

OUT THIS MONTH! The Lord of the Rings Fall of the Necromancer

WHITE DWARF

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OF THE
RINGS**
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Games Workshop's Monthly Miniatures Magazine



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MEDUSA V



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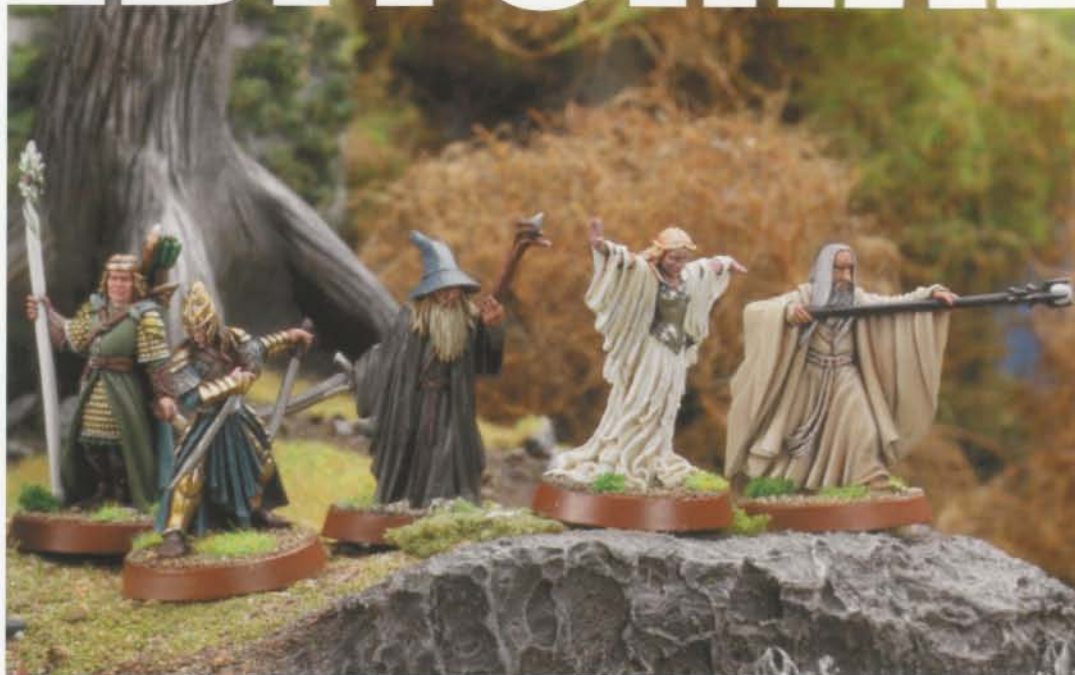
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EDITORIAL



Before the War of The Ring, a great evil stirred in the depths of Mirkwood...

The Fall of the Necromancer supplement allows you to follow the struggle of the heroic White Council as they strive to oust the wicked Necromancer from the once-pure glades of Mirkwood, only to discover that he is none other than Sauron himself!

Set before the events in the books and films, Fall of the Necromancer details a time when Sauron had not yet regained his full strength after being defeated by the Last Alliance of Men and Elves. Taking up residence in Dol Guldur, he transformed the southern part of the forest into a place of horror, casting a pall over the rest, giving Mirkwood its name.

Though weakened, the Necromancer version of Sauron is rock hard in a fight, and has plenty of evil new minions to do his bidding, including the fantastic Castellans of Dol Guldur – brilliant models that ooze menace – and loads of new beasts. But fear not, do-gooders, there's a whole host of new Elves out too (hmmm, don't trust 'em myself) to do battle with the Necromancer's servants.

Grombrindal, The White Dwarf

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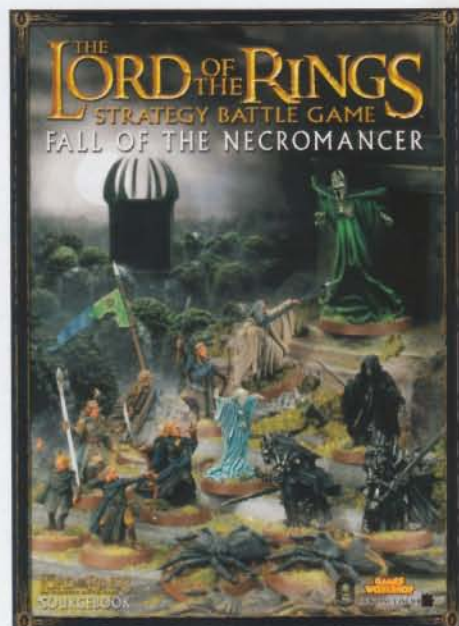
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Fall of The Necromancer components and Cities of Death advance order!

FALL OF THE NECROMANCER

NEW SOURCEBOOK

Relive the White Council's struggle against the Necromancer. Includes multiple scenarios, background on Wood Elves and Mirkwood, hobby tips and more!



THE LORD OF THE RINGS

STRATEGY BATTLE GAME

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48 page Sourcebook

FALL OF THE NECROMANCER		£8
Sweden	Kr120	Denmark Kr100
Norway	Kr120	Euro €13
Product code: 60041499015		
Written by Matthew Ward and Pete Haines		

ON SALE MAY 6TH*

*Released 13/05/06 in Northern Europe.

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WOOD ELVES



NEW PLASTIC MODELS!

This box set contains 24 plastic Wood Elves armed with a selection of weapons

WOOD ELVES

Sweden	Kr180	Denmark	Kr150	£15
Norway	Kr180	Euro	€20	

Product code: 99121499015

Sculpted by Alan Perry and Michael Perry

ON SALE MAY 6TH*

*Released 13/05/06 in Northern Europe.



THE WHITE COUNCIL

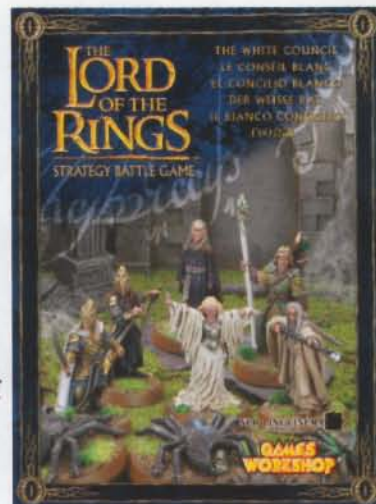
THRANDUIL



CÍRDAN



SARUMAN THE WHITE



GLORFINDEL
LORD OF THE WEST



ERESTOR



GALADRIEL
LADY OF THE GALADHRIM

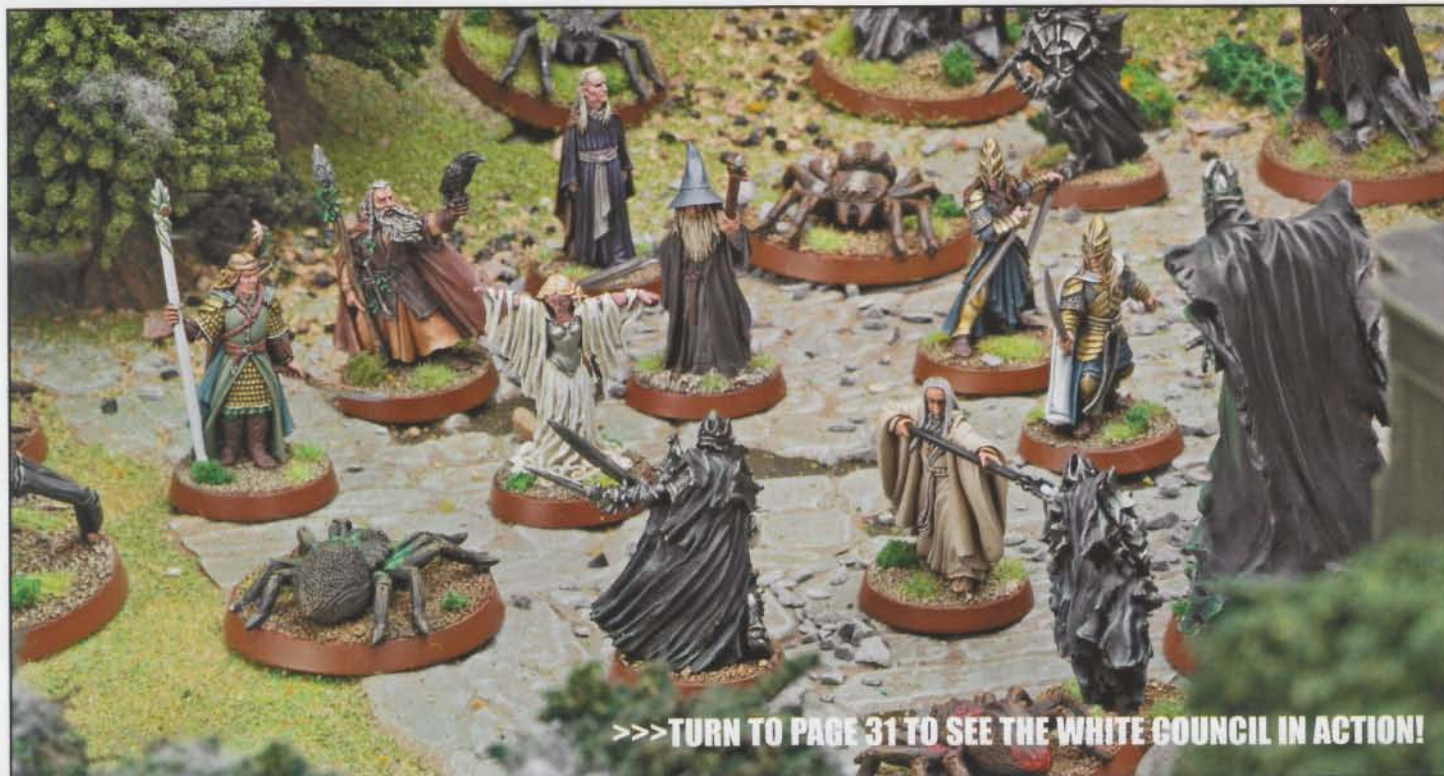


This box set contains Thranduil, Círdan, Saruman the White, Glorfindel – Lord of the West, Erestor, and Galadriel – Lady of the Galadhrim.

THE WHITE COUNCIL £20
Sweden Kr300 Denmark Kr250
Norway Kr300 Euro €35
Product code: 99111499058
Sculpted by: Juan Diaz

ON SALE MAY 6TH

*Released 10/10/06 in Northern Europe.



>>>TURN TO PAGE 31 TO SEE THE WHITE COUNCIL IN ACTION!

CASTELLANS OF DOL GULDUR



This blister pack contains
two Castellans of Dol Guldur

CASTELLANS OF DOL GULDUR £7
Sweden Kr100 Denmark Kr90
Norway Kr100 Euro €11
Product code: 9906146602401
Sculpted by: Gary Morley

ON SALE MAY 6TH

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GIANT BATS



GIANT SPIDERS

This blister pack contains
two Giant Spiders

GIANT SPIDERS £6
Sweden Kr85 Denmark Kr75
Norway Kr85 Euro €10
Product code: 99061466023
Sculpted by: Trish Morrison

ON SALE MAY 6TH

*Released 27/05/06 in Northern Europe.



This blister pack contains
one Giant Bat swarm

GIANT BATS £5
Sweden Kr70 Denmark Kr60
Norway Kr70 Euro €8
Product code: 99061466022
Sculpted by: Trish Morrison

ON SALE MAY 20TH

*Released 27/05/06 in Northern Europe.

WOOD ELF COMMAND



This blister pack contains
one Wood Elf Hero and one
Wood Elf Banner Bearer

WOOD ELF COMMAND £6
Sweden Kr85 Denmark Kr75
Norway Kr85 Euro €10
Product code: 99061463028
Sculpted by: Gary Morley

ON SALE MAY 6TH

*Released 10/06/06 in Northern Europe.



VOSTROYANS

VOSTROYAN PLATOON



This box set contains:

One Vostroyan Officer with belt pistol,
two Vostroyan Sergeants with laspistols,
one Vostroyan vox-caster,
one Vostroyan medic,
one Vostroyan las cannon team,
one Vostroyan Mortar team,
one Vostroyan with grenade launcher,
one Vostroyan with flamer,
two Vostroyans with plasma guns,
twelve Vostroyans with las rifles,
and three Vostroyan casualties.

VOSTROYAN PLATOON

Sweden Kr750 Denmark Kr650
Norway Kr750 Euro €80

Product code: 99110105199

Sculpted by: Dave Thomas, Mike Anderson,
Seb Perbet and Felix Paniagua.

ON SALE APRIL 29TH

OFFICER



SERGEANT



VOX CASTER



SPECIAL WEAPONS



GUARDSMEN



HEAVY WEAPONS TEAMS



>>> MORE ON PAGE 44



The Vostroyans are an all-metal Imperial Guard regiment, whose elite status can be represented using the Doctrines system.

Coming soon: Vostroyan Regiment, Vostroyan Command Squad and Vostroyan blisters!

TAU EMPIRE

COMMANDER SHADOWSUN

TAU SPECIAL CHARACTER

Includes head variant



This box set contains
one Tau Commander
Shadowson, one Command-link
Drone and two Shield Drones

TAU COMMANDER SHADOWSUN £15
Sweden Kr250 Denmark Kr200
Norway Kr250 Euro €27,5
Product code: 99110113017
Sculpted by: Mark Harrison

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TAU SKY RAY



**This box set contains
one Tau Sky Ray**

TAU SKY RAY	£25
Sweden Kr300	Denmark Kr250
Norway Kr300	Euro €35

Product code : 99120113010
Sculpted by: Tim Adcock, Mark Harrison and Alan Perry

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WARHAMMER 40,000

MAY 13TH **IMPERIAL CITY**

Cities of Death, our new Warhammer 40,000 supplement, comes out next month, but you can get a whole big box of ruin frames if you buy the Imperial City set. If you do this, not only do you get your new buildings early, and get enough to make an entire city, you also stand to make a substantial saving! The Studio White Dwarf team put together this city in an afternoon, a great way to spend some time with your mates and get an entirely new battlefield!

**This box set contains
AN ENTIRE RUINED IMPERIAL CITY!**

Imperial City		£100	
Sweden	Kr1500	Denmark	Kr1250
Norway	Kr1500	Euro	€160

Product code: 99120199007

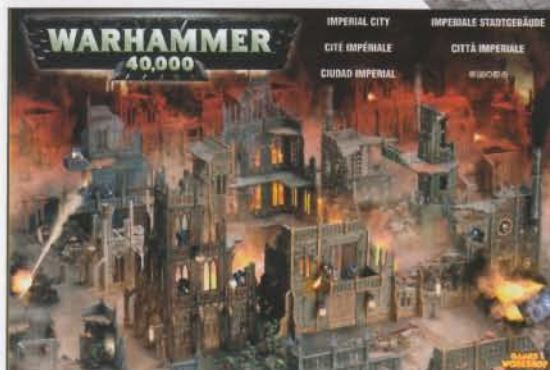
ON SALE MAY 13TH

*Released 13/05/06 in Northern Europe.



SAVE £40*

**BATTELMAT
OUT NEXT MONTH!**



**ENOUGH FRAMES TO
MAKE UP TO TEN
RUINED BUILDINGS!**

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RUINED BUILDING SETS

Even after assembling our city, we still had all this left!



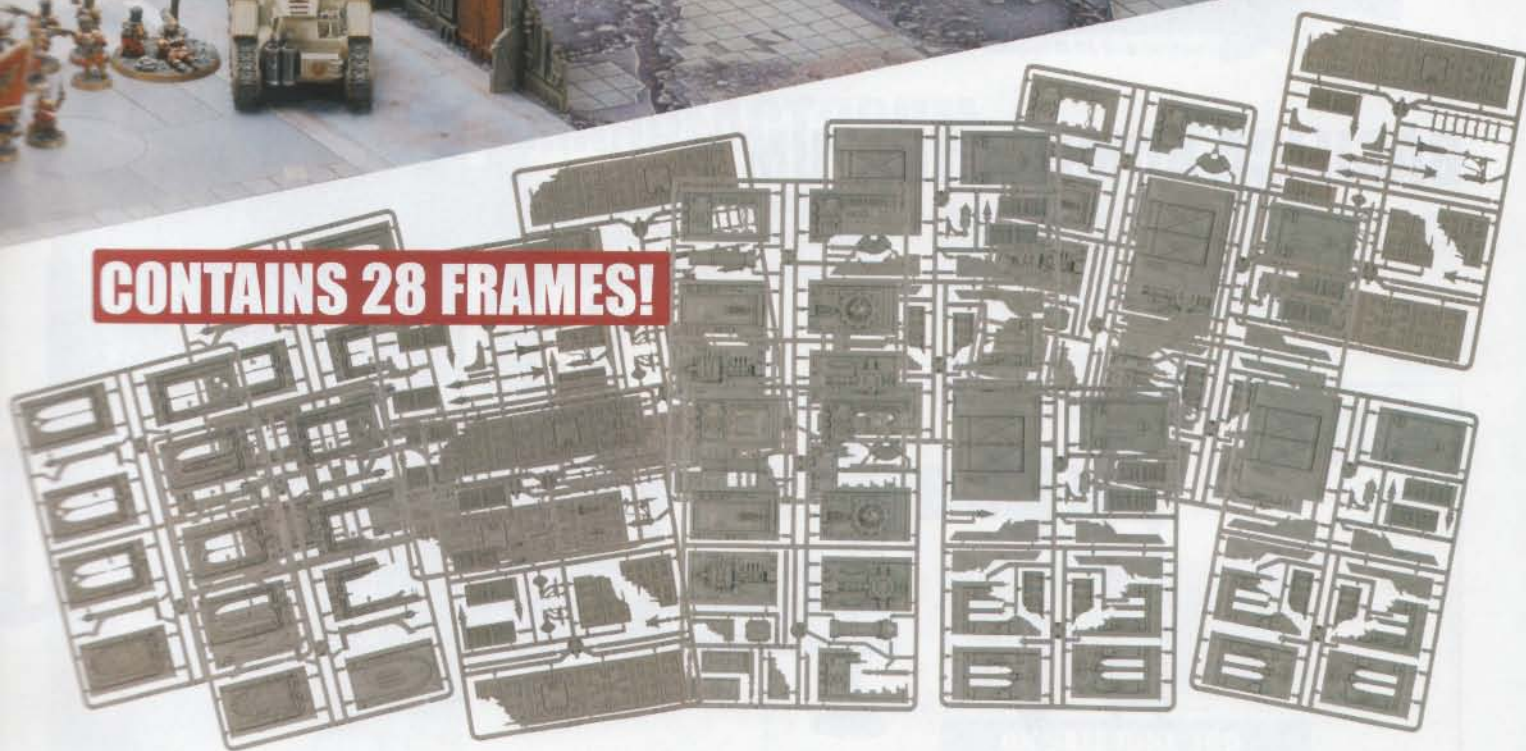
CITADEL ROUGHCOAT SPRAY

Citadel Roughcoat Spray	£8
Sweden Kr120	Denmark Kr100
Norway Kr120	Euro €13

Product code: 99209999028



CONTAINS 28 FRAMES!



The Imperial City contains multiples of the buildings below. Although they have been designed as individual buildings, the panels that make them up are fully interchangeable, and as the set contains ten buildings' worth of frames you may build all manner of magnificent Imperial edifices.

MANUFACTORUM ►

Adeptus Mechanicus buildings, with these plastic frames you can create factories, temples to the Machine God or mechanical components such as genatoriums for your other buildings.



◀ SANCTUM IMPERIALIS

A Sanctum Imperialis is the centre of the Imperial Cult on an Imperial planet – a cathedral to the Emperor Himself.

BASILICA ADMINISTRATUM ►

The government offices of the far future, festooned with skulls and other Imperial Icons, they make the presence of the Imperium felt by all.

EXTRAS

There is a fourth plastic frame with tons of cool bits with which to personalise your models, a selection of which are shown here.



**COMING
NEXT MONTH**

The full range of Cities of Death products is available next month, including the 80-page rulebook, individual Warhammer 40,000 Ruined Building kits, counters, a Battle Mat and more! Here's a sample of what you can expect, then turn to page 126 to advance order them.



CITIES OF DEATH BOX SET

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

Cities of Death Box Set				£40
Sweden	Kr600	Denmark		Kr500
Norway	Kr600	Euro		€70
Product code: 60120199001				

ON SALE JUNE 3RD*

*Released 27/05/06 in Northern Europe.



IMPERIAL SECTOR

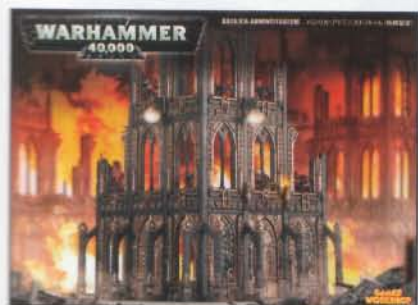
This set contains enough sprues to make a multitude of buildings of various types: Basilica Administratum, Sanctum Imperialis and Manufactorum

Imperial Sector				£50
Sweden	Kr750	Denmark		Kr650
Norway	Kr750	Euro		€80

Product code: 99120199006

ON SALE JUNE 3RD*

*Released 10/06/06 in Northern Europe.



BASILICA ADMINISTRATUM

This box set contains one Basilica Administratum plastic ruin.

Basilica Administratum				£15
Sweden	Kr180	Denmark		Kr150
Norway	Kr180	Euro		€20

Product code: 99120199005

ON SALE JUNE 3RD*

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MANUFACTURUM

This box set contains one Manufactorum plastic ruin.

Manufactorum				£15
Sweden	Kr180	Denmark		Kr150
Norway	Kr180	Euro		€20

Product code: 99120199009

ON SALE JUNE 3RD*

*Released 10/06/06 in Northern Europe.



SANCTUM IMPERIALIS

This box set contains one Sanctum Imperialis plastic ruin.

Sanctum Imperialis				£15
Sweden	Kr180	Denmark		Kr150
Norway	Kr180	Euro		€20

Product code: 99120199008

ON SALE JUNE 3RD*

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THE LORD OF THE RINGS STRATEGY BATTLE GAME

COLLECTORS GUIDE

Only
£6



THE LORD OF THE RINGS STRATEGY BATTLE GAME COLLECTORS' GUIDE — Third Edition —

The complete range of components!

The Lord of the Rings Collectors Guide is the most comprehensive resource ever compiled for anyone who has an interest in The Lord of the Rings models.

This full colour, 116-page book is packed full of:

- Complete components lists for the current available The Lord of the Rings range, including pictures, prices and codes.
- A map of Middle-earth detailing the regions and races of Middle-earth.
- The Lord of the Rings themed Golden Demon winning entries from around the world.
- The best The Lord of the Rings dioramas.
- Great The Lord of the Rings conversions.
- Awesome The Lord of the Rings armies.

So, whether you are a hardened The Lord of the Rings veteran, or building your first The Lord of the Rings army, this is one book you really can't do without!

The Lord of The Rings COLLECTORS GUIDE

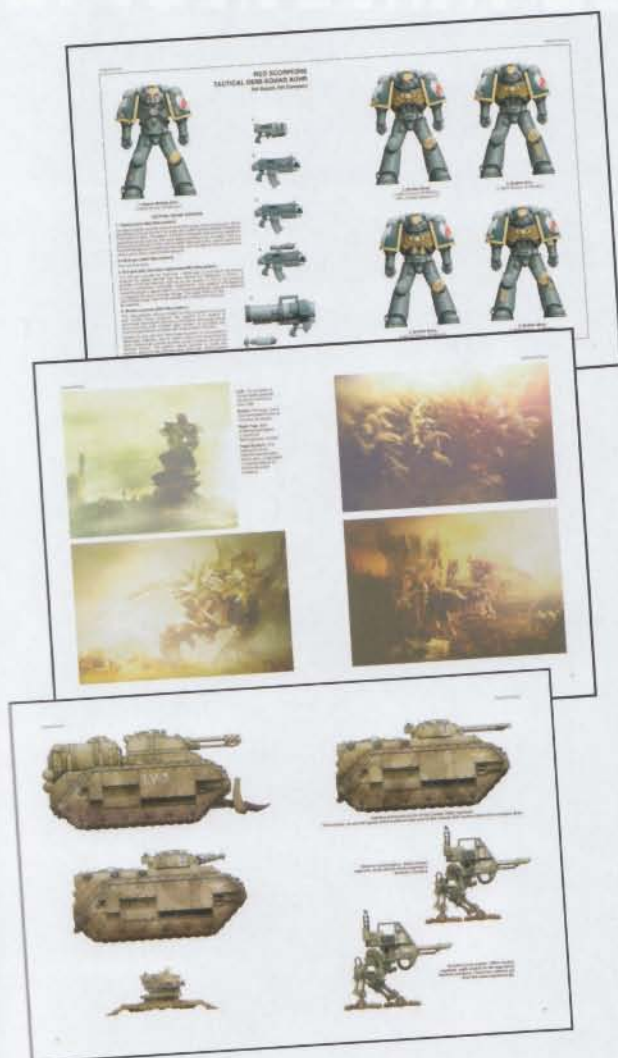
Collectors Guide

Sweden	Kr85	Denmark	Kr75
Norway	Kr85	Euro	€10
Product code: 60041499016			

ON SALE MAY 20TH

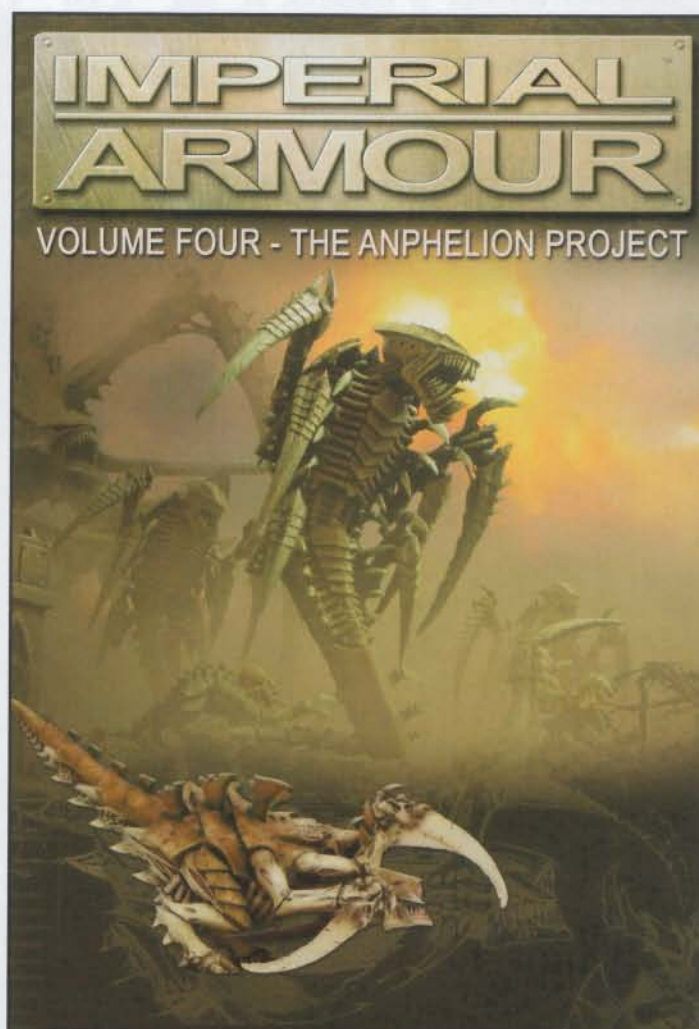
FORGE WORLD

IMPERIAL ARMOUR FOUR: THE ANPHELION PROJECT



COMING SOON

Also new from Forge World is a range of Imperial Guard Sabre Defence Platforms



For Warhammer 40,000 enthusiasts, this book provides a complete overview of the battle of Beta Anphelion IV, where the forces of the Imperium engage the overwhelming might of the Tyranids.

Inside you'll find schematics, colour schemes and rules for a host of new Tyranid creatures and fighting machines of the Imperium. Also, you will find an army list for the Elysian Drop Troops, new background and rules for the Red Scorpions Chapter and much more.

**Campaign sourcebook,
containing rules, army lists,
background and more!**

**OUT THIS
SPRING**

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

www.forgeworld.co.uk

NEW WARHAMMER



ATTENTION: All army books remain current in the new edition.

REDEMPTION: Buy the current Warhammer boxed game & get the new rulebook free!*

**Simply bring your receipt into the store where you bought the boxed set. Offer begins 1st June and ends 8th September 2006. It must be redeemed on the 9th or 10th September 2006. For Northern Europe contact +44(0)115 918 4040*

FORTHCOMING RELEASES

Just because the new Warhammer rulebook is on its way doesn't mean we're going to neglect the game of fantasy battles. Here are just some of the releases you can look forward to over the next few months...

WOOD ELF ARMY STANDARD BEARER

Carrying a magical banner, the army standard provides the rallying point for the forces of Athel Loren.



WOOD ELF LORD ON EAGLE

Wood Elf Lords can now take to the skies on the majestic Great Eagle.

COMING SOON!

OUT THIS
AUTUMN!

Gather your armies and answer the call to arms – a new version of Warhammer is coming soon and, like Warhammer 40,000 and The Lord of the Rings, it will be available as a boxed game and as a hardback rulebook.

Since the sixth edition was released in 2000, a whole host of changes have taken place at Games Workshop, including new faces, new technology and plenty of ideas on how to make Warhammer better than ever.

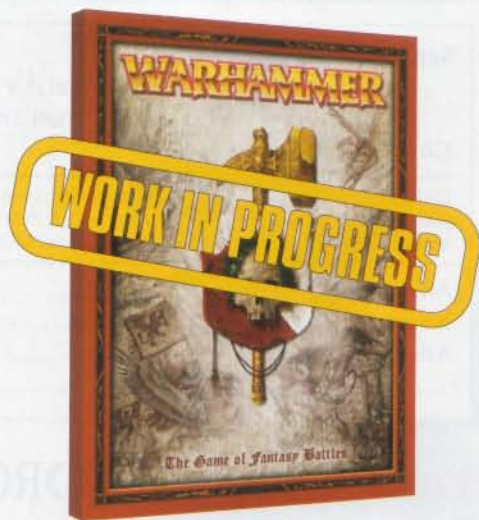
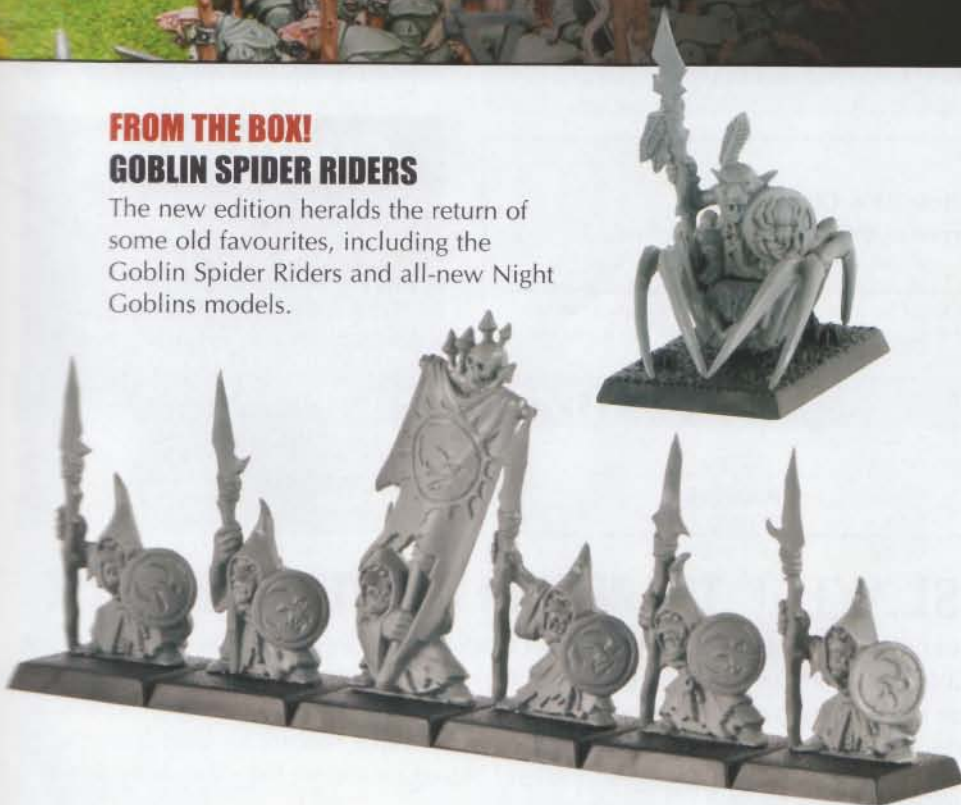
The new rulebook will feature rules revisions, new scenarios and a massive hobby section, covering every aspect of collecting, painting and playing with a Warhammer army.

The Warhammer box set, The Battle for Skull Pass, is also something special as everything you need to play will be included in the box, including a condensed rulebook, starter booklet and two complete, all-plastic Dwarfs and Goblins armies – over 100 models in all! This is the most cram-packed boxed game we've ever produced, and provides both new and veteran gamers with a veritable treasure trove of brand new models.

Warhammer hits the shelves this Autumn, with full details coming in White Dwarf 321.

FROM THE BOX! GOBLIN SPIDER RIDERS

The new edition heralds the return of some old favourites, including the Goblin Spider Riders and all-new Night Goblins models.



A mock-up of the new hardback rulebook. This weighty tome will be over 250 pages long.

WARHAMMER 40,000

Tau Commander Shadowsun	29/04/06	£15.00
Tau Sky Ray	29/04/06	£25.00
Imperial City	13/05/06	£100.00

NEXT MONTH

Cities of Death expansion supplement	3/6/06	£12.00
Cities of Death box set	3/6/06	£40.00
Cities of Death Battlemat	3/6/06	£10.00
Urban Barricades & Walls	3/6/06	£12.00
Basilica Administratum	3/6/06	£15.00
Sanctum Imperialis	3/6/06	£15.00
Manufactorum	3/6/06	£15.00
Imperial Sector	3/6/06	£50.00
Razor wire	3/6/06	£5.00
Strategems Counter Set	3/6/06	£5.00
Strategems Building Set (<i>direct only</i>)	3/6/06	£18.00
Urban Basing Kit	3/6/06	£10.00
Vostroyan Firstborn Regiment	10/06/06	£20.00
Vostroyan Command Squad	10/06/06	£15.00
Vostroyan Assault Weapons	10/06/06	£6.00
Vostroyan Officers	10/06/06	£6.00
Vostroyan Troopers	10/06/06	£6.00
Vostroyan Lascannon Team	10/06/06	£9.00
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Ork Kommando with burner	24/6/06	£5.00
Ork Kommando with big shoota	24/6/06	£5.00

THE LORD OF THE RINGS

Fall of the Necromancer	6/5/06	£8.00
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Wood Elf Command	6/5/06	£6.00
Giant Bats	20/5/06	£5.00

NEXT MONTH

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Elf Command	27/5/06	£6.00
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Sauron the Necromancer	27/5/06	£15.00
Wood Elf Sentinels	27/5/06	£6.00

ALSO RELEASED THIS MONTH

The Warhammer 40,000 Quiz Book	29/4/06	£4.99
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The Ultramarines Omnibus	29/4/06	£8.99
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INCOMING!

WARHAMMER
40,000

Venerable Dreadnought

THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

Sauron the Necromancer



THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

FALL OF THE NECROMANCER



Designer's Notes

Read what Mat Ward has to say about the creation of the brand new Fall of the Necromancer sourcebook



Forces of Good and Evil

The White Council and the Necromancer profiled. Plus sample armies for the Elves and Dol Guldur



Battle Report

The White Council discover evil in Mirkwood, and confront the Necromancer in this tense Battle Report

DEATH IN MIRKWOOD

Mirkwood was not always an accursed place. Before the coming of the Necromancer the forest was hearty and hale...



Designer's Notes by Mat Ward

Tolkien was a consummate master at dropping odd references into his works. Some, like the cats of Queen Berúthiel, are pretty much one-liners that don't really reference any deeper into his works. Others, though, talk about key events that happen around the story of *The Lord of the Rings* – the Necromancer is such a reference.

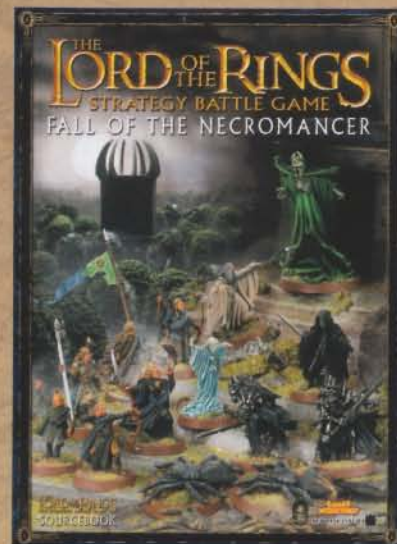
For just about as long as I've worked here, I've wanted to write a

sourcebook concerning Thranduil, the Elves of Mirkwood, and the Necromancer. After much nagging, the moment has finally come. It's not just the prospect of dealing with such an evocative bad guy as the Necromancer (the name itself just screams 'evil personified') but also because it touches on one of the great institutions of Middle-earth, the White Council – the wise protectors of the Free Peoples. An evil, super-powerful villain with a horde of

minions? A small band of determined heroes, seeking his downfall? What could be better?

A Titanic Battle

Fall of the Necromancer gives Good players a chance to stretch heroic muscles, with a vast array of Heroes theirs to command. For the Evil player, there's the chance to direct all manner of loathsome critters, like bats, spiders and Wargs (not forgetting the Necromancer himself).



The Fall of the Necromancer is a 48-page, full-colour sourcebook – the sixth such release for The Lord of the Rings Strategy Battle Game. Within this tome you will find:

- Background to the Fall of the Necromancer campaign setting
- Seven new scenarios
- Modelling and painting guides for all the miniatures featured in the book, plus scenery workshops
- Rules and profiles for all the protagonists from the Fall of the Necromancer, including the Dark Lord himself!



The campaign has been broken down into a series of scenarios, giving each of the White Council a chance to flourish or flounder in the face of adversity. The forces of Sauron seek to wear down the Heroes on the road to Dol Guldur, making them easy meat for their master. Of course, some will die more easily than others but a careful Evil genius will leave the White Council looking decidedly off colour by the time they reach the Necromancer's lair.

Nassty Elvesies

We've also produced our first dedicated Elf frame for Fall of the Necromancer, bringing back old favourites in the shape of Wood Elves. These make for a tactically

interesting force, with the options to take not only throwing weapons, but also Elven cloaks. Though designed with Fall of the Necromancer in mind, they're just the thing to add into a Lothlórien force as well.

"Fall of the Necromancer gives Good players a chance to stretch heroic muscles, with a vast array of Heroes theirs to command."

THE WHITE COUNCIL

Saruman the White



Head of both the Wizard Order and the White Council, Saruman is yet to fall from the path of righteousness. Here, he has all the magical power of his Evil versions, yet is an even more formidable leader.

Gandalf the Grey



Most widely travelled of all the Wizards, Gandalf is an excellent spellcaster, and his wisdom is a cornerstone of the White Council.

Radagast the Brown



Radagast is an adept Wizard, with powers subtler than his brothers, able to heal and support his friends and allies, while terrifying the foul beasts in the Necromancer's employ.

Galadriel



The Lady of Lothlórien is represented in her 'war' aspect. In this form, Galadriel is a strong combatant rather than a spellcaster, and weakens the resolve of her enemies.

Glorfindel



As one of the few beings able to stand against the Nazgûl, the Elven Lord Glorfindel would surely have been at the forefront of the fight against the Necromancer.

Erestor



Elrond's chief counsellor in Imladris, Erestor is skilled with all manner of knives. He is a deadly close range fighter.

The White Council

The story of Fall of the Necromancer could not be told without the White Council. Although portrayed as the greatest assemblage of power seen in the Third Age of the world, the White Council is quite a mysterious body, in terms of membership if nothing else. We can be fairly certain that Gandalf, Saruman, Elrond, and Galadriel were all members, but beyond that it

becomes a little vague. Of course, councils in Middle-earth being the all-encompassing affairs that they seemed to have been, there were probably many other members, each

with their own battery of advisors. The characters here represent the 'core' of the White Council – the wisest of Middle-earth, plus some others who may have assisted them.

"The greatest assemblage of power seen in the Third Age of the world, the White Council is quite a mysterious body..."

The White Council is the greatest force of heroes in the Third Age, and includes many powerful Elves and Wizards.



Thranduil

Father of Legolas and king of Mirkwood, Thranduil is a jack-of-all trades; skilled with a bow, good in close combat, he also has a one-use magical power.



Legolas

The best shot in all of Middle-earth, Legolas provides deadly accurate archery in support of the White Council's forces.



Elrond Halfelven

The master of Rivendell is a warrior with skills comparable to Glorfindel. He also has the ability to heal his friends and confound his foes.



Arwen Evenstar

Although young by Elf standards, Arwen is still a skilled warrior.



Celeborn

Lord of Lothlórien, Celeborn joins the White Council fully armed and armoured. Celeborn is a solid spellcaster and highly proficient fighter.



Círdan

Trusted counsellor to Elrond for many long years, Círdan is frail in body but can use his magical abilities to inspire his comrades to greater deeds.

Wood Elves

In conjunction with the Fall of the Necromancer release, Wood Elf players can now field entire themed armies, with new models such as the Sentinels and command group below.



WOOD ELVES

Mirkwood Forest Guard



- Thranduil (90)
- Wood Elf Captain with Elf bow (70)
- 3 Wood Elf Sentinels (75)
- 8 Wood Elves with Wood Elf spear (64)
- 8 Wood Elves with Elf bow (72)
- 8 Wood Elves with throwing weapons and Elven blade (80)
- 1 Wood Elf with banner (42)

www.games-workshop.co.uk/store/thranduilshost

Thranduil's Host

This army relies on cunning and archery to get the job done. The Elves with bows sit toward the rear (preferably behind a solid tree) while the rest of the army moves closer. Thranduil is best served by keeping close to the Elves with throwing weapons, using his Heroic actions to close with the enemy and pepper them with a hail of daggers. If you come to outnumber a section of the opposing force, send in the spear-armed Elves to

overwhelm them with a barrage of high Fight value attacks. If all else fails, Thranduil's Circlet of Kings can be used to cast Aura of Dismay on nearby friends – a useful trick when you've won Priority and want to swing the balance of a fight.

Your wild card lies with the Sentinels, who can affect two enemy models a turn. Sentinels can be irritating to the enemy, and are more than capable of tying down many times their points value of troops.

With the release of the new plastic Wood Elf box set, it's never been easier to form an army of these immortal warriors.

The Host Of Lothlórien



Haldir's Sentries

This force works by swiftly turning the weight of numbers to its favour. With 37 models, the army can match most other forces, with the high Fight value of the Elves guaranteed to pay dividends.

Whilst the armoured Elves advance as a block, the others can work around the edges, flanking the main enemy force, or whittling it down. It is quite vulnerable to bowfire, so you should make enemy archers your priority – once you're in

combat, your Fight value will more than make up for your lower Defence.

As a final note, try not to get Haldir bogged down in combat unless there is no other choice – he's much more useful as a sniper. Leastways, one or two normal Elves are generally a match for most enemy Heroes. Even if the Hero survives, as long as your Warriors can draw out a few Might points Haldir can leap in and deliver the coup-de-grâce.

- Haldir with armour and Elf bow (80)
- Wood Elf Captain with Elf bow (70)
- 10 Elves with armour and Elven blade (90)
- 1 Elf with armour and banner (43)
- 8 Wood Elves with Wood Elf spear (64)
- 8 Wood Elves with Elf bow (72)
- 8 Wood Elves with throwing weapons and Elven blade (80)

www.games-workshop.co.uk/store/hostoflothlorien

FORCES OF DARKNESS

The Necromancer



As a weakened, ethereal version of Sauron, the Necromancer plays in a similar, yet subtly different fashion, to his earlier incarnation. Enemy Heroes need to be wary of the Necromancer, as he has high Fight and Strength values, coupled with the ability to kill his foes with a single blow!

Your best bet is to use him as a bigger, harder Ringwraith; sowing fear, terror, dismay and miscellaneous body parts throughout your enemy's forces. He has a broad array of potent magic keyed to clobbering enemy Heroes (or at least leaving them open to a good going over by a handy evil minion). You needn't fret too much about leaving the Necromancer out of combat, and thus exposed to bowfire, as his high Defence and ability to expend Will as Fate should keep him pretty safe.



Castellans of Dol Guldur

The perfect blunt instrument for an Evil player who doesn't believe in subtlety, Castellans are all but unstoppable, and a match for almost any Good Hero.

Tolkien on the Necromancer

The Necromancer, while initially thought to be a new opponent to the forces of light, is actually another incarnation of Sauron the Deceiver.

After his defeat at the Battle of the Last Alliance, the Dark Lord uses the persona of the Necromancer to keep a comparatively low profile whilst he recovers his strength and power. This is not to say that Sauron keeps from causing havoc altogether

but it does force him to work through vassals and catspaws to achieve his goals. As such, the deeds of the Necromancer are curiously absent from The Lord of the Rings –

save that it is his presence that causes Greenwood to become the corrupted forest of Mirkwood, while the tower of Dol Guldur is evidence of his handiwork....

"This is not to say that Sauron keeps from causing havoc... but it does force him to work through vassals..."

Among the most exciting releases for Fall of the Necromancer are the new Evil models, including the Dark Lord himself!

Spider Queen



The Spider Queen is swift, deadly and a tough proposition to defeat. She has the mass to knock cavalry to the ground, a poisoned bite and a couple of Might points to sweeten the pot. She can also summon hordes of Broodlings at will and send them into the fray. The Spider Queen isn't just a Hero, she's a small army!



Giant Spiders



Unhindered by difficult terrain, these beasts can swiftly close with their enemies, ripping them apart with a flurry of Strength 5 attacks.

Warg Chieftain

All teeth, claws and bad attitude, a Warg Chieftain is more than capable of tearing his way through a swathe of Warriors.



Bat Swarm

Fast and deadly, these suffocating swarms of Bats can halve an enemy's Fight value, making them easy prey for others.



EVIL RELEASES

- The Necromancer
Out May 27th



- Spider Queen box set
Out May 27th



- Warg Chieftain
Out May 27th



FORCES OF DARKNESS

The Army of the Necromancer



749
Points

- The Necromancer (250)
- 3 Castellans (195)
- 4 Giant Spiders (100)
- 3 Bat Swarms (60)
- 8 Orc Warriors with spear (48)
- 8 Orc Warriors with sword and shield (48)
- 4 Orc Warriors with Orc bow (24)
- 4 Orc Warriors with two-handed weapon (24)

www.games-workshop.co.uk/store/necromancerarmy

Horde of Dol Guldur

This compact and deadly army is perfect for larger games. Any force that has the Necromancer to lead it should have at least a few undead minions in it, and this one has three Castellans of Dol Guldur. Backed up by the Giant Spiders and Bat Swarms, the Castellans are a frightening proposition, made even more fearsome by the inclusion of a box set of Orc Warriors, who can act as a shield for the army's elite. The Necromancer can Sap Will and

Transfix any Heroes your foe might have, while the Castellans hack them to ribbons. Thanks to their Morgul blades they'll make short work of even the best Good Heroes. The Orcs' function in this force is to prevent the Castellans and the Necromancer from getting pinned down. If they get surrounded they will start spending their Will too quickly. Bear in mind Orcs are cheap and nasty, so treat them that way.

BATTLE REPORT

FALL OF THE NECROMANCER

Welcome to this month's clash of the titans, as the full fury of the White Council is unleashed against the sinister plotting of the Necromancer. Mat Ward, author of the *Fall of the Necromancer* sourcebook takes control of the Evil force, while Adam Troke leads the White Council into battle.

This scenario from the new sourcebook recreates the final assault by the White Council on The Necromancer's bastion of Dol Guldur.

The Necromancer (truly the dark lord Sauron, acting under an alias) has been gradually corrupting Greenwood the Great with his vile power, turning it into a place of fear and darkness. Realising the true identity of this Necromancer, Gandalf

The Grey beseeches the White Council to take action against him.

In this scenario the White Council has but one simple mission – to defeat the Necromancer and his minions and end his evil reign within Mirkwood.

As storm clouds gather, The Necromancer and his most deadly servants prepare to face them on the very doorstep of Dol Guldur...

Game Stats

Points: 1,500

Scenario:

The Fall of the Necromancer

Location:

Dol Guldur, deep within Mirkwood

Armies:

The White Council;
The denizens of Dol Guldur

Notable Heroes:

Too many to name

Timeline:

The Third Age

"The White Council has but one simple mission – to defeat the Necromancer and his minions and end his evil reign within Mirkwood"

Starting Positions

Saruman is placed touching the eastern board edge, and Gandalf is placed touching the western board edge. The Necromancer is placed in base contact with the tower. All other models are held in reserve.

Objectives

Good – Destroy the Necromancer.

Evil – Slay the White Council.

Special Rules

Each turn, at the start of their Move phase, both players may bring D3 models into play from their reserves. The player with Priority chooses which models are brought in, and the controlling player chooses where they enter. Good models may enter from any table edge. Evil models must enter touching either the tower or the mausoleum.

Good

- Gandalf the Grey
- Saruman the White
- Radagast the Brown
- Arwen Evenstar
- Círdan
- Glorfindel, Lord of the West
- Erebor
- Elrond
- Galadriel, Lady of the Galadhrim
- Celeborn
- Thranduil
- Legolas

Evil

- The Necromancer
- Khamûl the Easterling
- 5 Ringwraiths
- 4 Castellans of Dol Guldur
- 1 Troll Chieftain
- 1 Mordor Troll
- 4 Giant Spiders



THE NECROMANCER



Mat Ward

Games Development's resident hippy super-villain (apparently), Mat has been at Games Workshop for three years. Fall of the Necromancer is the latest in a long line of The Lord of the Rings Strategy Battle Game sourcebooks to be penned by Mat.

Mug that Hero!

"The Lord of the Rings is all about Heroes – don't listen to anyone who tells you different. Fortunately, playing the final scenario from The Fall of the Necromancer gives me plenty of Heroes to play with! Tricky spells will be the order of the day, using Castellans and Trolls to deliver a suitably punishing blow when the situation demands it. In this game, I need to neutralise a Good Hero or two very quickly, so I can get a numerical advantage. This means sending the Castellans into the fray just as soon as I can, and playing aggressively with the Necromancer himself. Both Morgul Blades (Castellans) and Drain Soul (The Necromancer) can kill Heroes outright. It's a gamble, but I really should be able to take out one or two members of the White Council with minimal collateral damage.

WATCH OUT FOR... Castellan of Dol Guldur

Faceless automata that stalk the bounds of Dol Guldur, the Castellans are as deadly as they are vile. Each can be armed with a Morgul Blade, enabling them to slay even the most resilient of Heroes.



"On the other hand, I'm not expecting too much from the Spiders and the Trolls, as Courage 3 is a real problem against so many Terror-causing Heroes. Best try and make them look inoffensive (never easy, with a Troll) and mug a non-Terror-causing Hero with them."



Something Nasty in Dark. With most models causing Terror, Good will be taking a few Courage tests if they want to get into combat.



Black Magic. Six Ringwraiths and the Necromancer provide a pretty formidable battery of spellcasting.



The Will of Evil. The Necromancer, Ringwraiths and Castellans all use lots of Will. Once it's gone, they're out of the game!

THE WHITE COUNCIL

Mighty Might

"25 MIGHT POINTS! That is easily the most I've ever had in one game. The White Council really packs an awesome punch. Broadly speaking, the Heroes in this super-force divide into three categories. There are the 'fighters', the Wizards and the 'specialists'. The Fighters are Glorfindel, Elrond, Celeborn, Erestor and Galadriel. The Wizards are just that – Wizards. Gandalf, Radagast and Saruman will form the backbone of my offensive, keeping the fighters from harm with their mixture of support spells, Sorcerous Blasts and Immobilising the enemy. The Specialists come in a couple of flavours. Primarily there's Thranduil and Legolas. This father and son combo are the finest bowmen in Middle-earth, who can also hold their own in close combat. Arwen is also a good all-rounder.

WATCH OUT FOR... Glorfindel, Lord of the West

Clad in the Armour of Gondolin, Glorfindel is more formidable than ever. In addition, he causes Terror in all Evil creatures and has an awesome Fight value of 7!



Adam Troke

Raised in the sleepy village of Netley Marsh, Adam has more in common with Hobbits than first glance would suggest. The son of the local shirriff, he spent his childhood climbing trees, and running in blind terror from the local farmer's dogs (no word of a lie).

"My plan? Attack fast, and keep Mat reeling. If he gets a chance to gather his forces, I'll be in trouble, since his spellcasters outnumber mine and he's got some dangerous fighters in his force. I need to force him to spend Will, so expect lots of spells and suicidal charges!"



White magic. The White Council includes the most powerful magic users available to the Good side.



Delicate balance. The more losses the Council takes, the less effective it will become – it cannot afford to suffer casualties.



Staying power. Thanks to their high Defence and multiple Fate points, the White Council should be in it to the very end!

OPENING MOVES

Turns 1-5

Good Highlights

The early stages of the game went well for the Good side, Adam immediately taking the offensive with his Heroes. Glorfindel headed straight for the Necromancer, supported by Saruman and later Erestor, Arwen and Elrond. Elsewhere Círdan arrived, casting Aura of Command to allow all nearby models to automatically pass their Courage checks.

The Wizards proved their worth, each turn unleashing a storm of spells, from Sorcerous Blasts and Immobilise to Terrifying Aura and Strengthen Resolve. Since each Wizard had a huge store of Will and a Staff of Power, they were able to cast spells every turn and still fend off the powers of the Necromancer and the Nazgûl.

Gandalf fought side-by-side with Celeborn against Giant Spiders and a Castellan, valiantly trying to reach the Necromancer.

With a Castellan attempting to trap and kill Círdan, Thranduil and Legolas rushed to his aid, protecting the ancient Elf from the deadly automaton.

Saruman, as head of the White Council, met the Necromancer one-on-one, while Glorfindel fought against the Troll Chieftain.

The White Wizard won two fights, even managing to wound the Necromancer, bludgeoning him with his staff of office, and forcing Mat to use up more precious Will.



The Necromancer is attacked by Middle-earth's mightiest heroes.



Saruman the White

Mat expected Saruman to be swept away by the power of the Necromancer. However, the White Wizard proved that he's more than just a spellcaster, and held his own in close combat against his future master!



The first five turns would see Mat stick to his battleplan, with the Necromancer striking out to confront the White Council.

The Troll Chieftain smashes aside all-comers!



Evil Highlights

The first Evil reinforcement to arrive was the deadly Troll Chieftain. Mat wasted no time in lumbering this beast towards Saruman and Glorfindel. Three Castellans of Dol Guldur and a Ringwraith soon followed, and these malign beings set about Glorfindel with their terrible magic, but thanks to his armour, he managed to shrug off the worst of their efforts. Saruman the White cast Sorcerous Blast one of the Castellans, bowling him over, allowing Glorfindel to charge the Ringwraith. The Elven lord slaughtered the Nazgûl, and turned his gaze towards the Necromancer himself. Each turn more reinforcements arrived and, by Turn 5, there were three Castellans and three Giant Spiders putting the pressure on the White Council. The Troll Chieftain proved how deadly it could be in an epic encounter with Glorfindel, Erester and Arwen. Overpowering all three Elves, the Troll smashed Erester to the ground, forcing him to use all three of his Fate points and still suffer a wound.

The Nazgûl arrive

On Turn 5, Mat was able to bring on three Nazgûl, who wasted no time in making their presence felt. Unleashing a barrage of spells they managed to Transfix Elrond and Glorfindel who were attacking their master, the third turned his gaze on the wounded Erester, slaying him with a Black Dart.

Mat showed just how decisive the Ringwraiths can be when used in concert like this, no doubt saving the Necromancer from severe trouble, and slaying Elrond's chief advisor into the bargain. The loss of Erester would be a grievous blow to the White Council.



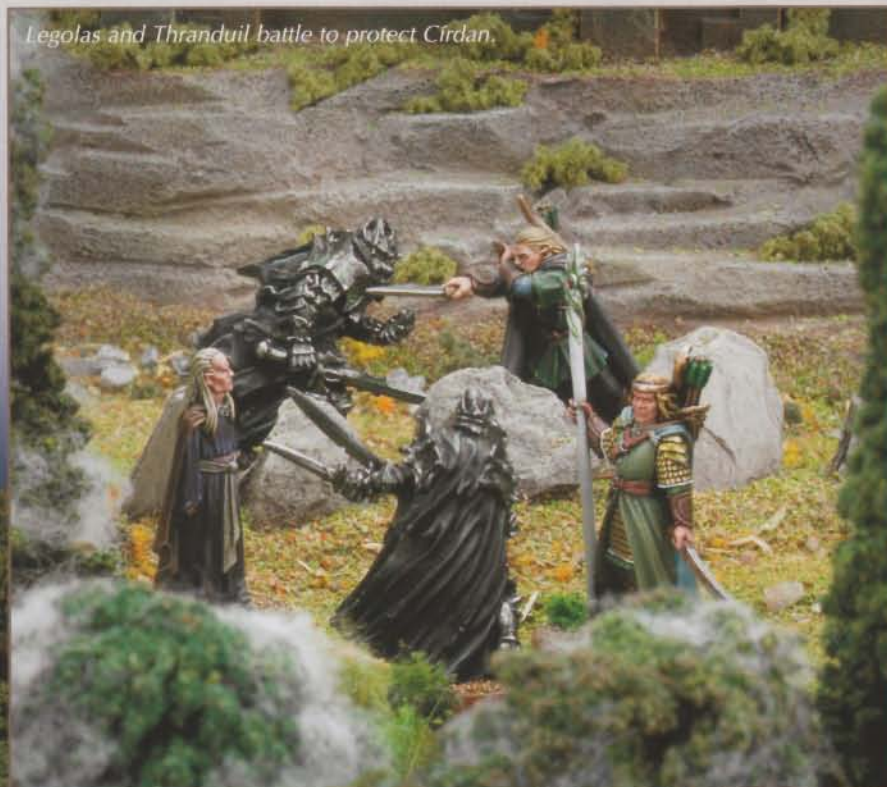
KILLING FIELDS

Turns 6-9

The Trolls continue their rampage.



Legolas and Thranduil battle to protect Círdan.



Good Highlights

With Erebor slain, the Heroes from Rivendell fought all the harder, determinedly charging at the Evil creature over and again. Elrond and Arwen overwhelmed and slew the Mordor Troll Chieftain, while Glorfindel fought a relentless battle against a Ringwraith and the other Mordor Troll. The White Wizard, unafraid of the towering Necromancer, continued to harass him in close combat, forcing him to spend Will fighting, instead of using Magical Powers.

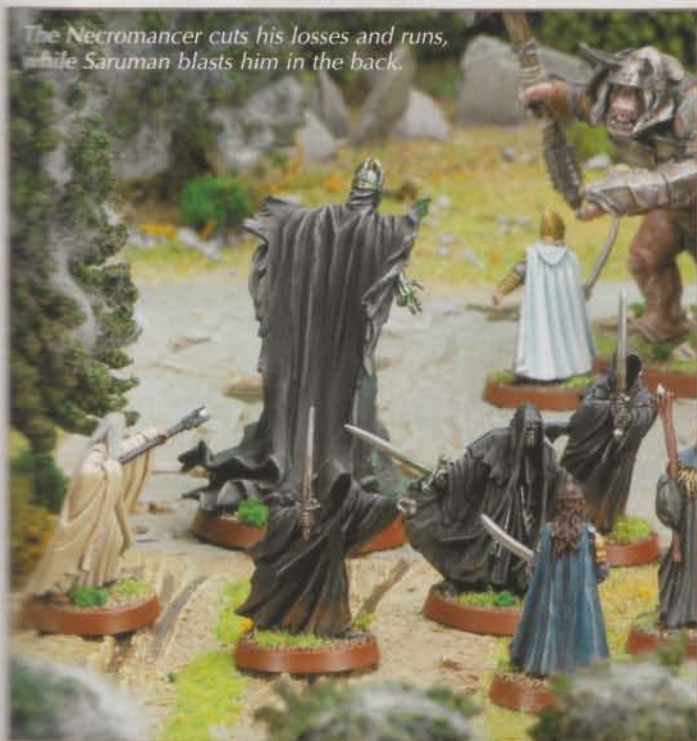
Galadriel joined Celeborn and Gandalf in battling the Spiders, and together the three of them made short work of their eight-legged opponents. With their foes defeated, Celeborn and Gandalf prepared to rush into battle against the Necromancer and his Ringwraiths.

Radagast was caught up in a desperate duel against one of the Castellans of Dol Guldur. While both fought furiously, neither could gain the upper hand. Radagast quickly ran out of Fate points, while the Castellan's Will store dwindled.

Thranduil and Legolas fought two more Castellans, protecting Círdan from their attacks. While Círdan was safe, all Good models within 6"/14cm automatically passed Courage tests, something Adam was not willing to surrender. Legolas fared well in his fights, but his father was not quite so lucky...

The mid-game was a tense affair, with both sides pouring reserves into the fray. The resulting melees took a heavy toll.

The Necromancer cuts his losses and runs, while Saruman blasts him in the back.



Evil Highlights

Though Good had the advantage, the Evil side was far from defeated. The Castellan fighting Thranduill thrust with his Morgul blade. Despite a Fate roll, Adam was not able to save the King of Mirkwood and the noble Elf was slain.

Realising that the White Council was encircling the Necromancer, Mat initiated a fighting retreat, disengaging from the bulk of Adam's warriors. Adam, however, was having none of it, and continued to harry the Necromancer with Saruman, casting a Sorcerous Blast on him as he fled that knocked the Necromancer off his feet.

With what remained of his force, Mat tried to throw a defensive cordon around the Necromancer, transfixing Good Heroes with his Ringwraiths and using his remaining Castellan, Khamûl the Easterling and a Spider to hold them back. By the end of Turn 9, the power of the Necromancer looked to be unravelling.

Círdan

Thanks to his Aura of Command, the majority of Adam's Heroes don't need to make Courage tests. This ability is incredibly useful in light of the fact that almost all of Mat's models cause Terror. It's easy to see why Círdan became a key part of Adam's battle plan.



END GAME

Turns 10-12

Evil Highlights

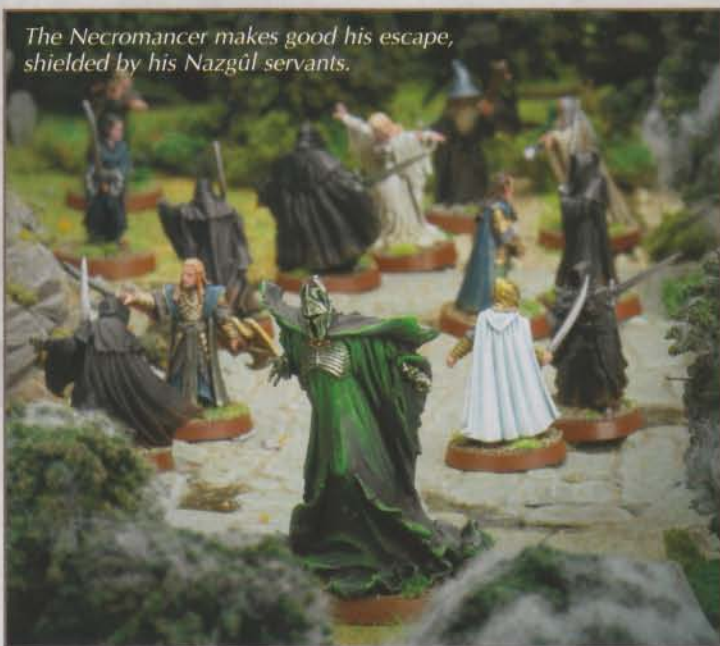
Turn 10 began with both sides declaring Heroic moves. With the Necromancer knocked down, and several Good Heroes within range to charge him, the roll-off was the single most important dice roll of the game so far. Since Adam had Priority he rolled the dice and scored a 2, allowing Mat to move the Necromancer out of harm's way. One of the Ringwraiths transfigured Glorfindel, whilst another charged Elrond. Last in this frightening barrage of magical spells, a third Ringwraith Transfigured Celeborn.

With the Necromancer on the run, the Ringwraiths fought on, protecting their master. One managed to wound Gandalf the Grey in combat, but most were ineffective against the mighty Heroes they faced. Another Castellan finally disappeared, his Will expended, while the last tried to kill Elrond with his Morgul blade, but the Lord of Rivendell was protected by his fine suit of armour. The Necromancer's undead minions were fighting back, but it looked like they might have left it too late.

The Good Heroes are the victims of a devastating magical barrage!



The Necromancer makes good his escape, shielded by his Nazgûl servants.



The final few turns saw the White Council pressing their advantage, though they were still reeling from the Necromancer's onslaught.



The White Council begins to falter against the power of the Necromancer's servants.

Good Highlights

Determined to finish off the Necromancer, Adam threw the White Council into the fray once more. Despite Mat's magical onslaught the Council made it through with most of its members still able to fight back.

Legolas and Radagast detached from the fighting, moving around the tower in an attempt to catch the Necromancer. Círdan moved up to support his allies in the front line, making sure that as many models were in range of his Aura of Command as possible.

Even as their force began to crumble, the Ringwraiths refused to give up the fight. Arwen was wounded by the Nazgûl that attacked her, and nearly slain. Elrond was defeated by the last Castellan and another Nazgûl, forcing him to use all of his Fate to stay alive.

The Necromancer was down to his last point of Will, but unless Adam could kill him swiftly there was every chance that the White Council might suffer more casualties. What Adam needed was a cunning plan...

The Deathblow...

While Saruman and Gandalf may not be the most deadly characters in close combat, their Magical Powers more than make up for this. Determined to win the game, Adam carefully opened up a 'fire corridor' between his Wizards and the Necromancer, allowing both of them to cast Sorcerous Blast on him. The Necromancer was reduced to just a single Will point, which meant he couldn't resist Magical Powers or suffer wounds without dying.

Saruman went first and blasted the undead monstrosity from his feet. However, the roll to wound was not enough, and the Necromancer survived.

Gandalf stepped in where his ally had failed and cast the same spell. Using all his remaining Might, Gandalf inflicted the killing blow, and the Necromancer was finally defeated!



With a well-placed Sorcerous Blast, Gandalf ends the Necromancer's reign of tyranny!

THE NECROMANCER FALLS

And... relax

Adam: "That game was a roller coaster right up to the end, with Magical Powers, arrows and Elven blades wreaking havoc across the board. Radagast, Elrond, Arwen, Legolas and Celeborn were all close to death and I'd spent every single one of the 25 Might points. The Necromancer was no pushover and his minions were some of the most dangerous Evil creatures that exist in Middle-earth. My plan (for once) worked perfectly! I hit hard, and used my fighters and Wizards in concert. I managed to keep Mat's Will-

dependent Heroes in combat, blocking their spell casting potential. I was lucky, too, which is never a bad thing. Although Círdan did his part, helping me pass Courage tests, the dice were very accommodating. I didn't fail a single Courage test! When Erebor was killed, and then in the next turn Thranduill went down to a Morgul blade, I did begin to wonder if Mat might manage something of a coup. Fortunately, the White Council held it together, allowing for an enjoyable and very competitive game."

I'd Have Done This...

"When, right at the start of the game, Mat advanced on the White Council with the Necromancer I was flabbergasted. In a nutshell, that's how I'd summarise what I think went wrong on Mat's side of the table – I reckon he should have made me come to him.

"The strength of the Evil side in this scenario is the sheer power of its magic.

The Necromancer and his Ringwraiths could have sapped the Will of my Heroes from a safe distance, leaving the White Council vulnerable to counter attack by the Trolls and Castellans when they arrived. I'd have struggled much more if he'd been able to Transfix more of my Heroes in the fights that really mattered."



Obviously not my best laid plan

Mat: "Ouch. You see, that's what happens when you have a plan: it all goes horribly wrong. Whilst I was busy leaning on good fortune (combined with the Necromancer's Drain Soul and a few Morgul blades) to deliver a couple of very dead Good Heroes, my luck was clearly hiding in the corner! If luck wasn't an abstract concept, it'd be in line for a serious talking to.

"While I'm still convinced that throwing the Necromancer forwards was a good idea, I should have used my

reinforcements to divide Adam's forces. As it was, I grouped everything together, making it easy for the White Council to give me a whopping. As a result I had to use every iota of tactical nous just to keep the Necromancer alive. Whenever I had a chance to tip the scales, a magical '6' appeared to thwart me.

"That said, the White Council were pretty much drained by the end, and it'll take more than a bandage to get Thranduill or Erebor back on their feet. I'll just have to get the rest next time!"

Black Robes Hide The Bloodstains

"Other than surrendering to avoid unnecessary bloodshed, it's a bit difficult to know what to advise Adam after such a successful win. I would perhaps start by pointing out that he did let my minions repeatedly batter his weaker characters, such as Arwen, Erebor, Legolas and Thranduill. On the other hand, in two of the aforementioned cases it did me no good

whatsoever, so perhaps this was all part of Adam's plan. Beyond that, there's nothing I can really critique (*He did win!* – Grombrindal). Adam used timely Heroic actions and well chosen Magical Powers to wreak havoc amongst my Heroes, highlighting, as ever, that Might is always best used tactically, not as a way to cause quick wounds and suchlike."

Adam's Man of the Match

Saruman was worth his weight in Mithril during this battle. Tying up the Necromancer in combat, casting spells, and almost delivering the deathblow himself.



Mat's Man of the Match

Despite my plan being thwarted, the Necromancer showed amazing resilience, and held his own against several Good Heroes before meeting his untimely demise.





Veteran Studio games designer Jervis Johnson writes about Games Workshop's summer campaigns and why you should join in...

STANDARD BEARER

Summer of War

I've always had a soft spot for the summer campaigns we run, ever since I was involved in organising our first global summer campaign in 1995 – over a decade ago! I was a young, naïve games designer at the time, with rather more hair and rather less belly than I now possess. As an aside, one thing I have noticed is that all the games designers we've ever employed at the Studio start losing their hair as soon as they get the job – it must be all the scratching of our heads over rulebooks that does it! However, while the dreadful impact of games design is a fascinating subject, it's not what this article is about. What I plan to talk about this month are these summer campaigns, and why we hold them.

In the beginning...

Our first ever summer campaign was called The Battle For Ichar IV. We thought it would be fun to run a campaign through the pages of White Dwarf magazine that would allow anyone and everyone to join in, no matter where in the world they lived, so we invented the Imperial world of Ichar IV, which was about to be invaded by Tyranids. Any player who wanted to would be allowed to help decide the outcome – all they had to do was to play games of

Warhammer 40,000 and write to us with the results. If the defenders won more games, the planet would hold out, and if the attackers won more games the planet would fall. It was as simple as that.

To say we were

surprised by the response would be an understatement. Results flooded in from every corner of the globe, along with battle reports, pictures and stories. In the end the defenders of Ichar IV held out, and, more importantly, the success of the project meant that the phenomenon known as the Games Workshop summer campaign had been born.



Ichar IV campaign map from White Dwarf 190.

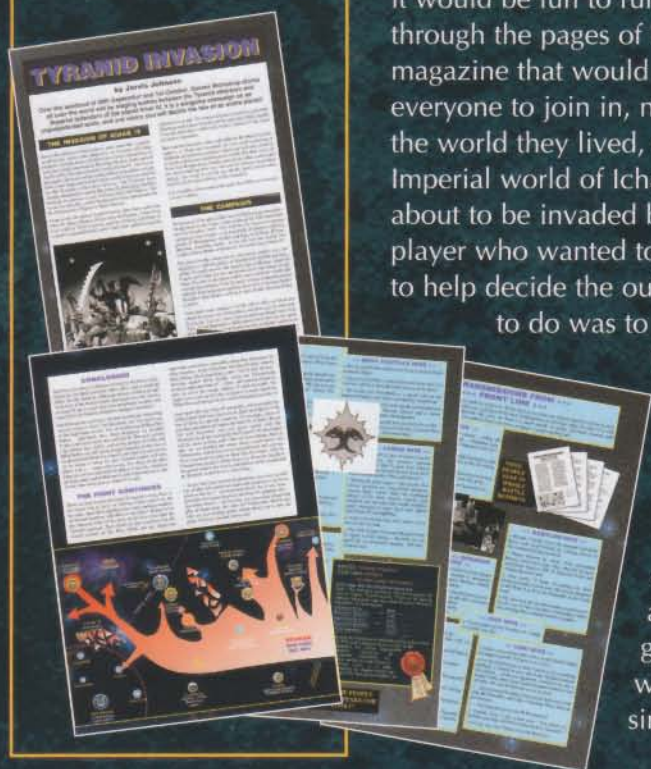
Bigger & better

We have run many summer campaigns since Ichar IV, and they have now become a regular part of our calendar along with Games Day, Golden Demon and our Grand Tournaments.

The main change to the campaigns over recent years is the impact of the Internet. When we ran Ichar IV the Internet didn't exist in its current form and so we relied on people writing to us the old-fashioned way, in a letter. Nowadays, all a player needs to do is to log onto our website and click a few buttons to post the result of a game, and they can talk to each other about the games they've played on the campaign forum. The website also includes campaign updates, and all kinds of useful hobby tips and downloads that can be used to enhance the games that you play.

ICCHAR IV

The stories generated by the results of the Ichar IV campaign have ended up being incorporated into the background for Warhammer 40,000 – check out Codex Tyranids for the details.





Jervis wades through the Ichar IV results!

It's all about playing games

Although the summer campaigns have come a long way since I ran them, the reason for their appeal remains the same: it's just a fantastic excuse to get out there and play games! You know the kind of thing: "Sorry dear, I have to play a game of 40K tonight. Er... please put down that rolling pin. Yes, I know I played last night... yes, and the night before, and yes, there was that monster all-day game last weekend, but I really do need to play tonight as well – you see, the fate of an entire planet depends upon it!"

Seriously though, the busy lives we live nowadays can often mean that our hobbies have to take a back seat to other things like studying, working or raising a family. Summer campaigns can give players an opportunity to set aside some time from these things and to actually play some games – preferably lots of games!

The other thing that they offer is inspiration, both to get out and play games, and to come up with ideas for special scenarios. I'm sure you'll agree that the guys in the Studio's Games Development team have come up with a fantastic setting for the Medusa V

campaign. If you're anything like me then the background will have given you ideas for all kinds of special games and scenarios, and chance to try out the new Cities of Death rules.

To back all of this up, our web team have come up with a brand new reporting and results system that is extremely easy to use, allowing you to concentrate on gaming and talking about the battles you've had. Speaking as someone who's worked on our summer campaigns from the start, I have to say that the Medusa V campaign looks to me to be the best one yet; I know that it's got all of us in the Studio itching to play games, and I expect you'll get to see some of our own battles in the pages of this very magazine over the coming months.

What you can do for us

All of which is very fine and dandy, but there is one thing I'd like to ask you to do to help make this really the best summer campaign we've ever had. This is quite simply to write battle reports and stories telling us about the games you've played and post them up on the forums. We want to know about what happened in your games and what the most thrilling moments were, but we also want to hear about your army, about the special scenarios and games you've come up with, and even the trouble you've got into with your nearest and dearest for playing too many games of Warhammer 40,000 while the campaign has been raging on!

I love seeing stuff like this, so please do post on the Medusa V website and let us know about the battles you and your army have won. But most importantly of all, get out there and join in. Remember, the fate of a world will be decided by the games you play.

“I have to say that the Medusa V campaign looks to be the best one yet... It's got all of us in the Studio itching to play games.”



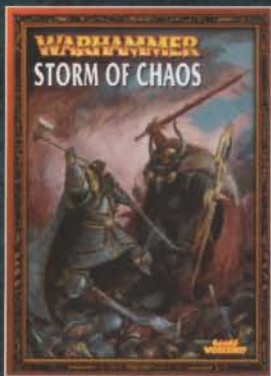
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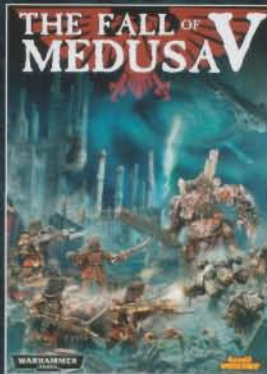
2001



2003



2004



2006



2005



If you want to comment on this column then you can do so on the forum:
www.games-workshop.co.uk/forums/gamesdevelopment

Above: A selection of supplements from the global campaigns which followed Ichar IV.

FIRSTBORN SONS

The Vostroyan Firstborn are amongst the most elite of all Imperial Guard regiments, and have a long and illustrious history. Yet their record of honour hides a shameful secret...



Vostroya. Smoking chimneys belch toxic clouds of pollutants into the sky and blast furnaces fend off the bitter chill as vast workforces toil unceasingly for their Imperial masters. These soot-clogged edifices are the only place where heat can be found, choking oases of light and warmth amidst the perpetual icy gloom, and few folk stray far from the manufactoria without reason.

Vostroya was colonised long ago, when mankind ruled the stars. During the Age of Strife and the breakdown of the galactic empire, Vostroya swore its loyalty to the worshippers of the Machine God who rule over Mars.

Vostroya is governed by the Techtriarchs, a curious committee of Adeptus Mechanicus administrators and traditional Imperial planetary government.

OF VOSTROYA

index
imperialis

From the annals of
Administratum
records IA/G3-6R5
Recorded by Senior
Scrivener Troksky,
Second Assistant to
the Sub-Deputy
Adjutant General.

whose primary duty is to ensure that the
tithes and production quotas placed upon
the Vostroyans are always met.

Since the time of the Great Crusade,
Vostroya has served as a factory world
providing arms and munitions to the
armies of the Imperium. As the Emperor's
Great Crusade conquered the galaxy,
Vostroya's vast manufactoria supplied
humanity's innumerable armies. In the ten

thousand years since the crusade the
Vostroyans have continued in this role,
living and dying in the production lines,
fulfilling the endless process of fabrication
and assembly.

**Vostroya swore its loyalty to the
worshippers of the Machine God
who rules over Mars.**



The Firstborn

The Offering of the Firstborn dictates that the eldest son of each family must always enlist into the Vostroyan regiments. There are no exceptions to this and even the greatest noble families and the Techtriarchs must comply. To most Vostroyans it is an honour to join the Firstborn, for the populace consider the repayment of their debt to the Emperor to be of paramount importance.

Unusually for the Imperial Guard, new levies are used to reinforce existing regiments in the field. This is not always easy to arrange, but ensures that the Vostroyan regiments remain close to full strength and contain a high ratio of veteran warriors. One by-product of this method of reinforcement is that the Firstborn consider themselves a warrior brotherhood, and take a fierce pride in training the newcomers to their own exacting standards. It is hard to imagine a regiment with a stronger fraternal bond.

The Great Crusade

Vostroya's great shame has its roots in an age long past, when the Master of Humanity strode among the stars and His empire was sundered by the Horus Heresy. As the Legions of the Traitor Warmaster carved a blood-soaked trail to Terra, a petition from the Emperor requested that the Techtriarchs of Vostroya raise regiments of soldiers to stand in Horus' path. Every worker that toiled in the great smelteries of Vostroya was already engaged in the immense war effort and the Techtriarchs determined that such a sacrifice of manpower would render the production quotas unattainable. They reasoned that the people of Vostroya were better expended making guns than firing them. Reluctantly, the Techtriarchs refused the Emperor's request.

It is probable that their actions may well have gone unremarked, for in the violence of the war many records were destroyed. Unfortunately for the people of Vostroya, such anonymity would be denied them. When the Heresy had ended and Exactor Tributii Advocates began to

The Raising

The proposal Guilliman and the Techtriarchs agreed was simple, but has shaped Vostroyan society ever since. To repay their debt to the Emperor, the Vostroyans have, for ten thousand years, given up the first-born son of every family for service in the Imperial Guard.

Unlike other Imperial Guard regiments that are raised en-masse, the Firstborn are regularly furnished with a steady influx of new recruits from their home world. To the Vostroyans, it is a matter of great pride that the Firstborn regiments have existed unbroken since their first creation.

Vostroya itself continues to labour unceasingly to meet the production quotas of their Adeptus Mechanicus masters, but the repayment of their debt to the Emperor now comes first. Attached to each of the thousands of manufactoria that blot the planet's surface is a sacred workshop, where the weapons and wargear of the Firstborn are produced. Every labourer of Vostroya is expected to give one hour in every ten to the upkeep of the Firstborn. With stoic resolve, the Vostroyans

When the Heresy had ended and Exactor Tributii Advocates began to count the cost, Vostroya's refusal to raise arms came to light. The Techtriarchs were called to account.

count the cost, Vostroya's refusal to raise arms came to light. The Techtriarchs were called to account – a task the Primarch of the Ultramarines, Roboute Guilliman, oversaw personally. Faced with the ire of the Ultramarines' Primarch, the people of Vostroya entreated the Techtriarchs to

negotiate a settlement that would allow them to make amends for their perceived disloyalty – they begged for a chance to atone for their decision. Roboute warned that their penance might never end but even when he stated the grievous terms of the Vostroyan's reprieve the Techtriarchs willingly accepted. Thus the Firstborn were raised.

steadfastly sacrifice their time, and the weaponry they produce is of the finest quality, for the Firstborn are their sons and brothers and their only hope for redemption. Hand-carved wooden stocks are expertly inlaid with precious metals

>> continued on page 48



The Vostroyan System



Turtolsky

Vostroya's moon was referred to as Vostroya 0.1 until mid M.37. Turtolsky, Adeptus Administratum Scrivener Adept was assigned the task of recalculating Vostroya's tithe settlement in alignment with the Adeptus Tithe clarification call in M.36.997. Given a small research base and a motley assortment of Administratum cast-offs, it took Turtolsky nearly one hundred and ninety years to resolve the calculations, by which time the call had been rescinded.

Vostroya

AM 29.9

Orb. Dist. 1.44 AU

1.146/Temp 9°C

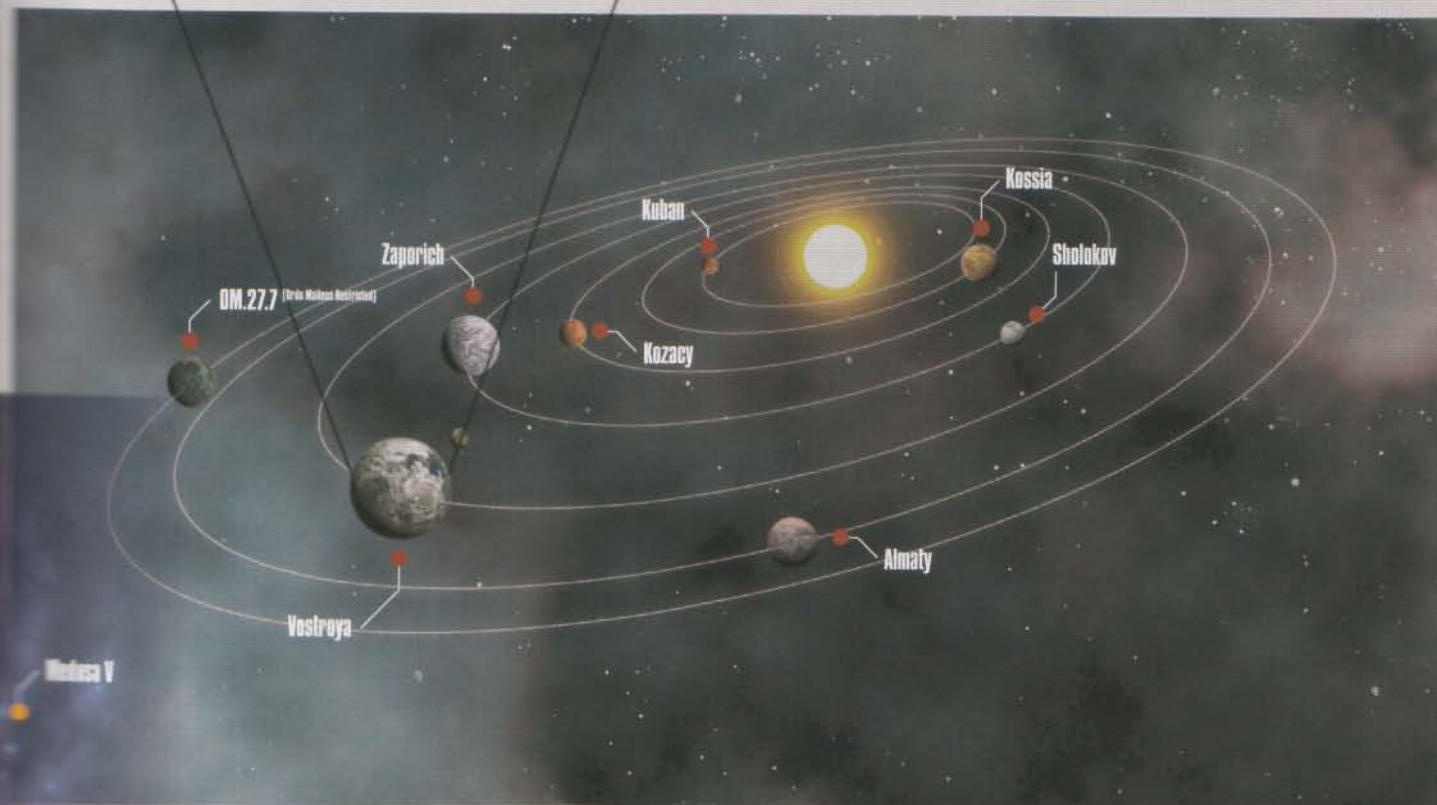
Industrial World

Tithe Grade: Exactis Extremis

Aestimare: B92

Population: 9,300,000,000

Vostroya is an inhospitable world, covered in thick clouds, blasted by perpetual storms and brutal winds. Its barren surface is littered with city-sized factories dedicated to the fabrication of weapons.



Birth of the Vostroyans

Games Workshop artist John Blanche is the man primarily behind the look of the Vostroyan Firstborn.



The following comments on these early concepts are drawn from John's notes.

- 1 Officer with trenchcoat. His axe is also a laspistol.
- 2 Far from any centralised Imperial control, these noble and individual warriors maintain an archaic look.
- 3 The standard bearer displays ancient tribal daggers and ritual scars on his upper torso.
- 4 The Vostroyan commanders are charismatic individuals, all wearing distinctive fur hats.
- 5 Vostroyan noble (centre).

>> continued from page 46

and precision tooled barrels replace the utilitarian weaponry of other Imperial Guard regiments. Every item of Vostroyan wargear is a work of art and carries the hopes of a world in its construction.

In the 41st Millenium the details of Vostroya's past have been lost in the annals of history, obscured behind the veil of ignorance and lies that conceals the truth of the Horus Heresy from the masses. Despite the obfuscation of those times, a

dim remembrance persists that the Vostroyans failed to aid the Emperor in his hour of need. It is almost certain that nobody remembers the whole truth of those events, but every Vostroyan knows their ancestors' failure. Those Imperial Guard commanders that know some hint of the truth are quick to remind any Firstborn under their command, and for the soldiers and citizens of Vostroya it is a stain on their reputation they must constantly toil to expunge.



John Blanche contributes to projects by generating concept sketches like these.

"The idea was to create an archaic looking Imperial Guard regiment, so I drew on images of 18th century soldiers and, especially, the Cossacks of Russia. The guns are long and ornate, to make them look hand-crafted, yet still very much of the future."

John intends these sketches as a starting point. "I do them to inspire the sculptors, not tell them what to do. There are many stages in the creative process." This is why they differ from the finished models.

Vostroyan Imperial Guard

Thanks to the inhospitable climate of Vostroya, the Firstborn are trained in the most adverse of conditions. Amidst the jutting skeletal spars of half-collapsed warehouses, the wind howling along rust-pocked alleyways, the Firstborn learn the skills of close-quarter combat and strict firing drills. Some do not survive such a harsh regime, but those that do are proud to be counted amongst the hardest fighters in the Imperial Guard. Their

ancient pact drives them onwards, instilling them with a stubbornness, courage and fortitude rarely seen outside the Adeptus Astartes.

The Vostroyans reserve a disdain for those Imperial Guard regiments they perceive to be less devoted than themselves, although that can sometimes include a great many of their allies. But should the Vostroyans' respect be gained, they are comrades anyone would be proud to have.



Painting

We reveal the secrets behind the 'Eavy Metal team's amazing Vostroyan Firstborn paintjobs...

Cloth



- Apply several thin coats of Red Gore to get a good coverage.



- Highlight with Blood Red.

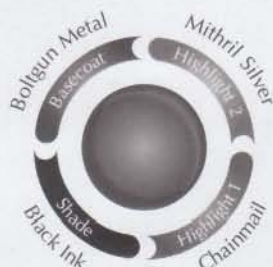


- Add Blazing Orange to the Blood Red.



- Finally, apply a watered down glaze of Red Ink.

Metal



- Paint a basecoat of Boltgun Metal.



- Shade with a wash of Black Ink.



- Highlight with Chainmail.



- Then highlight with Mithril Silver.

Cold



- The basecoat is Brazen brass.



- Give this a Brown Ink wash.



- Add a highlight of Burnished Gold.



- Finish the gold off with a highlight of Mithril Silver.

Leather



- Paint the leather areas Bestial Brown.



- Then shade with Brown Ink.



- Highlight with a mix of Bestial Brown and Bleached Bone.



- Apply a final highlight of Bleached Bone.

Hat



- Basecoat with a mix of Scorched Brown and Graveyard Earth.



- Drybrush the raised areas with Graveyard Earth.



- Apply a mix of Graveyard Earth and Bleached Bone.



- Apply a final highlight of Bleached Bone.

Skin



- Start with a basecoat of Tanned Flesh.



- Mix Tanned Flesh and Liche Purple and use to shade.



- Highlight the skin with Dwarf Flesh; paint the eyes Chaos Black.

When painting an army of men, you might want to restrict your flesh tones to two or three stages, maybe a base tone, ink wash and highlight. However, when 'Eavy Metal do it, they use six stages...



- Apply a mix of Dwarf Flesh and Elf Flesh to highlight.



- Highlight the skin with Elf Flesh; then paint the moustache Chaos Black and finally paint the eyes Skull White.



- Highlight the skin with an Elf Flesh and Skull White mix; paint the moustache Codex Grey and pupils Chaos Black.

Details



Rifle Wood



- Apply a basecoat of Scorched Brown, then paint lines of wood grain using Graveyard Earth.

Wax



- Basecoat with Scab Red. Highlight with Blood Red.

Lenses



- Paint the lenses Blood Red, then apply a tiny dot of Skull White.



The entire squad of 'Eavy Metal-standard Vostroyans, ready to fight for the Emperor. Beautiful!



Learn more about the Vostroyans: www.games-workshop.co.uk/imperialguard

Vostroyans in the game

As with any Imperial Guard regiment there are three ways to use your Vostroyan miniatures when you play.

The first is to use the Vostroyan miniatures and the standard Imperial Guard army list – in effect giving you a 'normal' Imperial Guard army.

The second way is to pick five doctrines as described in Codex: Imperial Guard. This is ideal if you want to use your Vostroyan miniatures to represent Vostroyans fighting

in different formations, such as an armoured infantry regiment, or warriors from other worlds, like the Stalinvast Grenadiers or the Petrostok Besiegers.

The third is to use the same doctrines as our Studio army – these are detailed in the sidebar to the right. Using any of these options is absolutely fine and all are equally valid. The important thing to is to make it clear to your opponent which option you have chosen.

This impressive Vostroyan army of 2000 points was painted by the 'Eavy metal team.

HQ

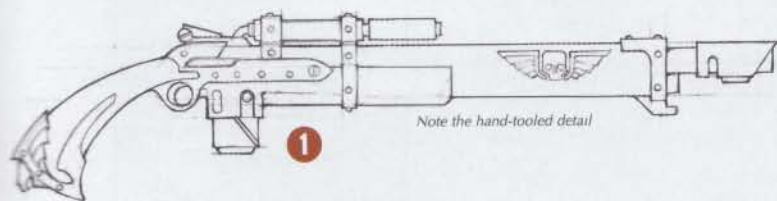


TROOPS

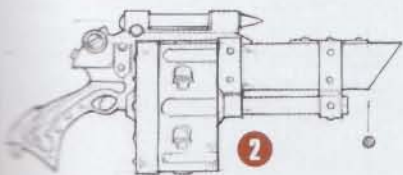


Vostroya-pattern Weaponry

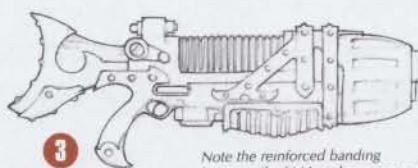
Weapon concepts by Roberto Cirillo



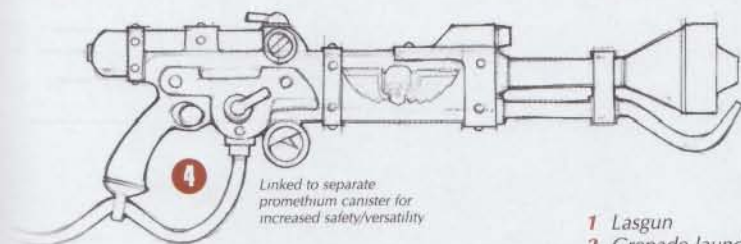
Note the hand-tooled detail



Illustrated in Hive Kostik



Note the reinforced banding between the LMA and emergency venting compartment



Linked to separate promethium canister for increased safety/versatility

- 1 Lasgun
- 2 Grenade launcher
- 3 Plasma gun
- 4 Flamer

HEAVY SUPPORT



Doctrines of the Vostroyan Firstborn

- **Restricted Troops:** Special Weapon squads
- **Restricted Troops:** Heavy Weapon platoons
- **Sharpshooters**
- **Carapace armour**
- **Hardened Fighters**

Using the doctrines above allows you to choose the following units from Codex: Imperial Guard.

HQ

Command platoon

- 1 Command squad
- 0-2 Fire Support squad
- 0-2 Anti-tank Support squad
- 0-2 Mortar Support squad
- 0-2 Special Weapons squad
- 0-1 Sentinel support squadron
- Commissar

ELITES

- 0-1 Hardened Veterans squad

TROOPS

- Infantry Platoons
- Armoured Fist squads

FAST ATTACK

- Hellhound
- Sentinel squadron

HEAVY SUPPORT

- Heavy Weapons Platoons
- Leman Russ battle tank
- Leman Russ Demolisher
- Basilisk



SKAVEN

The Skaven are children of Chaos, twisted rats who walk upright in a parody of man. In their sprawling under-empire, they plot to overthrow the kingdoms of the world from beneath.



THE VILE RAT-MEN

Were it not for the Skaven's constant in-fighting and inter-clan rivalry, they would have overthrown the other races of the Warhammer world long ago. They are almost numberless, and have an unparalleled grasp of technosorcery, blending magic and machine to deadly effect. The mainstay of their army is teeming hordes of vicious Clanrats, supported by slinking assassins, powerful war machines and the creations of Clan Moulder.



Clanrats are bold when in numbers, and thus add their rank bonus to their Leadership.

SKAVEN CLANS

Skaven society is divided into different clans. Most of these are minor Warlord clans but, over the years, four Great Clans have arisen. Each clan utilizes unique tactics and specialist troops to achieve their twisted goals.

Clan Eshin

Clan Eshin are master assassins, no-one is safe from their Warpstone-forged blades. In battle they act as infiltrators and scouts, or lurk within units of Clanrats, waiting to strike.

Clan Skryre

These Warlocks Engineers provide the Skaven with their devastating magical war machines: Jezzails, Warp Lightning Cannons, Warpfire throwers, and more.

Clan Moulder

The shapers of Clan Moulder use warpstone to deliberately mutate all manner of creatures, creating unnatural monstrosities which are used by Skaven armies as shock troops.

Clan Pestilens

The Plague Monks of Clan Pestilens are tougher than the average Skaven. They delight at spreading disease, their Plague Censer Bearers bringing it even into battle.



FOUL OVERLORDS

Skaven players have a wide choice of characters. Warlords are combat monsters, Grey Seers are amongst the most powerful sorcerers in the world, Assassins can be a very nasty surprise for your opponent, whilst Warlock Engineers have access to crazy wargear.



Clan Eshin Assassin



Grey Seer



Warlord



Warlock Engineer

Skaven Armies

Building a Skaven army is simplicity itself. There is a fantastic Battalion set available for the furry blighters which contains Clanrats, Plaguemonks, Rat Ogres and Giant Rats! That's more than 500 points, all for the bargain price of £50.

So, get a Battalion set, add a couple of metal character models, bung in a war machine or two and Nurglitch is your uncle! Onwards to the destruction of all Manthings...

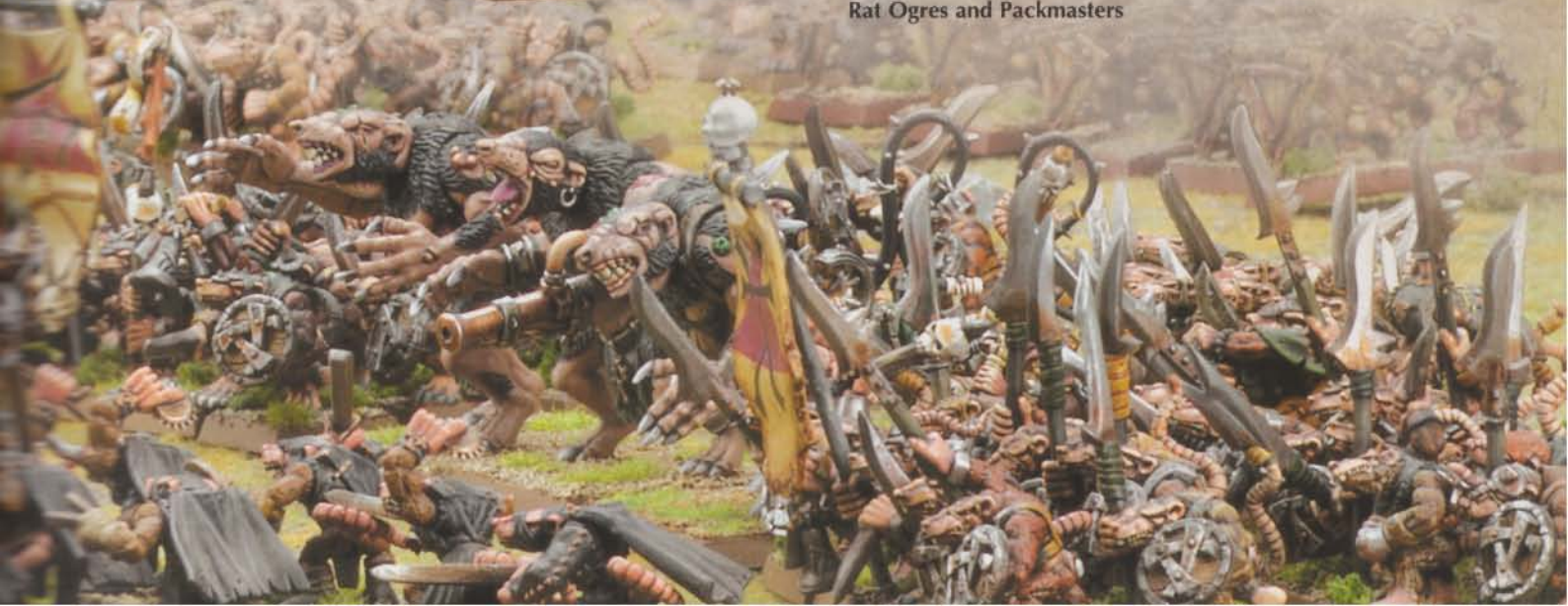
www.games-workshop.co.uk/store/skaven

CORRUPTING INFLUENCES...

An unmistakeable sight in any battle, the monstrous creatures of Clan Moulder add brute force and bestial ferocity to Skaven armies. While packmasters drive Giant Rats and Rat Swarms before the advancing army, lumbering Rat Ogres crash into the enemy ranks, tearing flesh, bone and armour asunder.



Rat Ogres and Packmasters





SKAVEN TACTICS

A look at two devious strategies employed by sneaky Skaven players...

THE GUN BATTERY

The Skaven have access to some of the most powerful artillery pieces and weird weapons of any Warhammer army. The most devastating of these is the Warp-lightning cannon, which is a Rare choice and therefore limited in number.

However, Ratling Guns and Warpfire Throwers can be attached to any unit of Clanrats, while Jezzail teams are special choices. It really is possible to avoid taking elite units of combat specialists, while maxing out on firepower.



WARLOCK JEZZAILS

With Strength 6, Range 36", and Armour Piercing Jezzails are the bane of just about everything. Good against those new Giants, too!



WARP-LIGHTNING CANNON

Warp-lightning cannons are devastating – to both friend and foe! When it's good it's great, but when it's bad, well, burning fur smells very unpleasant.

Advantages

- You will dominate every shooting phase, especially if you have two Warp-lightning cannons.
- Jezzails are deadly to enemy cavalry.
- Warlock Engineers add to your pool of power dice, and have good, long-range powers at their disposal.

Disadvantages

- Skaven technology is temperamental, so there's always a chance you'll kill your own troops at a critical moment!
- Jezzail teams are prone to fleeing off the table if deployed near the edge, so try to protect them at all times.
- All-or-nothing – putting all your eggs in a basket like this either guarantees a big win or a catastrophic loss!

STEALTH TACTICS

When not bombarding the enemy with lightning and Warfire, the Skaven are scuttling around their opponents' flanks with swift Night Runners and Gutter Runners. Meanwhile, hordes of cheap, expendable troops pour into the front lines, diverting the attention of the foe from the real threats lurking in the shadows, all the while harbouring deadly Assassins in their ranks.



GUTTER RUNNERS

Gutter Runners are the elite of Clan Eshin, able to Scout, or deploy behind enemy lines using the Tunnelling Team rule!



NIGHT RUNNERS

These skirmishing troops are a headache for the enemy to deal with; they're fast, maneuverable and hard to shoot.

Advantages

- Night Runners and Gutter Runners are very fast and manoeuvrable, making them a nightmare for opponents to get to grips with.
- Clan Eshin Assassins can lurk within your cheaper units, while their Poisoned attacks make a mockery of high-Toughness Heroes.
- Night Runners are Core units, and as long as you have enough Clanrats in your army, you can take a large number of them.

Disadvantages

- You must strike at just the right time to ensure success in battle.
- If the enemy has fast cavalry, your Night Runners and Gutter Runners will struggle to outmanoeuvre them.
- Assassins are best used in units, but this can make them difficult to get into position.



CITADEL TOOLBOX

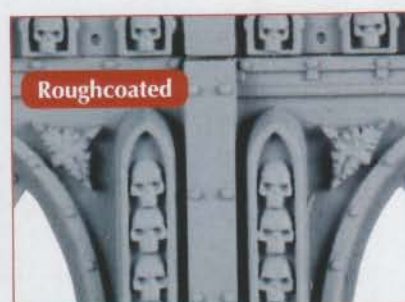
**Roughcoat
Spray**

Roughcoat provides a fantastic undercoat for large models, especially scenery pieces and tanks. This month, we take a look at how to use this handy product.

SPRAYING TIPS

The following tips will help you get the most out of your Roughcoat spray:

- Always spray in a well-ventilated area, or outside.
- Shake the can vigorously for two minutes before spraying and occasionally when in use.
- Hold the can 20-30 centimeters from the model, spraying evenly across it in short bursts.
- For the best results apply two or more light coats rather than one heavy coat which may obscure the detail. Allow the first coat to dry completely before applying the second.
- After use, turn the can upside down and spray until gas emerges. This prevents paint from drying in the nozzle during storage.



Terrain Undercoating

Without a doubt the best place to use Roughcoat is on terrain. Whether you've built your terrain piece from a kit or started from scratch, Roughcoat provides an excellent base on which to paint. Roughcoat will work on most materials, even polystyrene. What melts polystyrene is the propellant in the spray, not the paint itself, so the further away you hold the can, the more the propellant gets a chance to disperse. The most important thing is to follow the instructions on the can.

Once undercoated, you can basecoat the terrain piece in the colour of your choice before drybrushing it. The Roughcoat gives you the perfect key to drybrush upon and the results are quite stunning.

Tip: When using Roughcoat on scratch built terrain, try it out on scraps of the material you have used to test the effect.



Tanks

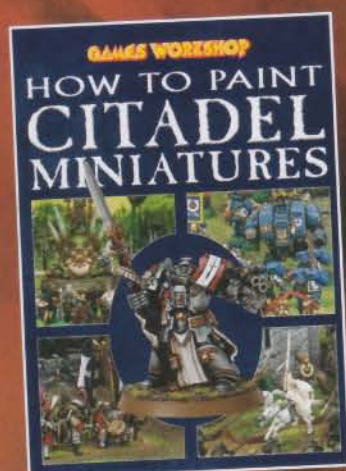
Roughcoat is not only useful for undercoating terrain, but for tanks as well. As with scenery pieces, the Roughcoat gives you the ideal key to work upon when drybrushing, providing you with great results in no time. It's important to apply lighter coats of the spray when painting models than when you're working with terrain, to prevent any details becoming obscured.

Roughcoat is available from the Online Store:
www.games-workshop.co.uk/store/roughcoat

PAINTING WORKSHOP

Neil Langdown is one of Games Workshop's 'Eavy Metal painters. He's painted up one of the new Giants for us to demonstrate how the team work their painting magic.

DOGS OF WAR GIANTS



The painting terms and techniques used in this article are described fully in the How to Paint Citadel Miniatures book.

- £12.00
- www.games-workshop.co.uk

The new Giant is a truly monstrous Citadel miniature, a massive creature that forms an impressive centrepiece to an army. As he is so eye-catching, it is well worth lavishing real hobby love on the detail. He's a one off, so try mixing up

some unique colours to paint him with to differentiate him from your rank and file.

Patience is the watchword. Take your time, follow these tips and we guarantee you'll have as much fun painting your Giant as you will gaming with him.

BASECOATING

The basecoat here forms the mid-tones of the paint job. We shade this down rather than start with darker hues of the colours. This is simply to save time: he's a big lad!

- Red Cloth**
Dark Flesh
- Grey Cloth (1:1 mix)**
Chaos Black
Fortress Grey
- Brown Cloth**
Graveyard Earth
- White Cloth**
Kommando Khaki
- Blue Cloth (3:1 mix)**
Regal Blue
Scorched Brown
- Green Cloth (1:1 mix)**
Dark Angels Green
Goblin Green
- Yellow Cloth & Shield**
Bronzed Flesh



Blue Shield Detail



- Shield**
Regal Blue
- Skull**
Bronzed Flesh
- Scroll**
Graveyard Earth

- Skin (1:2:2 mix)**
Codex Grey
Dwarf Flesh
Vermin Brown

Peasant

- Tunic**
Graveyard Earth
- Trousers**
Scorched Brown
- Skin**
Vermin Brown
- Hat**
Desert Yellow



SHADING

We use inks and diluted paint here. Apply these shades into the recesses of the model rather than washing all over, as this can pool when dry and spoil the original finish.

Top Tip: Shading

When shading light colours, like the skin, mix a little of the original basecoat into your wash to tone down the shade before painting it into the recesses.

Blue Shield Detail



- Shield**
Chaos Black
- Skull**
Brown Ink
- Scroll**
Brown Ink

Skin (1:1:1:1 mix)

Codex Grey
Dwarf Flesh
Vermin Brown
Brown Ink*

*Increase amount of Brown Ink in subsequent shades.

- Brown Cloth**
Brown Ink

- Red Cloth**
Brown Ink

- White Cloth**
Graveyard Earth

- Blue Cloth**
Black Ink

- Green Cloth (1:1 mix)**
Black Ink
Green Ink

- Grey Cloth**
Black Ink

- Yellow Cloth & Shield**
Bestial Brown

Peasant

- Tunic (1:1 mix)**
Graveyard Earth
Brown Ink

- Trousers**
Black Ink

- Skin**
Flesh Wash

- Hat**
Flesh Wash



HIGHLIGHTING

The Giant is highlighted with layering. Keep the paint thin and apply overlapping coats. This will give you a smooth gradation between the highlight layers.

Blue Shield Detail



- Shield (1:1 mix)**
 - Regal Blue
 - Space Wolves Grey
- Skull (1:1 mix)**
 - Bleached Bone
 - Skull White
- Scroll (1:1 mix)**
 - Kommando Khaki
 - Skull White

- Skin (1:1:1 mix)**
 - Dwarf Flesh
 - Fortress Grey
 - Bleached Bone

- Grey Cloth (mix)**
 - Chaos Black
 - Fortress Grey
 - Skull White

- Red Cloth**
 - Terracotta

- Brown Cloth (1:1 mix)**
 - Graveyard Earth
 - Bleached Bone

- White Cloth (1:1 mix)**
 - Kommando Khaki
 - Skull White

- Green Cloth (1:1:1 mix)**
 - Dark Angels Green
 - Goblin Green
 - Rotting Flesh

- Blue Cloth (1:1:1 mix)**
 - Regal Blue
 - Scorched Brown
 - Fortress Grey

- Yellow Cloth & Shield**
 - Golden Yellow

Peasant

- Tunic (1:1 mix)**
 - Graveyard Earth
 - Bleached Bone
- Trousers (1:1 mix)**
 - Scorched Brown
 - Vomit Brown
- Skin (1:1 mix)**
 - Dwarf Flesh
 - Bleached Bone
- Hat**
 - Desert Yellow



DETAILING

Once the bulk of the miniature has been painted, it's time to move onto the smaller parts. On a model of this scale, there's a real opportunity to go to town on the detail.

Metal



Beard



Cloth Grid Pattern



Top Tip: Symbols

First paint the shapes on the cloth as simple geometric outlines, then fill these in carefully afterwards.



Top Tip: Fine Script

Add ink instead of water to the paint to help the paint flow easily yet keep the pigment strong.



Rope



Dark Dragon Scales



Light Dragon Scales



Wood



Top Tip: Chaos Giants

Chaos Giants come in all sorts of colours, so you can paint them any way you like.



For more painting tips, go to our website:

www.games-workshop.co.uk/warhammer/painting

'EAVY METAL



The 'Eavy Metal team is the most talented group of professional miniatures painters in the world. This month, we look at their heroes of the Tau Empire.

AUN'VA, MASTER OF THE UNDYING SPIRIT

by Fil Dunn

NEW!

The Ethereal Aun'Va is very old by Tau standards, and offers the challenge of painting aged alien skin.



All the complex markings on Aun'Va were applied freehand by Fil and then tidied up afterwards by repainting the basecoat.



Fil achieved the bronze effect by applying a Brazen Brass basecoat then highlighting it with a 1:1 mix of Chainmail and Brazen Brass. He then gave it a very thin purple ink wash.

COMMANDER FARSIGHT

by Kirsten Williams

Farsight leads a rebel enclave of Tau, and is equipped differently to other Tau Commanders.



This red was basecoated Scab Red, highlighted Red Gore, then Blood Red. Very fine highlights of Skull White were added before the armour was washed with two layers of Red Ink.

Farsight's mysterious alien blade was painted with Boltgun Metal, washed with Blue Ink then highlighted first with Chainmail and then Mithril Silver.



Find a masterclass on Farsight at: www.games-workshop.co.uk/tau/paint-oshovah/

COLOURS OF THE TAU EMPIRE

White Armour



Red Armour



Tau Skin



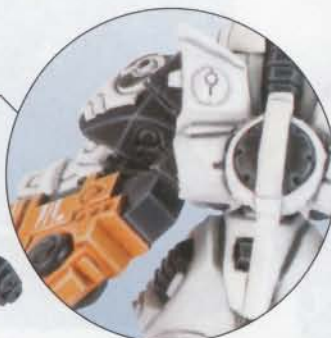
Tau Sept Armour



Shadowsun has been appointed in Farsight's stead to lead the forces of Tau expansion. Her experimental armour benefits from clear, neat brushwork when highlighting and lining.



The Tau sept markings, denoting Shadowsun's rank and name, have been painted onto her fusion blasters with the Fine Detail Brush from the Masters Paint Set.



Precise, extreme highlighting of Shadow Grey helps give the black areas of Shadowsun's armour depth.



Shadowsun is a female Tau, and thus has a long topknot and different facial features to her male counterparts. The metal kit includes both a helmeted and bare head.

PAINTING WHITE ARMOR



1 Use a large brush to apply several thin coats of Fortress Grey onto the armour to achieve a flat basecoat.



2 Paint Codex Grey between the armour plates, then use watered down Chaos Black to shade the deepest recesses.



3 Touch up any mistakes with Fortress Grey before picking out the eyepiece, front plate and nozzles with Chaos Black.



4 To finish off the armour plates, apply several thin coats of Skull White to get a solid colour.

ALTERNATIVE TECHNIQUES

Neil Langdown: "I painted Aun'Va from a black undercoat. Getting white that flat takes time. You have to water the paint down and keep applying coats until the pigment is no longer see-through.

"However, I gave Shadowsun a white undercoat, I then applied a coat of Skull White to even the colour up, but also

because over this I applied a wash of watered down Fortress Grey, if you do this straight over a White undercoat, it soaks up the grey and goes muddy. I then varnished it to keep the white clean while I painted the rest of the model.

"Always try to keep the colours simple on Tau, and don't drybrush them!"



TOP TIP: LINING

When lining Tau armour, use watered down paint and only apply it to the deep recesses. This is more effective than applying an ink wash over the entire model, and it is easy to tidy up your mistakes as you add highlights to the armour panels.

HEROES OF THE TAU EMPIRE

Crisis Battlesuits

Piloted by the bravest warriors of the Fire Caste, Crisis suits provide a Hunter Cadre with fast moving, flexible firepower, bringing death to the enemy.



Green Stuff is used to fill in the gaps between the components.



These plastic girders come from the new building sets.

▲ This model is straight out of the box and has been modelled dynamically to show a Battlesuit taking off. To get this pose, the model was pinned to its base through one of its feet. With basing materials added, it's impossible to see the join.

When pinning, make sure the model is balanced or it will topple over.

The girder has been bent as the Battlesuit steps onto it, giving the model a huge sense of raw power and weight. ►



Converting Tau Battlesuits

Battlesuits are the centrepieces of the Tau army. The kits are already versatile, but with a little conversion work you can add even more life to your models.





Positioning Limbs

These principles work equally well with Tau Battlesuit arms and legs.



- Cut the arm below the shoulder pad, and experiment with its position.



- Drill a hole for a pin in the lower arm, then drill a hole in the pad to match.



- Glue the arm in position.



Here the Battlesuit leans forward with the right arm extended and rotated to create a shooting pose. ►



The antennae mounting blocks have been removed from the head.



The knee was cut and rotated to create the crouching pose.



▲ The weight of this model is on its left leg. The angle of the head matches the position of the leg, adding to the overall dynamism of the pose.



This Battlesuit is firing at the enemy, whilst landing on top of a Space Marine! The arms' upward angle adds power to the model. ►



The leg was cut and rotated to create the leaping pose.

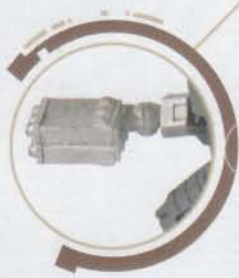


The Battlesuit was pinned to the Space Marine for stability.



Broadside Battlesuits

A heavier variant of the XV-8 battlesuit, the XV-88, or Broadside battlesuit, provides formidable firepower. Its twin-linked railguns are capable of destroying enemy vehicles whilst its secondary weapons systems are deadly to infantry.



This missile arm has been cut and repositioned.



The legs have been positioned in a wide, braced pose.

▲ The missile pods are angled across the body while the head is looking at the warrior's target. All this gives the model a sense of activity.



◀ This model stands in a classic pose, with plastic missile pods replacing the smart missile system mounted on the base of the railguns.



A target lock has been added to the back of the left hand.



Missile pods taken from four Battlesuit kits!

The weapon mounts have been swapped on this model, giving it a squat appearance. ▶



Repositioned missile pod.



Railguns mounted on arms instead of the back.



Battlesuit Commanders

The most trusted of the Fire Caste Commanders lead the Hunter Cadres in battle, and some carry special issue equipment – systems that have yet to enter common use, are difficult to mass produce, or that are only in the earliest stages of development.

This model carries experimental weapon systems, available in the Tau Crisis Battlesuit Commander box set. ►



Alternate Commander head and Command and Control node



Cyclic ion blaster



New shinguard taken from plastic Fire Warrior.



▲ On a couple of our Battlesuits we've added Fire Warrior shoulder pads to the knees for embellishment and to cover up the join where we've cut into the model. This is an easy alternative to re-sculpting!

A shield drone has been used here as a shield generator.



▲ This conversion based on O'Shovah has an aggressive jumping pose, with the legs cut and repositioned and pinned to the base.



The dawn blade was cut from the left hand and pinned to the right arm.



The pin runs through the foot and ankle for strength.

The models on this page were converted and painted by the 'Eavy Metal team.

Fil Dunn's Battlesuit has been extensively repositioned to create the illusion of full flight. ▲



Rear View



Shield Drone



Rear View



▲ Neil Hodgson painstakingly painted his model to look as if it is entirely mirrored.



◀ This white Battlesuit, by Darren Latham, has a multi-tracker for a head.



Plasma Rifle

As Anya Wettergren's model shows, Battlesuits are powerful in melee as well as ranged combat! ►



Rear View



BATTLE OF THE



BEASTS



It's mutant versus mutant as Joe 'Greg' Wiltshire's Beastmen take on Gareth Hamilton's Clan Moulder Skaven in this Capture scenario. At stake, a huge chunk of warpstone. Look out for the warpstone meter in the corner to see who is winning.

BEASTMEN INTRODUCTION

Greg: Gareth and I recently played each other at the UK Grand Tournament where I got solidly beaten. Perhaps this was a chance to redress the balance, taking on his Clan Moulder Skaven army. However, I began to get unsettled when the 13th was set for the date of the game.

Prior to the game, we'd agreed Gareth could upgrade a Master Moulder to an army standard bearer rather than a Chieftain, in keeping with the rest of his army. Of all Gareth's units (mainly Rat Ogres and Giant Rats) I was particularly worried about Plague Swarms – they could severely slow my Beast Herds and their poison attacks bypass Toughness.

I took my tournament army, built around a mix of Undivided and Slaanesh Beasts, with characters chosen to counter act magic and get the most from charges through *Wild Call* by adding an army standard bearer with the Beast Banner.

The Slaangor should be able to deal with any single Skaven unit and contend for the objective. The rest of the my 2,000 points army includes three Beast Herds and support units in the form of Spawn, chariots and Minotaurs.

With an extra 500 points, I took a unit of Dragon Ogres and an extra chariot, to hopefully increase the ability of the army to punch through the Skaven lines.

SKAVEN INTRODUCTION

Gareth: About 3 years ago I created my own unit of Skaven Rat Riders to use as Dogs of War fast cavalry and they gave me the idea of using a Clan Moulder army for the game. With White Dwarf's and Greg's consent, Moulder would march to war!

I used the variant army list in the Skaven book, taking Moulder troops and generic ones like Clanrats, Stormvermin and Skaven Slaves. Throt the Unclean was the ideal character to lead the army, especially with his Killing Blow ability.

I also took an army standard, vital for this army and the Capture scenario, and a Harbinger of Mutation – a Moulder wizard

with the *Vermintide* spell, but more important in stopping enemy magic.

My one ace is the Plague Swarms. If anything can neutralize those ambushing Beast Herds it will be these little beauties.

Skaven: hopeless in a fight but cheap as chips, so I should outnumber the Beasts. With luck I will have enough spare troops to sacrifice and draw the enemy out of position, allowing those that remain to deliver flank charges. Capture is a straightforward win-or-lose affair, so, I can play the sacrifice game much more freely than in, say, a Pitched Battle, which suits me fine.

“Skaven: hopeless in a fight but cheap as chips, so I should outnumber the Beasts.”

THE WARHERD OF

ARMY STRENGTHS

- Good in close combat
- High Toughness
- Lots of Fear-causing monsters
- Ambushes

ARMY WEAKNESSES

- Low Leadership
- Unruly Beast Herds
- Few units with ranks
- Few in number



4 DRAGON OGRES

CHAOS SPAWN

16 BEASTMAN HERD

BEASTMAN CHARIOT

5 CHAOS HOUNDS

20 BESTIGOR

20 BEASTMAN HERD

BEASTMAN CHARIOT

KUH'TATHOR



DEPLOYMENT & TACTICS

Greg: My overall plan was to use the high ground to my advantage. Hopefully the Bestigor would hold the centre, using the more expendable chariots in exchange for Gareth's flanking force, until the Beast Herd on my right side had managed to move around onto the flank of his battle line. If I got held up, I could use the *Wild Call* spell to get into combat. I was badly outmatched on my left flank but hopefully, if my Minotaurs looked menacing enough they might stall Gareth's advance.

LORDS & HEROES

Great Bray-shaman (Level 3): Mark of Chaos Undivided, 2 Dispel Scrolls, Staff of Dakroth255pts

Bray-shaman 1 (Level 2): Dispel Scrolls135pts

Bray-shaman 2 (Level 2): Mark of Slaanesh, Goretooth, Chaos armour 171pts

Wargor: Battle standard bearer, Mark of Slaanesh, heavy armour, Beast Banner169pts

CORE

20 Beastmen Herd: 10 Gor (extra hand weapon), 10 Ungor (spears), Foe-render, musician and standard.....145pts

16 Beastmen Herd: 8 Gor (extra hand weapon), 8 Ungor (spears), Foe-render, musician and standard.....123pts

16 Beastmen Herd: 8 Gor (shields), 8 Ungor (spears), Foe-render108pts

20 Bestigor: Mark of Slaanesh, Gouge-horn, musician, standard, great weapons, War Banner315pts

Beastmen Chariot:.....85pts

Beastmen Chariot:.....85pts

Beastmen Chariot:.....85pts

Beastmen Chariot:.....85pts

6 Chaos Hounds:.....36pts

SPECIAL

3 Minotaurs: Mark of Chaos Undivided, great weapons138pts

5 Chaos Furies:75pts

RARE

2 Chaos Spawn: Mark of Slaanesh..150pts

4 Dragon Ogres: Light armour and great weapons316pts

TOTAL2476pts

DEPLOYMENT & TACTICS

Gareth: Losing the roll for table edge, I was going uphill. This is often considered a disadvantage, but it gave me the less cluttered deployment.

My plan was pretty straightforward. I would hold the objective with the Stormvermin and Clanrats – any unit coming too close would be hit by a double dose of Ratling fire.

On the more open side of the board, I set up a large flanking threat from Throt and his Moulder beasts. On the other side, the terrain was making a good job of protecting the flank of my central units. However, just to make certain no Beasts moved around the terrain to attack from the rear I put my Clanrats with spears, and more importantly my Swarms, defending this flank.

LORDS & HEROES

Throt the Unclean285pts

Master Moulder: Battle standard bearer, War banner, whip121pts

Harbinger of Mutation (Level 1)*:
Dispel Scroll, 2 warpstone tokens ..110pts

CORE

3 packs of Giant Rats90pts

3 packs of Giant Rats90pts

3 packs of Giant Rats90pts

25 Clanrats: Standard & musician with Ratling Gun.....200pts

25 Clanrats: Spears, standard and musician with Warp-fire Thrower ..240pts

24 Stormvermin: Shields, standard, musician, Fangleader, Banner of the Swarm and Ratling Gun321pts

20 Clanrat Slaves: musician44pts

20 Clanrat Slaves: musician44pts

4 Rat Swarms180pts

SPECIAL

3 Plague Rat Swarm195pts

3 Rat Ogres150pts

2 Rat Ogres100pts

3 Rat Ogres150pts

RARE

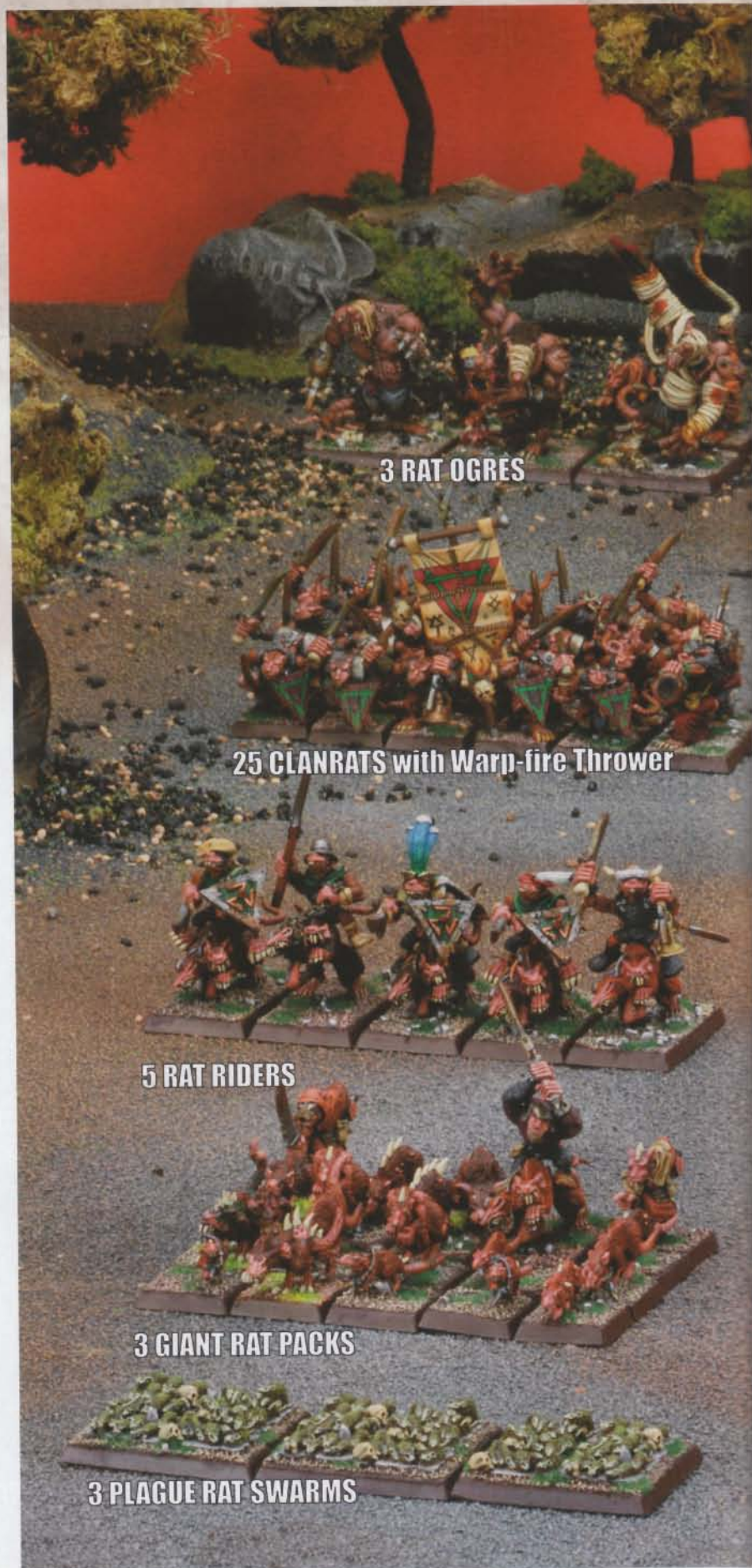
5 Rat Riders: Spears, shields and musician **90pts

TOTAL2500pts

*See page 78 of Warhammer Armies: Skaven for unit details

**See page 102 of this issue for unit details

THE HORDES



3 RAT OGRES

25 CLANRATS with Warp-fire Thrower

5 RAT RIDERS

3 GIANT RAT PACKS

3 PLAGUE RAT SWARMS

OF MOULDER

ARMY STRENGTHS

- Fast
- Outnumber opponents
- Plague Swarms have poison attacks
- Throt has Killing Blow to take down Beastmen monsters.

ARMY WEAKNESSES

- Low Leadership
- Generally poor in close combat
- War machines unreliable
- Weak magic



20 CLANRAT SLAVES

2 RAT OGRES

20 CLANRAT SLAVES

1 RAT SWARMS

3 RAT OGRES

24 STORMVERMIN with Ratling Gun

25 CLANRATS with Ratling Gun

3 GIANT RAT PACKS

3 GIANT RAT PACKS

THROT THE UNCLEAN

HARBINGER OF MUTATION

MASTER MOULDER

ES OF MOULDER

ARMY STRENGTHS

- Fast
- Outnumber opponents
- Plague Swarms have poison attacks
- Throt has Killing Blow to take down Beastmen monsters.

ARMY WEAKNESSES

- Low Leadership
- Generally poor in close combat
- War machines unreliable
- Weak magic



20 CLANRAT SLAVES

2 RAT OGRES

20 CLANRAT SLAVES

1 RAT SWARMS

3 RAT OGRES

24 STORMVERMIN with Ratling Gun

25 CLANRATS with Ratling Gun

3 GIANT RAT PACKS

3 GIANT RAT PACKS

THROT THE
UNCLEAN

HARBINGER OF
MUTATION

MASTER
MOULDER

TURN 1

SKAVEN

Gareth: Going first in a Capture scenario is not usually best, but on this occasion I was pleased as it gave me the opportunity to deal with Greg's chariots. I immediately gave up a unit of Slaves to them – he'd have to charge them or be charged next turn.

In the centre, I moved the Stormvermin and Clanrats towards the objective.

On the far left, I advanced my small Rat-ogre unit and a Giant rat unit. With no space to move through, my Rat Riders guarded against any attack coming from round the far side of the ruins.

BEASTMAN

Greg: An ominous start as the Beast Herd on my left flank failed their first Unruly test and piled towards the Slaves, leaving them open to being charged. Wary of the Plague Rat Swarm with their deadly poison attacks (so much for high Toughness), the Spawn slithered into difficult terrain to curtail its movement. The other Spawn had a chance of reaching the Slaves but his move left the gribbly just short.

The chariot, as Gareth had forced me to, smashed into the unit of Slaves on the right. Eight Slaves were destroyed in the ensuing carnage and the rest fled and were run down. Meanwhile, the chariot thundered on into the Giant Rats behind!

The Beast Herd on my right loped into the wood so that they could be seen, but not charged, by the Rat Ogres and Giant Rats. The rest of the horde faced off against the Ratmen.

The Bray-shaman cast *Creeping Death*, with the plan of thinning out a few rats. However, Nick Kyme jinxed me by announcing, "This spell always fails to kill anything". Confident of proving him wrong, I cast the spell, consequently rolling one hit and no wounds. To add insult to injury, I miscast my next spell, the *Pit of Shades*, and ended the magic phase. Thanks Nick!





WARPSTONE METER

1. In the centre the Slaangor advance straight for the objective, their immunity to Psychology making them one of Greg's most dependable units.
2. The Minotaurs and a Chaos Spawn move on the left flank. But even their high Toughness is no defence against Gareth's Plague Swarms...
3. Gareth: "I ran a Ratling gun into a nice firing position in the ruined building."



2



PIT OF SHADES

The *Pit of Shades* has a high casting value compared to other similar level spells, however not only did it give me a fifty percent chance of wounding the Ratling Gun, but if I failed then I also had a fifty percent chance of stopping it from firing next turn. This spell can be quite useful against move or fire units.

TURN 2

SKAVEN

Gareth: My second Rat Ogre launched itself at the Spawn, hoping to destroy it in one turn and overrun into the other chariots. With true Skaven cunning though, I made a slight miscalculation, and only two Rat Ogres hit home. Blood in their nostrils the Rat Ogres still prevailed, the final crack of a Packmaster's whip slaying the monster but crucially, I didn't reach the chariots.

The Clanrats and Stormvermin converged on the objective, whilst the Ratling Guns cranked up and let rip, destroying a chariot and reducing another to 1 Wound. The blazing display was too much for the Beast Herd on the right flank, who fled in panic.

The longer I kept the other Beast Herd from the objective the better, so I split the Rat Ogres and Giant Rats to make Greg charge one or the other, whilst the hapless Rat Riders moved back toward the centre.

BEASTMEN

Greg: Both chariots rammed into the Rat Ogres that had killed my Spawn and wiped them out. The nearby Rat Ogres panicked. The chariots crashed after the Packmasters and ran them down. This left them stranded and in the open...

Undaunted, the Furies plunged down onto the Warpfire Thrower, whilst the Beast Herd rampaged after the Giant Rats. Both Skaven units fled. The Warpfire Thrower got away, but the Giant Rats left the table, for good.

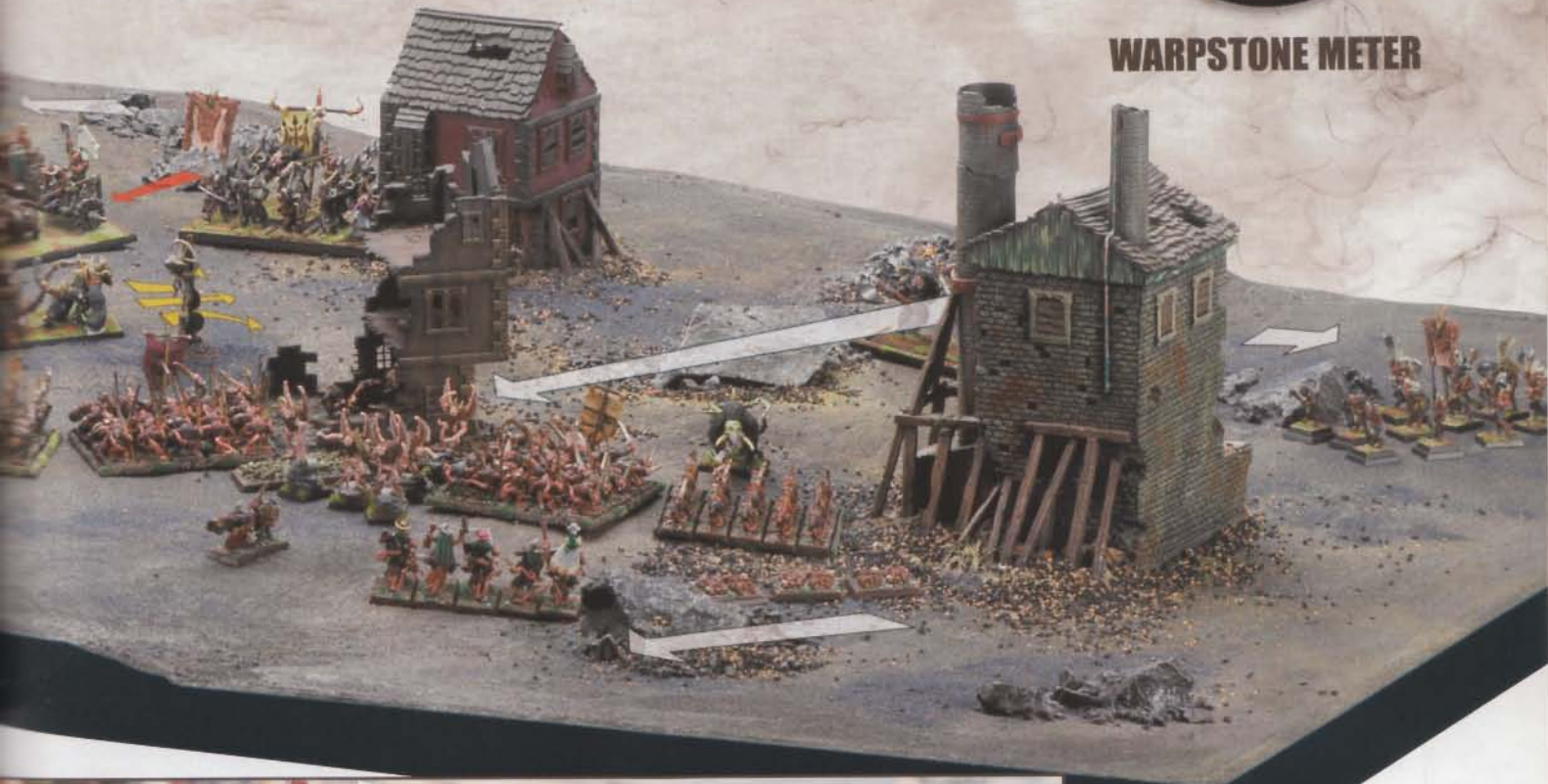
Fortunately, both my panicking Beast Herd and chariot rallied, reinforcing my troops.

My main Beast Herd advancing towards the objective was crucial, so with *Steed of Shadows*, my Great Brayshaman materialised within 12" of them for a cheeky *Wild Call* spell to move them into combat with the Rat Ogres. Gareth saw my plan and used a Dispel Scroll, ending my poor magic phase.





WARPSTONE METER



1. The slaving Rat Ogres immediately set upon the chariot that mashed the Slaves, promptly causing it to flee in the face of the Fear-causing mutants!



TURN 3

SKAVEN

Gareth: The fleeing Rat Ogres continued unabated. Throt went straight for the chariot, which fled, but most importantly, his failed charge move took him out of charge range of the ambushing Beasts.

The Harbinger of Mutation still failed to impress in the magic phase, my disappointment not so much that I failed to get a spell off but because Greg drew out his third Dispel Scroll (too many tournament games, mate)! My spirits were raised again as the second chariot exploded from some Ratling Gun fire – dakka, dakka!

I had the only units near the objective and now just had to keep Greg from driving me off. However, with a big unit of Bestigor and Dragon Ogres still in reserve and a Beast Herd behind me, I wasn't confident I could hold for long.

BEASTMEN

Greg: Both the Minotaurs and Beast Herd charged the Plague Swarms. The Beasts caused 10 wounds, reducing the number of attacks back.

On the right as my herd failed their Fear test to charge the Rat Ogres. But the Great Bray-shaman had other ideas and used *Wild Call* to get the Beast Herd into combat. My Foe-render showed why he's worth his points by killing a Rat Ogre outright. Seeking retribution, Gareth targeted and killed him in the return blows. Despite his glorious death, I won combat and the Rat Ogres fled.

This success continued, with a *Blissful Throes* from my Shaman with the Mark of Slaanesh, slaying two Clanrats.

It wasn't all the Beasts way though, as both chariots continued fleeing. The Warhounds edged forwards to try and impede the Giant Rats, which harboured Throt the Unclean, whilst my Beast Herd got up close to the Ratling Gun, to avoid a stand & shoot reaction if they charged. Risky; I'd have to pass a Panic test if Gareth killed enough of them.



1



“My spirits were raised again as the second chariot exploded from some Ratling Gun fire – dakka, dakka!”



WARPSTONE METER

1. *Gareth: "In the scrum near the buildings the Swarms did their stuff and took out both Spawn and Furies, as I knew they would."*

FOE-RENDERS

Foe-renders are unlike most other unit champions. Firstly, they cost a whopping 20 points, but for this you get extra Strength, Attacks and Leadership. It is always a good idea to target Foe-renders in combat. They are just as easy to kill as any other Gor, but their death reduces the unit's Leadership by 1 as well as reducing the potency of the unit in combat.



TURN 4

SKAVEN

Gareth: Throt charged the Warhounds and the creatures fled, only for the Moulder lord to run them down and crash into the Dragon Ogres! However, the Skaven failed to Killing Blow any of the monsters but did regenerate the 2 wounds the Dragon Ogres inflicted on him, breaking, but not catching, them.

In spite of all this carnage, perhaps the most important move was the remaining Swarm getting into a position to flank charge the Bestigor when they made their move toward the objective, as I was sure they would.

Less crucial were the Rat Riders covering the rear of my units from the advancing Beast Herd behind them. Adding to the slaughter were the Ratling Guns who killed 10 Beastmen, but the Herd refused to Panic.

BEASTMEN

Greg: If the game ended after this turn I know I would lose outright. I charged the Minotaurs into the Clanrats but was defeated by the numerous rats and fled.

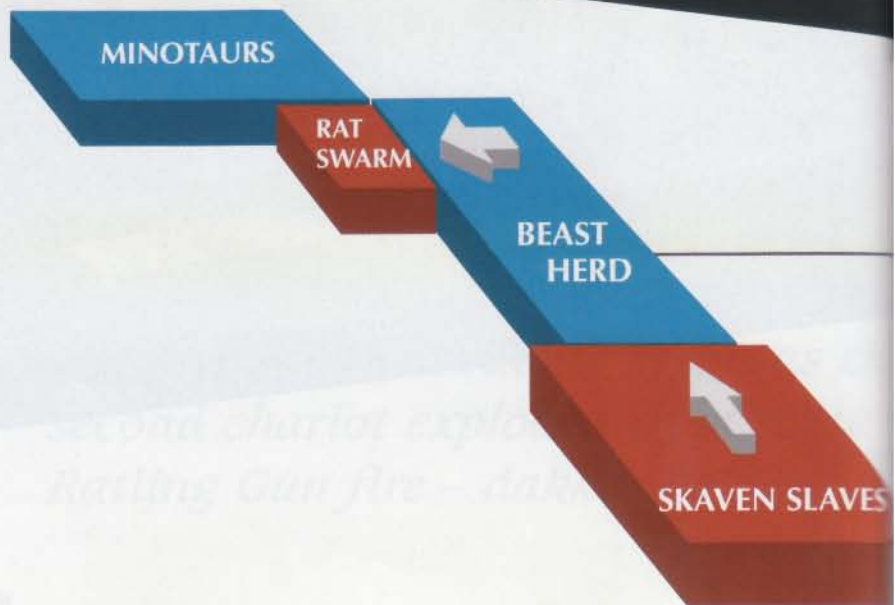
The Beast Herd charged the Ratling Gun, which fled, only for the Beasts to redirect into the Stormvermin, instead. The elite Skaven crushed the Beast Herd, cementing their grip on the objective.

The chariots, Dragon Ogres and Beast Herd all rallied.

With *Steed of Shadows*, the Undivided Bray-shaman flew into the Harbinger of Mutation, slaying him with his Braystaff.

A *Wild Call* on the Beast Herd, on my right, moved them into rear of the Rat Riders who were beaten and run down, the Giant Rats panicking. Finally, I cast *Blissful Throes* on the Rat Swarm to thin them out.

Things were hanging by a thread. I had taken a huge gamble in holding the Slaangor back as without support, they would be unable to go for the objective. I needed a fifth turn...





WARPSTONE METER

1. **Gareth:** "Continuing the offensive, a unit of Slaves hurled itself into the combat with the Plague Swarm, Beast Herd and Minotaurs. The Slaves duly won their fight with the Beast Herd which broke but failed to catch them – at least by pursuing them I escaped any countercharge from the Minotaurs."



Greg: In the combat phase, the Beast Herd wiped out the Plague Rat Swarm before the Minotaurs could attack (striking last with great weapons). The rules don't really cover what happens next, so Gareth and I came to a mutual agreement. We decided that the Minotaurs would become

disengaged from combat because moving them up nearly 5" did not seem appropriate. This meant that the Minotaurs did not have to make a Break test if they lost the overall combat but they lost their contribution to the Beast's unit strength for combat resolution.

COMPLICATED
COMBAT

TURN 5

SKAVEN

Gareth: Greg rallying all his fleeing units last turn has put Throt and his unit in a predicament. If I charge the Dragon Ogres they will most certainly flee leaving my flank exposed to a charge from the chariots in Greg's next turn, yet to turn and face the chariots would leave my flank exposed to the Dragon Ogres. In the end, I chose the Skaven way out. Throt charged the Dragon Ogres on his own which held, while the army standard left the Giant Rats to their fate to pursue a Shaman.

I could not allow a charge from the much stronger Beast Herd into the rear of my units. I had to turn these units to deny the +2 combat bonus for a rear charge, but I had my back to a very scary Bestigor Herd. I needed to keep this danger as far away as possible and so moved my Swarm right in front of it.

On my far right the Clanrats with spears chased off the Minotaurs and the Slaves had another go at the Beast Herd.

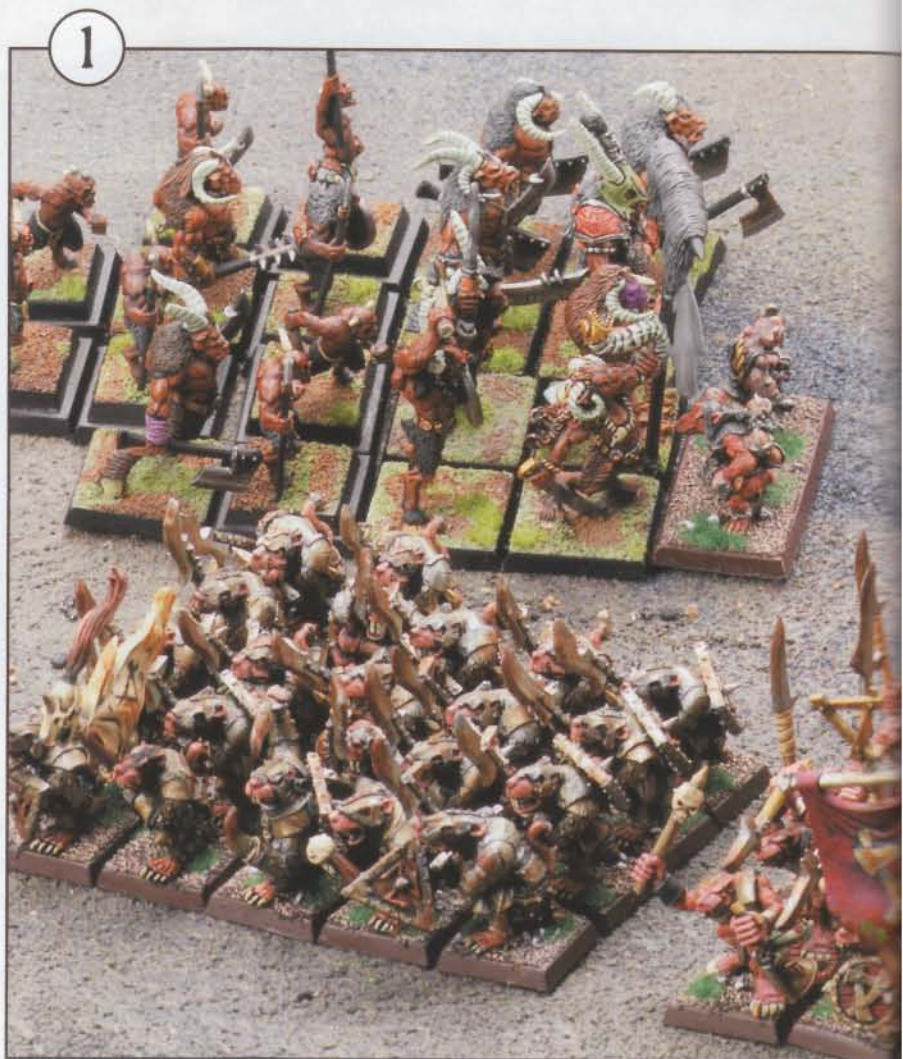
BEASTMEN

Greg: The Slaangor and my two chariots charged the Rat Swarm and the Giant Rats, respectively.

In attempting to cast *Bear's Anger* on the Wargor battle standard bearer, the Bray-shaman miscast and was knocked, sprawling to the ground. Though the Beasts won, the Slaangor severely missed the extra attacks and failed to make much of a dent in the Rat Swarm. Compounding my misery, the Bray-shaman was killed outright.

With *Wild Call*, I charged the Ratling Gun with the Beast Herd, casting *Steed of Shadows* on my Shaman to get within spell casting range. The Beast Herd easily killed the Ratling Gun and overran, with the objective just inches away. I moved 3"... 1" away from being the nearest unit.

The game was over and the rats claimed the objective by a whisker, a rat's whisker!





WARPSTONE METER



Throt, in his desire to garner some prize specimens for his experiments, went wild on the Dragon Ogres

1. The Beast Herd charges the Ratling Gun, hoping to get close enough to the objective...
2. Throt in his desire to garner some prize specimens for his experiments, went wild on the Dragon Ogres, killing no less than three of them – two from Killing Blow!



SUMMARY



~~RAT~~ MAN of the MATCH



THROT THE UNCLEAN

- Ran down 6 Hounds!
- Killed 3 Dragon Ogres, 2 with Killing Blow!

SKAVEN

Gareth: A close game, but on the whole, a pleasing performance. The Swarms were the stars – I don't think I could have won the game without them. And Throt – 10 wounds on a unit of Dragon Ogres in one combat!

I completely forgot all about the Ravening Hunger rule so in turn 4 when I broke the Dragon Ogres, I should not have been able to pursue them and that would have meant Throt would not have been in a position to charge them. Oops, sorry Greg.

I felt Greg turned his attention towards the objective a little too late, which allowed me to sneak a win. Had it gone on after turn 6, though, I have no doubt the Beastmen would have emerged victorious.

I really enjoyed the Moulder theme, so much in fact, that the desire to create a giant tunnelling mole rat has become even stronger. Who knows, Throt may appear once again but with something bigger and much more terrifying than Rat Riders with natty hats!

BEASTMEN

Greg: The game hinged on a few key points; firstly Gareth holding off with his Rat Ogres on the right flank was a very strong tactic. It slowed me down significantly. Secondly, my decision to pursue the broken Packmasters in turn 2 divided my battle line. Finally, I failed to kill the Ratling Guns early enough and I didn't concentrate on the Rat Swarms.

Alas, the Dragon Ogres failed to have an impact on the game. Their defeat left my Bestigor unable to move on the objective.

It wasn't all bad though, my plan remained essentially intact. I dealt with

Gareth's flanking force that included Throt and my main Beast Herd made it round to Gareth's centre, admittedly with the aid of my Great Bray-shaman and his extremely useful Staff of Darkoth.

Another turn and I may have been able to grab the objective, but the death of my Bray-shaman with the Mark of Slaanesh was a big blow to fighting my way through the Rat Swarms.

It looks like I'll have to wait until our third game before I get a chance to beat Gareth. Next time can we just not play on the 13th?

RAT RIDERS (16 points/model)

The infamous, if slightly hapless, Rat Riders were represented using the following rules in this game, only.

	M	WS	BS	S	T	W	I	A	Ld
Rat Rider	5	3	3	3	3	1	4	1	5
Rat Leader	5	3	3	3	3	1	4	2	5
Giant Rat	9	3	0	3	3	1	4	2	4



Weapons/armor: Spears and shields.

Options: Upgrade one Rat Rider to a Rat Leader for +10 points. Upgrade one Rat Rider to a musician for +10 points.

Special Rules: *Fast Cavalry*, *Catch Us If You Can!* Rat Riders are so confident they can evade enemy charges, they may re-roll any failed Rally attempt when they choose to flee as a charge response.

ABOUT THE PLAYERS...

Some of you may remember Joseph 'Greg' Wiltshire's army, The Warherd of Ku' Tathor, from White Dwarf 303. Greg's taking his new Dwarf army (some of which can be seen in the new Dwarf Army book) to Conflict London and we'll be showing you his force and results in a future issue.

Speaking of tournaments, Gareth Hamilton is a regular at Grand Tournaments held at Warhammer World. He is also a member of the Gobstys GCN gaming club and we happen to have the low down on them this month. Find out more details on page 108.





GAMESDAY & GOLDEN DEMON 2006

Golden Demon is Games Workshop's premier painting event. Every year thousands of entrants take part, all hoping to win a highly prized Golden Demon statuette. Only the very best succeed and for the ultimate winner there is the coveted Slayer Sword, a uniquely forged trophy bestowed upon whoever is deemed to have the best entry of the competition. Fame and glory are but a paintbrush away...

After the successful move to a new venue, this year's Golden Demon is again at the National Exhibition Centre (NEC) in Birmingham. We will have the same categories as last year and have reintroduced the Large scale Model category due to popular demand. In all cases, the judges will be looking for well painted and well presented models. In addition, we will look at how well the model or models fit in with the published concept of our game backgrounds. That isn't to say that we won't reward innovation and creativity, but this must be demonstrated within the spirit of the worlds we present in our games.

All entries must be Citadel miniatures, Forge World models or Imperial Armour vehicles. Conversions in all categories are welcome! Warhammer 40,000 categories include entries for Necromunda, Epic and Battlefleet Gothic. Warhammer includes Mordheim, Warmaster and Blood Bowl.

Categories

There are eleven main categories of Golden Demon, together with two extra categories, the Open Competition and Young Bloods. The Open Competition is a

special tournament – anyone can enter, even Games Workshop staff so expect the standard to be very high. The Young Bloods showcases the finest efforts of our young, aspiring painters and is open to entrants 14 years and under.

Lord of the Rings models

There are three Golden Demon Categories open to all The Lord of The Rings entrants: Duel, Diorama and Single Miniature. You may also enter The Lord of The Rings models into the Open Competition. Please note that you may not mix models or model components from our The Lord of The Rings ranges with models from our other ranges in any of the categories. Entries which mix models or model components in this way will be disqualified.

Bases

When describing what bases you may use we have used the term, "appropriately-sized gaming base" in some instances. The intention here is to allow a little flexibility whilst keeping to the spirit of the competition. So, if you want to mount your Terminator on a 40mm square base for

**10am to 4pm on Sunday 24th September 2006.
Birmingham National Exhibition Centre (NEC).
Ticket price £25.**

**Tickets on sale for White Dwarf subscribers from 22nd May 2006.
Tickets are on general release from 3rd July 2006, order yours by
calling 0115 9140000.**

GOLDEN DEMON CATEGORIES

Further details as to what type of model qualifies for each category will be given in issue 319 of White Dwarf.

CATEGORY 1
Warhammer 40,000
Single Miniature

CATEGORY 2
Warhammer 40,000
Squad

CATEGORY 3
Warhammer 40,000
Vehicle

CATEGORY 4
Warhammer 40,000
Monster

CATEGORY 5
Warhammer Single
Miniature

CATEGORY 6
Warhammer Regiment

CATEGORY 7
Warhammer Monster

CATEGORY 8
Duel!

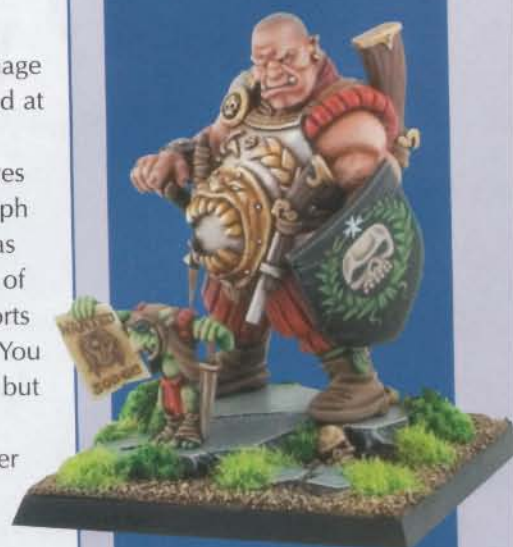
CATEGORY 9
Diorama

CATEGORY 10
Large Scale Model

CATEGORY 11
The Lord of The Rings
Single Miniature

YOUNG BLOODS
Models by painters aged
14 and under.

OPEN COMPETITION



making their decisions. In fact, models on display bases are usually removed from the base when being judged.

Artefacts

Golden Demon is all about painting Citadel miniatures. As a result we no longer permit the inclusion of artefacts based on our games in the competition.

Judges' Decisions

Judges' decisions are final. The judges are all experienced employees and know what they are looking for. They reserve the right to move models into a different category if it is entered inappropriately, or disqualify a model if they feel it breaches the rules of the competition. We will not enter into discussion about the judges' decisions.

COMPETITORS' GUIDELINES

You can only enter once in each category, and all entries to Golden Demon, Young Bloods and the Open competition must be painted Citadel models, Forge World models or conversions.

We welcome conversions based upon our Warhammer and Warhammer 40,000 game worlds in all categories, but these should be consistent with the atmosphere of the game worlds and spirit of the miniatures ranges that we produce. Furthermore, please do not use any real-world references or references to other non-Games Workshop fictional worlds in your entries. At this time, due to the nature of our license, we cannot accept scratch built models based upon The Lord of The Rings intellectual property. Conversions made exclusively from our The Lord of The Rings range are acceptable. Overall, the judges will be looking for well-painted models that adhere to the imagery and ethos of the worlds represented in our fictional worlds of Warhammer and Warhammer 40,000. All single miniatures must be mounted on the appropriate gaming bases. Read the category descriptions carefully – it is your responsibility to enter a miniature in the correct category. When models are being booked in, it is impossible for us to check that every single entry has been entered correctly. Whilst judging, we may spot such anomalies but we simply won't have time to correct these and models will be marked down or excluded accordingly as we see

fit. We reserve the right to refuse entry.

All entries must be personally handed in and registered at the National Exhibition Centre, Birmingham, on 24/09/06. All entries must be collected from the show stands at specified times by the entrant in person. These times will be published in the Games Day programme and will be announced over the PA system on the day. All competitors will be fully responsible for the transport of their own entries to and from the competition, and for storing their own transport and packing materials on the day. Please don't ask us to look after carrying cases and giant cardboard boxes. We will neither have the room behind the stands to store these nor the staff to look after them, as we will all be busy looking after the entries themselves.

Once entries are booked in we will, of course, undertake to look after them as carefully as we can. However, we can accept no responsibility for loss or damage to individual entries. Models are entered at the competitor's own risk.

Entry to any of the competitions gives Games Workshop the right to photograph and publish details of models entered as we see fit. Finally, remember the point of the competition is to showcase the efforts of our hobbyists and to have some fun. You may not agree with the final outcome, but please bear in mind that the judges' decisions are final and we will not enter into any correspondence regarding them.

The Path to Victory

Golden Demon winner David Waeselynck's models

Golden Demon Winner

BRONZE

Nurgle Ork



Ork Warboss

Kroot Warrior



Daemon Prince





Inquisitor



Inquisitor



Dominion



Kroot Mutant



Kroot versus Guard



Dark MILLENNIUM

Alex Cairns Warhammer 40,000 miniatures showcase.

Alex Cairns is a full-timer in Games Workshop Cambridge. He is a prolific army painter and actually started in the hobby through Heroquest, an ancient fantasy board game some old-timers might remember. So good was Alex's work that we simply had to show it off – even just a sample of it!



THE MORTIFACTORS





Alex has used Chaplains for many of his character models as you can see above. The Dark Angels Interrogator-Chaplain Asmodai makes a suitably fearsome Commander.



Alex has searched far and wide in the Citadel miniatures range for his conversions, using everything from classic Space Marine parts to a Night Lords hero.



Mortifactors

The Mortifactors are one of those little-known Chapters that have actually had a fair bit written about them. In fact, the entire Chapter turned up on Armageddon, during Ghazghkull Thraka's rampage. Alex's inspiration, however, like a lot of his armies, came from the Black Library novel, *Warriors of Ultramar*.

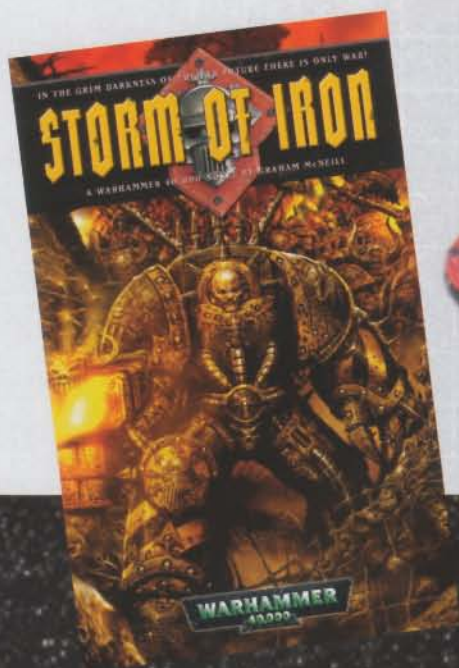
"Uriel Ventris turns up on the Mortifactors' fortress-monastery and up comes Astador, the Chaplain, in full cloak with two brass servo-skulls floating around him, who start measuring up Uriel Ventris for his coffin!"

Such a dark and morbid Chapter has a lot of appeal for Alex. "They've got that Bornean edge to them," he says. Coming from a night world and inducted into a culture in which trophy skulls are an indication of prowess, the link is understandable. In the novel, they are black-faced and have long dreadlocks – like head-hunters. "Their main hall is made entirely of bone, which reminded me of bone chapels in Eastern Europe – I really like this imagery."

ELDAR



These Aspect Warriors are part of Alex's expanding Eldar army. Note his use of metallic paint to make them unique.



"All the models have spikes on their helmets or plumes to convey their Chaotic allegiance."

Armour of Heresy

Alex's Traitor Tank company is a real thing of beauty, the idea originating from the Black Library novel, *Storm of Iron*, and is part of a much larger force. "It's actually the continuation of another army – I've got 6,000 points of Iron Warriors," he says, "I liked the idea of combined forces," he continues, "In the book, the Iron Warriors send in the Traitor detachments first to soften up the enemy."

The Iron Warriors and Tank company – some 2,500 points, are two parts of a larger amalgamated force that boasts a third part – a Titan! With three elements to the army, Alex had to be very shrewd deciding upon a colour scheme that both tied them together



Emphasising the historical ethos engendered by the army, Alex has used shields down the sides of his Leman Russ, giving them a profoundly Nordic feel.

THOUSAND SONS



Not content with 6,000 points of Iron Warriors, Alex has begun to paint Thousand Sons! The archaic look of the



This corrupted standard rises above the command squad led by Alex's Arch Heretic on the far left.



but gave them their own distinctive flavour.

"I used a brass effect to pull it all together," he explains. "I achieved it with a progression of metals, starting with Tin Bitz followed by Brazen Brass and then Chainmail. I inked this back with Brown and Black inks to blend the colours together."

For his Traitor Guard, Alex uses Steel Legion models, but converted them so they are more reminiscent of the Death Korps of Krieg. "I like the look of them," Alex says, "They're Steel Legion with spikes on their heads – they look slightly Hunnish as well."

One of Alex's interests is Eastern European history – hence this influence – and it's something he perpetuates with a proliferation of heads on spikes adorning his vehicles in true Vlad the Impaler style.

An army of head-takers is certainly a daunting prospect for any opponent, especially when backed up by heavy armour. Imagine what it'll be like when Alex finishes his Titan!



armour is contrasted by the vivid colours used on the tabards and the Flamer of Tzeentch.

FRONTLINE



ART ADEPT

Miniatures Showcase by Ben Cartwright

Ben Cartwright hails from Caldecott, a small village outside Cambridge. He started out painting armies, but has now switched his attention to painting display models. So good were his pieces that it was inevitable they'd reach White Dwarf eventually.

Ben's a regular at Games Workshop Cambridge and you can see his models on display there. An altruistic sort of a fellow, the chief reason he paints is to pass on his knowledge to other keen hobbyists. As such, he's always trying out new challenging techniques, so others can benefit from his experience.

His motivation for devoting his time to display models rather than rank-and-file units came about quite organically. "I used to do armies but, I'd always tend to work harder on the characters, so they'd stand out," he says. "People would ask how I'd done certain parts of the model or achieved certain effects."

Ben then started doing lots of display

models to showcase various techniques and provide physical examples of his work. "If I've got examples, I can show them how the technique is done as well as actually teach them how to do it."

As for the models Ben paints – like a lot of painters – he goes for what he likes.

"Things like the Shaggoth," he says, "It's such an amazing model, I simply had to paint it."

Conversions and sculpting are something Ben specialises in too, married quite nicely to his desire to experiment with painting techniques. He is inspired by the models themselves as well as a plethora of other external material that even includes American Wrestling!

Lysander

"When he first came out there was a lot of debate about how to paint yellow," says Ben, who actually painted the model starting from a Chaos Black basecoat. "I had some Golden Yellow, and I'd never painted that colour before, so from a learning perspective, it was perfect."

"The base-coat was Golden Yellow with a tiny amount of Bestial Brown. Then I just worked up from that, continually adding layers of yellow until I got a solid colour. The secret is lots of thin coats – probably applied about twelve or thirteen, though to be honest, I lost count. The final highlights are yellow with Bleached Bone and then thinned down Yellow Ink to take the edge off it."



Tyrus and Retinue

The puritan Inquisitor and his henchmen were all based on, and inspired by, the larger scale Inquisitor models. "I don't know why we started it," Ben says. "The Deathwatch components had just come out and my friend John made a model of Artemis." Ben, John and some other friends all had a go at different models and Ben got Tyrus. "He was originally black and gold but I did an Inquisitor scale version in the jade marble and it went down really well, so I decided to repaint the smaller version."

For the retinue Ben used characters he felt best suited Tyrus' puritanical demeanour...



Tyrus



Malicant: "A raving lunatic, Malicant is perfect. I just used the Redemptionist Zealot and then modelled on a Green Stuff hood."



Crash: "It's just an Ork Nob with the same power claw arm reversed. A Zombie head and pipes made from guitar wire finish off the conversion."



Barbaretta: "She was part of Tyrus' original retinue. I used a Jakara Spyrrer and an Enforcer power maul, suppression shield and shotgun. I had to re-sculpt the entire shield arm out of Green Stuff."



Acolyte



Veteran



Penitent



Warrior

Glowing Effects

These two – the Grey Knight and Ahriman miniatures – have something in common, they both utilise the object lighting effect. Ben was inspired to try it when he saw the diorama by Victoria Lamb in Codex: Witch Hunters. In fact, you can see a whole showcase of her work in WD314.



Grey Knight Justicar



Chaos Sorcerer Ahriman

PROTEUS, chapter master

This is Protonus of the Steel Confessors whom readers might have already seen at Games Day 2005. He featured in the Warhammer 40,000 Mega battle and was made and painted by Ben as part of a competition run by several Hobby Centres.

"He evolved over time," says Ben, of a model that is also almost sculpted entirely from scratch. "For about three and a half months, I just sat tweaking bits and pieces."



Living Saint

This stunning model of the Living Saint is part of Ben's Witch Hunters collection. Rendered in exquisite bone armour, and with each of the roses painted individually, unsurprisingly it was the cloak that took the most time to perfect.



Shaggoth

Another technique Ben uses to maintain the tonal quality of a miniature in its highlights by using a little of the same base colour in every highlight. He's used this method for the Shaggoth. "There's a tiny amount of purple in everything – even the base," he says. "So when you look at it, overall it's quite tonally similar."



Sisters of Battle Canoness

"I got the idea for the pose from Andy Oldfield (the manager of Games Workshop Cambridge). He does sword fighting as part of re-enactments and suggested I put the sword behind her." This model was virtually sculpted from scratch and marked Ben's first foray in large scale sculpting-based conversion work.

The teddy bear is a strange touch that Ben was prompted to add by one of his friends. "Jenan said to me, 'That looks really serious. Why can't she have a teddy?'" and I thought, "Why not?" The strangest thing of all; it actually works!



ACTION ORKS!

GW Milton Keynes

This band of rag-tag characters are Paul Sutton's Blood Axe Kommando Kill-Team. Paul is the manager of Games Workshop Milton Keynes and originally built the Ork element to the Kill-Team way back when the Armageddon campaign was raging.

"I wanted to do a Last Chancers style squad for some of the games in store. The original game was set on an ice planet, so that's why they're dressed in the ice camouflage," says Paul.

He's also made up a sizeable Grot 'Kommando' squad too on the back of the Orky Kill-Team, and these feature in all of his games. "I wanted to have a Grot mob, but a lot of people said they were no good unless fielded in big groups – so I decided to go the other way and a small unit of really elite Grots." I don't want to give Paul's secrets away, but these little blighters have been the bane of many an unsuspecting army, carrying a hefty Tank Busta Bomb into battle with them. "Everyone ignores them," Paul tells us, "then they go blow up a tank."

He also has an interesting narrative to explain the unit's origins, "The Slaver is a trainee Kommando who has to take the Grots into battle with him. If he can achieve his mission with the Grots – a feat in itself – then he's deemed worthy enough to join the Orks."

Paul wanted to make a clichéd action squad, hence the Orks and Grots springing into action toting double slugga's." It's ridiculous really," says Paul, "because they never hit anything."



Brute Ork



Diving Ork



Ork with cigar



Knife Ork



Ork Medic



Ork Stikkbomma



Leader Ork



Demo Ork



Leader



Mek



Scope



Bomba



Sniper



As well as tabletop gaming, Gobstyks offers CC gaming too.



Gobstyks has a healthy community of regular gamers. As you can see, it's completely crammed! Don't worry though, with all the tables you're sure to get a game in.



Nurgle Dreadnought, inspired by the Chaos Lord, Typhus.

Land of the Goblins

A visit to Lincoln Gaming Club, Gobstyks

Nick: Situated in Lincoln, Gobstyks is a gaming club with a proud and long heritage – it was there at the beginning when the GCN was first formed, over eight years ago.

Will Platten is the President of Gobstyks and is still highly active for the Gaming Club Network as Club Ambassador. "I'm the one that communicates the ideas from Gobstyks to the GCN," says Will, who's extremely dedicated to the club, having worked with Gobstyks since its inception. "I had a year out when I went to University," he admits – I think we can let you off, Will.

Will's favourite game system is Warhammer, although confesses, "I'm rubbish." A fact I learned to my cost during a game at the club (see below). Khemrians are Will's army of choice, though he has several others, and he's been into the hobby for so long that he even has the original plastic Skeleton Army boxed set of the 80s. "The first model I ever bought was a metal giant scorpion." He still uses the model now.

Bountiful Hobby

Gobstyks meet every Thursday night at St. Martin's Church Hall, Lincoln. It's a very popular venue and you're guaranteed to find someone to play, such is the proliferation of hobbyists. "On an average night, there's forty to fifty gamers". They have 250 people currently on their register, providing a constant cycle of different players. "We have two rows of seven gaming tables, CCG tables and other guys painting." So, whatever your predilections, there's plenty to do. "We've got the another room, too, where the roleplayers go," Will adds.

Specialist Games

They play a variety of Specialist Games at Gobstyks, but one in particular grabs the limelight. "We have a very popular Blood Bowl league," says Will. He's the defending champion from last year's league and has made it to the semi-final

this year with his Norse team.

So popular is the game of Fantasy Football that there's even a cup, the Gobstyka, provided especially for it and painted by Gareth. "It's a resin Squig Hopper," Will tells us, "the one from Forge World, with the winning team names mounted on its plinth."

Other Attractions

Gobstyks have their own club website. As well as club information, members' miniatures are presented on it in a gallery. Badges are awarded for various painting achievements and the gallery is organised accordingly; Bronze for a painted gang or warband, Silver for a painted army and there's also a Gold badge which isn't awarded for painting but for attending the club continuously for three years. These badges are provided by the club and worn proudly by its members.

Besides gaming tables and terrain, there are a lot of other facilities at Gobstyks. For a mere £2 a night (with entry on the first night free, to encourage new gamers) you get four hours of gaming, access to a snack bar (for mid-game munchies), a PC where you can build your army and print it off, and even play Dawn of War between wargaming!

Longevity

Running a club for eight years takes some doing, so what's the secret? "It's about having a backbone of core people, coming in, week in, week out," Will begins, "who volunteer to run campaigns or organise tournaments, just to keep the interest going," and then admits, "But a lot of it is pure luck. We attract a lot of people through the website and with leaflets at Games Day."

So there you have it. There's a message here, I think. Well, two messages. Gobstyks is a great club and well worth a visit and you get out of a club what you put into it. Gobstyks is evidence of that and they've been going for many years as a result.

Karak Kyme Marches Forth



My guide for the evening was Gobstys regular, and League Commissioner for Blood Bowl, Gareth Hamilton (who most readers will remember from his exploits in White Dwarf, over the years). It only seemed proper that we duke it out in a game of Warhammer. A four-way game ensued with Will and I commanding a Dwarf host versus Gareth and regular, Pete Delafield's Empire army. The result? Not pretty, we got a bit of a beating and my army sloped back to Karak Kyme bloodied but unbowed. Next time Hamilton, next time.

Weird, but Wonderful

Some more bizarre and beautiful (!) creations: plague-ridden Land Raider (right) and a grossly obese Defiler (far right).



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Storage Issues

Problem! Storage for an ever-expanding army collection. I am sure that this cannot be a new issue to your readers. My introduction to the gaming world took place eight years ago thanks to my sons (17, 14 and 13), and as a family we now own 17 armies between us. As you will understand having all the above has created quite a storage problem, not to mention the wife wanting "those things put away". Luckily I am a cabinet-maker and so decided it was time to design and build a cabinet to store our various armies and terrain in. Here's some examples; they hold 1,500 troops each!

Ian Lowrie, Ayrshire.

Thanks for the letter Iain, hopefully this will inspire others for their storage solutions – Grombrindal.



Fuel for the FURNACE

Your mighty missives as read by Grombrindal himself!

Marvellous Mentors

Hi there.

Just thought I'd drop you a line to say how much WD has inspired me as I've collected and painted armies. So much so, that my Ultramarines were in the running for Best Army in one of the 40k Grand Tournaments. This lot below have taken about a month and a half - there are seven more Space Marines, a commander, a Dreadnought and several tanks still to do. I'd be really thrilled if you wanted to show the completed army in a future edition.

James Karch



Elf Battle Company online.

To the White Dwarf

I play The Lord of The Rings Strategy Battle Game and have a petty, yet heartfelt, complaint. I have been waiting patiently for an Elven Battle Company which Adam Troke promised was on its way back in November. I was somewhat reassured when Owen said the Elven Battle Company rules would be on the Games Workshop website soon.

Patience, patience! They're online now at: www.games-workshop.co.uk/thelordoftherings/gaming – Grombrindal.

Another stunty joins the fold!

In WD313 I was thoroughly delighted by Nick Kyme's result over the Ogres, the complete throttling of the Overtyrant was absolutely amazing. Thanks to Nick I have decided to now collect a Dwarf army seeing as there is a huge bundle of models out now. It just goes to show how much influence you guys at WD have on us fellow gamers.

Gary Wright.

Please don't feed the monkeys – Grombrindal.

WHISPERS FROM THE WARP

Michael Blower... why not ask them at Games Day this year? **Sam Joss...** have you tried contacting your local Hobby Centre? **Kenneth O'loughlin...** soon, I hope! **Duncan Bennett...** thanks for the idea Rob, how about your own website? **Rob Espin...** why not give the Hobby Specialists a ring, they can help you with what to get next. **Ali and Ben Shaw...** I foresee a prodigy of tactics. **Richard Russell...** nice idea but logistics again. **Sander van Diepen...** they can have a Chimera, so yes. **Chris Carey...** keep up the good work. **Callum Fowlie...** we won't be doing, but nice picture and it would make a great conversion for your army! **Craig Clow...** we all think they are much better.

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

From the Brushes of the Beardlings

The current hobby exploits of the UK White Dwarf team.



Owen Rees

Owen: And so it came to pass that Thane Kyme of Karak Kyme retired back to his hold to maintain the Book of Grudges. He shall be missed dear readers. His two and half year stint on Grombrindal's finest

tome was a glorious one. I'd like to thank him and wish him the best for his new career as a Black Library Editor.

I said last month I'd update you on my exploits at the Doubles. Well there was a mistake on our army list and day one's results were zeroed, eek! In some ways I am glad it happened as I subsequently had the most enjoyable games I had played of 40k in a long time (hello Duncan and Ashley)! Next up is the Warhammer 40,000 GT Final...

For now I will leave you with some recently finished Gondor Spearmen.



Nick Kyme,

Nick: Howdy folks, I have a small announcement to make. This is my last EVER White Dwarf team text. "What!?" I hear you gasp. Yes, this is the end. As is the tradition with Games Workshop, people move

on, and the same is true of me. My ship is about to sail and it's straight to the high towers of the Black Library where I shall begin my new life as an Editor. So, fear not, I shall still be around and I dare say there shall be another face to fill the considerable void I have left (tee, hee – stop sniggering, Byrax).

I'd just like to say a big 'thank you' to everyone here at HQ; with a big shout out to the llama time posse and my fellow Dwarfers. Cheers also to all those people I've met on my journalist journeys; my task would've been really tough were it not for all of you.

So I guess that's it. Easy now. Exeunt.

◀ Owen's army of Gondor will appreciate the addition of new foot soldiers.



Rik Turner

Rik: For the past few weeks, I've been relentlessly painting Forge World's

new Tallarn miniatures. Fantastically detailed, these resin miniatures add real depth to this part of the Imperial Guard range. You can see the entire Games Workshop and Forge World Tallarn miniatures range, in the new Tallarn miniatures gallery on the UK website (see below).

Also this month, by burning my candles at both ends, I've found enough time to add to my Blood Ravens army in preparation for this summer's global campaign: The Fall of Medusa V. The latest edition is the stunning new Space Marine Chaplain with jump pack.

Rik's at it again! Not only has he painted more Space Marines, he's gone Taros mad and painted this Sentinel (and then some) for Forge World. ▼



Christian Byrne

Christian: I would like to say farewell to Mr Kyme. He and I have worked together on the UK edition of White Dwarf for over two and half years, starting within a month of each other back when Mr Sawyer

was captain of the ship. Time has passed quickly since those early days but as they say, all good things must come to an end. It's a great opportunity for Nick and I know he'll rise to the challenge. On the bright side, there are less of those little beared you-know-whats sitting on the desk...

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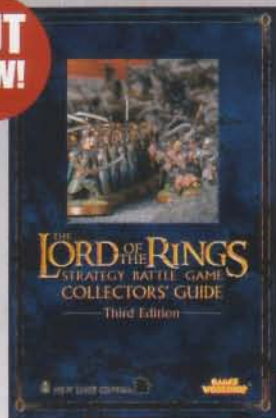
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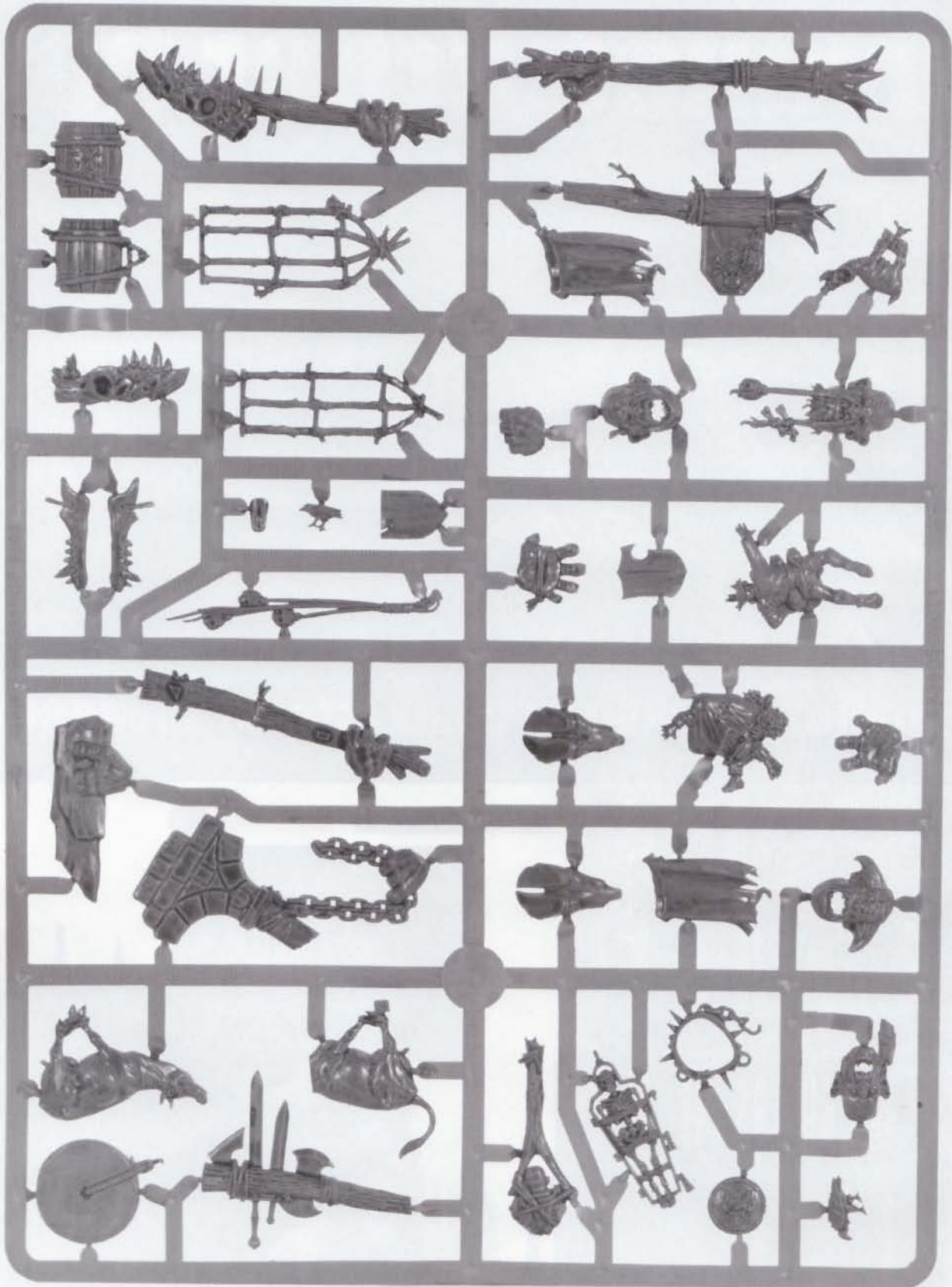


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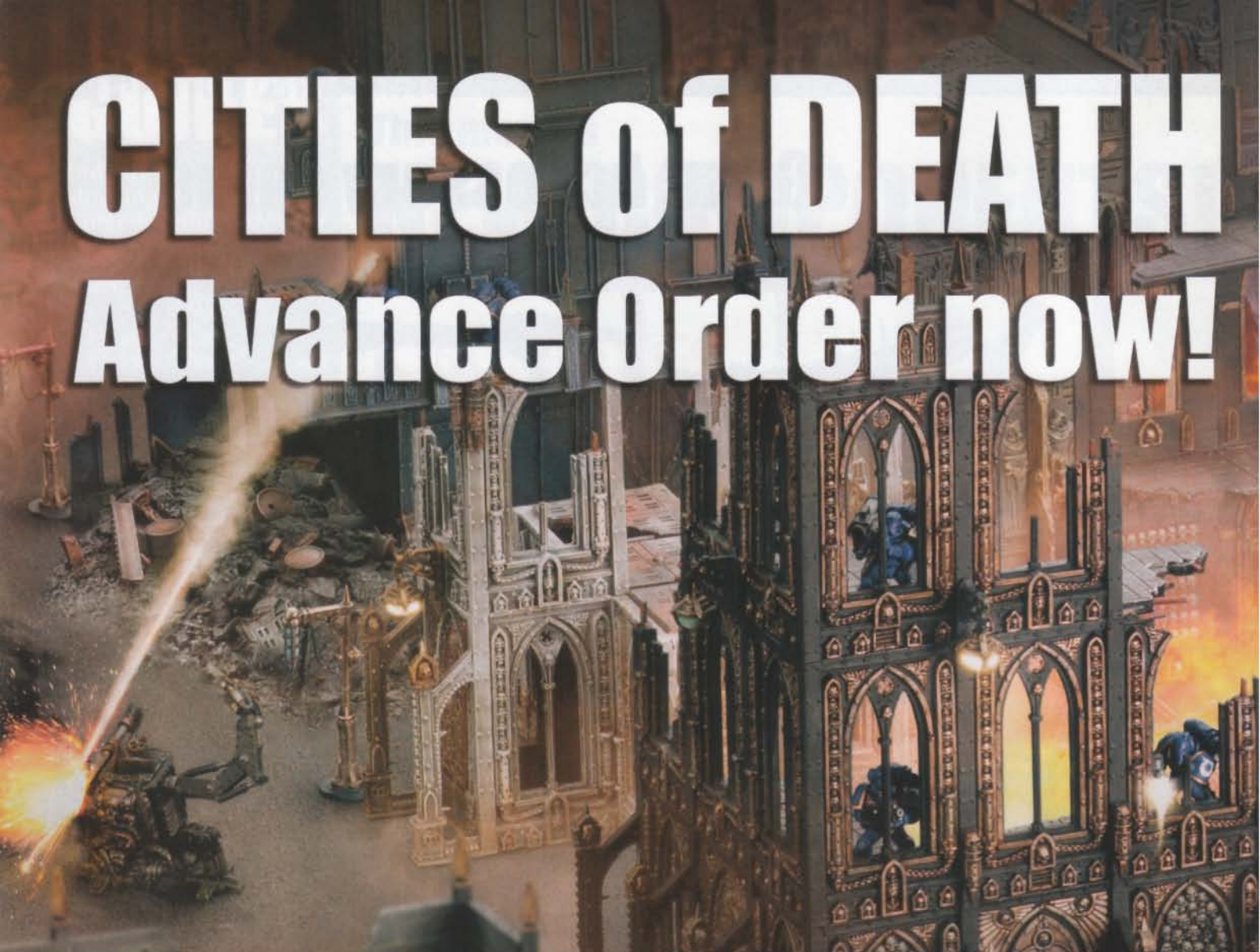


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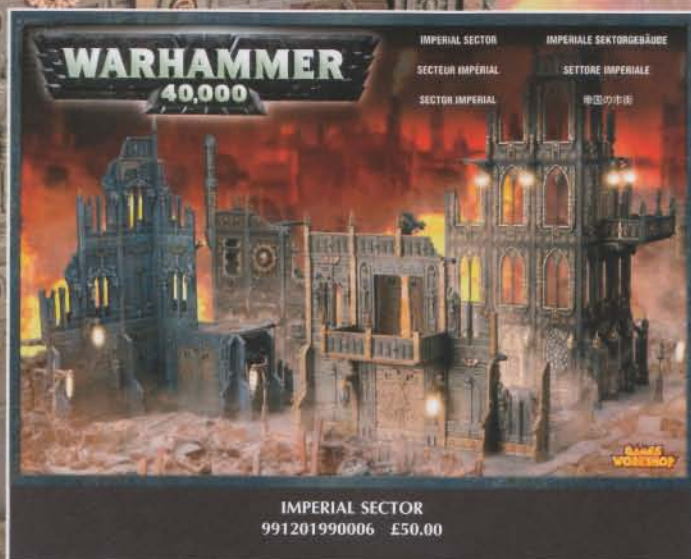
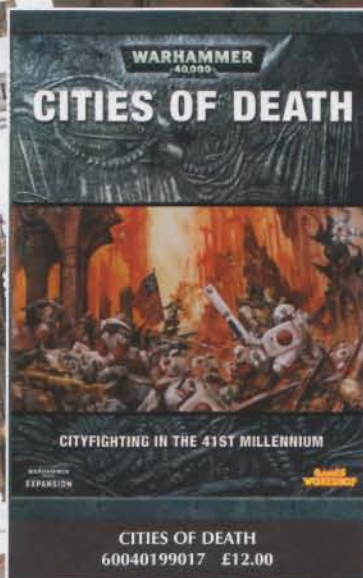


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