shoulder pad. The Great Company icon will be applied later with the aid of transfers (see page 67).

WOLF FUR AND PELTS

Thunderwolves are not pack creatures, but hulking monsters that each carve out their own territory. As such I wanted each mount to look individual and so painted it a different colour. You can, of course, do the same, or simply choose one of the methods below for all your Thunderwolves, or even just use two schemes. The choice is yours.

What's more, these fur tones can be applied to any other hairy creatures in your collection. Most obviously for Space Wolf collectors are the Fenrisian Wolves, but don't forget the wolf pelts and fur ornaments that often adorn your miniatures. When painting, the techniques below all make a distinction between the lower and higher parts of the body. This is easily recognisable with the coarser hair around the head and tail and the finer fur on the body. The bionics on the Thunderwolves were picked out using the same techniques for gold and silver detailed on the following page.



GREY FUR



Basecoat the entire Thunderwolf with a coat of Adeptus Battlegrey.



Now wash the whole model with Badab Black. When dry, apply an additional wash on the face and along the apex of the back, all the way to the top of the tail.



Drybrush the lower part of the body and paws with Adeptus Battlegrey. The rest of the model should also receive a very light drybrush using the same colour.



Now apply a drybrush of Kommando Khaki. Again, paint this just onto the lower body.



Next, edge highlight Codex Grey around the face and on the coarser hair fronds. Apply a light drybrush of Vomit Brown to the lower body.



Finally, highlight the coarser hair on the upper part of the body with pure Space Wolves Grey.



DARK BROWN FUR



Start by basecoating the model with a coat of Scorched Brown.



Wash Badab Black all over the model. When this is dry apply a second wash coat over the top portion of the body.



Now, drybrush the lower part of the Thunderwolf with Calthan Brown.



Again, focusing on the lower portion of the body, drybrush the with Khemi Brown.

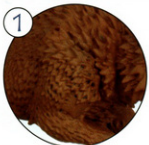


Drybrush Kommando Khaki over the lower part of the model. Then, using a 1:1 mix of Calthan Brown and Codex Grey, drybrush the top portion of the creature.



To finish, highlight the top fur and face with pure Fortress Grey.

LIGHT BROWN FUR



Begin with a basecoat of Calthan Brown, applying a solid coat on the whole miniature.



Wash all over with Gryphon Sepia. Then apply a wash of Badab Black on the coarse fur, paws and face. Apply a third black wash on the face and along the spine.



Drybrush the entire model with a light coat of Khemi Brown.



Now apply a light drybrush of Vomit Brown to the paws and belly of the beast.



Highlight the face and coarse fur with Calthan Brown.



Finally, highlight the same areas with a 1:1 mix of Calthan Brown and Vomit Brown.

FINISHING DETAILS

GOLD DETAILING



1 Basecoat the area with a 1:1 mix of Scorched Brown and Shining Gold.



2 Layer Shining Gold over the area, but not covering the recesses.



3 Now wash the whole area with Devlan Mud.



4 Finally, edge highlight with thin coats of Mithril Silver, to give the gold a shine.

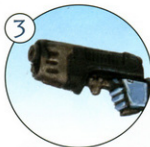
SILVER METALLICS



1 Apply Boltgun Metal as a basecoat to the chosen area.



2 Now wash the silver part with Badab Black.



3 When the previous wash is dry add a second wash coat, this time with Devlan Mud.



4 Edge highlight the grilles and all other angles with Mithril Silver.

FACES AND SKIN



1 Basecoat the exposed skin with Calthan Brown.



2 Now you can wash the area with a generous coat of Ogryn Flesh.

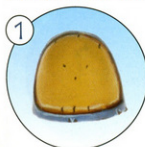


3 Once the wash has dried, layer on Tallarn Flesh, avoiding the recessed parts of the skin.

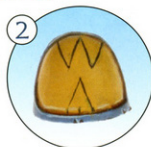


4 Finally, highlight with Elf Flesh. The more highlight you apply, the lighter in tone the flesh will appear.

PACK MARKINGS



1 Using Chaos Black on the right shoulder pad, start to plot out a Wolf Guard design to your liking. Place points to map out the design.



2 Join the dots with a Chaos Black key line. You can use Iyanden Darksun to sharpen the lines and correct any mistakes.



3 Now, fill in the pack markings with a solid coat of Chaos Black.



4 Edge highlight inside the black shapes with a line of Adeptus Battlegrey. Use Bleached Bone to edge highlight the yellow area.



FINISHING YOUR THUNDERWOLF CAVALRY



The red lens of the bionic eye was first painted Scab Red, blended with Blood Red and then Blazing Orange. A single dot of Skull White was applied to the dark area.



The Thunderwolf's bionic parts were painted using techniques explained elsewhere in this article, most notably the silver and the plates painted as power armour.



The saddles were first painted Scorched Brown, followed by a Badab Black wash. They were then highlighted with Calthan Brown and 'spotted' with Bleached Bone.



The tongue and gums were painted Liche Purple and layered Warlock Purple. A quick tip: while the Warlock Purple is still wet, apply a small dab of Bleached Bone.

APPLYING ICONS WITH TRANSFERS

The Space Wolves transfer sheet has a multitude of icons. You can use these in their whole form, or combine them with a bit of freehand (paint can be readily applied over transfers) to create even more Space Wolf symbols, including the Great Company icons not already on the sheet. I wanted my Thunderwolves to be part of Harald Deathwolf's Great Company, which is why I painted the left shoulder pad red.



Harald Deathwolf's
Great Company



Bran Redmaw's
Great Company



Sven Bloodhowl's
Great Company



Very carefully cut out the small Logan Grimnar symbol from the transfer sheet. You only need the wolf head part of the design.



Using the instructions on the back of the transfer sheet, apply the symbol in an off-centre position onto the right pad.



Paint around the wolf symbol, its eyes and inside the mouth with a 1:1 mix of Mechrite Red and Blood Red.



Use Skull White to paint the star. Start in the middle, then paint on the tapering points, first as a cross followed by the diagonals.

STANDARD BEARER



Jervis Johnson, dashing gentleman explorer, has spent the past year jetting around the world to various Games Days and talking to you lot. Here's what you've been wanting to know!

Jervis spends pretty much all of every Games Day chatting to hobbyists from around the world.

I was lucky enough to attend three Games Days last year – UK Games Day in Birmingham, Spanish Games Day in Madrid, and Italian Games Day in Modena – and I always enjoy going to Games Day. The main reason I enjoy it so much, is that there is nothing quite like going to a Games Day to remind me what our hobby is really all about. It grounds me, and reconnects me to my hobby roots.

The other thing I love about attending Games Days is that while we all come from incredibly diverse cultures, the hobbyists I meet are enthusiastic about the same things, and share the same passions. This means we can quickly establish a rapport, and can chat away about our hobby.

And this finally leads to the theme for this month's Standard Bearer, which is that I've found that no matter where I go, or how many Games Days I attend, I often get asked very similar questions. I thought it would be worthwhile using Standard Bearer to showcase the more common questions I'm asked, and give my answers. After all, I can only speak to a few dozen people at every show, and there must be many more of you wondering the same things.

Q. What are you working on?

A. This is probably the most common question I'm asked, and also the most difficult to answer. The reason for this is that I'm usually working on things that won't be coming out for ages – sometimes a year or more in the future. Over that time the details of the project are likely to change, and I usually don't know for sure exactly when it will be coming out anyway. So, rather than build up false expectations about what we're working on and when it will be coming out, I usually say something along the lines of 'Oh, I'm working on a number of really exciting

projects – check the pages of White Dwarf and our website to find out more about them closer to the time they will be released.' It's a bit of a cop-out, I know, but bitter experience has taught me that it's much better than saying something is going to happen and later having to explain why it didn't...

Q. When will there be a new book for my army?

A. And this is probably the second most common question I get asked. Once again, it's a difficult question to answer specifically, for the reasons I've just discussed. However, in this case I can reassure the questioner that yes, there will be new models and supporting material for their army – I just can't say when. We're committed to supporting all of the armies that are currently available for our games, and although there can sometimes be large gaps between releases, this is only because we're trying to make sure that when the releases come out they are as splendid as it is possible to make them. This means that if you have a favourite army, and it hasn't had any new models for a while, you can be certain that we're working away behind the scenes, trying out ideas and coming up with new concepts. Sometimes this process takes a few months, and sometimes it can go on for years. Once we're happy that everything is perfect, the project will get a green light, and will be announced with suitable fanfare.

Q. What is your favourite army?

A. This is always a difficult question to answer, because as a designer my relationship with an army is very different to that of a player. Over the years I've worked on just about every army we make, and in every case, while I was working on the army, it was my favourite. To be honest, all of the creative people I work with are the same way – we have to be able to fall in love with whatever it is we're working on, as otherwise we simply wouldn't be able to produce material that is of sufficiently high quality for Games Workshop to bring out. So right at the moment my favourite army is the Ogres, while Mat Ward is very fond of the Necrons. In a few months, fickle covers that we are, our affections will have been transferred to a new army...

Q. How do I get to be a games designer and work at the Studio?

A. Well, first of all you should keep an eye on the pages of White Dwarf or our website for the Studio jobs that occasionally come up, and apply for them. Then you need to be talented, work hard, be stubborn and get lucky! All of the people I work with in the Studio are incredibly talented, but





they will all tell you that sheer talent is simply not enough. First of all you need to work hard to practice your skills, and be willing to keep on working hard to improve them. I've been told that learning a new skill is 10% ability and 90% practice, and that seem around about right to me. As a games designer, you will need to be able to play all of our games, write rules for all of them, and be able to write creatively too. In addition to the ability to actually do the job, however, you will also need

Q. How do you playtest the rules?

A. The process is quite simple really. When a new set of rules or a new army list is written, the first playtest games will all be done by the Games Development team. These early tests are mainly about making sure that the rules 'feel' right – in other words, that they emulate the game background well, and bring the army to life on the tabletop. Once we're happy with this aspect of the rules, we call in a group of players known as our 'external

Of course it's not just Jervis who hobbyists want to talk to at Games Day, but all manner of Studio folk.

“The thing I love about attending Games Days is that while we all come from diverse cultures, hobbyists are enthusiastic about the same things.”

to stubbornly pursue it, come hell or high water. And lastly, you need to be lucky: quite often, getting a job in the Studio comes down to being in the right place at the right time. I know that's why I'm here!

Q. How do you decide what to release?

A. As I've already mentioned, we plan to bring out new models and updated army books for all of our armies. However, we don't have a strict schedule that decides what order we do things in. We've found that it's far more important to wait until there is an enthusiastic group of designers who really want to work on a project and have some great ideas about what we could do. So, while we might put out the word that it's about time we did something for 'Army X', it won't go on the schedule unless we have a really good set of ideas. Until then, we'll just keep on brainstorming ideas until inspiration strikes!

playtesters'. These are experienced players, many hardened veterans of the tournament circuit, and they help us make sure that the rules are as loophole free as we can make them, and that the points in any army lists are correct. Meanwhile the games developers carry on testing the rules, making corrections as needed based on the games being played and the feedback we receive. The process takes anywhere from three months to well over a year, depending on the complexity of the project.

And with that I will leave you for another month. As ever, please write to me if you have any thoughts or questions about Standard Bearer. Even better, come over and talk to me in person at one of our Games Days. There really is nothing I like better than discussing the hobby, and you'll be helping me recharge my hobby batteries at the same time!

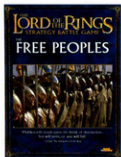
Write to Jervis at:

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

AMBUSH AT AMON SÛL



Having evaded the pursuing Nazgûl at Bree, Aragorn and the four intrepid Hobbits seek refuge amid the ruins of Weathertop. Andy Hall and Tom Hutchings join the story to refight the action as the Ringwraiths launch their ambush by moonlight.



The Attack at Weathertop extract shown opposite is one of seven narrative scenarios featured in the Free Peoples sourcebook.

Last month, to celebrate the release of the new sourcebooks for The Lord of the Rings Strategy Battle Game, we showcased a pair of battle reports pitting two armies against one another in Points Match games. This month, we wanted to explore another aspect included in the sourcebooks: the narrative scenarios themed around the armies that feature in each sourcebook.

The Attack on Weathertop scenario from the Free Peoples sourcebook (shown opposite), is just such an example. We couldn't resist the opportunity to refight such an exciting scene from the Fellowship of the Ring movie. After a quick trip down to the Forge World office (and no small amount of begging and pleading), we returned with their beautiful Ruined Watchtower of Amon Sûl terrain kit to use!

So that was the scenario and terrain sorted. Now all we needed were two willing volunteers. Fresh from his victory over Andrew Kenrick last issue (*That's enough about that – Ed*), Andy Hall was keen to continue his winning streak, and snapped up Aragorn and the four Hobbits. But a fell voice emanating from the darkest corner of the Studio was unmistakably that of Tom Hutchings, White Dwarf's very own Dark Lord. Tom has long had a penchant for all things Evil, so we were frankly unsurprised when he demanded the right to command the Nazgûl in the battle report.

As a narrative scenario, the forces involved were predetermined, so both players retreated with their respective sourcebooks to come up with a plan. Andy quietly beseeched the Valar for guidance as Tom returned to his shadowy sanctuary.

ATTACK ON WEATHERTOP

In a desperate bid to reach Rivendell, Aragorn leads Frodo, Sam, Merry and Pippin into the barren wilderness. They are pursued by those who hunt the ring – the dreaded Ringwraiths. On the ancient hill known as Weathertop, the Hobbits are attacked by four Ringwraiths and the Witch King himself.

Aragorn, accompanied by Frodo, Sam, Merry and Pippin, has decided to make camp here for the night, so as to have a better view of their surroundings. As darkness closes in, the company make a fire to fight off the chill. Whilst Aragorn searches the slopes for more firewood, the enemy has spotted the campfire and approaches the makeshift camp unseen. The battle that follows is as much a battle of wills as of blades – can Frodo and his companions withstand the might of five dreaded Nazgûl?

PARTICIPANTS – GOOD

This scenario features Aragorn - Strider, Frodo Baggins, Samwise Gamgee, Meriadoc Brandybuck and Peregrin Took, all found in the Fellowship army list.

PARTICIPANTS – EVIL

On the Evil side there are four unnamed Ringwraiths and the Witch-king, all from the Mordor army list (Mordor sourcebook) with the minimum amounts of Might, Will and Fate. All the Ringwraiths are on foot, having left their mounts at the foot of the hill some distance away.

LAYOUT

The game is played on a 48"/112cm x 48"/112cm table. The summit of Weathertop is represented by a raised circular plateau whose top is approximately 12"/28cm in diameter. The edge of this plateau is demarcated by ruined foundations forming a broken circle around the top of the hill.

The ruins comprise a mix of open ground, walls low enough to jump over, and higher walls that are impassable. This lies in the centre of the playing area. The area around represents the lower slopes of the hill – but to be practical, a flat table surface will do fine. In the centre of the ruined circle is a camp fire. This can be represented in any convenient way – a piece of cotton wool will serve for fire smoke.

STARTING POSITIONS

The Good side starts off with the Hobbits within the ruined circle. Aragorn must be placed within 6"/14cm of the northern board edge. Once the Good side has set up, the Evil side sets up at least 18"/42cm away from the Ruins as shown on the map.

INITIAL PRIORITY

The Good player has priority in the first turn, but note, they cannot act until they spot the enemy (see Special Rules).

OBJECTIVES

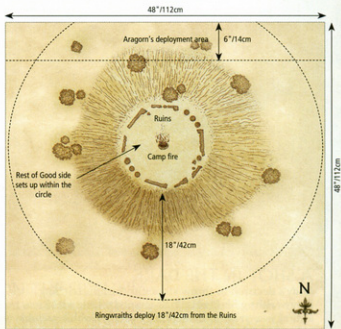
The Evil side wins if they can kill Frodo or there are no Good models in the Ruins at the start of any turn. The Good side wins if there are no Evil models within the Ruins at the start of any turn once five turns have passed. If there are no models at all in the circle at the start of any turn after five turns, and assuming that Frodo still lives, the game finishes and the result is a draw.

SPECIAL RULES

Spotting the Shadows. The Good side cannot act until they have sensed the presence of the approaching enemy. This is established by rolling a dice at the start of each turn. On the roll of a 1, 2 or 3 the Evil models have not been detected and the Good side may do nothing that turn – the Evil side can move as normal. On the roll of a 4, 5 or 6 the Good side has realised what is happening and both sides can act. Once both sides are active, roll for priority as normal. Although the Good side will probably detect the enemy long beforehand, they will automatically do so if there are enemy models within 6"/14cm of the circle's edge at the start of any turn or if the Evil side has already attempted to shoot or use magical powers in the previous turn.

The Force of Good. Amon Sûl was once a great fortress of good. Any Evil model in the circle at the start of its move must test its Courage in the same way as if it were broken.

The Campfire. No model may pass through the fire. Any Good model that is next to the fire can take a flaming brand – this takes half of the model's move. A brand counts as a hand weapon – such as a sword or club. The player must indicate to his opponent which models have brands – mark it on your record sheet to help you remember. If a model with a brand wins a combat but does not slay his enemy, he can force the foe to retreat by a further full move. As the model will have already been beaten back 1"/2cm as a result of the combat, this will place the model out of charge reach in the next turn. The Good player may choose not to use the brand.



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THEY ARE COMING...

URNS 1-8

Andy kicked off proceedings by setting up the Hobbits surrounding the campfire and deploying Aragorn to the north of the ruined watchtower. Tom responded by placing the Witch-king and three other Ringwraiths in a semi-circle to the south. But he positioned one Ringwraith in the north-east, preparing to engage Aragorn with magic as soon as possible.

Andy began the game by rolling to see if Aragorn or the Hobbits had spotted the approaching Nazgûl. Passing his roll with a 4, Andy immediately sent Aragorn racing southwards as the Hobbits snatched up flaming brands from the campfire. Tom's Nazgûl advanced on the ruined watchtower, but his Ringwraith in the north cast *Sap Will* on Aragorn, though the son of Arathorn resisted the magical attack.

Tom won priority in Turn 2, but he failed in his attempt to cast *Sap Will* this time round as his five Nazgûl continued to close on the Hobbits in the centre. Andy wasted no time moving Aragorn further south, but could do little else this turn.

Having regained priority, Aragorn finally reached the outer ruins of the watchtower and clambered onto the higher ground, much to the relief of the Hobbits. A frustrated Tom had to make three more

attempts to successfully cast *Sap Will* on Aragorn with his Ringwraiths as they resisted to within 12", though this too was resisted. But the breakthrough came when the Witch-king and Tom's remaining Nazgûl permanently reduced Aragorn's Courage by 1 point apiece with *Drain Courage*. In doing so, Tom cunningly sought to hamper Aragorn's chances of passing a Terror test to charge his Ringwraiths.

In Turn 4, Evil regained the priority, though Tom passed the Courage tests required for his models standing within the watchtower's sacred ground. The Ringwraiths continued their magical assaults, reducing Aragorn's Courage to a paltry 1 with a series of spells as they advanced on the hapless Hobbits. Andy could do little in response, failing his Terror test with Aragorn and stooping for stones with his Hobbits in a desperate bid to drive off Tom's Ringwraiths. It may have seemed a touch overambitious at first, but Andy's fortunes were about to change dramatically in the Shoot phase... (see below)

Reeling from the loss of such a crucial Hero last turn, Tom won priority and resolved to make the most of the situation. His Ringwraiths cast *Compel* on Sam to drive him back before drawing Frodo into

Magical Powers



Powerful Heroes such as Aragorn are formidable opponents to face in battle, but Ringwraiths have access to a selection of magical powers with which to confound them. Spells of a more subtle nature, such as *Drain Courage*, are often overlooked, but in the right circumstances, can still win you the game.



A SHOT IN THE DARK

Andy's decision to throw stones at the approaching Ringwraiths with his Hobbits seemed a little ambitious at first – even though the plucky young Hobbits would only need a 3+ to hit them, the Strength 1 attack would require a 6 followed by another 6 to overcome their enormous Defence value of 8. Hitting the Witch-king

with the stone thrown by Sam, Andy rolled a 5 to wound. Feeling lucky, Andy used Sam's only Might point, meaning he would also only need a 5+ on his second roll. Moments later the dice clattered down, seemingly in slow motion, to reveal a 5 – Sam had slain the Witch-king by throwing a stone!



The Nazgûl finally get to grips with the Hobbits, intent on slaying Frodo and claiming the One Ring.

combat with the same spell. The remaining two Nazgûl charged Merry and Pippin. Things started looking ominous for Andy when Aragorn once again failed his Terror test to aid Frodo in combat. How would the Hobbits fare without their mighty guardian to protect them?

"Back you devils!" cried Andy as he rolled for his combats. His passion evidently aided him as the valiant Hobbits won all of their fights and drove the Nazgûl back with their flaming brands.

Breathing a sigh of relief after his luck moments earlier, Andy won back priority in Turn 6. Aragorn failed his Terror test, though Tom was out of range to take full advantage. However, he did manage to pull Frodo into combat using *Compel*, but the Ringbearer fended off his Nazgûl opponent.

Andy retained priority for the next two turns, though Aragorn continued to fail his Terror tests in order to engage the Ringwraiths in combat. Despite Tom assailing the Hobbits at every opportunity, his luck continued to let him down, and all the while his Ringwraiths were having to expend precious Will points at the end of every combat – so much so, in fact, that by the end of Turn 8, Tom had lost another Ringwraith, its store of Will entirely depleted, causing the embattled Nazgûl to be banished.



STUCK ON THE SIDELINES

Tom's persistent use of the debilitating spell, *Drain Courage*, on Aragorn in the opening turns was paying dividends at this point in the game. Combined with the -1 Courage penalty imposed by the Nazgûl's Harbinger of Evil special rule, Aragorn was effectively Courage 0, making his Terror tests incredibly difficult to pass.

BACK TO THE SHADOW! TURNS 9-11



NEFOUND COURAGE

Andy continued to win priority, and with no Might points to call heroic actions, the Ringwraiths were losing many of their opportunities to cast spells. To make matters worse, in Turn 9, Aragorn finally passed a Terror test (though it cost him 3 Might points to do so!) and charged a Ringwraith. After some deft swordplay, he

struck his opponent down, leaving Tom with only two Ringwraiths remaining.

Tom's doom was sealed in the last few turns, with Pippin fighting and draining the last Will point from one Ringwraith, before Aragorn once more found his courage, charging and slaying the last of their number.



Andy: The Lord of the Rings players more experienced than I have noted that this scenario is especially hard to win as the Good player. And for the first half of the game I simply couldn't see how I was going

to claim victory. After all, Tom had done an especially good job of magically attacking Aragorn to the point where his Courage was all but spent and I needed to roll a 10 or more to get him to charge the Ringwraiths.

But while Strider was paralysed, the Hobbits stepped up. With burning brands in hand, they went fearlessly into combat and won every single Fight they were involved with. Finally, Strider, no doubt encouraged and/or shamed by the Hobbits' redoubtable performance, joined the fray and five of the Nine were despatched. The thing I learned here is Hobbits are actually quite plucky in a Fight, especially when used in pairs.

And, of course, let's not forget Sam taking out the Witch-king with a well flung stone – that certainly drew a few harsh words from Tom in the Dark Tongue!



Tom: Bah! My fiendish masterplan has been undone! To be fair, I thought the first half of the game went pretty well, despite failing to cast a few of my earlier spells. Reducing Aragorn's Courage proved to be highly

effective, neutralising him out of much of the game.

The turning point of the game was without doubt the moment that Sam fell the Witch-king with a stone. A stone! Such an ignominious defeat for Sauron's mightiest servant. All the more galling was that he still had eight Will points remaining and I had been keeping him back to support my other Ringwraiths with spells once the fighting started. So much for that.

As soon as my Ringwraiths got into combat with the Hobbits, everything seemed to go drastically downhill. I lost all six of their fights over the course of two turns, despite having the higher Fight value in each combat. In fact, during the one combat I did win against Pippin later on, I failed to wound the little blighter.

The Rematch

Having thoroughly enjoyed playing the scenario, Andy and Tom decided to swap sides and have another go. Having learned from each other's tactics in the first game, would the rematch go differently?

Apparently not. In fact, Andy's inability to successfully cast any significant spells with the Nazgûl and thus hamper Aragorn's deadly combat potential saw the game ended by Turn 6! Tom even managed to call a heroic combat with Aragorn to banish two Ringwraiths in the same turn, though it cost him all his Might points to do so. Ultimately, it seemed that fortune smiled on the Ringbearer once again as Sauron's greatest servants were defeated.

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RULES

WARHAMMER

CIVIL WAR

In this month's penultimate instalment of the Warhammer Civil War Expansion we take a look at Elves in their many forms, as well as the chivalrous Bretonnians. We start though, with the Scions of the Dark Gods – Daemons!



The Civil War Expansion is published in four parts and began in January's White Dwarf. This is the third part, with the fourth and final chapter of the series due in next month's issue.

Over the last few issues of White Dwarf we've been publishing a brand-new Warhammer Expansion that allows you even greater flexibility when fighting a battle consisting of the same army on opposing sides. Last month's issue featured plenty of Civil War Army Tables and for this third instalment we continue to add even more.

The Chaos Gods are forever vying for dominance, the Daemons of Chaos their chosen warriors pitched against one another to do battle in the Realm of Chaos. These battles might easily spill across the veil and into the material realm. Such an event occurred in 2417, when Daemonettes and Seekers of Slaanesh fought Plaguebearer hordes across the Black Mountains and down into the populated vales beyond.

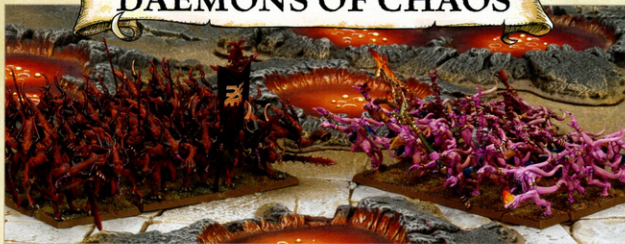
Of course, the Daemons do not have a monopoly on internecine war. History

is replete with mortal races and nations fighting each other. In Bretonnia it may only take one noble to insult another for them to call knights who have sworn fealty and summon the peasant levies to war. This happened in 2487 when Lord Hayden of L'Anguille, at a grand banquet, compared Duke Benefort's wife to the stuffed roast pig that sat steaming on the table. Many peasants died to settle the Duke's honour.

Even the Elves are not immune to calling their banners over perceived slights to their honour. They are also responsible for the most devastating civil war of them all, the Sundering, the result of which forever split the Elves into two separate nations – the High Elves and Dark Elves – and almost destroyed the world.

Many more reasons for fighting are described over the following pages, but don't forget to join us next month, when we conclude the Civil War Expansion.

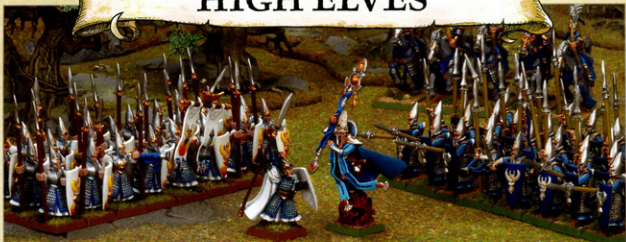
DAEMONS OF CHAOS



Roll once on this table if you are fighting a Civil War between two Daemons of Chaos armies.

- 2 Chaos Enervated:** The tides of Chaos ebb, leaving the Daemons weakened. All Daemonic Aura ward saves are reduced by 1.
- 3 The Hidden Library:** Within this section of the Impossible Fortress even the air is thick with sorcerous knowledge. When setting up the terrain, use D3 Arcane Ruins and D3 Wizard's Towers in addition to the other terrain you normally deploy. Finally, all Wizards are Loremasters of their chosen spell lore.
- 4 The Plains of Blood:** This battle is fought deep in Khorne's domain. When setting up the terrain for the battle, set up D3 Towers of Blood in addition to the other terrain you normally deploy. For the duration of this battle, any Wizard who rolls any double as part of their casting roll suffers a miscast. Furthermore, any Wizard who suffers a miscast loses D3 magic levels and gains both the Hatred and Frenzy special rules.
- 5 The Carnival of Excess Begins:** Slaanesh has decreed this day to be a glorious celebration of his magnificence. All Keepers of Secrets, Herald of Slaanesh, Daemonettes, Seekers and Fiends have +2 Movement.
- 6 Let Pestilence Bloom!** Father Nurgle's plagues are ravaging the mortal world, propelling him and his minions to ever greater power. All Great Unclean Ones, Herald of Nurgle, Plaguebearers, Nurglings and Beasts of Nurgle have +1 Toughness.
- 7 Ancient Enmity:** The two sides have harboured numerous grudges against each other for millennia. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 Skulls for the Skull Throne!** Khorne has risen to supremacy. All Bloodthirsters, Herald of Khorne, Bloodletters, Bloodcrushers and Daemon Princes with the Mark of Khorne have +1 Attack.
- 9 All Hail the Changer of Ways!** Several of Tzeentch's plans have come to fruition at once. All Lords of Change, Herald of Tzeentch, Pink Horrors, Screamer and Flamers have +1 ward save.
- 10 Deep in the Garden of Nurgle:** This battle takes place amidst the festering forests surrounding Nurgle's manse. When setting up the terrain for the battle, set up D3 pieces of forest terrain and D3 swamps in addition to the other terrain you normally deploy. All forests (not just the extra ones) use the rules for Venom Thickets. All swamps are dangerous terrain for all models. Whenever a model is removed through a failed dangerous terrain test, roll a D6 – on a score of 4 or more, the daemonic flora within the terrain feature attacks all units at least partially within the terrain feature, inflicting 2D6 Strength 4 hits on each.
- 11 The Circles of Seduction:** The fight has spilled over into Slaanesh's domain, and the Dark Prince is quick to empower any combatant if it increases his chances of ensnaring them. Any character can re-roll a single D6 per phase, but keep a tally of how many re-rolls each character has made in total. At the end of every turn, nominate each character that has claimed at least 3 re-rolls and roll D6 equal to the number of re-rolls that character has made. If the result contains three or more 6s, Slaanesh whisks the character away to his palace – remove the model as a casualty. Roll for every applicable model before continuing to the next turn.
- 12 A Realm in Flux:** The chaotic landscape never stays the same way for long. Roll again on this table, re-rolling any further results of 12. Ignore any additional terrain placement given in the result, but the remaining rules are used for the first game turn. At the start of the next game turn, roll again on this table, re-rolling results of 12 – terrain placement instructions aside, these rules are used for the rest of this game turn (they replace any rules previously generated from this table). Follow this procedure at the start of each new game turn.

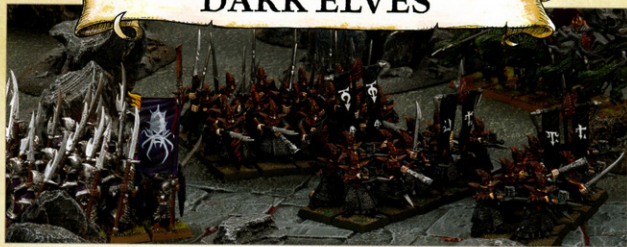
HIGH ELVES



Roll once on this table if you are fighting a Civil War between two High Elf armies.

- The Dragons Awake:** The caverns deep in the Dragon Spine Mountains blaze with unnatural heat. Dragons now wake with hearts full of fury, to fulfil pacts made in ages past. All Dragons add D3 to all their statistics (to a maximum of 10, roll for each statistic separately) for the duration of this game.
- The Rise of Nobility:** Political intrigue and treachery are an art form in the courts of Ulthuan, but rarely does such manipulation spread to open warfare. When it does, there is a chance to settle grudges and display prowess. Any Lord or Hero (including its mount) who slays an enemy Lord or Hero scores an additional 100 victory points for his side.
- The Glittering Host:** Regiments of Spearmen, Sea Guard or Archers that are destroyed or flee the table will return at full strength (minus any magic banners and characters that had joined them) as reinforcements next turn. They may enter play during the Remaining Moves sub-phase of their controlling player's turn, entering the battlefield from anywhere on their own table edge.
- The Lion's Roar:** Chrace has raised its banners to the cause, using hidden pathways to reach the battlefield ahead of their foes. Regiments of White Lions and White Lion Chariots gain the Vanguard special Rule.
- Traitors:** The enemy are Dark Elves, masquerading as your own kin you're sure of it! This insult cannot be borne. Slay them all. All High Elf models gain the Frenzy special rule.
- Ancient Enmity:** The two sides have harboured numerous grudges against each other for centuries. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- The Fires of Asuryan.** The phoenix, symbol of Asuryan, casts its ruddy fire glow upon the battlefield. All Flaming Attacks add +2 to their Strength value, as do the Phoenix Guard.
- Arcane Aid:** The Sapheric hosts have joined the war, lending their magical prowess to the battlefield. All Wizards on the battlefield increase their level by 2 (both in terms of the number of spells they know, and the bonus to casting and dispel attempts). Whenever a miscast is rolled, roll twice – your opponent chooses which result applies.
- Immortal Intrigue:** Now is the chance to right wrongs and settle grudges that have simmered and festered for an age. Any challenge that is issued may not be refused – the challenger may even declare a specific enemy model who must answer it.
- Magic of the Annulii:** The magical power that swirls around the Annulii Mountains has made the monsters and magical beasts of Ulthuan even more formidable than usual. All mounts and monsters in the force are swollen with magical power. Increase their Weapon Skill, Strength and Attacks by 1 each. Furthermore, improve their ward save by +1.
- The Legacy of Aenarion:** The time of legends has come, and heroes on the battlefield have taken on the visage and aspect of Aenarion. There is no doubt the gods of Ulthuan are watching whatever transpires here, the victors will be blessed; the losers cursed for generations. Each player secretly notes one of their Lords or Heroes. That model has become imbued with the spirit of Aenarion. The chosen model receives +3 to his Weapon Skill, Ballistic Skill, Strength, Toughness, Wounds, Initiative and Attacks for the duration of the battle (to a maximum of 10). However, he must pass a Leadership at the start of each of his turns or automatically succumb to the curse of Aenarion and die.

DARK ELVES



Roll once on this table if you are fighting a Civil War between two armies of Dark Elves.

- 2 Master of Poisons:** A third party has convinced both sides that their poisons will give them the edge needed to triumph. All weapons (close combat, shooting and magical) have the Poisoned special rule.
- 3 Beastmaster's Pride:** The two sides have both been boasting that their beastmasters have the most fearsome creatures in all of Naggaroth. All Dark Pegasi, War Hydras, Manticore and Black Dragons in both armies have +1 Strength and +1 Toughness. In addition, both sides score double the normal number of victory points for any of these units in the opposing army that are destroyed or have fled the table. If taken as a mount, it is only the creature's victory points that are doubled, not its riders.
- 4 Blood Frenzy:** Both sides have captured enemy scouts and fed them to their Cold Ones. All Cold Ones in both armies lose the Stupidity rule for this battle and gain the Frenzy special rule.
- 5 Harpy Spyre:** The battle is being fought in the hunting grounds of a Harpy nest and they are circling above waiting for the right moment to strike. At the end of each phase, roll a D6 for each unit that has suffered 5 or more casualties in that phase. The unit suffers a number of Strength 3 hits equal to the D6 result.
- 6 The Black Forest:** The battle is taking place in the blood-soaked Black Forest. When setting up the terrain for the battle, set up D3 pieces of forest terrain in addition to the other terrain you normally deploy. All forests (not just the extra ones) use the rules for Blood Forests.
- 7 Ancient Enmity:** The two sides have harboured numerous grudges against each other for centuries. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 Assassination:** Both sides have baited the other into open conflict in the hope of assassinating their opposing general. Both sides must add a Dark Elf Assassin to their army list (with equipment and gifts up to the normal limit). This extra Assassin costs no points and awards no victory points. A side automatically wins if their assassin kills the opposing side's General. Should the two Assassins perform this task in the same phase then the game is a draw.
- 9 Altar of Khaine:** Place a piece of terrain in the centre of the battlefield to represent the Altar of Khaine. All units within 6" of this terrain piece have the Devastating Charge special rule. In addition any Khainite unit within 6" of this terrain piece also has the Unbreakable special rule. Finally, the side with a non-fleeing unit that is closest to the Altar of Khaine at the end of the battle receives 250 bonus victory points.
- 10 For the Glory of Khaine:** Both sides' Disciples of Khaine wish to prove their worth over their rivals. All models with the Khainite special rule from both sides gain the Devastating Charge special rule.
- 11 The True Power of Darkness:** Desperate to wreak carnage, the Sorceresses have chosen a battlefield littered with arcane ruins, they are prepared to go to any length to win this battle. The *Power of Darkness* spell adds D6+1 power dice rather than D3+1. However, if a 1 is rolled the Wizard that cast it immediately suffers a Wound with no saves of any kind allowed. In addition when setting up the terrain for the battle, set up D3 Wizards Towers and D3 Arcane Ruins in addition to the other terrain you normally deploy.
- 12 Blood Feud:** Both sides are prepared to win no matter the costs. They have drafted in extra warriors and called back their scouts from other missions. Units of Dark Elf Warriors, Dark Elf Crossbowmen, Dark Riders or Harpies that are destroyed or flee the table return at full strength as reinforcements in their next turn. They may enter play anywhere on their own table edge.

WOOD ELVES



Roll once on this table if you are fighting a Civil War between two Wood Elf armies.

- Contest of Archery:** This battle has been convened as a competition between the two sides' most skilled archers, and enchantments of swiftness have been cast that they might truly show their skill. Each player turn has two Shooting phases, rather than one. Only models armed with longbows can shoot in the second Shooting phase each turn.
- The Depths of Winter:** This battle occurs during the winter, where the tree spirits of Athel Loren are at their lowest ebb. All units of Dryads and Tree-kin, as well as Treemen, Treeman Ancients and Branchwraiths are slumbering at the start of the game, and cannot move, shoot, cast spells or, in fact, do anything at all until woken. At the start of each of your turns, roll a D6 for each slumbering unit – if the score is equal to or less than the turn number, the unit immediately wakes up and acts normally for the rest of the game – otherwise it continues to slumber. A slumbering unit automatically wakes up when it is the target of a shooting attack, the target of an enemy spell or a charge is successfully completed against it.
- War in the Wildwood:** This battle is fought in a troubled and twisted part of Athel Loren, where the Forest Spirits have grown cruel. Units of Dryads and Tree-kin, as well as Treemen, Treeman Ancients and Branchwraiths cannot benefit from the Hold Your Ground! or Inspiring Presence special rules. In addition, all forests on the board are automatically Wild Woods – there is no need to roll.
- Ferocious Spites:** The battle has disturbed several nests of spites, who hungrily descend upon trceries of magic. Whenever a casting roll contains one or more doubles, both the target unit and the caster's unit suffer D6 hits resolved at a Strength equal to the double. If more than one double is rolled, use the highest.
- The Primal Path:** This battle has been convened to settle whether Spellweavers from the Court of Orion or the Court of Ariel should have dominance in council. Randomly choose one player. All Wizards in that player's army must use the Lore of Beasts instead of their normal lore. His opponent's Wizards must all use the Lore of Life instead of their normal lore.
- Ancient Enmity:** The two sides have harboured numerous grudges against each other for centuries. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- Hunter's Contest:** The two sides have brought their greatest hunters together to determine who is fiercest and fastest amongst them. All Wild Riders, Glade Riders, Wood Elf Scouts and characters from either the Wild Rider, Scout or Alter kindreds have +1 Weapon Skill, +1 Ballistic Skill and +1 Movement.
- Lest the Dead Shall Wake:** Wizards on both sides are careful not to use their full sorcery, lest the stray magic arouses the restless dead entombed nearby. Wizards cannot use boosted spells for the duration of this battle.
- Pyre of the Greene King:** The two sides are fighting for the honour of carrying Orion's ashes to Ariel's keeping. Place a coin-sized marker in the centre of the board. At the end of the game, the side with the most models within 6" of the marker, claims the ashes and wins the battle, regardless of the normal victory conditions.
- The Height of Summer:** The madness of Orion's hunt is at its peak, and none can resist its call. All units in both armies have the Frenzy special rule. Units that already have Frenzy (or subsequently gain it from another source) gain +2 Attacks instead of +1, and automatically fail any Leadership tests caused by Frenzy.
- In Praise of Loec:** Enchantments have been woven that imbue the Wardancer's skill. All Elves (not Forest Spirits, mounts or other creatures) have the Shadow Dances of Loec special rule for the duration of the battle.

BRETONNIANS



A note on Bretonnian Civil Wars:

Before the game begins, but after both armies are deployed the players must hide a dice under their palm – if they wish to pray for the Blessing of the Lady, the dice must show a 6. If they do not wish to pray, it must show a 1. The dice are then revealed. If both players wish to pray, they both get the Blessing and then the game continues as normal (roll to see who goes first). If both players do not wish to pray, neither army gets the Blessing and then the game continues as normal (roll to see who goes first). If one of them wishes to pray and the other does not, the praying army gets the Blessing and the other does not get the Blessing, but gets to choose whether to go first or second.

Roll once on this table if you are fighting a Civil War between two armies of Bretonnians.

- The Lady's Favour:** Would the Lady truly show favour over her loyal sons? The first time a unit is called to make a saving throw due to the Blessing of the Lady, take a Leadership test. If passed, mark that unit out – all of its saves that are made thanks to the Blessing are improved by +1 for the duration of the battle.
- Purebreds:** Bretonnian warhorses are mighty beasts one and all. On this day, however, they seem that much the greater. All Warhorses, Pegasi and Royal Pegasi receive +1 Strength.
- A Token of my Esteem:** A kerchief, scarf or garter tied to the lance or buckles of a knight's armour can have miraculous effects. Each player may choose a single magic item from the Blessed Heirlooms of Bretonnia to bestow upon a Hero or Lord in their force. This item may not take the model outside of his normal allowances. If this model is slain by another character, that character automatically gains the item.
- The True King:** Pretenders to the throne are, sadly, all too common. The Battle Standard proves the Lord's right to rule... If the Paladin carrying the Battle Standard is slain, every unit in the army must take a Panic test.
- A Duel to the Death:** Before the battle, a hero from each army is chosen to represent the cause in a fearsome duel to the death. Before the game starts, each player must nominate a Lord or Hero from their force. These start the battle in base contact with one another (place them in the centre of the battlefield or as close to it as possible) and will fight in the ensuing Close Combat phase. No other models may interfere in this duel and both models are unbreakable. Once one model is slain, the survivor causes Terror for the rest of the battle.
- Ancient Enmity:** The two sides have harboured numerous grudges against each other for decades. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- Unbending Valour.** Every knight is determined to carve out a legendary reputation. Every time a character slays an enemy in a challenge, quickly work out the points cost of the protagonists. If the winner was also the cheaper model, his army scores +100 victory points. In games where victory points are not used, comfort yourself with the knowledge that taverns across the realm will resound to the story, nonetheless.
- The Peasants are Revolting:** Having forgotten their loyalty, and their true places, the peasants are refusing to listen to their betters. Units with the Peasant's Duty may no longer use the Leadership of nearby knights. They do, however, gain the Frenzy and Stubborn special rules.
- The Damsel's Glory:** Magic flows through the realm, imbuing Damsels and Prophetesses with power. When a Damsel or Prophetess casts a spell, roll as usual but add an additional D6 to the result. This extra D6 must be added, whether it is wanted or not and may cause the spell to be miscast in the usual manner.
- The Lances of Heroes:** The blood of Gilles le Breton flows strongly in his sons today! All rolls of 1 to wound made by charging knights (of any stripe) must be re-rolled.
- The Grail:** Whether it be real or false, the Grail lies upon the field of battle. Place a marker representing the suspected Grail in the centre of the battlefield. Any unit of Knights Errant, Knights of the Realm or Questing Knights (as well as Paladins or Bretonnian Lords) that moves into base contact with the marker must end its move and attempt to sup from the Grail. First, the unit takes a Leadership test. If failed, it gains the Stupidity special rule for the duration of the game. If it passes, the unit exchanges any previous vow for the Grail Vow. Only one unit may sup from the Grail each turn. If an enemy unit is currently in contact with the grail, it must be destroyed or routed before another unit may attempt to sup.



CITADEL® HALL OF FAME

The Citadel Hall of Fame is a collection of the finest miniatures in the world, nominated by the people who know best: the artists, figure painters and designers themselves.



Joe Tomaszewski

Joe: I'm nominating the Empire Battle Wizards plastic kit into the Hall of Fame for many reasons. From a practical perspective, Brian Nelson, the kit's designer, has crammed the frame full of flavourful parts, allowing you to create two complete Battle Wizards and hint at their allegiance to five of the eight magical colleges.

However, looking at the kit from a more subjective view and what really propels it into the Hall of Fame for me is the perfect balance between sculpted detail and free space. I'm unashamedly a painter first and foremost, and so appraise each project on how I can paint it up. In my opinion, an under-detailed miniature runs the risk of looking boring, while an overly sculpted one can prevent you from putting your own stamp on the miniature. The Empire Battle Wizards are a perfect balance. You have the long flowing robes on the figures that will take any colour or design you wish to paint as well as a great choice of accoutrements, allowing you to further tailor the models. This gives you a massive variety and there's

no reason why any two Wizards assembled and painted from this kit need ever be the same. All of which fits in very well with the background of the Wizards themselves, who are generally meant to be distinctive eccentrics and mysterious beings anyway. And if you're busy working on an Empire army, then what better way to take a break from painting lots of uniformed ranks and large regiments than a brightly coloured and characterful Wizard?

Another reason the kit is worthy of nomination is that the models you can create lend themselves to painting at any level, no matter what the skill of the painter. The robes are a great example: they look fine with a basecoat and wash that will freely flow freely into the recesses; or you can paint a more involved blended layer; or even a complex freehand design replete with glowing runes and star clusters.

It's for this versatility – both in the design of the kit and the painting opportunities it affords – that I'm inducting the Battle Wizards into the Hall of Fame.

EMPIRE BATTLE WIZARDS NOMINATED BY JOE TOMASZEWSKI



The cloak has a freehand twin-tailed comet design painted on the back.

This Wizard has been painted in Celestial colours. Note how the hands interact with the orb.



The white eyes imply the Wizard is in the midst of channelling a spell.

To suggest a Bright Wizard, the head with pointy beard and flaming staff were chosen.

DESIGNER'S RESPONSE



Brian: My intention with the kit was always to give the modeller the ability to assemble two Battle Wizards, with no specific leanings to any particular lore. The accessories were added to simply hint at the possibilities, and should be used in any combination you see fit. What I didn't want was for it to become prescriptive, for instance the Bright Wizard does not have to hold the flaming staff. It is totally up to the hobbyist, and I think that has been the case throughout the kit's life. Saying that, there is clearly a gap for the more rugged and 'outdoorsy' colleges – Amber, Jade and Grey – and so I'd love to have a go at sculpting them at some point in the future.

Wizards Challenge

Way back in July 2009, we challenged the 'Eavy Metal team to paint up a Wizard from every College of Magic. As you would expect the Battle Wizard kit formed a prominent part of the contest, even for the heavily converted Amber, Jade and Grey Wizard models.



Gold Wizard by Joe Tomaszewski



Jade Wizard by Mike Anderson



Celestial Wizard (and contest winner) by Darren Latham



Light Wizard by Fil Dunn



Grey Wizard by Neil Green



Amber Wizard by Keith Robertson



Bright Wizard by Anja Wettergren



Amethyst Wizard by Martin Footitt

GAMESDAY & GOLDEN DEMON 2011

SLAYER SWORD GALLERY

As the 2012 Golden Demon season draws near we take a look back at last year's Slayer Sword winners from across the globe and marvel at the models which took the most coveted prize in miniature painting.



The Slayer Sword

The ultimate painting trophy is the Slayer Sword. Only a few worthy painting champions have held this blade aloft to thunderous applause at the close of every Games Day. It is an exclusive club, but one that grows as new painters are awarded the sword.

Games Days are held around the world and no matter which one you attend, every event is a celebration of our hobby. It's where you can come together with fellow hobbyists to play games, meet the designers, see the Armies on Parade and get your hands on the latest kits and Games Day exclusives. But Games Day is even more than that, for it also plays host to the Golden Demon – the most prestigious miniatures painting competition in the world.

Every year we are genuinely surprised by the quality of the entrants and the skills demonstrated on the

models. What's even more impressive is how the standard increases year-on-year. Just as we suspect a benchmark might have been reached and that there is no way this year's models can be better than the last, a whole new tranche of Golden Demon entrants arrives to blow our socks off!

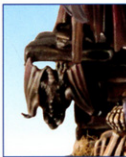
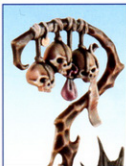
Over the following pages we showcase the latest batch of Slayer Sword winners from the 2011 Games Days. All the miniatures are masterful works of painting and modelling. This year has to represent the high watermark; however, as that is what we always think, we'll no doubt be proven wrong again in 2012.



Angelo Di Chello
Warhammer Single Miniature

Angelo travelled from Italy to take part in the UK Golden Demon and compete against some of the world's best figure painters. The Necromancer that won him the Slayer Sword was just one of his Golden Demon entries, but what drew him to paint this model in particular? 'I noticed it was a popular choice throughout this year's competition and I think that's because it's a fantastic and distinctive miniature and yet there is so much you can still do as a painter. It's a great canvas for you to display your techniques on,' explains Angelo.

Many Golden Demon competitors spend months on one project, so it's galling to know that this model only took him three days. 'That was painting from dawn until dusk, though,' says Angelo, 'and, yes, I do have a very patient girlfriend.'



 **Matt Cexwish
Diorama**

While we usually like to let the Slayer Sword winners speak for themselves, Matt's impressive diorama does bear a quick explanation. This piece is actually a music box of sorts; as the melancholy chimes play out, the diorama rotates to reveal both the glorious start and tragic end of a knight's quest.



 Matteo Murelli
Warhammer Monster





 Rémy Tremblay
 Diorama

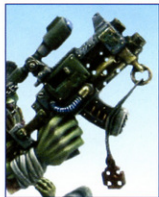




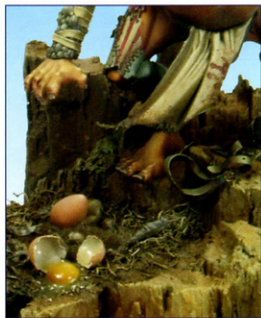
Vincent Hudon
Warhammer 40,000 Vehicle



Kyle Morgan
Warhammer 40,000 Monster



 Rubén Martínez
Duel



Golden Demon 2012

This year's Golden Demon will be taking place in seven different countries – Spain, USA, Germany, Australia, UK, Italy and France. If you'd like to have a go at winning a Golden Demon statuette, or even holding the Slayer Sword aloft, then visit games-workshop.com for full details on the categories and how to enter.

VAMPIRE COUNTS GALLERY

One thing we noticed when looking through last year's Golden Demon winners was just how many Vampire Counts models there were, so we thought we'd put together a showcase of some of the best.



 Sebastian Archer
Gold in Warhammer
Single Miniature



 Jesse Rockwood
Silver in Warhammer
Single Miniature



 Mike Anderson
Silver in the
Open Category



 Mirko Cavalloni
Gold in Warhammer Single Miniature



 Steve Party
Gold in the
Open Category

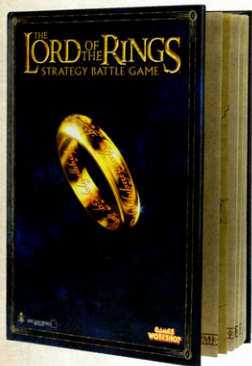


 Andrea Ottolini
Gold in Warhammer Regiment

THE LORD OF THE RINGS

STRATEGY BATTLE GAME

On the next page, four intrepid hobbyists start new armies for The Lord of the Rings Strategy Battle Game. If you're inspired to do the same, here is a selection of the products that will help you get started in the hobby.



The Lord of the Rings Rulebook
This hefty tome features the complete set of rules and dozens of character profiles for playing the game.

£35, €50, 350dkr,
440skr/nkr, 350mb, 175zł



Plastic Box Sets

There are loads of plastic box sets available for The Lord of the Rings, each one containing the Warriors of the Ring that form the building blocks for your warbands.



Mines of Moria boxed set

With a host of Moria Goblins and the Fellowship of the Ring inside, this box is the perfect way to start.

£51.25, €65, 500dkr,
630skr/nkr, 500mb, 250zł



FOR THE FULL THE LORD OF THE RINGS RANGE VISIT THE WEBSITE:

WWW.GAMES-WORKSHOP.COM

THE LORD OF THE RINGS

STRATEGY BATTLE GAME

A TALE OF FOUR GAMERS

It's back! One of White Dwarf's most popular series returns at last. Having covered Warhammer and Warhammer 40,000 in years gone past, it's now the turn of The Lord of the Rings. This month sees four new intrepid gamers begin their tale...

A Tale of Four Gamers: The Lord of the Rings edition kicks off this month. For our newer readers to whom this name might not mean anything, A Tale of Four Gamers follows the painting lives and battlefield successes of a group of gamers as they start a new army. Over the next few months, each gamer will be challenged to gradually build and paint their armies whilst competing against one another both on and off the battlefield in a series of friendly contests (*Or so we would have them think - Ed*). These will range from a round-robin gaming league to a two-on-two, Good versus Evil battle report. Our gamers will be judged on their performance in each challenge and given points accordingly. At the end of the series, the gamer with the most points accrued will be declared the overall winner and earn full bragging rights for years to come.

Each month, you will be offered a ringside seat to witness the fast, fun and furious story of our four gamers as events unfold. This is a window into the lives of fellow hobbyists - what sort of army they collect, how quickly they paint and how well they play. Watch as each army expands with new additions and see how it performs on the battlefield.

We chose four enthusiastic staff from around Games Workshop's head office in Nottingham who would be willing to lay their reputations on the line and start a new army of their choice for The Lord of the Rings. Each gamer had their own individual reasons for taking up the challenge as they will explain over the next few pages. Our motley crew consists of: White Dwarf's resident The Lord of the Rings expert Simon Grant; hobby hero and Warhammer World Events guru Nick Bayton; the web team's aficionado of all things Middle-earth, Dominic Murray; and budding evil genius Dan Harden who writes Games Workshop's What's New Today blog on the website.

The first month's challenge sees each of our gamers aiming to paint two warbands to start off their army (see the box out below for the full details). Next month, we will set them the task of expanding their collection into a 500 point army list and playing their first game with it. Who will live up to the challenge, and will anyone fall by the wayside in ignominy? Only time will tell...

A Tale of Four Gamers also lends itself to other possibilities. Have you ever wanted to start a new army, but need a little motivation from friends or peers? Perhaps you simply prefer to rise to the challenge and respond better to painting deadlines? If you think you're up to the challenge, why not join in at home? Using the release day of each month's White Dwarf as your own deadline, grab some like-minded gaming buddies, pick an army you'd like to start adding to each month and away you go!

But for now, this is the tale of our four gamers, so without further delay, we'll hand over to them to introduce themselves and show us how they got on.

Joining in at Home

If you want to join in A Tale of Four Gamers at home, it couldn't be easier. We will print the rules for each month's challenge every issue so you can work out your score to compare how you got on against your mates and our own plucky foursome.

Remember that the What's New Today blog team are always after some great pictures of miniatures to show off on the website. If you fancy having a go at your own A Tale of Four Gamers: The Lord of the Rings, send in your photos to the address below: whatsnewtoday@games-workshop.co.uk

MONTH ONE CHALLENGE:

Paint two complete warbands selected from a single army list featured in one of the sourcebooks. This must include:

- *Your army leader.*
- *A minimum number of six models in each warband.*

Points will be awarded as follows:

- *Each Hero painted on time:* +1 point
- *Each minimum Warband painted on time:* +1 point
- *If your Warband includes 12 infantry models or 6 cavalry models, (must still be painted on time):* +1 point

Maximum points on offer this month:

6 points

THÉODEN'S ROYAL HOST



Despite managing a young pair of Hobbits at home, Dom always seems to find time to get some hobby done, though he paints his miniatures in a wildly sporadic order. As well as a Gondor army, Dom also has a Space Wolves and an Empire army.

Dom already has a painted army of Gondor. A new Rohan army will complement it perfectly.

A self-confessed 'hobby butterfly', Dom Murray flitters from painting project to project. Quite how we persuaded him to dedicate several months of his hobby time towards this series we're still unsure, but he seems to be taking it seriously so far.

Dom: To be honest, it's all about the models. Whenever I choose a new army I always defer to what miniatures excite me, which is the reason I went for Rohan. The range of miniatures is excellent, and they contain some fantastic Heroes and Warriors. The other major contributing factor is the movie trilogy. The siege of Helm's Deep is a great set-piece and the charge of the Rohirrim at the Battle of the Pelennor Fields is awesome. There's something majestic about so many cavalymen charging at the enemy, and if I could replicate a fraction of that imagery I'd be a very happy wargamer indeed.

So back to the army. The new warbands rules provide a really simple framework for choosing an army. Clearly, Théoden will be my leader, ably protected by his Royal Guard. Under him will be a selection of captains, starting with Erkenbrand and his Red Shields. In subsequent months I'll be adding more warbands to build a true muster of Rohan.

The new warband rules also gave me the opportunity to add some diversity to my army. I enjoy adding some character to a force and, as Rohan is a very regional army, there's scope to paint each warband to reflect the Hero that leads it. This will also make a pleasant change to my Gondor army, which is pretty much silver and black.

I've always struggled when painting armies. I get distracted, have brainwaves halfway through, or find other miniatures that suddenly hold more appeal. But when I realised I had to get an army finished or risk public shame I decided to do something about it. So, here's some advice for any painter of a similar disposition to myself:

Have a Plan

Sit down and work out what the army will consist of, be it an army list or wish list.

Stick to the Plan

Not as stupid as it sounds. Simply prioritise what order to paint in, and then paint it.





Set some Goals

Try breaking down a large painting project into smaller chunks. I split my painting goals into warbands and made sure I painted for at least 30 minutes every day.

Put on Background Music

Or listen to a Black Library audio drama for inspiration. Unlike with the TV, your eyes won't get distracted.

Paint a Test Model

This will ensure that you're happy with the colour scheme and provides you with a finished model – an important factor, as it's easy to lose faith halfway through an army.

Don't think. Paint!

Once you have a technique you like, stick to it religiously. Doing this on every model will speed up your painting enormously.

An Army, not Individuals

When painting an army, you want to achieve a unified looking force. Sure, it's

nice to change the odd colour here or there, but there's no point wasting valuable painting time going crazy on basic models.

Get the Paint in the Right Places

As long as you're neat, make good colour choices and finish the bases well, your army should look simply ace.

Reward Yourself

Everyone needs an incentive. Paint a Hero every now and then as a treat – after finishing their warband, for example.

So that's it. I can't claim this all as my own; it's a combination of things I find useful as well as sage advice from a variety of quarters, but it certainly worked for me!

"There's something majestic about so many cavalymen charging at the enemy."

The Muster of Rohan Continues...

So, Month One is done. My new army is beginning to take shape, and the 500-point target for next month provides me the opportunity to expand the muster. What will I include? There are plenty of options, to be honest, from expanding my two current warbands up to 12 models apiece, to painting up some infantry, perhaps led by Grimbald of Grimslade. And the awesome new King's Huntsman model might just be too good a model not to paint. Decisions, decisions.

MONTH 1 SCORE:
2 Heroes + 1 full warband

4

ISENGARD UNLEASHED



Nick Bayton is a retired veteran of the Studio's Hobby Team and Events Coordinator at Warhammer World. Nick's enthusiasm is as relentless as the tide, and he claims to have painted more armies than we've had hot dinners. We don't doubt his word.

Having claimed the top spot at Warhammer World's Parade Day in 2011, Nick Bayton has been planning ways to retain his title this year. The new Uruk-hai army he has just started seems to be the perfect solution to his dilemma.

Nick: I have long had an affinity for the mighty Uruk-hai and already own a substantial host of Saruman's finest (see right). However, these guys were all Uruk-hai Warriors and I have wanted to paint some Scouts for a while now. Being invited to join A Tale of Four Gamers coincided nicely with my plans to paint a new host for an Armies on Parade board. That, and I'm never one to refuse a painting challenge.

I'm more of a painter than I am a gamer, but as much as painting is my favourite part of the hobby, that won't stop me from trying to make an army that's at least reasonably competitive – there are still points up for grabs for winning your games, after all! Simon and I have clashed at games of

The Lord of the Rings countless times over years, and I look forward to rekindling our old tabletop rivalry as our armies take shape. I confess that my record against him in battle isn't the best, but I'm still quietly confident. As fate would have it, one of the few times I have beaten him was at a Heroes of Middle-earth tournament, so I can win when it matters. Okay, I admit – he smashed my army to pieces but the game ended before he could claim enough objectives to win the scenario. Still, a win is a win and, more importantly, I get to wind him up about it all the time!

From the outset, winning the Parade Day at Warhammer World and qualifying for the Armies on Parade final has been at



Nick painted these Uruk-hai for our White Horse, White Hand article a few years back.



the forefront of my mind. At Games Day UK last year, my favourite Armies on Parade entries all had the same things in common – they were themed armies that were not only painted well and looked cool, but really matched their surroundings.

My idea is to recreate a diorama of the Uruk-hai's ambush of the Fellowship of the Ring at Amon Hen. The Uruk-hai Scouts will be making off with Merry and Pippin, pursued by the Three Hunters, with Boromir dying and Lurtz's arrows embedded in his chest. The entire army will therefore be made up of Uruk-hai Scouts.

One of the first things I noticed about how armies are selected – now consisting of multiple warbands led by Heroes – is how each warband is so much more distinctive. The consistency of each warband depends on the Heroes that lead them. This is particularly evident in the case of Heroes such as Mauhúr, as he allows you to upgrade some of your Uruk-hai Scouts to Marauders, who have an increased 8"/20cm move. I believe that how you theme your army selection and colour palette to distinguish each warband from each other is now more important than ever. In my army, Mauhúr and his Marauders all wear black armour to represent their role as hunters and raiders. Lurtz's warband, on the other hand, share their captain's tanned leathers and daubed symbol of the White Hand on their faces and helmets. This allowed me to make my warbands easily identifiable, despite them sharing many of the same models.

As much as armies for The Lord of the Rings now consist of any number of different warbands, it's important that you represent their individual themes and



Nick intends to retain his Armies on Parade title with his Uruk-hai.

heraldry without the army as a whole looking disjointed. The method I employed to avoid this problem to highlight every colour throughout the whole army with Kommando Khaki, even on the bases. This helped me to achieve a unified overall look to the army without having to sacrifice my choice of colour palette to distinguish the different warbands.

My plan over the next few months is to include Uglúk at the head of a dozen Feral Uruk-hai, who I like to think of as 'Scout Berserkers', and Vraskú leading a warband of Uruk-hai Scouts armed with Orc Bows. Looks like I'd better get painting.

Colour Contrast

The Uruk-hai traditionally have deep, reddish skin tones beneath dark leathers or full plate armour. As much as I was happy with how my models looked, I chose to paint their bases with light colours as a contrast, even applying a light drybrush of Skull White as a final highlight. This helped to bring some brighter colours to what would otherwise be quite dark models.

MONTH 1 SCORE:
2 Heroes + 2 full warbands

6

BOROMIR'S TOWER GUARD



Simon Grant is White Dwarf's resident The Lord of the Rings supremo. Believed to hail from the highlands of Lamedon, Simon owns more than a dozen different swords and apparently never leaves home without one. Consider that fair warning.

"A Knight of the White Tower will fit my army's theme of Boromir's elite."

A sign of things to come? Next month, the armies of Simon and Dan are set to collide in a 500-point challenge game.

Simon has kicked off his new army by painting a large collection of infantry selected from the Minas Tirith army list in the Kingdoms of Men sourcebook. No one was surprised to see his favourite Hero, Boromir, at the head of the army.

Simon: Me? Miss out on the opportunity to paint a new army for The Lord of the Rings and play a bunch of games with it? Not a chance! I tried my own hand at A Tale of Four Gamers with some friends alongside the Warhammer and Warhammer 40,000 editions featured in the White Dwarfs of yesteryear. It's strange actually being one of the 'Four Gamers' directly involved this time around, and such a responsibility.

When I was asked which army I wanted to start, there was no doubt in my mind. I've owned a Gondor army since the release of the Return of the King many years ago, and it was the first army that I properly collected for The Lord of the Rings. But fielding the noble defenders of Minas Tirith in last month's battle report inspired me to revisit my aging army and give them the time and love they deserved. Unlike in the battle report, however, I won't have to make do without my beloved Boromir.

One of my favourite scenes from the Return of the King is Faramir's flashback featured in the extended version of the film, reminiscing the hard-fought victory over the forces of Mordor that attacked Osgiliath. In that fateful battle, Faramir's brave defenders were woefully outnumbered and, though they fought hard, it wasn't until Boromir arrived at the head of elite reinforcements

from Minas Tirith that the day was finally won. When I collected my original Gondor army, I had this theme firmly in mind, and this time around will be no exception. Boromir will therefore be my army leader, supported by a small cadre of some of Gondor's finest soldiery. Faramir and his Rangers will enter the picture as the army expands in the coming months.

With my army leader sorted, I needed to pick another Hero for my second warband. As much as I was initially tempted to include Faramir at this stage, I wanted his warband to consist entirely of Rangers. For that to be the case, I needed another full warband of 12 Warriors without bows to adhere to the 33% bow limit before I could include Faramir and his warband. I therefore had to look elsewhere for the moment. Anyone who read the Storming of Harlond battle report in last month's issue will know how well my Knight of the White Tower performed, even beheading a Great Beast of Gorgoroth in a single combat. As if that wasn't enough of a reason to include one, a Knight of the White Tower will also fit my army's theme of Boromir's elite reinforcements from Minas Tirith. Perfect.

Boromir's choice of warband was easy. As the commander of Gondor's armies, it made sense to have him lead the finest





soldiers of Minas Tirith, namely the Citadel Guard. Despite my Knight of the White Tower commanding a senior position within the Tower Guard, I didn't want to go too overboard on elite models, so I opted to have him lead some Warriors of Minas Tirith instead. As mentioned earlier, I had to make a point of not equipping any of them with bows, so went for a 50/50 split of models armed with swords and spears.

As my army was themed around a battle fought amid the ruins of Osgiliath, I wanted to give my models some appropriate bases. I decided to make tiles to represent the worn stonework of the paved streets in Osgiliath. Using thin sheets of plasticard and a Hobby Knife, I cut out hundreds of tile sections and glued them to the bases before trimming them to fit. I painted each base to match the white stone used in the Númenórean architecture so prevalent throughout the realm of Gondor. After this stage, I applied static grass in between some of the tiles to hint at the age-worn



Boromir, Captain of the White Tower. This version of Boromir represents Denethor's firstborn at the peak of his powers.

and unkempt nature of Osgiliath. It is a city in ruins, after all.

Having painted so much for this month's challenge, a quick top-up of my burgeoning army's points value (445 to be precise), reveals that I won't need to add much next month to bump it up to the 500-point target. However, I still plan on painting Faramir and 12 Rangers next month and perhaps even more besides. As much as I'm a massive fan of using named Heroes in games of The Lord of the Rings, it's always nice to have a regular Captain or two in your collection as they're better suited to smaller games. If I can, I'll paint up a Captain and some more Warriors of Minas Tirith (with a banner and war horn). Tune in next month to see how I get on.

MONTH 1 SCORE:
2 Heroes + 2 full warbands
painted on time.

6

THE IRON FIST OF THE ORC



Many of you will recognise Dan from the *What's New Today* blog. What you may not know is that he was spawned in a vast breeding pit in the darkest dungeons of Barad-dûr and dresses up as a Ringwraith when he thinks no-one is looking. Creepy.

By Sauron's command, Dan Harden has been building an army worthy of Mordor. Well, he's been trying anyway. Refurbishing his house has apparently drawn much of Dan's attention away from this worthy task, but we'll let him make his own excuses.

Dan: When I was first invited to partake in *A Tale of Four Gamers*, I was initially quite unsure whether to join in – I've never been one to paint to deadlines, nor do I often paint armies, preferring to stick to character models and one-off conversions. But then Simon mentioned who was taking part and the deal was sealed – having worked with both Nick and Simon in the past, and currently with Dom, this seemed like a great opportunity to catch up with old acquaintances and have a bit of fun.

As the last to join the group, I found that my favourite army – the Fortress of Isengard, had already been claimed by Nick, who was already painting Uruk-hai at an alarmingly fast rate. With Simon taking Gondor and Dom fielding Rohan, there was only one logical choice left to take – the last of the big four, and some would say the greatest army in

Middle-earth – Mordor. After all, there is no war without Mordor!

I knew that I wanted a powerful named character to lead my army, but rather than opt for a Ringwraith, I chose one of their favoured servants instead – Gothmog, the Castellan of Minas Morgul. In my mind he truly represents the rank and file of Mordor – he's not a powerful Ringwraith, but an Orc, albeit a really ugly one, even by Orcish standards. I also find the Orc with the skull strapped to his head massively amusing (the one who shouts 'Catapults!' very enthusiastically), and right from the start I knew he would make an appearance in my army at some point, possibly even with a catapult in tow.

So, where to start? Well Gothmog commanded the Orc hordes during the War of the Ring, but he was also involved in the assault on Osgiliath the year before.



Dan's War of the Ring army was featured back in January's issue. Nick managed to beat him at *Warhammer World's Parade Day* last year, but can he do so again in 2012?

Of the two events, the first was infinitely more successful for Gothmog (*He survived, for starters* – Ed), where he masterminded an attack that was only thwarted by the late arrival of Boromir and his reinforcements. So it was that I chose to theme my army around the ancient capital of Gondor. Coincidentally, Simon did exactly the same thing, which made for some great rivalry between us right from the start. We also both decided to put tiles on the bases of our miniatures to represent the city streets. While Simon went through the painstaking process of cutting out individual tiles from plasticard, I went through the equally painstaking process of sculpting them all from Green Stuff. But my main reason for doing this was to give the normally dark army of Mordor a little extra colour.

My first warband, led by Gothmog, was a small group of Morannon Orcs – some of the hardest, most brutal Orcs in the Mordor army. And they're slightly more courageous than normal Orcs, which will be useful when Boromir starts tooting his

horn all over Osgiliath. While most of the other guys built full warbands in the first month, I only managed to get six Orcs done to follow Gothmog – sometimes decorating your home has to take priority over painting miniatures (though hopefully not for much longer, I'm getting sick of painting walls).

While Morannon Orcs are pretty hard, the Black Guard of Barad-dûr are even nastier. Not only are they awesome miniatures, but their rules are terrifying. With a Strength of 5 (yes, 5!), they should be able to crunch their way through Men of Gondor and Rohan with ease. Again, I only managed to get a few painted this month, but I'm working on the rest to go in my 500-point army along with the rest of the Morannon Orcs and a Mordor Troll. Next month, the army of Mordor marches to war!

MONTH 1 SCORE:
2 Heroes + 1 warband.

3

"This seemed like a great opportunity to catch up with old acquaintances."

NEXT MONTH:

The stakes are raised as each army increases to 500 points. As if that wasn't enough, there's the minor detail of each army taking part in its first game! Things are starting to hot up...



ARMIES ON PARADE

CHRISTIAN BYRNE'S OGRE ARMY

Christian is a consummate painter who's had numerous armies featured in *White Dwarf* over the last few years. You can see his fantastic Empire army in WD374.

Christian: After painting up my Empire army, I needed a new project and the Ogres were perfect as I fancied painting something big and bulky after all those fragile humies. Originally this was simply going to be my next project, but it quickly morphed into a full-blown Army on Parade as soon as I got hold of a *Realm of Battle*. I like to plan my army from scratch so I designed a 2000-point force and then set out to paint it. I wanted to use orange in the army as it's a colour you don't often see, viewing it as a challenge to incorporate it without it looking garish. So trousers and banners were all painted up accordingly with complementary fleshy skin tones and lots of rust on weapons and armour. I added the occasional flash of blue verdigris to contrast with all the warm tones.

Armies on Parade is a chance for hobbyists to paint an army, display it on a 2'x 2' board and proudly show it off at their local Hobby Centre's Parade Day. Everyone in the store will be able to vote on their favourite entrant, and the winner will go on to represent their Hobby Centre at Games Day where the ultimate champion will be crowned.





Above: Christian's Stonehorn is painted in brown tones whilst the horns are mottled grey to represent actual rock.

Right: The Ogre Tyrant is armed with two massive, rusty weapons.



