

# WHITE DWARF



## THE LORD OF THE RINGS STRATEGY BATTLE GAME

**FREE! PLAYSHEET**

**THE LORD OF THE RINGS ADVANCED PLAYSHEET**

**COVERAGE**  
 A coverage chart shows which units can cover which other units. This is important because units can only fire at enemies they can see. Units that are covered by friendly units are not visible to the enemy.

**THE LORD'S RINGS CHART**  
 This chart shows the movement and combat abilities of the various units in the game.

**BATTLESHEET CHART**  
 This chart shows the results of battles between different units.

**SWAPPING CHART**  
 This chart shows the results of swapping units between different units.

**SCATTER CHART**  
 This chart shows the results of scattering units.

**THE LORD OF THE RINGS BASIC PLAYSHEET**

**THE GAINS TURN**

1. **Move** - Move units to a new location.
2. **Shoot** - Shoot units with ranged weapons.
3. **Charge** - Charge units into combat.
4. **Fight** - Fight units in combat.
5. **End** - End the turn.

**MOVE CHART**

Unit	Type of Move	Max. Move
Foot	Normal	10
Wheeled	Normal	15
Wheeled	Fast	20
Wheeled	Very Fast	25
Wheeled	Ultra Fast	30
Wheeled	Hyper Fast	35
Wheeled	Super Fast	40
Wheeled	Ultra Super Fast	45
Wheeled	Hyper Super Fast	50
Wheeled	Ultra Hyper Super Fast	55
Wheeled	Hyper Ultra Super Fast	60
Wheeled	Ultra Hyper Ultra Super Fast	65
Wheeled	Hyper Ultra Hyper Super Fast	70
Wheeled	Ultra Hyper Ultra Hyper Super Fast	75
Wheeled	Hyper Ultra Hyper Ultra Super Fast	80
Wheeled	Ultra Hyper Ultra Hyper Ultra Super Fast	85
Wheeled	Hyper Ultra Hyper Ultra Hyper Super Fast	90
Wheeled	Ultra Hyper Ultra Hyper Ultra Hyper Super Fast	95
Wheeled	Hyper Ultra Hyper Ultra Hyper Ultra Super Fast	100

**POSSIBLE CHART**

Weapon	Armor	Strength	Move	Speed	Range	Strength	Move	Speed
Shotgun	10	10	10	10	10	10	10	10
Shotgun	20	20	20	20	20	20	20	20
Shotgun	30	30	30	30	30	30	30	30
Shotgun	40	40	40	40	40	40	40	40
Shotgun	50	50	50	50	50	50	50	50
Shotgun	60	60	60	60	60	60	60	60
Shotgun	70	70	70	70	70	70	70	70
Shotgun	80	80	80	80	80	80	80	80
Shotgun	90	90	90	90	90	90	90	90
Shotgun	100	100	100	100	100	100	100	100

**WOUND CHART**

Weapon	Armor	Strength	Move	Speed	Range	Strength	Move	Speed
Shotgun	10	10	10	10	10	10	10	10
Shotgun	20	20	20	20	20	20	20	20
Shotgun	30	30	30	30	30	30	30	30
Shotgun	40	40	40	40	40	40	40	40
Shotgun	50	50	50	50	50	50	50	50
Shotgun	60	60	60	60	60	60	60	60
Shotgun	70	70	70	70	70	70	70	70
Shotgun	80	80	80	80	80	80	80	80
Shotgun	90	90	90	90	90	90	90	90
Shotgun	100	100	100	100	100	100	100	100

**DEFENSE**

Weapon	Armor	Strength	Move	Speed	Range	Strength	Move	Speed
Shotgun	10	10	10	10	10	10	10	10
Shotgun	20	20	20	20	20	20	20	20
Shotgun	30	30	30	30	30	30	30	30
Shotgun	40	40	40	40	40	40	40	40
Shotgun	50	50	50	50	50	50	50	50
Shotgun	60	60	60	60	60	60	60	60
Shotgun	70	70	70	70	70	70	70	70
Shotgun	80	80	80	80	80	80	80	80
Shotgun	90	90	90	90	90	90	90	90
Shotgun	100	100	100	100	100	100	100	100

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Karl Kopinski

# EDITORIAL



**Owen Rees**

## The Empire Expands

The new Tau Empire Codex takes an in-depth look at this very popular Warhammer 40,000 army, and they mean business. April 1st sees the release of loads of new Tau boxed sets and Citadel miniatures, including the Tau Sniper Drone team, Crisis Battlesuit Commander, the Vespids and some fantastic new Ethereals to lead your army. We've also got the awesome new Piranha, a two-man Fast Attack skimmer and the Sky Ray missile defence tank coming later in April. All available to Advance Order now (p140).

It's no April fools that we're talking about models which are out next issue. We have a special Tau Army boxed set released on the 11th March with many of the above included. The army set includes: the new plastic Stealthsuits (not available separately for three months), the special edition Ethereal (only available in the army set) and Codex: Tau Empire, three weeks in advance. It's a real must for all Tau commanders.

## Chariots of Fire

The Khand deploy in force to support their allies, the Easterlings, this month. This is the first time chariots have been introduced to The Lord of The Rings. Free Peoples of Middle-earth beware!

## Gathering of Warbands

White Dwarf's Mordheim campaign continues a pace this month, and what a bloodbath it has been. Heroes have risen; the weak have fallen. Fancy rising to the challenge? All the main Mordheim gangs have been re-released as boxed sets including a brand new gang, the Frenzied Mob! Epic and Inquisitor have also received some new models. It's quite a month for Specialist Games.

## Desert Raiders

For a limited time the Tallarn Desert Raiders are available again in our Hobby Centres. Next month we'll be looking at rules for desert battles and Tallarn armies. You won't want to miss the free Golden Demon booklet either...

Till next time, fellow hobbyists

**Editor**



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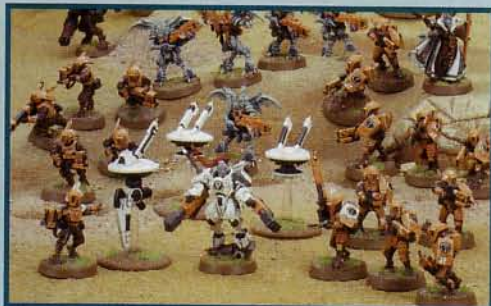
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# A SHADOW IN THE EAST

## KHANDISH KING IN CHARIOT



This box set contains one Khandish King in chariot and one Khandish King on foot

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Sweden Kr 270 Denmark Kr 225  
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Available in stores for a limited time

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This box set contains three horsemen with axes and two with bows

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 Sculpted by: Alex Hedström

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This blister contains three random Tallarn Troopers

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This box set contains 1 Magister, 1 Possessed, 1 Dark Soul and 4 Brethren.

## MORDHEIM POSSESSED WARBAND

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Product code: 99111101001  
Sculpted by: Dave Andrews, Mark Bedford and Trish Morrison.

**ON SALE MARCH 4th**



This box set contains 1 Matriarch, 1 Sister Superior, 4 Sigmarite Sisters and 2 Novices.

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**SISTERS OF SIGMAR** £20

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This box set contains 1 Vampire, 1 Necromancer, 2 Dregs and 4 Zombies.

## MORDHEIM UNDEAD WARBAND

**UNDEAD WARBAND** £20

Product code: 9911303036  
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This box set contains 1 Witch Hunter Captain, 1 Witch Hunter, 2 Flagellants, 3 Zealots and 1 Warhound

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WITCHHUNTER WARBAND £20

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## MORDHEIM: BLOOD ON THE STREETS

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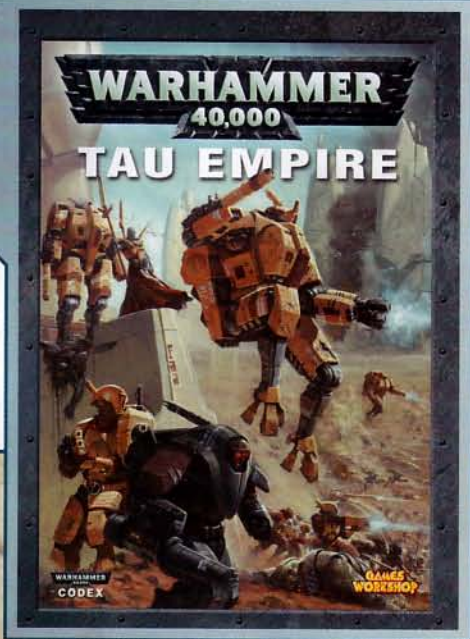
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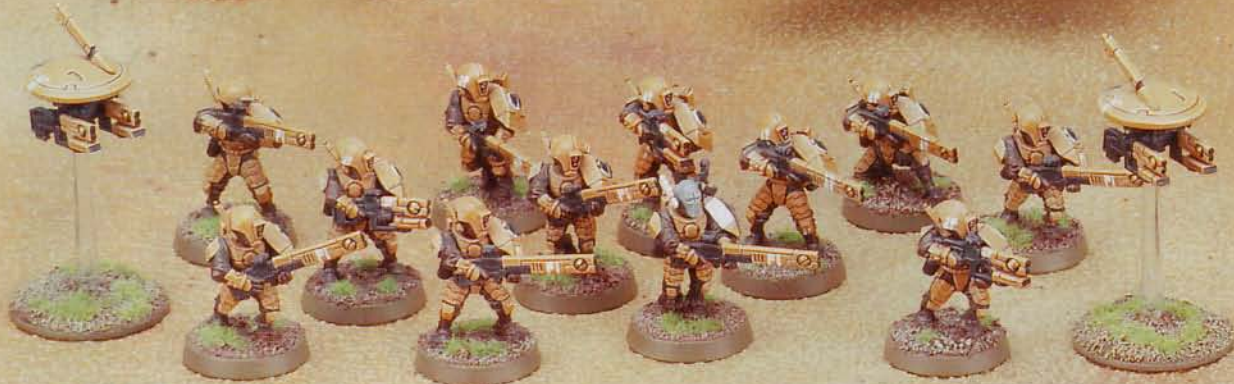
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*Contents Include:*

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- 1 Tau Battlesuit Commander
- 2 XV8 Crisis Battlesuits
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- 3 XV25 Stealthsuits
- 1 Sniper Drone team
- 12 Firewarriors
- 16 Kroot
- 9 Gun Drones
- 1 Hammerhead Gunship



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# TAU ARMY DEAL

On sale 11th March



RELEASED EARLY!

RELEASED EARLY!



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Sweden Kr1900 Denmark Kr1600 Norway Kr1900 Euro €200

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Whether you serve the dark forces of Chaos, follow the calling of the Adeptus Astartes, or seek to devour the world's inhabitants at the head of a Tyranid hive fleet, you will be able to battle to the last on Medusa V, as every Warhammer 40,000 army will be involved. So choose your side carefully, start building your armies and be ready to answer the call to WAR! Watch out for more information on this world-shattering event in the pages of *White Dwarf* 316, as well as a free campaign booklet that will accompany *White Dwarf* 317!

## THIS SUMMER A WORLD WILL DIE

**WORK IN PROGRESS: WOOD ELVES LORDS & HEROES**

COMING LATER THIS YEAR



## NEW EXPANSION AND SCENERY FOR WARHAMMER 40,000!



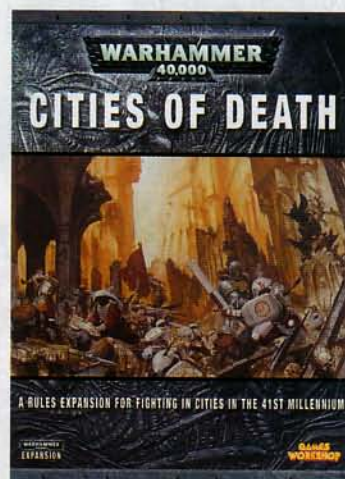
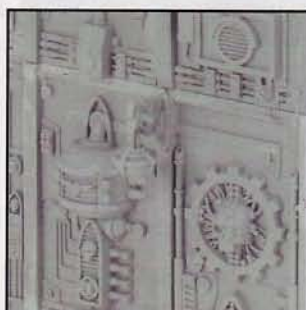
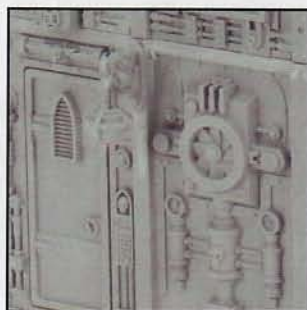
# CITIES OF DEATH

Imagine battlefields where snipers atop towers of ruinous masonry rain death down upon your men, where mighty Dreadnoughts push their way through bullet-riddled walls by dint of pure machine strength, where every corner may hide an enemy booby trap, every sewer shelter an ambush, and where lances of brilliant light from orbiting spacecraft punch down through the dust-choked air to level skyscrapers...

These are the battlefields of Cities of Death, the first in a brand new range of supplements that help you open your hobby to new vistas of war and destruction. Contained within its pages are rules for fighting within the cities of the 41st millennium, including cunning stratagems you can deploy to undo your opponent, and upgrades for your squads to better equip them for urban warfare. The game is supremely easy

to get into, all you need is your regular Warhammer 40,000 army – it doesn't need converting – and a few buildings, and we've even made these for you! Our new range of tile-based building kits allow you to create all manner of futuristic structures, from small outposts that spice up a standard Warhammer 40,000 table, to enormous cities that will dominate the board.

*The new buildings are made up of interlocking panels that can be assembled in multiple ways.*



- New supplement
- Multiple building kits
- Deadly urban warfare in the 41st millennium

COMING IN JUNE

# FOR CADIA!

Forge World

All you Imperial Guard Cadian players are in for a treat this month as Forge World releases its Cadian accessories.

The new components are designed specifically to compliment the existing plastic kits and include such options as a standard squad with variant poses, heads and kit, a squad with respirators and Cadian Veterans with shotguns.

[www.forgeworld.co.uk](http://www.forgeworld.co.uk)



All the models were designed by Mark Bedford, Daniel Cockersell, Simon Egan and Will Hayes.

## NEW! INDEPENDENT STOCKIST

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Tel: 01934 418151

## WARHAMMER HISTORICAL

The massive success of *Legends of the Old West* and its supplement *Frontier: Blood on the Plains* will be joined by *The Alamo*. This lavish book deals with one of the most infamous battles in the Old West when the Mexican army fought Texans at the Alamo mission in San Antonio. Check it out at:

[www.warhammer-historical.com](http://www.warhammer-historical.com)

## Mordheim from Direct

Inspired by the ongoing White Dwarf Mordheim campaign, Direct are offering the entire range of Mordheim miniatures with which you can create your warbands and go adventuring.

Our hobby specialists will be able to give any fledging adventurers advice on starting a new warband or indeed, getting hold of a copy of the game.

Venture to the Online Store and you'll find all of the available warbands, supplements and all manner of nefarious Hired Swords.

So take up your sword and follow the signs to Mordheim below:

[www.games-workshop.co.uk/store/mordheim](http://www.games-workshop.co.uk/store/mordheim)



# IMPORTANT

## ADVANCE NEWS – PRICE CHANGES

As of the 27th February we will be changing the prices on a selection of our products. To give you as much notice as possible so you can get your miniatures at the current price, we've listed the major changes below:

- Warhammer 40,000 plastic tank boxed sets change from ....£20 to £25
- Warhammer 40,000 plastic APC boxed sets change from ....£18 to £20
- Warhammer 40,000 plastic bikes change from .....£5 to £6
- Paint Pots change from .....£1.75 to £2

**You still have a few days to get these miniatures at the old prices, so you can take full advantage of this notification!**

## BATTLE BUNKER COPENHAGEN

Long have the armies of Copenhagen waited for an area in the centre of town in which to do battle with each other, so now Games Workshop is opening a huge Gaming Room in conjunction with Faraos Cigarer.

Bring your armies to the Copenhagen Battle Bunker and take to the field in the Gaming Room, which has enough space for over 20 gamers with 10 gaming tables, brimming with awesome terrain pieces.

**Opening date:** Monday March 6.

Win Glory and Honour in the First Copenhagen Battle Bunker Tournament. Purchase a special edition promotional miniature not for sale anywhere else.

**Battle Bunker opening hours:** All Weekdays, but Mondays are especially reserved for Veterans.



## GOLDEN DEMON 2005 BOOKLET – FREE NEXT ISSUE

Back by popular demand is the Golden Demon winners' booklet. Free with next issue, it features ALL the Bronze, Silver and Gold winning entrants from 2005's competition, as well, of course, the Golden Demon Slayer Sword winner.

Also included are a number of commended entries that almost made the cut but just missed out.



The victors pose for the camera on the Golden Demon winners' day.

With lavish photography featuring insets and detailed shots of particularly intricate entries, this is the MUST have collector's booklet from what was a milestone in Golden Demon history.

So, whether you missed the event altogether and are desperate to see the winning entrants for the first time, or you wish to re-live the day and have a permanent souvenir, don't miss next issue of this very magazine – if you do, you'll be disappointed!

### THE WINNERS' DAY

As a thank you, the winner's displayed in the booklet were recently invited on an exclusive tour of the Design Studio and the Citadel Miniatures Hall. A great day was had by all, who saw a LOT of cool stuff.



Warhammer Single Gold, painted by Joe Hill

### NEW! BLACK LIBRARY MERCHANDISE



Above: Sisters of Battle t-shirt tied in to the novel 'Faith and Fire' and von Carstein Pendant.

WWW.BLACKLIBRARY.COM

### BLACK INDUSTRIES

#### QUESTING FOR THE GRAIL

Following on from the release of this month's Bretonnia sourcebook, *Knights of the Grail*, Black Industries bring you *Barony of the Damned: An Adventure in Mousillon*. This book is a self-contained campaign that builds on the information in *Knights of the Grail*. The dead do not rest easy in Mousillon, as players will discover when they try to complete their dark mission. Amidst the filth and the squalor, they will find conspiracy, betrayal and the dark hand of the undead.

For more details on this and all other WFRP products, visit:

[www.blackindustries.com](http://www.blackindustries.com)



THE LORD OF THE RINGS  
STRATEGY BATTLE GAME

## COMPONENTS AVAILABLE NOW!

Last month we revealed the forthcoming availability of components for our The Lord of The Rings range. Building conversions for your captains and heroes, or getting hold of a particular Gandalf, has never been easier.

This will revolutionise The Lord of The Rings hobby, opening up a huge array of hitherto impractical possibilities. Just flick over to Ordering Direct on page 136 to see a sample of the components.



WARHAMMER 40,000 CAMPAIGN WEEKEND:

# DARK STARS

The Fall of Medusa V; The Beginning

+++incoming transmission+++

The Imperium is under threat. Armies of Tyranids, Tau, Orks and Eldar, each with their own agendas, make ready to attack Solypsia. It is a world beset by many enemies. A world plagued by war and suffering. A world preparing to die. The planet's fate lies with you in this prelude to the Medusa V campaign.

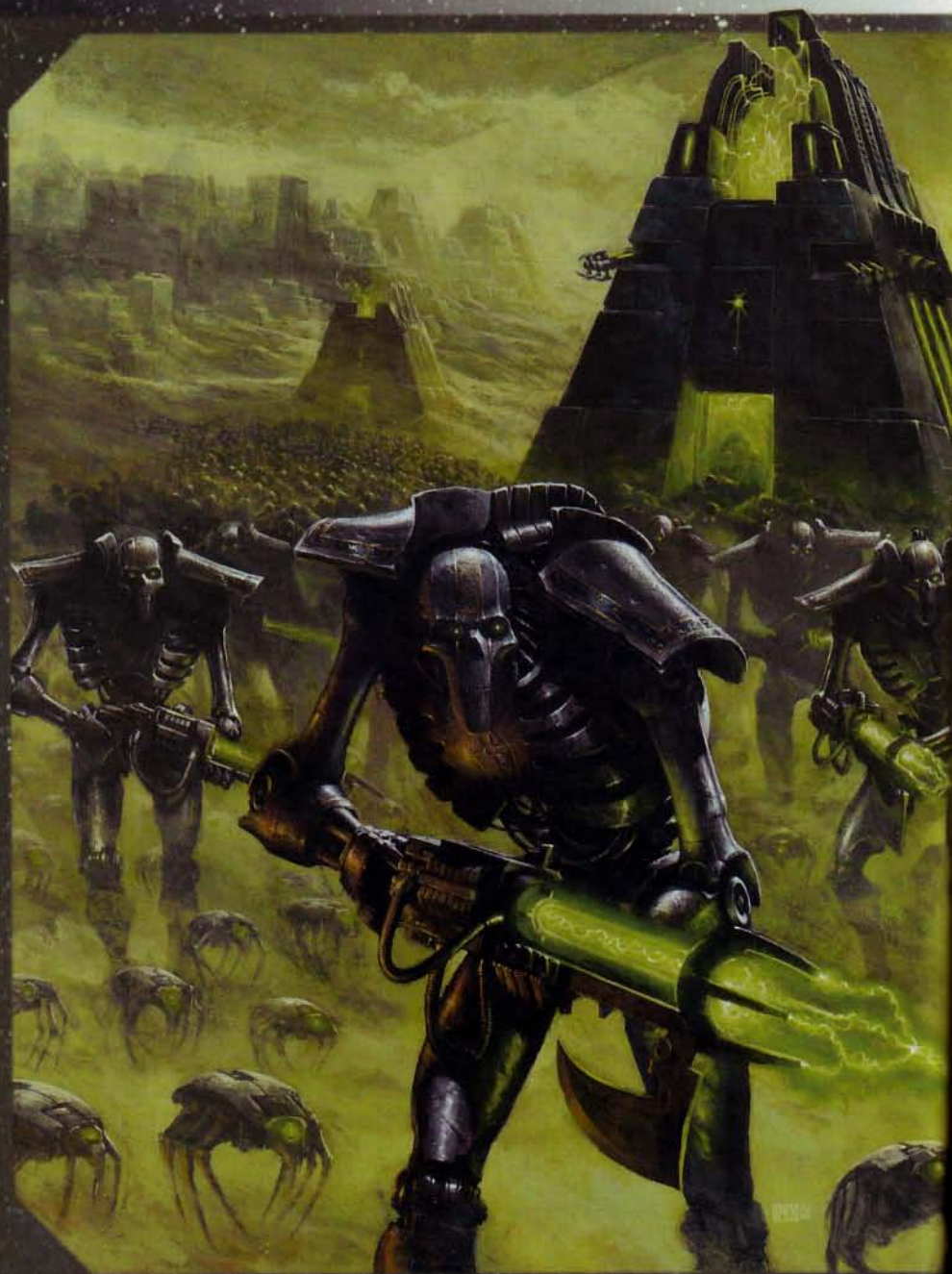
To play, you will need a 1,500 points force and also a legal Combat Patrol for your chosen army that follows the army building regulations in the rules pack. These can be downloaded from the UK Events Diary online.

**PLEASE NOTE!** Each xenos race will only have fourteen tickets available, so book yours now to avoid disappointment.

**Ticket Price:** £45  
Your ticket covers seven games across both days; lunch on both days and an evening meal on Saturday.

**Age limit:** 16+

+++transmission ended+++



20th & 21st May 2006, WARHAMMER WORLD, Nottingham  
FOR FURTHER DETAILS CALL: 0115 91 40000

[www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)



# TAU EMPIRE

UCA TUN CANOTRA CCCP

The Tau are totally unique within the Warhammer 40,000 universe, and their very presence throws the other races into stark relief. Where the mighty Space Marines are dogmatic and zealous, the Fire Warriors of the Tau are pragmatic and dedicated to the Greater Good. Where the Imperial Guard relies on mass assaults consisting of thousands of men and tanks, the Tau focus

on swift raids, every detail planned to the last. Where the Imperium is hide-bound and superstitious, ever looking backwards to a dimly-recalled golden era of prosperity, the Tau look forward, to a time when the doctrine of the Greater Good will unite the stars and all the peoples of the galaxy.



## Designer's Notes 18-31

Codex: Tau Empire author Andy Hoare takes us through the new Citadel miniatures and army list

## Battle Report 33-48

New special character Commander Shadowsun leads an army in an attempt to stop a Dark Eldar raid

## Colour Schemes 50-55

Tips on modelling your Fire Warriors and reproducing the 'Eavy Metal Tau colour scheme

# The Greater

## Broadsides

Strength 10 railguns are perfect tank killers, and will penetrate Armour 14 on 5+

## Sniper

These new teams are best used to pin the enemy with their precision rail rifles

## Ethereals

The commanders of the Tau army. A superior intellect ensures coherent tactics

## Firewarriors

Though only BS3, Fire Warriors can lay down withering levels of fire

## Piranha

Fast, mobile and able to outflank and take out enemy support units

“It is not our technology that will enable us to prevail.  
It is our shared sense of honour and commonality”

Shas'el Sa'cea Dr'es

# Good

Warriors of the Tau Empire, rejoice! With this brand new version of the codex comes a number of fresh units, technologies and vehicles to better aid you in your struggle to bring order to the galaxy.

## Crisis Team

Tau jetpacks allow additional movement in the shooting phase



## Vespids

New allies of the Tau. Able to move into enemy lines quickly



Commander Shadowsun

Shadowsun has been promoted by the Ethereals to take over those duties so treacherously abandoned by the renegade Commander Farsight. She is protected by the experimental XV22 Stealth armour, 2 Shield Drones and a Command Link Drone. See her in action in our battle report, starting on page 33.

MANY OF THE IMPERIUM'S SYSTEMS ARE POORLY UNDERSTOOD, RESULTING IN LESS THAN OPTIMAL BATTLEFIELD PERFORMANCE

THERE HAVE BEEN NO TRUE ADVANCES IN IMPERIAL SCIENCE FOR NEARLY 12,000 TAUCYR

CONTEMPLATION OF THE MECHANISMS OF IMPERIAL TECHNOLOGY HAVE REVEALED TO OUR EARTH CASTE THAT HUMANITY ONCE POSSESSED A HIGHER SCIENTIFIC UNDERSTANDING OF THE UNIVERSE THAN NOW. THEY ARE A DELUDED RACE, WORSHIPPING THE ARTEFACTS OF THEIR ANCESTORS AS IF THEY LIVE. SUCH WEAKNESS OF REASON CAN ONLY HOPE TO FURTHER THE CAUSE OF THE GREATER GOOD.

A FEARSOME APPEARANCE IS NO BARRIER AGAINST RIGHT INTENTION. THIS ARMOUR IS EASILY PENETRATED BY SUPERIOR TAU WEAPONRY

THE IMPERIUM UTILISE A SYSTEM OF CONSTRUCTION BASED UPON THE ADVANCED TEMPLATES OF THEIR ANCESTOR CIVILISATION. THIS LITTLE KNOWLEDGE IS OFTEN APPLIED WITHOUT CONSIDERATION, AND INFERIOR MATERIALS USED IN MANUFACTURE

Imperial Technological Weaknesses



### **Army List**

The complete Tau army list that allows you to choose your forces for a tabletop battle, featuring the Kroot – savage allies, and the Vespids – swift, winged auxiliaries that fight for their Tau masters. Also included are wargear, battlesuit systems and vehicle upgrades.

### **Background**

An overview of the Tau empire covering its origins, culture and its methods of waging war.

### **Hobby Section**

Sixteen full-colour pages packed with advice and tips on collecting, modelling and painting a Tau army.

### **Special Characters**

Three renowned Tau characters are detailed, the senior Ethereal Aun'Va, the renegade Commander Farsight, and the newly emergent heroine of the Tau Third Phase Expansion, Commander Shadowsun.

The Tau Empire

# Designer's Notes

**The Tau Empire has been growing rapidly over the last few centuries, and it is now beginning to infringe upon the domains of other major galactic powers; powers such as the Imperium of Man. The Tau seek to bring the wisdom of the Ethereals to the worlds of Mankind, but the Imperium will not listen. This new Codex takes us to the fringe of the galaxy as the Tau gear themselves up for their third period of expansion – they are mustering for war...**

The Tau's dominion grows apace, so much so the book has been named Tau Empire in recognition of their conquests in the name of the Greater Good. There are also some mighty fine Citadel miniatures to represent another of the Tau's alien auxiliaries – the Vespids. These flying insectoids hail from a world where there is a certain crystal that produces a radiation that, when put in a fancy new Tau gun, is very good at killing Space Marines...

the Tau have keen eyesight that allows them to pick out detail, they lack the ability to focus as quickly as other races. This explains their 'average' level of Ballistic Skill. The last Codex provided the vehicle-mounted targeting array, a sophisticated targeting system. But now the Tau have refined this system to allow for its use as a battlesuit support system option, overcoming this particular physical deficiency."

There are new vehicles – a new tank and a skimmer. "The Sky Ray provides indirect point attack," Andy explains. "It functions alongside a Tau team with a marker light, using its seeker missiles to destroy unseen targets, and highlights the interdependency of the Tau army," says Andy. "The Piranha is completely different – it's a light scout vehicle; they work in squadrons of up to five models, and are best used to grab objectives."

Back in the real world, advances in our own, slightly more humble, technology of plastics manufacture made

## **This new Codex takes us to the fringe of the galaxy... as the Tau gear themselves up for their third period of expansion**

In fact, the Earth caste have been really busy in the five years since the Tau first burst onto the galactic stage, creating even more potent weapons to further the aims of the enigmatic Ethereals.

"With any new iteration of an existing army list comes new toys to try out," says Andy. "The Tau armoury has been expanded, providing players with a number of options that fit the feel of the race in terms of its constantly developing new technologies. For example, though

these new kits a reality. "Increasing digitisation of the design process helps Citadel produce better and better models, and rapid prototyping has also started to come of age," Andy tells us. "We decided to take advantage of this. Models that originally weren't destined for the range were suddenly possible, so we made them." All for the Greater Good, of course. Doubtless Imperial Commanders will balk at the idea, but if you can't beat them, join them. The Tau welcome all.

# Fire Warriors

Well-armed and armoured, Fire Warriors form the backbone of the Tau combined arms philosophy.



Fire Warriors have a 4+ Armour Save.

Deadly Infantry

With a rapid fire, Strength 5, range 30" gun, Fire Warriors can be a headache for many armies. Try applying the 'Everything counts in large amounts' tactic – at 10 points each you could easily accommodate 72 of them in a 1,500 points army. Ow!

Au'Taal sept



D'Yanoi sept



Bork'an sept



Sniper Drone teams consist of a Tau Spotter and three drones. Three such teams may be taken as a single Heavy Support choice, and as each is cheap in points, it allows you to focus multiple, Pining test-causing shots on troublesome enemy units.

Snipers

# Sky Ray

The Sky Ray is used to provide point attack fire support against armoured opponents.



The Sky Ray can either use its own twin-linked markerlights or rely on those of Fire Warrior and Pathfinder teams, meaning it can fire its seekers indirectly over much of the battlefield.



Burst cannons, Gun Drones or smart missiles provide back-up to the Sky Ray's six seekers.



The Sky Ray, like the Hammerhead, is based on the ubiquitous Devilfish chassis.





# Piranha

The Piranha is fielded in squadrons of one to five, and is ideal for threatening isolated enemy units.

The fast speed of the Piranhas means they are suitable for snatching objectives towards the end of a battle. But be careful, with Armour Value 10, they are susceptible to the small arms of even the least enlightened of races.



T'olku sept



Fire craft pilots

Two Tau pilot the Piranha, one to fly, the other to operate weaponry.



Gun drones

Detachable Gun Drones form part of the Piranha's armament.



The Piranha can upgrade its burst cannon to a fusion blaster, making it a superb tank hunter.



Tau vehicles use powerful anti-gravitic engines.



Sa'cea sept



T'au sept



Forge World

Some of you may think you've seen these models before... And you'd be right. The Piranha and Sky Ray were originally released by Forge World, and we've used new tech to bring them from resin to plastic.

## Tactics

The Tau may be weak in close combat, but they are gifted with serious firepower and a large degree of mobility. The key to victory lies in minimising the effects of the race's weakness, through utilising its manoeuvrability, and in using that mobility to bring its firepower to bear on the enemy. The new options open to Tau players stress this style of play, and reward greatly those who master it. The Tau have many tools at their disposal with which to gain victory, from the infinite variety offered by the highly customisable battlesuits, to the use of allies to cover specific tactical niches. Each element of the army has its role to play in expanding the borders of the Tau Empire – each fights for the Greater Good!

# Battlesuits

Battlesuits remain one of the signature features of the Tau army. With multiple new options, battlesuits present both old and new Tau gamers with more flexibility than ever before.

Crisis Team



## Crisis Battlesuit Commander

Tau Commanders get a new section of the armoury to themselves: Special Issue Wargear. This section contains unique items of recent creation that have yet to become common to Tau forces.

Items such as the cyclic ion blaster, vectored retro-thrusters and the ejection system provide you with the opportunity to devise some ingenious wargear combinations unique to your own style of play. Each of these parts are represented in the new Commander set by metal add-on parts for the XV8.



# Stealth Teams

A major addition to the Tau range are the new plastic Stealthsuits. These communicate the fact that each is in fact a small battlesuit, consistent with the larger XV8 Crisis suit.



Compare the new XV25 Stealthsuit (right) with the smaller XV15 (left). The XV25 demonstrates the Tau's superior grasp of technology and rapid advancement through science. Being a development of the older XV15, it sports numerous advantages over its predecessor, including space for a Battlesuit support system.

# Broadsides

The formidable XV88 battlesuits remain a major contributor to the Tau's overwhelming firepower.

These battlesuits now have access to the advanced stabilisation system, allowing them to utilise the Slow and Purposeful special rule.



# Tau Weapons List

	Range	Strength	AP
<b>Burst Cannon</b> Assault 3	18"	5	5
<b>Flamer</b> Assault 1	T	4	5
<b>Ion Cannon</b> Heavy 3	60"	7	3
<b>Markerlight</b> Heavy 1	36"	-	-
<b>Missile Pod</b> Assault 2	36"	7	4
<b>Plasma Rifle</b> Rapid Fire	24"	6	2
<b>Pulse Rifle</b> Rapid Fire	30"	5	5
<b>Pulse Carbine</b> Assault 1 Pinning	18"	5	5
<b>Pulse Pistol</b> Pistol	12"	5	5
<b>Fusion Blaster</b> Assault 1 Melta	12"	8	1
<b>Railgun (solid)</b> Heavy 1	72"	10	1
<b>Railgun (sub)</b> Heavy 1 Large Blast Marker (Hammerhead only)	72"	6	4
<b>Rail Rifle</b> Heavy 1 Pinning	36"	6	3
<b>Seeker Missile</b> Heavy 1	-	8	3
<b>Smart Missile</b> Heavy 4	24"	5	5
<b>Neutron Blaster</b> Assault 1	12"	5	3

# Vespids

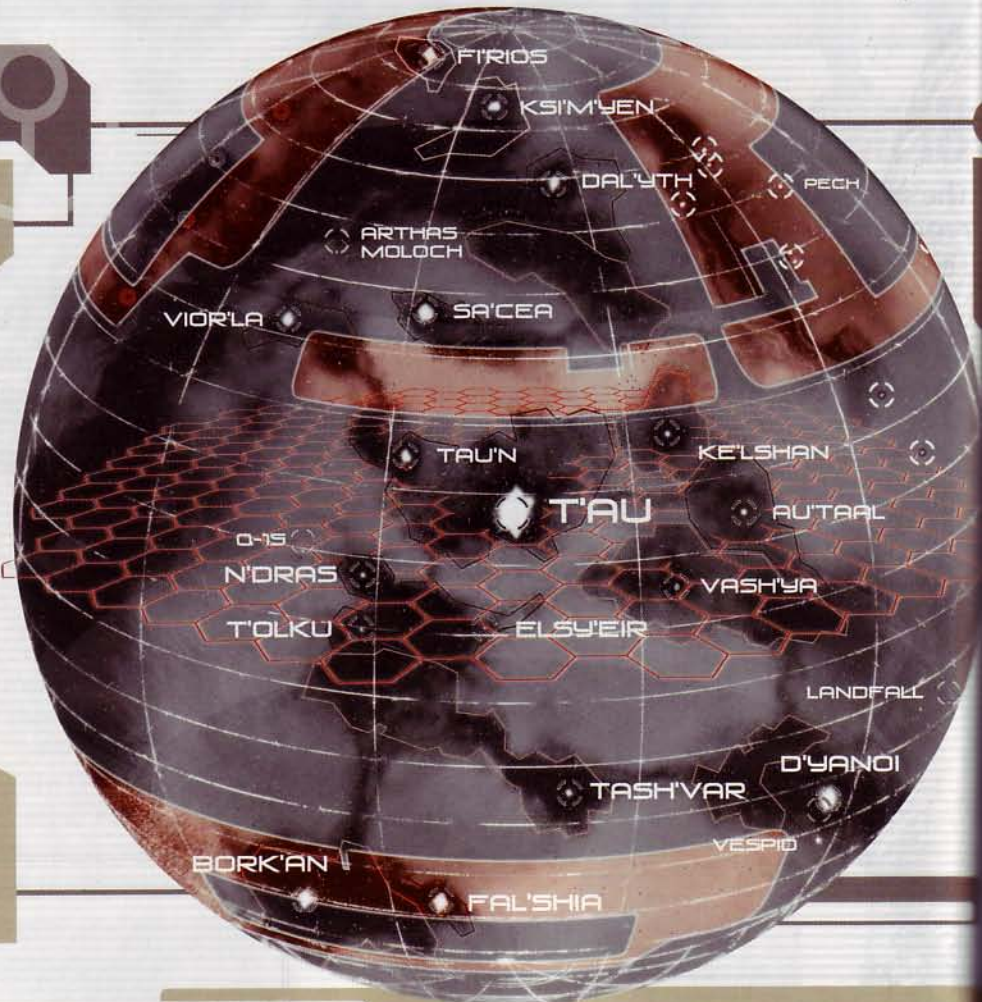
Vespid Stingwings are an alien race whose world has been subsumed into the Tau Empire. The Stingwings move as Jump infantry and utilise unique and deadly AP3 weapons. They are a Fast Attack choice.



**MORE ON VESPIDS NEXT MONTH!**

## A Young Race

The Tau have only recently left the world of their birth, but have rapidly expanded their influence to cover a sizeable area of space on the eastern rim. This dense stellar region is home to a bewildering variety of worlds, many of which the Tau found to be populated by sentient races. Those that would hear the word of the Ethereals – the Tau ruling elite – were welcomed into the burgeoning empire. Those that would not were destroyed. “The old codex focussed on the Damocles Gulf Crusade, but in this book we’ve fleshed out all the phases of expansion,” says Andy. “We’re trying to put across the idea that the Tau Empire expands in waves. The Tau are almost an artificially dynamic race – leaving you to wonder whether they might turn inwards if that energy weren’t directed outwards.”



# Aun' Va

'The Master of the Undying Spirit' is the pre-eminent Ethereal of the T'au sept. He has taken a hand in recent events by decrying Farsight.



Aun' Va is accompanied into battle by an Honour Guard of mysterious origin.

# Ethereals

There are three new Ethereal models to lead your brave Fire Warriors into the heat of battle.



Leader Caste

The new Ethereals (out next month) are some of the most beautiful Citadel miniatures in the range. Clad in ornate robes, these models have action poses which show the Ethereals not only as leaders, but as creatures of action. Gary Morley sculpted the Ethereals, of which three are available, with a fourth accompanied by a Shield Drone only available in the Tau Army set.

The Ethereals command unwavering loyalty from all other Tau. If they join a unit of Tau, that unit becomes fearless. All Tau units that can see one may re-roll any Morale check. However, if he dies, all Tau must make a Morale check. None of this applies to their alien allies, they do what the Ethereals say, but are not under their mysterious influence.



Sa'cea Ethereal

## Tau Armoury

### Markerlights

Instead of a single model benefiting from the markerlight's ability to 'illuminate' targets, entire units can increase their Ballistic Skill, ignore Cover Saves, bypass Target Priority or ignore the effects of Night Fighting. Each of these benefits 'costs' one markerlight hit, and they can be combined in all manner of ingenious ways.

### Marker Drone

This drone carries a networked markerlight, granting the accompanying unit the benefits of its markerlight hits.

### Shield Drone

The Shield Drones now have the same Armour Save and Toughness as the model they are protecting, meaning that the owning player can choose to remove them in response to incoming fire.

### Cyclic Ion Blaster

Range	Str	AP	Assault
18"	3	4	5

Rolls to wound of 6 count as AP1.

### Command and Control Node

Friendly models within 12" may use the bearer's Leadership for Target Priority tests.

### Ejection System

Allows Tau characters to survive the destruction of their battle armour.

### Positional Relay

One reserve unit may enter play on a roll of 2+.

# GUNLINE

With their grasp of high technology, the Tau can lay down an impressive barrage of high strength fire.

1,500 pts



This is a terrifying army for opponents to face, and is able to outshoot virtually everyone in the game. The Fire Warriors alone can feasibly pump out 72 Strength 5 hits a turn at 12"! And let's not forget that the Ethereals' Honour Guard have BS4. The tactics of this army depend upon the pinning abilities of the drones and Sniper teams, especially devastating when used to trap units in front of the Fire Warriors. The Kroot are great for holding up the enemy and keeping them off your gun line, and even if enemy assault troops do get through, the Fire Warriors' Photon grenades (-1 Attack for assaulting units) and 4+ Armour Save should allow them to survive. Meanwhile, the BroadSides can happily pop enemy tanks or smear heavily armoured troops across the battlefield. As for the Commander's Assault 5 ion blaster, well, that's just rude.



<b>Commander – Shas'el</b>	50
Cyclic ion blaster	15
Fusion blaster	12
Positional relay	15

<b>Ethereal</b>	50
Honour Guard – 12 Fire Warriors	144
Photon grenades	12

298 Points



<b>3 BroadSides</b>	210
Target locks	15

<b>Sniper Team</b>	80
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<b>Sniper Team</b>	80
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385 Points



<b>12 Fire Warriors</b>	120
Photon grenades	12

<b>12 Fire Warriors</b>	120
Photon grenades	12

<b>20 Kroot</b>	140
Shaper with pulse rifle	26
2 x Krootox	70

<b>20 Kroot</b>	140
Shaper	21
10 Kroot Hounds	60

721 Points



<b>8 Gun Drones</b>	96
---------------------	----

96 Points

# AIR CAVALRY

2004's Warhammer 40,000 update makes air assault a viable tactic for rapid firing Fire Warriors.



1,498 pts



<b>Commander – Shas'ō</b>	<b>75</b>
Airbursting fragmentation projector	20
Plasma Rifle	20
Command and control node	10

<b>Bodyguard Team</b>	<b>70</b>
Burst cannons, plasma rifles & multi-trackers	66

261 Points



<b>5 Stealthsuits</b>	<b>150</b>
Fusion blaster	2

152 Points



<b>Hammerhead</b>	<b>90</b>
Railgun	50
Burst cannon	10

<b>Hammerhead</b>	<b>90</b>
Ion cannon	15
Smart missile system	20

275 Points



<b>7 Pathfinders</b>	<b>80</b>
Devilfish	80
3 rail rifles	30
Shas'ui bonding knife	15

<b>6 Vespids</b>	<b>96</b>
------------------	-----------

<b>Piranha</b>	<b>60</b>
Fusion gun	5

366 Points



<b>12 Fire Warriors</b>	<b>120</b>
Photon grenades	12
Devilfish	80
Sensor spine	10

<b>12 Fire Warriors</b>	<b>120</b>
Photon grenades	12
Devilfish	80
Sensor spines	10

474 Points

Moving forward never seemed a good idea with the Tau in the past, but that is no longer the case. Nobody likes it when a bunch of self-satisfied aliens jump out of a tank and rapid fires the stuffing out of their favourite unit. That's what this army excels at. Dynamic and adaptable, it makes 'Rhino Rushing' seem terribly old hat. Infiltrating Stealthsuits cause the enemy a headache from turn 1, while the Crisis team, supported by the new and equally swift Vespids, bound across the board to annihilate Armour Save 3 targets. The Fire Warriors and Pathfinders can go where they please, snatching objectives from under the nose of your irate opponent, and if any of his tanks manage to avoid being blasted by your Hammerheads, you can whiz your super-fast Piranha up behind them and fusion gun them in soft parts at the rear.

# The Kroot

A tactically flexible Kroot Carnivore squad is easy to field, as Krootox and Kroot Hounds in the new Codex: Tau Empire are unit upgrades for the unit, rather than separate entries in the army list. The Kroot may look thin, but their alien musculature gives them a respectable Strength 4 while their rifles count as two close combat weapons in assault. They can be used to counter assault any units that break the Tau firing line, or be sent ranging ahead with their Infiltrate rule.



The carnivorous and highly adaptable alien Kroot are a major part of the Tau's armed forces.

# Pathfinders

These versatile scouts are a vital part of any Tau army.

## White Dwarf

### WD 316 MARCH

**Index Xenos: Vespid**  
Learn more about this intriguing new race.

**Modelling Tau Tanks**  
Painting and modelling tips for Tau skimmers.

### WD317 APRIL

**Modelling Tau Battlesuits**  
Cool tricks to personalise your Tau elite.



A combination of pulse carbines and rail rifles make Pathfinders good at pinning.





Krootox carry a rider who fires the Kroot gun, a larger version of the standard rifle. Though primitive, it is sufficiently powerful with a 48" range and Strength 7 to knock out light vehicles. The Krootox is also good in assault, though their inclusion prevents Kroot Kindreds Infiltrating.

A high Initiative of 5 and 2 Attacks make Kroot Hounds valuable additions to your Kroot squads.

## Devilfish

This skimmer has been up-gunned to make it a more efficient infantry fighting vehicle.



A Pathfinders' Devilfish fulfils a role as forward scout. Advanced optical devices allow a deep striking unit to avoid scattering, so long as its target point is within the line of sight of the transport.

Gun Drones remain the default choice, but these can be upgraded to smart missiles.



## Release schedule

NB Release dates may be different in Northern Europe, see New Releases on p2.

### HQ

- Crisis Battlesuit Commander 1st APRIL
- Ethereals 1st APRIL
- Ethereal with Shield Drone\* 11th MARCH

\*Tau Army Deal, see p10.

### Elites

- Crisis Battlesuits OUT NOW
- Stealthsuit team\*\* SUMMER

\*\*Available early in Tau Army Deal or Battle Force from 11th March, see p139.

### Troops

- Tau Fire Warriors OUT NOW
- Kroot OUT NOW
- Krootox OUT NOW
- Kroot Hounds OUT NOW
- Kroot Shaper OUT NOW
- Devilfish OUT NOW

### Fast Attack

- Piranha team 1st APRIL
- Gun Drones OUT NOW
- Vespide Stingwings 1st APRIL
- Pathfinders OUT NOW

### Heavy Support

- Broadside OUT NOW
- Sniper Team 1st APRIL
- Hammerhead OUT NOW
- Sky Ray 29th APRIL

### Special Characters

- Aun' Va 22nd APRIL
- Shadowsun 29th APRIL



HONOUR



HOLD



RESEARCH



CORRUPT



WAAAGH!



PRESERVE



ENSLAVE



DEVOUR



HARVEST

# THE FALL OF MEDUSA V

THIS SUMMER A WORLD WILL DIE

# BATTLE REPORT Death on Kol'n

Welcome to this month's battle report! Can the Tau, led by the prestigious Commander Shadowsun, defend their colony against the nefarious Dark Eldar? Read on to find out...

The Tau are back with a vengeance, with a brand new Codex and a whole load of new models hitting the shelves any time now. And that must mean it's time to put the army through its paces in traditional battle report fashion, so who better to talk us through the army's performance than the author of the new Codex, Andy Hoare? Andy's chosen one of the two new Tau special characters, Commander Shadowsun, to lead the army against

a Dark Eldar force commanded by his fellow Games Developer, Adam Troke. Adam developed a taste for the fast and deadly playing style of the Dark Eldar after playing against Graham McNeill's Black Templars in White Dwarf 311 battle report, and so was eager to take them to battle once more.

The scene is set – the firepower of the Tau against the speed and close combat ability of the Dark Eldar. Whatever happens, it's going to be bloody!

## THE K'OLN INTERVENTION

At the outset of the Third Sphere Expansion, Tau forces, led by Commander Shadowsun, gathered at the empire's outermost colony, a lonely world known to the Tau as Kol'n. The advance elements of Shadowsun's forces, while making planetfall, were stunned to receive a distress signal from the world's only settlement. An alien race, unknown to the Tau, had launched a savage attack.

Shadowsun's force was outnumbered, the aliens' raiding fleet sending wave after wave of fast skimmers to drag captured Tau back to their slave ships. Worse still, the aliens' attack had destroyed the Tau's primary inter-system communications node. If the Tau could not call for aid, they were doomed.

Shadowsun knew that the settlement housed a secondary communications system, and hastily gathered what forces were to hand to lead a counter-attack to capture it. The communications node could be activated through one of two control points located nearby. If Shadowsun could activate it she would be able to call nearby Fire and Air caste forces for aid. If not, the Third Phase Expansion might be stalled before it had even begun...

### GAME STATS

#### Points

1,500 per side

#### Mission

#### Loot and Plunder

Alpha level

#### Location

#### Kol'n

(Tau Desert World)

#### Armies

- Commander Shadowsun's Kol'n Intervention Force
- The Kabal of the Black Heart

#### Characters

- Commander Shadowsun  
Heroine of the Third Sphere Expansion
- Archon No'Akei  
Daughter of Pain

#### Timeline

997.M41



# Warriors of the Third Expansion



Andy Hoare

Raised by wild guinea pigs in the lawless Home Counties, Andy came to work for Games Workshop in 2001. Codex Tau is the latest book on which he has worked, with other credits including Codex Necrons, Warhammer 40,000 and Warhammer Realms: Lustria. He is currently collecting an Imperial Guard army, which provides an outlet for his unhealthy fascination with tanks.



## LOOK OUT FOR SHADOWSUN

I hope to see Commander Shadowsun cause some damage, working alongside the Stealth team to sow disruption and destruction amongst the Dark Eldar. Her jetpacks, combined with her ability to shoot two different enemies per turn, to survive return fire AND to jump out of combat if she does get charged, should prove an interesting combo.



Andy: I've always liked the Tau, ever since I was shown their first Codex the day I joined Games Workshop. It's the army dynamics that I enjoy the most, its ideal of cohesion. Being a bit of a student of real world military history, this 'combined arms' approach appeals to me, and makes for a very strong tactical theme. Having written and playtested the new codex, I'd picked up a few tricks, many of which were honed to optimum sneakiness by chats with existing Tau players, some of whom have been very successful with the army. Hopefully, this battle report would afford me the opportunity to put into practice some of the lessons learned.

My plan was to split my army into two elements. The first would provide a solid firebase, and for this I took some of the new Sniper Drone teams. These are great against both infantry and light vehicles, and are useful for inflicting pinning tests on the enemy. These would be backed up by an ion cannon-armed Hammerhead gunship and a Broadside team, whose railguns I hoped would be as useful against vehicles at long range as their smart missile systems would be against infantry up close. The second element of the force would consist of mobile units – Crisis battlesuits, a Stealth team and the two Devilfish-mounted Fire Warriors teams.



**Commander Shadowsun** 175  
 XV22 battlesuit  
 Multi-tracker advanced target lock  
 Drone controller  
 Command-link drone  
 2 Shield Drones  
 2 fusion blasters, bonding knife

175 Points



**3 Crisis battlesuits** 75  
 Plasma rifles 60  
 Missile pods 36  
 Multi-trackers 15

**3 Stealthsuits** 90  
 Burst cannons  
 Shas'vre 10  
 Hard-wired target lock 5  
 Fusion blaster 2

293 Points



**5 Vespids** 80  
 Strain Leader 22

102 Points



**Hammerhead** 90  
 Ion cannon 15  
 Smart missile system 20

**2 Broadside** 140  
 Advanced stabilisation system 20  
 Smart missile system

**3 Sniper teams** 240

525 Points



**Fire Warriors team one (12)** 120  
 6 pulse rifles  
 6 pulse carbines  
 Devilfish 80

**Fire Warriors team two (12)** 120  
 6 pulse rifles  
 6 pulse carbines  
 Devilfish 80

400 Points

## ARMY STATS

### Tau Advantages

- Ⓜ High Strength weapons
- Ⓜ Mobile
- Ⓜ Good Armour Saves
- Ⓜ Lots of tricks and toys

### Tau Disadvantages

- Ⓜ Will be murdered if the Dark Eldar get in amongst them!
- Ⓜ Will be outnumbered if they spend too many points on cool toys



### Deployment and Tactics

My plan was simple, though I'd need to be flexible in its execution. I intended to draw the Dark Eldar on to the guns of my firebase, which was set up on the extreme right. This position would cover two of the three objectives and hopefully blow away any Dark Eldar that tried to claim them. The mobile element would be deployed on the left, and used to perform counter-attacks mid game, before moving in to claim or contest loot counters. I accepted the risk of losing the firebase to a Dark Eldar assault, but it was ultimately a worthy trade. The key to keeping the Dark Eldar from overrunning my lines entirely would be target selection. Take down the fastest, most threatening enemy and victory would be mine!

# The Kabal of The Black Heart



Adam Troke

Adam's not a super villain in training, doesn't leap off rooftops for fun and wasn't raised by guinea pigs. That probably makes him one of the 'normal' members of Games Development. While he's normally found defending the Shire from all comers, he's an avid Warhammer 40,000 player. Prone to excessive enthusiasm it's easy to lure him into a theoretical debate on radicalism in the Inquisition or the nature of the missing legions. Try it some time.



## LOOK OUT FOR INCUBI

With power weapons and a 3+ Save these battle-hardened killers are more than a match for the best assault troops in the 41st millennium. There's nothing in the Tau army that can match these warriors in an assault, so the Incubi should be able to annihilate any opposing units in close combat.

**Adam:** In all the games I've played using the Dark Eldar a few things have become apparent. First is that they are a fun army to use. Second is that, used correctly, they are incredibly dangerous. They have some of the best ranged weapons and assault troops in the game. They may be fragile, but they're really good at dishing out the pain.

My force is lead by No'Akei. Backed up by an Incubi Retinue she should be able to hack apart any Tau foolish enough to get in her way.

Four Raider squads form the bulk of my army, and should be perfect for grabbing objectives, while the squad of

Mandrakes can advance and decide where to strike at the last minute. A Warp Beast pack is a must – they're fast and will make mincemeat of any Tau they can sink their teeth into.

Heavy support comes in the form of a Ravager, which will target the Tau vehicles and battlesuits. I've added a squad of Scourges armed with four splinter cannons to kill off Fire Warrior squads, and a Talos because it's rock hard! I also took a Reaver Jetbike squadron, giving me some extra speed and killing potential and a Haemonculus – mostly because it looks great.

## ARMY STATS

### Dark Eldar Advantages

- Lethal long-range weapons
- Ultra-mobile
- Strong Ballistic/Weapon Skill
- High Leadership

### Dark Eldar Disadvantages

- Low Toughness and Armour Save makes them vulnerable to incoming fire & dependant on Cover Saves
- Open-topped vehicles can be flimsy



<b>Dark Eldar Archon</b>	<b>60</b>
Agonizer	20
Splinter pistol	1
Shadow field	25
Combat drugs	25

<b>6 Incubi Retinue</b>	<b>150</b>
Blaster	6
Raider	55
Incubi Master	18

<b>Haemonculus</b>	<b>25</b>
Scissorhand	5
Destructor	15

**400 Points**



<b>5 Warp Beasts*</b>	<b>75</b>
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<b>5 Mandrakes</b>	<b>75</b>
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**150 Points**

\* Although you need a unit of Wyches to take Warp Beasts, Adam really wanted some, so we let him off.



<b>Ravager</b>	<b>105</b>
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<b>7 Scourges</b>	<b>112</b>
4 Splinter cannons	80

<b>Talos</b>	<b>100</b>
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**397 Points**



<b>9 Warriors</b>	<b>72</b>
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Raider	55
Splinter cannon & blaster	15

<b>9 Warriors</b>	<b>72</b>
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Raider	55
Splinter cannon & blaster	15

<b>9 Warriors</b>	<b>72</b>
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Raider	55
Blaster	5

**416 Points**



<b>5 Reaver Jetbikes</b>	<b>125</b>
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**125 Points**



### Deployment and Tactics

My plan is really simple, so simple in fact that I might even remember to stick to it. I've planned to divide my army into three chunks, each tasked with capturing a single objective. The Reaver Jetbikes, and one Raider squad will take the left

flank, two Raider squads and the Talos will take the centre, while No'Akei and the other two Raider squads will focus on the right flank. The Warp Beasts, Ravager, Scourges and Mandrakes will be seeded across my battle line, ready

to plug any gaps and take the battle to the Tau if the opportunity presents itself. I've got so many dark lances I'll be able to blast any Tau vehicles into next week, and enough Warriors to make sure those objectives are mine!

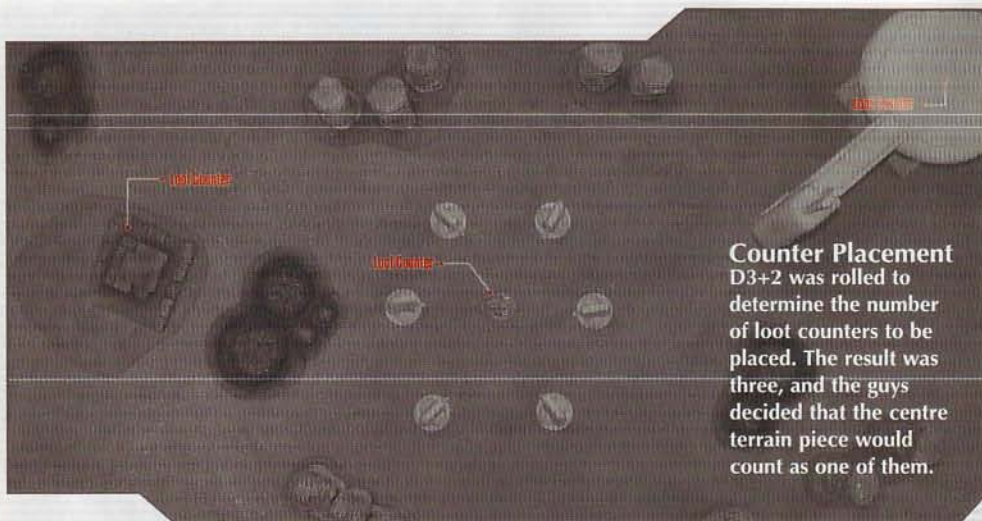
# Turn One

## Loot Counters

Whilst taking turns to place the three loot counters the guys agreed that one should be placed on the landing platform. Why? Because it looked cool, that's why! It transpired that the platform was roughly 12" high, and the guys agreed before the game began that Adam's Scourges and Raiders, and Andy's Stingwings and Devilfish, would all be able to reach the platform and claim the objective, but that the scenery piece was otherwise impassable terrain. They agreed to measure any firing at or by models on the platform horizontally only.



Flexible missions



**Counter Placement**  
D3+2 was rolled to determine the number of loot counters to be placed. The result was three, and the guys decided that the centre terrain piece would count as one of them.

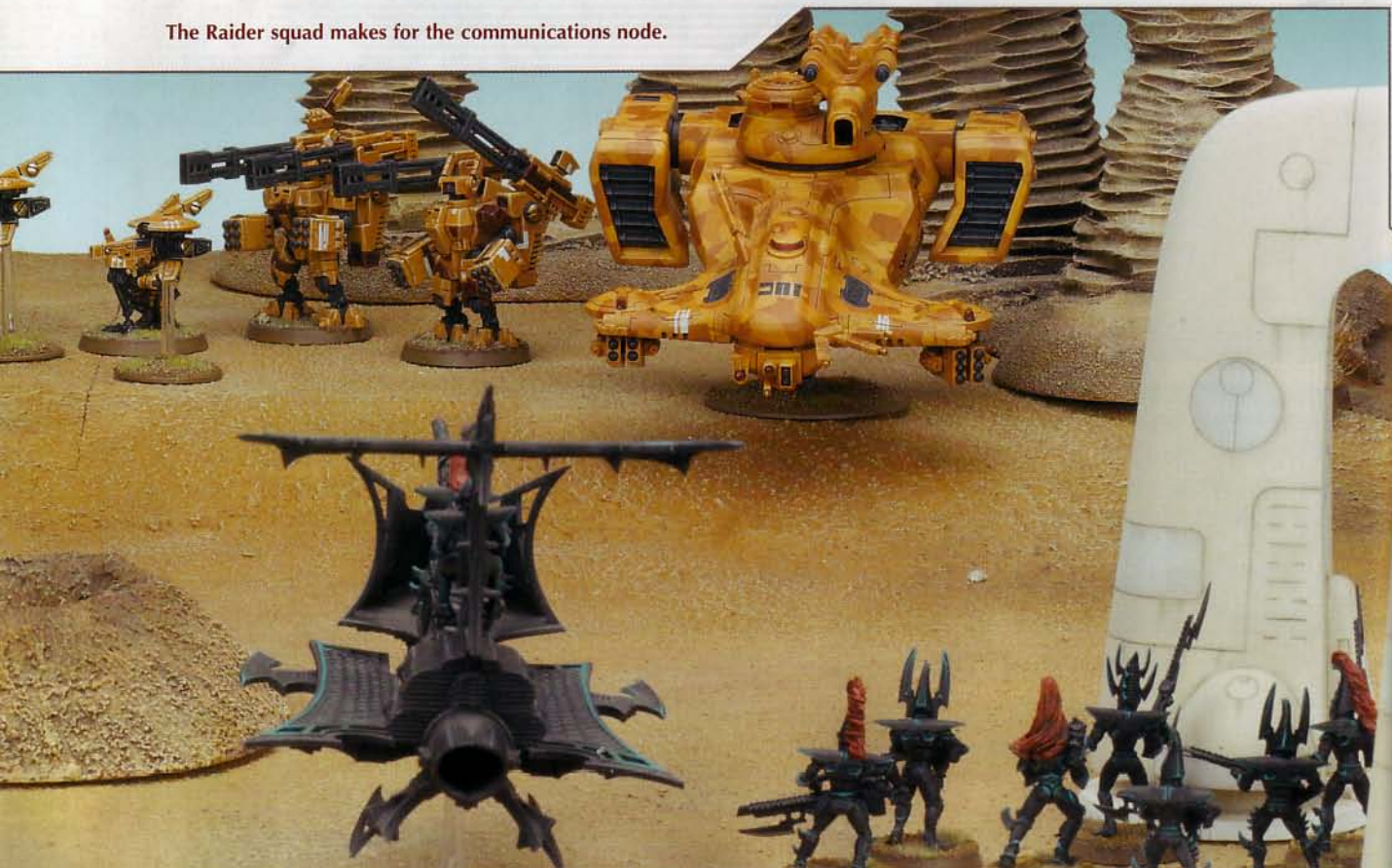
## Dark Eldar

**Adam:** Take the objective. That's all I've got to do (and it's probably worth reminding myself of it at the start of each turn). With that in mind I started moving my troops. The Ravager slunk out from behind the rocks that were concealing it, and locked onto the Tau Hammerhead. All the Raider squads raced forwards, and one disembarked, taking up position near the centre objective. The Reaver Jetbikes turbo-boosted towards Andy's Sniper

Drones. Lastly the Scourges and Warp Beasts moved up, making use of cover to protect them from the enemy.

My shooting was really set to be the best thing about this turn. Six dark lances and a disintegrator should make a real mess of Andy's army. I won't labour the point: My shooting was rubbish. Out of all those shots, I managed the sum total of Stunning a Hammerhead. Worst Shooting phase ever.

The Raider squad makes for the communications node.







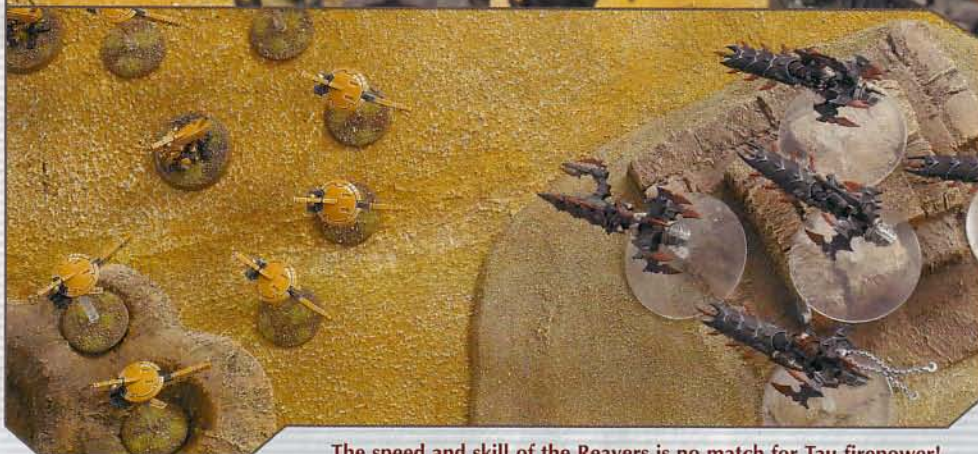
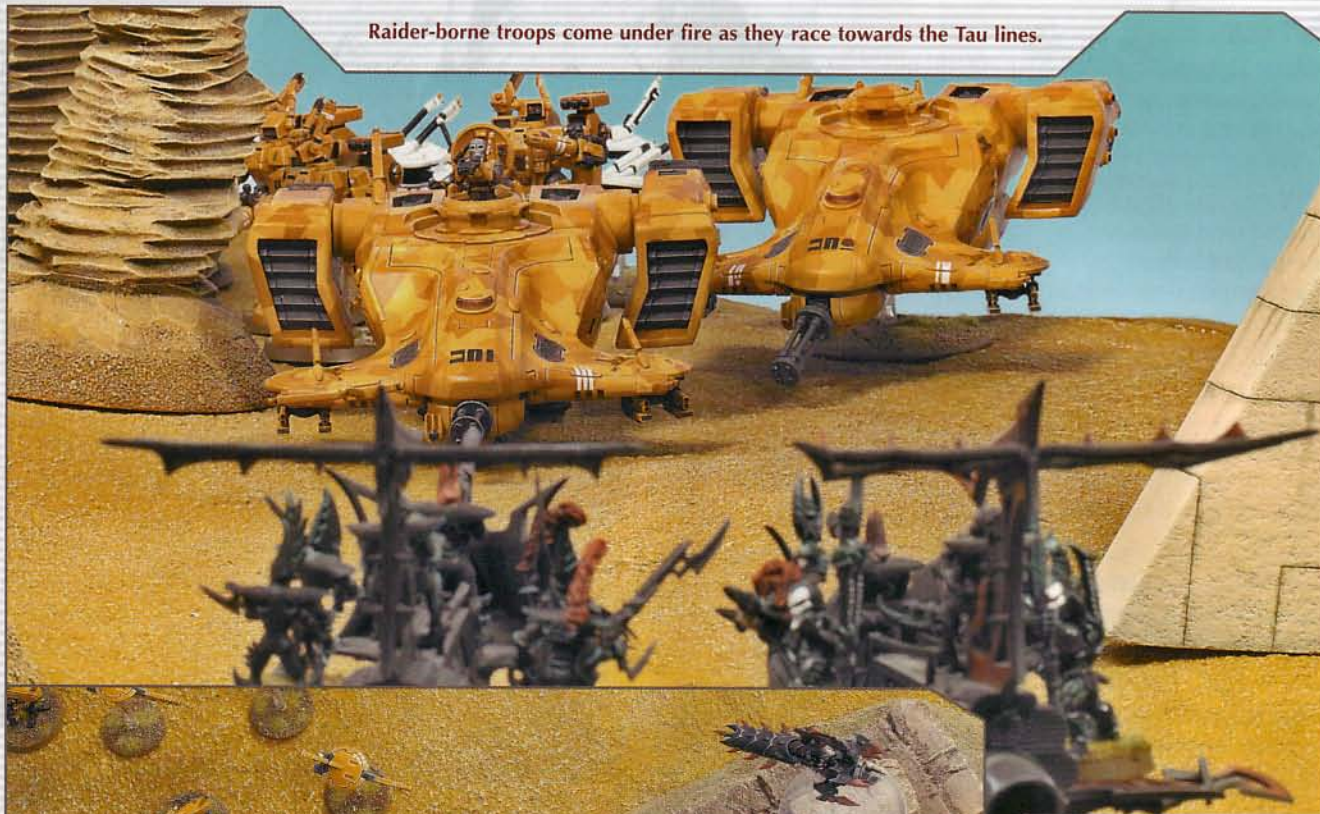
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Objectives Held



1

Raider-borne troops come under fire as they race towards the Tau lines.



The speed and skill of the Reavers is no match for Tau firepower!

## Tau

**Andy:** Well, I knew they'd waste no time getting stuck in, but those Reaver Jetbikes were way too close for comfort! They were staring down the barrels of nine rail rifles though, and that's not a place you'd want to be. Before bumping them to the top of the 'to kill' list, however, I had a little manoeuvring to carry out.

The Broadside's used their all-new battlesuit support system, the advanced stabilisation system, to move. This new toy allows them to move according to the Slow and Purposeful Universal special rule, and they would therefore be able to fire their heavy weapons this turn, despite having moved.

In the Shooting phase, the Broadside's opened fire on the Reavers, using their smart missile systems to take down three Jetbikes. The remainder were cut down by fire from all three of the Sniper Drone teams, the Spotters using their networked markerlights to ensure the drones' hits were on target.

Meanwhile, on the left flank, one of the Devilfish opened fire on one of the two Raiders making a wide sweep across the extreme end of the table. Its burst cannon took it down, four of the Raider's passengers dying in the ensuing explosion. Nice.



## Markerlights

Markerlights are laser-designators – if the model firing the markerlight hits its target, then other Tau units can fire upon that target with increased effect. The biggest change to how they used to work, and the one that Tau players will love the most, is that a successful markerlight now allows not just one model but an entire unit to improve its chance of hitting the target. On top of this, markerlight hits can be used for purposes other than increasing Ballistic Skill – they can modify enemy Cover Saves, Pinning tests and have a variety of other effects. Best of all, they are stackable, meaning that multiple markerlight hits can be used to impose cumulative effects upon your enemy.

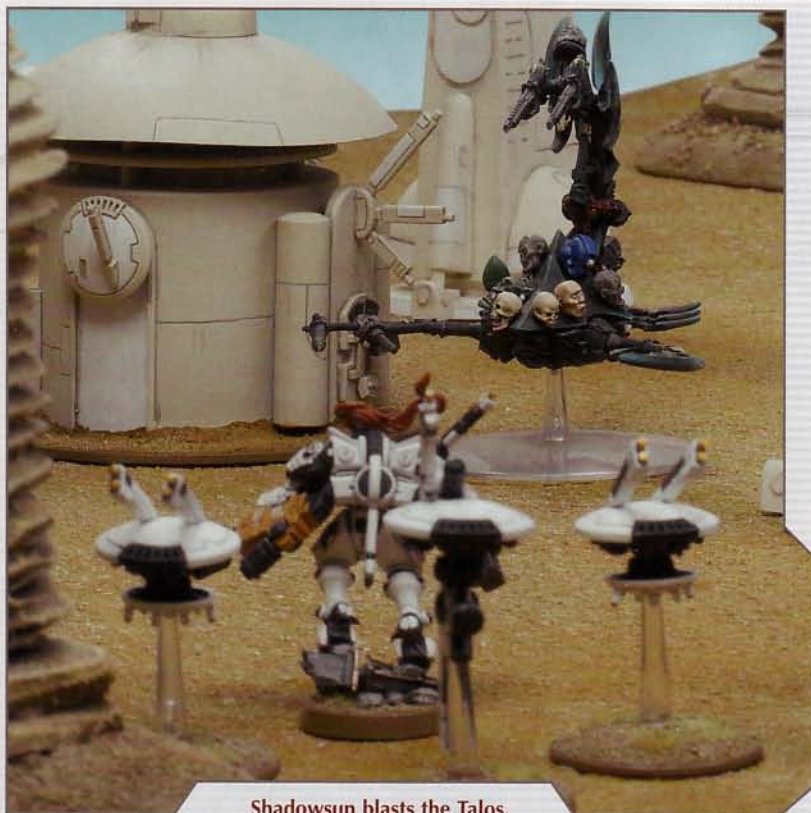
Rules check

# Turn Two

## Dark Eldar

**Adam:** Curses. First I kill nothing, then Andy blows away a sizeable portion of my army. I can see the way this one is going to be. Still, taking the objective is my only concern, and with that in mind my Raider squads (that still had Raiders) closed in on their targets. The Ravager, eyeing up a kill-shot on the Hammerhead, prepared to fire again. Elsewhere my army slunk forwards. If I achieved nothing else this turn, I did have control of two objectives. That's enough to win!

The Shooting phase was better than last turn. I killed a Sniper Drone – have that you fiend! That's all. Despite firing four dark lance shots at the Hammerhead, unleashing 16 shots from my splinter cannons into the Crisis team on the right flank, and another dark lance on the Devilfish, all I managed was killing one measly Sniper Drone. It's about this time in a battle report that you start to wonder what you did to offend the Dice Gods.



Shadowsun blasts the Talos.

Turn Two, and the battle is in full swing, with the Dark Eldar advancing toward the Tau firing line.





0

Objectives Held



2

## Tau

**Andy:** As the smoke cleared after Adam's turn I was pretty amazed to see that my army had emerged entirely unscathed. The Dark Eldar were an awful lot closer however, so I'd have to be meticulous with my movement and target selection in order to eliminate the most dangerous threats. I could see that a lot would hinge on this turn – if I could do sufficient damage I should have been able to hold Adam's forces at bay. If not, they'd be overrunning my lines in short order.

The Movement phase was spent getting as many units as possible into positions from which they could shoot. I manoeuvred the two Devilfish troop carriers around so that they could fire on the Archon's Raider, and moved the tag-teamed Crisis suits and Vespids to target the passengers as they, hopefully, disembarked from the vehicle's flaming wreckage.

In the middle, Commander Shadowsun and the Stealth team zipped forward, to a position from which they would be able to fire upon the Talos before using their jetpack move to jump back to safety behind the rock spires in the Assault phase. This they achieved, Shadowsun's twin fusion blasters taking a wound from the monstrous construct.

The Shooting phase went like a dream, the culmination of which was the Archon's Raider crashing to the ground and two of the Incubi dying in the resulting explosion. Although the passengers disembarked to a position from which the Vespids couldn't see them, two of the Crisis battlesuits could, and downed a further two Incubi. All in all a pretty effective turn!



## Jetpacks

Tau battlesuits are classed as 'Jump Infantry, Jetpack'. This enables them to make an additional 6" move in the Assault phase so long as they are not engaged in close combat. Tau jetpacks add a huge level of tactical flexibility to the army, allowing units equipped with them to redeploy in the Assault phase after firing their weapons in the Shooting phase. Alternatively you could use the additional movement to follow up an enemy unit that has been forced to fall back, whilst another, more subtle, manoeuvre is to pilot your army on the battlesuits, moving, firing and moving again, to avoid close combat or to close in on your objectives.

Rules check



# Turn Three



Adam flanks his Ravager with his surviving Raiders for protection.



## Haemonculus

These master torturers go to war with a baffling array of sinister weapons and, for just 25 points, are the perfect way to add some extra punch to a Dark Eldar force. Watch out for the destructor. This template weapon can have an Armour Penetration as low as 1, spelling certain destruction for any unfortunate warriors caught in its acidic spray.

Rules Check

## Dark Eldar

**Adam:** Things were starting to look pretty grim by now. My only consolation was that little Slaughtometer which was still reading 2-0 to me. As long as I remembered the objectives, things would be just fine.

My Movement phase involved rushing the Mandrakes towards the Sniper Drones. The Mandrakes had to reveal this turn, and the Sniper Drones had been so frustrating up until now, that it was time for them to die. The Raider Squad holding the centre objective ducked into better cover, where they were less likely to fall foul of Andy's shooting, and the Warp Beast pack moved in to support them. With Shadowsun slinking about, perhaps they'd be able to sink their teeth into her.

My Archon, bless her cold heart, was pinned down for now.

In the Shooting phase the Talos managed to hit and kill one of Shadowsun's Command Drones, and the Raider squad nearest to the Tau building hit the Devilfish with a blaster, shaking the crew but causing no permanent damage. The Scourges gunned down four of Andy's Vespids with a hail of splinters, shredding the winged aliens and making my day seem a little brighter.

The best was yet to come though. The Mandrakes charged two of Andy's Sniper Drone squads and killed one model from each. In return, the poor outclassed drones did nothing, and promptly fled from the field of battle. Huzzah!

**Tau**

**Andy:** So, Adam's attack had struck home, pretty much overrunning my right flank in one move. I needed to contain the Dark Eldar that were claiming the loot counter, and so manoeuvred the Broadsides and Hammerhead into positions to open fire on the Dark Eldar as they consolidated.

In the Shooting phase the Broadsides brought down the Ravager, (thanks once again to their advanced

stabilisation system) and the Stealth team almost finished off the Talos with their burst cannon, taking it down to a single wound.

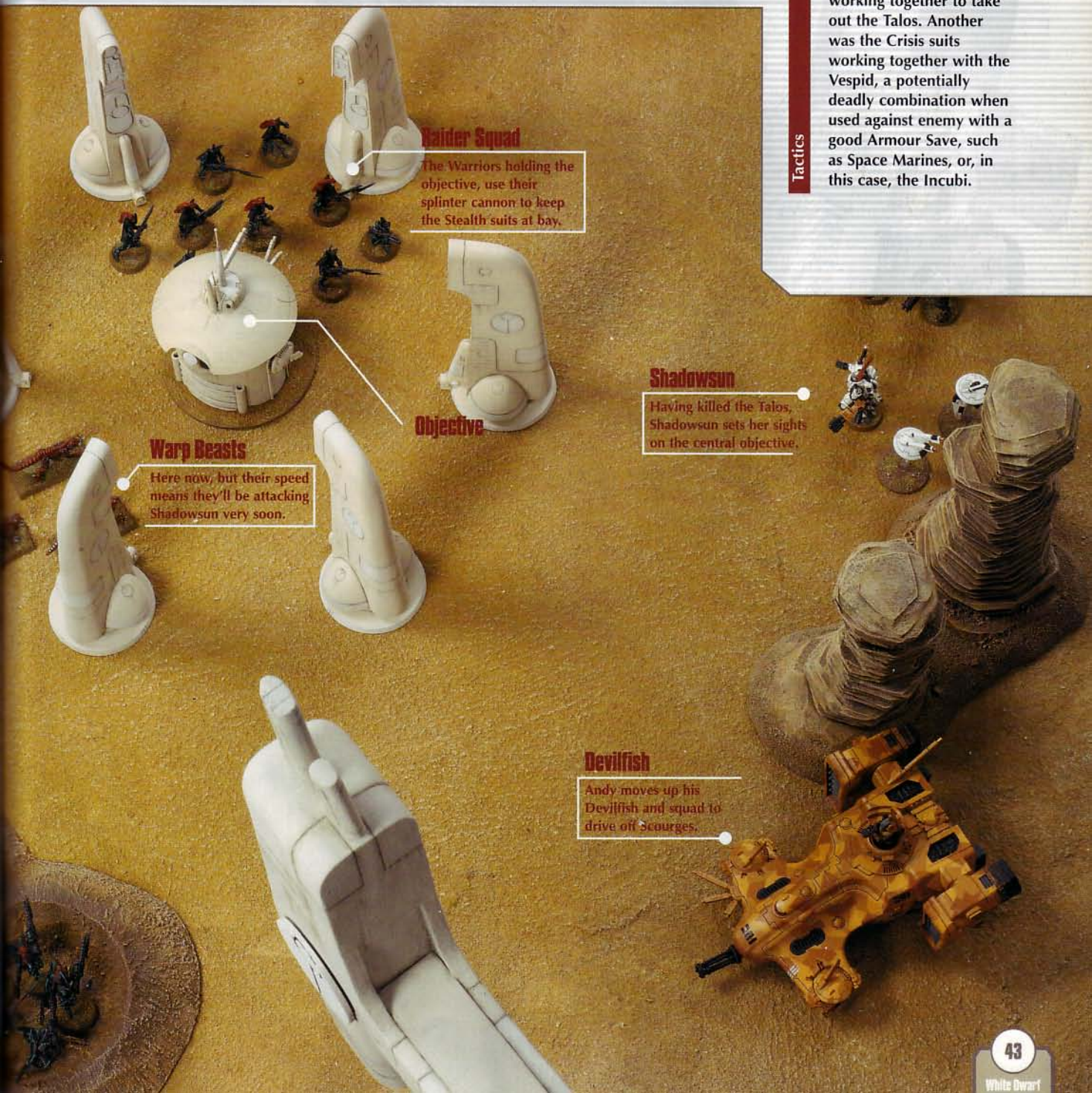
The climax of the Shooting phase came when Commander Shadowsun repeated her hit-and-run attack on the Talos, her twin fusion blasters destroying it utterly before she leapt backwards once more.



**I've got a brand new combo**

The Tau army is all about mutually supporting units, the various combinations fitting together in different ways depending upon the enemy being fought. Several notable combos were in effect in this battle, such as Commander Shadowsun and the Stealth team working together to take out the Talos. Another was the Crisis suits working together with the Vespids, a potentially deadly combination when used against enemy with a good Armour Save, such as Space Marines, or, in this case, the Incubi.

Tactics



**Raider Squad**

The Warriors holding the objective, use their splinter cannon to keep the Stealth suits at bay.

**Warp Beasts**

Here now, but their speed means they'll be attacking Shadowsun very soon.

**Objective**

**Shadowsun**

Having killed the Talos, Shadowsun sets her sights on the central objective.

**Devilfish**

Andy moves up his Devilfish and squad to drive off Scourges.

# Turn Four



0

Objectives Held



1

## Dark Eldar

**Adam:** Remember the objectives? I still have two and Andy has none. The only problem was that I was starting to run out of army to hold them with. Across the board I pushed forwards with the units that weren't busy holding objectives. My Archon leapt out from the ruins of her destroyed Raider and headed straight for the Crisis Battlesuit team, and the Warp Beasts in the centre set their hungry eyes on Shadowsun.

In an apparent lapse of sanity, I then moved the Raider squad led by the Haemonculus off towards the remaining Sniper Drones. I have no idea what I hoped to achieve. I certainly wasn't thinking of the objectives.

My shooting was paltry again, stunning the Hammerhead but doing nothing else. The Assault phase was better. The Raider squad and Haemonculus cut down all three Sniper Drones, leaving just the Tau Spotter to defend himself. The best was in the centre though. An avalanche of fangs and claws, the Warp Beasts slaughtered Shadowsun's drones and smashed her to the ground, the Beastmaster dealing the finishing blow.



Shadowsun falls, yet Adam fails to consolidate into the Stealth Suits

Turn Four, and the Dark Eldar still have the upper hand.



## Combat Drugs

Archon No'Akei, using combat drugs to boost her abilities killed a Crisis battlesuit, although they held firm under her onslaught. Sadly, she wasn't half as lucky, and suffered two wounds as Adam greedily used four of the Combat Drugs abilities.

## Tau

**Andy:** Commander Shadowsun was undone! Time to unveil the Master Plan.

First to take control of the loot counter atop the landing pad. This task was assigned to Fire Warrior team 2, whose Devilfish we had decided could reach the top. These were accompanied by the two surviving Stingwings, who would lend their support in case the Dark Eldar pulled some final trick from their spiky little sleeves.

Fire Warrior team 1 prepared to execute the tactic beloved of Tau commanders, disembarking from their Devilfish and blasting away. The Fire Warriors opened fire on the Scourges, the cover afforded by the crater saving all but three. Unfortunately, the survivors stood their ground, and looked a tad angry too...

Lastly, the Stealth team leapt forward. They opened up on the Warp Beast pack, and although all but two of the beasts survived, the remainder fled. The Stealth team used their jetpack move to follow up, keen to gun down the remainder in the next turn.





Objectives Held



# Turn Five

## Dark Eldar

**Adam:** There was a time that I had two objectives, now though, I've only got one. Things were getting pretty hectic out there, with Dark Eldar and Tau dying in droves. There wasn't a lot left to do other than hold on to the centre objective for dear life, and deny the others to Andy.

My remaining Raiders got into position to bring the Hammerhead down. Up until now I had been pursuing a peculiar vendetta against it, but now I realised it really had to go since it was the only unit Andy would be able to contest the objective on the left flank with. The Warp Beasts managed to rally this turn. This was a mixed blessing though, because they were staring down the guns of Andy's Stealth team once again.

My Shooting phase was reasonably effective. Generally everything missed, or did nothing, but the Scourges were awesome! Between them they shot down five of the Fire Warriors hiding behind the Devilfish – who promptly failed their Morale check and fled 4" away.

My Archon killed a Crisis battlesuit again in assault, but came undone when the remaining member of the Tau squad bludgeoned her unconscious. On the right, the Haemonculus destroyed a Sniper Drone, and the rest fled off the table. Everything was balanced on a knife-edge.

**“ Fight with fire and courage and nothing can stand against us.”**

**Commander Shadowsun**

## Tau

**Andy:** We were both stunned by the small number of units left on the table. By this stage in the game I was feeling confident that I wasn't making a total fool of myself, but I still needed to make sure the Dark Eldar had no opportunity to deny me objectives at the end of the game. Alpha-level games can go like that – a couple of enemy Scoring Units left alive at the end and all your hard work is undone.

Speaking of Scoring Units, the Fire Warrior team atop the landing pad heroically rallied, consolidating back towards the loot counter. Meanwhile, Fire Warrior team 1's Devilfish made use of its landing gear, settling to the ground and thereby interposing itself between the Scourges and its passengers, who had by now regrouped. This team was only just hanging on to Scoring Unit status, but one volley from those Scourges could ruin that.

In the centre, the Stealth team advanced. The Shas'ui gunned down the remaining Warp Beasts, while the Shas'vere used his target lock to draw a bead on the nearby Raider, which he blew from the sky.

Lastly, on the right flank the Hammerhead swept in and claiming the loot counter. Provided its luck could hold out for just one more turn, things were looking good.

Fire Warriors seize the objective atop the landing platform.







The Devilfish saves the day, killing enough Dark Eldar to render the squad useless as a scoring unit.

## Dark Eldar

**Adam:** Disaster! Andy's Fire Warriors had rallied, the Mandrakes were dead the Scourges were fleeing. All I could do at this point was try and hold the centre. The Raider squad on the objective moved up to shoot at the Stealth team, the last Raider took aim at the Hammerhead and the Scourges fled closer to the board edge.

My shooting was good, considering what there was. The Raider squad wiped out all but one of the Stealthsuits and the Scourges managed to break the Fire Warriors on the building trying to claim the objective – they only fled 2", but if they didn't regroup, then it would remain uncontested. Lastly, the Raider fired at the Hammerhead again. After dozens of shots at the blasted thing, I finally destroyed it!

If I could hold on to the centre objective and score a draw, I'd be a very happy gamer indeed!

## Tau

**Andy:** The objective atop the landing pad would be mine only if the Fire Warriors fleeing from the Scourge's fire could rally. This they did, using their consolidation move to run back along the arm – all very dramatic, especially in the last turn of the game!

With the Stealth team no longer a Scoring Unit and the Hammerhead

downed, there was only one way of contesting, or perhaps even claiming the central objective. I needed to take the Dark Eldar warriors claiming the central loot counter down to less than half of their original strength.

This was achieved in one fluid manoeuvre by Fire Warrior team one, who embarked into their Devilfish, which then swept across the table to contest the central objective. That left the score at one loot counter in the hands of the Tau, one uncontested and one contested. Not a bad result, but one I felt it would have been rude not to improve upon. This the Tau did as the Devilfish fired its pulse carbines at the Dark Eldar warriors, killing one of them and finally robbing them of Scoring Unit status.

As the game drew to a close, the remaining Broadside picked off the Raider. The Dark Eldar attack upon the Tau colony had been repulsed, and the Tau were able to activate their communications nodes and call for aid. Although both sides had paid a terrible price in the lives of their warriors, the Tau had won, claiming two of the three loot counters at the end of the game. The third was uncontested, thanks to the Dark Eldar having shot down the Hammerhead gunship that had swooped in to take it towards the end of the game.



## Devilfish Troopers

Have some of your Fire Warriors armed with pulse carbines – these are Assault 1, with a range of 18", which means they can be deployed in the second rank of the Fire Warriors without the worry of them being out of the 12" rapid fire range. The chance to inflict a Pinning test makes them well worth the inclusion.

# Summary



## Greater glory for the Greater Good

**Andy:** A convincing win for the Tau, but things certainly looked a bit shaky for a turn or two. If I had had a bad run of shooting in the first couple of turns, or if I had made some bad target selection choices then the Dark Eldar would have been in amongst my army in short order and once there they would have sliced through most of my units in no time. At the other extreme, I might have shot down the Dark Eldar before any had been able to close in on my lines, which although a glorious victory for the Greater Good would have made for a pretty dull battle report.

What transpired was somewhere in between. By drawing a large part of Adam's army on to the static element of the Tau, I was able to keep the mobile element moving, inflicting damage and contesting objectives to the end. The army performed as I hoped it would, with various units working well together. I would have liked the chance to introduce the Incubi to the Stingwings, showing off what the Strength 5, AP3 neutron blasters can do, but the Incubi were caught in the flames of their destroyed Raider before being gunned down by other units, so the chance never came. Maybe next time!

### You don't want to do it like that!

Basically, Adam fell for my brilliant Master Plan! I think his only real mistake was attacking on such a wide frontage. By doing so he inadvertently ensured that few of my guns were ever out of range of at least one of his units. Were I playing the Dark Eldar, I would have concentrated my attack on one point, at one end of the Tau line, using the army's inherent mobility to fight where and when I chose. And the point I would have chosen to do so would have been the mobile element of the Tau army, encircling and dealing with it in one go while the static element watched on helplessly. In the event, Adam's attack, while devastating in places came in piecemeal, and focused too much upon the element of the Tau army I had determined was, essentially, sacrificial. His efforts would have been better spent on negating the Tau mobility and destroying those units likely to end the game contesting objectives. Of course, it's all very well saying that with the benefit of hindsight...

## Bring me a new army

**Adam:** Wow! So many dead models – utter carnage across the whole battle front. To be honest I botched it horribly. My failure to destroy the Hammerhead over the course of five turns became an obsession. With all those dark lances I could have been blasting Broadside suits, turning Stealth teams into molten slag and giving those Devilfish something to worry about.

I was determined to leap onto the objectives and hold them to the end, and what I should have done was blow Andy's army away. I had the long-range firepower to hurt him, and could have fought for the objectives later in the game. The fact of the matter is, my plan went wrong, my dice were abysmal and even then, I nearly had it. Andy should be grateful he was so lucky.

### That's the way to do it

How am I meant to critique a winning performance? Although I'd have made different selections in the army had I been using the Tau (I'm a big fan of Kroot, especially now Krootox are part of the unit upgrades), I can't really fault the way he used his force. He unleashed the 'Fish of Fury' tactic to great effect, and kept that squad in the game by covering them with their tank while they rallied. His Devilfish acted as air-cavalry, and it worked great. By keeping the Stealth team and Shadowsun back from the action they were able to launch a savage counter-attack on my troops holding the centre. Nope, if I'm going to be fair about it – Andy did a good job. So in my best Punch voice: That's the way to do it.

# TAU BATTLESUITS



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# Warriors of the Fire Caste

Fire Warriors are the Tau Empire's front line troops, expanding its frontiers with each battle they fight. Whether fielded as solid walls of infantry, or mounted in Devilfish transports as air cavalry, no Tau army can do without its Fire Warriors.



## Basic Assembly



When assembling your models, consider the angle at which the warrior's weapon is held and which way his head is looking.

- ① The weapon held up high, with the head posed at an angle looking along the gun, so the firer is aiming (1) and (3).
- ② It might be lowered or raised, with the warrior looking away, holding fire whilst he observes an enemy's movements (2) and (5).
- ③ Held to the side, while the warrior is walking (6), or held in one hand whilst the other prepares a grenade or activates a scanning device (4).



# Advanced Assembly

A few conversions in each Fire Warrior squad can help personalise your army.



- ① Cutting and bending limbs to create running (1) and (4) or crawling poses (2).
- ② Using Green Stuff to fill gaps created by posing (6), or to remodel hands (4), (5) and (6).
- ③ Mixing parts from kits, such as (3), which incorporates pieces from the Tau Tank Accessory sprue.
- ④ Adding extra detail, (6) for example, has a pin for an aerial.



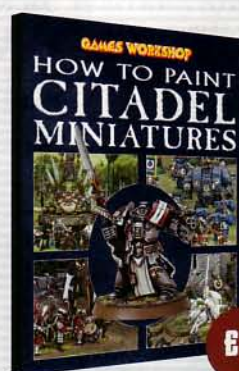
## Using Green Stuff

To get an effect like this (i), cut the top off the the arm to create a flat surface. Varying the angle of the cut changes which direction it will point. Pin the joint for strength, then fill in the gap with Green Stuff. Leave it to dry for 20 minutes, then press lines into it with a sculpting tool to mimic the cloth of the undersuit. His hand (ii) has also been resculpted.

The model at the bottom has had his wrist (iii) and knee joint (iv) similarly repositioned. He is carrying his helmet, which was made by removing the neck with a modelling knife from a Tau helmeted head.

# The T'au Sept

T'au is an arid, desert world, the favoured climate of the Tau race. The colour scheme is quite easy to paint using the Layering and Extreme Highlighting techniques, the latter being applied to the armour, over a black undercoat. Tau equipment is very hi-tech and clean, so take your time and try to be neat with your lines.



For more on layering and extreme highlighting, check out pages 38 and 40 of How to Paint Citadel Miniatures.

## Stage One



The circular device at the end of the pulse rifle is the gun stabiliser.

## Stage Two



Lining requires a steady hand. Either apply the paint as a thin line, or water it down before painting it into recessed detail like this and wiping off the excess.

## Stage Three



The highlighting on the armour is a mix of Layering and Extreme Highlighting. The final highlight should only be applied to the very edge of the armour.

## Stage Four



Lenses on models look great when painted like this – just paint a crescent of a lighter colour to the underside of the basecoat, opposite this, apply a dot of Skull White paint.

# Details

## Painting Tau Skin



- 1 Shadow Grey (the eyes are left black).



- 2 1:3 mix Bleached Bone/Shadow Grey



- 3 2:3 mix Bleached Bone/Shadow Grey



- 4 1:1 mix Bleached Bone/Shadow Grey

## Sept Markings

The Tau utilise a great many markings and insignia, many of which determine such things as the wearer's rank and unit. These are derived from the ancient warpaint worn by the Fire caste in the earliest history of the race. Although the exact form these markings take can be varied according to your own tastes, their colour is tied to the sept from which the wearer originates.

The Tau use a wide variety of stripes and circles to indicate rank, role etc. Although you don't need to 'translate' them exactly, they come in handy as a simple squad numbering system. Simply count a single stripe as team one, two stripes as team two and so on. Team leaders wear the same identity stripes, but these fill larger areas of their armour.



### Squad Leader Variants



Squad Leader



Squad Leader



Squad Leader



### Squad Numbers



Squad 1



Squad 2



Squad 3



### Example Sept Colours



Au'taal Sept



Ke'lshan Sept



D'yanoi Sept



All models in an army will usually have the same colour sept markings, and the squad markings are applied to drones and transport vehicles associated with the unit.

# Sniper Drone Team

Many of the principles discussed in relation to the Fire Warriors apply here.



**Deep red basecoat mix**  
 4 parts Scab Red  
 2 parts Chaos Black  
 3 parts Scorched Brown



**Deep red highlight mix**  
 4 parts Scab Red  
 2 parts Chaos Black  
 3 parts Scorched Brown  
 1 part Bleached bone

**Black highlight (Layer)**  
 Codex Grey

**Black highlight 2 (Extreme Highlight)**  
 Fortress Grey

This Sniper Drone and Spotter have been painted by Neil Hodgson in the same colours as the 'Eavy Metal Stealth teams, as both are equipped with stealth generators.

# Stealth Team



Burst Cannon



Drone controller







Commander Shadowsun.



T'au Sept Fire Warriors.



Cadians are ambushed by Tau of the Sa'cea sept.

# FISTS OF DORN

SPACE MARINE SHOWCASE

For Glyn James the Crimson Fists are the archetypal Space Marine Chapter. He's toiled long and hard to produce an excellently painted force of Rogal Dorn's finest.

**A**s some of us hobbyists are wont to do, Glyn James took a protracted break from the joys of the tabletop gaming after spending much of his youth in the hobby. That was, until a year ago, when he took a painting tutorial, picking a Space Marine Commander as his test subject. Twelve months later, Glyn has firmly come back into the fold, with an ever-growing army of Crimson fists.

Now well-established, Glyn's army is constantly developing. "I just wanted to do a couple of Tactical squads," he says. "But I kept on painting, and as my army moved on I looked at my earlier models and thought,

'they're not as good as my later stuff.'"

As a result Glyn is constantly updating his miniatures. Older models are 'retired' – particularly force commanders – when new models are released or Glyn's painting style develops further. Some he shuts away in a dusty drawer, others are summarily demoted to squad sergeants.

Glyn works in the armed forces and as a result he has a strict painting regime – usually getting about two or three hours of painting in a day. "I like to get the sergeant looking tasty first, that's the number one man," he says. "I also paint one model at a time. It takes a while, but I like to make sure

my highlighting is sharp and smooth. Generally I paint only two or three models a week, though I did get my new force commander finished in only two days."

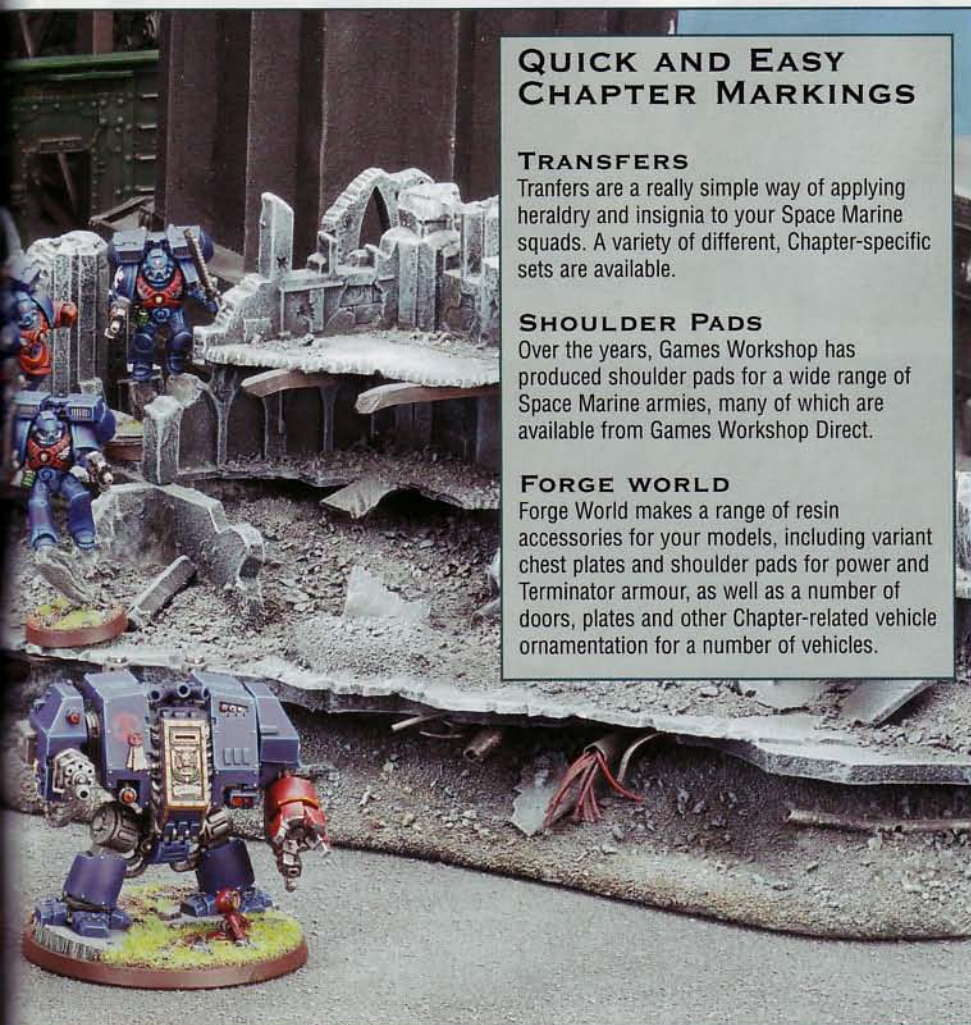
What's more remarkable about Glyn and his army is that he began them with very little knowledge of the Chapter, being more attracted to them for their dark colour scheme, not their history. "When I first started painting Crimson Fists I didn't know much about Codex organisation," he admits. "So none of them have any Chapter or company identification. But as I got into it, I thought that, because they've got a lot of red bits, I'd make them into the third company."



Glyn James' Crimson Fists army in all its glory.

## CHAPLAIN

Glyn's Chaplain, based on a Veteran Space Marine Sergeant, is one of the most striking models in the army. "I filed off the detail from the Veteran Sergeant's helmet," explains Glyn, "and then used Green Stuff around the eyes to build up a skull." Glyn deliberately picked a model wearing old MK6 heresy armour. "I wanted it to look like a set that he'd inherited. Either that or he's been around for a long time and has always worn that armour." His inspiration for the conversion came from a drawing. He copied the double robing effect depicted on the artwork and added an icon to his backpack to represent an Iron Halo.



### QUICK AND EASY CHAPTER MARKINGS

#### TRANSFERS

Transfers are a really simple way of applying heraldry and insignia to your Space Marine squads. A variety of different, Chapter-specific sets are available.

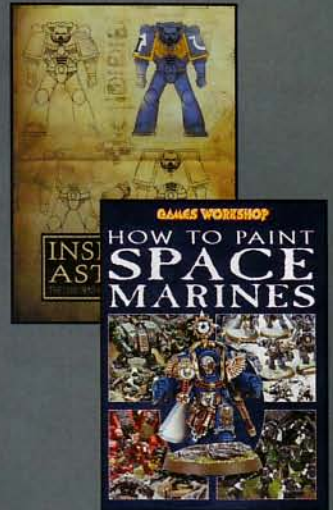
#### SHOULDER PADS

Over the years, Games Workshop has produced shoulder pads for a wide range of Space Marine armies, many of which are available from Games Workshop Direct.

#### FORGE WORLD

Forge World makes a range of resin accessories for your models, including variant chest plates and shoulder pads for power and Terminator armour, as well as a number of doors, plates and other Chapter-related vehicle ornamentation for a number of vehicles.

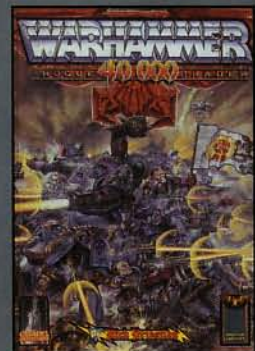
## FROM THE LIBRARIUM



For everything you need to know about Space Marine insignia, check out these two excellent books. Insignium Astartes has a full breakdown on Codex Chapter and squad markings, including company colours, multiple variations and personal heraldries. How To Paint Space Marines has many painted examples of Space Marine models, as well as uniform guides to over 100 different Chapters of the Adeptus Astartes, and a wealth of hobby tips and guides to help you achieve the best finish possible.

For more details go to:  
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## ROGUE TRADER



Warhammer 40,000: Rogue Trader, which was released in 1987, featured the Crimson Fists on the cover. The artwork, which also appeared on the first Space Marine plastic boxed set, inspired Glyn to collect the Chapter.



Force Commander

◀ This is Glyn's latest force commander, a model he painted in two days just for this showcase. "I used a lot of gold originally," he explains, "but he started to look like Jimmy Saville in Terminator armour, so I toned it down a bit."

▶ "I've put a winged skull on all my Sergeants' backpacks or helmets to show rank," explains Glyn. He uses this iconography instead of a banner pole, "For a standard bearer to have a flag, that's fine but it's not very practical for a Sergeant, running around the battlefield."



Sergeant



Veteran Space Marine with lightning claws



Veteran Space Marine with power fist



Veteran Space Marine with power weapon

Space Marine Apothecary



Glyn James' Crimson Fists Command Squad



Assault Space Marine  
Veteran Sergeant

◀ The tabard on the Assault squad Sergeant was rendered in Green Stuff. "I deliberately chose a model with a dynamic pose," says Glyn, "and used one with a metal power fist, so he stood out."



Command squad  
Veteran Sergeant



Company Standard Bearer



Assault Space Marine



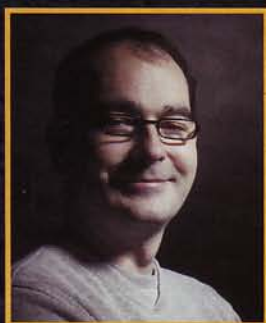
Company Champion



Tactical Space Marine  
with heavy bolter



Glyn has afforded his Venerable Dreadnought the same honour as his other characters and added gold iconography to the sarcophagus.



# STANDARD BEARER

Jervis Johnson is one of Games Workshop's longest-serving games developers. Every month in this column he brings you top secret information from the very heart of the Design Studio. In this, the first, Jervis reveals plans for an exciting new range of supplements...

## A World of Confusion

It's been becoming clear, even to us in the ivory tower that is known as the Games Workshop Design Studio, that the number of different types of rulebooks, Army books, supplements and annuals we're producing is confusing. Let's take Warhammer 40,000 by way of an example – we have the rulebook and the Codexes, of course, but we also have campaign supplements like the Eye of Terror, annuals like Chapter Approved, the Imperial Armour books from Forge World, not to mention the articles in White Dwarf magazine and on the web. This makes it difficult to keep track of things – even the Warhammer 40,000 Games Development team struggles – and I can't imagine what it's like for someone starting out in the hobby. It's just as well we have such

great staff, in our shops and operating our phone lines, who can help!

It has become obvious to us that we need to make it easier for players to navigate their way round our books and supplements; however, and this is really important, we don't want to dumb our games down. We want to keep on producing material that explores the full breadth of the Games Workshop hobby, it's just that we want to make it clearer to everyone how the material we produce fits together. The way we've decided to go about this is to start clearly labelling the supplements we bring out for a core game as either being an Army book or being an expansion. These labels will become very important, as the two kinds of books are quite different in nature...

“ We need to make it easier for players to navigate their way round our books and supplements ”



## Army Books

These are called Codexes in Warhammer 40,000, Army books in Warhammer, and Sourcebooks if they are for The Lord of The Rings Battle Strategy Game. In future, all new Army books will be clearly labelled as a reference book providing the necessary information to use one or more ranges of Citadel miniatures in a game. So, for example, a new Ork Codex will contain all you'll need to use Orks in games of Warhammer 40,000. Of course, this is how things work already, it's just it hasn't been as clearly defined before.

Collecting an army and fighting battles with them is the bedrock of the Games Workshop hobby; there is a lifetime of pleasure to be had playing our games in this way. On the other hand, we all know there is much more to the Games Workshop hobby than just this, and this is where the expansions come in...



Examples of Army books

## Expansions

The expansions are self-contained supplements that allow a player to play different styles of game. This isn't a new idea; in fact the Warhammer 40,000 rulebook includes an expansion, called Kill-team. What is new is our commitment to bring out expansions for all of our core games. I can't talk too much about what expansions we're working on, as they're still in an early planning stage. Suffice to say we have several very interesting irons in the fire, the first of which you'll see this coming summer (see the news section for a sneak peek – Ed). Again, any expansions we decide to make will be clearly labelled as such on the cover. This is important, because if you're going to use an expansion, you will be expected to let an opponent know when you arrange the game, and both of you need to know what is an expansion and what is not.



Previous Expansions

## Moving Forward

In reality, these changes will have very little impact on you as gamers, apart from making your lives a little easier. For example, all the changes mean to tournament organisers is that they must specify which expansions are being used in the tournament they are holding. This will make it a lot clearer to players which army lists and rules they can or can't use, which has to be a good thing. But please note that this is going to be a slow, evolutionary change – we can only re-label books when we produce a

“ These changes will make it far easier to bring out lots of new expansions! ”

new edition – but you will start seeing the changes quite soon.

All of which is great, but I'd be a big fat liar if I didn't admit that for me, as a games designer, the most appealing aspect of these changes is that they will make it far easier to bring out lots of new expansions! It really is very exciting, and I will return to this subject in a future column to let you know what we have planned. Until then, have fun, and may all your dice rolls be 6s (Except for Leadership rolls, obviously – Ed).



If you want to comment on this column then you can do so on the forum:

[www.games-workshop.co.uk/forums/gamesdevelopment/](http://www.games-workshop.co.uk/forums/gamesdevelopment/)

# MORDHEIM

## Thy Soul to Keep

Part two of a Mordheim campaign, by Nick Kyme and Andy Hall

Welcome fair traveller, to part two of our Mordheim campaign. Venture forth with the White Dwarfers and friends as they descend into the City of the Damned to do battle with each other. Here is their tale...

**I**n part one we gave you the background to our campaign based on the South-West quarter of Mordheim, the Death's Head District, and the Temple of Morr. In part two we reveal the next part of the story, present the three special scenarios used in the campaign and the players' warbands.

Steel yourselves, as we return to Mordheim...

### The Story So Far

Soloman Vantor, High Priest of the Temple of Morr in Mordheim, was changed by the cataclysmic events surrounding the landfall of the comet the Hammer of Sigmar. Believing he, and only he, could minister to the dead and bind their souls so they might be delivered unto Morr's embrace, Soloman stayed behind after the comet struck. He sent away his six closest followers to spare them and set about the task of guiding the vast numbers of the dead to their final rest. But the wyrdstone shards expelled by the comet changed him in ways he could not have predicted. Now, instead of laying the souls of the fallen to rest, he is gathering them...

From across the Empire, the six Priests each received dream-visions that they believed to be from Morr himself, bidding them to return to the city. So it was they ventured forth with warriors on toe to confront Soloman, but to what purpose only he knew.

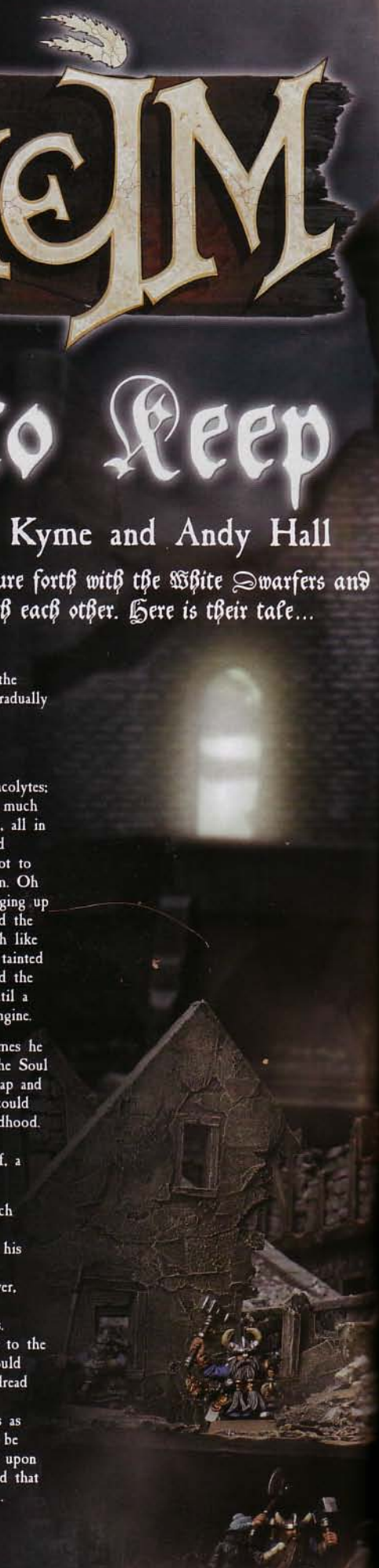
### The Dark Truth Revealed...

Further and further did the Priests delve into the heart of the city, their allies with them, and gradually did they uncover the true, insidious nature of Soloman's grand design and the depths of his madness.

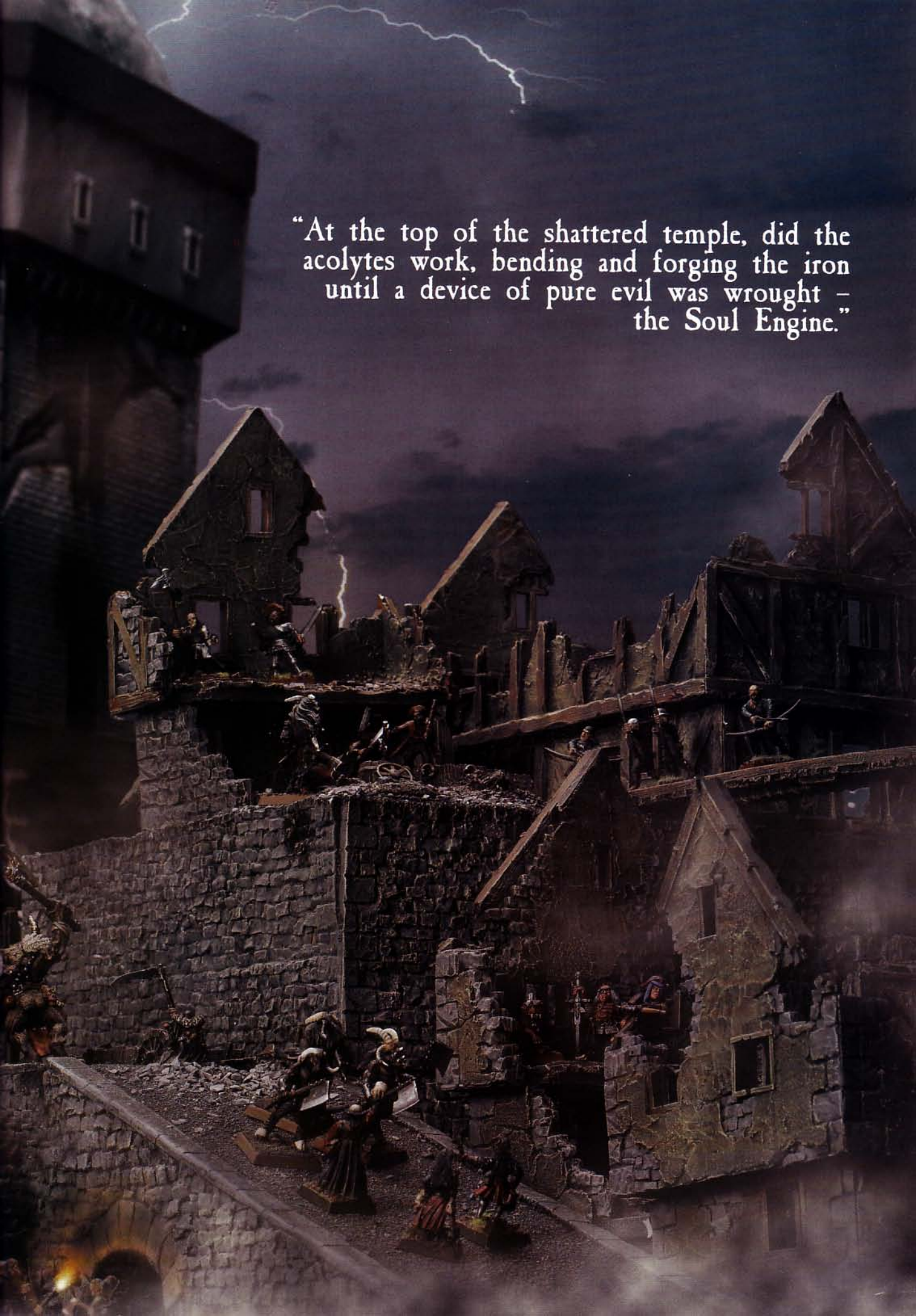
In the dark nights did Soloman send out his acolytes; creatures... 'changed' by exposure to wyrdstone, much like their master. Corpses they brought to him, all in varying stages of decomposition. Upon each did Soloman performed the rites of binding, but not to Morr's arms and benefaction did he intern them. Oh no, for as well as breaking into crypts and digging up graves to provide corpses, the acolytes scavenged the ruins for hell-forged iron. This substance, much like all of the cursed earth around Mordheim, was tainted by evil. At the top of the shattered temple, did the acolytes work, bending and forging the iron until a device of pure evil was wrought - the Soul Engine.

Of Soloman's own design, inspired by dark tomes he discovered in the darkest reaches of the city, the Soul Engine, due to its hell-tainted origins, could trap and enslave souls - an energy so powerful that it could raise a mere mortal to the lofty heights of godhood. This was at the heart of Soloman's malfeasant ambition, his desire to become as Morr himself, a deity, a soul reaper.

The light emanating from the temple, an eldritch luminescence bathing the city, came from the burgeoning Soul Engine. But in order to reach his goal and attain godhood, Soloman needed six particular souls, those that served a higher power, much like him. The six Priests whom he had banished from the city would be his candidates. Indeed, it was not Morr that bade them return to the City of the Damned, it was Soloman. If he could bring them to the city and destroy them, his dread design would be complete. Yet, the Priests are unaware of it. Even battling amongst themselves as they believe each of their former colleagues to be motivated by nefarious purposes. As they close upon Soloman, they are unaware of his dark plan, and that they are inevitably walking straight into a trap...







“At the top of the shattered temple, did the acolytes work, bending and forging the iron until a device of pure evil was wrought – the Soul Engine.”

## Skull Flayers



Owen Rees

**Owen:** Five games, three wins and Malacias lives!

With Sprint, Malacias can now keep pace with the Dire Wolves. With two S5, WS 5 attacks there's not much opposition, his only match so far, the bovine beauty that is Byrax's Minotaur.

A lowly Dreg, Blidun, nearly became a legend. Playing the Possessed, Blidun was charged by one of the gang's namesakes. He avoided the beast's claws and promptly took him out. Then Blidun charged the Magister and nailed him too! Was he destined for great things? Nick, however, crushed my euphoria by killing him in the next game.

**Billgee and Greg:** Lowly Dregs are weak in combat but valuable for Exploration after the game.



**Malachias von Carstein:** Owen's Captain is awesome in close combat, with 2 Attacks and a Strength of 5 using his halberd.

**Cramner:** The Necromancer has the Spell of Awakening allowing him to make dead enemy Heroes into zombies!

**Cranium Crackers:** Zombies are fairly poor warriors but a cheap and effective meat shield that raise a warband's Rout threshold.



**The Black Hounds:** Dire Wolves are very fast with a charge of 18". On the charge they get +1 Attack too, making them deadly.



By allowing them to parry, a sword is useful to protect your Wizards.

## Treasure Hunters of Karaz Sharrenruf



Rik Turner

**Rik:** My inexperience took its toll early on in the campaign as I lost the opening two games, the first of which was against the Possessed. Despite having the high ground and enough crossbows to do the job, I was making post-game Injury rolls for my entire warband, including the Priest.

Fortunately, my luck improved. In game three against Andy's Reiklanders, I despatched his captain with the first shot. After a heated bow exchange, Andy routed and I claimed my first victory.

With just Christian's Beastmen left, I'm wondering if spending 80 gold crowns on an Ogre Bodyguard is such a good idea against his Minotaur...

**Thandul & Gaine:** Fearless in combat, Rik's Slayers will charge any foe.



**Thorgrek:** Rik's Thane has a high Leadership of 9, making the warband difficult to Rout.

**Rasmussen:** The Engineer in the warband increases the ranges of all Dwarf weapons by +6".



**Axlings:** The axe and hammer combination of Rik's Beardlings add +1 Attack. **Spearlings:** With spears the Beardlings will strike first, even if charged. **Antonio:** With BS4 the Tilean Marksman is a deadly shot.

A hammer is a good weapon against tough opponents that are hard to injure. It stuns an enemy on a 2-4, instead of a 3-4.



# Mordant Men



Nick Kyme

**Nick:** Five wins out of five – result! This is flattering though, considering how close a lot of my games were...

The Undead were my first opponents. A tough game ensued against Owen's dead

men – I was taking Rout tests. But I clung on long enough and forced the Vampire to quit the field, but I lost two of my hapless Flagellants and was forced to pay a king's ransom for the return of one of my captured Heroes.

Against Kliver's Men (Andy's Reiklanders), I fought tactically and thanks to a flukey combat round, gave his Heroes a thrashing and won that game too.

Both games with Rik's Dwarfs and Christian's Beastmen ended with voluntary routs – most unsatisfying. Taking on the Possessed was a hard fight, though. But the Witch Hunters prevailed and I go into the final game at full strength. No pressure, then.



Gunther Valstaff

Raminov von Berek

Heinrich Rauter

Dietrich Häller

Faber Damansk



A great weapon adds +2 to a warrior's Strength.



Witch Sniffers: At WS4 and S4, Warhounds are tough in packs.

# Carnak's Bonebreakers



Christian Byrne

**Christian:** My first game (I had never played before) was against James' more experienced Possessed warband. I can say now that it was quite a learning curve. I came out a bit worse for wear, losing one of my Gors, but thankfully keeping my 200 gold crown Minotaur who was flattened by one of the Possessed. Post game, I replaced the Gor with a Bestigor, before tackling Owen's Undead.

I would describe this game as cow-tastic, after whopping the hounds, the frenzied beast knocked the Vampire flat. I won

– go cow! After that I had to tackle Nick's superior Witch Hunters – I got loads of extra experience for this. My newly aquired hounds were taken out of action and I fled before he hurt the rest of my livestock.



Goat Boys: Gors are tough fighters with WS4 and T4.



The Penitent: Flagellants are hardy fighters with S4 and T4.



Carnak and Voranth: The Beastman Chieftain and Bestigor are the Heroes in this warband.



Minotaur: If frenzied, the Minotaur has a monstrous seven Attacks.

# Scenario: the gaol

The battle in the Gaol grounds is a Skirmish. Both Warbands have happened upon the area at the same time and are fighting it out for control, so they can loot it. Little do they realise the presence of the dreaded 'Warden'...

## terrain

Choose any one neutral table edge of a 4'x4' area and place a large ruined building on the chosen table edge just on the table. This represents a part of the Gaol. The rest of the gaming area represents the Gaol grounds and terrain should be set up in a mutually agreeable manner.

## set up

Each player rolls a D6. The player with the highest score decides which warband sets up first. In the case of a tie, the warband with the lowest rating decides. The first player chooses the table edge he wants to set up on, and places all of his warriors within 8" of it. His opponent then sets up within 8" of the opposite edge. Players cannot choose the table edge that has the Gaol building on or the edge opposite the Gaol.

## starting the game

Both players roll a D6. The player with the highest score takes the first turn. The Warden and the Inmates (see below) take a turn after both players have had their turn and are effectively a third player ie, after the last player has finished his turn, the Warden and the Inmates get their first turn. Play then continues as normal.

## special rules

**The Warden and his Lackeys:** Hidden within the dark recesses of the Gaol is a thing known by local scavengers and warbands as 'The Warden'. No one knows what it once was; some say it was a large guard dog, others that it is a bonded and mutated group of prison guards. Whatever its true origins, the Warden now wanders the ruins of the Gaol feeding off any foolish enough to enter its realm. The Warden is served by a group of 'Inmates' – surviving convicts of the cataclysm since driven mad. They will attack and capture any in their wake so their master may feed.

The Inmates have the same stats as a Dreg, you can also use Dreg models to represent Inmates on the tabletop. There are three Inmates in the scenario; they will work together as a mob and must stay within 2" of each other at all times. They will move towards – and charge, if in range – the nearest warrior. If the Inmates manage to injure a warrior then ignore the out of action result on the Injury table, instead

the warrior will be treated as stunned for D3 turns. Whilst a warrior is stunned the Inmates will carry the warrior towards the Warden (unless impeded by being charged, etc) at a rate of 4" (they cannot charge or run whilst carrying the warrior). Note that two Inmates can carry the warrior without reduction in their movement, however, if reduced to one Inmate then the remaining Inmate can only move 2" a turn. If they reach the Warden in time, the stunned warrior is consumed. The warrior is taken out of action and is considered dead for the purposes of the campaign.

The Warden has the same statistics and abilities as a Possessed with two random mutations (players should decide the randomisation method for themselves). You can also use a Possessed model or any Chaos Spawn miniature to represent the Warden on the tabletop (*we used a Chaos Troll – Ed*) The Warden will move towards – and charge, if in range – the nearest warrior. If it wins a combat it will move towards the next nearest warrior.

*NOTE: Both the Warden and the Inmates all start the game within the Gaol and move out of this building towards the warriors that are closest to it at first and then the warrior that is closest to them, as described in the rules above.*

If a Hero enters the Gaol and remains there until the end of the game he will gain +1 dice for Exploration (even if an enemy warrior is present).

## ending the game

When one of the warbands fails its Rout test, the game ends. The routing Warband loses and their opponents win.

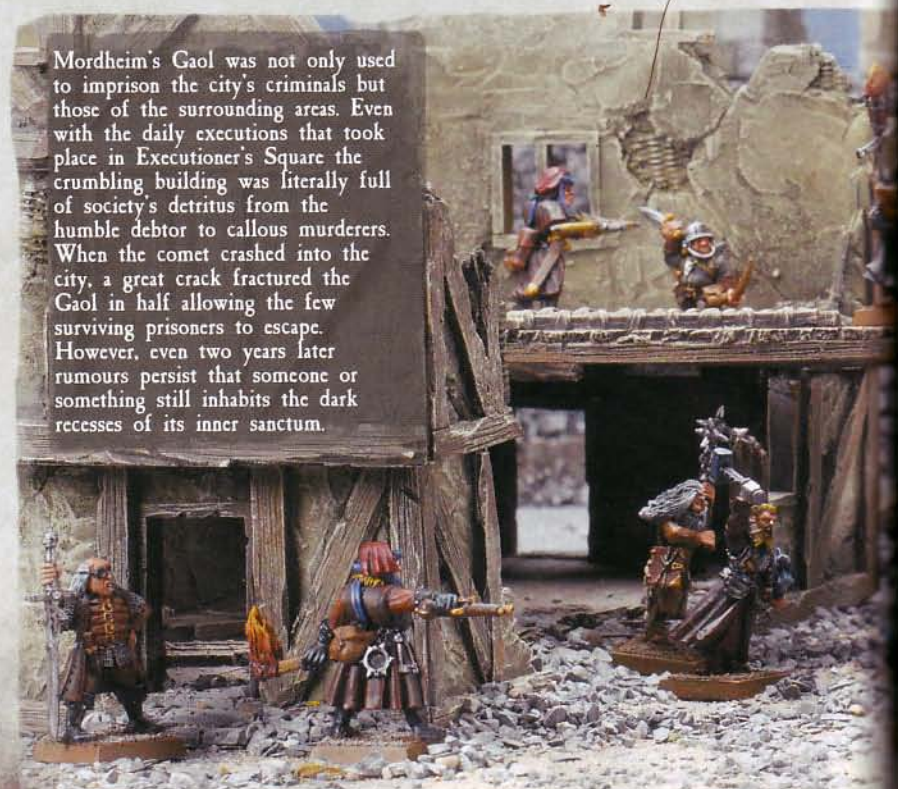
## experience

**+1 Survives.** If a Hero or Henchman group survives the battle.

**+1 Winning Leader.** The Leader of the winning warband gains +1 Experience.

**+1 Per Enemy Out of Action.** A Hero gains +1 Experience for each enemy he puts out of action (this includes the Inmates).

**+2 Slaying the Warden.** Should a Hero or Henchman group put the Warden out of action they gain +2 Experience.



Mordheim's Gaol was not only used to imprison the city's criminals but those of the surrounding areas. Even with the daily executions that took place in Executioner's Square the crumbling building was literally full of society's detritus from the humble debtor to callous murderers. When the comet crashed into the city, a great crack fractured the Gaol in half allowing the few surviving prisoners to escape. However, even two years later rumours persist that someone or something still inhabits the dark recesses of its inner sanctum.

# Scenario: executioner's square

One of the oldest places in Mordheim, Executioner's Square was named for obvious reasons, the daily executions were a crowd puller making the area busy and surrounding businesses successful. Now the gallows and chopping block stand deserted amongst the rubble. Since Mordheim's downfall the many victims of Executioner's square – the guilty and innocent alike – have returned as restless spirits eager to scream their anger at all who pass or linger.

Both warbands have come to Executioner's Square with one purpose – to fight. Such places are often the arena for so-called 'pitched battles', open, bloody and vicious. Little do they realise of the latent spirits, yearning to vent their anger against them.

## terrain

This scenario is played on a 4'x4' playing area as normal. No buildings can be placed in a central 2'x2' area although they can be placed along this boundary as this represents the square. Rubble pieces and other such flotsam can be placed in around the square as normal. In the centre of the square, place a piece of terrain to represent the gallows and/or chopping block. Place terrain in the remaining gaming area as normal. The scenario works best if this is particularly dense.

## set-up

Each player rolls a D6. The player with the highest score decides which warband sets up first. In the case of a tie, the warband with the lowest rating may choose. The first player chooses the table edge he

wants to set up on, and places all of his warriors within 8" of it. His opponent then sets up within 8" of the opposite edge.

## starting the game

Both players roll a D6. The player with highest score takes the first turn. If the result is a tie the player with the smaller warband, in terms of actual models, may choose to go first or second.

## special rules

**Anger of the Damned:** The restless spirits of Executioner's Square vent their eternal anger at any who roam in or close to the square. They manifest as concentrated and violent gusts of wind; the howling is their screams of rage. At the beginning of each players turn roll a D6. On a roll of 1 the spirits stay silent and nothing happens this turn. If the result is a 2 or more a spirit attacks. If the number is even (2,4,6) then the player whose turn it is must choose one of his warriors to be attacked. If the number is odd (3,5) then his opponent must choose one of the controlling player's warriors to be attacked. Note it is always the player whose turn it is that is attacked by spirits, the only difference is whether or not he or his opponent chooses the affected model.

An attacked warrior is automatically hit by a Strength 2 attack (no armour modifiers) and is blown directly backwards D6". If an attacked warrior is in an elevated position such as a gantry or an upper floor of a building then there is a good chance he

may be blown off and if this is the case treat the model as falling. If a model is blown into a piece of terrain (such as a mound of rubble or the wall of a building) or blown into another warrior, friend or foe, then the warrior (or both warriors if it hits another model) is knocked down but may get up at the start of his next turn should he survive.

## ending the game

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

## experience

**+1 Survives.** If a Hero or Henchman group survives the battle.

**+1 Wining Leader.** The Leader of the winning Warband gains +1 Experience.

**+1 Per Enemy Out of Action.** A Hero gains +1 Experience for each enemy he puts out of action.

**+1 Trophy from the Square.** If a Hero manages to stay on the gallows (or the piece of terrain representing the gallows) at the centre of the square for one complete turn then he gains +1 Experience.



# Scenario: the cemetery of st.voller

A grim and foreboding place, the Cemetery of St Voller had a dire reputation even before the comet struck and changed Mordheim forever. Now, the cemetery is a haunted place, where the dead do not rest easy. Indeed, many of the graves are open and the numerous tombs and mausoleums of the city's more opulent patrons, cracked like rotting wounds. Though whether this is from the attentions of ambitious grave robbers or the stirrings of the unquiet dead, who knows...

One warband is out searching the cemetery's grounds for loot, in part at their Priest's behest and to pilfer what remains on the corpses of the rich and influential. The cemetery, though, is vast and the warband spread thin. In the shadows of a vast statue, depicting the cemetery's patron they are set upon by another warband, lying in wait...

## terrain

Starting with the attacker, each player takes it in turn to place a piece of terrain. As the warbands are battling in a cemetery, there should be a large number of graves, mausoleums, tombs etc. Some of these can be erected on mounds and some should be open. In the centre of the battlefield should be a large statue – the image representing St. Voller. We suggest that the terrain is set up in an area roughly 4'x4'.

## set-up

This battle is essentially based on the Surprise Attack scenario in the Mordheim rulebook. As such the set-up is identical to that of this scenario, found on page 133 of the Mordheim rulebook.

## starting the game

The attacker always gets the first turn. However, if the warband has either Wyat Lagus or Borin Fatalismus as their Priest, they will automatically get the first turn instead. Note if both warbands have this Priest, then the attacker goes first.

## special rules

See page 133 of the Mordheim rulebook for details of when the defender's reinforcements arrive.

**Open graves:** Open graves are treated like being on the edge of a ledge for warriors within 1" of them. If a model falls into an open grave they suffer a Strength 2 hit and must climb 2" to get out next turn.

**The Unquiet Dead:** After each player has taken a turn and always rolling at the start player's turn who went first, roll a D6. On a roll of 1 or 2, D3+1 zombies (these are the same as the Undead warband Henchmen on page 89 of the Mordheim rulebook) emerge from the graves. These

models are placed by the player with the lowest warband rating within 1" of any grave. The zombies don't move and attack until the end of the second player's turn. They will always move towards the nearest model, choosing a living one, if they are equidistant, and charging if possible. Note, they will even attack other Undead models but not if they are also the Unquiet Dead.

**The Statue of St. Voller:** Though Mordheim is lost and a wholly depraved place, the spirit of St. Voller still exerts some guardianship over the cemetery. Any of the Unquiet Dead that rise from the graves may not move within 3" of the statue as its holy aura repels them.

## ending the game

The game ends when one warband fails a Rout test. The routing warband loses.

## experience

**+1 Survives.** If a Hero or Henchman group survives the battle they gain +1 Experience.

**+1 Winning Leader.** The leader of the winning warband gains +1 Experience.

**+1 Per Enemy Out of Action.** A Hero gains +1 Experience for each enemy (and Unquiet Dead) he puts out of action.

# NEXT MONTH:

## The final battle of the campaign!



# BLOOD BOWL

## GRAND TOURNAMENT



13th & 14th May 2006

WARHAMMER WORLD, Nottingham

### What you need to attend:

- A Blood Bowl team based on the restrictions stated in the event pack.
- The full rules pack is available as a download on the Web.
- All miniatures must be fully painted and based.
- All participants must be over the age of 16.
- Purchase a ticket from Direct on 0115 91 40000.
- Tickets cost £50.

### What does the ticket cover:

- You play six rounds of Blood Bowl over two days.
- The ticket includes lunches on Saturday and Sunday and an evening meal on Saturday. It also includes tea and coffee in the morning on both days and doughnuts on Saturday to get you started.
- You also have access to all the Warhammer World facilities over the two days including the new Citadel Miniatures Gallery.

*Death Match artwork courtesy of Black Library*

FOR FURTHER DETAILS CALL: 0115 91 40000

[www.games-workshop.co.uk/events/diary](http://www.games-workshop.co.uk/events/diary)



# CITADEL

## Citadel PVA Modelling Glue

# TOOLBOX

This month's hobby focus is on the humble yet invaluable PVA Glue. Here, we look at applications of this product beyond simply sticking scenery together.

### Textured Paint

- 1 part water
- 10 parts PVA
- 1 part paint
- 10 parts sand

This mix is very handy for painting scenery, particularly if used to blend in features, such as the joins where buildings meet their bases, or in the gaps between rocks on rough ground.



Before



After

### Wash Mix

- 3 parts water
- 1 part paint
- 2 parts ink
- 1 part PVA

Washes can be difficult to master, but they are worth practising, as not only do they give a fine result but they are quick. This wash mix gathers in the recesses well and dries to a matt finish.



Before



After

### PVA FACTS

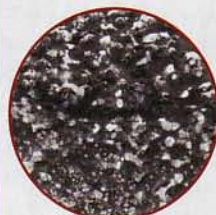
PVA, or 'white glue' is a water-based glue suitable for all modelling work. It will bond sand, flock, cardboard and wood.

- PVA stands for polyvinyl acetate.
- PVA sets best at room temperature in an area with good ventilation.
- It dries clear.
- If you spill it, wipe it up immediately with warm soapy water.
- It might peel off your cutting pad but it won't come out of your clothes once dry, so soak any spillage on cloth in warm water and wash immediately.
- It is non-flammable.

### Sealing

- 1 part water
- 1 part PVA

When making terrain out of polystyrene, you must seal the surface before you spray paint it. The example below is of a piece of untreated polystyrene after spraying. As you can see, without the sealant applied it has melted.



Without a PVA seal



With a PVA seal

### Studs and Rivets

- PVA glue
- 1 paperclip

You can create rivets and studs with PVA glue and a straightened paperclip. Pour some PVA onto a palette and let it dry for a few minutes. Then dip the tip of the paperclip into the glue and carefully dab it onto the pad.



Application



Undercoated





# THE LORD OF THE RINGS

## STRATEGY BATTLE GAME

### How to introduce a friend to The Lord of The Rings

In my mind, there can only be one response to someone who says "...but I don't want to play The Lord of The Rings." It's a two-step process, the first being to adopt a decadent east-European accent and say "Of course you want to play The Lord of The Rings. Everybody wants to play The Lord of The Rings." If they haven't run off at this point (remember to roll your 'r's, that's very important), sit them down at a gaming table.

Now you need to judge their character type. Some folk grew up on far too much Robin Hood. They believe in truth, honour and justice, and can't look at a balcony or chandelier without trying to work it into a

devious escape plan should the evil villain choose to storm the building. Give this person a Good force, headed up by a suitably dashing Hero (Treebeard is perhaps not your first choice) and play a scenario on a board covered with stairways, perilous drops and, if possible, a chandelier. By the time they've had Aragorn fight a dozen Orcs on a narrow stairway with blinding swordplay (and possibly some repartee) they'll be enjoying themselves far too much to worry about the lack of armour saves.

For the bad guys, I admit, it's a bit different. Derring-do is not particularly the stock-in-trade of, say, a Ringwraith. Generally speaking, the forces of Evil appeal most to the other sort of gamer, the one who either a) has a goatee beard, b) has purple hair or c) plays piano. They generally like houses with basements that can be turned into secret lairs (or gaming rooms) and dream of having minions to do their bidding. The unbridled joy they will receive when a gajillion Goblins back Gandalf up against a wall (or preferably, a lava flow) and give him a Moria-style makeover will quickly win them over. From thereon in, it's easy...

Mat Ward

- ☛ **Loot, Pillage, Plunder**  
Collecting Variags of Khand
- ☛ **The Wrath of Keiseimul!**  
A campaign pitting Khand against Gondor
- ☛ **Khandish Chariot**  
Painting Workshop



Got questions about your army? Find the answers at:

[www.games-workshop.co.uk/thelordoftherings/](http://www.games-workshop.co.uk/thelordoftherings/)

# Loot, Pillage, Plunder

*Collecting Variags of Khand*

The Khandish hordes have a *raison-d'être* that would make Genghis Khan proud: get there quick, hit them hard, and steal their stuff. Mat Ward heads off in search of various ways to add them to your current army and beyond.

## Get an Axe



### Pelennor Fields Warband 500 points

#### Heroes

The Witch-king of Angmar on a Dark Steed  
Khandish Chieftain with bow

#### Warriors

8 Orc Warriors with spears  
4 Orc Warriors with Orc bows

4 Orc Warriors with two-handed weapon  
8 Orc Warriors with shields  
2 Warg Riders with throwing spears  
2 Warg Riders with Orc bows  
2 Warg Riders  
6 Khandish Warriors with two-handed axes  
3 Khandish Warriors with bows

**K**handish Warriors use axes almost exclusively, occasionally choosing to use a bow as an alternative. This makes them quite specialised – better suited to close combat. Lacking heavy armour or shields of any kind, they'll not fare well in any kind of extended shoot-out with most Good forces, so you'll want to get in close as quickly as possible, or

use them in support of other troops. Fortunately, Khandish Warriors are relatively cheap in points cost, so you can easily add a handful to an existing force.

Here I've added a small Khandish warband – available as the 'Khandish Warriors' boxed set – to an army of Minas Morgul (as might have been seen at the Battle of Pelennor Fields).

It's worth noting that the Khandish contingent is led by its own Chieftain – always a must when mixing different factions into the same themed army. This is also a fantastic way to get started with Khandish Warriors, as it allows you to buy a small group and get a feel for how they work before building up an entire army's worth.

## Get a Horse

**K**handish Horsemen are among the most reasonably priced in the game, weighing in at only 11 points each for a warrior with a bow. This, combined with the fact that they are braver than Warg Riders, makes them a worthy addition to your army!

Even better are the chariots. Though they have a points cost slightly greater than two Khandish Horsemen, chariots are fantastic due to their status as monstrous mounts. They can even move full rate and still pepper your enemies with arrows. I've decided to exchange the cowardly Warg

Riders for the reliable Khandish cavalry – including two chariots. I've had to take the Khandish archers out (I'll need the models to represent dismounted Horsemen) so I've added a couple more warriors, to keep my infantry well represented, leaving me a spare Khandish Warrior from a blister of three.

### Pelennor Fields Warband 2 496 points

#### Heroes

The Witch-king of Angmar on a Dark Steed  
Khandish Chieftain with bow

#### Warriors

8 Orc Warriors with shields  
8 Orc Warriors with spears

4 Orc Warriors with Orc bows

4 Orc Warriors with two-handed weapons

2 Khandish Charioteer with bows

2 Khandish Horsemen

9 Khandish Warriors with two-handed axes



## A Pinch of Hero



### Pellenor Fields Warband 3 503 points

#### Heroes

Khandish King with bow on a Khandish chariot

Khandish Chieftain with bow

Khandish Chieftain with bow

#### Warriors

1 Khandish Charioteer with bow

1 Khandish Charioteer

6 Khandish Horsemen

22 Khandish Warriors with two-handed axes

**B**y now, you'll be wondering why you've even got anything other than Khandish in your army – and rightly so. The time has come to replace the rest of your Orcs with Variags. Of course, as a side effect, you'll probably want to lose the Witch-king as well. You don't have to, it's perfectly acceptable to include him in a themed army such as this, but think of all those points you can spend on axes and bows instead!

As a word of caution though, make sure you've got enough Heroes to properly lead your chaps to battle. Khandish Kings, especially, deserve a mention here. Mounted on a chariot and allied with a particularly formidable stat-line, not to mention the fact that they count as a banner to Khandish Warriors, you'd have to be crazy not to want one. Although other chieftains can hold your line, this is the man you want to lead your attack.

All trace of something without a sashimono has now left the building to make a purely Khandish force. I've achieved this by simply adding another box and two blisters of Khandish Warriors, as well as a Khandish King in chariot. This leaves me with an army of 32 models that conforms to the Battle Scenario rules. It looks absolutely stunning on the tabletop and is, without doubt, a fully themed force. Success!

# No Pay, No Slay

I would be most remiss if I didn't talk about the Mercenaries of Khand, honourless warriors who will travel anywhere and kill anyone – if the price is right. Mercenaries, by and large, have the same options and troops as regular Variags – they lack only Chariots and Kings. They also have a few wrinkles of their own. Firstly, they're often cheaper than regular Variags – which means that you can field more of them. Secondly, they have a higher Fight value and a

lower Courage – they'll fight like demons until they start losing. Finally, there is a 1 in 6 chance that they won't turn up and fight, but that's what you get for hiring honourless scum!

With all that said, are Mercenaries worth taking? Absolutely. Most of the Evil armies, be they Khands, Haradrim, Easterlings, or even (to an extent) Mordor, have trouble getting that elusive Fight 4 into their armies without spending lots of points. This is where the Mercenaries come in. Seed

them throughout your regular troops and you're onto a winner – they're cheap enough that you'll have them in numbers, and the two-handed axes and high Fight value are a nasty combination.

Bob McFarlane's Haradrim Raiding Force, shown below, highlights a great way to use Mercenaries. On average, he can expect at least 17 models to turn up to the battle, leaving him with a vast force with which to smite the enemy.

## Haradrim Raiding Force 499 points

### Heroes

Hasharin

Haradrim Chieftain with spear and bow

2 Khandish Mercenary Chieftains with bows

### Warriors

18 Haradrim Warriors with spears

5 Haradrim Warriors with bows

12 Khandish Mercenaries with two-handed axes

6 Khandish Mercenaries with bows



# Khandish Chariot

*Painting Workshop*

Sometimes partially assembling a Citadel miniature and painting it in separate chunks is easier than painting one that has been fully assembled.

## Preparation

**Level:** Intermediate

**Time:** Approximately 8 hours total

**Tools:** Modelling knife  
Modelling files  
PVA glue  
Superglue  
Fine Detail brush  
Small Drybrush  
Standard Brush

**Materials:** Chaos Black spray paint  
Green Stuff  
Modelling sand  
Spare bases  
Static grass

### Colour Palette



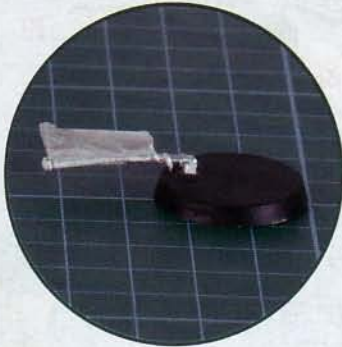
*Chariots are a deadly part of the Khandish arsenal.*

# Construction

Instead of assembling and painting the chariot as a single piece, it's much easier to treat the model as five separate models or 'sub-assemblies': the chariot itself, the charioteer, his banner and the two horses. Using a small amount of superglue, attach each sub-assembly to a spare base for easy handling.



## Back Banner



The Khandish emblem will need to be painted on both sides of the banner, so keep it separate.

## The Chariot



**1** Assemble the chariot in one piece, complete with the bow glued to the chariot's fairing.



**2** Fit the pins in the haft of the chariot into two pinholes in the base of the chariot. Once the superglue is dry, fill these holes with Green Stuff.

## The Charioteer



Attach the charioteer's axe to his hand with superglue.

## The Horses



**1** Both horses come with separate legs. Glue these on with superglue.



**2** Fill the gaps where the legs join the horse's body with Green Stuff.

# Painting

Undercoat all the sub-assemblies with Chaos Black spray paint – apply more Chaos Black to the recesses where the spray does not reach if necessary. When using the brighter colours of Blood Red and Shining Gold, you should apply several thin coats of paint to get a good coverage.

## Metal

Paint the metal with Boltgun Metal, then apply Black Ink to shade this basecoat before highlighting with Chainmail.



## Skin

Start with Tanned Flesh followed by Dwarf Flesh, highlighted with Elf Flesh.



## Red armour

Apply several coats of Blood Red onto the armour, highlighted with Fiery Orange.



## Skull

Paint with Codex Grey, leaving the recesses unpainted, then highlight with Fortress Grey, followed by Skull White.



## Sash

Apply a coat of Vomit Brown, then use a mix of Bronzed Flesh and Flesh Wash, with Bleached Bone highlights.



## Skin, mane and tail

Paint the horses' skin in the same way as the black cloth – apply more Fortress Grey to the mane and tail for a lighter colour.



## Gold

Paint the gold areas Shining Gold, then highlight with Mithril Silver.



## Bridles

Carefully paint the bridle work Scorched Brown, then apply thin highlights of Tanned Flesh.







### Animal skin, ropes and sashes on quivers

Apply a coat of Graveyard Earth, shaded with a mix of Brown and Black inks, then highlight with Kommando Khaki.

### Chariot Metal

Paint the metal on the bridle Chainmail.



### Gold trim

Paint on several coats of Shining Gold, then apply a Chestnut Ink wash. Finally, highlight with Burnished Gold.



### Tassels

Apply a coat of Vomit Brown, then Bleached Bone highlights.



### Black cloth

Drybrush the undercoated cloth with Codex Grey then apply a lighter drybrush of Fortress Grey.



### Boots

Use Dark Flesh to paint the boots, then highlight with Tanned Flesh.



### Wood and quiver

Start with a basecoat of Dark Flesh, then highlight with an equal parts mix of Dark Flesh and Bleached Bone.



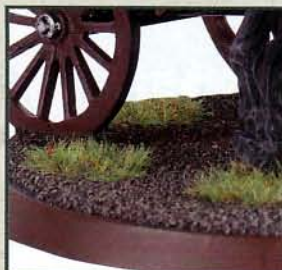
### Red Cloth

Use Scab Red to paint the red cloth, highlight the creases and the edges of the material with Blood Red.



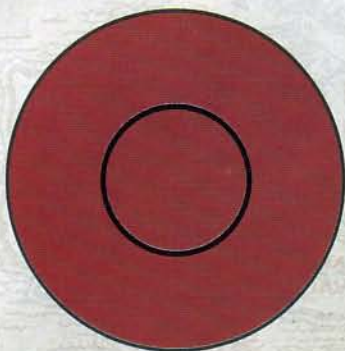
### The Base

Glue sand to the base, then apply a wash of Brown Ink. Once dry, apply a drybrush of Bubonic Brown, followed by Bleached Bone. Finally, glue static grass to the surface of the base in patches.

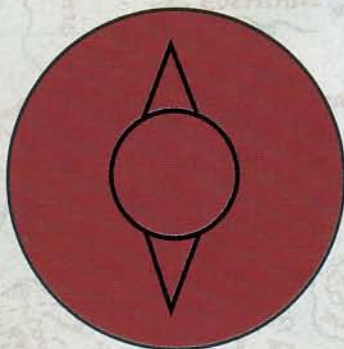


## Painting a Khandish Icon

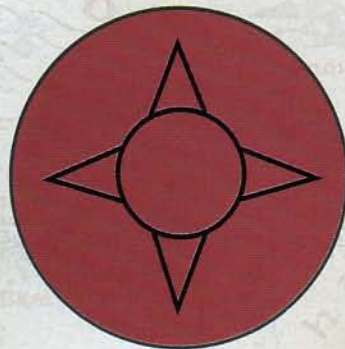
A common symbol that appears on most models within a Khandish army is the sun icon. Although a steady hand is needed when painting any intricate details, this stage-by-stage guide will make it quicker and easier to paint these distinctive symbols on your Khandish banners.



1 On the banner, paint a circle with Chaos Black paint.



2 Next paint triangles at the top and bottom of the circle.



3 Add black triangles to either side of the circle.



4 Then add four more triangles between the ones already painted.



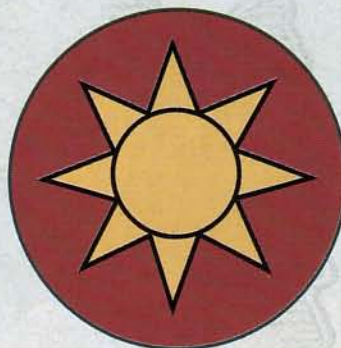
5 Paint in the entire shape with Chaos Black.



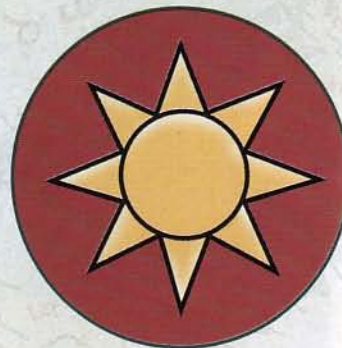
6 Paint the inside of this shape with Vomit Brown.



7 Paint a black circle in the centre of the shape.



8 Then paint a Vomit Brown circle on top, leaving a circular line.



9 Apply Bleached Bone highlights to finish the icon.

## Final Assembly

Once all the parts are dry, carefully break the horses and the chariot from their bases and test assemble them on the base supplied with the kit. When you are happy with the position on the base, glue the horses in place, then the chariot. After that, texture and paint the base

so that it matches the rest of your army. Finally, glue the banner to the charioteer's back on the pinhole, then attach the warrior to the pinhole in the base of the chariot. Be aware that after assembling the model you may need to touch up parts of the miniature.

# HEAVY METAL



*Khandish King*



*Khandish Charioteer*



*Khandish Mercenary Chieftain*



# The Wrath of Keiseimu!

*A New Campaign pitting Khand against Gondor*

This map-based campaign for two players allows you to recreate a Khandish horde sweeping out of the eastern lands towards Osgiliath.

**T**he map below represents the territory of Ithilien, where the fighting is taking place. The playing area is split into 25 hexagonal regions (or hexes), some of which are shaded green to represent dense areas of forest. Twelve regions are marked with icons, either the White Tree or Keiseimu's icon of the blazing sun, that represent each player's base territories.

## The Forces

Each player has six different counters in his army, representing a different part of his force. At the start of the campaign, beginning with the Good player, each player places a counter on one of his base territories.

There are no restrictions as to which counters can be placed where, provided that they are placed on a base territory of the owning player.

In addition, some of the counters have special rules of their own, which may influence where you choose to place them (see page 86 and 87). Once the counters have been placed, the game can begin.

## Playing the campaign

The Campaign phase follows a similar sequence to the main game:

- 1 Priority phase** – Both sides roll a dice to establish which side has priority this turn.
- 2 Move phase** – Both sides take it in turns to move one army, starting with the side that has priority.
- 3 Fight phase** – Resolve any battles that have occurred as a result of the Move phase.
- 4 End phase** – The turn is over, army counters withdraw or retreat (where appropriate). Regions are claimed. Players begin again from Phase 1: Priority.

## Priority Phase

Priority is determined by both players rolling a dice. The player with the highest score wins. If the roll is tied, priority passes to the player who did not have priority. The Good player automatically has priority in the first turn of the game.

## Move Phase

Starting with the side that won priority, players take it in turns to move their armies. Armies may move into any adjacent hex and any number of armies can share a hex. Most armies may only move once in each Move phase, though some can move up to two hexes. However, if an army moves into a hex containing an enemy army, its move ends. Armies may not move if there is an enemy army in their hex. If an army moves into a region containing an enemy army, the forces engage and will battle with one another in the Fight phase. The army that was already present in the region may not move that turn.





*Dense terrain can hamper progress across the campaign map as well as the gaming table.*

## Moving through dense terrain

Ithilien is very heavily forested. When an army marches into a particularly overgrown region, there is a chance that they may become entangled and not reach their destination. When an army moves to or from a region of dense terrain (marked green on the map), the controlling player must roll a 4+ on a D6 – if this roll is failed, the army may not move and loses any further movement in that turn.

## Fight Phase

During this phase, players resolve any battles that have been provoked in the Move phase. All counters in an area must fight – both players field all the troops that they have in that hex. For example, if two counters of Warriors of Minas Tirith were in the same hex as one counter of Khandish Warriors, the Good player would have 200 points of Warriors of Minas Tirith whilst the Evil player would have 100 points of Warriors of Khand (see page 86).

To decide which scenario is used to resolve the game, both players roll a D6. If the result is a draw, use the scenario of the roll (ie, if both players roll a 6, play scenario 6). Otherwise, the player with the highest roll can choose which scenario is used from the following list:

- | D6 | Name   |
|----|--|
| 1  | <b>The Relief Force</b><br>(p188 of the main rules manual) |
| 2  | <b>Take and Hold</b><br>(p189 of the main rules manual)    |
| 3  | <b>Cornered!</b><br>(p190 of the main rules manual)        |
| 4  | <b>Stop the Herald!</b><br>(see overleaf)                  |
| 5  | <b>Ill met by Moonlight</b><br>(see overleaf)              |
| 6  | <b>Pitched Battle</b><br>(p191 of the main rules manual)   |

In each game, players follow the deployment conditions and special rules as normal – all of the scenarios are played on a board 48"/112cm by 48"/112cm. It's important to make a note of which side won each game and whether it was a Major or a Minor Victory.

## End Phase

Any armies that were defeated in the preceding Combat phase must now suffer the consequences. If they suffered a Major Defeat they must retreat, and are immediately moved to a friendly base region of the opponent's choice. If they suffered a Minor Defeat they may instead withdraw to an adjacent region of the opposing player's

choice. Retreating armies may not move into regions already occupied by either friendly or enemy armies.

Armies that are not able to withdraw must retreat. Armies unable to retreat are destroyed and are removed from play. Note that other than the disadvantages of withdrawal or retreat, armies otherwise suffer no ill effects – they are returned to full strength in subsequent turns.

## Claiming Regions

All regions (other than the base regions) begin the game unclaimed. At the close of the End phase, any region with a Gondor counter in is claimed for Good and any region with a Khandish counter in is claimed for Evil. This applies whether or not the hex was already claimed ie, if a Khandish counter is occupying a Gondor-claimed hex at the close of the End phase, it changes to Khandish control.

## Winning the game

If, at the end of any End phase, one player has 15 or more hexes under his control, his side wins the game! If Gondor wins, Ithilien has been held and Keiseimu has been thwarted. If the Evil player wins, Minas Tirith could soon find itself under siege from the servants of Sauron.

# Stop the Herald



*This Gondorian messenger is in serious danger of being silenced.*

## Description

A small party of the Free Peoples is relaying an important message. Along their way they are ambushed by foes sent to destroy the message and all who carry it. Will the Evil forces get to the bearer before they are rescued by their army's patrols?

## Starting Positions

Before the game starts, the Good player divides his force into two numerically equal groups. One group, chosen by the Evil player, is deployed within 6"/14cm of the centre of the map – one of these models carries the despatch – mark this with a

counter or a coin. When this has been done, the Evil player deploys his models at least 15"/35cm from any Good model. The Good player then deploys his remaining models anywhere within 6"/14cm of the board edge.

## Objectives

The Good force is attempting to carry the message off the board.

**Major Good Victory/Evil Defeat.** The message exits the table and at least half of the starting Good force is still alive.

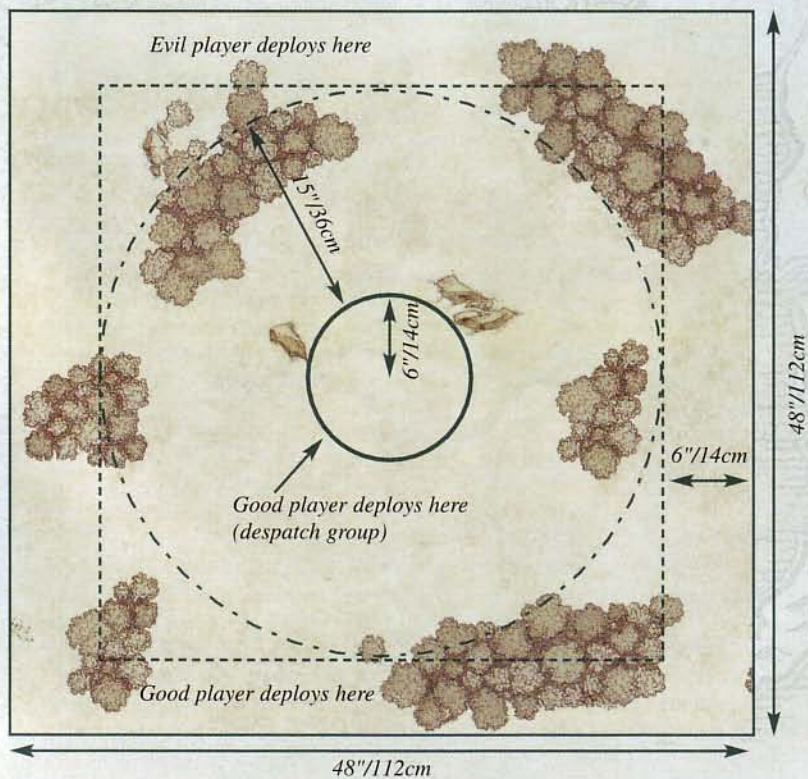
**Minor Good Victory/Evil Defeat.** The message exits the table and less than half of the starting Good force (including a Hero) is still alive.

**Minor Evil Victory/Good Defeat.** The message exits the table and less than half of the starting Good force is still alive. All Good Heroes have been slain.

**Major Evil Victory/Good Defeat.** The message fails to exit the table.

## Special Rules

**The Message.** The only way to take the message from the model carrying it is to kill the bearer in close combat. At this point, any of the models that were fighting the bearer in that turn can get the item. Move the marker accordingly. If the bearer is slain by missile fire, the item is placed on the ground where they were standing. Models may not purposefully drop the message.



# Ill met by Moonlight

## Description

On a dark and stormy night, two armies have blundered into one another. However, the torrential downpour has disheartened both sides, and every warrior is thinking of flight. Can either commander impose their will long enough to seize victory?

## Starting Positions

Both players roll a D6 – the player with the highest score chooses a board edge and deploys his entire force between 6"/14cm and 12"/28cm from it. The other player then deploys his entire force the same distance from the opposite edge. The Good player then rolls a D6 for each of his models – the Evil player may move the indicated models that many inches (double the result for centimetres). Finally, the Evil player rolls a D6 for each of his models – the Good player may move the indicated models that many inches (double the result for centimetres).

## Objectives

This is a battle to either death or desertion – no quarter shall be asked, nor any given.

**Major Good Victory/Evil Defeat.** The Evil force has been wiped out and at least half of the Good force remains.

**Minor Good Victory/Evil Defeat.** The Evil force has been wiped out and less than half of the Good force remains.

**Minor Evil Victory/Good Defeat.** The Good force has been wiped out and less than half of the Evil force remains.

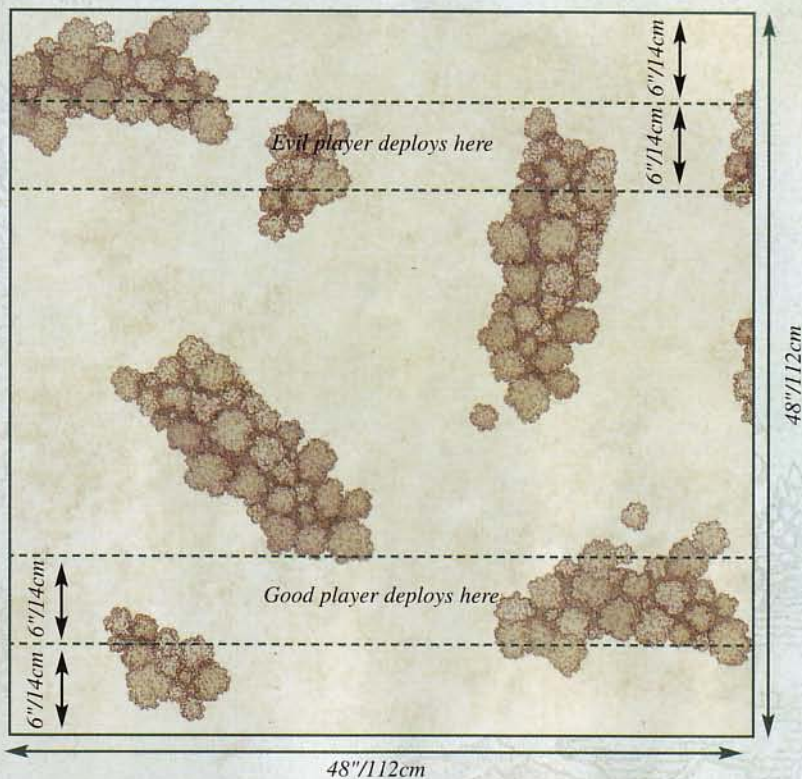
**Major Evil Victory/Good Defeat.** The Good force has been wiped out and at least half of the Evil force remains.

## Special Rules

**Wavering Resolve.** The combination of torrential rain and pitch darkness has taken its toll upon the warring combatants –

both sides start the game Broken and will have to test their courage at the start of each move.

**The Dark of Night.** Due to the reduced visibility, models may not charge, shoot at, or use magical powers against models that are more than 6"/14cm away.



*Fighting the desire to flee, both sides battle to the death.*

# Khandish Raiders



*Example army choice*

The Evil player has access to many fast moving units; horsemen and chariots of Khand, useful forces with which to encircle and destroy the defending armies of Gondor.



**2 x Khandish Warriors**  
Represents 100 points of Khandish Warriors  
**Special Rule:** None



**1 x Khandish Charioteers**  
Represents 100 points of Khandish Charioteers  
**Special Rule:** May move two hexes each turn



**2 x Khandish Horsemen**  
Represents 100 points of Khandish Horsemen  
**Special Rule:** May move two hexes each turn

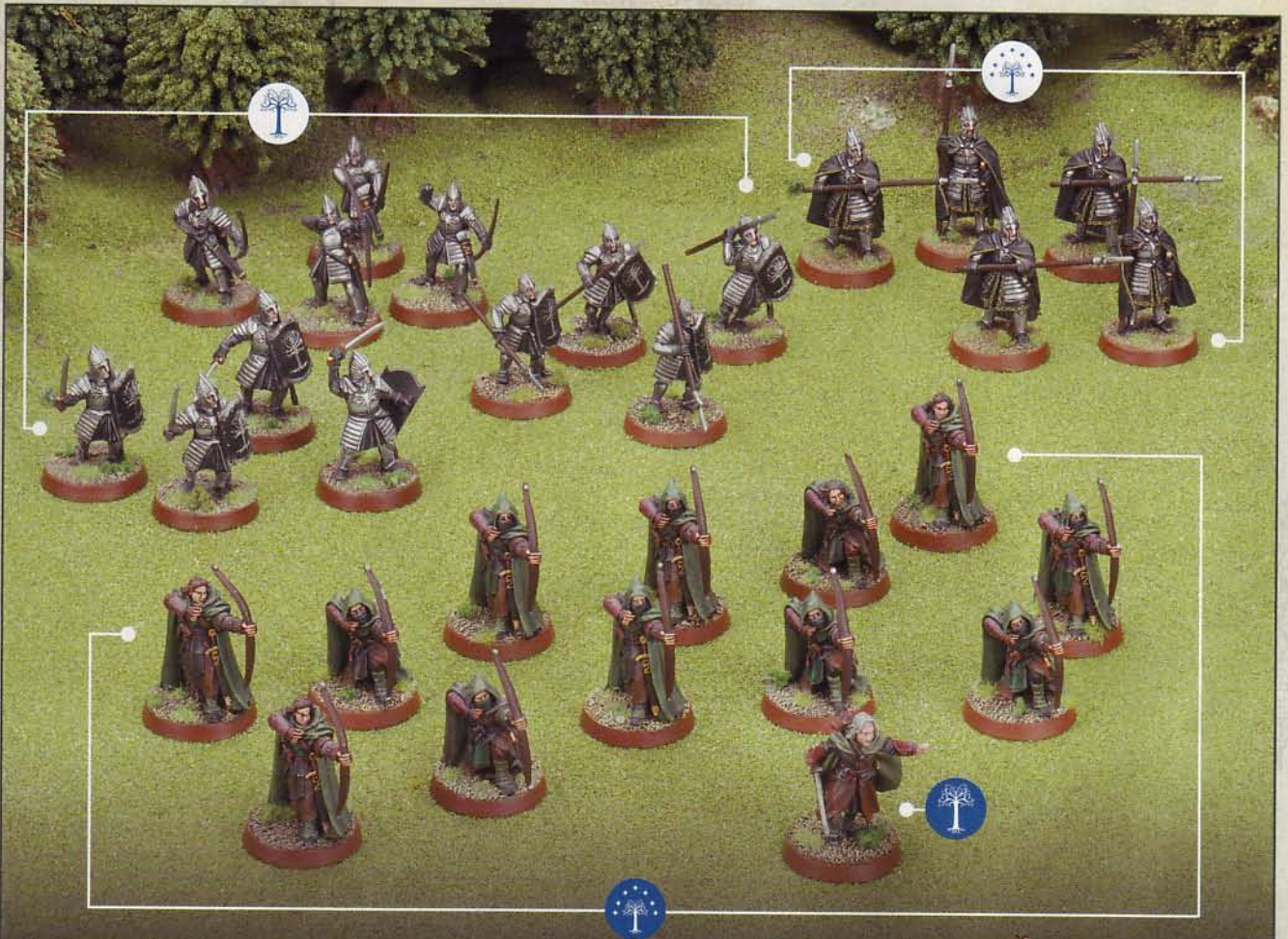


**1 x Keiseimu, King of Sar-Khand**  
Represents Khandish King riding in a chariot, armed with bow

Each group must have one Hero included in its total points value.



# Defenders of Ithilien



Example army choice

During the Fight phase, players may select an army chosen from the troop types that correspond to the counters he has in the contested territory. The Good player starts the game with the following counters.



1 x Rangers of Ithilien

Represents 100 points of Rangers of Gondor

**Special Rule:** Does not have to roll when moving into dense terrain



3 x Warriors of Minas Tirith

Represents: 100 points of Warriors of Minas Tirith

**Special Rule:** None



1 x Knights of Minas Tirith

Represents 100 points of Knights of Minas Tirith

**Special Rule:** May move two hexes each turn



1 x Captain of Ithilien

Represents 100 points of Citadel Guard, including one of the following: Cirion, Faramir, or Madril

**Special Rule:** None

Each group must have one Hero included in its total points value.



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# Army of Cirith Ungol

*Theming a The Lord of The Rings army*

Determined to expand his The Lord of The Rings collection and get some more models painted, Adam Troke sets about creating an army themed around Cirith Ungol – ready to attend a tournament in icy Finland.

## The Army of Cirith Ungol 498 points

### Heroes

Shelob  
Shagrat  
Gorbag  
Ringwraith

### Warriors

23 Orc Warriors  
Orc Banner Bearer  
6 Uruk-hai with two-handed axes  
3 Orc Trackers with bows



1



2



3



4



5

### 1. Shelob

Shelob brings a very specialised fighting ability to the army with a Fight value and Strength of 7. In addition, thanks to her Monstrous Creature rule, she can knock even Cavalry to the floor.

### 2. Ringwraith

Ringwraiths are excellent at taking Good Heroes out of the game with their lethal array of spells. Combine this with their Harbinger of Evil special rule, (reduces the Courage of all nearby enemies by 1) and they're a potent choice for any Mordor army.

### 3. Gorbag

Although he's no match for Shagrat, Gorbag is still a decent enough Hero thanks to his 3 Might points. He's such a loathsome character in the film, he'd hardly be my first choice – but for only 45 points he's got to be worth considering.

**A**lthough I already have plenty of Evil models for The Lord of The Rings, I've not yet got around to building a force with a theme. So when I was invited to attend the Fanatic III tournament in Lahti, I realised that it was the perfect opportunity.

One of my favourite scenes from the book is the infighting that breaks out inside the tower of Cirith Ungol, where Shagrat, Gorbag and hordes of Orcs and Uruks all set about slaughtering each other for possession of the mithril coat! Shelob, in all her bloated glory, is one of the most striking images

from the movies and books too, and since I built and painted her almost a year ago, a Cirith Ungol themed force seemed like a great choice for my newest army.

All of the models that are appropriate for a Cirith Ungol force are found in the Mordor section of the Rules Manual, although some are more appropriate than others. In the movie, we see lots of Mordor Orcs and Mordor Uruk-hai, so that's a pretty good steer on what the army should contain, but it doesn't end there. Here is an example army that I think best represents the forces of Cirith Ungol.

#### Orc Shaman

Orc Shamans are great additions to an Evil force thanks to the Fury magic power. This one spell can really make a difference in any battle that is going badly for the Evil player.



Shagrat and Gorbag provide a healthy 6 Might points, which allow me to perform heroic moves aplenty. Shelob and the Ringwraith bring some serious Hero killing power to the army, with their high Courage to keep the army in check if the worst happens.

Twenty-three Orc Warriors provide a good foundation for the force and the six Uruk-hai bring some much-needed muscle to the throng. Three Orc Trackers use up the remaining points of the army, providing a scouting party who range ahead of the rest of the force.



#### 4. Shagrat

A hulking Uruk-hai with a Fight and Strength value of 5, and 3 Might points, it's difficult to imagine a Cirith Ungol army without Shagrat. He's a good leader, a great fighter, and for 55 points an absolute steal!

#### 5. Mordor Uruk-hai

Uruk-hai are better than Orcs and a match for almost anything a Good player can send their way. Their higher Fight, Courage and Strength value are huge assets, and can make a big difference in a game.

#### 6. Mordor Orcs

Mordor Orcs are cheap and nasty. Good in a fight and due to their low cost, they come in reasonable numbers. However, their low Courage means they need a Hero around to keep them fighting.

#### 7. Orc Trackers

Great shots with a bow, Orc Trackers are a nice cheap way of adding some shooting to a Mordor force. They have a low Defence though, so they need looking after if you're going to get the most out of them.

# Painting a Cirith Ungol Army

I've never been the world's best painter, so any army that I attempt has to have a strong unifying colour scheme to make up for any shortfall I have in skill and technique. I therefore settled upon four main colours, the limited palette unifying the army nicely, and being quick and easy to apply.

## Adam's Green Mix

I wanted a green colour that looked dull and dirty so I decided to create my own, thus 'grotty green' was born. To make my green paint, mix equal parts of Goblin Green and Shadow Grey. I made up a lot and kept it in mixing pots, ready for when I needed it.

## Green

In the Cirith Ungol scenes in the film, there is a very green look to everything, something I tried to reproduce in the colours of the army.



1 Paint the green mixture (see left) onto the cloth areas.



2 Add a small amount of Rotting Flesh into the mix to use as a highlight.



3 Finally, for a brighter highlight, add more Rotting Flesh.

## Metal

All the metal in the force, from armour plates to axe-blades, was painted in the following way.



1 Basecoat the area with Chainmail.



2 Apply a wash of diluted Black Ink.

## Dark Brown



1 Basecoat the area with Scorched Brown.



2 Pick out the raised areas with Dark Flesh.

## Light Brown



1 Use Bestial Brown for the base colour.



2 Then highlight this with Snakebite Leather.



3 Bubonic Brown is the final highlight.

## The Rule of Ink

I am a huge believer in the qualities of Brown Ink. Once I had painted each model, I finished it with a coating of Brown Ink, diluted with water in a 1:3 mix. The best thing about doing this is that it conceals a multitude of painting inadequacies!

## Painting Shelob

As a 10 year old I horribly misread the description of Shelob in *The Lord of The Rings*. Since then, no matter how hard I've tried, I've always imagined her in a pallid, fleshy hue.

So, when I painted my own Shelob model, I decided I'd go with my childhood image, and give her a sickly colour scheme – it looks really nasty, and pleases my inner child.

- 1 I started with a basecoat of Bestial Brown, over a Chaos Black undercoat.
- 2 Over the course of about three stages, I added more and more Bleached Bone to the Bestial Brown, lightening Shelob at each stage. The Bleached Bone mixed into the brown creates a very unpleasant looking pinky colour.
- 3 Once I'd got her flesh to a suitably icky colour, I gave her a wash of watered-down Brown Ink (see The Rule of Ink), being sure to cover the whole model carefully.
- 4 Lastly, two coats of 'Arcoat varnish finished her off. Not only did these toughen her up for the tabletop, but they also made her glisten in a wet and sickly way.

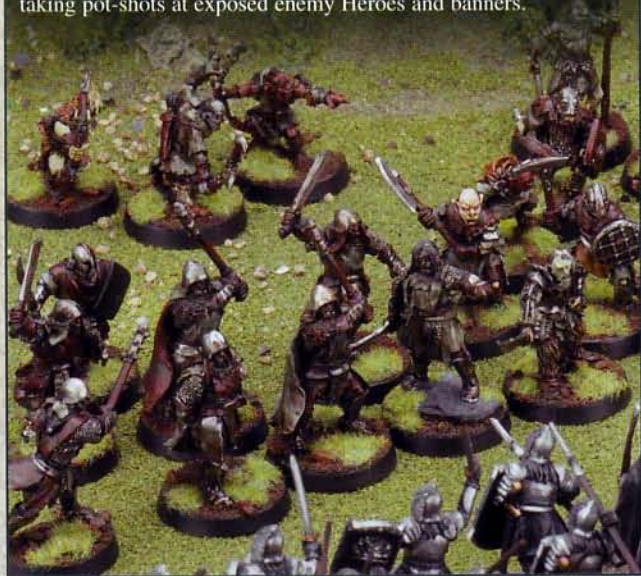


# Cirith Ungol Tactics

With this army, I have some specific plans in mind on how it will perform on the battlefield. Basically this breaks down into four very simple tactics.

## Get stuck in

My army is not designed to compete with the enemy at long range, its number one aim is to get into close combat as quickly as possible. Bearing in mind the shooting potential of some Good armies, this is doubly important. A full-speed charge across the battlefield is my main aim, with the Orc Trackers keeping back, taking pot-shots at exposed enemy Heroes and banners.



## The Spider Surprise

Shelob moves ahead of the main force, making use of cover to get into range without being targeted by enemy shooting. Because she moves fast and can traverse all terrain like it's open ground, she should be able to leap out of cover and cause some real trouble. Her primary targets are enemy Heroes and banners; cut off the head, and the body will die. Something like that anyway.



## The Aura of Doom

Thanks to the Ringwraith's Harbinger of Evil special rule, there is a special role for him in this force. While the battle rages, he needs to lurk close to the enemy, placed so that he can't be charged. This way, when I break the Good force, as many of the Good models as possible will be within 12"/28cm, and will suffer the -1 penalty to their Courage test.



## Preparing for the Break-up

Even your most cunning plans can go to pieces, and you find your force broken. That's when the panic checks kick in. But, to stop my army from dissolving I've got a simple plan. I'll pull my remaining Heroes back into my lines so they can use their Stand Fast! to good effect and keep the Ringwraith (the model with the highest Courage value) out of harm's way, to hold the line steady.



# COMBAT READY!

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

**GAMES WORKSHOP**

## Contents List

### PAINTS

Bad Moon Yellow  
Bestial Brown  
Blazing Orange  
Bleached Bone  
Blood Red  
Bronzed Flesh  
Bubonic Brown  
Camo Green  
Chaos Black  
Dark Angels Green  
Graveyard Earth  
Dark Flesh  
Dwarf Flesh  
Elf Flesh  
Enchanted Blue  
Fiery Orange  
Fortress Grey  
Codex Grey  
Goblin Green  
Golden Yellow  
Hawk Turquoise  
Ice Blue  
Kommando Khaki

Liche Purple  
Tanned Flesh  
Midnight Blue  
Catachan Green  
Red Gore  
Regal Blue  
Rotting Flesh  
Desert Yellow  
Scab Red  
Scaly Green  
Scorched Brown  
Scorpion Green  
Shadow Grey  
Skull White  
Snakebite Leather  
Spot Green  
Space Wolves Grey  
Sunburst Yellow  
Tentacle Pink  
Terracotta  
Ultramarines Blue  
Vermin Brown  
Vomit Brown  
Warlock Purple

### METALLIC PAINTS

Boltgun Metal  
Brazen Brass  
Burnished Gold  
Chainmail

Dwarf Bronze  
Mithril Silver  
Shining Gold  
Tin Bitz

### INKS & VARNISHES

Black Ink  
Blue Ink  
Brown Ink  
Chestnut Ink  
Dark Green Ink

Flesh Wash  
Magenta Ink  
Purple Ink  
Red Ink  
Yellow Ink  
Gloss Varnish

### TOOLS

5 Mixing Pots  
PVA Glue

Modelling Flock  
Modelling Sand  
Paint pot labels

### BRUSHES

Detail Brush  
Fine Detail Brush  
Standard Brush

Basecoat Brush  
Large Brush  
Small Drybrush  
Large Drybrush



## WHAT YOU GET:

47 Acrylic Citadel paints  
8 Metallic Citadel paints  
10 Citadel Colour Inks  
1 Gloss varnish  
5 Mixing Pots

PVA Glue  
Modelling Flock  
Modelling Sand  
A sheet of paint pot labels  
A smart metal carry case

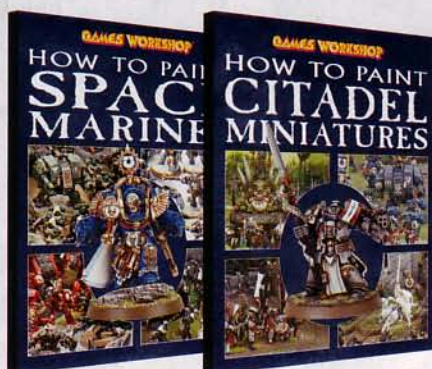
## 7 CITADEL PAINT BRUSHES:

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- Fine Detail Brush
- Standard Brush
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# WARHAMMER

## The Spirit of the Game

Take a good look at the picture above and imagine you are the Dwarf player. It's the beginning of your last turn and your opponent has already gone. The Dwarfs are winning by roughly 500 points. The Slayer is the last survivor of a unit worth roughly 300 points which wiped out two units and the battle standard, capturing their banners for an additional 300 points, so the Dwarf is worth 600 victory points.

If you leave the Wyvern unengaged, you can unleash your Thunderers and Cannons on the monster, itself worth over 400 points, plus 200 points for the banners of the units it has destroyed.

BUT it is every Slayer's dream to meet a glorious end. And the blood of your Clansmen slain by the beast is calling for vengeance. Such charge will mean death for the Slayer, and the loss of the game for you. It's time to declare charges. What do you do?

**1** Charge, for Grugni, Grimnir and Valaya! Have you mistaken me for a puny Manling?

**2** Don't charge, shoot it with everything! After all, Warhammer is not a role-playing game...

What did you choose? In my opinion the right answer is neither.

You see, the way you play should always take into account your opponent. If you are playing a tournament-oriented power gamer, then do not charge, as he would think you silly if you did. But if you are playing a person that loves the background of the Warhammer world, has a themed army and makes gurgling noises as he moves his Chaos Spawn, then charge in!

This is an extreme example, but the point I am trying to make is not to impose your style on other people, be gentlemanly and adapt your game to create an experience that both players are going to enjoy, for fun should be the reason for gaming.

Sometimes it's fun to win, and sometimes it just doesn't matter.

Alessio Cavatore

☛ **The Way of The Nocrarch**  
Tactica

☛ **Battle Under The Earth**  
Rules for fighting underground

☛ **Meet the Ancestors**  
Using Classic Dwarf miniatures



Got questions about your army? Find the answers at:

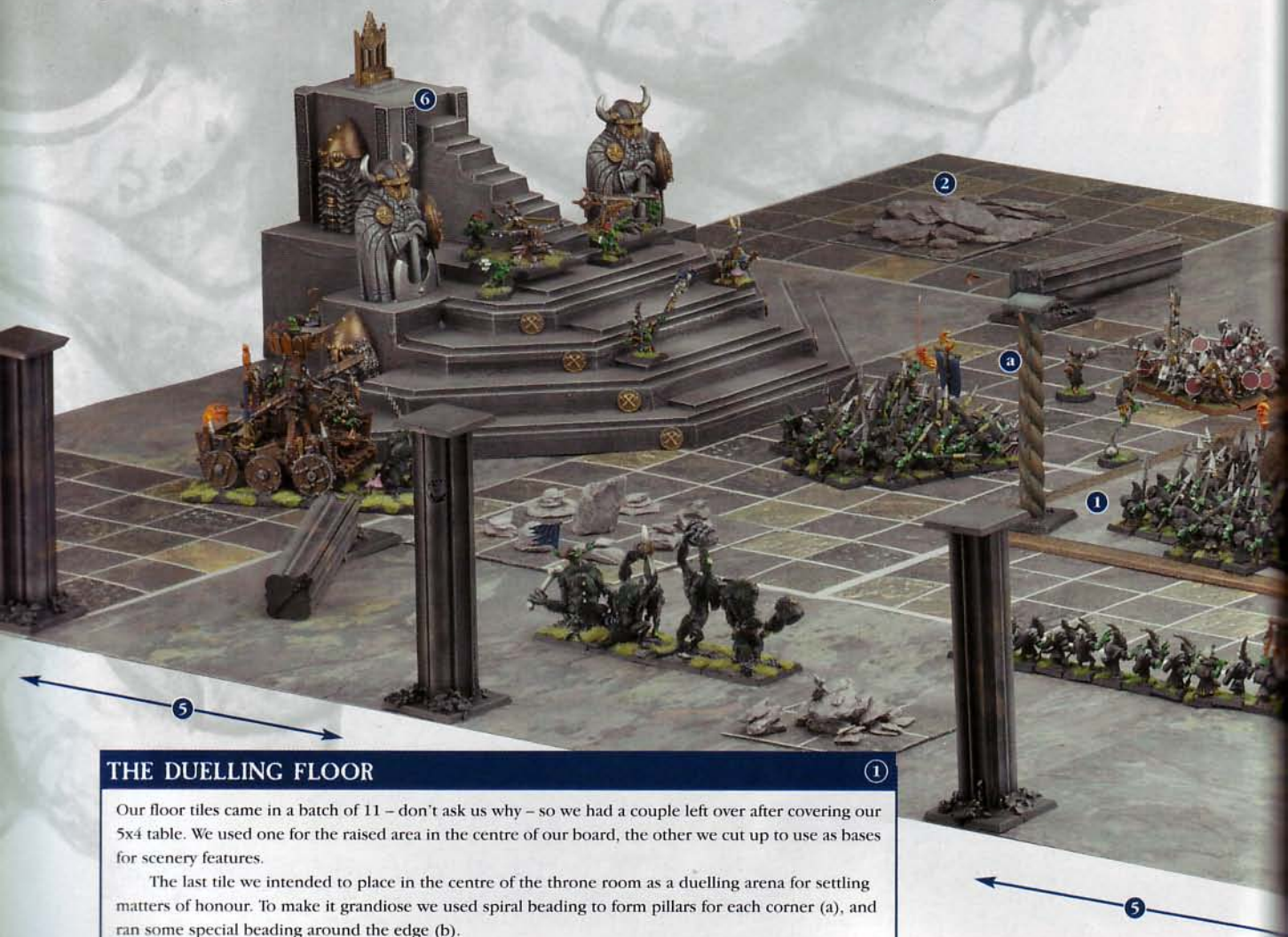
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# BATTLE UNDER THE EARTH

Deep below the mountains of the world, the Dwarfs and Night Goblins have been fighting each other for many centuries. Phil Kelly and Gav Thorpe decided to recreate one of these bitter battles.

**G**av: As many readers will already know, I think Dwarfs are great, while Phil has been making a mischief of himself around the Studio with his mate Paul Gaynor's Night Goblins army. When we decided to arrange a game, we started talking about how cool it would be to fight the battle underground, like in the Warhammer background. Never shy of a little self-promotion, I directed Phil to a chapter of my novel *Grudgebearer* where the Dwarfs are fighting in a hall overrun with Night Goblins, and we agreed it would be a great premise for a game.

We wanted this to be a full Warhammer battle, not a tunnel fight skirmish, and concentrated on devising an interesting scenario rather than lots of special rules for being underground. Feeling inspired, we decided to head down to the DIY store and see what we could find to recreate an overrun Dwarf hold. All together it took us a day to buy the materials for the table and get it ready – all for less than thirty quid. We had a great time, and it took only a little thought and not much effort to embark on the project – and if Phil and I can do it, I reckon most gamers could!



## THE DUELLING FLOOR

Our floor tiles came in a batch of 11 – don't ask us why – so we had a couple left over after covering our 5x4 table. We used one for the raised area in the centre of our board, the other we cut up to use as bases for scenery features.

The last tile we intended to place in the centre of the throne room as a duelling arena for settling matters of honour. To make it grandiose we used spiral beading to form pillars for each corner (a), and ran some special beading around the edge (b).



## TILETASTIC

These tiles can be easily laid out on your gaming table in a simple pattern to represent a Dwarf hold. Afterwards, they can be packed away, taking up virtually no space. The best thing about it is that it leaves the old gaming board (or dining table) unscathed. There are several types of tile that are suitable.

**Slate tiles** – These are very realistic, but are also expensive and heavy. But if you have lots of money and a car to transport them, why not spoil yourself?

**Segmented tiles** – Again, these look great, having already been divided up into 'flagstones' that are the perfect size for a Dwarf hold. However, one

pack can cost about 15 quid, and you'll need two packs for a good-sized table.

**Vinyl self-adhesive tiles** – Cheap and lightweight, these tiles come in various styles and colours. We picked up two packs, choosing two different styles so our board had a bit of variety to it when they were laid out in a pattern.

## RUMBLE IN THE RUBBLE

②

Making rubble is easy, and it makes great difficult terrain. Take a spare tile and break off a small section by scoring the tile with a modelling knife, then snapping it down the line. Then stick rocks to it – we used several pieces of slate taken from a plant pot. Job done!

## PILLARS OF THE COMMUNITY

③

Whilst scouring the DIY store Gav had a brainwave – buying beading (strips of decorative wood for applying to the edges of furniture and walls), cutting it into lengths and gluing it back to back. We bought about four feet and cut it into sections. Stick a 40mm square base on either end. Add a bit of rubble to the bottom, and bingo; instant pillar!

## MAKE ROOM FOR MUSHROOMS

④

Gav, being a fun guy, decided he wanted to recreate the mushroom patches that the Night Goblins cultivate. He bought some wooden doorknobs and stuck them to a 40mm round base with small mushrooms made from adhesive putty and the odd contribution from the Night Goblin sprue.

## GATEWAYS

⑤

These are the gateways that Gav refers to on page 97.



# MAKING MORE TERRAIN

As Gav and Phil were focusing on the basics, resident scenery meister Chad Mierzwa put together some more spectacular, Dwarf scenery sections.

## DWARF KING'S THRONE

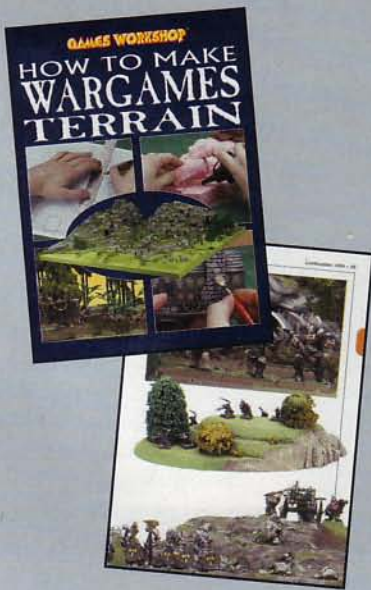
6

**Chad:** This was an ambitious project, to show the skill of the Dwarf stonemasons. I wanted the throne to be elevated considerably and to give an air of unapproachability. The throne and dais also had to be usable in a game of Warhammer to justify their size. With this in mind I used large flat areas of foam board. Regiments can march up the steps, and the top platform provides an excellent base for artillery batteries.



## HOW TO MAKE WARGAMES TERRAIN

This is the ultimate one-stop guide for anyone interested in making terrain. It clearly explains how to build all manner of scenery pieces with clear step-by-step guides for creating everything from simple obstacles to looming buildings.



## MINING TRAIN

7

**Chad:** I wanted to create a simple piece of terrain that could serve as an objective. Mining carts are typically Dwarfish and their contents might give a reason for the two armies to meet.

The cart itself was made from pieces of plastic card and Warhammer 40,000 Ork artillery wheels, each wheel studded with a drawing pin. The contents of the cart were made with a small hill of Green Stuff covered with glue and gravel.



# THE GAME

**Gav:** The scene Phil and I attempted to recreate sees a Dwarf army led by King Barundin fighting to reclaim some of the outer workings of Zhufbar. In the book they encounter a large Night Goblin horde in one of the throne rooms and... well, I'll not spoil it if you haven't read the book!

Anyway, at the start of the battle, the Dwarfs are entering the hall, while the Gobbos are waiting for them. The Dwarf army readies itself for battle as more Goblins pour into the hall. To recreate what happens, we used the following rules:

- The only Night Goblin forces to start on the table are Shamans, missile weapon-armed units and war machines. They can be deployed anywhere on the raised dais, which counts as a hill.
- Three gateways are placed as indicated on the previous pages. One Night Goblin unit can enter per gateway per turn, using the rules for a unit returning to the table after pursuing an enemy. Each unit may contain one character.
- Barundin and his Hammerers are deployed anywhere within 6" of the gateway indicated on the Dwarfs' side of the table, as is one unit of missile troops. The remaining Dwarfs must enter like the Goblins – one unit a turn (with up to one character) comes through the gateway.
- The Dwarfs take the first turn.

## VICTORY CONDITIONS

There is no maximum number of turns. Beginning with the fourth turn, at the end of each complete turn, update the current victory points total earned by each army. Do not count table quarters or for troops currently fleeing (only those destroyed or off the table), but do include captured banners, dead generals, etc.

If the Night Goblin victory point total is at least 500 victory points and double or more the current Dwarfs' total, the Night Goblins have inflicted enough casualties to force Barundin to retreat, and have won. If the Dwarfs reach 1,000 victory points before the Night Goblins have won, then the Dwarfs have managed to establish a foothold in the hall and have won. This is based on a Dwarf army of roughly 2,000 points. If the force you use is smaller or larger, the VP target for the Dwarfs is equal to half the points value of their army.

Does your beard hang low?  
Does it dangle to and fro?  
Can you tie it in a knot?  
Can you tie it in a bow?  
Can you sling it on your shoulder,  
Like a silly manling soldier?  
Does your beard hang low?

Longbeards marching song

## THE UNDERGROUND REALMS

This terrain chart represents the underground passageways, caverns and halls that wind beneath the Warhammer world. These regions are usually sparsely inhabited, though some may positively teem with Skaven or Night Goblins, seeking refuge from the burning sun above. Battles tend to be close-fought and desperate in the bowels of the earth, with dark tunnels and forgotten mine workings running red with blood. This table could represent any of the following: Dwarf Holds, the Underway, Skaven Tunnels, Hell Pit, Goblin Warrens, Greenskin-infested Dwarf Holds, Ogre Caverns, Gorgor Labyrinths, the Ulricsberg, the Black Spines, Cursed Pit or a Dragon's Lair, among others.

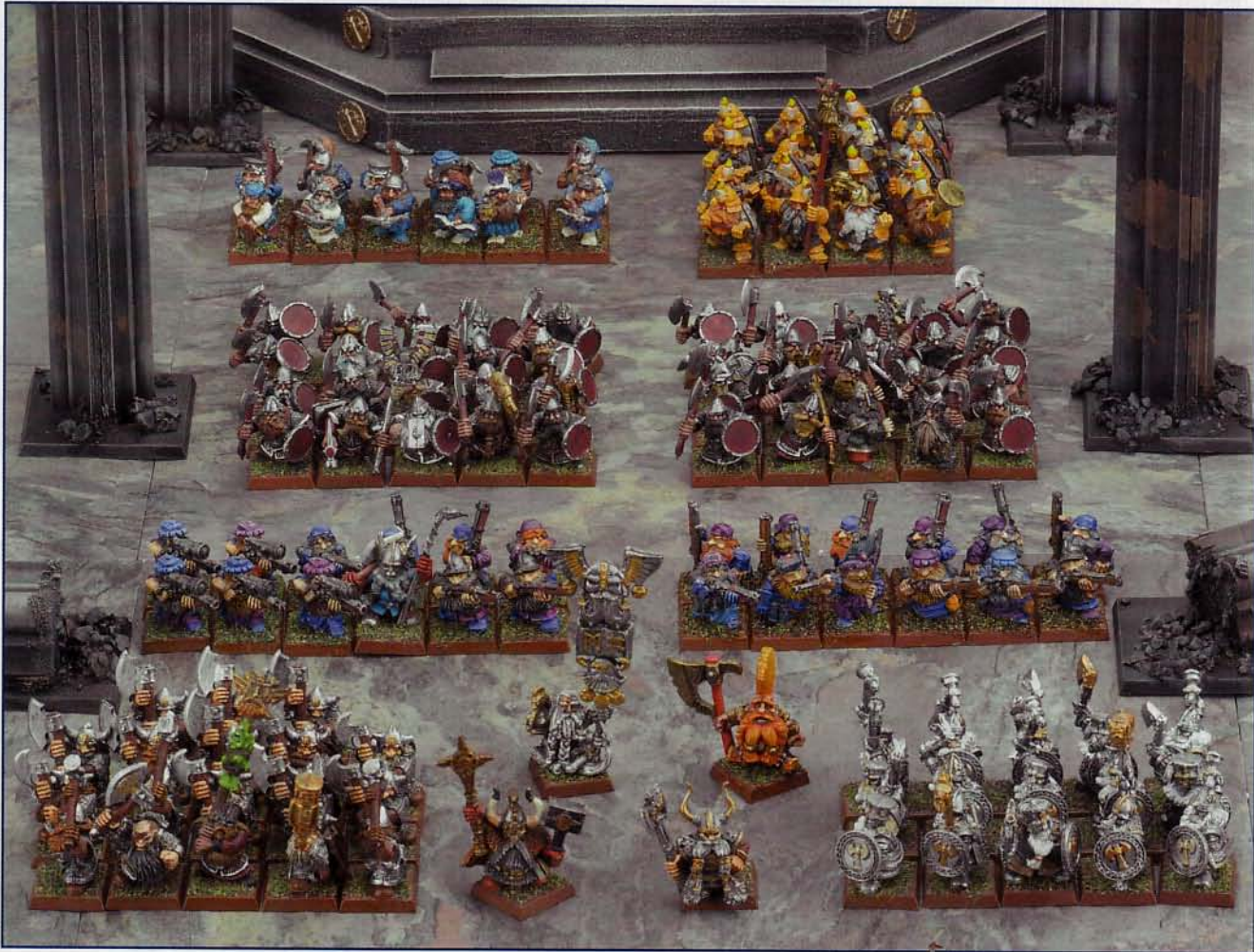
To generate an item of scenery roll 2D6. You may re-roll duplicate rolls or, if you wish, add to an existing feature.

### 2D6 Result

- 2 Treasury** – An abandoned treasury laid open to the lucky and the brave by an earthquake, the lure of which is strong enough to keep prospective plunderers fighting to the last. Any unit with a model within 6" of the Treasury becomes Unbreakable.
- 3 Mirror pool** – A pool so still it reflects the torches of its discoverers like a constellation of stars. The pool has a causeway of flat stones across which skirmishers can pass. Other than that it is impassable terrain.
- 4 Fungus Patch** – A patch of fungus sprouts from the floor. They release clouds of hallucinogenic spores when anything comes close. Any unit within 12" of the fungus must test for Stupidity at the start of its turn.
- 5-6 Rubble** – A mound of masonry and rubble fallen from the ceiling or the remnants of abandoned grand work. Rubble is very difficult terrain and hard cover.
- 7-8 Pillar** – A great column, now encrusted with the debris of disuse or the ramshackle constructions of verminous squatters. Roll a dice. On a 1-4 the pillar still stands and counts as impassable terrain. On a 5-6 the pillar has fallen and counts as an obstacle.
- 9 Collapsing Mine Workings** – Broken spars jut through tonnes of chiselled rock like jagged teeth, and ominous rumbles come from above. This area is still unstable, and only the desperate or foolhardy would seek a shortcut across this uneven and treacherous terrain. Collapsing Mine Workings count as very difficult terrain. A unit that ends its turn on this terrain feature must roll a dice. On a 1 or a 2 the unit is hit by the equivalent of a stone thrower (opponent chooses where).
- 10 Chasm** – A chasm is a deep, steep-sided gorge. It cannot be crossed anywhere along its length except at a bridge – include one wide enough for a small unit to cross. Chasms must enter from a board edge but can taper out if you wish.
- 11 Dais** – A dais that holds the throne of a long-dead lord. This platform is treated exactly like a hill. Any model upon the throne itself benefits from +1 Leadership.
- 12 Lair** – A terrible subterranean monster has made its lair in one of the many caves that riddles the underworld, and its roars alone are often enough to drive interlopers away. This terrain feature causes Terror.

# GROBKAZ-A-GAZAN RECLAMATION THRONG

Dwarfs 2,265 points army



## CHARACTERS

**Barundin, King of Zhufbar** 218 points  
Dwarf Lord with shield, Rune of Cleaving, Rune of Fury and Rune of Resistance.

**Fondar, Runesmith** 122 points  
Shield (Runestaff), two Runes of Spellbreaking.

**Hengrid, Thane** 140 points  
Bearer of the Standard of Zhufbar, Battle Standard Bearer, Master Rune of Grungni.

**Lorki, Dragon Slayer** 125 points  
Master Rune of Swiftess, two Runes of Fury.



## CORE

**20 Dwarf Warriors** 205 points  
Hand weapons, shields and heavy armour, with Veteran, Standard Bearer and Musician.

**20 Dwarf Warriors** 205 points  
Hand weapons, shields and heavy armour, with Veteran, Standard Bearer and Musician.

**12 Dwarf Quarrellers** 142 points  
Hand weapons, crossbow and light armour, with Veteran.

**12 Dwarf Thunderers** 178 points  
Hand weapons, Dwarf handgun and light armour, with Veteran.

**12 Dwarf Thunderers** 178 points  
Hand weapons, Dwarf handgun and light armour, with Veteran.



## SPECIAL

**18 Dwarf Hammerers** 271 points  
Rune of Battle, hand weapons, great weapons and heavy armour, with Gate Keeper, Standard Bearer and Musician.

**16 Dwarf Miners** 226 points  
Blasting charges, hand weapons, great weapons (picks) and heavy armour, with Prospector, Standard Bearer and Musician.

**15 Dwarf Ironbreakers** 255 points  
Rune of Courage, hand weapons, gromril armour and shields.

# THE UNDERGROUND UNDERLINGS OF MA THE GRUB

Goblins 2,131 points army



## CHARACTERS

**Ma the Grub, Night Goblin Warlord** 149 points  
Great axe, light armour, Orcskin Shield and Guzzla's Backbone Brew.

**Innigo the Pale, Night Goblin Shaman** 95 points  
Level 2 upgrade.

**Hooligan Tuesday, Night Goblin Shaman** 120 points  
Level 2 upgrade and Nibbla's Itty Ring.

**Merv, Night Goblin Shaman** 95 points  
Level 2 upgrade.



## CORE

**55 Night Goblins** 272 points  
Hand weapons, spears and shields, with Night Goblin Boss, Standard Bearer, Musician, Fanatics and Netters.

**33 Night Goblins** 156 points  
Hand weapons, spears and shields, with Night Goblin Boss, Standard Bearer, Musician, Fanatic, and Netters.

**20 Night Goblins** 140 points  
Hand weapons and bows, with Night Goblin Boss, Standard Bearer, Musician, Fanatics and Netters.



## SPECIAL

**11 Snotling Bases** 275 points

**2 Goblin Spear Chukkas** 70 points  
Each with two crew with hand weapons.

**1 Goblin Rock Lobber** 70 points  
Three crew with hand weapons.

**Night Goblin Squig Herd** 248 points  
Four Night Goblins, four Squig Hoppers and twelve Squigs.

**Night Goblin Squig Herd** 92 points  
Four Night Goblins and 6 Squigs.



## RARE

**4 Trolls** 200 points



# THE BATTLE

The idea was to use as many of our models as possible, so it was more a case of putting everything on the table rather than worrying about army lists (that's why the points values are a bit crazy). That's also why Phil has two units of Squigs, although normally you are only allowed one! We worked out the points values of the units as we moved them onto the table, so that we could keep a

running total of victory points earned. To stop Fanatics ruling the battle, we decided the biggest unit had its full allowance of three Fanatics and the other Night Goblin units had D3 each, rolled at the time of release.

As we've only got a small amount of space to describe a battle full of great moments, we thought we'd give you our personal highlights.

**1 Gav:** The Quarrellers began the game with a sterling effort – their first round of firing targeted one of the Spear Chukkas and all of their hits landed on the crew, wiping them out.



**2 Phil:** Although I had lost a Spear Chukka, my remaining Spear Chukka and the Rock Lobber did a great job of smashing the Hammerers, including a full on hit with a giant boulder that left six of them as hammer-wielding pancakes. One of my spear chukkas only missed twice in the entire game!



**3 Gav:** Although my Quarrellers managed to destroy the Rock Lobber, the crew survived and promptly ran across the dais to man the abandoned Spear Chukka. By the fifth turn my line was beginning to look much sounder, although Phil's earlier attempts to *Eadbutt* my characters and Champions was eating up my Dispel dice and the Quarrellers had taken some punishment from Gaze of Mork. The Hammerers were wiped out to a Dwarf by ranged fire, although I did deny Phil bragging rights By saving three of them from short bow shots.



**4 Phil:** The Gobbos closed in on the Dwarfs, releasing Fanatics all over the place and causing some mayhem, but the Dwarfs refused to Panic – between the whirling ball-wielders, magic and shooting Gav must have passed a dozen Leadership tests by turn 5. The fighting started on turn 7, with the Trolls charging the unit of Miners. Gav announced his unit had Breaching Charges. Fire? You mean I wouldn't get to regenerate the D6 Strength 6 hits they were going to inflict on my poor Trolls? As it happened, the Miners only caused two wounds, not even enough to remove a single Troll. Unfortunately, the Trolls lost the combat and fled, getting run down by the Miners.



**5 Gav:** The victory over the Trolls was heartening, and the Miners and a unit of Warriors ended up fighting against Ma the Grub and his enormous unit, as well as some vicious Squigs. Meanwhile, on my right flank the Night Goblins with short bows had fled from an Ironbreaker charge, fortunately panicking all three of Phil's Shamans the next turn. There was no magic for the rest of the game as they fled from the table (fortunately, because my Runesmith had already vacated the hall after a failed sortie against the Night Goblin Archers). A fanatic whirled through some newly arrived Thunderers killing five of them and then disappeared out of our gateway! We could picture him bouncing down the stairway beyond slaughtering surprised Dwarfs.



**6 Phil:** Things were getting close in turns 8 and onwards. The results of the combats would be vital. Ma the Grub had been doing well, but was obviously tiring and only killed a single Miner in the 10th turn. This poor show meant I lost the combat, and he'd already used his Backbone Brew the previous turn. Night Gobbo Leadership being what it is, my general and his huge unit fled and were run down by the Miners.



**7 Phil:** My final turn came next, and Gav was on 1,027 VPs to my 1,852, so he was winning. My Spear Chukkas had been excellent throughout and I looked to them one more time. A keen shot across the hall hit the flank of the last four Miners carrying one of my banners. The first one died... then the second... and the third... and the last one! The banner clanked to the ground from the Miner's dead hand, reducing Gav to 927 VPs. The really good news was the Warrior unit on my left breaking, letting me capture their standard although they managed to get away. By the end of the turn I had 1,952 VPs – without the banner I would have been 2 VPs short of a victory, with it I had won by 98 VPs. Yay!

### FINAL POINTS TOTAL

**Dwarfs:** 927  
**Goblins:** 1,952



**Victory for the Gobbos!**

### GRUDGE BEARER

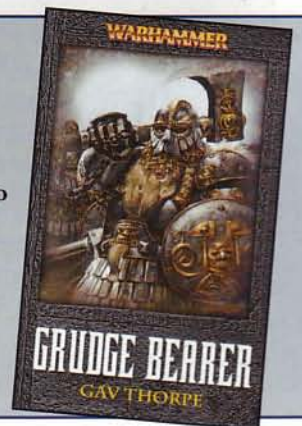
by Gav Thorpe

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# LORDS OF THE KARAK ANKOR

If you don't want some of your favourite classic Dwarf Special Characters to be laid down in the Halls of the Ancestors, then why not update them using the upgrades and runes available in Warhammer Armies: Dwarfs?

## KING KAZADOR OF KARAK AZUL

270 points



The tale of King Kazador is a tragic story indeed. Once given to the greatest enjoyments of life, such as drinking, singing, Goblin hunting and counting his gold, Kazador is now a joyless shadow of his former self. He sits brooding in his throne room, plotting his revenge against the Orc Warlord Gorfang Rotgut. It was Gorfang that attacked Karak Azul and slaughtered many of Kazador's subjects, capturing more and dragging them back to his dungeons. Most insulting of all, Gorfang raided the King's throne room, where he shaved the

King's son and nailed him to the throne as the greatest insult he could imagine. Now Kazador wishes for nothing more than to see Gorfang slain and his prisoners released – or their bodies returned if they no longer live.

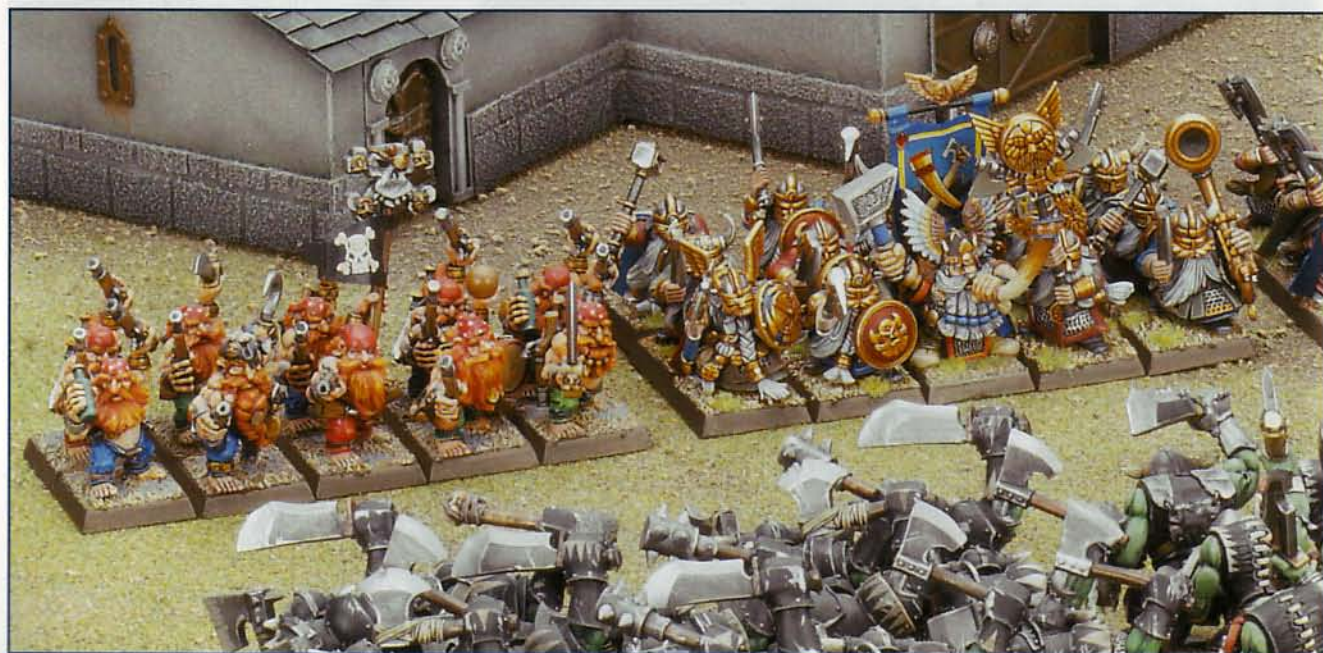
	M	WS	BS	S	T	W	I	A	Ld
King Kazador	3	7(8)	4	4	5	3	4	4	10

King Kazador is a Dwarf Lord and can be taken as a Lord choice in any Dwarf army. He must be fielded exactly as presented, and no extra equipment can be bought for him.

**Weapons & Armour:** The Hammer of Karak Azul with the Master Rune of Smiting (causes D6 Wounds); Rune of Striking (+1WS, on profile); The Armour of the King of Karak Azul bearing a Rune of Stone (+1 save) and a Rune of Resistance (re-roll failed saves); and The Thunderhorn which bears a Master Rune of Dismay (Enemy must take Ld test to charge).

### THE ARMY OF KARAK AZUL

The army of Karak Azul can include plenty of Longbeards, accompanied by the mercenary Long Drong's Slayers, and other Dogs of War. Thorek Ironbrow is the greatest Runelord of Karak Azul and, in larger battles, can accompany the King with his Anvil of Doom.



Long Drong's Slayer Pirates join the Karak Azul throng.



# RUNELORD KRAGG THE GRIM

290 points



**K**ragg is the Master Runelord of Karaz-a-Karak. He is the oldest and by far the most powerful living Runesmith – a gnarled old Dwarf, strong and enduring as a weather-beaten oak. His expression is one of eternal disapproval, his beetling brow and granite-like face a withering condemnation of younger, more frivolous Dwarfs. Kragg

rarely emerges from the Underhalls of Karaz-a-Karak, preferring instead to labour secretly on his lore, which he jealously guards. Perhaps one day he will find a worthy successor, but so far no one has proven themselves, much to the chagrin of many an aspiring Runesmith.

## INCLUDING KRAGG THE GRIM IN THE ARMY OF KARAZ-A-KARAK

When Kragg goes to war he brings with him some of the finest rune items he has created. To represent this on the battlefield, you could include several units of elite warriors (such as Longbeards, Ironbreakers and Hammerers) with runic standards. Similarly, don't be shy with the Engineering runes for your war machines!

	M	WS	BS	S	T	W	I	A	Ld
Kragg the Grim	3	6	4	4	5	3	3	2(3)	9

Kragg the Grim is a RuneLord and can be taken as a Lord choice in any Dwarf army. He must be fielded exactly as presented, and no extra equipment can be bought for him.

**Weapons & Armour:** Kragg's Hammer, which bears the Rune of Fury (+1A, included on profile) and a Rune of Might (Double S vs T5 or higher); Kragg's Armour, this suit of gromril armour bears the Master Rune of Gromril (1+ save); Rune of Shielding (2+ ward versus shooting and magic missiles); Kragg's Runestaff which bears Rune of Spellbreaking (automatically dispel one spell), a Rune of the Furnace (immune to fire-based attacks) and a Rune of Brotherhood (may deploy with Rangers or Miners).

*Elite units with runic standards often accompany Kragg the Grim.*



## THE GRUDGE OF DRONG

**S**everal years ago we released the Grudge of Drong campaign pack, detailing events before the War of the Beard. Though I don't have space to give the background for all of the characters involved, I thought it'd be good to look at those we made specific models for.



### QUEEN HELGAR

A Dwarf Lord (Lady?) with gromril armour, shield and an axe bearing the Master Rune of Skalf Blackhammer. She is accompanied by Loki Whitebeard, a Battle Standard Bearer.



### DRONG THE HARD

Drong is a Dwarf Lord with gromril armour, shield, a great weapon, the Master Rune of Kragg the Grim and two Runes of Cleaving.



### SKAG THE STEALTHY

Skag is a Dwarf Thane with gromril armour, a great weapon and three Runes of Luck.

# KING ALRIK RANULFSSON OF KARAK HIRN

290 points

Even amongst a race as steeped in custom and tradition as the Dwarfs, King Alrik is regarded as particularly devoted to the customs of his ancestors. Perhaps it is because Karak Hirn, as one of the Grey Mountains holds, is regarded by many Dwarfs as being somehow new and unproven (despite being several thousand years old) that makes Alrik such a stickler for the old ways. Borne into battle upon the shield of his great-great-great-Grandfather Kurgaz, considered a giant amongst Dwarfs and founder of Karak Hirn, Alrik has endeavoured to settle many scores from the Karak Hirn Book of Grudges.

	M	WS	BS	S	T	W	I	A	Ld
King Ranulfsson	3	7	4	4	5	3	4	4	10

King Ranulfsson is a Dwarf Lord and can be taken as a Lord choice in any Dwarf army. He must be fielded exactly as presented, and no extra equipment can be bought for him.

**Weapons & Armour:** Shieldbearers. The Axe of Retribution which bears a Grudge Rune (re-roll to hit one nominated enemy) and a Master Rune of Breaking (destroys magic weapons); Hrappi-klad, this suit of gromril armour bears a Rune of Shielding (2+ ward versus shooting and magic missiles); Helm of Eagles which bears a Master Rune of Challenge (enemy unit must charge or flee); Kurgaz's Shield, The massive shield Alrik stands upon bears a Rune of Luck (a single re-roll to hit, to wound, armour or ward save).



## THE ARMY OF KARAK HIRN

Being a staunch traditionalist, King Alrik prefers his army to be equipped with the most tried and tested weapons. This means avoiding black powder weapons such as cannons, Organ Guns and handguns (as well as Gyrocopters, which are positively new-fangled!) and concentrating on Quarrellers, Grudge Throwers and Bolt Throwers.



*King Ranulfsson puts his faith in tried and tested weapons.*

# ENGINEER GUILDMASTER BURLOK DAMMINSON

255 points

**B**urlok Damminson is regarded as one of the greatest engineers of all time. In his youth he and his accomplice Sven Hasselfriesan made many great discoveries and invented some of the most outlandish and powerful machines ever to grace a Dwarfven workshop – not that the Engineers Guild was aware of most of their work at the time. However, following some unwise experimentation with pressure vessels, Burlok lost his left arm. After this near-fatal event, Burlok became much more of a traditionalist, although Sven continued with his illicit research until eventually dismissed from the Guild after enduring the embarrassing Trousers Legs Ritual. Burlok replaced his arm with a mechanical version, which he has tinkered with continually over the years. Nowadays, he is the terror of younger Engineers, who find it hard to believe that he was once considered among the most radical of their order.

	M	WS	BS	S	T	W	I	A	Ld
Burlock Damminson	3	7	4	4(6)	5(6)	3	4	4	10

Burlok is a Dwarf Lord and can be taken as a Lord choice in any Dwarf army. He must be fielded exactly as presented, and no extra equipment can be bought for him.

**Weapons & Armour:** Burlok's Hammer which bears the Master Rune of Swiftess (always strikes first); Burlok's Armour, this suit of gromril armour bears the Master Rune of Adamant (+1T, shown on profile); Burlok's Mechanical Arm which is represented with two Runes of Cleaving (+2 Strength in total, shown on profile).



## BURLOK'S ENGINEERS

An Engineer-themed army is easy to achieve simply by choosing plenty of Master Engineers and war machines. Upgrade the crews to have Engineers, and for your Core choices field several units of Thunderers.



*Dwarf Cannon and Engineer*

# THE LORDS OF KARAK KADRIN

**T**he rules and background for Ungrim Ironfist and his son, the War-mourner Garagrim Ironfist, can be found in the Storm of Chaos supplement. Although you can use the Slayers of Karak Kadrin army list to represent the forces of these warriors during the dark days of the Storm of Chaos, you can readily field a Karak Kadrin army using the revised Dwarf army list. There is no restriction on units of Slayers, so simply fill up your Special choices with Slayers and already you've got a pretty strong theme!



*Ungrim Ironfist, Slayer King of Karak Kadrin*



*Garagrim Ironfist, War-mourner of Karak Kadrin*



*Dwarf Slayers*

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**Horrifyingly ugly and barking mad, the reclusive Necrarchs like nothing better than abducting a handful of terrified villagers and taking them back to the lab. Paul Gayner's army is a fine example of a host of these deranged night-terrors' minions.**

In my book, Necrarch equals numbers. Hordes of cheap, rotting undead make for a tough defensive army that never runs away and distracts the enemy with a punishing magic phase. Huge numbers of undead shamble slowly closer, while Zombies claw themselves out of the ground to surround the enemy and attack his war machines. Terrified and surrounded, the enemy will be dragged down by sheer weight of numbers and your Zombies and Ghouls should be tucking into fresh brains for supper. Nice. Here, I've outlined which units I prefer to take and why, but the trouble with Undead army selection is that almost everything in it is worth having, and there are never enough points. I still haven't quite figured out how to successfully get my points back from Banshees, Grave Guard or that dreaded cannonball magnet, the Black Coach, so I'll leave you to figure out what to do with them yourselves.



**1. Necrarchs**

Equipped with the Ring of Night (5+ ward save) for a bit of protection, and either the Biting Blade (-1 armour save) to help peel open heavy cavalry or a Sword of Striking (+1 to hit) letting him hit most things on a 2+, you'll only hear 'he's only a Necrarch Count' once.

**2. Wraiths**

Even Fear-causing troops have to pass a test to attack Wraiths and they are good at tying up enemy champions in challenges. If I have the points to spare, my Wraith carries the Cursed Book – a nifty little item that evens up the score between your infantry and their enemies.

**3. Wights**

A Wight battle standard bearer keeps your Skeletons on the board longer – you can forget about losing at least one Wound per turn from outnumbering. They make good bodyguards too, as their Killing Blow deters enemy characters from assassinating your General.

# NECRARCH



## 6. Ghouls

Let these guys guard your infantry's flanks and chase off enemy skirmishers. Keep them close to your General, as they tend to run away. With a Toughness of 4, they also make an excellent missile screen.

## 7. Necromancers

Taking a Necromancer is almost obligatory. It can be tempting to take two, but with your Necrarch you generate a respectable amount of power dice anyway. Once you start killing off enemy Wizards, you'll also be free to dominate the magic phase.

## 8. Dire Wolves

With a 9" move and an 18" charge, Dire Wolves are nearly always in charge range of something. If you can protect them from being shot at, from Turn 2 you should be able to charge any incautiously placed war machines or foolish lone Wizards.

## 9. Fell Bats

With a dramatic 20" move they can get behind the enemy on Turn 2. However, they can fall to bits if they attack anything big on their own, so let them charge alongside your slower units.

## 10. Black Knights

Capable of killing tough, well-armoured foes, The Banner of the Barrows can make their Strength 6 Killing Blow attacks really count.

## 4. Skeletons & Zombies

A solid centre of infantry can guard your characters, soak up missile fire and provide you with the full +5 combat resolution for ranks, standard and outnumbering. When it comes to the crunch, ensure you can outnumber your enemy by taking two maximum-sized units.

## 5. Bat Swarms

Bat Swarms are expensive, but they can be used as a great 'handbrake' unit. As skirmishing fliers, these nippy critters can be a real irritation: flap over and settle behind a ranked up unit, stop it marching for as long as you like, and fly out of the way if anything tries to get ready to charge.

## 11. Spirit Hosts

Impervious to enemy attacks, capable of marching 12" through difficult terrain and able to guard an entire flank from 2" inside a wood, Spirit Hosts rarely fail to perform. However, they're not cheap, so keep them close to your battle standard and heal them whenever you can.

# Von Helsnicht's Dark Crusade

The Necrarch Absolom von Helsnicht had avoided society for two hundred years. Secluded in the towering castle and laboratory he shared with his scuttling experiments and drooling ghoul-servants, he subsisted on the blood of madmen, arsonists and murderers 'donated' by the locals. A fine agreement; all ended by the meddling of the Church of Morr...

## VON HELSNICHT

Lord

Helsnicht is a combination of a classic Chaos Sorcerer and Zecharias' head. The left hand is too big, but I like to think he grew it in a vat.



## SILIPUS THE DARK

Hero

Von Helsnicht's right-hand man. He has a helmet from an old Wight on Nicodemus' body and a Genestealer hand.



## BLACK KNIGHTS

Cavalry

Defeated Templars of Morr. This mix of Zombie and Knight parts gives a recently-dead look.



## 'GHOST' COACH

Chariot



I boarded up the windows of my Coach, making it as uneven and crooked as possible. Hands and arms from the Zombie sprue give the impression of trapped souls groping for fresh victims to drag in with them. I replaced the two nightmares with a pack of five wolves which I chained to the chariot haft, and I painted the whole coach to look like a ghostly apparition.

## ZOMBIE DRAGON

Monster



The Necrarch variant army list allows you to take unriden Zombie dragons as Rare choices, and I thought one would be the perfect centerpiece for the army. It's a combination of various dinosaur and dragon bits, with papier-mâché wings over a wire frame. Note the poor unfortunate reluctantly donating his life-force to keep the beast 'alive' – a Priest of Morr, of course.

# Tips from the Crypt

## VON HELSNIKT'S TOP TRICK – RAISE THE DEAD

Zombies aren't great (see right), but for all their incompetence in a scrap, they still have their uses. Raising new units via Invocation of Nehek is such a fantastic trick that it's almost an artform. No other army can potentially end the game with more troops than it started with, so make the most of it, and summon as many of the freshly dead as you can.

Always go for Zombies when raising a new unit because of the bonus +1/+2/+3 to the dice roll, lessening the odds you'll get less than 5 and see the spell flop. Raised units have a shorter life expectancy on the battlefield than unarmed halflings, and Zombies give up 25% less victory points when the inevitable smushing comes along.

The spell has as many uses as you can think of for a unit of troops:

- Raise at 45° to the front of charging knights to redirect them.
- Raise a wide formation to block line of sight from missile troops.
- Support your Dire Wolves or Fell bats by raising next to a well-defended war machine.
- Raise in the flanks of engaged units to cause panic.
- Charge frenzied troops in the rear and watch them overrun backwards (always good for a laugh).
- Claim table quarters.

The list just goes on...

So, raise as many Zombies as you can, but don't expect them to actually do anything in combat, and just remember: the only good Zombie is a free Zombie.

**“No other army can potentially end the game with more troops than it started with, so make the most of it”**

## CURSED FOES

### Those Dwarfish Folk

Everyone evil hates Dwarfs, with their stupid beards. Necrarchs are no exception. With some of the best shooting and anti-magic around, they can blow your Skeletons to bits from halfway across the board and hamstring you in the Magic Phase so you can't replace your dead. Screen using your Ghouls, use Fell Bats and Dire Wolves to hit Stone Throwers and Cannons straight away, and send your Black Knights or Spirit Hosts to see off their Quarrellers or Thunderers early on. Tie up maniac Slayers with Bat Swarms or Spirits, then turn on the infantry blocks and hit them from everywhere at once – assuming you've got any skellies left...

### Other Undead

Up against more Undead you can be in trouble, especially when fighting those sword-mad Blood Dragons who massively outclass the bookworm Necrachs in combat. In an undead army, nothing runs away and no-one is bothered about Fear in the slightest. Best advice is to concentrate on killing Necromancers as soon as you can, and eliminate the small units of irreplaceable troops – ghouls, bats, wolves – anything that can't be summoned! Once you've got the enemy down to little more than a few static blocks of infantry, you can get on with the serious business of separating that upstart vampire's head from his shoulders... (although, if it is a Blood Dragon, best let a Wraith do it for you).

## HELNSNIKT'S ESSENTIALS

### Nehekhar's Noble Blood

This bloodline gives you another magic level, combining the benefits of a 15 point Spell Familiar and the extra Power/Dispel dice of a 50 point Power Familiar – all for the bargain price of just 45 points. You've now got a Lord-level spellcaster who can kick the stuffing out of almost any other wizard foolish enough to face him.

### Invocation of Nehek

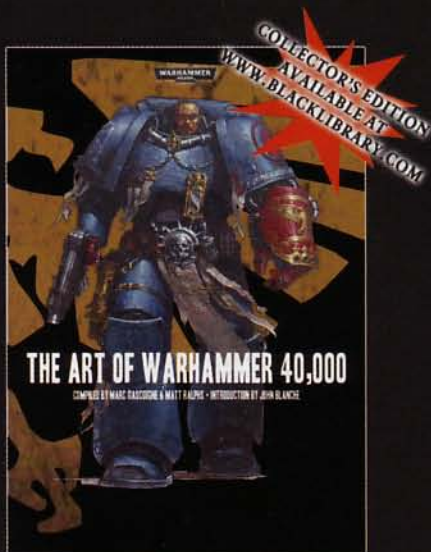
With three casting levels (3+, 7+ and 11+) and three uses (raise a new unit, add to a unit, or heal wounds) this is one of the most versatile spells in the game, and guarantees you'll never have to chuck spare Power dice away at the end of your Magic Phase. Even on the lowest casting level of 3+, you can always benefit from raising another D6 skellies or restoring a wound to a Fell Bat, Spirit Host or dying Necromancer. As the first spell on the list, any spellcaster can automatically select it, so make sure everybody knows it.

### Take the Skellies

Zombies suit the Necrarch image perfectly, but be warned: they're a bit under talented (*my word, what a pun – ed*). Skeletons with hand weapons and shields are cheap at 8 points each and get a decent 5+ save. Zombies, on the other hand, routinely get slapped so hard that they fall to bits in just a round or two of combat. With no chance of attacking until their opponents have a poke first, zombies make Goblins look like crack troops. They do, however, allow you to shout “BRAIIIIINS!” every turn.



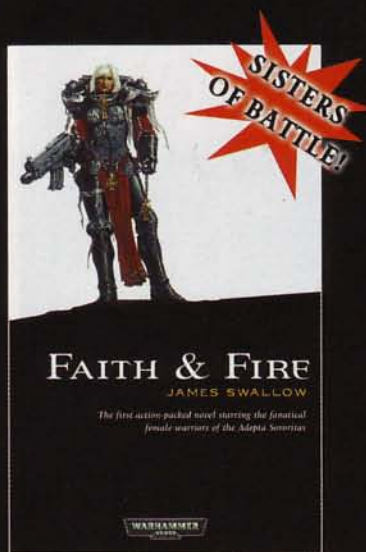
*Paul's Wight Battle Standard Bearer.*



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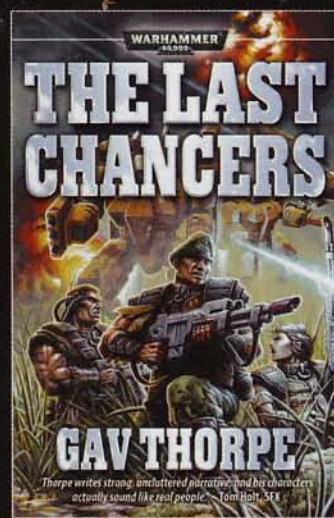
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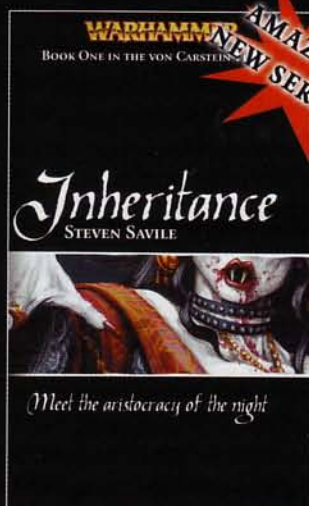
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## The Art of Warhammer

# HEAVY CAVALRY

Tactics for Using Cavalry in Warhammer



Jeff Leong

The thunder of a heavy cavalry charge is often the last thing the enemy hears before being swept from the field. Whether they be the noble Knights of Bretonnia, the moldering Black Knights of Sylvania or the deadly Chaos Knights of Khorne, heavy cavalry are rightly feared throughout the Warhammer world. Their awesome power is matched only by their significant expense. So, the canny general must ensure they are used to best effect.



## It takes more than just a horse

Just riding a horse doesn't make a warrior a heavy cavalryman. Heavy cavalry have an Armour save of 2+ or better, which provides superb protection from both close combat and missile attacks. This Armour save is critical, as it allows heavy cavalry to survive the withering hail of fire they must often endure and still be effective in combat. With some notable exceptions (Chaos Knights and Knights of the White Wolf come to mind), heavy cavalry also have lances, further enhancing the power of their charge (lances add +2 Strength on the charge). And finally, heavy cavalry must be fast enough to close quickly with their foes and run them down when they break. In game terms, heavy cavalry need a speed of 7" or greater, which ensures that they have a longer charge range than infantry and gives them the critical advantage of a 3D6" pursuit move.

Heavy cavalry units are the premier shock troops in the Warhammer world, but they are not invincible. If used poorly, even the mightiest soldiers will fall. I've found that heavy cavalry are best used as line-breakers, flankers, hunters, or reserves.

### TACTIC ONE: Line-breaker

The line-breaker is by far the most common role for heavy cavalry. The combination of superior charge range and significant charge bonuses spells the doom of many opposing formations. Although the heavy cavalry charge seems to be a no-brainer, it can backfire if not planned appropriately.

Your line-breaker unit must be able to break the enemy unit on the charge, and you can do so only through Combat Resolution. Breaking your foe ensures that your knights can pursue and, in so doing, not only destroy the enemy unit but also reposition themselves to get out of range of enemy retribution. In **Figure 1a**, the unit of eight Empire Knights must break through the Chaos battle line. Their charge hits home on a unit of 20 Marauders who are guarding the flank of the Chaos force. The four Empire Knights in the front rank and their champion strike at the vile Northmen, hit three times, and cause Wounds on all three attempts.

The horses add another Wound, which bounces off the barbarians' armour. Although the Marauders cannot penetrate the Knights' superb defenses and cause no Wounds, the combat is tied – their initial Combat Resolution of five (i.e. three ranks, a standard, and an outnumbering bonus – Unit Strength 17 for the Marauders after three casualties vs. Unit Strength 16 for the Knights) is equal to the combat resolution of the charging Empire Knights (i.e. 3 Wounds, a rank, and a standard). The Knights are now stuck in combat and at the mercy of the nearby Chaos Warriors, who are positioned for a devastating flank charge (**Figure 1b**). In this case, the costly Empire Knights will likely be destroyed for little loss to the Chaos army. Never forget – only combat resolution wins combats.

Even if combat resolution is in your favour, the enemy will not necessarily allow you an easy victory. A canny opponent will

often flee from a fight he's likely to lose, thereby stranding your heavy cavalry in charge range of other units. In **Figure 2a**, the Empire general has now dispatched a unit of 10 Inner Circle Knights against the Chaos incursion. As they manoeuvre into the centre of the battle line, the Knights are faced with two units of 20 Marauders and a unit of 20 Chaos Warriors. Knowing that combat resolution is on their side, the Knights declare a charge against the central unit and are confident that they will break the Marauders and pursue them through the Chaos battle line. However, the canny Chaos general has other plans. The Marauders elect to flee and roll a total distance of 8", more than enough to escape the Knightly charge (**Figure 2b**). Since all three units were eligible charge targets for the Inner Circle Knights, they cannot redirect their charge to either of the remaining units and must move their failed charge distance.

## “Heavy cavalry units are the premier shock troops in the Warhammer world”

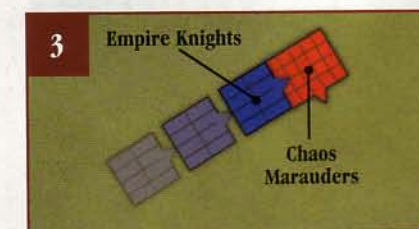
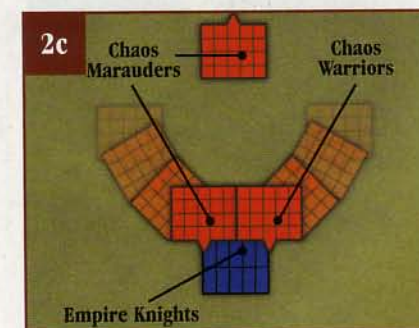
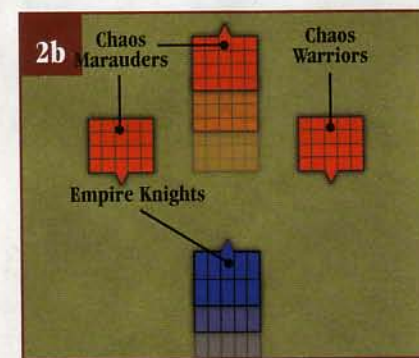
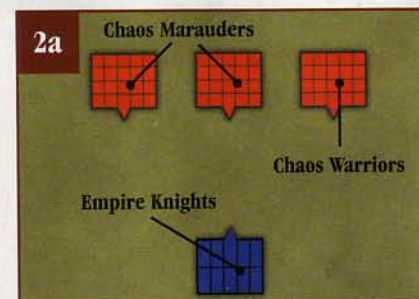
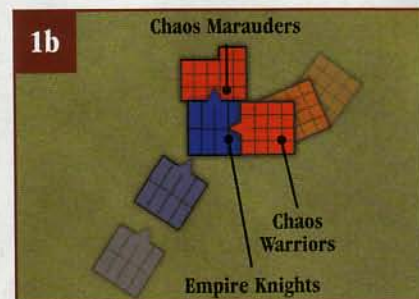
They are now stranded, well within charge range of the Chaos infantry units, and likely to be driven back in the next Chaos turn (**Figure 2c**). There is little you can do to keep your opponent from taking such cowardly actions, but you can make sure he pays a steep price – have a backup plan to exploit the hole made by the fleeing unit. Fast Cavalry are superb at doing so and can speed into the enemy rear area to wreak havoc, but even a solid infantry thrust through the newly exposed area is possible.

### TACTIC TWO: Flankers

Straight into the teeth of the enemy isn't always the best place to go. Consider using your heavy cavalry as flankers. With their long charge range and superb charge attack, heavy cavalry are devastating on the enemy's flank. As long as your unit is at least three models strong (and thus over the Unit Strength of 5 required to remove rank bonus), you needn't worry so much about Combat Resolution. Back to the previous situation, if the Empire Knights had been able to charge the Marauders in their flank instead of their front, the result would have been different (**Figure 3**).

The Empire Knights would be at a huge advantage. If we assume that they cause the same number of Wounds (3) as before, they now have a combat resolution of six (3 Wounds, a rank, a standard, and a flank) versus two (a standard and outnumbering) for the Chaos side. The Marauders must now make a Break test at -4 to their Leadership, a test they are unlikely to pass.

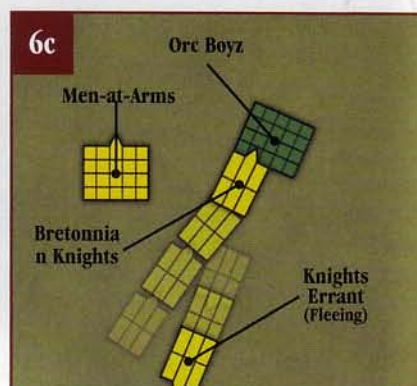
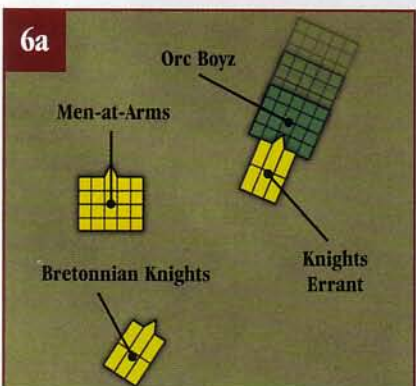
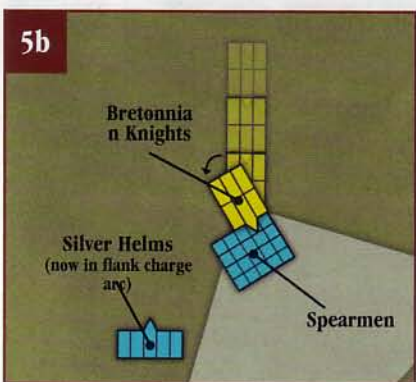
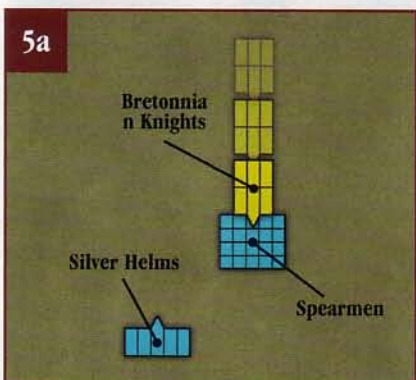
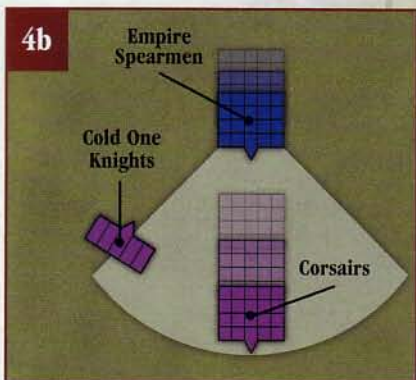
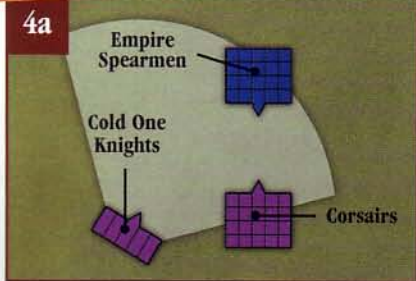
That's all well and good, but getting into position to make that critical flank charge can be rather difficult. Here are a couple of tactics I like to use to get the enemy into just the right position – the bait and the switch.



# TACTICS



Cold One Knights are at the heart of the Dark Elf strike force.



Often, the best way to break up an opposing battle line is to bait your enemy into charging one of your units and force him to abandon his position. This tactic is most effective when the bait unit is capable of charging him in the next turn, presenting a 'charge or be charged' scenario. In **Figure 4a**, the Dark Elf Corsairs have advanced on the Empire Swordsmen and ended their move just within the charge range of both units. As you can see, the Dark Elves have also positioned their Cold One Knights to the flank of the Corsairs to support them and also threaten the Empire line.

The Empire general must now choose either to stand fast and accept the combined Druchii charge or to charge and hope to use his momentum to overwhelm the Corsairs quickly and pursue them out of danger. The Empire player, depending on his Captain to tip the scales in his favour, chooses to charge, but the Corsairs flee, escaping back to regroup (**Figure 4b**). The Swordsmen now move forward 4" (due to the failed charge), which opens up their flank to the Cold One Knights. Not a good day to be an Empire Swordsman.

Although a good general will protect his flanks as he advances, make sure you switch

his positioning once he charges. The charging unit must align with the unit it charged, which makes the positioning of your units very important. In **Figure 5a**, the High Elf general is awaiting the charge of the Bretonnian Knights.

His Silver Helms are hanging back to protect the flank of his Spearmen, who will doubtless be charged by the Bretonnians. Even though the Spearmen hold, the Silver Helms support them, as they are still in the front arc of the Bretonnian Lance and so unable to charge. However, if the Spearmen had been positioned a little differently (**Figure 5b**), the Silver Helms would have been in perfect flank charge position. Although both approaches are useful, the switch can often be an effective tactic, as many opponents won't realise what you're doing until it is too late.

## TACTIC THREE: Hunters

I learned this one the hard way – a less common, yet extremely effective, role for heavy cavalry is to act as missile hunters. After falling victim to the repeater crossbows of my Dark Elf Warriors once too often, a regular opponent decided to field a small unit of Empire Knights to silence my shooting troops



In Lance Formation, Bretonnian Knights are some of the hardest-hitting heavy cavalry.

and protect his more vulnerable infantry. Their good speed and superb armour make the Knights ideal against missile troops. On average, it takes 12 hits from S3 shooting to kill a single Knight (18 hits if he's Toughness 4). Thus, Knights can take quite a bit of punishment before they go down. Since my opponent's Knights were often able to charge in their second move, it was rare that my Repeater Crossbowmen could do enough damage to stop the heavy cavalry before they charged. Once they charged, the Knights invariably won. I fielded my Repeater Crossbows, like most missile units, as a relatively small unit. Thus, I didn't have the ranks to repel even a small force of heavy cavalry. The five Knights would usually do 3 Wounds, giving them a combat resolution of five (3 Wounds, a standard, and outnumbering) to my combat resolution of one or two (a rank and perhaps a hill) – not a pretty sight for the Druchii Warriors. However, as the commander of heavy cavalry in these situations, be wary. Your opponent may try the bait tactic on you. A shooting unit can be a constant annoyance and is often hard to pass up. Just watch out for the countercharge your enemy may be preparing.

#### TACTIC FOUR: Reserves

Another superb use for a heavy cavalry unit is as mobile reserves for your force. Even the best battle line can break down as the battle progresses, as a result of a brilliant play from your opponent, a big mistake on your part or just plain bad dice. That's when the reserves come in. Heavy cavalry units are perfect for filling that hole – their good closing speed allows them to bring their combat power to bear quickly and usually buys a turn or two for the rest of your army to respond.

As shown in **Figure 6a**, the Bretonnian Duke has deployed his Knights of the Realm in a reserve role as he prepares to face the

vile Orcs. Beset by their greenskin foes, the Knights Errant are overwhelmed, allowing the Orc Boyz free rein down the flank of the Bretonnian host (**Figure 6b**). However, the Duke's forethought is rewarded, as his reserve Knights are able to charge the Boyz before they can cause havoc in his army (**Figure 6c**). Although the Knights are unlikely to win the combat (it will be difficult to overcome the Boyz's initial combat resolution of five – three ranks, a standard, and outnumbering), the heavy cavalry unit should be able to hold the greenskins back long enough for help to arrive.

Had the Knights not been in reserve, the entire Bretonnian battle line would have had to reform or risk being compromised.

#### So what do I need?

Heavy cavalry units are expensive. While a large unit of Knights is always hard for the enemy to counter, it may be far too expensive to use in every role. By carefully planning out your strategy, you can be sure to get the biggest bang for your buck.

A **line-breaker** unit needs to be able to break through against even the most determined foe. As a result, these units tend to be much larger – 8 to 10 models are typical, and they are often arrayed in two ranks. There are a couple of units (basically, Chosen Chaos Knights and Grail Knights) that can fill this role with smaller numbers, mainly because of their massive number of attacks. In either case, line-breakers typically have full command (including Standard Bearer, Champion, and Musician) to ensure maximum combat resolution and may even have a combat character attached to add additional Wounds. The extreme end of this approach is the super-heavy cavalry unit – 16 or more models in a 4-deep formation. This formation gives an initial combat resolution of five from three ranks, a standard, and outnumbering (with a Unit Strength of 32 or

greater). Combined with the speed and hitting power of heavy cavalry, this unit is a true hammer, but an extremely costly and strategically risky one.

**Flankers** need not be large units, as they need only a Unit Strength of 5 to be able to accomplish their task. Since each cavalry model has a Unit Strength of 2, a unit of five models can take two casualties before it drops below this threshold. In addition, flankers typically support other units. A musician is always a good bet, but the decision whether to include a standard bearer depends on the unit's role.

Like flankers, **hunter** units need not be large and rarely require command. As mentioned earlier, even a small unit of heavy cavalry with no standard or champion can defeat the typically small units of missile infantry and war machine crews you're likely to encounter. Again, a musician is good here, but you can skimp on the other command models.

Your **reserve** units must be able to fill multiple roles. As a result, they usually number five or six models, typically with full command. In a pinch, such a unit can function as a decent (if slightly underpowered) line-breaker should the situation dictate, but the unit is still cheap enough that you can afford to have it hanging back.

#### DON'T FORGET: You're not Invincible

War machines can be devastating to heavy cavalry units – the combination of the heavy cavalry's unit sizes and war machines' ability to ignore armour saves can quickly reduce your costly cavalry to nothing. The quickest way to lose your unit is to allow one of these engines of doom a shot down your flank. Don't overreact to war machines, but keep them in mind. Make sure you use your valuable heavy cavalry accordingly.

# CONFLICT

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# THE ASTRONOMICAN

EXCUSES, EXCUSES



Brian Aderson

**Brian:** In the words of Jervis Johnson, events are "an excuse to play games." There's no simpler way of putting it. Dozens of gamers having a fantastic time playing games they love, who wouldn't want to be part of that?

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playing their part in the outcome of a campaign story.

As UK Events Manager, working behind the scenes of our events usually means I can't play in them. Recently though, I had the chance to game in a Grand Tournament for the first time. Six games of Warhammer later and I was hooked. I didn't win every game, far from it in fact, but I did meet six great gamers who enjoy tournaments as much as I did, that weekend. I plan to play in many more tournaments in the future. For me the Grand Tournament was a great excuse to play games. Not only are events an excuse to play, they're an excuse to paint an army, refine your tactics and to meet fellow hobbyists who you'd never get the chance to play any other time.

From my point of view, as a hobbyist and an event organiser, events are one occasion where I can justify excuses.

**Brian Aderson**

*Games Workshop UK Events Manager*

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# GAMING ROOMS

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**GW EXETER**

The Exeter team (from left to right): John Gendle, Gary Harris, Steve Morgan and Andy Kimberly (not pictured).



**Nick:** As soon as you enter the Exeter Gaming Room the first thing you'll get is a real good hobby vibe. "That's what we like to do here; lots of hobby loving and talking to people," says manager Gary Harris. You can certainly feel the hobby 'love'; a towering Moria board soars up to the ceiling – so high it's like you're in the Dwarf halls themselves – and there are walls ornamented with helmets, halberds and all manner of other paraphernalia.

## HOBBY KNOWLEDGE

It's an experienced team that you'll find in Exeter. Along with Gary, there are three full-timers who have a total of twelve years of Games Workshop experience between them (spread pretty evenly too) and Gary has been around for over five years himself. "My guys are so hobby orientated – there's a lot of hobby love here," says Gary. The team use their combined hobby experience to run lots of tournaments and campaigns for all our core systems and Specialist Games, which have a strong following here. "We recently ran an Inquisitor campaign," Gary tells us, "called 'Mechanicus' and based on a forge world."

## GOING CLUBBING

Clubs are something that Gary is keen to promote through the Exeter Hobby Centre. "We encouraged Kurt

in the Dice and Dagger club," he says (*you may remember Kurt's club from last month's White Dwarf*). "We've also just opened a club in Whipton and some of the ex-staff members have started clubs in Torquay and Brixham." Clubs are a very important part of the hobby for Exeter, something that Gary explains, "It's something I've always believed, that clubs are the way forward."

Crusading for clubs is not the only way that Gary releases his righteous fervour – he also collects a huge force of Black Templars that he's currently rebuilding. "I did at one stage have 20,000 points." And amongst that were some eighteen Land Raiders and fifteen Crusader squads – ouch! "My ambition is to collect another 20,000 points," Gary tells us.

## LEGENDARY HERO

Gary is a bit of a hero. He likens himself to a company Chaplain and why not, for as well as all the hobby stuff he does in the Gaming Room and for clubs, Gary has also organised three Conflict events and most recently helped organise the Bring and Battle at Games Day 2005! He even came in on his day off to speak to White Dwarf for this very article. "I work for Games Workshop and I want to come in no matter what." Highly commendable and much appreciated, Gary!



In order to satisfy the hobby needs of their gaming populous, Exeter boasts a total of seven 6'x4' tables – that's a lot of hobby loving!





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## THE RED LEGION

Full-timer John Gendle is a fan of Chaos and Orcs, so much so that when he made an army for Storm of Chaos he combined the two. "I didn't want to do a Chaos army," says John of his 'Khorne Orcs'. "So I thought, 'What about an Orc army that has wandered into the Chaos Wastes?'" Below are the results of this strange melding – note the red skin on the Warboss and the bizarre Squig Spawn.



**Above:** When he fields the army in battle, John uses the characteristics for a Chaos army. His Black Orcs are Chaos Warriors, his Warboss a Lord and so on. **Right:** These are some of Gary's converted Necrons.

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During the week we have to restrict Gaming Room facilities to those over the age of 16, but at weekends the facilities are open to all hobbyists.

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• GW Liverpool	.....01517 030963

### Gaming Room Features

- Varied scenery and table set-ups for Warhammer, Warhammer 40,000, The Lord of The Rings and all the Specialist Games.
- Dedicated painting areas.
- Special events, battles and campaigns.
- Minimum age of 16 on weekdays.

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• GW Northampton	.....01604 636687
• GW Poole	.....01202 685634
• GW Shrewsbury	.....01743 362007
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- **A place for experienced gamers**  
*Gaming Rooms give older gamers a place to play games without distraction. All gamers who attend will have some degree of experience, so you should have no trouble finding a challenging opponent.*
- **Years of experience**  
*When you grow weary of constant battle, you can head to the Gaming Room's special painting area where you can sit and paint while swapping modelling know-how and old war stories with other hobbyists.*
- **All games catered for**  
*Play the games of your choice. There are tables and scenery for Warhammer 40,000, Warhammer, The Lord of The Rings, Epic, Battlefleet Gothic, Blood Bowl, Inquisitor, Necromunda, Warmaster and Mordheim.*



# FRONTLINE

## STORE NEWS & EVENTS

### UPCOMING EVENTS

Just some of the hobby activities planned during Easter at Trafford. For details and dates, simply give the guys a call.

#### RAVAGES OF THE EMPIRE

Set around the Tau 3rd phase colonization during the Eye of Terror. All the games in this Warhammer 40,000 map campaign are based on the planets the Tau captured during this period. It isn't just Tau and the Imperials that are involved, either. Other races are taking advantage of the turmoil, trying to obtain the planets for their own purposes.

**Kill-teams only.**

DATE: 7th April – 21st April

#### FAITH IN RUINS

The Imperium, in the form of the Black Templars, are striking back at the ever expanding Tau Empire, launching a daring assault to reclaim an Imperial shrine. The Tau forces, led by Commander Shas Shi Or'es, won't give ground easily and a brutal battle is in the offing.

Places are VERY limited so book now or you'll miss out.

DATE: 19th April

#### NEMESIS

**Easter Saturday Painting and Conversion Competition**

Paint and convert a Nemesis creature for your Kill-team games. The best one will be declared the winner.

DATE: 20th April



### GW TRAFFORD CENTRE

Team Trafford (left to right): Simon Nörstrom, Ryan Waite, Ian Brown, 'Harry' and Stuart Skelhorn.

**Nick:** Now open is Games Workshop Trafford Centre. A premier location if ever there was one, our new Hobby Centre in Trafford opened its doors on the 5th of November to the kind of characteristic fanfare associated with such an explosive night. Owen Rees and I, ventured over to the new store to find out what it was like...

'Opening its doors' is a bit of misnomer as strangely, GW Trafford has no door... or shop front for that matter – you can just walk right in from the centre's main thoroughfare. It's weird, but cool.

GW Trafford is something of a return rather than breaking new ground, as manager Ian Brown explains, "This isn't the first time there's been a Hobby Centre at Trafford," he says. "We had one a couple of years ago." Ian has been a manager for just over three years and worked in as plethora of stores including: Southport, Warrington, Chester and more besides. He's an ardent

gamer, "I field Grimgor's 'Ardboys and Bretonnians in Warhammer," he tells us. In 40K Ian's Imperial Guard are devised to take on Necrons and Tyranids, "They're the Cadian 23rd, from the story in the Codex." It's the short folk he swears by in The Lord of The Rings, "My love is for Hobbits."

#### TEAM WORK

Ian is ably abetted by a crack staff whose hobby interests include Ryan Waite's Eldar army, Stuart Skelhorn's Chaos Daemons, 'Harry's' mysterious Unnamed Space Marines and Simon Norström's Black Templars. "It's the first army that my son and I collected," says Simon. Between them, the staff members have a wealth of experience and delight in talking to hobbyists about their armies.

If you want to come over and do some gaming, painting or indeed find out about any of the hobby activity going on, get in touch with the guys on the number below.

**Call: 0161 7550065 for more information**



**Left:** There are some cool tables for Warhammer 40,000, Warhammer and The Lord of The Rings at Trafford.

**Right:** A sample of the Trafford guy's miniatures.

**Brettonian Duke**  
lan's General rides a Royal Pegasus, so the perfect entourage for him are some Pegasus Knights.

**Farmer Maggot**  
Another of lan's models, this Hobbit has mushrooms modelled from Green stuff on the base.

**Eldar Warlock**  
This is a model from Ryan Waite's 'shocking pink' Ulthwé army.

**Space Marine Commander**  
This special edition Games Day 2005 miniature leads Harry's intrepid unnamed Space Marine Chapter into battle.



**OPENING TIMES**

Games Workshop Trafford Centre is open between the following times:

**Monday – Friday: 10am – 10pm**

**Saturday: 10am – 8pm**

**Sunday: 12pm – 6pm**



Paul Cocks

# TOUCH of the RADICAL

A DAEMONHUNTERS SHOWCASE

**D**aemonhunters, Inquisitors of the Ordo Malleus, are well-known for their zealous pursuit of the destruction of Daemons, the possessed and other nefarious Warp creatures. Indeed some Inquisitors are so determined in their mission they are willing to tread the path of the radical and employ the very tools of the enemy to seek out and destroy them.

Paul Cocks, of Games Workshop Leamington Spa is one such radical. His exquisite Inquisitor and henchmen are part of an emerging Daemonhunters force you can see at the Hobby Centre. "I think it was the imagery of the Daemonhunters that attracted me the most," Paul says of his decision to collect the Ordo Malleus. "I was really inspired by the Dan Abnett novels too." Eisenhorn, the star of the books is somewhat dubious in his methods, something Paul seeks to emulate in his own Inquisitorial warband. "I like the radicals," he tells us. "They're a bit different and there's lots of conversion opportunities."



• **Inquisitor** – Paul's Inquisitor was based on a Dark Elf Black Guard and a plastic Cadian torso. "I wanted some ornate armour," he says of the Black Guard legs he used. The coat was made from Green Stuff, with cuffs added to the Cadian arms. The model carries a plasma pistol from the Space Marine Assault sprue, wields Inquisitor Lord Torquemada Coteaz's Daemonhammer, and is topped off with a head from a plastic Warhammer Marauder.

• **Acolyte** – A Warhammer 40,000 Missionary serves amply as an Acolyte. "I really like using cool models, something that's slightly unconventional," Paul says of his choice. It's a perfect choice; Paul uses the tome atop the Missionary's staff to represent the Grimoire of True Names carried by his Inquisitor. It's worth remembering when choosing models for Inquisitorial henchmen that they often carry an Inquisitor's equipment for him. It opens up a lot of conversion options.



• **Sage** – Nothing drastic here, just a normal Sage model straight out of the blister. "He's my favourite Sage," Paul tells us.



• **Warrior** – An Imperial Guard Veteran, from some Imperial hive world. "I wanted a different model with a plasma gun," Paul explains.



• **Familiar** – The crow model from the Warhammer Lord of Nurgle. "Birds are often wizard's familiars," says Paul, "it shows his radical bent."

## DAEMONHOST

Not exactly an Inquisitorial henchman, Paul's Daemonhost is still part of his retinue and worthy of special attention.

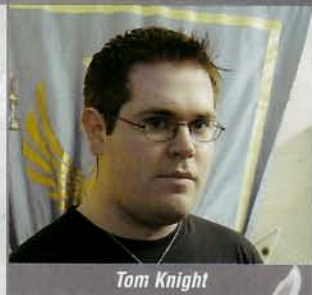
"It was inspired by the Cherubael artwork in the Inquisitor rulebook," says Paul. To create the model, he used the legs from a Daemonhost model and the torso, arms and head from a Beastman Ungor.

To get the pieces to sit seamlessly was a tricky task, "I used a large amount of Green Stuff around the neck, waist and abdomen to camouflage the joints," Paul explains.

Besides components, Paul used some other pieces to affect the conversion. "The shackles around the body are made from Green Stuff and cheap pendant chain." The bolts in the Daemonhost's body are brass rod and the parchment/seals are made of foil and paper. Finally, the plate that hinges the chains into place was made from plasti-card.

The model took two weeks to convert. The painting took a further week. Time well spent on what is a unique and inspiring conversion.





Tom Knight

# URBAN JUNGLE

## The Abraxian 55th regiment

**F**rom the blasted cityscapes of the 41st millennium come the dour fighters of the Abraxian 55th, an Imperial Guard regiment created by Milton Keynes full-timer, Tom Knight.

Tom, a full-timer for some two years and at Bedford for a year prior to working in Milton Keynes, has primarily used Catachan models to represent the Abraxian 55th. This squad is part of a bigger 2,000 points force.

“It’s the fact that the Imperial Guard are, at the end of the day, just guys and still fight,” he says of his rationale for choosing them. “To my mind they’re even braver than Marines as they don’t have the armour and resources that Space Marines have.”

With this regiment, Tom has taken the Catachan miniatures out of the heady tropical environment they’re most commonly linked with and brought them to an entirely different jungle – an urban one. “They’re a cityfight army,” he explains, “with lots of flammers and combat weapons.”

Though Tom has eschewed the jungle route with these models, this isn’t his first Catachan army. “I had them when they first came out, and painted them up as a jungle-based force,” he tells us. Tom’s been a fan of the Catachan troops from the very beginning, “I started with the original metal box set,” he says, and prefers them to the more prevalent Cadian-esque armies, citing the particularly harsh gravity of the Catachan home world and its effects on the guard’s physiology as the reason why, “I really like the poses and exaggerated

musculature of the Catachans,” Tom says.

The Abraxian 55th are a mechanised regiment, so have a lot of Chimeras to ferry around all those deadly flammers and maniac close combat squads. As they are an army predisposed to urban warfare, the greyish colour scheme is effectively urban camouflage.

### PAINSTAKING

Tom is quite a fan of trying out different techniques, and the Abraxian 55th were actually part of an exercise in painting flesh as well as a themed army project. “There are seven layers of flesh that make up the skin,” says Tom. Naturally, this meant each model commanded a hefty amount of painting time, “I think it was about four hours on each model.”

### EQUAL OPPORTUNITIES

It’s not just men that get to fight against the enemies of the Imperial Guard and Tom is very much of the mind of an equal opportunities employer when it comes to his guard regiment. “It’s a male and female company,” he explains. “It was inspired by reading the Ciaphus Cain novels from the Black Library. Also, there’s not that many Catachan models and I wanted to break up the look of the regiment with female models from other ranges.”

The Abraxian 55th are still in the process of being finished, “I tend to get halfway through an army, then start a new one,” Tom confesses, (don’t we all) but you can see some of Tom’s other models at the Milton Keynes store, where he’s more than happy to share his inspiration and a few tips.



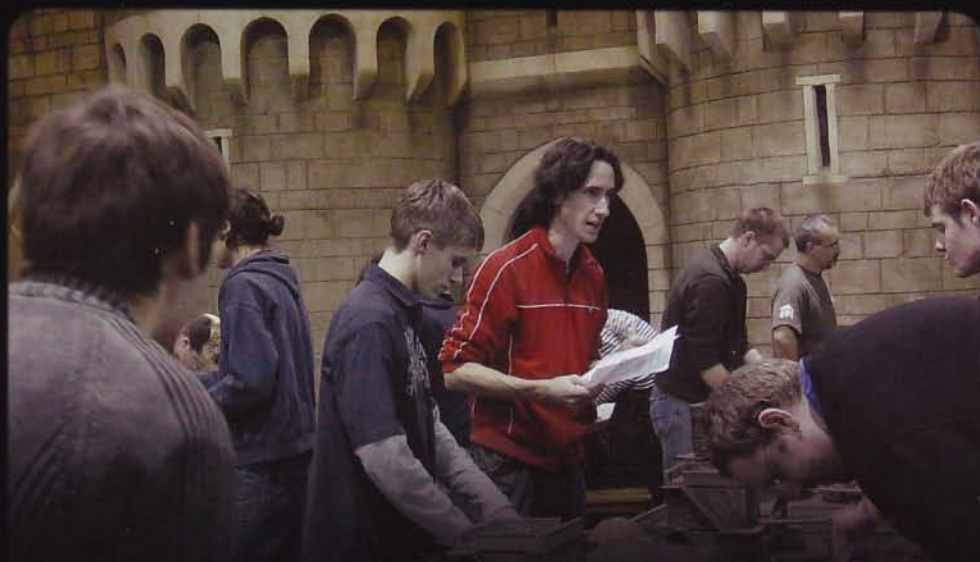
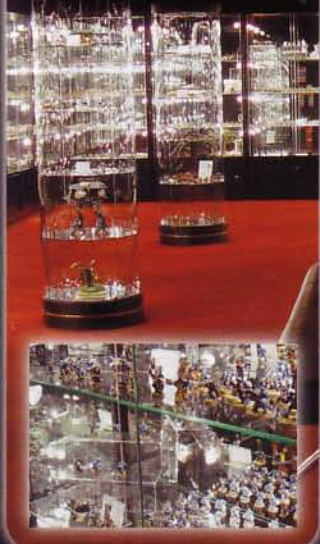
The deadly cityfighters of the Abraxian 55th wear urban camo colours.



# WARHAMMER WORLD

Games Workshop's premier retail store and events venue

## The Citadel Miniatures Hall



Located in Lenton Nottingham, Warhammer World is the place to come for a great Games Workshop experience. Within its castle courtyard you will find a wide array of awesome gaming tables built by Warhammer World's scenery team. All of Games Workshop's current game systems are represented, from cathedral ruins for the Warhammer 40,000 universe, to the rolling plains of the Warmaster board. Whatever game you play, Warhammer World is the place to fight your war!

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COMING SOON...

# 2006 GRAND TOURNAMENT SEASON

[www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events) for more details

## Calling all Imperial Citizens

### Games Workshop Brighton campaign day

**The city of Lomas is in peril. Insidious alien cults have wormed their way into the fabric of your society. You know this. They have threatened your existence. Imperial forces are on the way to liberate you. Join them and rebel against the alien oppressors. Fight the Hive Mind, the Imperium will protect you...**

**Nick:** This is just some of the propaganda surrounding the Battle for Lomas, a themed campaign day staged recently in Warhammer World by GW Brighton manager, Cairan O'Connor. I went down to the event to see whether the citizens would join with the Space Marines or throw in their lot with the 'Nids.

For the uninitiated, Lomas is a city on Ichar IV and the battleground for a brutal city conflict

***"This is the first event I've brought my army too. Now I can write some background for it, based on the battles I've played here."***

**- Rob Le Beau, hobbyist**

between the Tyranids and the Adeptus Astartes. Caught in the middle of this maelstrom are the citizens of Lomas and the city militia.

"It's a propaganda war," says Cairan of the background for the battles. "The Tyranids have established Genestealer cults in the city and are threatening the civilians that if they side with the Space Marines they'll be destroyed," he explains, "The idea behind the games is, do the civilians trust the Space Marines to save them and risk being butchered by the Tyranids or do they support the Hive Mind in the vain hope things will go better for them?"

#### KEEP THE FAITH

The day was broken up into three games; the outcome of each would have a bearing on the next game played and the final third game. It's a good way to stage or play any narrative event or one-day campaign.

"The first two games are about swinging the faith of the populous," Cairan explains. Basically, if the Imperials are winning, the third faction in the battles the city militia (represented by Imperial Guard players and whose allegiance is not fixed) will be more likely to side with the Space Marines in the final game. "The role of the militia is decided by the first two games and their results," adds Cairan. Whoever gains control of the militia will have a distinct advantage in the final game.

#### SPRAWLING CITY

The action in the campaign took place over 48' of table representing Lomas. There were over twenty players from GW Brighton, Eastbourne, Crawly and Tumbridge Wells and a staggering 16,000 points showdown, with potentially 8,000 points of city militia in the balance!

#### INSPIRATION

Cairan was the visionary behind the event, "I was inspired by collecting Ultramarines and the background of Ichar IV," he says, "I read the paragraph about Ichar IV in Codex: Tyranids, the running street battles with civilians caught in the middle, and liked the notion of the Astartes trying to reclaim a hopeless situation."

#### YOUR HISTORY

A game based on a historical theme is a great way to provide a narrative, but be aware that they



Over fifty civilian models were converted for the Battle for Lomas campaign. Here are a couple of examples of how you too can make civilians for your games and scenarios.

won't, or even shouldn't, always be fair. "I've always been a fan of unbalanced games. I like the historical element you get with them."

Battle for Lomas isn't the first time Cairan has written and organised an event of this ilk. "I did the Gauntlet of Sand for Warhammer," he reveals, "It was about a lone adventurer on his way back to Altdorf and a treasure map he found in Khemri." Another 40K event he's done is Terror Dawn. Based on the Eye of Terror, it involved a secret war where generals had to give orders to their troops from the comfort of Bugman's, they couldn't actually see their models and had to rely on delayed communiqué's from their commanders at the gaming table. These campaigns take dedication too. In order to stage Battle for Lomas, Cairan had to get up at 3am and travel four hours to Nottingham!

If you like the sound of Cairan's Events and would like to know more about them and indeed the plethora of other hobby stuff going on at Brighton then why not pop in for a chat if you're in the area or give them a call?

Indeed, if you'd like to get involved or even stage events like this, then Warhammer World is the perfect place to do it. Check out the Warhammer World Events Diary each month to find out what's happening or get in touch with our events team if you want to stage your own event.

#### PROFILE: Cairan O'Connor



*Cairan has been the Brighton manager two and a half years*

*but his illustrious Games Workshop career has seen him working as a manager in our Woking Hobby Centre too, for some four years.*

*For Warhammer 40,000, he's a fan of Ultramarines, Thousand Sons and Eldar, whilst he can be seen commanding armies of High Elves, Dark Elves and Wood Elves for Warhammer (and before you ask, no, he doesn't have pointy ears). In The Lord of The Rings, it's the brave men of Gondor and the brutish Uruk-hai with which he takes to the table.*



# CLUBS & COMMUNITY

All the information you need about clubs, whether you want to participate or start one of your own.



## FOR THE GLORY OF GONDOR!

**Ken South is a hobbyist beyond compare. He writes for Fanatic, has playtested *The Battle of Five Armies* and he's even speed-painted a *Battle For Macragge* boxed set in four hours, but it is the countless massive participation games he runs of which he is most proud.**

**Nick:** Ken has been a hobbyist longer than most of us on White Dwarf have been alive. In those 31 years his passion has not diminished. If anything, through the masses of events he has run for both official Games Workshop and independent shows, it has grown.

"The game uses the *Siege of Gondor* and *The Battle of Pelennor Fields* supplements," Ken tells us, "I'm trying to show what can be achieved by using these books together." Ken also aims to make the game appeal to all levels of gamer, "The big thing I try to do whenever I take a game to a show is make it accessible," he says, "For advanced gamers there's the spectacle of a massive battle, for beginners I try to relate the game to the films."



A teacher in Kent, Ken's mammoth gaming odyssey began humbly enough.

"I came to a couple of Open Days and met up with Rick (Priestley)," he says, "He suggested I run a big War Master game for Games Day. It went down really well and I was asked to bring it to other shows. That was five years ago." During that time Ken has been busy; running loads more large-scale participation games, something he does many times a year.

Ken's mammoth efforts are purely voluntary, he does it all for his love of the hobby, "It's about putting something back and the satisfaction of showing people what's achievable if you put your mind to it," he says, "and meeting people playing games that you've helped on the way."

*Ithilien is usually played over three 6' x 4' boards but we had to cram it into two of these boards just to be able to fit it on the page!*

*"Up to six players can play at once," Ken explains, "Then after a turn you move down one board and command something else." This way everyone can have a turn controlling powerful miniatures like the Mûmak or Witch-king. After six turns someone else who wants to play takes your place, so everyone can enjoy it.*

*"There's nothing worse than being at a show and getting stuck in a big game," says Ken, "You don't get to see the rest of the show or play any other games."*

***There are over five hundred models involved in the Ithilien game. Ken claims he could paint them all in about a week!***

Last year alone Ken appeared at over twenty events, including Conflicts, Open Days, Games Day, tournaments and more besides.

As well as Conflict Norwich, Bristol and London, Ken was at Games Day this year too.

"I ran a *The Lord of The Rings* mega-battle," he tells us, "It's called Ithilien and based on the border wars prior to the Fellowship being formed, when Faramir and Boromir fought side-by-side."

It'll be the fourth time Ken has run the game, such is its popularity. Due to its sheer scale, we simply had to show it to you.

Ken's motivation for what he does is that he wants to give back what the hobby has given him and make it as easy to get into as possible. "When I was nine there was no Games Workshop hobby as such. Even during the years of my childhood it wasn't like it is now. The fact of the matter is there's a hobby out there and the more accessible that is the better."

Ken has certainly come a long way since those early days. His house is rammed with classic Games Workshop games, a testament to his journey. Ken has grown with his hobby, his role as a hobby celebrity is proof of that, but he's pretty humble about what he does. "Now it's got to the stage where I write articles for Fanatic and put on games – it's pretty cool really."





More information about clubs and community events can be found on the Games Workshop and GCN websites.



When playing this game before, Ken has cycled through over sixty gamers, a feat only topped at last year's The Lord of The Rings Open Day in a Helm's Deep game in which over a hundred hobbyists participated!

## THE CLAYTON WARLORDS



Roger Smith

The Battle for Lomas event, as featured in this month's Warhammer World section, was also attended by the Clayton Warlords, a new GCN club.

Roger Smith is one of the guys that runs the club and though they've only recently joined the ranks of the GCN, they've been affiliated with Games Workshop for sometime (in fact, Roger's son Laurie is a staff member in the Brighton Hobby Centre).

"We've been going for six years," Roger tells us. "We've a broad age range who attends our club, from 12 to older, and we play Warhammer and Warhammer 40,000 regularly."

The Clayton Warlords are very active gamers; at least four tournaments a year are held by them and they have a regular showing of 32 gamers a night.

If you live in the Brighton area and fancy going along to find out what the Clayton Warlords are doing then check out the Community section of the website and look for GCN clubs.

[www.games-workshop.co.uk/community](http://www.games-workshop.co.uk/community)

GCN presents

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The clubs listed here all have:

- A committee of at least three members to run their affairs openly.
- Public liability insurance to protect the members against accident.
- A good standard of club rules and a club constitution.
- A child protection policy.
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As part of our commitment to customer service and safety we do not promote any club outside of the Gaming Club Network.

### [www.gcnm.org.uk](http://www.gcnm.org.uk)

#### 1st Company Veterans (Warhammer World)

Contact: Chris and Scott

E-mail: [info@1stcompanyveterans.net](mailto:info@1stcompanyveterans.net)

#### Battlenet (Norwich)

Contact: Richard Miller

Phone: 07710 702297

E-mail: [Richard@battlenet.co.uk](mailto:Richard@battlenet.co.uk)

#### Battlescar (Poole)

Contact: Paul Cleveland

Phone: 01202 385 632

E-mail: [paul@battlescar.co.uk](mailto:paul@battlescar.co.uk)

#### Blackfish (North Walsham)

Contact: Guy Blashill

E-mail: [guyblashill@yahoo.co.uk](mailto:guyblashill@yahoo.co.uk)

#### Bracknell Forest Gamers

Contact: Daniel Currey

Phone: 07951 816 613

E-mail: [d.currey@talk21.com](mailto:d.currey@talk21.com)

#### Bridgend YMCA Games Club

Contact: Matt Churchill

Phone: 01656 668298

E-mail: [velvetfiend@yahoo.co.uk](mailto:velvetfiend@yahoo.co.uk)

#### Brighton Warlords

Contact: Peter Cooke

Phone: 0797 409 4240

E-mail: [Peter.cooke423@ntlworld.com](mailto:Peter.cooke423@ntlworld.com)

#### Chelmsford Bunker

Contact: Gareth Williams

Phone: 01245 348542

E-mail: [cdgareth@fsmail.net](mailto:cdgareth@fsmail.net)

#### Colchester Games Club

E-mail: [info@colchestergamesclub.co.uk](mailto:info@colchestergamesclub.co.uk)

Phone: 0791032 8924

#### Chelmsford Bunker

Contact: Gareth Williams

Phone: 01245 348542

E-mail: [cdgareth@fsmail.net](mailto:cdgareth@fsmail.net)

#### Dice and Dagger (Bude)

Contact: Kurt Baker

E-mail: [celtofkernow@aol.com](mailto:celtofkernow@aol.com)

#### Dudley Darklords

Contact: Paul Sheldon

Phone: 01384 288 360

E-mail: [kpsheldon@ic24.co.uk](mailto:kpsheldon@ic24.co.uk)

#### Dursley Games Club

Contact: Dan Bishop

Phone: 01453 549 377

#### Edinburgh Pub Bowl League

Contact: Dave Avery

Phone: 07837 380713

E-mail: [daverydin@hotmail.com](mailto:daverydin@hotmail.com)

#### Gambit Games On (Bellingham)

Contact: Gareth Wynn

Phone: 01384 288 360

E-mail: [Gareth.wynn808@ntlworld.com](mailto:Gareth.wynn808@ntlworld.com)

#### Galekeepers Wargames Club (Shrewsbury)

Contact: James Sherry

Phone: 01743 369605 or 07792 469648

E-mail: [n.sherry@btopenworld.com](mailto:n.sherry@btopenworld.com)

#### Gobstlys (Lincoln)

Phone: 01522 803310

E-mail: [info@gobstlys.co.uk](mailto:info@gobstlys.co.uk)

#### Hyde Clarendon Strategy Games Club

Contact: Paul Mather

E-mail: [paul.mather@tameside.ac.uk](mailto:paul.mather@tameside.ac.uk)

#### Jersey Privateers Gaming Club

Contact: Richard Mallet

Phone: 07797 725481

E-mail: [director@black-helicopters.com](mailto:director@black-helicopters.com)

#### Kirriemuir Wargames Club

Contact: Michael Anderson

Phone: 01382 454068

E-mail: [www.kirriemuirwargamesclub.co.uk](mailto:www.kirriemuirwargamesclub.co.uk)

#### Leeds Night Owls

Contact: Steve Nolan

Phone: 0113 272 0461

#### Maccwargames (Macclesfield)

Contact: Duncan Harradine

Phone: 01625 612 579

E-mail: [Harradine2002@yahoo.co.uk](mailto:Harradine2002@yahoo.co.uk)

#### Madgamers (Maidenhead)

Contact: Denis Jackman

Phone: 01628 540934

E-mail: [DENIS\\_JACKMAN@hotmail.com](mailto:DENIS_JACKMAN@hotmail.com)

#### Middlesbrough Gamers Club

Contact: Shaun Atherton

Phone: 01642 272 021

E-mail: [Shaunatherton@netscape.net](mailto:Shaunatherton@netscape.net)

#### Newmarket Dwarf Wargames Society

Contact: Chris Peachey

Phone: 01638 720861

E-mail: [nktodwarf@hotmail.com](mailto:nktodwarf@hotmail.com)

#### North West Warriors (Kendal)

Contact: Adam Turner

Phone: 07905 410 067

E-mail: [Orce69@hotmail.com](mailto:Orce69@hotmail.com)

#### Northumbrian Adventurer's Guild

Contact: Mark Anderson Coultter

Phone: 07906 193711

E-mail: [nagonline@hotmail.co.uk](mailto:nagonline@hotmail.co.uk)

#### Nuneaton Model and Gaming Club

Contact: Brian McCormack

Phone: 07976 884 558

#### Old Buckenham Bone Crushers

Contact: Paul Gilling

E-mail: [www.banhamandthebucks.co.uk/wargames](mailto:www.banhamandthebucks.co.uk/wargames)

#### Oxford Gaming Club

Contact: Mike Sharp

Phone: 07802 764143

E-mail: [Mike.sharp4@btopenworld.com](mailto:Mike.sharp4@btopenworld.com)

#### Phoenix Gaming Club (Rushden)

Contact: Stephen Mawson/Darrell Lee

Phone: 07951 728142

#### Portbury Knights

Contact: Alan Vowles

Phone: 07771 985488

E-mail: [alanvowles@msn.com](mailto:alanvowles@msn.com)

#### Rainhill Wargames Club

Contact: Paul Tennant

E-mail: [paultennant@hotmail.com](mailto:paultennant@hotmail.com)

#### Redcar Ironbeards

Contact: Ian Widdowson

Phone: 01642 503207

#### The Spiky Club (Reading)

Contact: Sean Curtis

Phone: 07798 825696

E-mail: [ookhelibrarian@hotmail.com](mailto:ookhelibrarian@hotmail.com)

#### St Aidsans Warrior Club

Contact: Paul Fletcher

Phone: 01415 770196

E-mail: [paulmcgregor@fletcher@hotmail.com](mailto:paulmcgregor@fletcher@hotmail.com)

#### Stirling Wargamers

Contact: Paul Brooks

Phone: 07879 612 033

E-mail: [paul@treeandleaf.plus.com](mailto:paul@treeandleaf.plus.com)

#### Suffolk and Essex Gamers

Contact: Lord R. Banbridge-Kiddy

Phone: 01787 211 254

#### Swindon and District Wargamers

Contact: Paul Nettle

Phone: 01793 700609

E-mail: [nettle.tribe@ntlworld.com](mailto:nettle.tribe@ntlworld.com)

#### Tanelorn Wargames Club

Contact: Martin Turner

E-mail: [Martin.Turner@Hess.com](mailto:Martin.Turner@Hess.com)

#### TGC (Tamworth)

Contact: Phil Hannigan

Phone: 01827 287446

E-mail: [philhannigan2002@yahoo.co.uk](mailto:philhannigan2002@yahoo.co.uk)

#### That Dam Gaming Club (Newmillerdam)

Contact: Iain Dalton

Phone: 07863 311481

E-mail: [votemoose@hotmail.com](mailto:votemoose@hotmail.com)

#### The Middlesbrough Gamers Club

Contact: Shaun Atherton

Phone: 01642 272021

E-mail: [shaunatherton@netscape.net](mailto:shaunatherton@netscape.net)

#### The Sad Muppet Society (Basingstoke)

Contact: David Offen-James

E-mail: [muppet@genesis-sf.org.uk](mailto:muppet@genesis-sf.org.uk)

Phone: 0118 920 489

#### Tolworth 1st Founding

Contact: Peter Corps

Phone: 07788 790136

#### Tunbridge Wells Wargame Society

Contact: George Gush

Phone: 01580 753 680

#### Walburton Wargamers

Contact: Mike Roddham

E-mail: [walburtonwargamers@yahoo.co.uk](mailto:walburtonwargamers@yahoo.co.uk)

Phone: 01245 554185

#### Walford Wargames Federation

Contact: Robert Phillips

Phone: 01494 465244

E-mail: [rp@a-b-a.co.uk](mailto:rp@a-b-a.co.uk)

#### Yeovil Gamers

Contact: Chris Lowe

Phone: 07811 843747



# THE EVENTS DIARY

All the information you need about clubs, whether you want to participate or start one of your own

## UPCOMING EVENTS

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

[christianb@games-workshop.co.uk](mailto:christianb@games-workshop.co.uk)

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

- 1st March .....WD318 (June)
- 1st April .....WD319 (July)
- 1st May .....WD320 (August)

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

### Events diary abbreviation guide

WH	.....Warhammer
40K	.....Warhammer 40,000
BB	.....Blood Bowl
WAB	.....Warhammer Ancient Battles
WPS	.....Warhammer Players' Society
WECW	.....Warhammer English Civil War
Epic	.....Epic Armageddon
LOTR	.....The Lord of The Rings
GW	.....Games Workshop
GT	.....Grand Tournament

## BLOOD BOWL



## GRAND TOURNAMENT

13TH-14TH MAY  
WARHAMMER WORLD

CALL: 0115 91 40000

[www.games-workshop.co.uk/events/diary](http://www.games-workshop.co.uk/events/diary)

## MARCH

### DAMOCLES GULF CAMPAIGN

Date: 26th March, 2006

Venue: **GAMES WORKSHOP** Gaming Centre Sheffield

**Details:** The expansionist Tau Empire has reached the edge of Imperial space inadvertently bringing war to the Eastern Fringe. Will the Imperium of Man crush the fledgling Tau Empire or will the superior technology of the Tau win the day?

Tickets cost £15 include lunch (you will need a 1500 pt army)

Contact: 0114 243 4633

Website: [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## APRIL

### 1ST BIRTHDAY OPEN DAY

Date: 1st April, 2006

Venue: **GAMES WORKSHOP** Gaming Centre Sheffield

**Details:** To celebrate being open for one year we are holding a huge birthday event featuring participation games, painting and gaming competitions, mini tournaments for 40K, LOTR and Warhammer and, best of all, it's all FREE!!

Contact: 0114 243 4633

Website: [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

### NO JOKE - HOLD THE LINE

Date: 1st April, 2006

Venue: **GAMES WORKSHOP** Guildford

**Details:** Help the Imperial defenders of Medusa V fortify their positions and build some 40K defences. Do you have what it takes to spend a day in the trenches...?

Contact: 01483 451 793

Website: [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

### A SHADOW IN THE EAST

Date: 1st April - 15th April, 2006

Venue: **GAMES WORKSHOP** Oxford

**Details:** The forces of Sauron are on the move. In the east, Khamûl has gathered his army and advances on Gondor. Can the Free Peoples hold back this tide?

LOTR Campaign - STARTS with 'The Rising in the East'.

Contact: 01865 242 182

Web: [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

### THE TAROS CONSPIRACY

Date: 1st April - 15th April, 2006

Venue: **GAMES WORKSHOP** Oxford

**Details:** On the planet of Taros, deep in Ultima Segmentum, valuable shipments of materials are going missing. Located so close to the Tau Empire, two Inquisitors have been despatched to investigate these irregularities, along with a delegation from the Departamento Munitorum.

40K Campaign - STARTS with 'First Contact'

Contact: 01865 242 182

Web: [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## TRAITOR

Date: 1st April - 15th April, 2006

Venue: **GAMES WORKSHOP** St. Albans

**Details:** On the tranquil world of Medusa V the governor Baron Ashworth has stopped paying the planet's Imperial tithes. An intervention force led by the Black Templars Space Marine Chapter has been despatched to eliminate the rebel. Upon arrival, they are ambushed by a highly mobile Tau strike force. It appears treachery is afoot as full-scale warfare erupts over the surface of Medusa.

40K Campaign - STARTS with 'Assault on Governor's Palace'

Contact: 01727 861 193

Web: [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## ENEMY AT THE GATES

Date: 1st April - 15th April, 2006

Venue: **GAMES WORKSHOP** Staines

**Details:** Imperial Commander, Vladimir Krensky, waits. On his desk the offer of surrender sits. Where is the support he requested? How long can they hold... "The damned xenos will see how we face death. Death before dishonour".

40K & BFG Campaign - STARTS with 'First Strike'

Contact: 01784 460 675

Web: [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## HERALD OF THE EMPEROR

Date: 1st - 2nd April, 2006

Venue: **WARHAMMER WORLD**

**Details:** Inquisitor campaign that follows an epic and mysterious story, spanning the galaxy from the Eye of Terror to Holy Terra itself! Only one character decides your fate in these detailed narrative games. Call for more details and be a part of history.

Contact: GW Worcester - 01905 616 707

Website: [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## RETURN TO ARCHON III

Date: 3rd - 14th April, 2006

Venue: **GAMES WORKSHOP** Hemel Hempstead

**Details:** The Warp storms that plague the outer rim of the Medusa system have temporarily cleared. Imperial Astropaths have pinpointed the location of the legendary mineral planet of Archon III. Unfortunately, they have also detected Xenos communications, obviously en route to the planet. Can you stake your claim to the resources of this deadly world?

Contact: 01442 249752

Website: [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## A HERO'S TALE

Date: 1st - 14th April, 2006

Venue: **GAMES WORKSHOP** High Wycombe

**Details:** Archaon, Tyron, Valtan - all great heroes, from such humble origins. Are you such a being? Come and find out. Chart the rise of your champion from mere serf to great hero and general of legend!

Warhammer Campaign

Contact: GW High Wycombe - 01442 249 752

Website: [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## THE FATE OF MI'YENUKOS

**Date:** 5th April, 2006

**Venue:** **GAMES WORKSHOP** Uxbridge

**Details:** The sept world of D'yanoi has been caught in the tendrils of Hive Fleet *Alcrohydra*. The only Fire Warrior cadre available is that of Mi'yenukos, can they turn the Tyranid tide before it consumes D'yanoi?

### 40K Combat Patrol tournament

**Contact:** GW Uxbridge – 01895 252 800

**Web:** [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## ENEMY OF MY ENEMY

**Date:** 5th April, 2006

**Venue:** **GAMES WORKSHOP** Woking

**Details:** After weeks of conflict, the Tau Ethereal Aun'Shaala has negotiated a temporary ceasefire. All communications from the north of the city have ceased. Both sides have agreed to send teams to investigate the strange structure uncovered near the centre of the market district. Can the peace hold...?

### 40K Kill-team event

**Contact:** GW Woking – 01483 771 675

**Web:** [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## THE LORD OF THE RINGS GRAND TOURNAMENT

### GRAND FINAL

**Date:** 8th – 9th April, 2006

**Venue:** **WARHAMMER WORLD**

**Details:** The Grand Final is here! The best players from heats one to three face off to decide the champion. For this two-day event you will need two 500 points armies – one Good and one Evil. The event includes lunch on both days and dinner on the first day only. Details can be found on the Games Workshop website. Tickets cost £50.

**Web:** [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## DOUBLE CROSS

**Date:** 8th April, 2006

**Venue:** **GAMES WORKSHOP** Maidenhead

**Details:** Inquisitor Nhilun Castor has held diplomatic talks with the Tau, persuading the Tau council to share their most advanced plasma technology as a gesture of peace. However, Castor is a true servant of the Emperor and will not abide the xenos to live... He plans to spring a trap on the Tau, seizing their technology whilst delivering a crippling blow to their forces. To make matters worse, other xenos races are also eager to get their hands on the technology which is said to be of Doomsday proportions! Bring 1,000 points.

**Contact:** GW Maidenhead – 01628 631 747

**Website:** [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## LAUNCH THE GRUNDENBURG

**Date:** 8th April, 2006

**Venue:** **GAMES WORKSHOP** Reading

**Details:** Join a Warhammer aerial spectacular! Eagles, Hawks and Gyrocopters & possibly some larger things take to the skies as the giant Grundenburg airship prepares to launch...

**Contact:** GW Reading - 01189 598 693

**Web:** [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## GCNE OPEN WAR 5

**Date of Event:** 22nd April 2006, 9am till 6.30pm.

**Venue:** **WARHAMMER WORLD**

**Details:** Warhammer 40k (1,500 points), WFB (2,000 points), Epic (3,000 points). £10 to enter, discount for club bookings.

**Contact Details:** Entry forms downloadable from website soon.

**e-mail:** [info@1stcompanyveterans.net](mailto:info@1stcompanyveterans.net)

**Website:** [www.1stcompanyveterans.net/events](http://www.1stcompanyveterans.net/events)

## 40K DOUBLES TOURNAMENT

**Date:** 30th April, 2006

**Venue:** **GAMES WORKSHOP** Gaming Centre Sheffield

**Details:** Pair up with a friend to battle against others in this competition of deadly duos. To play you will need two Combat Patrol forces of 500 points and a friend to play with. Details of the rules will be sent with the event pack. Tickets cost £20 including lunch on the day.

**Contact:** 0114 243 4633

**Website:** [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## WATCH THE SKIES

**Date:** 27th April, 2006

**Venue:** **GAMES WORKSHOP** Swindon

**Details:** Tau forces control the skies and most of the capital city of Medusa V. Kill-teams of the Officio Sabatorum may offer the only hope left to Governor Praxas. If these elite Imperial troops could penetrate the Tau battle lines and disrupt the power relays for the Tau communications array, there might still be a chance to call for aid and defeat the xenos filth.

### 40K Kill-team event.

**Contact:** GW Swindon – 01793 436 036

**Web:** [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## MAY

### Warhammer Doubles Tournament

**Date:** Sunday 7th May, 2006

**Venue:** **GAMES WORKSHOP** Gaming Centre Sheffield

**Details:** Pair up with a friend to battle against others in this competition of deadly duos. To play you will need two Border Patrol forces of 500 points and a friend to play with. Full details of the rules will be sent with the event pack. Tickets cost £20 including lunch on the day.

**Contact:** 0114 243 4633 for more details.

**Website:** [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## GRAND TOURNAMENT BLOOD BOWL

**Date:** 8th – 9th May, 2006

**Venue:** **WARHAMMER WORLD**

**Details:** The 2006 Blood Bowl Grand Tournament is coming this year. Which race will dominate the pitch? Who will claim the coveted trophy? It could be you, but you have to be in it to win it!

**Website:** [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## The Lord of The Rings Tournament

**Date:** 21st May, 2006

**Venue:** **GAMES WORKSHOP** Gaming Centre Sheffield

**Details:** 500 points themed force. No named Heroes, maximum of 2 Captains, no more than a third of your force armed with bows, four games. Tickets cost £15 including lunch on the day.

**Contact:** 0114 243 4633 for more details.

**Website:** [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## JUNE

### GCNE MORDHEIM 'The Curse'

**Date of Event:** June 10th, 2006

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

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

**Contact Details:** [alanvowles@msn.com](mailto:alanvowles@msn.com) for reservation details.

**Website:** <http://groups.msn.com/PortburyKnights>



THE LORD OF THE RINGS  
STRATEGY BATTLE GAME

## GRAND TOURNAMENT

8TH – 9TH APRIL  
WARHAMMER WORLD

CALL: 0115 91 40000  
[www.games-workshop.co.uk/events/diary](http://www.games-workshop.co.uk/events/diary)

## DARK STARS

CAMPAIGN WEEKEND

20th – 21st MAY  
WARHAMMER WORLD

CALL: 0115 91 40000  
[www.games-workshop.co.uk/events/diary](http://www.games-workshop.co.uk/events/diary)

CONFLICT REGIONAL EVENTS 2006

THE LORD OF THE RINGS  
STRATEGY BATTLE GAME

WARHAMMER  
40,000

WARHAMMER

CALL: 0115 91 40000  
[www.games-workshop.co.uk/events/diary](http://www.games-workshop.co.uk/events/diary)

# STORE FINDER

A Games Workshop Hobby Centre is much more than just a shop...

**++IMPORTANT NEWS++**

## HOBBY STORE OPENING TIMES

Games Workshop Hobby Centres have recently changed their opening hours. The new opening times are as follows:

**Monday - Friday: 12pm – 6pm**

**Saturday: 10am – 6pm**

**Sunday: 1pm – 5pm**

There are, however, the following exceptions:

- Stores in shopping centres still open and close according to shopping centre times.
- Each Hobby Centre has one late club night. The specific night this is held on is dependent upon the store.
- Some stores are not open everyday, such as the Gaming and Events Centre in Sheffield. Please ring relevant store for details.
- To find out more information, pay a visit to your local Hobby centre or give the staff a call.



### FREE PAINTING AND MODELLING ADVICE

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



### FREE GAMING AND TACTICS ADVICE

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



### BEGINNERS

Our special Beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs on **Sundays**, so whether you want to learn how to charge your knights into your opponent's battle line or lead a squad of Space Marines into battle, all you need to do is come along!



### FULL RANGE OF PRODUCTS

All our centres stock a full range of Warhammer 40,000, Warhammer and The Lord of The Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.



### IN-STORE ORDER POINT

All of our stores are fitted with a Games Workshop Direct in-store order point which you can use to get your hands on all of our Specialist Games products, plus many exclusive miniatures, components and classic models with which to customise your Warhammer, Warhammer 40,000 and The Lord of the Rings forces.



### HOBBY ACTIVITIES

Games Workshop hobby centres provide support and expert advice on all aspects of the hobby. On **Sunday** evenings many stores run specific activities for those who have graduated from the Beginners' Programme, whilst one weekday night a week, there is a **Games Night** for players to indulge in even more hobby activity.

**GAMES WORKSHOP**

## HOBBY CENTRES & INDEPENDENT STOCKISTS

Games Workshop products are sold by a large number of shops in 16 different countries across the world. What follows is a listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the Middle East. Games Workshops open seven days a week, with gaming into the evening on certain nights. Call your local Hobby Centre for more details. You can find a full list of our UK retail outlets on our website, shown below.

If you're still unsure as to where your nearest stockist is located, why not call Games Workshop Direct on **0115 916 40000**. Stores highlighted in yellow indicate new stores. Stores in **green** are elite Northern European stores; stores in **blue** are Northern European partnership stores. To be sure they will have exactly what you want in stock, we recommend you give them a quick phone call before visiting. Hobby centres marked with a cross (x) have Gaming Room facilities.

[www.games-workshop.co.uk/storefinder](http://www.games-workshop.co.uk/storefinder)

Find your nearest Hobby Centre or independent retailer on these pages  
on our website: [www.games-workshop.co.uk/storefinder](http://www.games-workshop.co.uk/storefinder)  
by calling us: 0115 91 40000

**AVON**  
**GW BRISTOL (CENTRAL):**  
13 Broadweir, Tel: 0117 925 1533  
**GW BRISTOL (CRIBBS CAUSEWAY):**  
Unit 129, The Mall, Tel: 0117 899 2528  
**BRISTOL, Area 51:**  
Tel: 0117 304 6525  
**PORTSHEAD, Makit:**  
Tel: 0127 584 4751  
**YATE, Hoggosaurus Toystore:**  
Tel: 0145 432 6566

**BEDFORDSHIRE**  
**GW BEDFORD:**  
10 Greyhairs, Tel: 0123 427 3663  
**LUTON, Otakkers:**  
Tel: 0158 248 9999  
**LUTON, Final Fantasy**

**BERKSHIRE**  
**GW MAIDENHEAD:**  
Unit 2, 17 Market Street, Tel: 0162 863 1747  
**GW READING:**  
111 Broad Street Mall, Tel: 0118 959 8693  
**BRACKNELL, Otakkers:**  
Tel: 0134 448 8124  
**NEWBURY, Miniature Merchants:**  
Tel: 0135 352 8176  
**GW WOLVERHAMPTON:**  
**SANDHURST, Toyworld:**  
Tel: 0125 287 3350  
**WINDSOR, Otakker's Bookshops Windsor:**  
Tel: 0175 385 6456  
**WINDSOR, WJ Daniels:**  
Tel: 0175 396 2106

**BIRMINGHAM AREA**  
**GW BIRMINGHAM:**  
Unit L16, Bullring Link, Tel: 0121 633 7193  
**GW DUDLEY:**  
Unit 35, Marny Hill Centre, Tel: 0138 448 1818  
**GW SOLIHULL:**  
690 Warwick Road, Tel: 0121 705 7997  
**GW SUTTON COLDFIELD:**  
45-47 Birmingham Road, Tel: 0121 354 3174  
**GW WOLVERHAMPTON:**  
9 King Street, Tel: 0190 231 0466  
**GW WALSALL:**  
Unit 27, Old Square Shopping Centre,  
Tel: 0192 272 5207  
**COCKS GREEN, Jeff's Games and Workshop:**  
Tel: 0121 726 3176  
**GREAT BARR, Gaming Crypt:**  
Tel: 0121 360 5080  
**EDGECASTON, Wayland's Forge:**  
Tel: 0181 697 01108  
**RUBERY, Roy's Hobbies & Toys:**  
Tel: 0121 453 3280  
**SUTTON COLDFIELD, Digital Dragons:**  
Tel: 0794 163 7793

**BUCKINGHAMSHIRE**  
**GW HIGH WYCOMBE:**  
Unit 29, The Octagon Centre, Tel: 0149 453 1494  
**GW MILTON KEYNES:**  
Unit 2 West End Extension, 502 Sibony Boulevard,  
Shopping Centre, Tel: 0190 869 0477  
**AYLESBURY, Toy Wonderland:**  
Tel: 0777 565 6581  
**BUCKINGHAM, Abacus Toys:**  
Tel: 0128 042 1815  
**GERARDS CROSS, Howard Marshall:**  
Tel: 0175 399 2950  
**PRINCES RISBOROUGH, Treats:**  
Tel: 0184 434 4354

**CAMBRIDGESHIRE**  
**GW CAMBRIDGE:**  
54 Regent Street, Tel: 0122 331 3350  
**GW PETERBOROUGH:**  
3 Wentworth Street, Tel: 0173 389 0052  
**ELY, City Cycle Centre:**  
Tel: 0135 206 3131  
**HUNTINGDON, Sports & Fashions:**  
Tel: 0148 045 4541  
**PETERBOROUGH, Westgate Department Store:**  
Tel: 0173 356 3161  
**SAWTON, The Toy & Model Centre:**  
Tel: 0122 352 6352  
**SAWTON, Toys Plus:**  
Tel: 0122 383 7839  
**ST NEOTS, Barretts of St Neots:**  
Tel: 0145 450 8700  
**ST NEOTS, First Computer Games:**  
Tel: 01480 389636  
**ST NEOTS, Westgate Department Store:**  
Tel: 0148 047 3242  
**TEVERSHAM, Invocation Ltd:**  
Tel: 0122 329 4492  
**WISBECH, Westgate Department Store:**  
Tel: 0153 620 3525

**CHESHIRE**  
**GW ALTRINCHAM:**  
Unit 1, 19 Grafton Street, Tel: 0161 829 9996  
**GW CHESTER:**  
112 Foregate Street, Tel: 0124 431 1967  
**GW MACLESFIELD:**  
Unit 36, Cheslegrave Mall, Grosvenor Centre,  
Tel: 0162 541 9020  
**GW STOCKPORT:**  
32 Mersey Square, Tel: 0161 474 1427  
**ALTRINCHAM, The Gaming Crypt:**  
Tel: 0161 751 6500  
**CHEADLE, Fantasy:**  
Tel: 0161 491 1130  
**CONGLETON, Deans Toys & Cycles:**  
Tel: 0126 027 3277  
**CREWE, ABC Models Sport:**  
Tel: 0127 950 9246  
**NANTWICH, Funfaye LTD:**  
Tel: 0127 062 6348  
**NORTHWICH, The Model Shop:**  
Tel: 0160 847 740  
**STALBRIDGE, KMV Models:**  
37 Malpas Street, SK13 3JJ, Tel: 0181 304 8700  
**STOCKPORT, Goslings Toymaster:**  
Tel: 0161 427 2099  
**WIDNES, The Hobby Shop:**  
Tel: 0151 424 1947

**CLEVELAND**  
**GW MIDDLESBROUGH:**  
Unit 33, 39 Dundas Street, Tel: 0164 225 4091  
**HARTLEPOOL, Illusions:**

Tel: 0142 923 3199  
**HARTLEPOOL, Westgate Department Store:**  
Tel: 0142 924 4337

**CORNWALL**  
**GW TRURO:**  
Unit 1, Bridge House, New Bridge Street,  
Tel: 0187 232 0047  
**BODMIN, Brickells:**  
Tel: 0132 227 7086  
**BUDE, Nitro RC:**  
Tel: 0128 835 3388  
**FALMOUTH, Wonderland Falmouth:**  
Tel: 0132 631 2571  
**HAYLE, Blewatts of Hayle:**  
Tel: 0173 875 3012  
**HELSTON, Eddy & Son:**  
Tel: 0132 657 2767  
**ST AUSTELL, Mad for Miniatures:**  
Tel: 0172 672 259  
**TRURO, Toymaster:**  
Tel: 0187 227 2462

**COUNTY DURHAM**  
**GW DURHAM:**  
84 North Road, Tel: 0191 374 1062  
**GW DARLINGTON:**  
78 Skimmergate, Tel: 0132 538 2463  
**BISHOP AUCKLAND, Windsock Models:**  
Tel: 0138 860 9766  
**CONSETT, Kwikpart:**  
Consett, Tel: 0120 758 1024  
**DARLINGTON, Lamb's:**  
Tel: 0132 546 6042  
**SEAHAM, Games of War:**  
Tel: 01915 817118  
**TEESDALE, Toy Shop:**  
Tel: 0163 363 7396

**CUMBRIA**  
**GW CARLISLE:**  
Unit 2, Earls Lane, Tel: 0122 859 8216  
**BARROW-IN-FURNESS, Heaths:**  
Tel: 0122 892 0435  
**BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:**  
Tel: 0153 944 3047  
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**UTTOXETER, The Toybox:**  
Tel: 0188 956 5357

**SUFFOLK**  
**GW IPSWICH:**  
49 Buttermarket, Tel: 0147 321 0031  
**BECLES, Toy Box:**  
Tel: 0150 271 2785  
**BURY ST EDMUNDS, Model Junction:**  
Tel: 0128 475 3456  
**BURY ST EDMUNDS, Toymaster Kingdom:**  
Tel: 0128 478 1548  
**FELIXSTOWE, Wizards Taxi:**  
Tel: 0139 427 5555  
**HALESWORTH, Halesworth Toy Shop:**  
Tel: 0198 667 4270  
**HAYERHILL, Baby Connexion:**  
Tel: 0144 370 9292  
**IPSWICH, Galaxy Models & Hobbies Ltd:**  
316-318 Football Road IP3 8JJ, Tel: 01473 723279  
**LOWESTOFT, Toymaster Kingdom:**  
Tel: 0192 526 5688  
**NEWMARKET, Moons Toyland:**  
Tel: 0163 866 3147  
**STOWMARKET, Simpson & Sons:**  
Tel: 0144 381 2174  
**SUDBURY, FT Games:**  
Tel: 0178 746 8050  
**SUDBURY, Toymaster Kingdom:**  
Tel: 0178 737 2238  
**SUDBURY, Toy Connexion:**  
Tel: 0178 788 8002  
**WOODBRIDGE, Toytown:**  
Tel: 01317 274 2533

**SURREY**  
**GW GUILDFORD:**  
Unit 1, 8/12 Tunsgate, Tel: 0148 345 1793  
**GW WOKING:**  
Unit 3, Cleary Court, Tel: 0148 377 1676  
**CAMBERLEY, Morningstar:**  
Tel: 0127 668 5160  
**COULSDEN, Taylors Toys and Sports:**  
Tel: 0208 666 00710  
**DORKING, Dorking Models:**  
Tel: 0130 686 1747  
**EPSOM, Otakers:**  
Tel: 0137 274 2533  
**OXTEAD, JH Lorimer Ltd:**  
Tel: 0208 656 6625  
**PURLEY, JH Lorimer Ltd:**  
Tel: 0181 660 9716  
**REDHILL, Gamers Guild:**  
Tel: 0173 778 9225  
**REIGATE, The Toy Shop:**  
Tel: 0173 724 5300  
**WALTON ON THAMES, Treehouse Toys:**  
Tel: 0190 225 2272

**SUSSEX AREA**  
**GW BRIGHTON:**  
Unit 7, Nile Pavilions, Tel: 0127 320 3333  
**GW CRAWLEY:**  
11 Broadway, Tel: 0129 355 2072  
**GW EASTBOURNE:**  
13 Terminus Road, Tel: 0132 364 1423  
**BEXHILL ON SEA, Matek Models and Hobbies:**  
Tel: 0142 481 0299  
**BIGNOR REGIS, Trains Models and Hobbies:**  
Tel: 0124 386 4727  
**BURGESS HILL, Kid's Stuff:**  
Tel: 0144 425 7724

**CHICHESTER, Chichester Toys:**  
Tel: 0124 378 8055  
**EAST GRINSTEAD, Ready To Run Models**  
Tel: 01342 300917  
**HASTINGS, Jade Marital Arts:**  
Tel: 0142 472 0335  
**HAYWARDS HEATH, 4JRN Ltd:**  
6 Haselwood, Boletons Village, Tel: 01444 455993  
**HAYWARDS HEATH, Heath Models and Toys:**  
Tel: 0144 445 8785  
**HORSHAM, Otakers:**  
Tel: 0140 326 8088  
**LEWES, The Hobby Shop:**  
Tel: 0127 337 3434  
**STEYNING, Gentle Gallery:**  
Tel: 0190 381 2933  
**UCKFIELD, Kid's Stuff:**  
Tel: 0182 578 6398  
**WORTHING, KC's Games Shop:**  
Tel: 0190 323 7983

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Unit 6A, Nevigate Shopping Centre, Tel: 0191 232 2418  
**GW METRO (METRO CENTRE):**  
Unit 2, First Floor, The Arcade (near the Mediterranean Village), Tel: 0191 481 0950  
**METRO CENTRE, Gateshead, Toymaster:**  
Tel: 0191 480 2200  
**NORTH SHIELDS, SR Gladstone & Son:**  
Tel: 0191 257 0335  
**SOUTH SHIELDS, Coaks Models:**  
Tel: 0191 457 7654  
**SUNDERLAND, Escayes:**  
Tel: 0191 514 7900  
**SUNDERLAND, The Toy & Computer Shop:**  
Tel: 0191 565 5196  
**SUNDERLAND, Owen Owen Ltd T/A Joplings:**  
Tel: 0191 510 2105  
**WASHINGTON, Toymaster:**  
Tel: 0191 415 4544  
**WHITLEY BAY, T&G Allan:**  
Tel: 0191 253 1564

### WARWICKSHIRE

**GW COVENTRY:**  
Unit 39, Upper Level, Cathedral Lanes Shopping Centre, Tel: 0247 622 7311  
**GW LEAMINGTON SPA:**  
32 Regent Street, Tel: TBC  
**BEDWORTH, Railway & Modellers Junction:**  
Tel: 0247 831 6286  
**KENILWORTH, Aircraft Arts & Pictures:**  
Tel: 0192 651 1294  
**LEAMINGTON SPA, Trinders Toy Town Ltd:**  
Tel: 0192 647 0501  
**NUNEATON, Nuneaton Education Co/Tas Nuneaton Bookshop:**  
24 Abbey Street, Tel: 0247 634 2000  
**RUGBY, Jato Railways & Models:**  
Tel: 0178 856 2372  
**STRATFORD-UPON-AVON, 3 Windsor Place:**  
Tel: 01789 295850

### WILTSHIRE

**GW SALISBURY:**  
18 Winchester Street, Tel: 0172 233 0955  
**GW SWINDON:**  
50 Fleet Street, Tel: 0179 343 6036  
**DEVIZES, Hoggosaurus Toystore:**  
Tel: 0138 076 2941  
**MALMESBURY, SPS Stationary:**  
9-11 High Street SM16 9HH, Tel: 01666 824440  
**MELKSHAM, The Toyshop:**  
Tel: 0122 576 8415  
**SWINDON, Spot On Models:**  
Tel: 0179 352 2099

### WORCESTERSHIRE

**GW WORCESTER:**  
23 Lychgate Mall, Cathedral Plaza, Tel: 0190 561 6707  
**ROTHWITCH, Look-rite Ltd T/A Toyworld:**  
Tel: 0190 577 3403  
**EVESHAM, Battle Honours UK:**  
Tel: 0138 645 875  
**REDDITCH, Hoggosaurus Toy Store:**  
Tel: 0152 766 092  
**STOURPORT ON SEVERN, TP Activity Toys:**  
Tel: 0129 987 2800

### YORKSHIRE

**GW BRADFORD:**  
4 Piccadilly, Bradford, Tel: 0127 473 9430  
**GW DONCASTER:**  
Unit 10, The Colonnades, Tel: 0130 232 0533  
**GW HARBOROUGE:**  
53 Station Parade, Tel: 0142 356 4310  
**GW HULL:**  
30 Paragon Street, Tel: 0148 258 9576  
**GW LEEDS (central):**  
12-16 Central Road, Tel: 0113 242 0834  
**GW LEEDS (WHITE ROSE):**  
Unit 28D, White Rose Centre, Tel: 0113 272 3470  
**GW SHEFFIELD (central):**  
16 Fitzwilliam Gate, Tel: 0114 275 0114  
**GW SHEFFIELD (MEADOWHALL CENTRE):**  
Unit 91B, High Street, Upper Mall (next to entrance near Boots), Tel: 0114 256 9636  
**GW WAKEFIELD:**  
96 Kirgates, the Findings Centre, Tel: 0192 436 9431  
**GW YORK:**  
13A Lendal, Tel: 0190 462 8014  
**THE GAMING CENTRE:**  
Units 89, Meadowhall Road, Amos Road, Tel: 0114 243 4633  
**BRADFORD, Toymaster:**  
Tel: 0127 472 4733  
**BRIDLINGTON, Croppers:**  
Tel: 0128 287 7727  
**HALIFAX, Halifax Modellers World:**  
Tel: 0142 234 9157  
**HALIFAX, Magazine World:**  
Tel: 0142 233 0547  
**HALIFAX, Toymaster:**  
Tel: 0142 235 3966  
**HARBOROUGE, Toymaster:**  
Tel: 0142 365 4335  
**HUDDERSFIELD, Dark Future:**  
Tel: 01484 307040  
**HUDDERSFIELD, Toymaster:**  
Tel: 0148 454 4684  
**HUDDERSFIELD, Something Wicked:**  
Tel: 0148 455 9228  
**HULL, Mayfair Toymaster:**  
Tel: 0148 289 2777  
**HULL, Wargames World:**  
Tel: 0194 360 7500  
**KEIGHLEY, Toymaster:**  
Tel: 0153 560 4045

**LEEDS, Royal Armouries Museum:**  
Tel: 0115 220 1999

**LEEDS, Toyworld:**  
Tel: 0115 243 9800

**NORTHALLERTON, T & FM Grover Ltd:**  
Tel: 0160 977 3334

**OTLEY, Toymaster:**  
Tel: 0194 346 2095

**PICKERING, Puffers of Pickering:**  
74 Park Street, YO18 7AL, Tel: 01753 472762

**POCKLINGTON, Chylds Play:**  
Railway Street, Tel: 0175 930 6041

**RICHMOND, Anything Goes:**  
Tel: 01174 661 0125

**SCARBOROUGH, Maison Militaire:**  
Tel: 01723 362227

**SCARBOROUGH, Space, Myth and Magic:**  
Tel: 0845 644 1113

**SELBY, All Sports and Toys:**  
Tel: 01753 705115

**SHEFFIELD, Atkins Toymaster:**  
Tel: 0114 278 1960

**SHEFFIELD, Toymaster:**  
Meadowhall Shopping Centre, Tel: 0114 258 9979

**SHEFFIELD, Wargames Emporium:**  
Tel: 0114 275 6845

**WAKEFIELD, R H Buckley:**  
Tel: 01924 374097

**WHITBY, John Anderson - Toymaster:**  
Tel: 0194 760 2211

**WHITBY, Models and Movie Props Ltd:**  
Unit 6, Market Place, Tel: 0194 760 3123

**WALES**

**GW CARDIFF:**  
31 High Street, Tel: 0292 064 4917

**GW NEWPORT:**  
25 Skinner Street, Tel: 0163 325 6295

**GW SWANSEA:**  
45 Princess Way, Tel: 0179 248 3969

**ABERGAVENNY, Richards of Abergavenny:**  
Tel: 0187 385 2466

**ABERYSTWYTH, Albartross:**  
Tel: 0197 061 7856

**BANCHORY, Banchory Toy & Gift shop:**  
Tel: 0183 692 9586

**BANGOR, ACME Computers:**  
Tel: 0124 837 1457

**BRECON, J Clark Toys & Gifts:**  
Tel: 0175 462 2869

**BRIDGEND, Joust for Fun:**  
Tel: 0165 676 7660

**CARDIFF, Dice and Disc, Computer and Video Vision:**  
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**CARDIGAN, Middle Earth Enterprises:**  
Royal Building Priory Street, Tel: 01239 614080

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**CARMARTHEN, Handings:**  
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**GWERSYLLT, Brile Ideas:**  
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Llwynn Walk, Tel: 0800 093 89566

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**LLANTWIT MAJOR, Rainbow Pools:**  
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**PORTRCRAWL, Game It!**  
25 John Street, Tel: 01696 678 4428

**PREMBROKE, Dragon Alley:**  
Tel: 0154 662 1456

**RHYL, Lightfoot Models & Toys:**  
Tel: 0174 533 1664

**SWANSEA, Corrie's Shoppe:**  
Tel: 0179 294 2097

**SWANSEA, West Coast Games Ltd:**  
8 High Street Arcade, SA1 1LE

**WRXHAM, Brile Ideas:**  
Tel: 0197 675 6451

**SCOTLAND**

**GW ABERDEEN:**  
Unit 1, 12-14 Upper Kirkgate, Tel: 0122 464 9779

**GW AYE:**  
10 Arzan Mall, Tel: 0129 261 0673

**GW BRAEHEAD:**  
115 Braehead Shopping Centre, Kings Inch Road, Tel: 0141 982 9440

**GW DUMFRIES:**  
44 High Street, Tel: 0138 724 9702

**GW DUDDEN:**  
110 Commercial Street, Tel: 0138 220 2382

**GW EDINBURGH:**  
130 High Street, Tel: 0131 220 6540

**GW FALKIRK:**  
12 Cow Wynd, Tel: 0132 462 4553

**GW GLASGOW:**  
81 Union Street, Tel: 0141 221 1673

**ABERDEENSHIRE, Toyworld:**  
Tel: 0156 976 0333

**ANGUS, Gardiners:**  
Tel: 0135 662 2265

**BANCHORY, Toy and Gift Shop:**  
Aberdeenshire, Tel: 0153 662 5566

**DUNDEE, Sports and Model Shop:**  
Tel: 0134 986 2346

**DUNFERMLINE, Abbey Models:**  
2 May Gable, Tel: 01393 731116

**EDINBURGH, Marlborough Models:**  
Tel: 0131 317 7010

**ELGIN, Junner's Toymaster:**  
Tel: 0143 542 492

**FRASERBURGH, Steven's Toymasters:**  
17-21 High Street, Tel: 01338 724059

**FIFE (CUPAR), The Nappy Pin:**  
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**HELENSBURGH, Game Domain:**  
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**INVERNESS, Junners Toymaster:**  
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**KINROSS, The Hope Chest:**  
Tel: 0157 788 2516

**KIRKCALDY, The Hope Chest:**  
Tel: 0159 226 0116

**NORTH BERKSHIRE, Lows Cycles:**  
Tel: 0163 699 352

**ORKNEY, Melnnon Toymaster:**  
Tel: 0185 667 7768

**PAISLEY, Paisley Model Centre:**  
80-82 Arkelston Road PA1 3TB, Tel: 0141 889 4221

**SHELDON, Harrys Dept Store:**  
Tel: 0159 261 323

**STIRLING, Abacus:**  
21 Crawford Arcade, FK8 1AX, Tel: 01756 437974

**STIRLING, Do It @ Your Leisure:**

Tel: 0178 882 6975

**TURRIFF, E Rae and Son:**  
Tel: 0188 856 2610

**CHANNEL ISLANDS**

**JERSEY, St. Helier, The Little Shop:**  
Tel: 0153 473 2167

**GUERNSEY, St. Peters Port, Carousel:**  
Tel: 0148 172 1721

**NORTHERN IRELAND**

**GW BELFAST:**  
20a Castle Court (towards back of the Centre), Tel: 0289 223694

**BALLYMENA, Camerons:**  
23 Broughshane St. Co Antrim, Tel: 0482 504 8821

**BANBRIDGE, David Rogers:**  
7 Bridge St. Co Down

**BANGOR, Replay Games:**  
High St. Co Down, Tel: 0489 145 2210

**BANGOR, Stewart Miller & Sons:**  
40 Main St. Co Down, Tel: 0489 127 0106

**COLERAINE, Moores:**  
711 Church St. Co Derry, Tel: 0126 544 44

**CRUMLIN, Lilliput Construction Co:**  
92 Bramble Wood, Co Antrim

**ENNISKILLEN, Modellers Corner:**  
62 Darling St. Tel: 0289 852 2367

**LISBURN, World of Wonder:**  
Riverside Centre, Tel: 0489 269 9996

**OMAGH, Whites Toymaster:**  
37 Bridge St. Tel: 0662 242 427

**PORTADOWN, D Jeffers:**  
6 Marsden St. Tel: 0483 533 0889

**EIRE**

**GW BLANCHARDSTOWN:**  
Unit 245a, Blanchardstown Shopping Centre, Dublin, Tel: 0035 311 223 868

**GW DUBLIN:**  
Unit 3, Lower Lilyfield Street, Tel: 0035 316 725 791

**ATHLONE, Toy City:**  
NS Centre, Co Westmeath, Tel: 090 647 9851

**BALLINA, World of Wonder:**  
Dillon Terrace, Co Mayo, Tel: 096 76676

**BLACKPOOL, World of Wonder:**  
23 Northport Bus Park, Cork, Tel: 0214 210 443

**BRAY, ER Harris & Sons:**  
Co Wicklow, Tel: 012 667 995

**CARRICK ON SHANNON, Mulvey's:**  
Main Street, Louth, Tel: 071 962 2936

**CARNEWTON, McDermonds:**  
Co Mayo, Tel: 096 76676

**CORK, Art and Hobby Shop:**  
Douglas Shopping Centre, Co Cork, Tel: 021 436 3950

**CORK, Art and Hobby Shop:**  
Wilson Shopping Centre, Co Cork, Tel: 021 434 7207

**CORK, Noddy's Toymaster:**  
13-14 Conmarket St, Co Cork, Tel: 021 427 8508

**CORK, Other Realms:**  
Pill Street Shopping Centre, Cork City, Tel: 021 422 2224

**CORK, World of Wonder:**  
Co Cork, Tel: 021 4210445

**CLONAKILTY, Coughlan Educational Supplies:**  
11 Rouse St, Co Cork, Tel: 023 33068

**CLONMEL, Hogan's Toymaster:**  
31 Parnell St, Co Tipperary, Tel: 052 23973

**CLONTARF, Furlongs:**  
4 Vernon Avenue, Dublin, Tel: 01 853 0395

**DUBLIN, Banba Toymaster:**  
6 May St, Tel: 01 712 103

**DUN LAOGHAIRE, Banba Toymaster:**  
Dun Laoghaire Shopping Centre, Co Dublin, Tel: 012 804 011

**DUNDALK, Pick n Save:**  
Long Walk St, Co Louth, Tel: 042 932 7556

**DUNGARVEN, Murphy's Toy and Cycle Specialists:**  
8 Main St, Co Waterford, Tel: 058 41376

**ENNIS, World of Wonder:**  
Woolsey Car Park, Co Clare, Tel: 065 684 8697

**ENNIS, Banba Toymaster:**  
Clearwater S/centre, Dublin, Tel: 01 664 3910

**GALWAY, Games Realm:**  
8A The Corn Store, Co Galway, Tel: 091 593 006

**GALWAY, It's Magic!**  
Eye Square S/centre, Co Galway, Tel: 091 563 313

**GALWAY, Model World:**  
143 Liosban Business Park, Taum Rd., Co Galway, Tel: 091 765 655

**GALWAY, Toy City:**  
Unit 3, Wexford, Galway, Tel: 091 764 949

**GOREY, John Webb:**  
Co Wexford, Tel: 055 21119

**KILKENNY, Michael Crotty's:**  
77 High St, Co Kilkenny, Tel: 056 51038

**KILLOGGLIN, O'Sheas:**  
Lower Bridge St, Kerry, Tel: 066 976 1919

**LIMERICK, Hollywood Empire:**  
30 Thomas St, Co Limerick, Tel: 061 313 477

**LIMERICK, O'Callaghans:**  
Dock Rd, Co Limerick, Tel: 061 225 886

**LIMERICK, The Gathering:**  
43 Lower Geraldine Griffin St, Co Limerick, Tel: 061 915 133

**LOUGHREA, Beatty:**  
Church St, Co Galway, Tel: 091 841 403

**LOUGHREA, Mary's Toymaster:**  
2 Main St, Co Cork, Tel: 029 42491

**LOUGHREA, Murphy's World of Wonder:**  
115, Main St, Co Cork, Tel: 022 21197

**NENAGH, JKC:**  
25 Parnell St, Co Tipperary, Tel: 067 31391

**NEWBRIDGE, World of Wonder:**  
Newbridge Retail Park, Kildare

**SLIGO, WA and AF Woods:**  
Co Sligo, Tel: 071 914 502 110 478

**STILLORGAN, Nimble Fingers:**  
Co Dublin, Tel: 012 860 788

**TRALEE, A Caball and sons:**  
9-12 Bridge Street, Co Kerry, Tel: 066 712 1847

**TULLAMORE, Robbings:**  
William St, Co Offaly, Tel: 0506 21541

**WATERFORD, The Hobby Shop:**  
36 The Quay, Co Waterford, Tel: 051 852 227

**WESTPORT, World of Wonder:**  
Bridge St, Co Mayo, Tel: 098 25531

**THURLES, Toymaster:**  
Fras St, Co Tipperary, Tel: 062 51266

**TIPPERARY, Hogan's Toymaster:**  
31 Parnell St, Co Tipperary, Tel: 052 23973

**TIPPERARY, Whelons':**  
84-85 Main Street, Co Tipperary, Tel: 062 51325

**WATERFORD, Fitzmaurice Toymaster:**  
Tel: 051 876 566

**WEXFORD, Play & Learn:**  
8 Seaside St, Co Wexford, Tel: 053 23188

**WICKLOW, Hopkins:**  
Main Street, Co Wicklow, Tel: 0404 67225

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**BELGIUM**

**BRUGGE, Fair Play:**  
Spuwpoortgate 182, 8200, Tel: 0032 (0)50 38 51 83

**AARSCHOT, Conect:**  
Gasthuisstraat 47, 3200, Tel: 0032 (0)16 56 88 30

**HASSELT, D-Six:**  
Koningenslaanweg 43-45, 3500, Tel: 0032 (0)11 32 53 55

**LEOPOLDSBURG, NV Meestersmans:**  
Maarschak-Forchtstraat 20, 3970, Tel: 0032 (0)11 39 38 46

**LAUVEN, The Dice Pool:**  
Panjestraat, 44, 3000, Tel: 0032 (0)16 29 49 84

**MECHELEN, De Spelfanaot:**  
Veemarkt 32, 2800, Tel: 0032 (0)15 34 59 07

**OOSTENDE, King Arthur:**  
Achterdamstraat 63B, 8400, Tel: 0032 (0)59 51 57 56

**AALST, Hermelijn:**  
Molenstraat 36, 5000, Tel: +32 (0)53 41 48 66

**AALST, Intertoys Aalst:**  
Langestraat 185, 9300, Tel: +32 (53) 750 143

**ANTWERPEN, Celtic Cross:**  
Zilverenstraat 9, 2000, Tel: 0032 (0)3 286 81 65

**ANTWERPEN, Red Dragon Games:**  
St Katerijneveld 55, 2000, Tel: 0032 (0)3 231 71 61

**BLANKENBERGE, De Speelhof:**  
Langestraat 41, 8370, Tel: 0032 (0)50 41 49 23

**BRUGGE, Modelbouwcenter West-Vlaanderen:**  
Langestraat 163, 2000, Tel: 0032 (0)50 34 20 71

**BRUSSEL, Intertoys Laken:**  
110 Avenue Buissonnier, 1030, Tel: 0032 (0)2 298 71 41

**BRUSSEL, Intertoys Anderlecht:**  
S Dupuislaan 315, 1070, Tel: 0032 (0)2 523 84 79

**DENDERMONDE, Tip Top:**  
Moene, Sint-Gillistraat 75, 2000, Tel: 0032 (0)52 21 17 98

**DEURNE, The Gamesstore:**  
Van Duynstraat 144, 2100, Tel: +32 3 325 55 35

**GENT, Intertoys Gent:**  
Volendinstaat 17, 9000, Tel: 0032 (0)9 224 42 86

**GENT, Miniaturauto's Eeckhout:**  
Burgstraat 87, 9000, Tel: 0032 (0)9 224 17 98

**GENT, Lood & Spelen:**  
Burgstraat 43, 9000, Tel: 0032 (0)9 224 47 34

**GENT, Red Dragon Games Gent:**  
Overpoortstraat 116, 9000

**HALLE, Mishra's Playground:**  
Woodslootweg 104, 1500, Tel: 0032 (0)2 361 58 53

**HALLE, Top 1 Toys Halle:**  
Basilekstraat 66, 1500, Tel: 0032 (0)2 356 04 03

**HASSELT, Oberonn:**  
Kempische Steenweg 27, 3500, Tel: 0032 11 351 358

**HERENTALS, Play It:**  
Kortrijkstraat 11, 3500, Tel: 0032 (0)14 84 88 84

**IXELLES, Intertoys Ixelles:**  
104 Chaussee de Condoles, 1050, Tel: 0032 (0)2 514 17 03

**KORTRIJK, De Concorde:**  
Brugestraat 40, 8500, Tel: 0032 (0)56 37 05 65

**LOKEREN, De Geest:**  
Burgstraat 21, 3100, Tel: 0032 (0)9 348 49 50

**MERKSEM, Game Garden:**  
De Brédaban 276, 2170, Tel: 0032 (0)3 666 37 73

**MOL, Intertoys Mol:**  
Grand de Broquevillestraat 9, 2400, Tel: 0032 (0)14 32 06 24

**HEERLEPEL, Spelplein:**  
Egbeekstraat 10, 3910, Tel: 0032 (0)11 74 49 79

**OOSTENDE, Timms:**  
Vlaanderenlaan 48, 8400, Tel: 0032 (0)59 40 49 63

**OVERJISE, Intertoys Overjise:**  
Buissonnierslaan 10, 6000, Tel: 0032 (0)2 667 42 53

**ROESELARE, Black Border:**  
Stationsdreef 68, 8800, Tel: 051 20 83 00

**ROESELARE, Willi's World:**  
Henn Hornestraat 20, 8800, Tel: 0032 (0)51 24 84 15

**ST NIKLAAS, HQ:**  
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**WOLFFRAN, Intertoys:**  
19 Rue Royale, 7500, Tel: 0032 (0)69 21 42 22

**BULGARIA**

**SOFIA, Magic Worlds:**  
10300, Slivenskiy sg. 10

**SOFIA, MORA:**  
1303, Stredna Gora St. 133

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**CAKOVEC, Homo center:**  
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**OSIJEK, Land of Magic:**  
31000, Markar Center, Gacka 10 Tel: 00385 31275974

**OSIJEK, Zeldo:**  
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**RIJEKA, Game Master:**  
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**SPLIT, Land of Magic:**  
Kralja Zvonimira 15, 21000, Tel: 00385 21482249

**SLAVONSKI BROD, Lesic:**  
Sirovacka 7

**VARAZDIN, Land of Magic:**  
Kaciceva 5, 42000, Tel: 00385 42200161

**ZAGREB, Land of Magic:**  
10000, Frankopanska 22, Tel: 00385 148700077

**ZAGREB, Land of Magic:**  
10000, Radnicka 13, 0038514923917

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Za Poncasky branou 21, Tel: 00420 222312461

**PRAHA, Opti Doupe:**  
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**DENMARK**

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Friederiksborggade 5KL, 1360, Tel: 33122217

**AARHUS C, Dragons Lair:**  
Sct. Knuds Torv 3, 8000, Tel: 8619 0063

**ODENSE C, Dragons Lair:**  
Kongensgade 71, 81, St. 5000, Tel: 6591 9701

**ROSKILDE, Fantastic Rokkilde:**  
Allehelsgade 15, 4000, Tel: 4636 3548

**SLAOLESE, Fantastic Slagelse:**  
Skovsgade 6A, 4200, Tel: 5854 4086

**ESBJERG, Bunkeners:**  
Kongensgade 19, 8700, Tel: 7518 1199

**HELSINGOR, Hobby & Frtilid:**  
Roesenkjildevej 2, 3000, Tel: 4921 4542

**HILLEROD, Hobby & Frtilid:**  
Hosmervej 4, 3400, Tel: 4925 2816

**KOBENHAVN NV, Arana Kobenhavn:**  
Rennemestervej 80, 2400, Tel: 3833 5700

**NASTVED, Arena Nastved:**  
Ramshoved 17, 4700, Tel: 5554 6700

**RODovre, Mr Games:**  
Rindovre Slagelsevej 2610, Tel: 3672 0255

**AALBORG, Aalborg Hobby Service:**  
Nemsgade 18, 9000, Tel: 9812 1315

**AALBORG, Bag & ide Aalborg:**  
Nytorv 5, 9000, Tel: 9811 6611

**AALBORG SV, BO Bøger Aalborg:**  
Aalborg C-Center 106, 9000, Tel: 9879 1545

**AALBORG, EB Games:**  
Bispensgade 10, 9000, Tel: 9811 6543

**AALBORG, EB Games:**  
Hvidevej 452, 9030, Tel: 9815 7520

**AALBORG, Guns n' Games:**  
Danmarksgade 45, 9000, Tel: 8813 4280

**AARS, Ting og søger:**  
Sandergade 6, 9000, Tel: 9862 4552

**AABENRA, Leggekaden Aabenra:**

Storegade 17, 8200, Tel: 7462 2406

**ALBERTSLUND, Bag & ide Albertslund:**  
Slattonstovet 2, 2920, Tel: 4364 8877

**ALLEROD, Bag & ide Allerød:**  
Tjørnsvej 27, 3450, Tel: 4817 2770

**AARHUS C, EB Games:**  
M.P. Bruuns Gade 25, 8000, Tel: 8746 8000

**AARHUS C, EB Games:**  
Friederiksborg 26, 8000, Tel: 8741 6913

**AARHUS C, Goblin Gate:**  
Tjørnsvej 27, 3450, Tel: 8619 4311

**AARHUS C, Hobby House:**  
Nemsgade 51, 8000, Tel: 8612 0062

**AARHUS C, EB Games:**  
Vestergade 58, 8000, Tel: 8613 1788

**AARHUS, Bag & ide Aarhus:**  
Astas Center 2, 4550, Tel: 5965 0014

**BALLERUP, EB Games:**  
Ballercy Center 1, 2750, Tel: 4497 4422

**Bjerringbro, Bag & ide Bjerringbro:**  
Kongensvej 148, 2700, Tel: 3860 3628

**BRONSHØJ, Charlottes Legetøj:**  
Friederiksborg 26, 2800, Tel: 3860 3628

**CHARLOTTELUND, Bag & ide Charlottelund:**  
Jagersborg Alle 6, 2920, Tel: 3964 3840

**ESBJERG, Ebelt Hof boghandel:**  
Aalevej 48, 8400, Tel: 8624 1634

**ESBJERG, BO Bøger Esbjerg:**  
Kongsgade 33, 6700, Tel: 7512 1177

**ESPERGÅRDE, BO Bøger Espergærde:**  
Espergærde Center, Vestel Torv 2, 3060, Tel: 4913 1946

**FAKSE, Bag & ide Fakse:**  
Torvegade 14, 4940, Tel: 3671 3013

**FARUM, Bag & ide Farum:**  
Furum Bytorv 64, 3500, Tel: 4495 1225

**FREDERICIA, Bag & ide Fredericia:**  
Kongensgade 37, 7000, Tel: 7624 6969

**FREDERIKSBERG, EB Games:**  
Falkoner Alle 46, 2000, Tel: 3536 8099

**FREDERIKSBERG, Leggekaden Frederiksberg:**  
Gødmåsbvej 36, 2000, Tel: 3619 7025

**FREDERIKSHAVN, Bag & ide Frederikshavn:**  
Kongensgade 4, 9400, Tel: 6843 2361

**FREDERIKSHAVN, Roses Boghandel:**  
Søndergade 41, 8900, Tel: 9842 1454

**FREDERIKSSUND, Leggekaden Frederikssund:**  
Jernbanegade 31, 3600, Tel: 4738 3959

**FREDERIKSVÅRD, Hobby & Legetøj:**  
Søndergade 35, 3300, Tel: 4731 0245

**FREDERIKSVÅRD, Frederikssund Bøger & Papir:**  
Ostergade 1, 3600, Tel: 4731 0245

**GILLERLEJE, Lillys Legetøj:**  
Vestergade 9, 3250, Tel: 4830 3090

**GRENA, Bag & ide Grenå:**  
Tørvet 8, 8500, Tel: 8652 1933

**GREVE, BO Bøger Hundige:**  
Hundige Storceter, 2670, Tel: 4390 8008

**HADERSLEV, Leggekaden Haderslev:**  
Kongensgade 15, 3400, Tel: 7624 6969

**HADSTEN, Mosquito Cykel Center:**  
Kirkvej 1, 8370, Tel: 8698 0639

**HADSUND, Lorentz Nielsen Bag & ide:**  
Storegade 14, 9580, Tel: 9857 1833

**HELINGSØ, Schwartz Bag & ide:**  
Kongensgade 11, 19, 3000, Tel: 4579 4001

**HELINGSØ, Teaterbixen:**  
Frederiksborgvej 10, 3200, Tel: 2092 2991

**HELINGSØ, BO Bøger Helsingør:**  
Slungvej Plads 1, 3000, Tel: 4821 9600

**HERLEV, Bag & ide Herlev:**  
Herlev Bygade 2730, Tel: 4494 0477

**HERNING, BO Bøger Herning:**  
Bredgade 6, 7400, Tel: 9712 0747

**HERNING, Buddy Legetøj:**  
Herning Center, Markvej 17, 7400, Tel: 9722 0552

**HERNING, EB Games:**  
Dalgas Plads 7B, 7400, Tel: 9716 4600

**HERNING, Fægges Kalder:**  
Smallegade 12, 7400, Tel: 3510 1897

**HILLEROD, Leggekaden Hillerød:**  
Storegade 27, 3450, Tel: 8624 1634

**HJØRRING, Bag & ide Hjørring:**  
Strømgade 1, 9800, Tel: 8992 9998

**HJØRRING, Rossels Boghandel:**  
P. Nørhøjs plads 4, 9800, Tel: 9892 1744

**HOLBÆK, Geppels legetøj:**  
Smallegade 22 E, 3200, Tel: 5944 1888

**HOLBÆK, Storkflett Bag & ide:**  
Albøgade 31, 4300, Tel: 5943 0074

**HOLTE, Legetøjbutikken:**  
Høste midtvej 23, 1, 2840, Tel: 4546 1782

**HORSLETT, ABC Center:**  
Skovvej 16, 8543, Tel: 6699 5033

**HØRSENS, Bag & ide Hørsens:**  
Søndergade 30, 8700, Tel: 7561 1711

**HØRSENS, Leggekaden Hørsens:**  
Kongensgade 15, 8700, Tel: 8624 1634

**HØRSHOLM, GAD Harsholm:**  
Horsesholm 55 C, 2970, Tel: 4586 0408

**HUMLEBAK, Rodas:**  
Torpevej 4, 3050, Tel: 4919 1220

**KALUNDBORG, Koch's Bøger & Papir:**  
Kongensgade 27, 4450, Tel: 4921 9600

**KJELLERUP, ide & Hobby:**  
Søndergade 12, 8520, Tel: 8698 1326

**KOBENHAVN S, EB Games:**  
Friederiksborg 3, 2300, Tel: 3296 7552

**KOBENHAVN, BO Bøger Lynby:**  
Lynby Storceter 54, 2800, Tel: 3312 7172

**KOBENHAVN K, EB Games:**  
Nygade 3, 1164, Tel: 3332 0248

**KOBENHAVN K, Fentenss Bag & ide:**  
Fentenssvej 1, 1300, Tel: 3585 5277

**KOBENHAVN K, Fantask:**  
Skt. Pedersstrade 35, 1453, Tel: 3393 8538

**KOBENHAVN K, Bag & ide Fisketoret:**  
Fisketoret 133, 1550, Tel: 3335 0700

**KOBENHAVN S, Bag & ide Amager:**  
Amager Center 103, 2450, Tel: 3564 3066

**KØGE, Køge Bag & Papirhandel:**  
Nemsgade 12, 4600, Tel: 5665 0082

**KOLDING, EB Games:**  
Skovengen 42, 6000, Tel: 7550 1079

**KOLDING, B.O. Bøger K**

Afgabe 1, 7900, Tel: 9772-0700  
**NTKOBING SJ, Bog & ide Nyskbing Sj.**  
 Sjøvege 35, 4500, Tel: 591 61 66

**NTKOBING F, Hudehuzet**  
 Jernbanestrasse 33, 4800, Tel: 5496 0946

**ODDER, Legekaden Odder**  
 Rosens Glade 32, 8300, Tel: 8654 4276

**ODENSE C, EB Games**  
 Kongensgade 43, 5000, Tel: 6612 9829

**ODENSE C, BO Bøger Odense C**  
 Vestergade 69-81, 8000, Tel: 8611 4033

**ODENSE SO, BO Bøger Rosengårdscenter**  
 Rosengårdscenter 53 Gul Glågade, 5220, Tel: 6615 9928

**ODENSE SO, EB Games**  
 Odrupvej 75, 5220, Tel: 6935 0070

**RANDERS, Bog & ide Randers**  
 Brødregade 6, 8900, Tel: 8643 0810

**RANDERS, Byrge Sørensen Hobby**  
 Rindøvej 41, 8900, Tel: 8642 5614

**RANDERS, Randers Hobby Import**  
 Adelgade 13, 8900, Tel: 8643 3923

**RINGE, Fjords Bog & ide**  
 Kirkepladsen 2, 5750, Tel: 6262 1125

**RINGKØBING, Buddy Leget**  
 Aalgade 4, 8950, Tel: 8642 8606

**RINGSTED, Buddy Leget**  
 Nærgade 15, 4100, Tel: 5767 1480

**RISIKOV, Bog & ide Veilby-Risikov**  
 Ven Gærme Friisensvej 7, 8240, Tel: 8621 5329

**RODOVRE, B.O. Bøger Rødovre**  
 Redovvej Centrum 11B, 2610, Tel: 3641 0485

**RODOVRE, EB Games**  
 Redovvej Centrum 8B, 2610, Tel: 3672 1227

**RONNE, Dorthes Hobbytze**  
 Ronnevej 14, 3700, Tel: 8659 8429

**RONNE, William Dam Bog & ide**  
 Snøllevej 36, 3700, Tel: 5636 0167

**ROSKILDE, EB Games**  
 Rosenbergtorvet 4, 4000, Tel: 4637 1519

**ROSKILDE, Flensborg Bog & ide**  
 Rosenbergtorvet 4, 4000, Tel: 4635 5008

**ROSKILDE, Ønskeleg**  
 Aalgade 28C, 4000, Tel: 4632 3438

**SABY, Bøger & Papir Sabby**  
 Grønnegade 22, 9300, 9846 1644

**SKJERN, Bog & ide Skjern**  
 Jernbanestrasse 14, 6900, Tel: 9335 1666

**SILKEBORG, Bog & ide Silkeborg**  
 Vestergade 31-33, 8600, Tel: 8682 6287

**SILKEBORG, Byens Hobby & Fritid**  
 Sørgevej 49-51, 8600, Tel: 8681 5615

**SILKEBORG, Gutzene**  
 Flønskjoldvej 91, 8600, Tel: 0045 8761 1132

**SKAGEN, Legekaden Skagen**  
 Sct. Laurentijevs Gade 99, 9900, Tel: 9844 5465

**SKANDERBORG, Schmidt Bog & ide**  
 Aalgade 32, 8500, Tel: 8649 0627

**SKIBBY, Bog & ide Skibby**  
 Bymidtens 2, 4050, Tel: 4751 2502

**SKIVE, Jydsk Boghandl**  
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**SLAGELSE, Bog & ide Slagelse**  
 City 3 Jernbanestrasse 42, 4200, Tel: 3852 0015

**SLAGELSE, EB Games**  
 Vestjyskulecenter 4, 4200, Tel: 5852 1120

**SLAGELSE, Uldotien**  
 Nygade 2, 4200, Tel: 5830 5035

**SØRØ, Legekaden Sø**  
 Holberg anskuden 11, 4100, Tel: 5783 3705

**SONDERBORG, Bøgentret**  
 Pøriegade 77, 8400, Tel: 7442 2071

**SONDERBORG, Bog & ide Sønderborg**  
 Perlevej 15, 8400, Tel: 7442 1820

**ST HEDDINGE, Hobbystalden**  
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**STENLØSE, EB Games**  
 Stenløse Center, 3660, Tel: 4717 2500

**STENLØSE, Legekaden Stenløse**  
 Stenløse Center 48, 3660, Tel: 4717 3220

**STRUER, Hanne Madsen Bog & ide**  
 Odrupgade 14, 7600, Tel: 9795 0408

**SVENDBØRG, B.O. Bøger Svendborg**  
 Gamborgs Gade 26, 5750, Tel: 5617 2290

**SVENDBØRG, Fane & Hobby Hjemmet**  
 Klosterpladsen 7, 5700, Tel: 8221 3131

**TÅSTRUP, EB Games**  
 City 2, Bukk, 341 City 2, Bukk, 341, Tel: 4399 2245

**TÅSTRUP, Genbrugsbøger**  
 Karvevej 55, 0230, Tel: 8117 6115

**THISTED, Bog & ide Thisted**  
 Vestergade 14, 7700, Tel: 9792 0399

**THISTED, Buddy Leget**  
 Vestergade 4, 7700, Tel: 9792 1933

**TØNDER, Jelsen Bog & ide**  
 Storegade 5, 8270, Tel: 72 4341

**TORSHAVN, P/F Thomas Dam Wholesale**  
 Boks 2148, Faro Islands, Tel: 298311400

**VARDE, Bog & ide Varde**  
 Vestergade 18, 8800, Tel: 7632 9040

**VARSELØSE, Bog & ide Varseløse**  
 Bymidtens 45-47, 3500, Tel: 2981 31400

**VEDBÆK, Bog & ide Trørød**  
 Trørød Torv, Trørødvej 70, 2950, Tel: 4589 1328

**VELLE, B.O. Bøger Velle**  
 A-centret 10, Søndergade 216-200, 7562 0554

**VIBORG, Bøtte Bunker**  
 Jernbanestrasse 19, 8800, Tel: 8660 1740

**VIBORG, L. K. Bog & ide**  
 Sct. Malines Markeds 202, 8800, Tel: 8662 7762

**VIBORG, Schous Bog & ide**  
 Hølløvvej 5, 8800, Tel: 8725 7334

**VIBY, Rybner Bog & ide**  
 Viby Centret, 8260, Tel: 8611 9930

**VORDINGBORG, Legekaden Vordingborg**  
 Aalgade 63, 4700, Tel: 5534 0431

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**KARHULA, Eagle Card**  
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**KUOPIO, Crazy Station**  
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 Lahdeksentie 32, 37130

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**VALKEAKOSKI, Valkeakoskenkirja**  
 Kauppakatu 3, 37600

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**GIBRALTAR, Bon-Mou Hobbies**  
 16 Parliament Lane, Tel: 03559 74415

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 Themistokleous 52 & Thopokstou, Tel: 0030 210 5774344

**AETHENS, Action Hobbies**  
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**AETHENS, Fantasy Shop: Halandri**  
 Kolokotroni & Givi 6, Tel: 0030 210 6897396

**AETHENS, Fantasy Shop**  
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**AETHENS, Fantasy Shop: Ag. Pansarekvi**  
 Agiou Ioannou 24B, Tel: 0030 210 605312

**AETHENS, Fantasy Shop: Kifisia**  
 Drosini & D. Kryiakou 16, Tel: 0030 210 8016041

**AETHENS, Fantasy Shop: Pexarolia**  
 Pexarolia 116, Tel: 0030 210 4136757

**AETHENS, Fantasy Shop: Exarcheia**  
 Themistokleous 43-45, Tel: 0030 210 3828877

**AETHENS, Kaisa Amarousiou**  
 Konditi 7, Tel: 0030 210 6141675

**AETHENS, Kaisa Chess & Games**  
 Kalamitrou & Isipokratou 114-72, Tel: 0030 210 366488

**AETHENS, Kaisa Glyfadas**  
 Xonikou 4, Tel: 0030 210 8982 057

**AETHENS, Kaisa Halandriou**  
 Dokimias Plakomias, Tel: 0030 210 6898486

**AETHENS, Kaisa Monokeros**  
 Trias Septemvriou, Tel: 0030 210 8813 990

**AETHENS, Kaisa Pagratlou**  
 116-34, Pl. Messologiou 2-4, Pagrati, Tel: 00 30 210 7218 318

**AETHENS, Kaisa Peirala**  
 Ierissiatou 174-176, Tel: 0030 210 4296 636

**AETHENS, Kaisa Pigeaso**  
 Oloiv 22, Tel: 0030 210 5796707

**CHANIA, Kaisa Chanion**  
 73 100, 109 Kydonias St. Tel: 0030 2821088996

**CRETE, Fantasy Shop: Herakleion**  
 Irimenes 2, Tel: 0030 2810 301912

**CRETE, Kaisa Hania**  
 Kydonias 107, Tel: 0030 28210 89966

**HALKIDA, CD Corner**  
 Mikou 24, Tel: 0030 2221 087315

**KALLITHEA, Fantasy Shop Kallithea**  
 Irakleous 110a, Tel: 0030 29020 28796

**LARISA, Kaisa Larissas**  
 Koumoundourou 22, 0030 2410 537337

**MAROUSI, Bøtte Bunker**  
 Dionysou 9, Tel: 0030 219328387

**PATRA, Fantasy Shop:Patra**  
 Pantanessas 75, Tel: 0030 2610 221014

**PATRAS, Kaisa Patras**  
 Giannou & Simi 24, Tel: 0030 2610825632

**PERISTEROU, Kaisa Peristerlou**  
 Oloiv 22, Tel: 0030 2158796707

**PIREUS, Dragons Eye Store**  
 Flemingi 42, Keratsini, Tel: 00302 106920169

**THESSALONIKI, Fantasy Shop: Thessaloniki**  
 Pl. Navarou 2 & D. Gi. Goufaris, Tel: 0030 2310 240183

**THESSALONIKI, Kaisa Thessaloniki**  
 Volo 22, Sira 4, Tel: 00 30 2310 257 397

**VALOS, Fantasy Shop**  
 Giavara 98-100 & Galias, Tel: 0030 24210 28782

**HUNGARY**  
**KUOPIO, Silverfond**  
 1036, Lajos u. 40, Tel: 0036 125 04157

**BUDAPEST, Tröllbarlang**  
 106 3rd Floor, Tel: 0036 936 132 13279

**GYOR, Nework**  
 9021, Arany J. u. 13 II em, Tel: 0036 706 012 310

**MISKOLC, Dero**  
 3523, Deryne u. 7, Tel: 0036 464 11528

**SZOMBATHELY, Sarkanytuz**  
 9700, Kossuth L. u. 20, Tel: 0036 703 188 815

**SZEKESFEHVAR, Legenda Csarnoka**  
 8500 Ptery u. 40, Tel: 0036 703 857 926

**ZEZEGED, Calligreg**  
 6722, Gogol u. 15, Tel: 0036 203 371 501

**VEZSPREM, Sarkanytuz**  
 8200, Kossuth ul. 10a, Tel: 0036 705 984 130

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**REYKJAVIK, Nexus**  
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**ISRAEL**  
**HAIFA, Kitro**  
 Haifa grand mall, Tel: 00972 46503232

**HERZLIA, Freek**  
 Sokot 29, Tel: 00972 99589077

**RAMAT HASHARON, Topuh**  
 Olanek St., Tel: 00972 3604713

**RAMAT HASHARON, Topuh Fantasy**  
 Sokolov 30

**TEL-AVIV, Kitro**  
 Merkiz Isalei Haimelachta 12a, Tel: 00972 36299320

**TEL AVIV, Freek**  
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 Drozdykates str.15, 51226 Kaunas 31, Tel: 370 37763203

**MALTA**  
**MALTA, Forbidden Power**  
 83 Tmq Mirah Il-Barmen, Msida, Tel: 00356 21 227999

**MALTA, K Hobbles Ltd**  
 Misch Dam, Fgura Pils 13, Tel: 00356 21 686423

**NETHERLANDS**  
**GW AMSTERDAM**  
 Rokn 36, 1012 KJ, Tel: 0031 20 622 3863

**GW DEN HAAG**  
 Schoolstraat 128, 2511 AX, Tel: 0031 70 392 7836

**GW HAARLEM**  
 Gierstraat 29, 2011 GA, Tel: 0031 23 551 7677

**GW ROTTERDAM**  
 Van Oudekerkplein 452, 3012 AP, Tel: 0031 10 280 0286

**ARNHEM, Spelkwartier Arnhem**  
 Nieuwstad 34/36, 6811 BL, Tel: 0031 26 370 2028

**DEN BOSCH, De Dabbelsteen**  
 Hinthamstraat 90, 5211 MS, Tel: 0031 16 537 95 687

**BREDA, Modelbouw Lufthor**  
 Boschstraat 23, 4811 GA, Tel: 0031 76 521 8596

**LEEWARDEN, Spelplein**  
 Voorsteek 84, 8911 TH, Tel: 0031 58 213 1112

**LEIDEN, Vliegershops**  
 Turfmarkt 2, 2312 CD, Tel: 0031 71 513 2783

**MAASTRICHT, Vliegervuil**  
 Brusselsestraat 70, 6211 PG, Tel: 0031 43 265 1693

**ZWOLLE, Games-n-Stuff**  
 Diezerpoortplas 38, 8011 VX, Tel: 0031 38 421 0385

**ALKMARR, Bookers & Strippers**  
 Boerstraat 19, 1811 HP, Tel: 0031 72 512 1213

**ALMERE HAVEN, Fantasia**  
 Kerkgracht 41, 1354 AE, Tel: 0031 36 631 6017

**AMERSFOORT, Spellenwinkel**  
 Scherpenstraat 4-6, 3811 EA, Tel: 0031 33 470 0322

**ASSEN, Ploek**  
 Skatstraat 1, 9401 KV, Tel: 0031 59 231 3292

**BERGEN OP ZOOM, Big Boys Toys**  
 Lievevrouwestraat 23, 4611 JJ, Tel: 0031 16 425 0848

**DEN HAAG, Spellenhuis**  
 Van Streepland 84, 2518 GT, Tel: 0031 70 364 8742

**ENSCHDE, Pipelines**  
 Pipensstraat 34, 7511 GM, Tel: 0031 53 430 5727

**GROENINGEN, Krikke's Hobbyshop**  
 Nieuwe Weg 29, 9711 TE, Tel: 0031 50 312 9134

**NLWEGEN, Moeren & Mariken**  
 Van Vliedenstraat 70, 6511 MP, Tel: 0031 24 323 6119

**TILBURG, Labyrinth Tilburg/Breda**  
 Langestraat 176, 5038 SH, Tel: 0031 13 544 3700

**ALPHE, Saenberg Modelbouw**  
 Van Streepland 35, 7912 CV, Tel: 0031 54 681 2981

**ALPHE AAN DEN RIJN, Top 1 Toys Eric van Penne**  
 Hoofstraat 66-68, 2406 GL, Tel: 0031 17 247 2254

**AMSTELVEEN, Het Ganzenbord**  
 Parkweg 8-9, 1185 ZD, Tel: 0031 20 64 2652

**AMSTELVEEN, De Ornot Toy Special**  
 Rembrandthof 42, 1181 ZL, Tel: 0031 20 347 3344

**APELDOORN, Top 1 Toys - De Kinderdroom**  
 Oranjerij 156, 7311WG, Tel: 0031 055-5761098

**BERGEN OP ZOOM, Stripwinkel Gilles de Gout**  
 Beersstraat 4, 4611 RZ, Tel: 0031 16 424 7462

**BERGEYK, Wouters Technohobby**  
 Pankenstraat 31, 5571 CP, Tel: 0031 49 758 0248

**BUSSUUM, Bokx Modeltreinen**  
 Lanterweg 9, 1402 SA, Tel: 0031 35 891 8410

**DELFT, Top 1 Toys Speldorado**  
 Hoopvulstraat 21-25, 2611 HM, Tel: 0031 15 213 4516

**DEN BOSCH, Gemeeforce**  
 Vughtstraat 90, D2, Tel: 0031 8524 77 888

**DEVENTER, Knibbel Comics**  
 Oude Kerk 28, 7411 LM, Tel: 0031 57 661 6879

**DORDRECHT, Hobby Modelbouw Dordrecht**  
 Voorstraat 380, 3311 CX, Tel: 0031 78 631 2711

**EDE, Tinnen Soldaat**  
 Wassendijk 24, 8714 CS, Tel: 0031 31 865 3296

**EINDHOVEN, Gamesworld**  
 Willemstraat 17, 5611 HB, Tel: 0031 40 246 4391

**DEN HELDER, Proton Modelbouw**  
 Zuidermaat 36, 1781 BS, Tel: 0031 22 361 9068

**GLEEN, Tactica**  
 Ankerstraat 3, 8163 CJ, Tel: 0031 46 474 3016

**GOES, Fantus Fantasy Store**  
 Groene Waaide 16, 4461 JW, Tel: 0031 11 325 8174

**GORINCHEM, Netten Modelbouw**  
 Vrijmarkt 30, 4201 JV, Tel: 0031 18 363 6000

**GOUDA, Intertys v/d Wal**  
 Nieuwe Markt 70, 2801 GP, Tel: 0031 18 251 9525

**GOUDA, The Movie Store**  
 Lange Groendriestad 114, 2801 LV, Tel: 0031 18 252 2550

**GROENINGEN, Winwar**  
 Oude Kerk 19, 9712 AE, Tel: 0031 50 314 8424

**HENGLO, Top 1 Toys Mickey van Wezel**  
 Burg. Jansenplant 147, 7551 EC, Tel: 0031 74 291 2200

**HOORN, Hal Gele Teken**  
 Oude Kerk 35, 1621 BR, Tel: 0031 22 921 8623

**LEEUWARDEN, Brattinga Speelgoed**  
 St. Jacobstraat 4, 8911 HT, Tel: 0031 58 212 5662

**LEIDEN, Talkienwinkel**  
 Oude Kerk 125, 3714 AD, Tel: 0031 71 541 2324

**LEIDEN, Fireweek Warrior**  
 St. Agelstraat 26, 2312 CB, Tel: 0031 07 5130522

**LEYSDAT, Treinenhobby**  
 Oude Kerk 46, 8243 JE, Tel: 0031 32 025 3160

**MAASTRICHT, Hounje**  
 BurgessesteCorfoster 18, 6226 GV, Tel: 0031 43 363 6778

**NEUMEN, Schellens Speelgoed**  
 Panstraat 24, 6571 CD, Tel: 0031 40 283 2984

**OGESSTEED, De Tombe Toys for Boys... and Men**  
 De Kempenstraat 77, 2341 GS, Tel: 0031 71 571 2977

**OPJINEN, Spelkelder**  
 C, van Opjinenstraat 20, 4184 ES, Opjinen

**OULD-BEIJERLAND, Toprys Model-Hobby**  
 Croonstraat 35, 4825 AD, Tel: 0031 18 652 1931

**PANNINGEN, Mours Mout Janussen**  
 Markt 18, 4981 AN, Tel: 0031 077-4634569

**ROERMOND, Bloemboekle Hermien**  
 Nassaustraat 66, 6043 ED, Tel: 0031 47 532 1710

**ROOSENDAAL, Jadin**  
 Oude Markt 58, 4701 PM, Tel: 0031 16 555 7964

**SCHIEDAM, BTS**  
 Schiedamsingel 49, 3114 CB, Tel: 0031 10 473 8755

**SCHINDEL, Top 1 Toys Anniek**  
 Heeststraat 133, 5481 AD, Tel: 0031 077 477758

**SITTARD, Atomik Sittard**  
 Sittardstraat 19, 6131 AX, Tel: 0031 46 481 5074

**SLUIS, Top 1 Toys E. v/d Vijver**  
 Oude Kerkstraat 7, 4524 CT, Tel: 0031 11 746 1393

**SOEST, Top 1 Toys Soest**  
 V. Weesdijkstraat 16, 3711 CE, Tel: 0031 35 629 0444

**SPIJKENISE, Lord of Magic**  
 Spijkerstraat 7, 3201 AR, Tel: 0031 181 619061

**TIEL, Goblincave**  
 Zandvoornstraat 12, 4000 DZ, Tel: 0031 34 654 689

**TIJLEN, Goblincave**  
 Bradenplein 16a, 12401, GS, Tel: 0031 41 327 0682

**UTRECHT, Eft Fantasy Shop**  
 Oude gracht 207, 3511 NH, Tel: 0031 30 281 7157

**UTRECHT, Whoops**  
 Schouwweg 1, 3521, Tel: 0031 30 230 4123

**UTRECHT, Never Never Land (Wieder & Kugant)**  
 Oude Gracht 202, 3511 NR, Tel: 0031 30 233 2203

**VELSERBROEK, Mol Plastic Modelbouw**  
 Oude Markt 74, 5211 NL, Tel: 0031 77 354 8828

**VENLO, Modelbouw Lufthor**  
 Assendorpstraat 103, 8012 DH, Tel: 0031 38 422 10

**WAGENAAR, Top 1 Toys Kouwenhoven**  
 Langestraat 79, 2242 KK, Tel: 0031 70 511 0211

**WORMERVEER, Mini-Wonders**  
 Bovenhamstraat 1, 521 AT, Tel: 0031 75 840 161777

**WINTERSWIJK, Top 1 Toys Winterswijk**  
 Mesterstraat 90, 7101 EC, Tel: 0031 54 361 2827

**ZOETERMEER, RC-Pitstop**  
 Dorpsstraat 179, 2712 AJ, Tel: 0031 79 316 0560

**ZUPHTHEN, Vreemde Zoak**  
 Groene markt 2, 7201 HK, Tel: 0031 57 551 1566

**ZWOLLE, Beekenhof**  
 Assendorpstraat 103, 8012 DH, Tel: 0031 38 422 10

**ZWOLLE, Top 1 Toys - De Wit**  
 Diezerstraat 97/99, 8011 HD, Tel: 0031 038 4217176



**OSLO, Ringo Vinderen Leker**  
 Slendavli, 72, N-0373, Tel: 22490640

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**PORSØRUNN, EB Games**  
 Storgt. 70, 3902, Tel: 35512920

**RANDABERG, Ringo Sito**  
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**SANDNES, EB Games**  
 Kvardrat, Tel: 51631940

**SANDNES, O Soelend**  
 Langgatan 44, N-4031, Tel: 51661509

**SANDVIKA, Hobby Larsen**  
 Sandvika Storenter, N-1300, Tel: 67540107

**SKI, EB Games**  
 Jernbanestasjonen 6, 1400, Tel: 64867003

**SKI, Brjo Titt-Inn**  
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**SKIEN, Ringo Bjørns Leker**  
 Lartveit N3717, Tel: 35525209

**SOLA, Ringo Solo Gover og Leker**  
 Solakrossen, N-4050, Tel: 51651703

**SONGDAL, Ringo Songdal Glasomgasin**  
 Songdalen Storsenter, N-6851, Tel: 7671880

**SORTLAND, Ringo Bomsle Leker**  
 Skogdalen, N-8400, Tel: 75113374

**STAVANGER, Veslefrikk**  
 Skagen 12, N-4006, Tel: 51895232

**STAVANGER, Outland Stavanger**  
 Kolve g 2, N-4006, 51938080

**STOKMARKNES, Stokmarknes Aktietrykkeri**  
 Manegedgt. 12, N-9455, Tel: 76117750

**STRØMEN, EB Games**  
 Steppemveien 5, 2010, Tel: 83815422

**SURNADAL, Ringo Presangon**  
 Alnæsferieterrassen 4, N-6650, Tel: 71657485

**SYKKLIVYEN, Ringo Bilhandel**  
 Kykkelivien, 8239, Sykkelivien, Tel: 70251029

**TØNSBERG, Gledeshuset**  
 O. Langgata 47, N-3110, Tel: 92251707

**TROMSØ, Tromsø Bruktbutikk**  
 Kirkegt. 6, N-9006, Tel: 77869974

**TRONDHEIM, Avalon trendhel**  
 Munkelagten 58, 7011, Trondheim, Tel: 73520545

**TRONDHEIM, Tronderfrim**  
 St Olavs Gt 11, N-7012, Tel: 73520840

**TYNSET, Ringo Tynset Bokhandel**  
 Byngt. 2A, N-2500, Tel: 62480038

**VADSO, Brjo Vadso**  
 V. Andersenstgt. 4, N-9811, 78942229

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**BIALYSTOK, Department Gier**  
 ul. Legionowa 91, lok. 153, 15-281 Tel: 0048 857 993 360

**BIELSKO BIALA, Gnom**  
 43-300, Szkolna 15, Tel: 0048 338 124 686

**GDANSK, Spider Games**  
 ul. Dzwonizna 303 nr.2, 80-462, Tel: 0048 58 551 93 93

**GDANSKI, Fenris**  
 ul. Orkana 1, 83 000 Pruszcz Tel: 0048 600 960 005

**Gdynia, Futurax**  
 61-572, Waleriana Szekli 2D/Bib, Tel: 0048 587 811 180

**GDANSK, Iskra**  
 80-239, Miazynowska 16, Tel: 0048 585 201 952

**GLIWICE, Game Station**  
 ul. Bor. Gdansk Wyzwolenia 12, 44-100, Tel: 0048 504 255 194

**JELONIA GORA, Avalon Galeria Karzkoska**  
 ul. 1 Maja 27, 95500

**KATOWICE, Bard Centrum Gier**  
 42-049, Koszwicki 8, Tel: 0048 322 571 817

**KIELCE, Sklep RPG Gracz**  
 25-300, Miala 12 (w bramie), Tel: 0048 507 013 387

**KRAKOW, Bard Centrum Gier**  
 31-135, Batorego 20/17, Tel: 0048 126 320 736

**LODZ, Ajk Firma Ksiegarska**  
 90-100, Pictkowska 90, Tel: 0048 426 398 301

**LODZ, Gamedrol**  
 90-425, Pictkowska 101, Tel: 0048 631 1161

**LUBIN, Balrog**  
 59-300, Gloginska 9, 0048 602 714 813

**LUBLIN, Krzyz**  
 20-009, Kapucynska 6b, Tel: 0048 815 322 966

**NOWY SACZ, Hobbist**  
 333-100, Jagiellońska 50d, Tel: 0048 604 133 612

**OPOLE, HMS II Computers**  
 45-018, Krakowska 41a, Tel: 0048 774 547 413

**POZNAN, Bard Centrum Gier**  
 61-806, Sw. Marcina 41, Tel: 0048 618 538 277

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 ul. Zielona 1, Tel: 0048 615 036 82868

**SWIEBODZIN, Czempion**  
 Os. Poludniowa 39, 65-200, Tel: 0048 606229457

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 87-100, Szaroka 46, Tel: 0048 566 922 593

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**WARSZAWA, Sklep Marlon SC**  
 01-489, Powiatowców Strazki 124 Paw 185, Tel: 0048 602 276 219

**WARSZAWA, Warsaw Model Centre**  
 ul. Powiska 42/44, 02-903, Tel: 0048 22 602 305 070

**WARSZAWA, Warsaw Model Centre**  
 ul. Bihy Warszawskiej 1900 r. nr 4, Tel: 0048 228 224 646

**WARSZAWA, Warsaw Model Centre**  
 ul. Ostrobramska 75 c, Tel: 0048 226 113 796

**WROCLAW, Skavenbiel Centrum Gier**  
 ul. Ladna 15a, 50-353, Tel: 0048 600 426 971

**WROCLAW, Stan**  
 ul. Kryzka 16, 53-020, Tel: 0048 713 658 598

**WROCLAW, Bard Centrum Gier**  
 50-079, Ruska 40C (Pasaz), Tel: 0048 713 417 472

**WROCLAW, Ogryn**  
 50-052, Szewska 67, Tel: 0048 717 851 957

**ZIELONA GORA, Avalon**  
 DT Centrum, ul. Bomatarow Westerplaza 21A, 65-001

**ROMANIA**

**CLUJ-NAPOCA, Otelo**  
 Regeste Faircourt, 7, 400429, Tel: 00 4072 720698

**RUSSIA**

**KRASNOGAR, Alegris-Jug (South)**  
 Krasnaya st, 043, Tel: 008612 730031

**MINSK, Valahonovich ent**  
 Jahn Kolos at Exhibition center OLYMP, Tel: 008209 835612

**MINSK, Valahonovich ent**  
 Mashovaya av b4, Palace of Sports, second floor, Tel: 008029 6548426

**MOSCOW, Alegris**  
 Metro station Altekshinskaya Prospekt Mira 103, Tel: 70362168125

**MOSCOW, Alegris**  
 Metro station Dublanka, Masnickaya St 201, Tel: 70959283337

**MOSCOW, Urfin Juice**  
 Metro "Ulitsa 1905 goda" Zverogorskogo shosse 4, Tel: 70427648265

**NORILSK, No Style Mirco**  
 Komarskoiyaya st, second floor, Dom Byta, 127 474, Tel: 008029 6548426

**NOVOSIBIRSK, Icehammer**  
 Krasnyy av, 850, Dom Byta

**SARATOV, Detsky Mir**  
 Kinoy av, 643, Detsky Mir, second floor, gallery, Tel: 709427648265

**ST PETERBURGH, Art-Miniatures**  
 Sedova st, b11, third floor, trade center Evrika, Tel: 00812 3321828

**TAMBOV, Hobby and Igrushki**  
 Internationalnaya st, b54-b, Torgoviy Mir, Tel: 0075 2728811

**SERBIA-MONTENEGRO**

**BELGRADE, Exit Hobby Store**  
 Cika Lubina 1, Tel: 00381 11 62 78 27

**BELGRADE, ANET Hobbystore**  
 Vrsnjanska 6, 11000, Tel: 00 381 11 3612 525

**BELGRADE, ANET Hobbystore**  
 11000, Zvezdarska 1a, Tel: 00381 112652236

**BELGRADE, White Dragon**  
 11000, Vojvode Mirkica 44, Tel: 00 381 83827222

**NOVI SAD, Valhalo**  
 21000, Masarikova 18, Tel: 00 381 21315538

**NOVI SAD, Dragon**  
 21000, Kralje Aleksandra 4, Tel: 00 381 636 24038

**PODGORICA, Neutron Podgorica**  
 Trg Republike 1, 20 381 69 360 659

**ZRENNIN, Tekedo**  
 23000, Sarajlijska 5, Tel: 00 381 2364572

**SLOVENIA**

**LIUBLJANA, Crna Luknja**  
 1000, Poljanaka 19, Tel: 00386 012802220

**LIUBLJANA, Pri Golobu**  
 1000, Dolenska Cesta 11, Tel: 00386 40833230

**SOUTH AFRICA**

**BLouMFONTAIN, The Dungeon**  
 13 Short Street, 9301, Tel: 0027 51 447 2034

**CAPETOWN, The Boys and Mens Hobby Shop**  
 Shop 123, Tiger Valley Shopping Centre, Tel: 0027 21 814 868

**CAPETOWN, Wizards**  
 Shop C19, Sijmies on the Main Road, Tel: 0027 216830360

**DORINGKLOOF, Battle Planet**  
 No. 4WBH Centre, 177 Cecilia Street, Tel: 0027 8245 93933

**DURBAN, The Hobby Specialists**  
 Shop F174, Gateway Shopping Centre, nr.1 Palm Boulevard, Umhlanga Ridge, New Town Centre, Umhlanga, Tel: 0027 31 564 9706

**DURBAN, Wizards Warehouse**  
 Shop L18, Widdowsons Centre, 163/177 Widdowson Road, Morningside, 4001, Tel: 0027 31 312 8271

**GAUTENG, Wizards Warehouse**  
 Shop G4, Colony Shopping Centre, 0345 Jahn Smuts Avenue, Craighall Park, 2196, Tel: 0027 11 860 9252

**JOHANNESBURG, Esswex Retail**  
 Shop 20a Northoff Centre Shopping Centre, Tel: 0027 11 8683619

**JOHANNESBURG, Wizards Warehouse**  
 Lower Level, Eden Vale, Tel: 0027 21 683 0360

**LINMEYER, Dragons Den**  
 203 Peter Avenue, Tel: 0027 892 824 4124

**PRETORIA, The Smelly Troll**  
 297 Lynnwood Road, Tel: 0027 0833 079107

**RANDBURG, Oherland**  
 Shop 513 S. Brinkman, Rabatville Rd. Tel: 0027 11944517

**RUSTBERG, Quantum Books & Games**  
 Boschdallaand 309/10, HeienJoseph Drive, 0300, Tel: 0027 683 292 9373

**SOUTH-AFRICA, Battle Planet**  
 No 4 WBH Centre, 177 Cecilia Street, Tel: 00 27 824599333

**SWEDEN**

**GW GÖTEBORG**  
 Kungälvsgatan 28, 411 19, Tel: 0046 311 33 956

**GW STOCKHOLM**  
 Regeneringsgatan 30, 111 53, Tel: 0046 8 213 840

**GÄVLE, Hobbyshoppen**  
 Drottninggatan 25, 80311, Tel: 026186299

**UMMÅ, Fantasijs**  
 Storgatan 44, 903 26, Tel: 090770360

**ESKILSTUNA, Lassus Leksaker**  
 Kungälvsgatan 21, 632 20, Tel: 0186130335

**KARLSTAD, Spel och Fantasi**  
 Kungälvsgatan 6, 65224, Tel: 034 15 10 70

**MALMÖ, Utropio, Malmö**  
 Regementsgatan 6, 211 42, Tel: 040 127250

**NORRKÖPING, HobbyPhonon**  
 Drottning 18, 602 24, Tel: 011162120

**NORRKÖPING, Lekhuset**  
 Jörntgatan 21, 602 23, Tel: 011287070

**NORRTÄLJE, Fantasiutiken**  
 Bjälltorpsvägen 8, 761 32, Tel: 0176 57400

**STOCKHOLM, Science Fiction Bokhandeln**  
 Västerlång Gatan 48, 111 27, Tel: 082195052

**SUNDSVALL, Orionspel och böcker**  
 Köpmangatan 23, 852 32, Tel: 060159947

**UPPSALA, Pristyndet**  
 Kungälvsgatan 39, 753 21, Tel: 018106606

**VÄSTERÅS, Zetterlunds**  
 Storgatan 33, 722 12, Tel: 021 10 44 91

**VÄXJÖ, Helges Hålo**  
 Klosterg. 4, 352 30, Tel: 08715 25 01

**ALVESTA, Lek & Hobby**  
 Kuskvägen 5, Torggatan 2, 342 33, Tel: 047213750

**ÄNGELHOLM, Leksamagasin**  
 Framtidsgatan 1, 282 84, Tel: 0431 85827

**ÄRIKA, Perry Datto**  
 Köpmangatan 4, 87131, Tel: 057010669

**ASARUM, Lek & Fritid**  
 Grienvägen 2, 374 52, Tel: 0454329906

**ÅVESTA, Vega Video**  
 Xungälvsgatan 16, 774 30, Tel: 022680078

**BOLLNÄS, Torgboden**  
 Västra Stalongsngatan 8, 821 43, Tel: 02786113004

**BOÅRS, EB Games**  
 Kvalenaren, Skaraborgsvägen, 50630, Tel: 033105610

**BOÅRS, EB Games**  
 Stora Borggatan 7, 503 30, Tel: 033126710

**BOÅRS, Hobbex**  
 Skaraborgsvägen 62-64, 506 30, Tel: 033418380

**BORLÄNGE, EB Games Borlänge**  
 Kuppen 16, 781 70, 024380860

**DANDERYD, Leksakshuset**  
 Mörbj. Centrum, 182 31, Tel: 0862260228

**DEGERFORS, Buskul**  
 Äggsgatan 2, 693 20, Tel: 00 46 586 92 034

**ESKILSTUNA, EB Games**  
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**ESKILSTUNA, Barmens Hus**  
 Folketslätan 40, 635 10, Tel: 016481136

**FALKÖPING, MysPs**  
 Storgatan 22-26, 521 42, Tel: 051561150

**FALKENBERG, Brjo Falkenberg**  
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**FALLUN, Tv-spelbörsern**  
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**FARSTA, EB Games**  
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**FINSPÅNG, Allihök**  
 Bergslagsgator, Kalkugnsngatan 1, 812 30, Tel: 012214120

**FÄRJESTADEN, Leksamagasin**  
 Örnads Kåpstad, 386 31, Tel: 048534570

**GISLAVED, Albe Leksaker**  
 Södra Storgatan 10, 332 33, Tel: 037110733

**GILLVÄRE, Lekta**  
 Metall Vägen 14, 982 38, Tel: 037065610

**GUSTAVSBORG, Lilla Guls Barmstgheter**  
 Gustavsberg Centrum, 134 40, Tel: 0857036800

**GÄVLE, EB Games**  
 Nian - Drottninggatan 9, 803 20, Tel: 026-129 800

**GOTEBORG, EB Games Göteborg**  
 Järntorget 4, 413 04, Tel: 031241458

**GÖTEBORG, EB Games Göteborg**  
 Femmanhuset, 411 06, Tel: 031150366

**HALMSTAD, EB Games Halmstad**  
 Drottning Kristina Passagen 19, Tel: 035128260

**HALMSTAD, Brjo-Halmstad**  
 Storgatan 6, 302 60, Tel: 035159175

**HUDIKSVALL, Albins Leksaker**  
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**HÄRNösAND, Escape Data**  
 Bergsgatan 6, 871 20, Tel: 061115956

**JÄRFÄLLA, Hobbex**  
 Flygvärdar, 17538, Tel: 0568018091

**JÄRFÄLLA, EB Games**  
 Västtråket, 177 30, 858033200

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**JONKÖPING, EB Games**  
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**JONKÖPING, Play Planet**  
 St Göransvägen, 56454, Tel: 036122834

**KALMAR, Ojtoy**  
 Skeppstorg 12, 392 31, Tel: 048022002

**KALMAR, Kalmar Lek & Hobby**  
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**KARLSHAMN, Leksakshuset**  
 Ronnygt. 37, 374 35, Tel: 045410381

**KARLSKOOGA, Leklädan**  
 Bergsgatan 17, 691 31, Tel: 059633333

**KARLSKRONA, Fact & Fiction**  
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**NORRÅKER, Leksakshuset**  
 Lallestedsgrd. 37, 154, Tel: 045524082

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 Drottninggatan 21, 452 24, Tel: 045-183 010

**KARLSTAD, EB Games**  
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**KATRINEHOLM, Leksakshuset**  
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**KISTA, EB Games**  
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**KIRUNA, Lekhuset**  
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**KÖPING, MD Hobby**  
 Skelligatan 7, 73732, Tel: 0736026178

**KRISTIANSTAD, Spel På Vallgatan**  
 Östra Vallgatan 2, 291 31, Tel: 0441100791

**KUNGÄLV, Lek & Hobby**  
 Västra Gatan 62, 442 31, Tel: 03313940

**KUNGSBACKA, Lek & Hobby**  
 S. Torggatan 6, 434 30, Tel: 030004136

**KUNGSBACKA, EB Games Kungsbacka**  
 Kungälvsgatan 434 24, Tel: 030071240

**LAHOLM, Leksakslaffären**  
 Trädgårdsgatan 14, 31222, Tel: 043010069

**LANDSKRONA, Leksakshuset**  
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**LERUM, Älveken**  
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# FUEL FOR THE FURNACE

Your mighty missives as read by Grombrindal himself!



## GROMBRINDAL'S PICK OF THE MONTH

I just recently received the following from a Dwarf neighbour. I have extracted the main point from his lengthy scroll as follows:

A17 ΓRHHBRYYTW  
 EK KHHYK KYHHKS. BYH KHHYKMYHM7KH  
 CKK4DK YS "GEUDGE". KYHYKADYTY.  
 YH1 KDSMK. KYNYARBYTY.

Apparently, he was upset about the spelling on the backpage of WD311. He claims... well, simply not believable... but that it says, "Never forget a geudge" and that some "manling" has transposed the 'e' and 'r' because they are adjacent runes within the Dwarf tome (page 73!). Translated, his scroll runs to 15 pages, 14.5 of which are baseless insults. Nevertheless he was adamant that I send a message to you via "the mail". Since he was sharpening his axe and threatening to deliver it personally, I felt it wise.

David Nicolas.

PS I am sure Grombrindal's mother did have a beard – such baseless accusations.

*Will we ever hear the end of this! – Owen.*

### Stand and deliver

I play Wood Elves, amongst other armies, and my regular opponent fields various combinations of greenskins against me. A couple of versions of Warhammer ago, when the Wood Elves were first released (!), he charged a unit of 12 Gobbo Wolfriders against a line of 18 Glade Rider Archers during a battle. I chose to Stand and Shoot and had incredible luck, mowing down 11 of the unlucky greenskins with more 5's and 6's than you can shake a stick at! His remaining rider, the Champion, with a capital "C", rolled double 1 for his panic test and charged into my Elf Champion, shouting out a challenge. I accepted and he hit me with every attack he had, including the wolf, for Orion's sake! Not only hit, but wounded too. Every dice was a winner. Then I got to save, only I didn't, not one wound. After a moment of stunned silence from both sides, we counted

up the combat results. Guess what? Even with the bonus for outnumbering, I lost the combat. No Standard Bearer or Musician or rank bonus – it was one long line of riders against another. Then I rolled double 6 to compound the Wood Elves' shame, and as they were only a matter of six inches from my table edge and had to roll three dice to determine distance retreated, you can picture the inevitable result...

One Gobbo Champion vs eighteen of Orion's finest? No contest. Hope this brings a smile. I truly fear those little green fellows, for I know of what they are capable of. Aaargh, Doomdivers!

Paul 'Kipper' Sowerbutts.

*If only Guy had the same luck as your friend! – Owen*

### Brothers of the Sun

I took a trip to my local GW Hobby Centre (Eastbourne). Ignoring my fiancé's comments, I proceeded to grab as many brushes, paints and Space Marine miniatures that I could afford and started painting again after a break of twelve years.

My army (The Brotherhood of the Sun) now consists of 44 miniatures and 7 vehicles. People that have seen my figures have

said that I should send some pictures in. I am not sure how they compare to others hobbyist's models, but decided to pluck up the courage and e-mail you anyway.

Paul Noble.

*Considering you've had a twelve year break, these are really good for a first army. Your fiancée is now a Games Workshop widow I hope you realise – Owen*



The Brotherhood form a heavily armoured line.

### Quad-mania

Been reading through the WD letters page and at the mention of the possibility of hobbyist's models being featured in Doc Butcha's Clinic, I couldn't resist sending in a few pictures of my Imperial Guard Rough Riders on quad bikes, in the hope they are of

sufficient quality. Hope they prove an interesting glance, if nothing else.

J. Townshend.

*Great quad bikes! Might 'borrow' your idea for my drop troops ;) – Owen*



Battling buggies of the Imperial Guard.

### WHISPERS FROM THE WARP...

Rob Hlott... messages forwarded. Thomas Bradley... soon you'll get a whole lot of what you want! Joseph Barker... have you seen the Tyranid homepage online? Matthew Macdonald... exciting scenario. Niall Gallagher... that's a lot of cocktail sticks. Aldo Stocco... simple, don't be biased and do what you'd do and let the dice do the talking. Janusz Urbanski... glad you like The War of The Ring. Otto Ekman... Arena of Death is generally character vs character match ups. Jay Gallagher... works for most, not for some. Perry Humphreys... the Mines of Moria boxed set is your answer. George Fry and Tom Bond... Ultramarines were out at the time and try the website. Daniel Brock... it'll never happen. Richard Potrowski... please write to the Black Library. Josh Malkinson... yes, yes and yes to the latter!



## WHITE DWARF PAINT STATION

What the team are painting this month.



Owen Rees

**Owen:** As well as playing the superb White Dwarf Mordheim campaign, this month I have also been

playtesting my Imperial Guard against friend Jonathan Carter's Witch Hunters

for the 40k GT Final. Switching my Hellhound for two Sentinels with lascannons turned out to be more flexible and deadly and I scored a Solid Victory against an army I have always struggled against.

I've also been painting Red Scorpion tanks for Forge World's next book, Imperial Armour IV: The Anphelion Project. Here's how the Rhino turned out.



Rik Turner

**Rik:** Last month (i.e. way back in November), all my hard work painting Blood Ravens finally paid off, as I gathered

together the finished army of Space Marines and headed for the Sabbat Crusade Campaign Weekend.

Based on the planet of Solypsia, located in the Sabbat Worlds, the forces of Chaos have undermined the local government, turning the population against the Emperor. Refusing to let this heresy go unpunished, a task force of the Imperium's finest launch a sudden and massive counter-strike.

The event itself was truly awesome and over the course of the weekend I played many games of which, I am pleased to say, I managed to win more than lose or draw. You can read a full account of the weekend and the results of the games played, together with the conclusion to the story of Solypsia, at the address below:

Finally, during this festive season, the guys at head office organised a painting competition with a winter theme – paint a miniature with a snowy base. You can see my entry below – gotta love those Dwarfs...



[www.games-workshop.co.uk/campaignweekends](http://www.games-workshop.co.uk/campaignweekends)



Nick Kyme

**Nick:** Battles a go-go this month. Smoke is still rising off my dice; I've played that many games. First up – to the streets

of Mordheim. Owen and I paid a visit to the Chelmsford Bunker and duked it out in a practice game in anticipation of our WD Mordheim campaign. On the subject of said campaign, I've fought all my battles with my Witch Hunters and the Mordant Men have been victorious on every occasion! So, now I'm pooling my gold crowns for a few tasty hirelings...

There's been blood on the streets, but carnage on the Warhammer

battlefield too as Karak Kyme took on an old foe in the form of Gareth Hamilton at his favourite gaming club, Gobstyks. Alas, the Dwarfs – who teamed up with fellow Dwarf player Will Platten – were defeated by an Empire force commanded by Gareth and team mate, Pete Delafield – bah!

I was back to winning ways with 40K though as, yet again, I fought my brother with my Necron horde and came out on top. There were a few hairy moments and it was such a good game that I've devised a new colour scheme for the flayer horde – hopefully, you'll see some examples soon...

Watch the Community pages in future issues for full reports on the Chelmsford Bunker and Gobstyks.



Christian Byrne

**Christian:** The lure of Chaos has once again proven too strong to resist. I have returned to my first love, the Black Legion! This

army was looking tired and dull, so I have decided to spruce them up with a fresh coat of paint and a revamped army list. More to follow on them.

Like Rik, I have entered the painting competition here at head office and decided to paint this old Games Day Wolf Priest.



Nick is so confident in the curse of the WD Editor, he's not even looking at the game.



The revamped Black Legionaries, these three will soon be joined by many more.

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Dogs of War Giants, Orc Giants, Chaos Giants and more are rampaging across the land and next month, and we take one giant step for Warhammer as we provide the lowdown on this new beast.

With tanks and the Vespids for Warhammer 40,000, Heroes of Rohan and The Fall of the Necromancer Preview for The Lord of the Rings, there's a lot to get excited about next month!



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- **The Fall of Medusa V** – News of our upcoming Warhammer 40,000 summer campaign.
- **Tau Tech** – Getting to grips with Tau technology as we show you how to model Tau tanks.



### THE LORD OF THE RINGS

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- **Warhosts of Middle-earth** – How to go about theming opposing armies in The Lord of The Rings.
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*All information correct at time of going to press.*

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