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LORD
OF THE
RINGS
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GAMES WORKSHOP'S MONTHLY MINATURES MAGAZINE
WHITE DWARF 320 AUGUST 2006 £4.00



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29 THE GREAT BATTLE OF OUR TIME

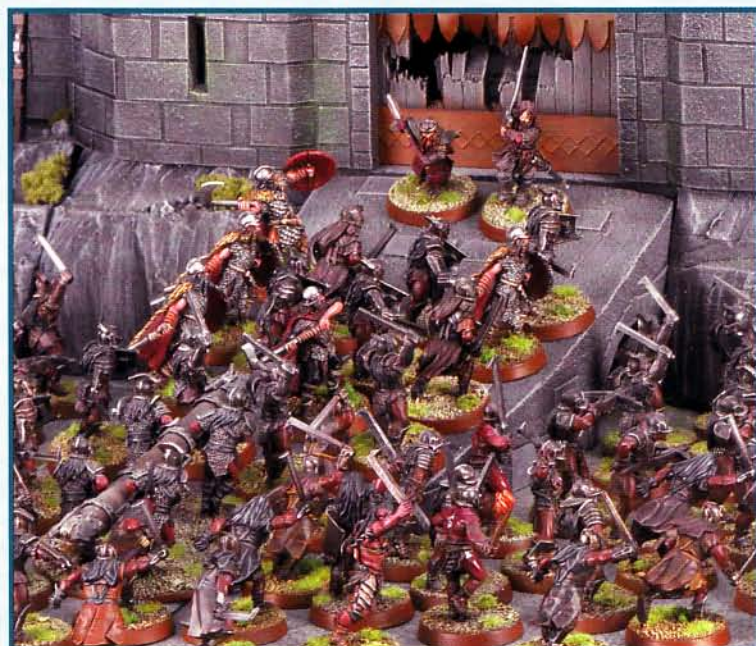
Muster an army and join the War of The Ring with the Legions of Middle-earth expansion.

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51 THE TWO TOWERS

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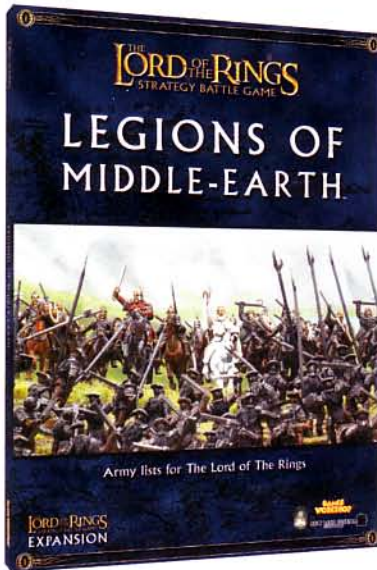
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The Lord of the Rings components.

THE LORD OF THE RINGS

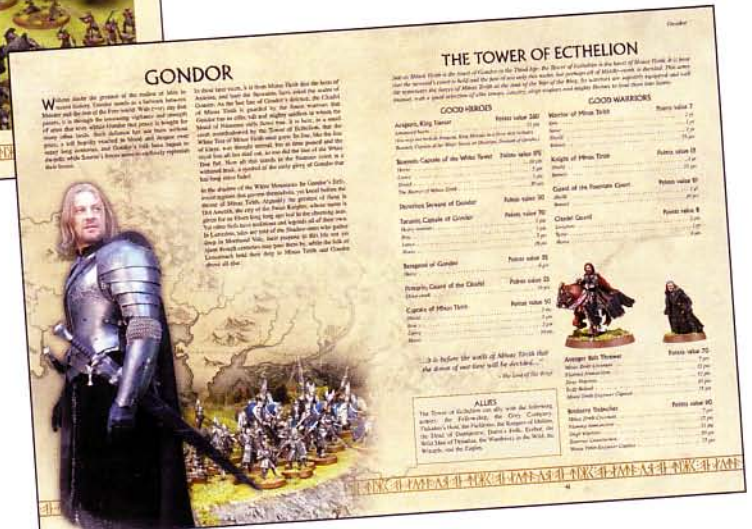
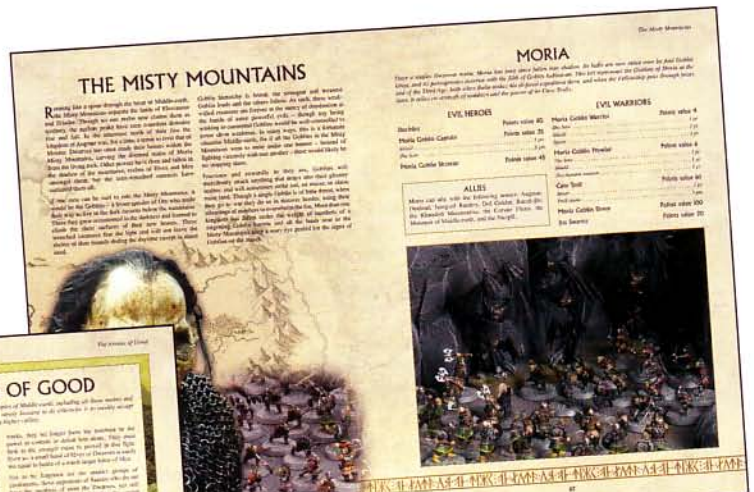
STRATEGY BATTLE GAME

LEGIONS OF MIDDLE-EARTH



UNLEASH THE LEGIONS!

Legions of Middle-earth is a new 128-page expansion for The Lord of the Rings strategy battle game. Collect an army and take your battles to a whole new level!



Legions of Middle-earth is a 128-page expansion for The Lord of the Rings

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Sweden Kr180 Denmark Kr150
Norway Kr180 Euro €20

Product code: 60041499019

Written by Mat Ward

ON SALE AUGUST 5TH

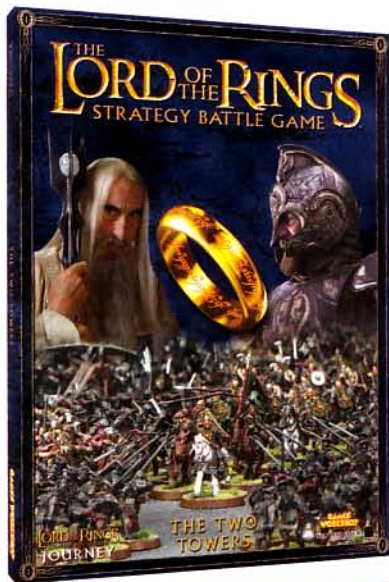
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Relive the events of The Two Towers book and film with this 96-page journey supplement. Packed with new scenarios, character profiles, painting guides and scenery projects.



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Written by Graham McNeill & Adam Troke

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>>> MORE ON PAGE 51

THE LORD OF THE RINGS

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The Easterlings are a hard people, armed and armoured to rival the best warriors found anywhere in Middle-earth. These warriors of the mysterious Rhûnish lands are dedicated to the Dark Lord's cause.

This box set contains 48 metal and plastic Citadel miniatures, creating the basis of an Easterling army of over 400 points.

This box set contains:

- 6 Easterlings Kataphrakts
- 16 Easterlings with bows
- 8 Easterlings with spears
- 16 Easterlings with swords
- 1 Easterling Banner Bearer
- 1 Easterling Captain

EASTERN INVADERS

			£50
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THE LORD OF THE RINGS

STRATEGY BATTLE GAME

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Rohan is a comparatively new kingdom of Men, gifted to Eorl and his folk in recognition of the great service they had done Gondor in times of peril. Famed horsemen and bold warriors, Rohan has ever stood firm against the shadow of Sauron.

This box set contains 55 metal and plastic Citadel miniatures, creating the basis of a Rohan army of over 450 points.

This box set contains:

- 36 Warriors of Rohan**
- 12 Riders of Rohan**
- 3 Royal Guard on foot**
- 3 Royal Guard on horse**
- 1 Captain of Rohan**

MUSTER OF ROHAN

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THE LORD OF THE RINGS

STRATEGY BATTLE GAME

THE HOST OF CIRITH UNGOL



Cirith Ungol is also called Spider Pass, for its tunnels harbor Shelob, the great Spider and spawn of Ungoliant. The tower of Cirith Ungol was built by Gondor, but is now a bulwark of Mordor, infested by a legion of vile Orcs and Uruk-hai.

This box set contains 51 metal and plastic Citadel miniatures, creating the basis of a Cirith Ungol army of over 500 points.

This box set contains:

- 36 Orc Warriors**
- 6 Warg Riders**
- 1 Mordor Troll**
- 6 Mordor Uruk-hai**
- 1 Mordor Orc Captain**
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HOST OF CIRITH UNGOL £50

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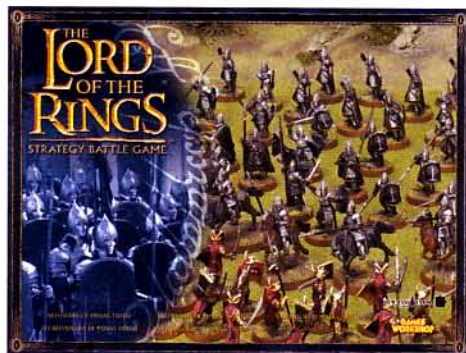


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THE LORD OF THE RINGS

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DEFENDERS OF MINAS TIRITH



This box set contains:

- 5** Knights of Minas Tirith
- 27** Warriors of Minas Tirith
- 3** Citadel Guard with spear
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- 1** Banner Bearer
- 1** Captain of Minas Tirith

DEFENDERS OF MINAS TIRITH £50

Sweden	Kr750	Denmark	Kr650
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Product code: 99111499066

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Minas Tirith is the chief stronghold of Gondor, and the most frequently tested of all the enemies of Mordor. At its heart is the Tower of Ecthelion, where the Stewards of Gondor have long held court. The proud warriors of Minas Tirith are superbly equipped and well-trained, always ready to heed the call to war!

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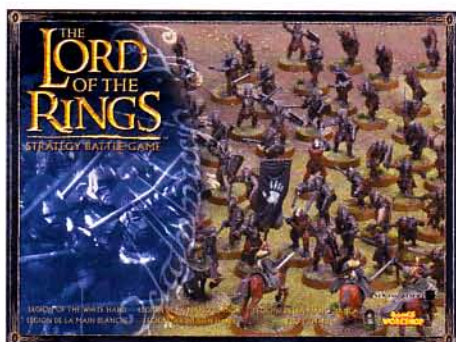
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THE LORD OF THE RINGS

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This box set contains:

- 30 Uruk-hai Warriors**
- 24 Uruk-hai Scouts**
- 3 Uruk-hai Berserkers**
- 6 Uruk-hai with crossbows**
- 1 Uruk-hai Captain**
- 1 Uruk-hai Banner Bearer**

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Product code: 99111499069

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LEGION OF THE WHITE HAND

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This box set contains 65 metal and plastic Citadel miniatures, creating the basis of an Isengard army of over 600 points.



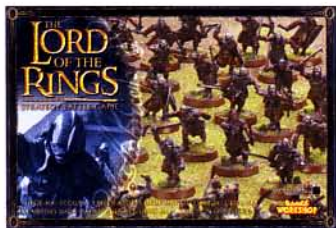
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URUK-HAI SCOUTS



**This box set contains
24 plastic Uruk-hai Scouts**

URUK-HAI SCOUTS

£15

Sweden Kr180 Denmark Kr150

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Sculpted by: Alan Perry and Michael Perry

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Contents of one sprue illustrated below. Box set contains two sprues.



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THÉODRED

This blister pack contains a metal Théodred model, both on foot and mounted

THÉODRED £12

Sweden	Kr150	Denmark	Kr125
Norway	Kr150	Euro	€17.50

Product code: 99061464104

Sculpted by: Alan Perry & Aly Morrison

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ERKENBRAND

This blister pack contains a metal Erkenbrand model, both on foot and mounted

ERKENBRAND £12

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Product code: 99061464105

Sculpted by: Michael Perry

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ROHAN OUTRIDERS

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Product code: 99061464106

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One random mounted model and one random foot model supplied



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URUK-HAI

FERAL URUK-HAI

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three metal Feral Uruk-hai
miniatures

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Norway Kr100 Euro €11.50
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Sculpted by: Alan Perry

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UGLÚK & VRASKÛ

This blister pack contains a
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Vraskû model

UGLÚK and VRASKÛ £10
Sweden Kr140 Denmark Kr115
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Product code: 99061462037
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DUNLENDING WARRIORS



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DUNLENDING WARRIORS

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DUNLENDING WARRIORS



This blister pack contains three random metal Dunlending Warriors

DUNLENDING WARRIORS

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DUNLENDING COMMAND



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DUNLENDING COMMAND

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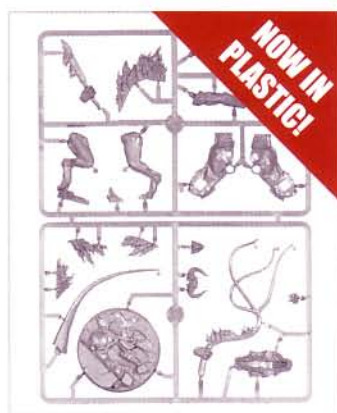
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THE BALROG



This box set contains one plastic Balrog kit

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FRONT



SWORD

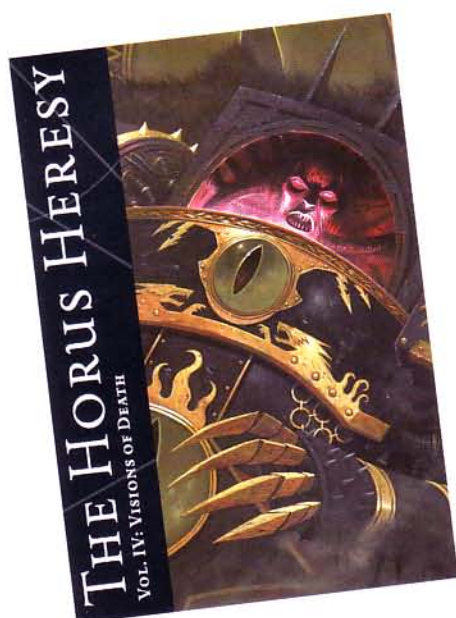


TOP



The Balrog is a mighty creature of great age and power – a monster of a rare and horrific kind. Of all the evil powers in the world it is amongst the most potent and formidable.

BLACK LIBRARY



HORUS HERESY VOL IV: VISIONS OF DEATH

Set 10,000 years before the current Warhammer 40,000 timeline, this book details the massive and catastrophic civil war that engulfed humanity. Packed with high quality artwork from Sabertooth Games' collectible card game and lavish background information from Games Workshop guru Alan Merrett, the Horus Heresy series builds up into an invaluable and definitive guide to the darkest period in the history of mankind.

HORUS HERESY VOL IV

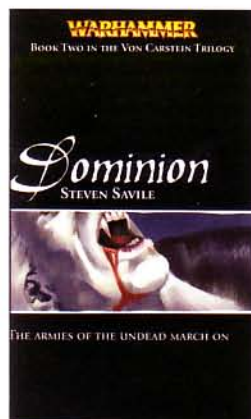
by Alan Merrett, edited by Nick Kyme

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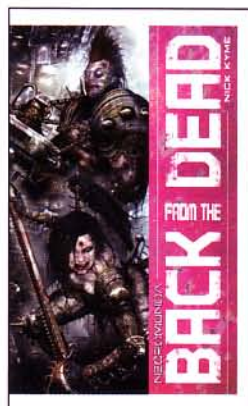
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BACK FROM THE DEAD

Once the Proctor-General of Necromunda Hive City, Erik Bane's life has fallen apart at the seams. When a desperate girl enters the settlement, fleeing from a deadly gang, Bane steps up to regain his former glory. As a deadly plague sweeps through the underhive transforming citizens into zombies, Bane realises that he may have to give up more than he ever bargained for.

BACK FROM THE DEAD

by Nick Kyme

£6.99

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Norway	Kr120	Euro	€13

ISBN: 1-84416-376-8

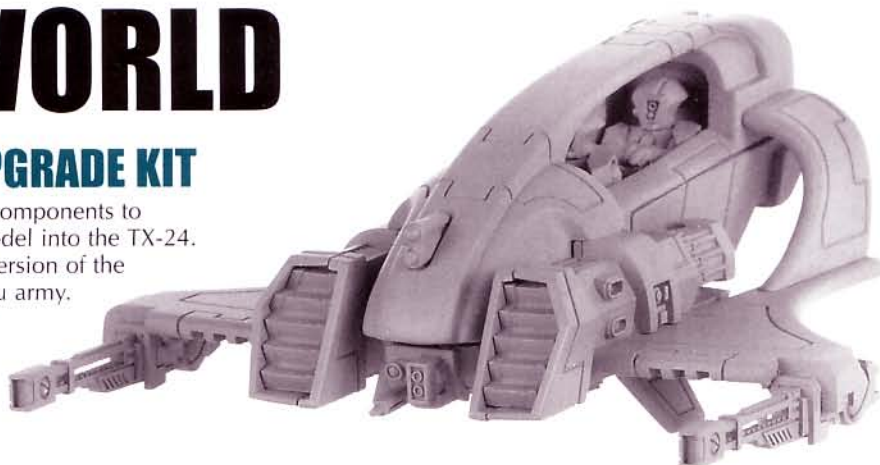
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FORGE WORLD

TAU TX-24 PIRANHA UPGRADE KIT

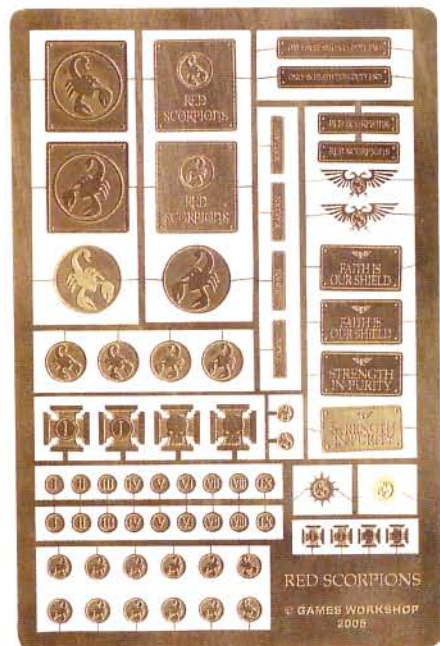
This new conversion kit contains resin components to upgrade the standard plastic Piranha model into the TX-24. With new weaponry and features, this version of the Piranha is a valuable addition to any Tau army.

Model designed by Darren Parrwood.



1 Rear detail, illustrating new jet engines and side fairings.

2 New enclosed crew compartment offers greater protection for your warriors.



RED SCORPIONS BRASS ETCH

The new brass etch sprue for the Red Scorpions Space Marines features more than 60 symbols of various sizes to customize your Red Scorpions army.

BLACK TEMPLARS VENERABLE DREADNOUGHT

This new Venerable Dreadnought kit for the Black Templars Space Marines is a multi-part resin model. A selection of resin Dreadnought arms are available separately.

Model designed by Simon Egan.



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 are aimed at experienced modellers and may be bought directly from Forge World or Warhammer World.

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Collector's Guide



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The complete range of components!

We will be watching you

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Collectors Guide

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* see page 125 for a list of all the Collectors guides available.

NECROMUNDA REDEMPTIONISTS

REDEMPTIONIST GANG

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REDEMPTIONIST GANG

£20

Product code: 99110599159

Sculpted by: Adam Clarke

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Priest



Deacon



Brethren



Brethren



Deacon



Brethren



Brethren



Zealot

You can find all these products online by logging on to: www.games-workshop.co.uk/store

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WAAAGH! THE ORCS!

The Orcs are back, and they're meaner than ever! In White Dwarf 322, we will unveil the latest edition of the Orcs and Goblins army book, along with a whole raft of new models to support it.

Orcs and Goblins players will find all of their favourite parts of the army represented with shiny new rules, as well as some new additions, such as the Forest Goblin Spider Riders. Some notable heroes also make a welcome return, such as the infamous Warlord Skarsnik and his faithful Squig Gobbla.

The army has a whole host of new special rules, magic items and spells, which really characterise the savage nature of the greenskin horde, and make them more of a force to be reckoned with than ever before.

White Dwarf 322 will bring you notes from the author of the book, Mat Ward, along with a massive inaugural battle report, so you can see the new army in action for yourselves, with all their shiny new rules and tricks on display.

New Miniatures

Accompanying the new rules is a veritable host of new models, from new versions of old favourites to brand new troop types.



► Two of the fantastic new Night Goblin Bosses to lead your army.



▲► This new plastic box set provides more options for your Spider riders.





Orcs & Goblins Army Book

The new Orcs and Goblins army book is the place to start for all greenskins players, featuring background, rules, the army list and hobby information. Tool up your Bosses with deadly new weapons, and choose an army worthy of the Waaagh!



► This Orc standard bearer is part of a multi-part Orc Boss plastic sprue, designed by Alex Hedström. This kit will allow you to create foot and mounted Heroes and Lords for your army!





GAMESDAY & GOLDEN DEMON 2006

DESIGN STUDIO TO INVADE EN MASSE!

This year's Games Day will feature the Design Studio like never before. An increased contingent will be present on Games Workshop's biggest and best day of the year – Games Day!

Rumours abound that the Studio will be bringing special treats (showing off what's coming out in the future) and showing hobbyists how we go about making

our models and games from start to finish.

There are even tales of a giant game of Warhammer involving the 'three-ups' from the brand new Warhammer boxed game – Battle for Skull Pass!

For more on this year's Games Day, a glimpse at the new limited edition model, and a full report on last year's event turn to **page 108**.

WARHAMMER

Grand Tournament & exclusive new offer!

Here's a treat for all you Warhammer Grand Tournament players! Buy your ticket and get exclusive access to the new Warhammer Rulebook and Warhammer boxed set, Battle for Skull Pass. Better still, you can also buy the strictly limited edition Ultimate Warhammer Rulebook (with a leather case and tapestry style cover), and the Warhammer Special Gamers' Edition specially designed for those attending events! Turn to **page 64 and 80** to find out more about these great products.

All three of this year's Warhammer Grand Tournament Heats will use the new edition, so get a copy of the rules on September 9th (launch day) and make sure you have enough time to read them and formulate devastating new strategies!

Tickets for all three heats are now available from Direct. If you already have your ticket, you can still give the guys a ring about this promotion.



**Call now to order:
0115 91 40000**



Boxed Game Redemption

Don't forget, buy the boxed set now and get the new rulebook **FREE** when it's released. Offer lasts from 1/6/06 to 8/9/06

IMPORTANT

ADVANCE NEWS – PRICE CHANGES

As of the 2nd October Games Workshop UK will be changing the prices on a selection of our products. To give you as much notice as possible, so you can get your products at the current price, we've listed the major changes below:

- All blisters priced £3 to £7 will increase by £1
- Paint brushes will increase by 50p.

You still have several weeks to get these products at the old prices, so you can take full advantage of this notification! Visit our website for a full list of the changes at www.games-workshop.co.uk/news.

GAMES WORKSHOP**COVENT GARDEN, LONDON****Official Opening Party!** Saturday 5th August 2006

Our Covent Garden Hobby Centre is holding an Official Opening Party on the 5th August to celebrate the new store opening in the heart of London's pedestrianised piazza! (There might even be tea and cake – Grombrindal)

SPECIAL GUESTS!

Alan Perry

The Design Studio special guests will be at the Opening Party from 10:00am to 1:00pm.

Alan & Michael Perry

Two of Games Workshop's most prolific, talented and longest serving (25 years) Citadel Miniatures sculptors are going to be at Covent Garden. Alan and Michael sculpted all of the new models (check out the examples below) for The Two Towers Journey.



Michael Perry

**SPECIAL EVENTS!****The Lord of The Rings painting competition**

Win signed copies of WD320, Legions of Middle-earth Expansion and The Two Towers Journey for The Lord of The Rings Strategy Battle Game! Simply bring along a single miniature for The Lord of The Rings. There will be two categories, under 16 and over, and they'll be judged by our special guests.

Question and Answer

Quiz our guests on the new The Lord of The Rings Expansion, Journey and miniatures.

Signings

Get your new Expansion and Journey signed on the day it's released, and feel free to bring along any other Games Workshop books our guests have been involved in.

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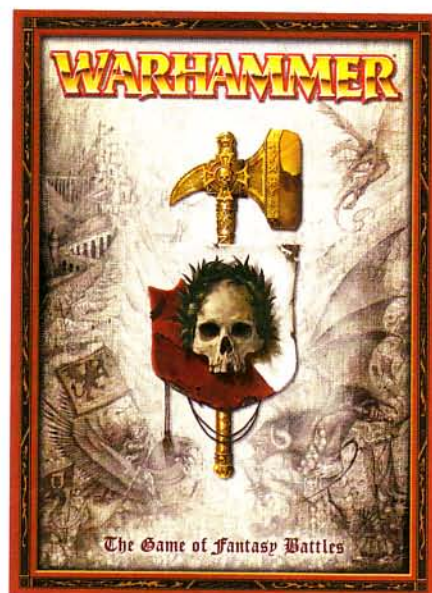
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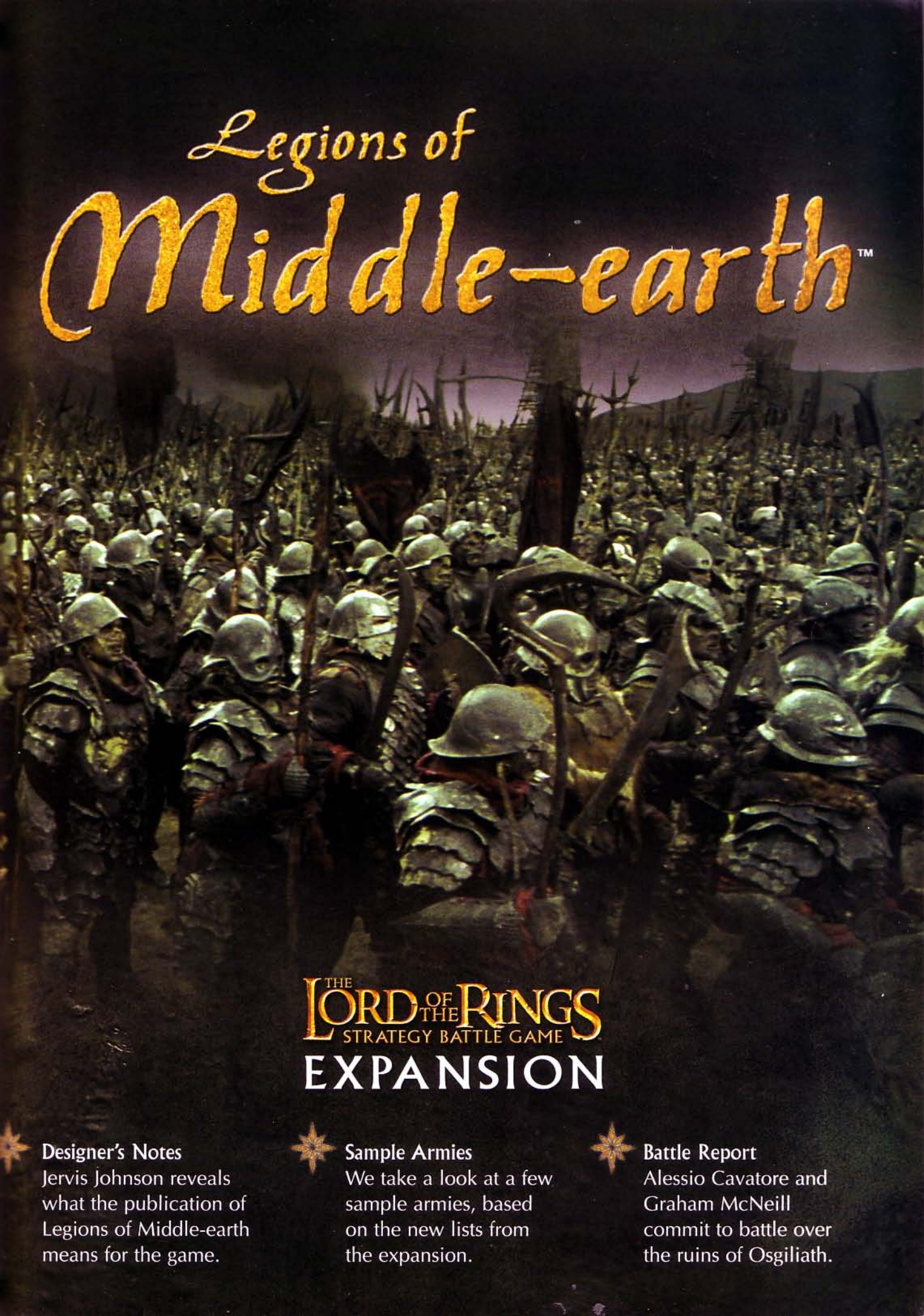


THE LORD OF THE RINGS
STRATEGY BATTLE GAME

Ent



Legions of Middle-earth™



THE LORD OF THE RINGS STRATEGY BATTLE GAME EXPANSION

✧ Designer's Notes

Jervis Johnson reveals what the publication of Legions of Middle-earth means for the game.



Sample Armies

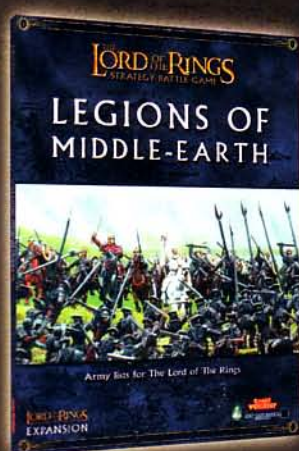
We take a look at a few sample armies, based on the new lists from the expansion.



Battle Report

Alessio Cavatore and Graham McNeill commit to battle over the ruins of Osgiliath.

The Great Battle



Let slip the Wargs of war! With 49 army lists, the new Legions of Middle-earth expansion gives you all the information you need to fight battles with themed armies.

Legions of Middle-earth is big news here at Games Workshop HQ. Drums roll out everywhere, from the pits of Isengard to the halls of the Dwarves, as armies of freshly painted miniatures march forth to do battle. Yet no doubt some of you are thinking "Battles? I thought the game allowed you to re-enact scenes from The Lord of the Rings?" Well, you'd be right. The fact is, it's both! We got Jervis Johnson, veteran Games Designer and the brains behind the project, to explain just what in Middle-earth is going on.

"We'd just finished the latest version of

the rules manual," he says, "and I began thinking about how people were actually playing The Lord of the Rings strategy battle game. We've always had a good idea of how people play our other games, but I can't say we were as confident with how gamers played The Lord of the Rings. It's skirmishy, yet there is a strong narrative element to it. I wanted to know how this worked out there."

See, Jervis' job is to cogitate on such matters. So he set out on a road trip, visiting numerous clubs and stores in search of the answers, sort of like a friendly Nazgûl seeking The One Ring.

of Our Time...



"I went out to loads of clubs and stores. One thing that was immediately apparent was that gamers loved the game. They loved the miniatures range and they loved the background. As I expected, a lot of people were playing the scenarios that you get in the supplements and the rules manual, but there was this other group of people who were collecting themed armies and fighting pitched battles. And these gamers said that although the rules manual tells you how to play battles, they felt it was a little unstructured. The battle scenario in the rules manual lets you have all sorts of models on either side, just as long as they are either all Good or all Evil; there wasn't much direction in it to help players with theming armies. So this expansion was designed to address the needs of those people who like to play battles between two matched forces, those

who enjoy the satisfaction of going 'Ha ha! I won! I am the best general!' And who doesn't enjoy that?

Jervis is keen to point out that this is not the only way to play the game, and nor is it all about tournament style games.

"We are not being dictatorial. This is just one way of exploring the hobby; I actually discovered that a lot of gamers switch between the different kinds of The Lord of the Rings game, playing a battle one week and then saying 'Okay, next week we'll do the Weathertop scenario'. All these forms of gaming are equally valid, and we are going to continue releasing supplements like The Fellowship of The Ring and Shadow in the East. But while the other supplements focus on a specific journey through parts of the The Lord of the Rings story, here we try to give you a game that gives you even more options.

IN THE BOOK

- 49 Army lists
- 12 Points match battle scenarios
- 13 Answers to FAQs
- 7 Region-specific terrain generators

ALSO!

Sneaky peek – as we don't want to make our nice new army expansion obsolete as soon as it is released, some of the army lists include the names of miniatures we haven't made yet...

49 Army lists!

GOOD

The Fellowship of The Ring
 Arnor
 The Grey Company
 The Shire
 Rivendell
 The Grey Havens
 Eregion
 Lothlórien
 Thranduil's Halls
 Fangorn
 The Riders of Eorl
 The Host of the Hammerhand
 Théoden's Host
 The Tower of Ecthelion
 Minas Tirith
 The Fiefdoms
 The Army of the High King
 The Rangers of Ithilien
 The Dead of Dunharrow
 Durin's Folk
 Khazad-Dûm
 Erebor

CHAMPIONS OF GOOD

The Wild Men of Druadan Forest
 The Wanderers in the Wild
 The Wizards
 The Eagles of the Misty Mountains
 Guardians of the Carrock

EVIL

Moria
 Angmar
 The Dwellers Below
 Isengard Raiders
 The Legions of the White Hand
 Dunland
 Sharkey's Rogues
 Cirith Ungol
 The Black Gate
 Dol Guldur
 Minas Morgul
 Barad-dûr
 The Easterlings
 Variags of Khand
 Khandish Mercenaries
 The Serpent Horde
 Harad
 Far Harad
 The Corsair Fleets
 Umbar

CHAMPIONS OF EVIL

Monsters of Middle-earth
 The Nazgûl

"The board is set, and the pieces are moving... But the Enemy has the move."

– The Return of the King

Legions of Middle-earth is all about letting gamers choose how they want to play. You can decide who fights who."

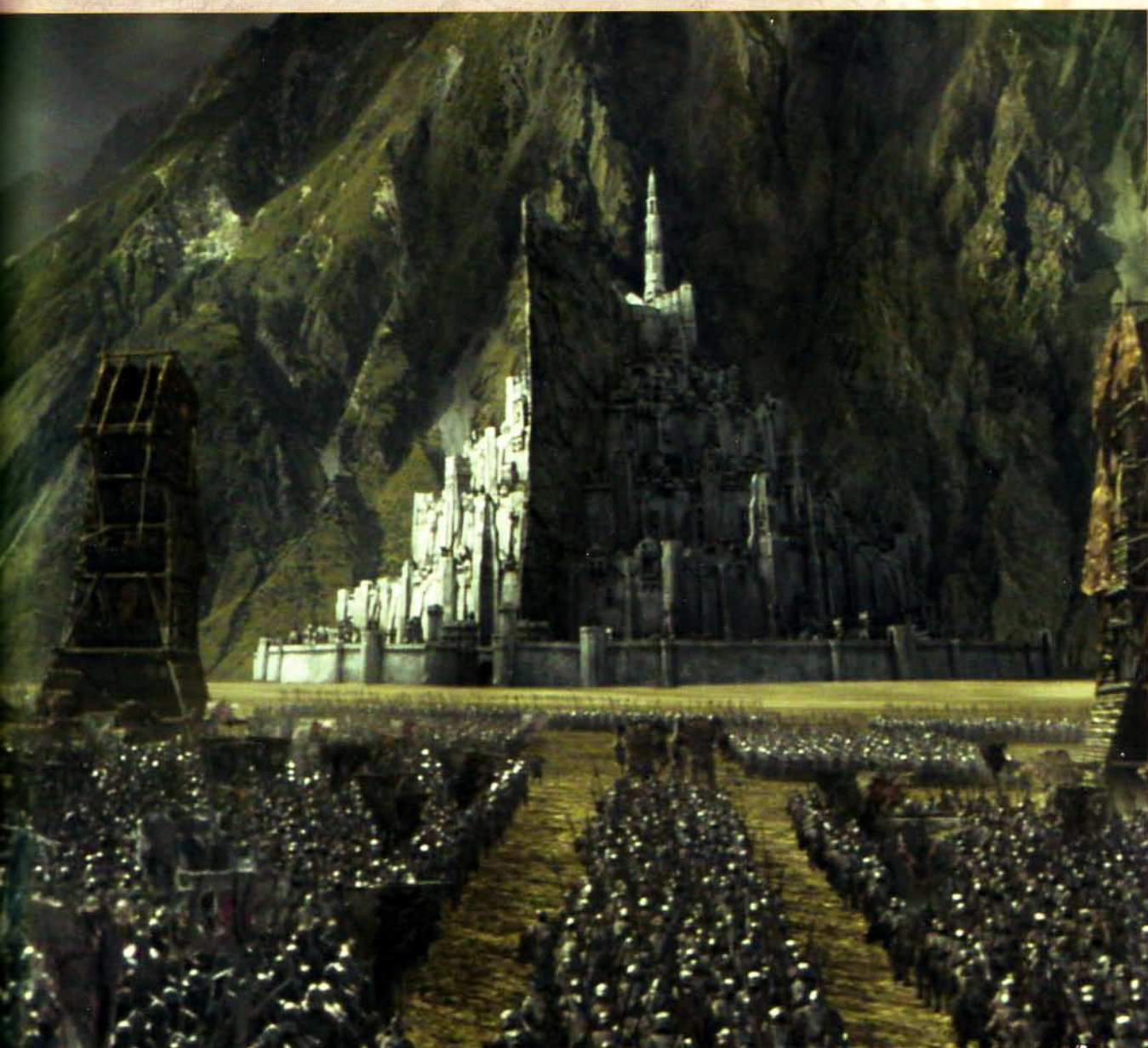
Some of these new options are embodied in the scenarios, of which there are 12. These are all balanced game set-ups which make it easy for you to create a battle where you can pit your tactical abilities against an opponent and get a clear winner.

"They are all based on what I call mirroring, which means that the same victory conditions and set-up rules apply to both sides," Jervis explains. "They're also designed to work with whatever terrain people have. Players pointed out that if they wanted to play the journey-style scenarios that they'd often have to make a specific piece of scenery. Some people love that – I met one guy whose whole hobby was pretty much making beautiful

terrain for his club mates, but then not everyone has the time to do that, and then there is also the issue of what models you have painted up. It is a lot of fun getting scenery and models ready for a specific game, but sometimes you just want to turn up with an army and play."

Although players have themed their armies for a while anyway, this expansion gives clear guidelines on who and what can fight together. It is a pure gaming supplement. The characteristic profiles for all the models can be found elsewhere, and this has given us the chance to cram Legions of Middle-earth with loads of interesting army variants.

"The book is divided into Good and Evil forces, which are further broken down into several different sections based on specific regions or races," says Jervis, "for example, the Woodland Realms. For each



of these areas you have a variety of army lists. You might want a Wood Elf army, but do you want a Thranduil's Halls host or a Lothlórien army?"

Furthermore, certain Heroes are also restricted – Denethor can't be in an army with Aragorn, King Elessar, for example. This lets you pick up on themes within themes, and give your army a strong sense of time and place.

"Mat Ward, who wrote the book, can be thanked for that," says Jervis. "It needed someone like Mat, who has such a depth of knowledge about Middle-earth's background, to bring it all to life, and create variant armies that were interesting yet true to JRR Tolkien's work."

Another important aspect of the expansion is the allies system, as Middle-earth's wars are often waged by coalitions of creatures.

"We wanted to give you the opportunity to recreate that, so half your points can be spent on allies from different army lists. The cool thing is that you can concentrate your theme on one army list, then expand that collection by adding extra bits to it if you fancy something different. Of course, most gamers will find themselves adding units here and there until they actually have enough Citadel miniatures for two armies."

The big thing about all this is that it's not a new direction for the game, nor is it a replacement for the established ways of playing. On the contrary, Legions of Middle-earth offers a deepening of The Lord of the Rings Strategy Battle Game hobby. If you want proof of that, check out our Two Towers feature elsewhere in this issue. Surely this is a good month to raise your flag over Middle-earth.



These powerful heroes make fantastic leaders for your legions.

Théoden's Host



Westfold Guards

Erkenbrand with Horse
75 points

1 Captain of Rohan with shield and heavy armour
55 points

8 Riders of Rohan
104 points

4 Riders of Rohan with throwing spears
60 points

3 Rohan Royal Guard with horses and throwing spears
54 points

8 Warriors of Rohan with shields
56 points

8 Warriors of Rohan with shields and throwing spears
72 points

2 Rohan Royal Guard with throwing spears
24 points

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

I don't know about you, but for me, the best scene in the entire The Lord of the Rings trilogy was the Ride of the Rohirrim. The sight of thousands of charging horsemen smashing into the Orcs outside Minas Tirith has to be one of the most spectacular pieces of cinema ever committed to celluloid. I defy anyone not to feel their heartbeat quicken as the music swells and King Théoden of Rohan rides along the line of warriors with his sword clattering against their spears. From that moment on, I knew that if I were to collect a force for The Lord of the Rings, it would have to be Rohan.

A good portion of my army was always going to be based around Riders of Rohan, so I started out with 12 of these guys. Cavalry are the best value for points in the game as far as I'm concerned; they're fast moving, can quickly react to enemy threats

and anyone on foot has to walk warily when there's cavalry around that can knock them to the ground before trampling all over them! I chose Erkenbrand to lead the Riders of Rohan, since he's one tough customer and is loaded up with Might, Will and Fate. Since Heroes can often get ganged up on by lots of cheaper troops, I chose three Rohan Royal Guard on horseback to fight alongside him.

I also wanted a solid core of infantry, so chose 16 Warriors of Rohan with a Captain of Rohan to lead them. I then picked three Rohan Royal Guard on foot, since their Fight Value of 4 could make all the difference between winning and losing a fight if the dice results in a tie. Working together, there's not much this army can't handle and it has the speed and durability to succeed in almost any mission. Forth Eorlingas!

Graham McNeill

Legion of the White Hand



Legions of Middle-earth



500
points



Hrashtâk's Raiding Party

- 1 Uruk-hai Captain with heavy armour and crossbow 60 points
- 1 Uruk-hai Warrior with banner 39 points
- 13 Uruk-hai Warriors with shields 130 points
- 8 Uruk Hai Scouts with bows 72 points
- 11 Uruk Hai Scouts with shields 99 points
- 3 Uruk-hai Berserkers 45 points
- 5 Uruk-hai Warriors with crossbows 55 points

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With Uruk-hai, the trick is one of quantity, rather than quality – Saruman's finest are so expensive that the cost of elite troops quickly mounts up. Numbers really do count in The Lord of the Rings, and it's worth packing as many models into your army as you can. Therefore Uruk-hai Scouts are my main troops, mainly because they're cheaper than their comrades. Fortunately there is no such thing as a weak Uruk-hai. With Fight and Strength 4, these chaps can happily clobber their way through anything other than Elves and, as the Firstborn are even more expensive than Uruk-hai, you can use superior numbers to deliver a beating.

I'll be aiming to win the fights – to increase my chances of this, I'll have the Uruk-hai Banner Bearer stay close to this group. The bow-armed Scouts will advance more slowly and give supporting fire to my

main attack wave. However, they're just as effective in close combat as my other warriors – if possible they'll pitch in!

The crossbow troops need to find a hill and start picking off dangerous-looking foes. The Warriors with shield stand at the front of my attack wave, using their Defence of 6 to shelter the more lightly armoured troops behind.

The Berserkers will be kept in the heart of my formation, safe from archery, until I've closed with the enemy. When the battle lines meet, they'll be unleashed on the biggest target I can find.

The Captain (I used the new Vraskû model to represent him) is best employed where the attack is stalling, but I'll choose my combats carefully. His Fight and Strength of 5 allow him to carve his way through Warriors and Captains, but Aragorn could ruin my day... **Mat Ward**

The Easterlings

496
points



The Army of Lhanzaghad

- 2 Easterling Captains with Easterling halberds
110 points
- 2 Easterling Warriors with banners
64 points
- 6 Easterling Warriors with shields and spears
60 points
- 12 Easterling Warriors with shields
96 points
- 12 Easterling Warriors with bows
96 points
- 5 Easterling Kataphrakts
70 points

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

Easterlings are a durable army. With good Courage and Defence values, they can take a beating that would break an Orc army to fragments. The weapon and troop options available to the Easterlings make their overall tactics simple yet effective: hold the foe with your infantry, pepper them with arrows and then unleash your gleaming Kataphrakts into the fray.

Easterling Warriors with shield and Easterling Warriors with shield and spear are reliable and solid troops, Defence 6 with a shield and a match for almost any Good troops. Divided into two groups of 12 (6 with shield and 6 with spear and shield) they create two small formations that can join together if necessary.

To prevent the enemy from flanking or disrupting your main infantry formations, direct the fire of your Easterling Warriors with bow carefully, targeting enemy

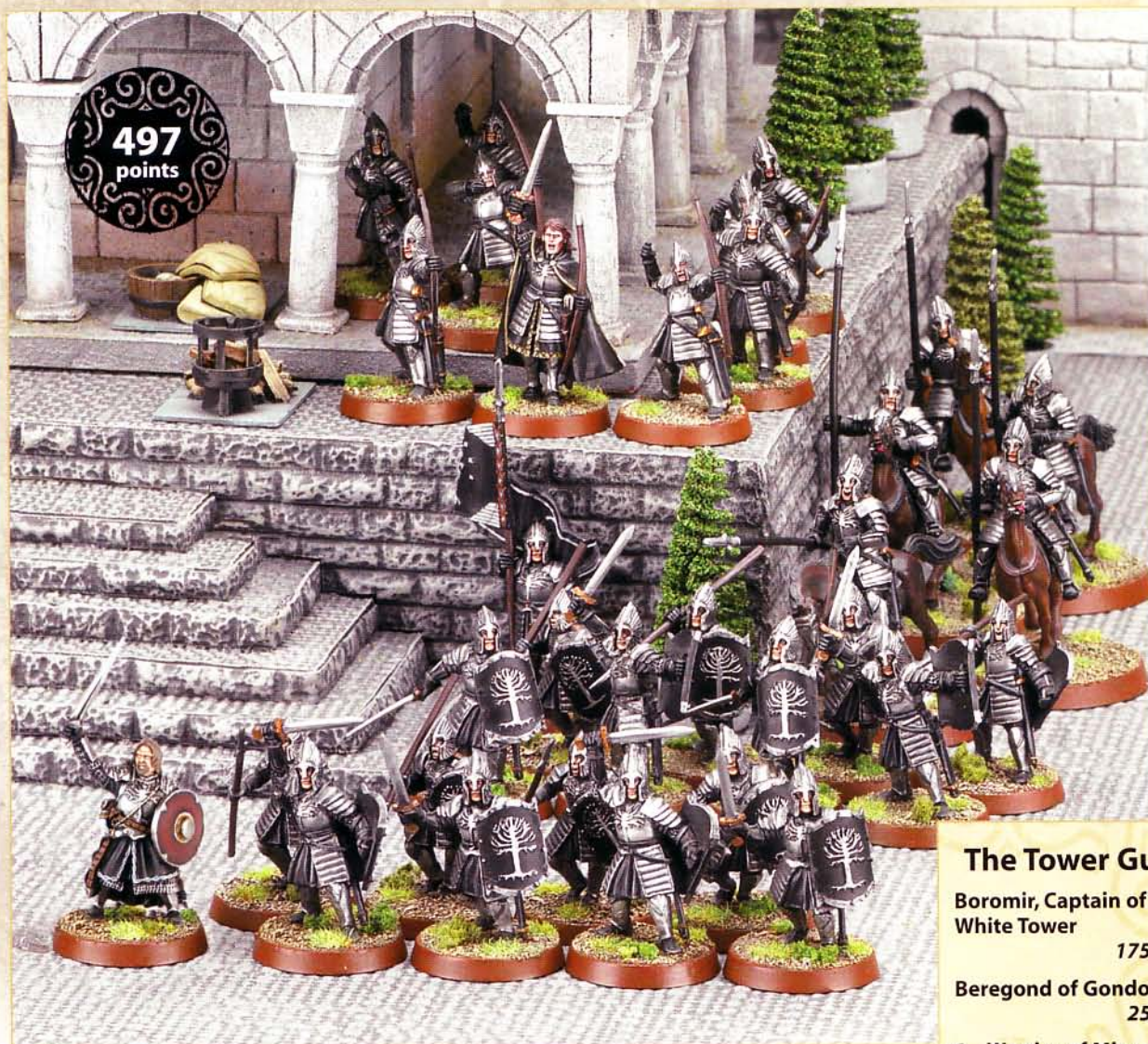
cavalry or Heroes. They are competent, rather than exceptional, archers, so they must concentrate their fire.

The Kataphrakts are shock troops, designed to break apart an enemy formation once it has been stopped by Warrior phalanxes. Whilst it is possible to perform a pre-emptive cavalry charge with these Kataphrakts, they are too few in number in this army to make a stand without support from infantry, instead they should crush the foe against a wall of unyielding shields and spears.

Lastly, one each of the Easterling Captains and Warriors with banner join each of the groups of Warriors. The fighting power of the group, augmented by the presence of a banner, whilst the Captain increases not only the hitting power of the unit but also the tactical flexibility, thanks to Heroic actions.

Mat Ward

Tower of Ecthelion



The noble Men of Gondor have had a tough time of it, with their constant battles against the Dark Lord. However, their might of arms makes them a great choice for Good players.

Taking most of the box set contents as the core of my force, I flicked through the pages of Legions of Middle-earth and decided on a Tower of Ecthelion army. There was really only one reason for this, and that reason is Boromir. In full armour and packing an astonishing 6 points of Might, Gondor's favourite son was the obvious choice for my general. Looking down the list for another Hero to swell my army, I made sure I could accommodate Beregond too. The inclusion of this Citadel Guard Hero makes the force historically viable as well as hard-hitting – Beregond was assigned to Boromir's personal guard, after all.

The basic Warriors of Minas Tirith are no pushovers, with their heavy armour providing protection against bowfire. A healthy smattering of spears and a banner bearer will ensure that the soldiery have some staying power in a prolonged fight. The Knights are among my favourite models, and with five of them in the box it seemed churlish not to take the lot.

In battle I use large blocks of infantry to hold vital areas of the board. In this case, the swordsmen and spearmen, led by Beregond. I keep Boromir nearby, but I like to keep powerful Heroes like this on their own, ready to nip in and help out where they're needed most. The archers move up slowly in support of the infantry block, loosing off some speculative volley fire shots early on. That leaves the Knights, who I'll use as a flanking force, threatening enemy infantry.

Mark Latham

The Tower Guard

Boromir, Captain of the White Tower

175 points

Beregond of Gondor

25 points

1 Warrior of Minas Tirith Banner Bearer

32 points

5 Knights of Minas Tirith

65 points

8 Warriors of Minas Tirith with spears and shields

72 points

8 Warriors of Minas Tirith with swords and shields

64 points

8 Warriors of Minas Tirith with bows

64 points

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

Cirith Ungol



Gorbag's Ravagers

Gorbag 45 points

Orc Captain with shield
45 points

1 Orc Banner Bearer
30 points

8 Orcs with spears
48 points

8 Orcs with shields
48 points

4 Orcs with bows
24 points

3 Orcs with two-handed weapons
18 points

4 Warg Riders with spears and shields
60 points

2 Warg Riders with bows
26 points

2 Mordor Uruk-hai
16 points

4 Mordor Uruk-hai with two-handed weapons
36 points

1 Mordor Troll
100 points

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

The new Host of Cirith Ungol box set contains so much stuff that it makes picking a 500 point list very easy indeed.

I really wanted Gorbag to lead the army, because having a named character from the book or the film at the head of your force makes it immediately more atmospheric. Once I added Gorbag to the box contents, my force was already 'over-pointed', so I was left to strip it down to accommodate this deadly Hero.

The army has a good solid core of infantry, being nearly 40 models strong altogether. Although these are mostly Orcs, who are, let's admit it, hardly the best fighters in Middle-earth, the sheer weight of bodies on the field should mean that they will nearly always outnumber the opposition; very handy for trapping lone Heroes in fights. Six Warg Riders are nothing to be sniffed at either – these fast

troops are great for getting round behind the enemy or isolating small pockets of the opposing force.

Although Orcs are a cowardly rabble, this army does have a hard centre to it – six Mordor Uruk-hai and a Mordor Troll. The Uruk-hai are easily the match of most other races' troops, while the Troll is just awesome. These monsters are so powerful that they can easily deal with the warriors of an opposing army, and will even give many of the less mighty Heroes pause for thought before engaging them.

A force of Cirith Ungol is a fantastic shock force for the budding Evil player. I think that, to expand this army in the future, I'd look to the allied lists – perhaps the Black Gate or Barad-dûr. However, I'd confidently state that this force would give any 500 points worth of Good guys a run for their money.

Alessio Cavatore

Domination of Osgiliath



Legions of Middle-earth Battle Report

Amidst the ruins of Osgiliath, something wicked stirs... the forces of Cirith Ungol have arrived across the Anduin, eager to feast on Man-flesh!

Scenario

The battlefield is dominated by four objectives – in this case a militia barracks, ruined manor house, granary and blacksmith's forge. Each of these buildings contains either vital supplies for the ongoing struggle for Osgiliath, or are strategically important positions.

Winning the Game

The game may end as soon as one force has been broken. At the end of each turn after this condition has been met, roll a

dice. On the score of a 1 or 2, the game ends. At this point, the player who has the most models within each objective building has claimed it.

Major Victory

You have captured all four buildings.

Minor Victory

You have captured three buildings.

Draw

You have captured two buildings or less.

Game Statistics

Scenario

Domination

Forces

**Cirith Ungol and
The Black Gate**

**The Tower of Ethelion
and Rangers of Ithilien**

Players

**Graham McNeill
Alessio Cavatore**

Points

750

Location

Osgiliath

Timeline

The War of The Ring

Faramir's Guard



Alessio Cavatore

Alessio Cavatore has written several books for Warhammer and The Lord of the Rings strategy battle game. He is responsible for the rules content of Games Workshop's three main game systems.

Alessio: I wanted my force to represent the defenders of Osgiliath. In particular I was thinking of the tragic scene when Faramir rides out at the head of the knights of Minas Tirith to try and re-capture the lost city. Using the contents of the Host box, I formed the core of my army from a solid group of Warriors of Minas Tirith and Citadel Guard, always very difficult to kill on account of their heavy armour. The box also contains a Captain and Banner Bearer – perfect to lead my infantry.

Since I already had some knights in my basic force, I expanded their numbers considerably (and gave them a banner as well!) and then bought Faramir in his knightly garb to lead them. Together they form a mighty strike force, though I hoped they'd do better than getting themselves shot to pieces like in the film!

I completed my force by buying a group of Rangers of Gondor to offer me some nice extra firepower. As Faramir was riding out with his knights, I put Madril in charge of these brave bowmen.

My force was picked from two different army lists. The first was chosen from the Tower of Ecthelion list, and included Faramir, the knights and the bow-armed Warriors of Minas Tirith, plus the Citadel Guard and a couple of warriors to make sure I kept to the army's bow-limit.

The second (allied) contingent was picked from the Defenders of Osgiliath list and was led by Madril. It included the Rangers and enough Warriors of Minas Tirith without bows to make this allied contingent legal as well.

We were ready to do battle with the forces of Mordor.

Faramir with heavy armour and horse 85 points

Beren, Captain of Minas Tirith with shield 55 points

Madril 55 points

6 Rangers of Gondor 48 points

13 Knights of Minas Tirith 169 points

1 Knight of Minas Tirith with banner 38 points

3 Citadel Guard with longbows 30 points

3 Citadel Guard with spears 27 points

8 Warriors of Minas Tirith with shields and spears 72 points

8 Warriors of Minas Tirith with shields 64 points

8 Warriors of Minas Tirith with bows 64 points

1 Warrior of Minas Tirith with banner 32 points



Take the City!

Graham: I've got 750 points of Evil to storm the ruins of Osgiliath and capture it for the Dark Lord. No problem, right? I decided to use the Host of Cirith Ungol largely because I wanted to use Shelob to psyche out Alessio. My opponent has an amusing (well, to me at least) phobia of spiders and, since the model of Shelob is so gruesomely icky, I hoped it might keep him a little off balance. Well, it could work. I started by choosing a solid cadre of Heroes, since I didn't want to be 'out-Mighted' in this scenario. I've always liked the Mouth of Sauron and hoped to use his Transfix power in conjunction with Shelob to give her a better chance of killing any heroes that went up against her. An Orc Captain and Shagrath gave me more Might to play with and the Orc Shaman's Fury power would keep me in the game when

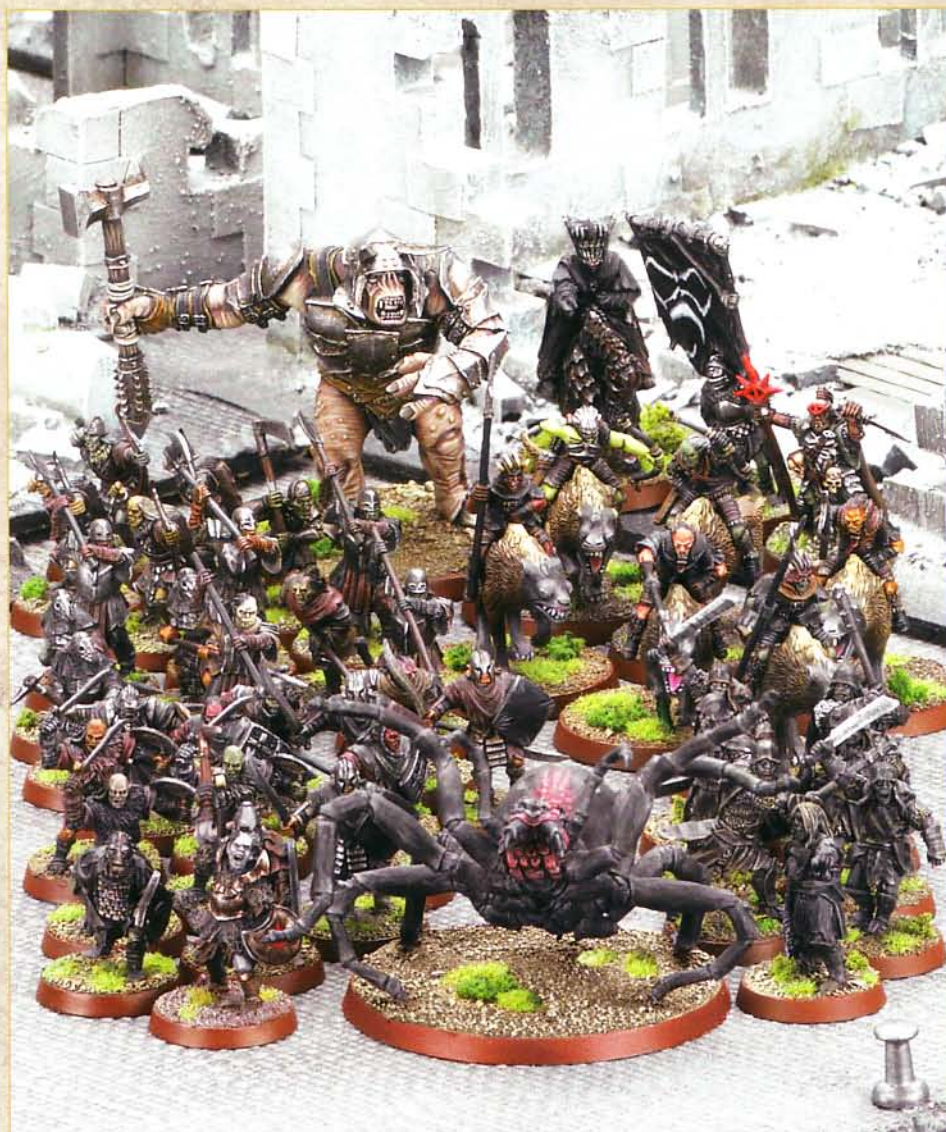
casualties became heavy (and you never know, I thought I might roll a few sixes to save the odd Orc here and there).

My Warriors were a much simpler choice; I took the Mordor Troll because there's not much that stands a chance of killing one of these monsters. I surrounded him with a collection of Orcs armed with a variety of weapons. I planned to throw the Uruk-hai and the Orcs with two-handed weapons in first, with the Orcs armed with spears behind them to give them an extra attack. The Warg Riders would provide a mobile force that could strike at any enemy Warriors on foot that strayed too far from the protection of the Knights of Minas Tirith. Though my force wasn't as numerous as I'd like, it had more than enough hard-hitting nasties to crush all before me. The time of Men is over!



Graham McNeill

By day, Graham McNeill works as a mild mannered Games Developer. By night, he doesn't fight crime, nor does he stalk the streets as an avenging superhero. Honest. He doesn't.



The Mouth of Sauron with armoured horse 75 points

Shelob 90 points

Shagrath 55 points

Gharukh, Orc Captain with shield 45 points

Uldhaur, Orc Shaman 50 points

8 Orcs with spears 48 points

11 Orcs with shields 66 points

4 Orcs with two-handed weapons 24 points

4 Orcs with bows 24 points

1 Orc with banner 30 points

4 Warg Riders with shields and throwing spears 60 points

2 Warg Riders with bows 26 points

1 Mordor Troll 100 points

6 Mordor Uruk-hai with two-handed weapons 54 points

Let Battle Commence

Turns 1-5

As dawn breaks over the desolate ruins of Osgiliath, Faramir's loyal warriors are filled with dread – Orcs of Cirith Ungol infest this once-proud city.

In the opening phases of the game, Graham's forces scurried forwards towards the objectives. A lone Orc archer clambered into the granary that lay nearest the Evil deployment zone, taking up a firing position by a window and claiming the building in the name of the Dark Lord. Meanwhile the bulk of the army, including the Mouth of Sauron, Shagrat and the Mordor Troll, headed south to claim the blacksmith's forge. Shelob scuttled westwards with the Warg Riders in tow, hoping to reach the militia barracks.

In contrast, there was little movement from the forces of Good. Faramir and his knights cantered north, intent on instigating a cavalry battle with the loathsome Wolves of Cirith Ungol. As Graham stood puzzled at Alessio's lack of movement, it wasn't long before all became clear. Having bunched up all of his bow-armed warriors behind the ruined manor house, Alessio had no fewer than 18 shots per turn in volley fire barrages! One arrow found its mark on Shelob, forcing the monstrous Spider to spend a Will point in order to pass her Courage test.

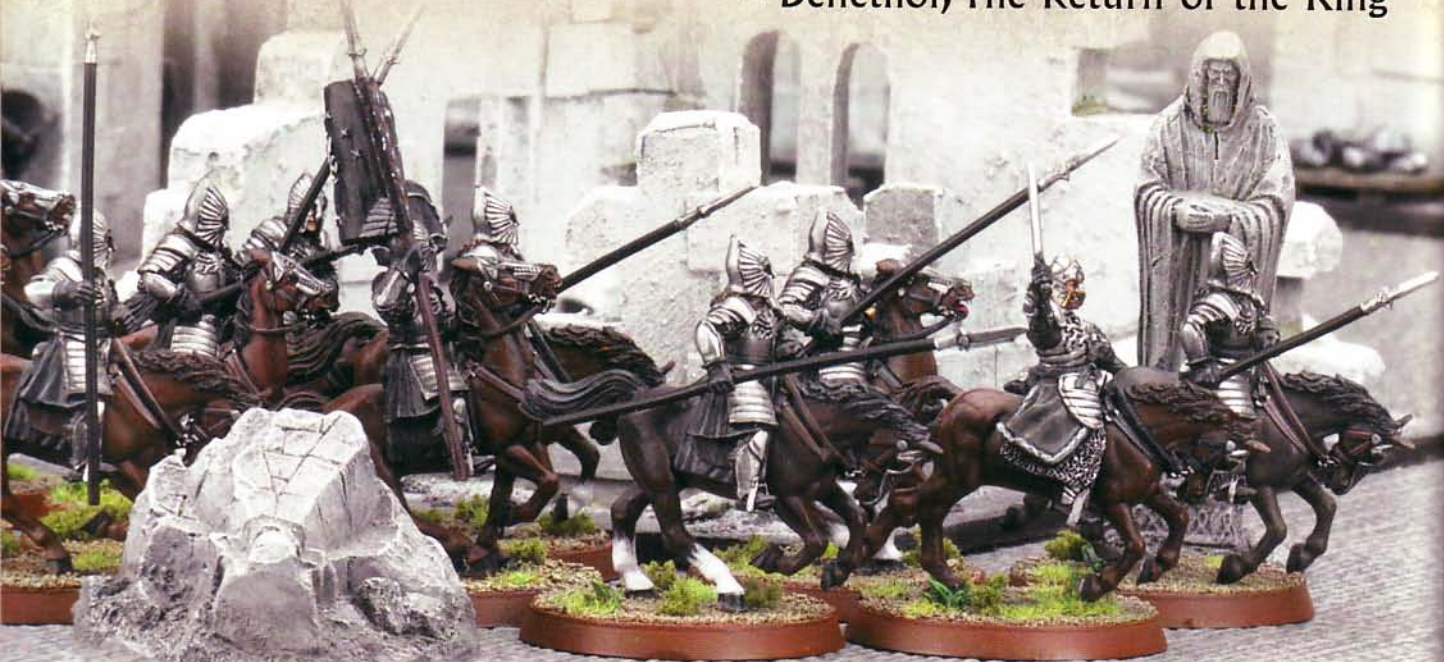
Volley Fire!

Alessio's force contains the absolute maximum number of bow-armed troops available to an army in *The Lord of the Rings*. By bunching them together as he did in the early turns of the game, he was able to make great use of volley fire. While it's not the most accurate way to take down the enemy, Alessio rolled an inordinate amount of sixes to hit, making Graham think twice about breaking cover with many of his more valuable models.



“I will not yield the river and Pelennor unfought. Osgiliath must be retaken.”

– Denethor, *The Return of the King*





Concerned by the amount of missile fire that his forces were already attracting, Graham began Turn 3 by casting Fury with his Orc Shaman. The large force he was accompanying moved up to the ruins of the forge, consolidating their position. The Wargs began to take pot-shots at the Knights of Minas Tirith – neither set of mounted warriors seemed keen to get into a charging position, as Graham was wary of Alessio's numbers, while Alessio in turn feared Shelob's monstrous charge!

Alessio split up his mass of archers, moving the Rangers and bow-armed Warriors of Minas Tirith into the ruins of the manor house, with the remainder skirting around the edge to get into a more direct shooting position. This group contained 3 Citadel Guard, whose pinpoint accuracy accounted

for another wound on Shelob. This time the Spider passed her Courage test without the aid of a Will point. In the fifth turn, the volley fire continued, with the Rangers claiming a Warg. The Warriors of Minas Tirith began to lend supporting fire to Beren and his warriors, who were bearing down on the forge, but could not yet find their range.

Seeing the threat of a mass of Warriors of Minas Tirith advancing towards his forces, Graham sent a detachment to intercept them. With Shagrat, an Orc Shaman and a Banner Bearer amongst them, Graham felt confident they could hold their own. Finally, he sent his Troll storming off to the north of the board to join the Warg Riders in the hope of breaking the deadlock between the two cavalry forces.

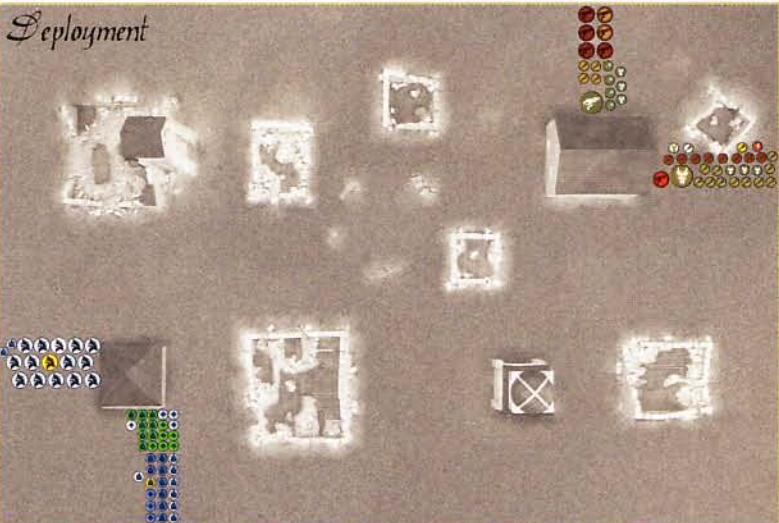
Keeping in Formation

When Alessio's spearmen and sword-armed warriors reached the tower near the forge, he arranged his models in a defensively sound formation. Using the tower to shield his flank, Alessio placed the Citadel Guard and the Warriors of Minas Tirith with swords to the front of his lines, with a row of spearmen in support. With a Banner Bearer and a Captain nearby, this phalanx was to prove near impregnable...



- | | | | |
|---------------------------|----------------------------|-------------------------|------------------------------|
| ⚔ Faramir | ⚔ Citadel Guard with bow | 👹 Mouth of Sauron | 👹 Orc Banner Bearer |
| ⚔ Madril | ⚔ Citadel Guard with spear | 👹 Shelob | 👹 Mordor Troll |
| ⚔ Captain of Minas Tirith | 🏹 Ranger | 👹 Shagrat | 👹 Mordor Uruk-hai |
| 🏹 Warrior Banner Bearer | 🛡 Warrior with shield | 👹 Orc Captain | 👹 Orc with shield |
| 🏹 Knight Banner Bearer | 🛡 Warrior with spear | 👹 Orc Shaman | 👹 Orc with spear |
| 🐎 Knight | 🏹 Warrior with bow | 👹 Warg Rider with spear | 👹 Orc with bow |
| | | 👹 Warg Rider with bow | 👹 Orc with two-handed weapon |

Deployment



Orcish Fury

Turns 6-9

The bold Men of Gondor advance warily towards the Orc horde, as Shagrat's brutish forces prepare to smash them asunder!

In turn 6, the tense stand-off between the cavalry continued, while Graham's Orcs clattered into the carefully arranged phalanx of Gondorian warriors next to the tower. The rest of the turn proved largely uneventful, with Alessio's shooting proving highly inaccurate. However, this was merely the calm before the storm.

In the seventh turn, Shagrat called a Heroic Move to ensure that the Orc horde could bring their numbers to bear against the Gondorian phalanx. To the north, Alessio decided that the cavalry stalemate had gone on long enough and sped his knights away, hoping they could prove more decisive elsewhere. The bow-armed Gondorians

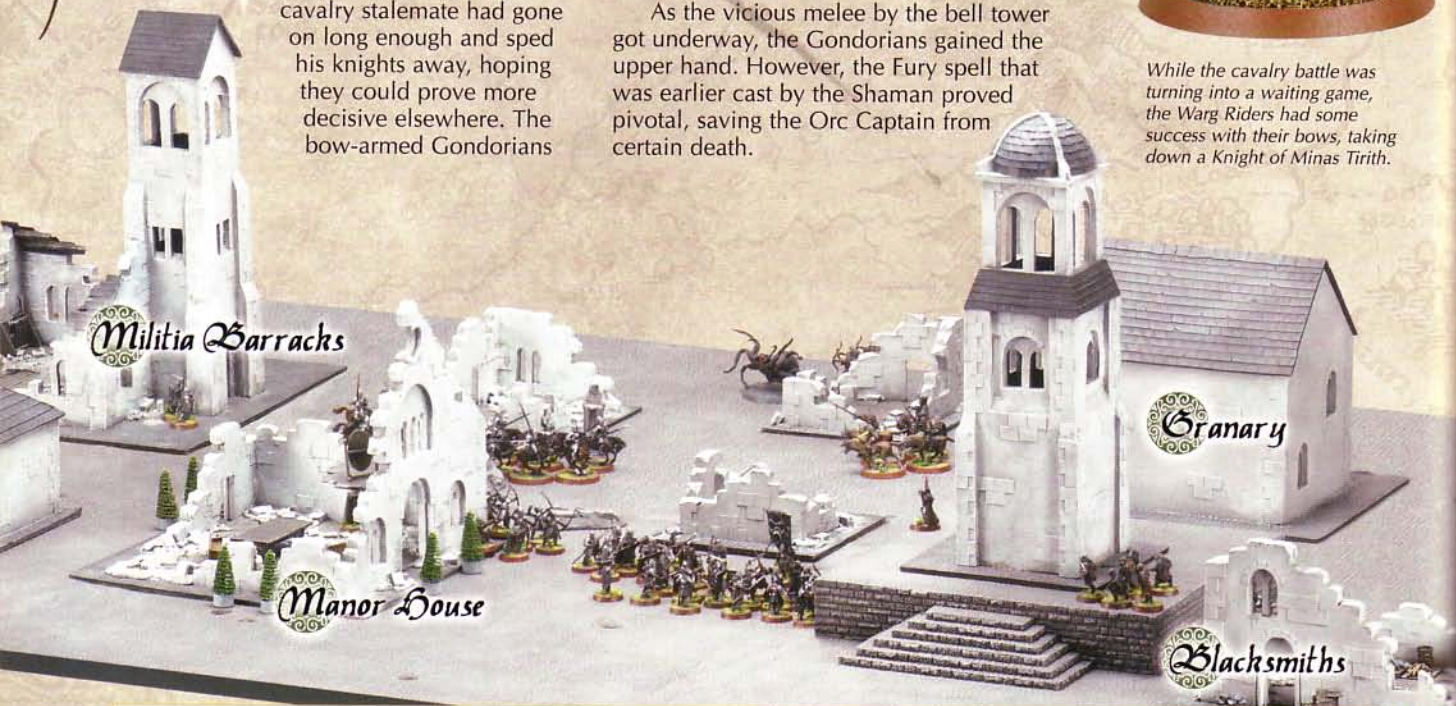
in the manor house sought out better shooting positions, which was just as well, as Graham decided that he was tired of Alessio trying to turn his warriors into pin-cushions, and so redeployed his Troll to take care of the Rangers.

In the Shoot phase the Warg Riders, buoyed by the perceived cowardice of the Knights of Gondor, sent a volley towards their cavalry foes and felled one of them. Madril and the rest of Alessio's missile troops turned their attentions to the hulking Troll, wounding the beast twice. Graham hadn't expected that...

As the vicious melee by the bell tower got underway, the Gondorians gained the upper hand. However, the Fury spell that was earlier cast by the Shaman proved pivotal, saving the Orc Captain from certain death.



While the cavalry battle was turning into a waiting game, the Warg Riders had some success with their bows, taking down a Knight of Minas Tirith.



Rangers of Gondor

Throughout the game the Rangers of Gondor and their Captain, Madril, had continued to impress. Their impressive shooting values started to come into their own in turn 7, with the Troll falling victim to their deadly arrows. Graham had left them to their own devices for much of the game, and was already starting to regret that decision.





Fury!

The Orc Shaman had so far performed quite poorly, both in the fighting and spell-casting stakes. However, Graham's early success in casting the Fury spell turned out to be priceless – Graham seemed to have an uncanny ability to make crucial Fury saves, keeping his Orcs in the fight when by rights they should have fallen.



Graham gained priority in turn 8, and charged all of his models back into combat to the south. The Troll sped towards the Rangers, while the Warg Riders separated into two groups – the main bulk of them staying put, ready to shoot at the knights again, while four broke away to join up with the Mouth of Sauron. Alessio, meanwhile, had other ideas for Faramir's Knights, moving further away from the Wargs and Shelob, leaving Graham's cavalry out on a limb.

In the Shoot phase the Warriors of Minas Tirith with bows opened fire at the advancing Troll, and Graham could only look on in horror as the brute was shot down! In the Fight phase, the Evil side cut into the wall of spears that lay before them and began to gain the upper hand.

By the start of turn 9 both players realised that they had been far too cautious so far, and made a serious play to get into close combat. The Mouth of Sauron called a Heroic Move and cast Terrifying Aura on himself. Graham's Warg Riders made their move, hurtling into the Knights of Minas Tirith, throwing spears into the mass of horsemen as they charged. One Knight fell before the battle lines met in a frenzy of tooth against steel! Shooting became a risky business, with few archers being able to pick out a distinct target.



The Fight phase heralded a real turn of luck for Graham, as Shagrat cut down Beren, while his own Captain, Garukh, survived the combat only due to the Shaman's Fury power. Meanwhile Faramir fought two Warg Riders to a standstill, but Shelob was bearing down on him...

“Graham looked on in horror as the Troll was shot down.”

Victory or Death

Turns 10 - 14

Saddened at the death of Beren, yet buoyed by the felling of the Troll, the Gondorians steeled themselves to reclaim Osgiliath, building by building...

Three of Faramir's Knights charged into the main combat by the bell tower, while the rest battled on relentlessly against the Warg Riders. Faramir took a Courage test, passed it, and crashed into Shelob. The young Captain of Gondor was determined to defeat the beast that dared defile his city! Alessio realised that he was neglecting the objectives, and sent a lone Minas Tirith swordsman north to the barracks to claim it.

Things began to get messy, especially when Graham tried some risky shots into the midst of the combat. Four Orcs unleashed a volley, only to kill the Mouth of Sauron's horse, forcing him to face a charging Knight at a major disadvantage. Alessio's archers stayed in a tight formation, waiting for their chance.

In the large combat carnage ensued – the Knights of Minas Tirith cleaved three Orcs, while the Evil Heroes claimed the Minas Tirith Banner Bearer, a spearman and a Knight in reply. Yet again, Graham passed a Fury save, this time sparing an Uruk-hai its fate. As the turn drew to a close, both generals surveyed the

battlefield. With two buildings apiece under their control, and both forces looking rather depleted, there was still all to play for.

Turn 11 began with Heroic Moves being called by both Faramir and the Mouth of Sauron. Crucially, Faramir won the roll-off and charged into Shelob yet again, although he had to expend 2 points of Will to do so. Faramir's Knights intercepted the Mouth of Sauron and the remaining Warg Riders, not only nullifying the Evil Heroic Move, but also ensuring that Faramir and Shelob would fight on equal terms. Finally, Alessio sent the last two knights galloping off towards the tower, where they could either help out in the main fight, or try to take the forge themselves.

The Shoot phase saw Madril and one of his Rangers kill the Orc in the granary, bringing the Good side closer to victory. In some brutal close-quarter fighting, the Good side escaped without taking any wounds. Graham had so far had it mostly his own way, but Alessio seemed to be staging a dramatic comeback.



Faramir and the Mouth of Sauron are two very different kinds of Hero, yet both used their Heroic actions to keep their men in the game when the going got tough.

“Graham had so far had it mostly his own way, but Alessio seemed to be staging a dramatic comeback.”





End Game

Alessio managed to sneak two Knights of Minas Tirith straight past the whirling melee that had gone on for so long near the bell tower. Graham simply did not pay these models heed, and as a result they walked into an undefended objective. The moral of the tale is to never underestimate the Knights of Minas Tirith – when the glory of Gondor is at stake, they won't let you down!

At the start of turn 12, Evil took priority, although Faramir called a Heroic Move to usurp the order. Both players had one thing on their minds at this point – throw bodies into the fight. Faramir again charged Shelob, but this time the Spider was aided by two Orcs with two-handed weapons. Graham's bow-armed Orcs also joined the fray, charging into the nearby Knights. Realising the large combat that had raged for most of the game in the centre would probably decide the battle's outcome, Alessio charged Madril and two Rangers into the mass of Orcs, while the two Knights who had previously headed south decided to make for the forge.

In the fighting in the north of the board, it was the Good side that suffered. Faramir took a wound and was forced to expend 2 Fate points to resist it. By the tower the Warriors of Minas Tirith were falling beneath the Orc onslaught, with Madril failing to tip the balance.

Turn 13 saw nearly every model getting into the fight, with the Orc Shaman being forced to call a Heroic Move to keep the advantage with the Evil side, while keeping himself out of harm's way. However, the tenacity of the Men of Gondor finally shone through, with enough Uruk-hai falling to the lances of Faramir's Knights to signal the breaking of the Evil force. Over at the forge, the two Knights of Minas Tirith dismounted and burst into the building, ready to face the two Orcs within. Graham was ready to concede the draw, but Alessio

prayed for another turn. The dice was rolled and came up a 4 – play would continue on.

With the Evil force broken, several Orcs fled the field, including the two who were holding the forge. The Shaman spent his remaining Will points to stay in the game, while Shagrath called a Heroic Move to try to keep hold of the objective, but there was no Evil model quite within range of the forge to contest it. With their way unopposed, the two Knights of Minas Tirith consolidated within the building, securing the fate of Osgiliath.

End Result
**Good
Victory**



Conclusions

For the glory of Gondor!

Alessio: At the start of this game, I was really worried that Graham was going to overrun me. He had a whole lot of Orcs and two big, scary monsters on his side. However, my plan seemed to work, and I think I proved that there is indeed strength left in Men. The game was very close – much closer than the final score would suggest. However, in retrospect I think I could have broken the deadlock much earlier by being bolder with the Knights. I was far too wary of that Spider...

Luckily I managed to break the Orc army before Shelob could make too much of a mess of Faramir and his Knights. As usual, when an Orc army breaks they tend to dissolve rather quickly, especially if you manage to get rid of those vital Shamans and their Fury. The only real mistake I can find in Graham's tactics was that he needlessly exposed the Orcs guarding one of his buildings to my bowfire, allowing me to clear this particular objective relatively easily. Other than that I think he did rather well and he was unlucky, because if the game lasted one more turn his Orcs, led by the unstoppable Shagrat, would have probably made it inside one of my buildings, and then the result would have been very different.

Men of the Match

I don't think I can pinpoint a single model as the best of the game, as none of them shone particularly during the battle. I will therefore assign this title collectively to my bowmen and rangers, because I'm quite convinced that taking out the Troll before it could make it into combat was an absolutely decisive moment. And they made it just in the nick of time, with their very last arrow!



“I could have broken the deadlock much earlier by being bolder with the Knights.”

Orcs of the Match

My Orc Heroes and Shaman get my nomination for best fighters. They did sterling work in holding the combat around the bell tower together with their combination of Heroic moves and the Fury power.



“The mean old Spider didn't have much luck against Faramir.”

Think of the Trolls

Graham: Well that didn't work out too well, did it? Though the critters of Cirith Ungol were booted back to the mountains from whence they came, they gave a good account of themselves before they went. Or at least until the last few turns they did. I think my biggest mistake was wavering on what I wanted the Troll to do. With hindsight I should have stuck to my plan of having him trudge forward with the Orcs in support, but I ended up reacting to Alessio and moved him off on his own. And even then I didn't stay on target and ended up moving the Troll in a different direction again! This meant that he got shot to pieces before he had a chance to have an effect on the game.

Alessio played cagily with his force until the right time to strike arrived, unleashing the Knights of Minas Tirith upon my depleted Orcs and Shelob. The mean old spider didn't have much luck against Faramir, though when the Orcs finally managed to help her, she almost accounted for the Hero. I'd also hoped I could break through Alessio's army to reach his objective buildings, so only left a token force behind to guard mine. What a mistake that turned out to be...

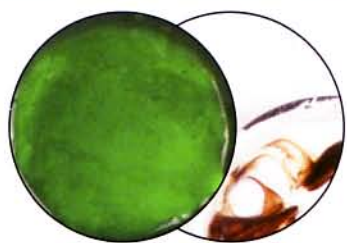
CITADEL Water Effects TOOLBOX

Recently we've been experimenting with Water Effects fluid. Here we take a look at mixing this useful liquid with Citadel paints and inks, to achieve some unusual and realistic aquatic effects.



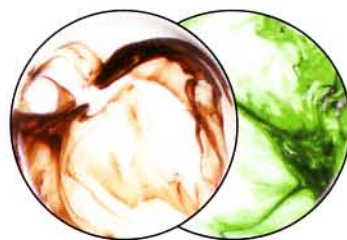
Base painting

The simplest way to add colour to your Water Effects is to paint the surface you are going to apply it to. If you graduate the colour from dark shades in the middle to lighter shades on the outer edges, you get the impression of varying depths of water.



Coloured Water

When you want a strong pigmentation to your Water Effects, you can add ink into the fluid before you pour it. The mix dries translucent and glossy. When adding ink to your Water Effects you need to remember that, when wet, the fluid has a milky appearance but dries clear. Mix the colour paler than you anticipate, as the colour will become richer when it dries.



Swirl effects

Instead of mixing the ink with the Water Effects before application, apply the fluid and then add some ink, stirring it with a brush or cocktail stick but without mixing it completely. When dry, the swirls of ink give an interesting effect, like some foreign substance has leaked into the water.



Waste pipes

A set of waste pipes is a quick and easy terrain feature for your games of Warhammer 40,000. To make the waste-pipes scenery piece shown here, we first poured Water Effects onto the base. Next, we mixed some Sunburst Yellow with more Water Effects fluid, before using a brush to apply it to the pipe and pool – the mix dispersed naturally into the pool as it dried.

£12



TESTING METHOD

When mixing Water Effects with paints and inks for the first time, it's well worth testing the effects to ensure you get the right ratio of fluid to pigment. Try painting the underside of some slotta bases with Skull White and use these as test palettes. One other benefit of testing is that it makes you aware of potential problems. In this case, we discovered that adding paint and ink to Water Effects increases the drying time – useful to know when embarking on a large modelling project.



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THE TWO TOWERS™



THE LORD OF THE RINGS STRATEGY BATTLE GAME JOURNEY



New Miniatures

Take a look at a dazzling array of new models, from heroes of Rohan to the evil minions of Saruman.



Designer's Notes

Adam Troke takes us on a brand new journey for The Lord of the Rings strategy battle game.

SO IT BEGINS...



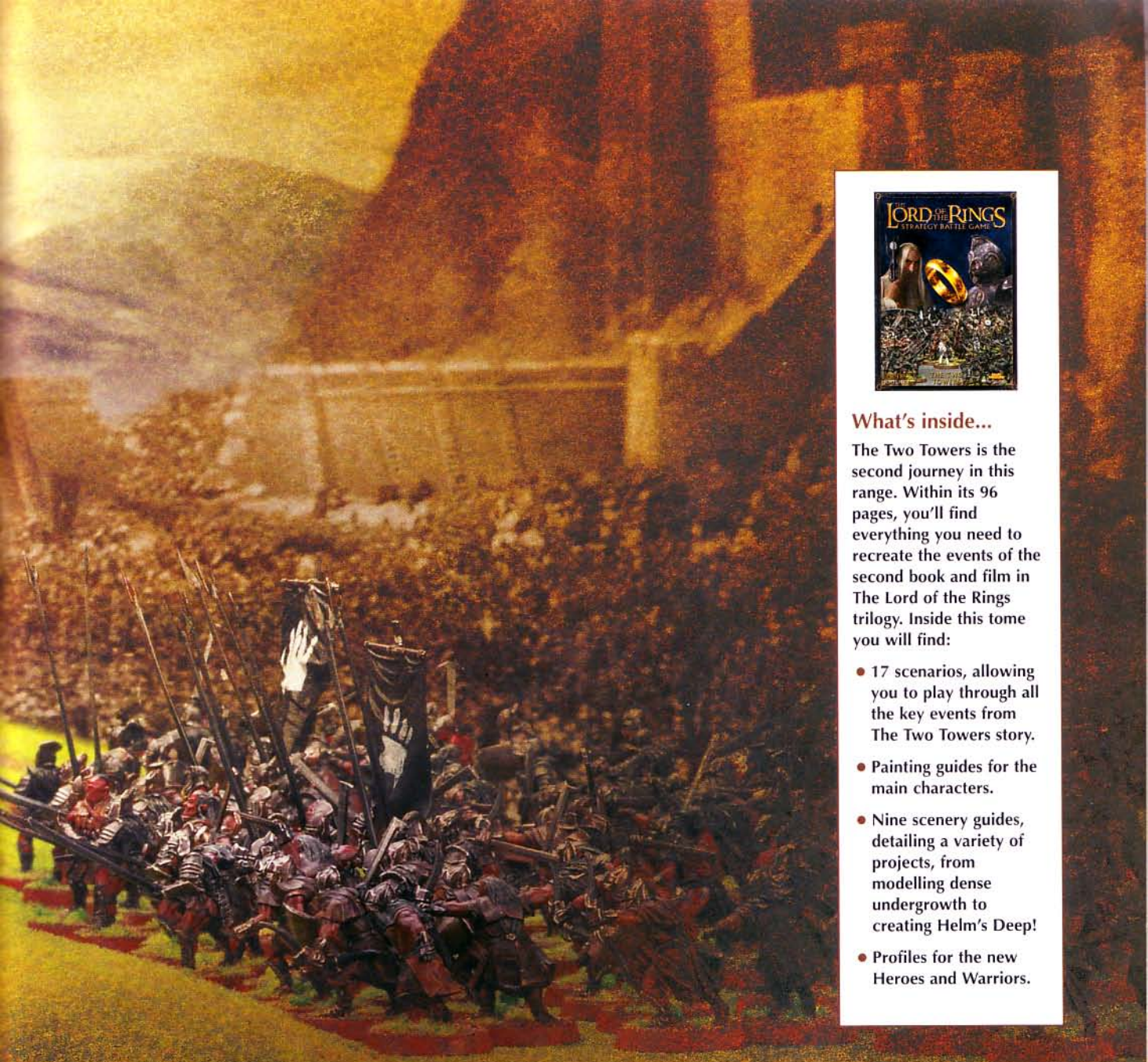
THE JOURNEY

The story of The Two Towers is recreated through this new journey by way of the scenarios. The key tales are:

- Aragorn, Legolas and Gimli's journey, including their adventures in Rohan and the battle of Helm's Deep.
- Frodo and Sam's journey to Mordor, including their meetings with Gollum and Faramir's Rangers.
- Merry and Pippin's escape from the Uruk-hai, their encounter with Treebeard in Fangorn, and the destruction of Isengard.

ARAGORN, LEGOLAS & GIMLI - - - - -
MERRY & PIPPIN - - - - -
FRODO & SAM - - - - -





What's inside...

The Two Towers is the second journey in this range. Within its 96 pages, you'll find everything you need to recreate the events of the second book and film in The Lord of the Rings trilogy. Inside this tome you will find:

- 17 scenarios, allowing you to play through all the key events from The Two Towers story.
- Painting guides for the main characters.
- Nine scenery guides, detailing a variety of projects, from modelling dense undergrowth to creating Helm's Deep!
- Profiles for the new Heroes and Warriors.

The latest Journey for The Lord of the Rings Strategy Battle Game is here, allowing you to recreate the events of the books and film through a series of new story-driven scenarios.

The Two Towers journey continues where The Fellowship of The Ring left off. Through seventeen scenarios, it allows players to re-enact the middle part of The Lord of the Rings trilogy, tracing the story as told in the books with a few nods to some of the spectacular film moments. We caught up with Games Developer Adam Troke, co-author of the new supplement, to tell us all about it.

"In The Two Towers you see three stories unravelling together," Adam says. "Frodo and Sam are bound for Mordor with Gollum in tow, and all the dangers that presents. Aragorn, Legolas and Gimli start off trying to rescue Merry and Pippin,

as you know – and end up battling for the fate of Rohan! Then, of course, there's Merry and Pippin. They get caught up with Treebeard and the other Ents and get involved in the destruction of Isengard."

Each of the 'journey supplements was planned not only to chart the story of The Lord of the Rings, but also to expand the breadth of involvement of new gamers in the hobby. Adam explains.

"In The Fellowship of The Ring journey supplement, Mat Ward and the team that helped him work on it started a three-part journey – collecting, modelling and gaming. We continue that in this supplement by improving on the standard



Háma, Doorward of Théoden, is just one of the great releases to coincide with The Two Towers journey.

Let's Hunt Some Orc

The Two Towers begins with Aragorn, Legolas and Gimli tracking the Uruk-hai that have imprisoned Merry and Pippin.

Uruk-hai Scouts



The remnants of The Fellowship track their captured friends.

“We must follow the Orcs if there is hope that any of our Company are living prisoners.”

– Gimli, The Two Towers

of the painting and modelling projects. The hope is that the hobbyists will have developed their skills with The Fellowship journey, so The Two Towers will really begin to stretch them.”

Of course, that doesn't mean the journey supplements are aimed purely at beginners. There's plenty for veteran gamers to get from the scenarios and rules within, and the hobby projects let you have a go at some ambitious pieces, most notably Helm's Deep itself!

It's when talking about the new characters presented in The Two Towers that Adam's enthusiasm boils over.

“This project provided the chance to make more great models. Some of them are obvious, and we've wanted to make them for a while now, like Erkenbrand, Théodred and Háma. Others are just cool ideas, that present great opportunities to

add to a force's theme – like the Isengard Troll or the Morgul Stalkers – things that allow us to explore some of the possibilities in Tolkien's wonderful world in a little more depth.”

The forces of the White Hand are also reinforced by new releases for The Two Towers. Every army needs leaders, and there are some new Hero choices for Saruman's horde in this supplement.

“Uglúk is one of those characters that we never covered the first time we visited The Two Towers,” says Adam. “Yet for me, one of the most entertaining bits of the whole film is the scene where the miscreant Orcs, led by Grishnákh, attempt to snack on the Hobbits, and Uglúk faces them down. He's a tough, powerful Uruk-hai, comparable to Lurtz, I suppose. What's exciting about Uglúk is his special rule, which reflects a little of the character he displays in the



No release of The Two Towers would be complete without the intrepid defenders of Rohan, such as Éomer.

The Fords of Isen

There have been two battles at the Fords of Isen, and now the forces of Saruman are swelled for these scenarios

Vraskû, Uruk-hai Captain



Vraskû's crossbow is an experimental weapon created by Saruman the White.

Uglûk, Uruk-hai Captain



Uglûk thinks nothing of brutally enforcing his command!

Feral Uruk-hai



Old wounds are stitched together with crude metal rings and piercings.



Each Feral Uruk carries a pair of brutal blades.

"We were driven back... over the Isen with great loss; many perished..."

– The Two Towers

film and books. He's not a nice character, and he's quite willing to break heads to get his job done!

"Vraskû is another Uruk-hai character, who leads a contingent of scouting Uruk-hai at the Battle of the Fords of Isen. He's a powerful, dependable Uruk-hai Captain, and carries a remarkable crossbow that bears all the hallmarks of Saruman's mechanical tamperings.

With this project we see the release of the new plastic **Uruk-hai Scouts**. "It's about time we made these," says Adam. "They're not just useful for The Two Towers games, but also for gamers who want to collect an Uruk-hai army, or recreate The Fellowship of The Ring scenarios."

"The **Feral Uruk-hai** are another new addition to Isengard, and they nicely complement the existing Isengard range. Embodying the cannibalistic and savage

nature of all Orcs, the Feral Uruk-hai are lethal on the battlefield. They don't fight with organised precision, ranked up with pikes and shields like Saruman's siege specialists – these brutes hurl themselves with untamed fury at the enemy."

The new Isengard models aren't the only troops to bolster the armies of Evil in this journey book.

"Perhaps the thing that most excited me about this project were the new Dunlendings," Adam says. "These warriors have poorer wargear than the Rohirrim, but they're still fierce and proud, desperate to reclaim their ancestral lands. The models really capture the barbarity and savagery which Tolkien implies."

The sculptors have produced a set of models that really convey this vision of Dunland, where powerful warriors and desperate Wild Men live side-by-side.



The Dunlending Captain wears armour and carries weapons that are typical of Dunland's elite warriors.

Forth, Éorlingas!

The Horse-lords are bolstered by the arrival of some truly legendary heroes for The Two Towers.

Théodred



Théodred's armour is particularly elaborate, as befits the son of the King of Rohan.

Erkenbrand



Rohan Outriders



The Outriders are veteran champions of Rohan, each a hero in his own right.



Rohan is one of the big winners from this supplement, as you'd expect, since so much of the action from *The Two Towers* takes place in the lands of the Horse-lords.

"Take **Erkenbrand** for example," says Adam, "he's a stalwart and bold hero of Rohan. Now, he's there in all his fearsome glory. We see him at the battles of Isen, desperately fighting to hold back a tide of Orcs. Later, he rides to Helm's Deep (though Éomer did this in the movie) and breaks the back of Saruman's army."

"Then you've got **Théodred** – the ill-fated son of Théoden – who is now represented in miniature form, both on foot and mounted. He's cut from the same cloth as his father and cousin, so he's a good, solid Hero. Of course, as we know from the books, he gets slain by Saruman's armies. Don't worry, though, he won't go down without a fight!"

The Ring Goes South

Frodo and Sam now run into even more peril on the road to Mordor, but thankfully find new allies.

Osgiliath Veterans



Each veteran is a war-weary, scarred and experienced soldier of Gondor.

Morgul Stalkers



Morgul Stalkers are fearsome, gaunt-looking Orcs with a vampiric nature.



Spectres



Tendrils of marsh-weed still cling to the corporeal forms of these long-dead warriors.



Another forthcoming release are the mysterious **Morgul Stalkers**. Adam spills the beans on these frightening monsters.

"We thought that some of the Orcs of Minas Morgul, who serve the Witch-king, would be more sinister than other Orcs, as if the dark power of the Witch-king had corrupted them further. We envisaged them as almost vampiric in nature."

The figure designers then created models of these baleful guardians of the Witch King's city. Orcs like no other, they are deadly agents of Evil.

As if that weren't enough for Frodo and Sam to contend with, the new **Spectres** make the Dead Marshes a very dangerous place too.

With so much new stuff accompanying The Two Towers, you'd be forgiven for thinking that there was no more to come. You'd be wrong! Gondor gets a small nod,

thanks to Faramir's part in capturing Frodo and Sam in Ithilien.

"The new addition for Gondor is the **Osgiliath Veterans**," says Adam. "They feature in the first fateful defence of Osgiliath, pushing out the Orcs and

“Morgul Stalkers are baleful guardians of Minas Morgul and deadly agents of Evil.”

retaking the city, if only for a short time. They're hardy, tough, and have absolute faith in their Captains. The models really look like soldiers that have been in the front line for a long time, resonating with the feel of hardened veterans, weary and worn, but unbowed and undaunted."

March of the Ents

With the release of the new Ents box set, Saruman has even more reason to hide behind the walls of Orthanc...

The Ents of Fangorn



“If we are not hewn down... we could split Isengard into splinters...”

– Treebeard

From the two variations and their components, you can try lots of combinations to make an army of different Ents.



“The **Ents** are one of the key players in *The Two Towers*, despite their relatively short camera time and page space,” says Adam. “Without their help, Isengard would have proven a far harder nut to crack, if Rohan had even possessed the power to do so. Fortunately Treebeard and his happy gang decided to level the White Wizard’s fortress, reinforcing why deforestation is a bad thing.”

In the game, the Ents are lethal. “Only stuff like Trolls or Sauron have a really good chance of beating them in a fight,” Adam explains. “Then there’s the fact that they are Woodland Creatures – that’s a real advantage, since they can swiftly move through areas of woodland terrain, while other creatures, like Orcs and Uruk-hai, have to halve their movement rate. They can throw stones, smash fortress walls and, frankly, do it all.”

A New Power is Rising!

Saruman has one more surprise up his sleeve – one that will be particularly nasty for the defenders of Helm's Deep...

Isengard Troll



Not content with having Trolls in his service, Saruman has constructed heavy armour and deadly weapons for them, too!

“How shall any tower withstand such numbers and such reckless hate?”

– Théoden



An Isengard Troll bolsters the attack on the Deeping Wall.

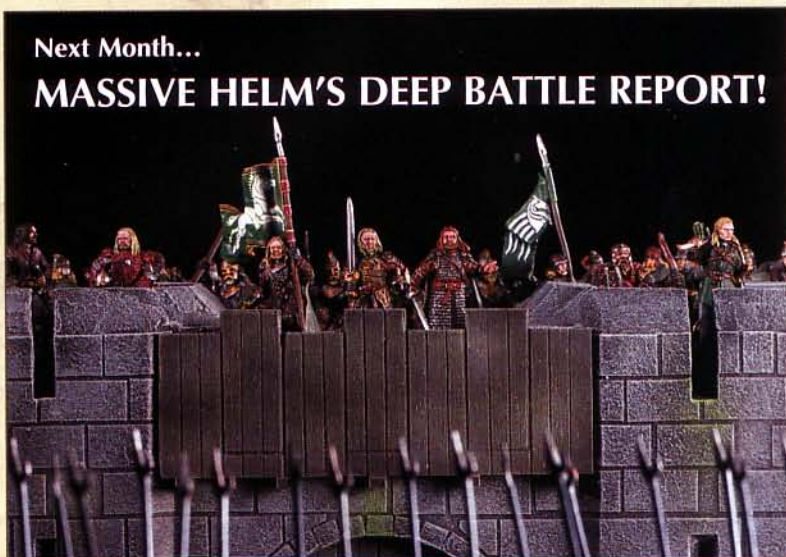
Adam is clearly excited by one model in particular...

“Troll!” He cries, when asked what he likes best about Isengard. “At almost every tournament or organised event I’ve ever attended I’ve seen at least one enterprising Isengard army with a nicely converted Troll in it. Sometimes it’s simply a regular Cave Troll painted with white hand prints on it, while others have been lovingly converted, with scratch-built Isengard wargear.

“The new **Isengard Troll** really scratches that itch. It’s somewhere between a Mordor Troll and a Cave Troll in power, but clad in the awesome armour of Isengard. In an army that already specialises in heavy shock attacks, the Isengard Troll is the perfect model to launch that spearhead. One or two of these, backed up by lots of Uruk-hai, should be able to break their way through almost any defence.”

Next Month...

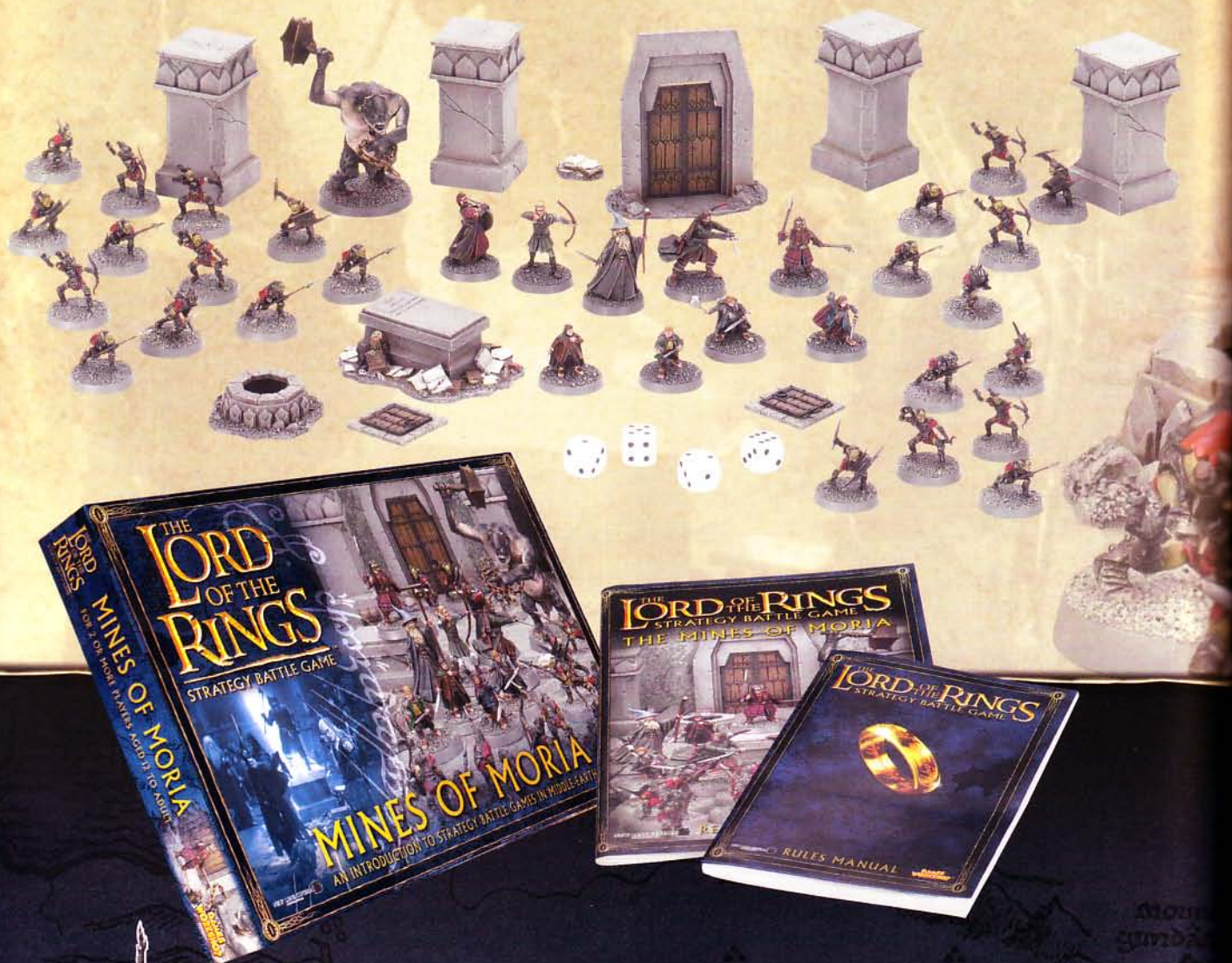
MASSIVE HELM'S DEEP BATTLE REPORT!



MINES OF

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Recreate The Fellowship of The Ring's journey through Moria with this fantastic boxed set. Bursting with hobby materials, it includes all you need to get playing The Lord of the Rings strategy battle game immediately.



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STANDARD BEARER

Veteran games designer Jervis Johnson gets to the core of Warhammer.



2006



2000



1996

There is fevered activity in the Design Studio at the moment, mainly because next month sees the release of the new edition of Warhammer. Lead developer Alessio Cavatore has worked himself into a frazzle trying to make sure it's the best edition yet, and is now reduced to a quivering wreck staring blankly at his computer screen, occasionally muttering things like "Four in a rank or five?", or "How many models can fit in a building?", and similarly arcane things. Meanwhile, the miniatures designers have been slaving away in an attempt to get as many Citadel Miniatures in the new boxed edition of the game as possible. Every now and then one will come bounding through the Studio yelling "Look, we can fit a Troll on the plastic frame – and a captured Dwarf too!" It really is all very exciting indeed.

I would love to be able to tell you all about the new edition of Warhammer right now, but unfortunately the fearsome techno-magi that run our marketing department have said they will do all kinds of nasty and unpleasant things to me if I blab too much too soon. So, sadly, most of the stuff I know about the new edition of Warhammer will have to remain secret for a few more weeks yet. However, I have been given special dispensation to talk a little bit about why the new edition focuses pretty much exclusively on what we consider to be the 'core' version of the Warhammer game. Trust me, you'll find out more – much more – about the new edition of Warhammer in next month's White Dwarf.

The core Warhammer game

When we started on the new edition of Warhammer one of the things we talked endlessly about was the 'core game' of Warhammer. We were worried that we sometimes spend so much time talking excitedly about all of the myriad different things that make up the Warhammer hobby, that we don't address properly the simple question "How do I play the game?" This means more than just how to move and fight; in order to play Warhammer you also need to know how to set up the gaming table, how to pick an army, and how to win the game.

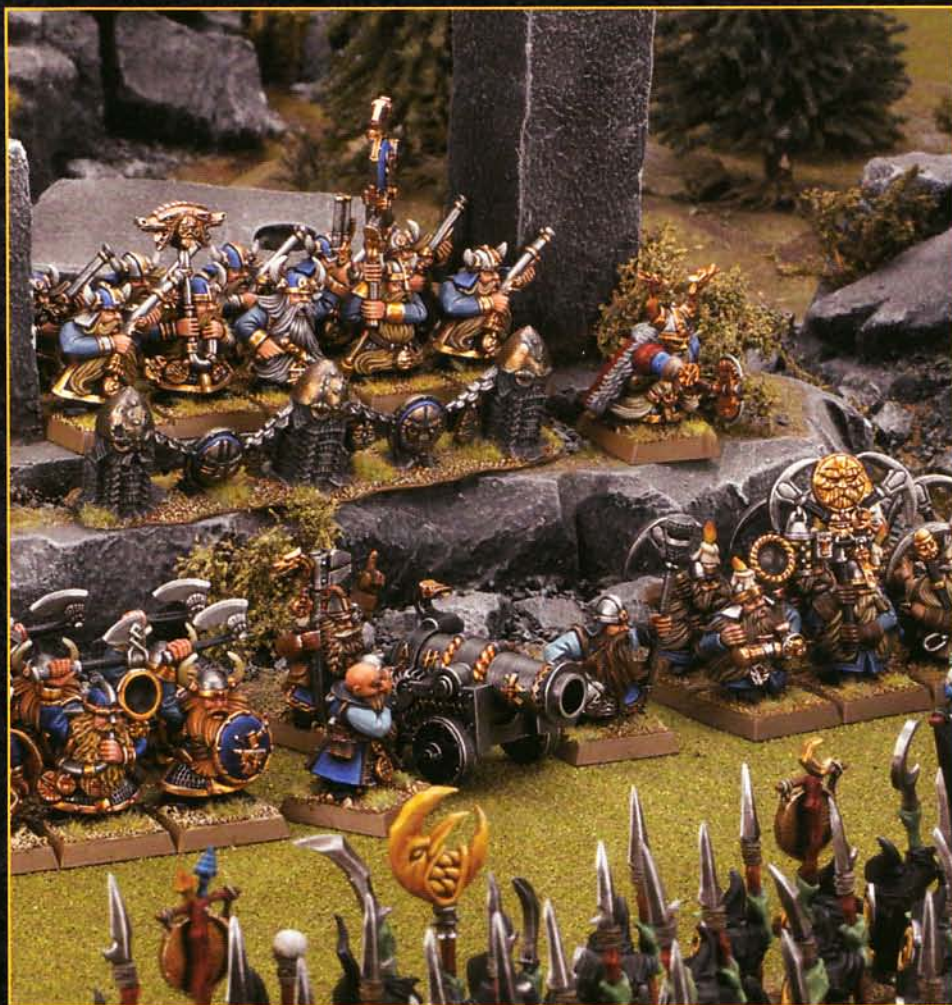
Because of this, we decided that the first thing the new Warhammer rulebook needed to do was to explain, in simple terms, how a player went about setting up and fighting a battle. The rulebook then needed to explain how to go about collecting an army, and what the different armies were you could choose from. This, we decided, is what lies at the centre of the Warhammer hobby: you collect and paint an army and then fight battles with it. I'm happy to say that the Warhammer team took these ideas on board and set to achieving them with considerable gusto.

Probably the best example of how this changed the format of the book is what happened to the rules for setting up a game of Warhammer. In the last edition this was tucked away at the back of the book along with a selection of different scenarios. In the new edition, how to set up the battlefield and your troops is explained first of all, before we explain how to move and fight with your troops. This means that the rules section explains everything you need to know in order to fight a Warhammer battle, right from setting up the table and deploying your army, through moving, fighting and magic to how you decide the winner of the game.

Warhammer in full splendour

By now some of you will be saying "Hold on Johnson, does that mean that there is only one way to play Warhammer now?", or words to that effect anyway. The answer is, of course, a resounding "no". There are still just as many ways to explore the Warhammer hobby as there ever were. The difference is that the Warhammer rulebook now provides the foundation upon which that larger hobby is built. And while we know that the majority of players will be happy just collecting an army and fighting battles with it, we're going to make sure that we show the wider aspects of the hobby here in White Dwarf, on our website and in future published expansions to the core Warhammer rules. The Warhammer hobby is a broad church, and we want to show all aspects of it!

All in all, then, the new edition of Warhammer will be the most focussed and well-balanced version of the game so far.



“The new edition is the start of something really big... There’s never been a better time to try Warhammer!”

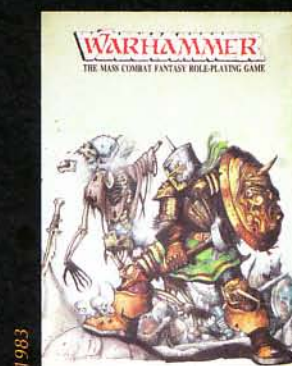
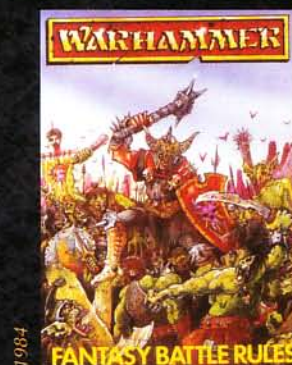
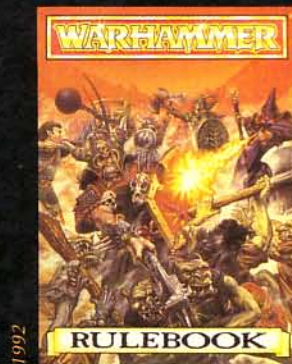
What’s more, we’re going to build on the really solid foundation the new rulebook provides by making the Army Books equally strongly focussed, and by bringing out a range of expansions that will allow you to explore different ways of playing Warhammer, but in a way that doesn’t interfere with or change the ‘core’ game.

Warhammer Day

I think the new edition is going to be the start of something really big for Warhammer, and I can say with confidence that there really was never a better time to try the game out if you haven’t done so already. On the other hand, if like me you already know and love Warhammer, then I think you’re going to be over the moon with this edition of our premier game; I really think it is the best version yet.

And it’s not just me that thinks that – everyone at the Studio and throughout Games Workshop is just as excited about the new edition of Warhammer. So excited in fact that we’ve decided to turn the release day of 9th September into a worldwide celebration of the Warhammer hobby. Games Workshop stores and stockists across the globe will be running special events and generally doing everything they can to ensure that the launch of the new edition of Warhammer is a really special and unique occasion. Trust me, you don’t want to miss out on the fun, so ask at your local store what they have planned and how you can join in.

Just think, by the time you are reading the next edition of this column in a month’s time, Warhammer will be out – I can hardly wait!



WARHAMMER

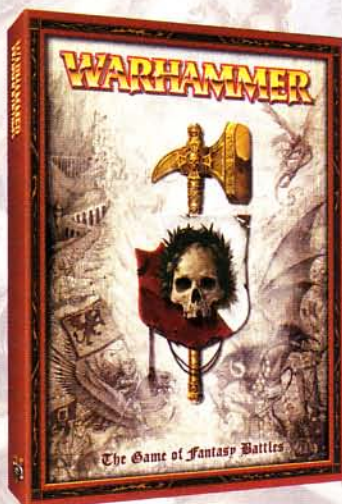
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9th

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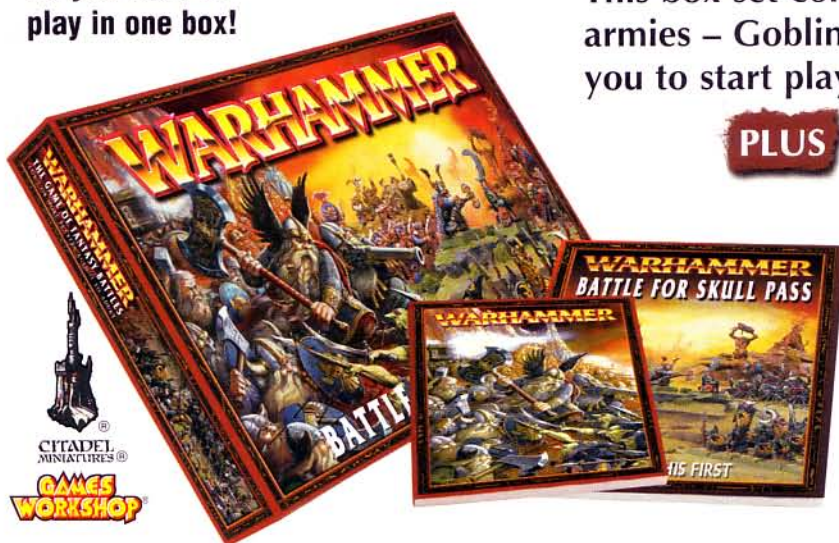
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FORCES OF LUSTRIA

The Lizardmen are the servants of long-extinct creatures, whose power still affects all who dwell in the Warhammer world. With the release of the new edition of Warhammer looming, we take a look at this ever-popular force.

Saurus Warriors

Strongest among the Old Ones' soldiery, the Saurus form a solid core to any Lizardmen army. Tough, strong and brutal, they excel in both defensive and attacking roles.





Slann Mage-priests

The Slann are unimaginably old, creatures of astounding magical power and great intellect, who served the Old Ones during their time in the world.



Skinks

Most numerous of the Lizardmen, the Skinks are skirmishers extraordinaire. They move with stealth and speed through even the most difficult terrain, harassing the enemy with poisoned attacks from their deadly blowpipes.

WARHAMMER



Chameleon Skinks

Some Skink spawnings bear the powers of the chameleon, allowing them to blend in with their surroundings and strike without warning!

Getting Started

At just £50 the Lizardmen Battalion box set makes an excellent starting point for any aspiring Lustrian general, and a good source of reinforcements for veteran scar-leaders. With 24 Saurus Warriors, 24 Skinks and 8 Saurus Cold One cavalry, your scaly host has some serious stopping power right from the start.





ARMIES OF THE ANCIENTS



TWO APPROACHES TO COLLECTING A LIZARDMEN ARMY

AMPHIBIOUS HORDE!

1,998
Points



Army List

Skink Priest	150 points
Level 2; 2 dispel scrolls	
Skink Priest	135 points
Level 2; mark of the Old Ones	
Skink Priest	100 points
Level 2	
Skink Priest	100 points
Level 2	
10 Skinks	60 points
10 Skinks	60 points
10 Skinks	60 points
10 Skinks	60 points
10 Skink scouts	70 points
2 Jungle Swarms	120 points
3 Kroxigor	194 points
Kroxigor Ancient	
3 Kroxigor	194 points
Kroxigor Ancient	
3 Terradons	115 points
Skink Brave	
10 Chameleon Skinks	150 points
3 Salamanders	195 points
Stegadon	235 points

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

Eavy Metal painter and renowned Lizardmen player Pete Foley put together this army list, which contains lots of Skink skirmishers and big, scary monsters! This type of army can be incredibly frustrating for an opponent, so using it frequently in friendly games could make those decidedly unfriendly! However, as a tournament army it is surprisingly effective. The army contains four Level 2 Skink Shamans, one of whom has the Mark of the Old Ones to counter any miscasts he may roll. Though none of the magic users are individually powerful, this army is no pushover in the Magic phase. Also, with 50 Skink skirmishers and 10 Chameleon Skinks, you'll pose some serious problems to shooty armies – who simply can't hit the sprightly lizards – and to combat armies, who can't get to grips with them. In fact, the only solid opponents the latter foe can usually charge are the very creatures they want to avoid – Kroxigors and a Stegadon.

A key feature of this army is its poisoned attacks, coming from the Skinks (including the Terradon riders and Stegadon crew) and Jungle Swarms – a massive bonus when fighting against high-

Toughness foes.

The most common tactic for this army is to use the horde of Skinks and the Terradons, to outflank, outshoot and generally annoy the enemy. If they're charged, they can flee merrily away across the nearest river or swamp where the opposition cannot follow. Their primary aim is to pepper the foe with poisoned attacks, with a potential 60 shots a turn!



A deadly Kroxigor.

THERE ARE A VARIETY OF LETHAL ARMY COMBINATIONS THAT LIZARDMEN PLAYERS CAN EMPLOY. HERE, WE ASK TWO VETERAN PLAYERS FOR THEIR SUGGESTIONS.

POWER OF THE ANCIENTS

1,998
Points



This list was drawn up by Mark Havener, who's a strong advocate of hitting the enemy hard. Mark began his selection with a Fourth Generation Slann Mage-Priest, and armed this centrepiece model to the teeth. As he is the General, best Wizard in the army, and the Battle Standard Bearer all rolled into one, it is vital this model is protected. To make the Slann even safer, Mark put it in a unit of Temple Guard with a War Banner. These mighty warriors are going nowhere in a hurry, cause Fear due to the Totem of Prophecy, and can take on the best your opponent can offer.

The Saurus Scar-Veterans provide serious hitting power. Mark uses the one with the Charm of the Jaguar Warrior in a unit of Saurus Warriors, which can be ferried about the battlefield as long as the Slann has the Steed of Shadows spell. At a moment's notice, the Scar-Veteran can charge from his unit up to 18", to take out vulnerable enemy characters or even chariots! The other Scar-Veteran works very well in the Temple Guard unit, but this really does put all your proverbial eggs in one basket. Still, it's very handy having such a powerful hero around to accept

challenges and present yet another deterrent to potential chargers.

The Skinks provide skirmish screens for the Kroxigors, and work closely with these big hitters. Kroxigors come with great weapons, meaning that chariots are swiftly reduced to so much kindling, while their Fear-causing presence works well in tandem with the Temple Guard. The Skink Priest is there mainly to allow the Slann Mage-Priest to cast spells remotely – though his extra casting dice comes in handy too.



Skink Priests add some extra magical zing!

Army List

Slann Mage-Priest	515 points
<i>4th Generation; Plaque of Tepok, Totem of Prophecy, Diadem of Power</i>	
Scar-Veteran	137 points
<i>Light Armour, Quetzl, Enchanted Shield, Burning Blade of Chotec</i>	
Scar-Veteran	148 points
<i>Tepok spawning, Quetzl spawning, Charm of the Jaguar Warrior, Great Weapon, Light Armour, Shield</i>	
Skink Priest	65 points
<i>Magic Level 1</i>	
14 Temple Guard	315 points
<i>Halberds, Shields, Standard with War Banner, Musician, Revered Guardian</i>	
3 Kroxigors	174 points
<i>Great weapon</i>	
3 Kroxigors	174 points
<i>Great weapon</i>	
10 Skinks	60 points
<i>Javelins, shields</i>	
11 Skinks	66 points
<i>Javelins, shields</i>	
10 Skink Scouts	70 points
<i>Javelins, shields</i>	
19 Saurus Warriors	258 points
<i>Standard, Spawning Champion, Musician</i>	

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09.09.06 LAUNCH PARTY

GAMES WORKSHOP

Saturday 9th September 2006 is the launch day for Warhammer across the world, and do we have some great things lined up for you!

In every single Hobby Centre across the UK we'll be celebrating the release of Games Workshop's oldest and best loved game – Warhammer!

More details next issue, or if you cannot wait, you can contact your nearest Hobby Centre (details on page 116) to find out what they'll be doing.

WARHAMMER WORLD

And what would a celebration of launching the new Warhammer be without a big mega bash at the home of the hobby – Warhammer World?! A whole host of activities will be on offer to get involved in! Bring your Warhammer forces and do battle in 500, 1,000 and 2,000 point mega battles. With tactic workshops and special guests, don't miss out on this fantastic event!

Full details next issue and at:
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WARHAMMER LAUNCH PARTY, 9th September 2006.
At every Hobby Centre and a special event at Warhammer World.



MACHAVIUS

The ruined settlements on the outskirts of Machavius Hive are desolate wastes, scarred by the battles between the Necrons and the Ultramarines. However, in the ruins something stirs – the Necrons rise again!



GAME STATISTICS

Scenario

Urban Assault (Cities of Death, Gamma-level scenario)

Location

Machavius Minoris

Forces

Ultramarines vs. Necrons

Points

1500

Players

Alessio Cavatore and Matt Hutson

Timeline

The closing years of the 41st millennium

Machavius Hive has been hotly contested since Van Grothe's Rapidity first stirred the sleeping Necrons into action. Having seemingly scoured the surrounding cities of any Necron presence, the combined force of Ultramarines and Vostroyans pulled out of the area, leaving only a skeleton defence and a series of command posts to continue surveillance. Now, it seems that the Necrons have returned, or perhaps never left. These deathly automata seem unstoppable – whenever they appear to

have been defeated, they return to their terrifying half-life, a menace that can never truly be stopped.

The Necrons have infested several structures in the subsidiary city of Machavius Minoris, their dark machinery generating massive amounts of power for unknown ends, and are marching upon the nearest Ultramarines command node. As the alarms sound, a small strike force of the Emperor's finest answers the call to arms, but can even they put down this ancient, unkillable evil?

++ 493 M5-UG 6795/OXI ++
++ ENCRYPTION BETA 8 ++

FROM: Astartes Command Node Adornus

TO: Strike Force Morpheus

++ MACHAVIUS MINORIS PERIMETER BREACH ++
SECURITY LEVEL GAMMA ++
MASSIVE POWER SURGE DETECTED IN NORTHERN QUADRANT OF CITY ++ THE XENOS APPEAR TO BE CONSTRUCTING SOME KIND OF ENERGY BEACON OF UNKNOWN DESIGNATION ++ REQUEST URGENT FIRE SUPPORT IMMEDIATELY ++ THE NECRONTYR XENOS MUST BE PURGED FROM MACHAVIUS ++

++ end despatch ++
++ 493 M5-UG 6796/OXI ++

ULTRAMARINES

STRIKE FORCE MORPHEUS

1500 Points

HQ



Captain Morpheus
135 points
with power fist
and bolt pistol.

Fast Attack



Land Raider
258 points
with lascannons, heavy bolter, extra
armour and smoke launchers.

Elites



Terminator Squad Quiescor 240 points
with storm bolters and 2 assault cannons.



Terminator Assault Squad Obdormior 200 points
2 with lightning claws, 3 with thunder
hammers and storm shields.

HQ



Chaplain Somnus 135 points
with crozius arcannum, rosarius,
teleport homer and bike.

Fast Attack



Landspeeder Tornado 'Vexor' 80 points
with assault cannon
and heavy bolter.

Troops



Tactical Squad Cubilis 155 points
Sgt. with Terminator Honours
and power fist; meltagun and
missile launcher.

Elites



Dreadnought 'Idaeus' 113 points
with assault cannon, power fist,
storm bolter, extra armour and
smoke launchers.

Troops



Tactical Squad Lectus 233 points
Sgt. with Terminator Honours and
power fist; meltagun; Rhino with
extra armour and smoke launchers.

Models 40%, Land Raider 35%



Alessio Cavatore is the custodian of our rules systems. The only thing this tabletop general likes better than playing Warhammer 40,000 is winning games of Warhammer 40,000!

Crush the xenos!

Starting with my Troops and HQ, I first picked a tactical squad and a Rhino, together with a Captain. This Rhino-borne close-attack team contained one meltagun and two power fists – all weapons that are perfectly suited to dropping Necrons and to convince most of them to stay down (unless, of course, there is a Resurrection Orb nearby). My other Troops choice was designed to defend my command node. They probably wouldn't need to move much, so I gave them a missile launcher, but with a meltagun and power fist for 'close encounters'.

I then concentrated on the attack. For a start I bought a Master of Sanctity on bike. My plan revolved around his teleport homer, and a Terminator squad. The plan was for the Chaplain to turbo-boost his way as far forward as possible, making the

teleportation of the Terminator squad very precise. A plan fraught with ifs and buts, I know, but a very nice one if it worked...

I then wanted something that could take on the inevitable Monolith, and I opted for a Land Raider. Once the Monolith had been disabled, the plan was for the Land Raider to charge forward and disgorge my second squad of Terminators into the objective. The image of a Terminator Assault squad charging out of a Land Raider was just too appealing!

I spent what few points I had left on a Dreadnought sporting an assault cannon and, more importantly, a Strength 10 close combat weapon.

Finally, I picked a Tornado to bolster my anti-personnel firepower and give me a fast reserve that I could quickly redeploy if the enemy managed to outflank me with their dirty teleporting tricks.

THE NECRONTYR



ARMY OF THE STORM LORD

1500 Points

HQ



The Storm Lord, Necron Lord
195 points
with warscythe, gaze of flame, phase shifter and resurrection orb.

HQ



The Soul Reaper, Necron Lord
155 points
with staff of light, gaze of flame and resurrection orb.

Heavy Support

Monolith 235 points
with gauss flux arc.



Troops



The Soulless Ones, Necron Warriors 180 points
with gauss flayers.



The Ancients, Necron Warriors 180 points
with gauss flayers.



The Stalkers, Necron Warriors 180 points
with gauss flayers.



The Steel Reavers, Necron Warriors 180 points
with gauss flayers.

Fast Attack

3 Wraiths
123 points



Fast Attack



Scarab Swarms 72 points

Models 40% Monolith 30%

The flesh is weak

I've been using a Necron force in the Studio Cities of Death campaign, and it's become apparent to me that large infantry-based armies that have plenty of point-scoring units are very effective at taking objectives in the rubble-strewn streets.

This force is based around four units of 10 Necrons, which pack a huge amount of firepower, perfectly capable of taking down anything from swathes of infantry to Land Raiders thanks to their gauss weapons.

To increase their survivability I've chosen two Necron Lords, each armed with a Resurrection Orb. For me, this piece of kit is a must, allowing Necrons to use their 'We'll be back' rule, even against Instant Death and power weapon attacks. I equipped each with the gaze of flame – this denies your opponent their attack bonus when assaulting the Necron Lord.

With the core force picked, it was time to add some spice! First up was the Monolith. This ominous vehicle is a steal at 235 points – it's near-impervious to all but the most concentrated heavy weapons fire, while it can redeploy a unit of Necrons that are within 18" of it using its portal. I was sure that Alessio would take a lot of assault troops, so the portal would allow me to pluck a Necron unit out of close combat, leaving their opponents stranded while I unleashed those 40 rapid-firing gauss flayers on them.

Next on the list were three Wraiths. These flying Necrons move like jetbikes, ignore all difficult terrain, and are pretty nifty in an assault. I also took six Scarab Swarms to tie up fast moving enemies. Lastly, my stratagems – Power Generator and Booby Traps – would further help intensify my firepower.



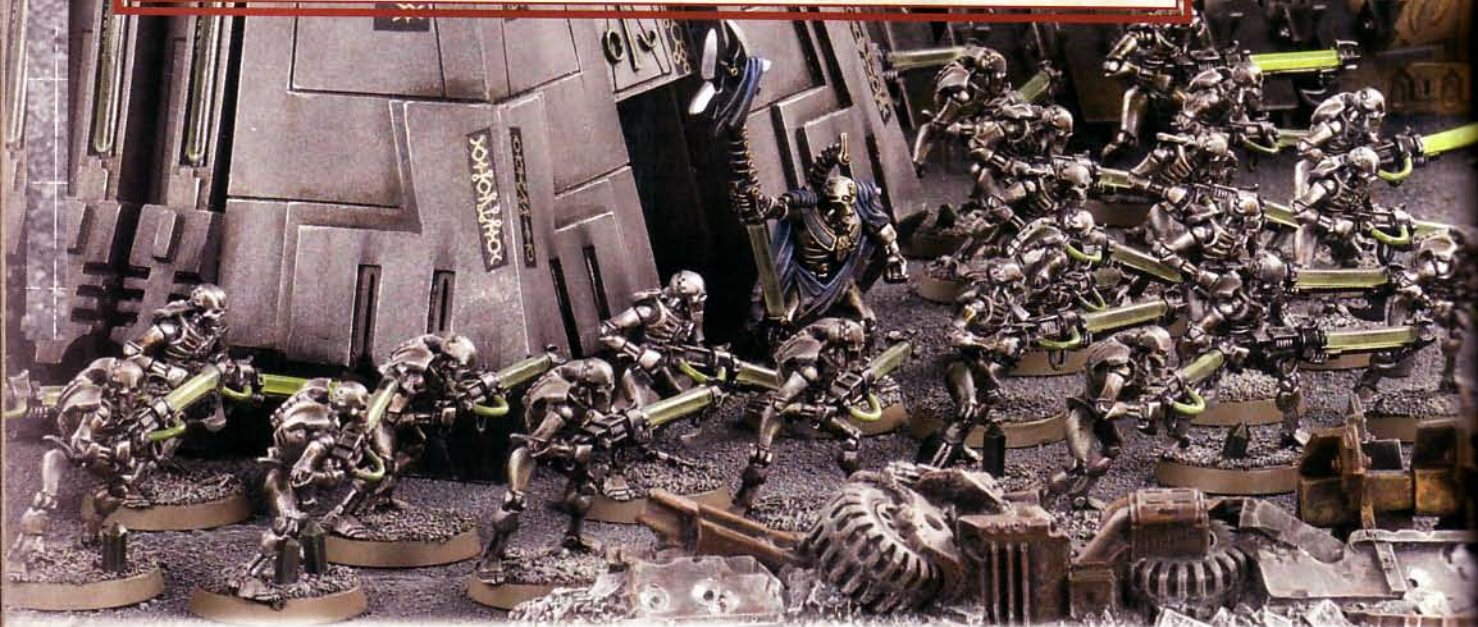
Matt has worked on more issues of *White Dwarf* than any man alive – that's scientific fact. He's one of the clever guys responsible for laying out much of the magazine.

CLEANSE AND BURN!

Turns 1-3

Rapid Response

The Chaplain's teleport homer allowed Alessio to choose the exact placement of Terminator Squad Quiescor. With two assault cannons amongst their armament, these elite warriors were well placed to open up on the objective building.



The battle began with the gunning of Space Marine engines as the Chaplain turbo-boosted forwards, determined to carry the teleport homer to the best possible position. The Rhino and Land Raider also surged ahead – the Ultramarines were taking the fight to the enemy! Realising the Chaplain's intent, the

four Necrons fall to assault-cannon fire, while the Chaplain took a wound thanks to the Necrons' Power Generator stratagem. The Wraiths charged into the Chaplain, wounding him but failing to deliver the crushing blow, while the Chaplain's crozius arcanum cleaved one of the metallic monstrosities into so much scrap.

In turn 2, four Necrons clambered back to their feet, but this only increased the Ultramarines' resolve. The Chaplain activated the teleport homer, and five Terminators stepped forth from the ether next to the Necrons' defences. Alessio disembarked his Captain and Tactical Squad nearby, and sent the Land Raider into a position from which the Terminator Assault squad could charge into combat. The Space Marines' shooting phase saw seven Necron Warriors fall to bolter rounds, causing The Steel Reavers to fall

“The Chaplain's crozius arcanum cleaved one of the metallic monstrosities into so much scrap.”

Wraiths moved to intercept him, while the four squads of Necron Warriors took up firing positions ready to unleash a deadly fusillade of gauss-fire at the first enemy that presented itself. The Shooting phase saw



back, before the Terminator Assault squad moved into combat, and the Dreadnought charged the Wraiths to support the beleaguered Chaplain. The Assault phase saw another Wraith fall to the Chaplain's crozius, though he was cut down in return, leaving the Dreadnought to fend for itself. The Assault Terminators forced The Stalkers to fall back but, at the start of the Necron turn, six Warriors reanimated!

Three of The Stalkers who had got back to their feet joined the nearest squad, as their own unit had fled, and took up firing positions against the Land Raider. The remaining Stalkers promptly rallied and consolidated into rapid fire range, levelling their guns at the Ultramarines. The Scarabs turbo-boasted towards the Space Marine command node, with Matt hoping that they could dislodge the Adeptus Astartes guarding it. The Stalkers, Steel Reavers and

Monolith wiped out the Terminator Assault squad in spectacular fashion. The Soulless Ones and Ancients poured twenty shots into the Land Raider, blowing off both side-sponsons and immobilising the vehicle. In all, Matt fired over forty gauss shots this turn, sowing destruction amongst the Ultramarines' ranks.

Turn 3 opened with Terminator Squad Quiescor and Tactical Squad Lectus charging into the objective building, while the Captain hot-footed it back to help the Dreadnought. Five Necrons fell, but at the start of Matt's turn, four stood up again! Matt used the Monolith to teleport the Ancients away from the combat. They opened fire on the surprised Marines, supported by the Monolith, felling three of Squad Cubilis and two Terminators. However, the Ultramarines stood firm and the objective was theirs, for now.

Big Moment

Matt: The coolest part of the opening turns for me was in turn 2. The rapid-firing gauss flyers, combined with a devastating six-hit volley from the Monolith's flux arc, dispatched the Terminator Assault squad in short order. Alessio failed four armour saves, sealing the fate of the expensive unit.

COLD STEEL

Turns 4-6



Lord of his domain

The Storm Lord, incensed at the Ultramarines' trespass in the power hub, took charge of the matter personally. Though wounded by the Tactical squad, his Warscythe cleaved effortlessly through the Space Marines' power armour, ensuring that Matt couldn't lose the game.



Big Moment

Alessio: With only one Terminator remaining from Squad Quiescor, I threw caution to the wind. The bold veteran cut through the objective building and charged into the Ancients, power fist swinging! Though he was ultimately doomed, he managed to see off this squad of Necron Warriors single-handed.

The last remaining Terminator of Squad Quiescor charged into The Ancients alone. The Tactical Squad pulled away from the main thrust of the fighting and ran to the rear of the building – Alessio realised that with only four models left, he needed them all to claim the objective, so running out of range of those gauss guns seemed like the best plan. In the Assault phase, the Terminator got the better of the Necron Warrior squad, while Captain Morpheus and the Dreadnought finally wiped out the Wraiths.

In Matt's turn, the Monolith stirred again, and the lone Terminator was left punching thin air as the metal warriors phased out. The Ancients, plus the Monolith opened up on the Terminator, yet his tactical dreadnought armour protected him and he emerged unscathed. The Storm Lord ordered his warriors back into the

assault, before personally cutting down the last member of Terminator Squad Quiescor and consolidating into the objective building, determined to take it back from the Space Marines.

Seeing the Necron Lord alone in the objective building, Tactical Squad Lectus charged into him, hoping to take his Orb of Resurrection out of the equation. Throwing caution to the wind, the Captain and Dreadnought each charged a unit of Necron Warriors, killing one each. The Squad Lectus caused 2 Wounds on the Lord, but failed to put him down. In Matt's turn 5, the Stalkers, who were fighting Captain Morpheus, teleported away, before rapid firing their gauss guns at the Space Marine leader. With so many shots brought to bear, the Captain was shot to ribbons! In the same Shooting phase, the Land Raider was destroyed by a withering hail of gauss



To the wire... Almost

The Scarabs had done little during the battle, largely due to Matt's indecisiveness. However, in the final turn Matt tried a desperate gambit with these tiny metal constructs. Alessio had rolled unnaturally poor dice for the entire game – and he almost failed to score the one wound he needed to beat the Scarabs, despite being armed with a power fist. Luckily for him, however, he caused the wound by the narrowest of margins. However, the result was irrelevant – Swarms cannot hold objectives, something Matt forgot!



NECRONS

- The Storm Lord
- The Soul Reaver
- Soulless Ones
- The Ancients
- The Stalkers
- Steel Reavers
- Scarabs

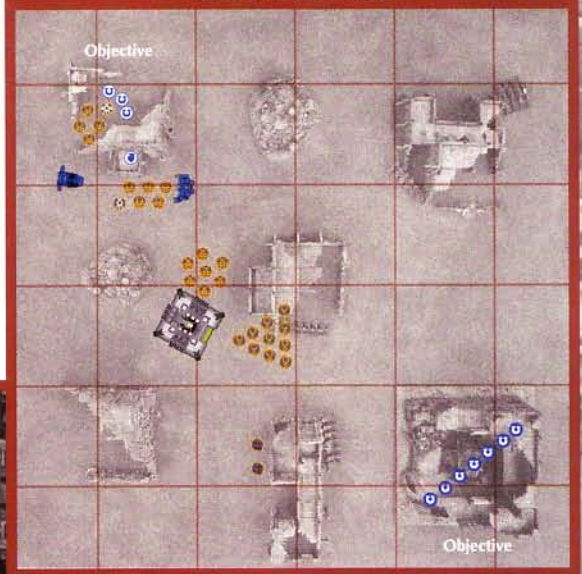


Monolith

ULTRAMARINES

- Captain Morpheus
- Squad Lectus
- Squad Cubilis
- Landspeeder
- Dreadnought

END OF TURN FIVE



shots. Elsewhere, the Scarabs, who had so far been out of the game, skimmed into cover near to the Ultramarines' defences, ready for a spiteful last assault on the Space Marines' objective.

The final turn began with the tide of Necrons advancing grimly towards the Ultramarines' command node. The Scarabs swooped into the building and assaulted Tactical Squad Cubilis, whose missile launcher had been a constant threat throughout the battle. The outcome of the game would be decided by two assaults – one in each objective building.

Over in the command node, the Scarabs and Marines fought to a standstill, the Ultramarines had held their building. Victory would be decided in the Necron power hub, the remaining Tactical Marines battled bravely, but the Necron Lord was simply too powerful. With his Warscythe

crackling with energy, he won the assault and reduced the squad to below quarter strength – they could no longer contest the objective. The Necrons too had held their Power Generator, and their nefarious plans could progress unhindered...

The result

By the slimmest of margins, and thanks to some outrageous fortune on both sides, the game was a draw, with both sides failing to take the other's building. For the few remaining Ultramarines looking out at a city full of Necrons, this was small comfort. The order was given to fall back, and under heavy fire, the Emperor's warriors retreated...

NECRONS
DEFENDED OBJECTIVE

IMPERIUM
DEFENDED OBJECTIVE

STALEMATE



MAN OF THE MATCH:

I think the last man of my Terminators performed admirably. For a while it looked like he could single-handedly hold back the Necron tide that was trying to recapture the objective, but alas! He eventually fell to the Necron Lord.

Fought to a standstill

Alessio: I hate Resurrection Orbs, especially when combined with a player like Matt who simply cannot roll bad dice (seriously, the man consistently rolled above average for the entire game, making a mockery of statistics). At the end of several turns I thought I had done a good job of killing Necrons, but then so many simply stood back up again that killing them always felt like wasted effort!

I have to admit that I made quite a few mistakes, and my Ammo Dump and Fortifications stratagems played little part. I think I should have kept the Land Raider back, bombarding the Monolith, out of range of the deadly gauss flayers of the Necron Warriors (or perhaps I should not have taken any vehicles against Necrons – their gauss weapons deadly against them, my Land Speeder, for example, was quickly stripped of its guns).

I charged the Necrons building too soon. Being inside the building made me visible to the entire enemy army, allowing them to rapid fire at my squads. I should

have sheltered behind the building and then rushed in at the end of the game. Matt played the Necrons very well, as the combination of a lot of Warriors with two (two!) Resurrection Orbs makes it very difficult to get the army to phase out.

The Monolith was vital to Matt's tactics, allowing his Warriors to teleport out of combat and riddle my squads with gauss fire. The only weakness I could perceive in Matt's army was its lack of mobility, as my

“Their gauss weapons are great against anything with an armour value.”

building never felt under serious threat. What I would have done is omit the Scarabs and Wraiths, bought more Warriors, and given one of my Lords a Veil of Darkness. This would have allowed me to Deep Strike with the Warriors, giving me a more aggressive army. Oh, and I would have kept both Resurrection Orbs, even though I really, really hate them (did I mention that already?).



ANCIENT WAR ENGINE OF THE MATCH:

Without it I would never have been able to hold off the assaulting Ultramarines and the game would have been over on turn 2. My whole tactic revolved around it... Maybe next time I'll take two.

Victory denied!

Matt: Blimey! Necrons can really take some punishment. Their high Toughness, 3+ Armour Save and 'We'll be back' rule makes them very hard to kill. This makes them ideal at winning fire-fights, which is especially useful in this mission.

Overall I think I played too defensively. I concentrated too much on defending my own building than attacking Alessio's, and wasted my most mobile units by getting them killed quite early in the game. I should never have used the Wraiths to attack the Chaplain, instead using them to threaten Alessio's building. I didn't exploit their ability to ignore difficult terrain at all. It would have been far better holding off with them and attacking in the later stages of the game. Likewise, I got the Scarabs shot up far too early, losing their nuisance potential.

What worked well for me was the tactic of combining the Necrons' vast amount of firepower with the Monolith's ability to teleport units out of close combat, which came as a shock to Alessio.

The Terminators fell quickly to this tactic, which stalled his attack. 40 Necrons with gauss flayers pack a mighty punch!

Overall, Alessio's plan was sound. His assault-heavy army and aggressive plan kept me in my table quarter, making it very hard for me to achieve my objective.

“The Terminators fell very quickly to my tactics, which stalled Alessio's attack.”

Although I eventually managed to overwhelm his force, it was too late in the game for me to cover the ground to his building with anything that could hold it.

If I had been the Ultramarines, I'd have dropped the Land Raider in favour of a Devastator squad to take out the Monolith. If I had lost this awesome vehicle I wouldn't have been able to deal with Alessio's assault, and the outcome of the game would have been very different.

A draw, but a great game – the Medusa V setting really helps tell a cool story. Now it's time to post the result on the website!

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CORRUPT



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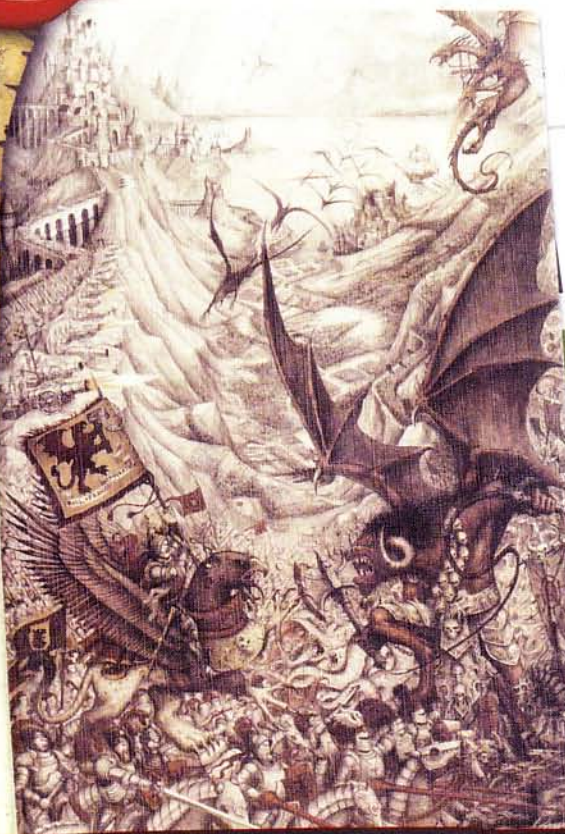
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'EAVY METAL

ELVES OF ULTHUAN

WARHAMMER

The 'Eavy Metal team is the most talented group of professional miniatures painters in the world. This month, we look at their work on High Elves.

Tyrion, Defender of Ulthuan

The High Elf prince Tyrion is one of the greatest warriors in all the world, and it is said by some that he is Aenarion come again. Mounted upon the steed Malhandir, Tyrion makes a fine general for a High Elf army. Painting such a magnificent Citadel miniature is a reward in itself – save him as a treat for when you've finished 30 Spearmen!



Tyrion's gold armour was painted Shining Gold over a basecoat of Dwarf Bronze. Mithril Silver was added to the gold for the highlights.



Dark red and grey contrast well with High Elf blues and whites.



Teclis, High Loremaster of the White Tower

Teclis is the twin of Tyrion, and although frail in body he is the greatest living practitioner of the magic arts. Rules for both brothers can be found in the High Elf army book.



There is a reference list of runes, like those above, in the High Elf army book.



The Teclis model is covered with fine detail.



Eltharion, Warden of Yvresse

Blinded by Malekith the Witch King, Eltharion is nonetheless still a ferocious warrior and expert swordsman.



Fine lines are a good way of adding extra detail to otherwise plain areas of cloth.



High Elves tend to be blond. Start with a light brown and highlight up to Skull White.



High Elf Lord

The Lords of the High Elves are noble, if arrogant, creatures, inheritors of a martial tradition going back thousands of years. These are fine models, as each High Elf Lord is possessed of the best wargear Elven craft can create. A Citadel Fine Detail Brush is a must here.



The gold phoenix on the Shield was shaded with Chestnut Ink.



Purple is another good contrast to the mainly white robes worn by most High Elves.



High Elf Lord

Many of the metal Lords come in several parts. Care must be taken when cleaning them prior to assembly, as the pieces, such as this Lord's axe, can be slender.



Our Elves wear Mithril Silver armour that has been carefully shaded with Blue Ink.



The lion pelts worn by Elves are pale cream. Snakebite Leather forms the basecoat.



Painting Gems

High Elf models are decorated with precious gems and jewels. This is the painting method that the 'Eavy Metal team use.



From a Chaos Black undercoat, paint 3/4 of the gem Red Gore.



Paint half the gemstone Blood Red



Paint a crescent moon of Fiery Orange in the bottom corner of the gemstone.



Paint a small stripe of Skull White at the top of the black area to create the illusion of light catching the gem.



A simple alternative for painting gems is to apply several coats of Red Ink over a white basecoat.



Another alternative is to paint the gem red and add a white spot to the top as a highlight.

Colours of Ulthuan

The Elves of Ulthuan dress, as a rule, in white and blue. Other colours may be used to offset this (the red below is given as an example), with strong, darker shades being especially good contrasts. Other details, such as wood, skin and hair, should be pale tones that complement white.



Imrik, Dragon Prince of Caledor

Imrik is the last of the line of Caledor, the mightiest of the houses of the Dragon Princes. He is one of the few Elves today who can rouse the Dragons of Ulthuan to war. He rides the mightiest of all the Dragons, Minaithnir, with whom he has an almost fraternal bond.



The light blue pattern on the cloak makes a subtle yet vivid contrast with the dark blue.



Designs like this are relatively easy to paint onto cloth if you use a Fine Detail Brush.



Banner Designs

Like High Elf clothes, banners are usually white, and can be either simple (left) or relatively complicated (right). Animals and monsters that the Elves have a particular affinity with, such as Unicorns, Dragons and horses; and icons from Elven mythology, such as the Phoenix, the heart and sword, the horned moon and the crossed swords; feature prominently. For more examples of Elven heraldry see Games Workshop Online and the High Elf Army book.



Shield Designs

The shields of the High Elves are tall and kite shaped, providing cover to much of a warrior's body. Their curved steel surfaces offer plenty of space for Elven artisans (and human Hobbyists) to create bold designs. Despite the long and bitter enmity between the two races, the common roots of High Elf and Dark Elf culture can be glimpsed in the similarity in symbols both Elven kindreds apply to their wargear.



- 1 The star and flames are common motifs, and are often used to represent Isha and Asuryan respectively.
- 2 The sword and heart are associated with Khaine.
- 3 Emblems such as this are used by the horse clans of Ellyrion.
- 4 Sea Dragons feature prominently on the arms of Lothern.
- 5 The Elves of Caledor favour Dragons.

Right: A wide selection of model High Elf shields and banners, painted by the 'Eavy Metal Team.





DOK BUTCHA'S CONVERSHUN KLINIC

Dis munf we've got a lizzard for youse lot to look at, all big and bitey. I'd like to get hold of a head like dat for some eksperimunts, I could stick it on Giffang's neck. I bet dat'd make him dead killy. Course, I'd 'ave to wait until he woz asleep — he likes da head he's got.

HIGH ELF MERWYRM

Contributed by gamer
Eric van den Broek

No model exists for the Merwyrn from the Elf Sea Patrol list, so I had the perfect opportunity to make a cool centerpiece for my army based on Imrik's Dragon.

I changed the foot to make it look like it is grasping the base (1) by cutting it in half and sticking it to the rock, filling the gap with Greenstuff. It's longer than the other now, but you don't really notice. I also filled in the gaps between the spikes on the spine with Greenstuff to create a fin (2) to make the dragon look aquatic. Thankfully you can't see my fingerprints under the paint!

The other thing I did was to gently bend the tail (3), and add a fin to it.



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**GAMES
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index xenos



Eldar Rangers

From the lectures of Lord Inquisitor Eusebius Nomandes, Ordo Xenos.

Eldar Rangers are a shadowy sect of covert warriors, outcasts, pathfinders and expert marksmen. Rarely seen by their enemies, these Eldar represent a silent and deadly threat.

Life for an Eldar is strict and disciplined, and the confinement of their Craftworld homes can become oppressive. There have been many over the millennia that have tired of this existence and left their Craftworld seeking excitement, but even for these discontented souls, the Eldar Path offers forms of release. Some may follow the path of the starfarer for several human lifetimes, joining the crews of Craftworld or pirate fleets in search of adventure. Others are lonely figures, travellers who leave Eldar society altogether and wander amongst the worlds of men, treading the dangerous Path of the Outcast. A few survive to exorcise their wanderlust, rejoin their Craftworld and settle down to gentler ways, but most do not return. Many are killed, others abandon the Eldar Path entirely, falling from grace and becoming consumed by their dark passions. These tormented beings die far from home, alone with their secret anguish, their spirit stones drifting forever in the darkness of space, or lying buried on far-flung, forgotten worlds.

These adventurers are the only Eldar likely to be encountered by men except on the battlefield. They are haunted figures, torn between the love of their Craftworld homes and the glories of the forbidden universe. Their instincts lead them to lives of danger, rooting out the hidden threat of Chaos, and visiting the ancient Exodite clans on the far rim of the galaxy.

Eldar Rangers are resilient, world-weary, independent warriors, used to looking after themselves. When a Craftworld is threatened, its Rangers may hear its call, taking up their weapons and going to war once more.

Though by no means the most overtly destructive of Eldar units, Rangers are quite capable of inflicting serious losses on any force fighting them. They are armed with powerful sniper rifles, with which they can pick out weak points in their enemy's armour. It has been known for a single band of Eldar Rangers to hold up an entire column of Imperial Guard. Standard Imperial procedure is therefore to fall back and call for heavy artillery support.

Clearance Alpha
Subject:007/a2-b8
'Eldar'/Outcast
++Genotype:
Class 2 proto anthropoid
++Primary features:
superior psionic
potential; metaphrenic
technology base
++Capture date:
0937993.M41
++Date of Interrogation:
0005994.M41
++Autopsy Date:
0173994.M41
++Date of Psychic
Interrogation:
NECROLOGUE UNSUCCESSFUL
++Attending Explicator:
Nillo Desaris

Standing Order 2830/x/Wa - for dissemination to all front line units.

++ ACTIONS TO BE TAKEN WHEN CONFRONTED BY ELDAR SNIPERS. ++

Upon attack from an enemy sniper of the xenotype 'Eldar', all units are ordered to perform a Reconnaissance by Fire. No further actions are sanctioned, by pain of administrative punishment or death, as determined by the Commissariat or duly appointed Regimental Provost.

Orbital bombardment: A single, well-placed orbit-to-surface munition will destroy any enemy sniper. In addition, any surviving xenos will be cowed sufficiently that further aggressive acts are likely to be forestalled. Furthermore, much of the cover from which any further attacks might be launched will be destroyed.

Superheavy ordnance: Titans and superheavy tanks make ideal counter-sniping units. Upon

receiving fire, notify the masters of any such vehicles within range and let them rain the Emperor's vengeance upon your foes!

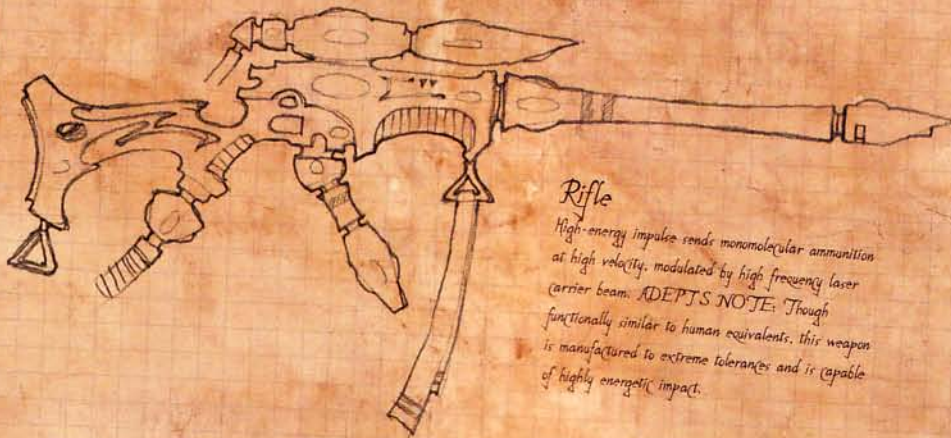
Battlecannon: A single round from a Leman Russ is capable of levelling any cover, and of destroying most enemies no matter their skill at fieldcraft.

Heavy weapons: Squad support weapons such as heavy bolters and missile launchers, as well as higher-level mortars and other indirect firing weapons are ideal for engaging cowardly enemy snipers. Use them to direct holy fury at any location in which the pernicious xenos may lurk.

Small arms: Squad leaders should identify all possible locations in which the enemy may be hiding, and communicate these to his warriors. Upon his word, all troopers should shoot at their designated target, deluging the enemy with fire and scouring him from his hide. By the power of the las-gun might all foes be defeated!

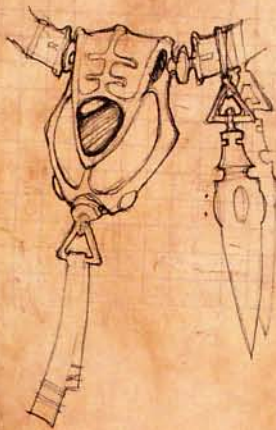


Thought for the day: Better crippled in body than corrupt in mind



Rifle

High-energy impulse sends monomolecular ammunition at high velocity, modulated by high frequency laser carrier beam. **ADEPT'S NOTE:** Though functionally similar to human equivalents, this weapon is manufactured to extreme tolerances and is capable of highly energetic impact.



Sensor Spike

Unknown device carried by many captured Ranger specimens. Appears to contain some manner of psychotelemetric receiver. **ADEPT'S NOTE:** Remote viewing? Perhaps this device allows the Ranger to spy the land ahead, perhaps through a webway portal. If so, this means it is possible for the Eldar to discern our actions in the vicinity of a portal even when they are within the webway. The strategic ramifications of this are huge.



Ordo Xenos

Message Decryption Simulacrum

Receiver

Neo-Sappora sub-bank 12

Transmitter

Astropath Prime Abbath

Date

0005493.1741

Agent

Inquisitor Nomandes

Reference

Imperial record XXT 42/303

ABSTRACT: There follows a summary of pertinent data regarding the xeno sub-type Eldar Ranger. These data to be cross-checked with your subject and any deviation whatsoever to be reported through my staff as a matter of highest priority. Eldar Ranger activity has increased exponentially in the Medusa system in recent weeks, and collating intelligence on their actions is vital to achieving our own aims there.

ITEMS:

Helmet

- Psychoplastic engineered armour, containing advanced sensor suite, communications and life support systems.

Armour

- Eldar carapace plates over flexible mesh inner body suit. Provides limited protection against ballistic and energy attack. **ADEPT'S NOTE:** This puny armour offers no protection against the blessed weapons of the Astartes.

Camouflage cloak

- Adaptive camouflage weave refracts light around wearer, resulting in a blending effect with surroundings. **ADEPT'S NOTE:** Camouflage effect substantially increased in low light conditions.

++ Pict-capture of Eldar Ranger
Xenos, Hive Sybilla Tertius ++



index xenos



Biel-tan

Thanks to the dazzling array of Aspect Warriors found in a Biel-tan army, its Ranger squads are often foolishly overlooked by ignorant foes. A key component in a Biel-tan attack force, Eldar Rangers direct the fury of the Swordwind against the enemy, silently scouting out enemy positions in preparation for the main assault. The Rangers shown here wear a dark woodland camouflage scheme of the type described by the survivors of the Twyfed Gorge Massacre.



Saim-hann

Saim-hann is famed for its mighty Wild Rider Hosts, composed of scores of sleek and deadly jetbikes and skimmers. Unlike the other members of their Craftworld, the Eldar Rangers of Saim-hann do not ride headlong into battle, instead utilising stealth and cunning to approach the enemy unseen. When a Wild Rider Host goes to war its Eldar Rangers scout ahead, ascertaining the lie of the land and neutralising immediate threats.

"When the Eldar make their attack, the enemy will already be half-defeated, having spent days or even weeks chasing the shadows of the Rangers."

— Inquisitor Nomandes



Alaitoc

Of all the Eldar Craftworlds, Alaitoc adheres most stringently to the Path of the Eldar. This zealous attitude has caused many of the Alaitoc Eldar to live the life of outcasts and become Rangers. As a result of this, when Alaitoc goes to war it falls to the Rangers to return to protect their Craftworld. Currently an Alaitoc Ranger force of unequalled size operates on Medusa V, severing enemy communications and preparing the way for larger Eldar armies to attack.



Telennar

The cordial relations between Alaitoc and Telennar have brought the forces of this small Craftworld to Medusa V, where its warriors battle to protect the Webway from the coming Warp storm. These Rangers wear the livery of those sited to the north of Battlezone Tisiphone. Small bands of Telennar Rangers have staged devastating ambushes against the Ork buggy gangs patrolling around Nazdreg's ruined space hulk, hampering the greenskin scavenging efforts at every turn.



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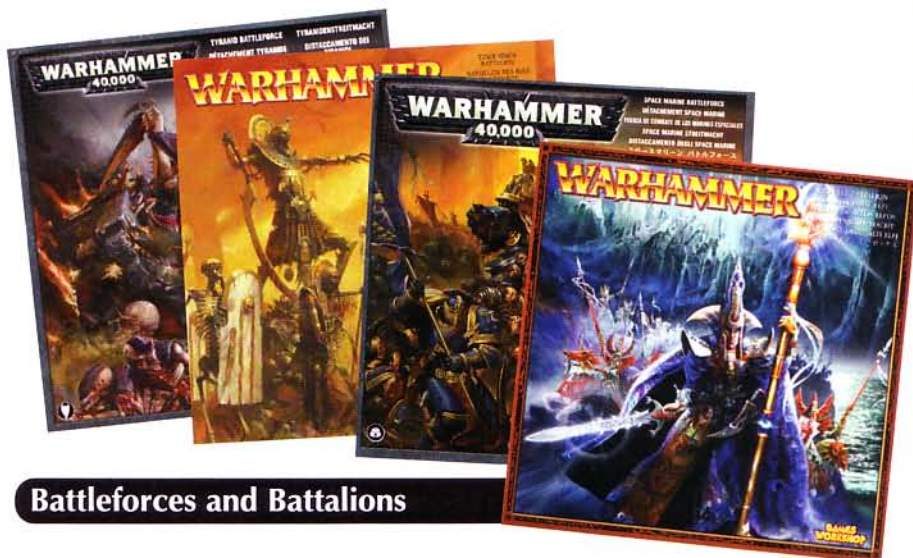
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From the 19th of August every Games Workshop Hobby Centre will be running Warhammer introductory games, three weeks before the launch of the game! An advanced copy of the rules has been secretly delivered to each of our Hobby Centres. Be among the first to see what's inside! Find out what's new, what's changed and what's remained the same!

BE AMONG THE FIRST TO...

- ☛ See fantastic miniatures from the new boxed game –Battle for Skull Pass!
- ☛ Field test the new rules!

Don't be late! Get in-store to see for yourselves and earn yourself some valuable bragging rights!

To find your nearest Games Workshop Hobby Centre turn to page 116 or go online to:

www.games-workshop.co.uk/storefinder
ne.games-workshop.com/shopping

Play it from
19/08/06



WARHAMMER®

THE NEW EDITION!



PREPARE FOR WAR!

Saturday 26th August

Try the new rules with your Warhammer army at this special event! Bring down a 500 point force on Saturday 26th August to any UK Hobby Centre and have a game against one of the armies from the new Warhammer boxed game – Battle for Skull Pass. Remember, your existing army book is valid under the new rules. Call your nearest UK Hobby Centre for details on this great event!



WARHAMMER®

The Art of Games Workshop



Like most great ideas, it all started out with a casual conversation along the lines of: "Wouldn't it be great if..."

However, in this case, not only would it be great, but it IS going to be fantastic! This summer from the 15th July to the 24th September, Nottingham Castle will be hosting a unique exhibition entitled "Warhammer – The Art of Games Workshop."

For almost thirty years, Games Workshop has been creating, sculpting and illustrating the imaginary worlds of Warhammer and Warhammer 40,000 to the delight of hundreds of thousands of gamers, model makers and fantasy enthusiasts from around the world. Now, for the first time, the original artwork, miniatures, sculptures and drawings will be brought together to showcase the creative arts of Games Workshop.

What's most exciting about this event is that, with one or two exceptions, none of this art has ever been seen in its original form. We're all very used to seeing fantastical images illustrating our game boxes and books and the pages of White

Dwarf are always filled with artwork and illustrations created by the Studio's hugely talented team of in-house artists and freelancers. However, despite this familiarity, very few people outside of the Design Studio have ever seen the original works.

Until recently the same principle also applied to the thousands of beautifully painted models and miniatures created by the 'Eavy Metal team. However, last year, with the opening of the Citadel Miniatures Hall we took our entire collection and put it on public display to a phenomenal reaction from fans and visitors. Since opening the miniatures gallery at Lenton just over a year ago we've had more than 50,000 visitors come to Warhammer World to gaze at and enjoy these models in person.

Inspired by this response, we wondered whether we could do something similar with our art collection. Since the advent of digital scanning, once a piece of artwork or

ABOVE

1. Pegasus Knights: Paul Dainton.
2. Inquisitor: Dave Gallagher.
3. Space Marines: Karl Kopinski.



illustration has been scanned, it is catalogued and then safely stored in plan chests in our art archive. Sometimes, one of the artists might ask if they can have a particular piece to hang on the wall at home, and on occasion, staff members have been given a piece of original art, but on the whole the collection has largely remained unseen.

Part of the problem lay in the fact that we simply didn't have any space at Lenton where these pieces of art could be put on display in anything close to a gallery setting. It was at this point in the story that Nottingham Castle stepped in. Sharon Cooke, the woman responsible for archiving and storing our artwork had a friend, Jim Waters, who was the Exhibition Officer at Nottingham Castle. She and Jim were talking about their respective jobs and he asked whether we'd ever thought of mounting an exhibition. Well, one thing led to another and the idea for "Warhammer – the Art of Games Workshop" was born.

One of the remarkable things about this collection and exhibition is how coherent the artwork and images are. Although they represent work by many different artists drawn from more than twenty years' worth of artwork and illustration, there is a freshness and vitality about these images that initially makes them appear to be the work of only one or two painters and artists.

Early on in the history of the company, Games Workshop succeeded in establishing a very strong 'house' style, that has influenced our artwork ever since. In no small part this style was inspired by the personal work and approach of Nottingham painter and illustrator John Blanche who, for the last fifteen years, has worked as Games Workshop's Art Director. Back in 1989, John gave the following list

of influences: "My favourite artists are many and varied; a full list would fill a page and I am still discovering more, but Grunwald, Dürer, Albrecht Altdorfer, Friedrich, the pre-Raphaelites, Casper, Géricault and Gerome immediately spring to mind."

John continued: "I did my first illustration job for White Dwarf magazine in about 1978, I think, which grew steadily from a part-time position to a full-time one. We then developed what became the single most important facet of Games Workshop's take on fantasy art, the application of the Northern European art heritage against the dominant, clean, classical version of fantasy imagery that existed at the time. The first big publication we tackled in this way was Warhammer 40,000 where nearly all the art was commissioned by me from freelance artists. During the next twenty years, as we built our in-house illustration department, the art developed into a body of work that stands alongside any other, but the vision never changed."

It's this focus on Northern European mediaeval, romantic, neo-classical and heroic art that has allowed Games Workshop to develop its own distinctive style which John now calls Games Workshop Gothic!

John again: "Gothic means lots of things. You have the architectural style from the Early Middle Ages, which was then re-invented by the Victorians. They applied it to all sorts of stuff, and we now



ABOVE

4. Storm of Chaos: Alex Boyd.
5. Space Marines: Dave Gallagher.
6. Witchhunters: Paul Dainton.

“ John: my favourite artists are many and varied; a full list would fill a page and I am still discovering more ”

BELOW

7. Sigmar on his throne:
Karl Kopinski.

8. Emperor versus Horus:
Adrian Smith.

9. Dark Mechanicus Lord:
John Blanche.



7.



“ John: we wanted to capture all of the creative energy of Games Workshop, within a single exhibition. ”

have modern gothic, which is inspired by yet is none of these things. Its internal Games Workshop meaning is typified by the robust, bellicose, often archaic and bleak view of the fantasy and science fiction genres you can see in our artwork and images.”

What is clear, is that visitors to the exhibition will be astounded not only by the range of artwork, imagery and artefacts on show, but by the juxtaposition of concept sketches and other preliminary work with the two and three-dimensional artworks they finally become.

As John explains: “We wanted to capture all of the creative energy of Games Workshop within a single exhibition, from concepts and sketchbooks through to fully painted miniatures and models. This was never really going to happen and selecting

the individual pieces and models that would make it into the exhibition was a difficult task. However, at the end of the day, we are pretty pleased and we hope that visitors will leave the exhibition both excited and inspired.”

In addition to the artworks, throughout the exhibition, Nottingham Castle will be hosting a range of special events, from miniature painting demonstrations by some of the top ‘Eavy Metal painters, through to one-off guided tours of the show by some of Games Workshop’s top artists and designers. These events will be strictly limited and places can be booked through Nottingham Castle on: 0115 915 3651.

The show runs at Nottingham Castle from the 15th July until the 24th September.



8.



9.

ARMING FOR MEDUSA

Part 3: Waaagh!

Paul Evans from our Manchester Hobby Centre show us his immense Ork Speed Freak army and how he, and his store, are prepared for the Medusa V campaign!



medusav.games-workshop.com

Kult of Speed Rules

- **Mount Up!**
All infantry in transports.
- **Fast Response**
Reserves from turn 1.
- **Mobbing Up**
Squads mob up on transports.

Paul: Mad Mek Git Stix is one of Warlord Nazdreg's most notorious Mek. He caught Nazdreg's eye when, while working with the teleport maintenance crews, he somehow got the equipment to "beam up" half an enemy platoon – the top half. His fixation for building things, bigger, shootier, faster or louder, was evident even then, but back in these early days his designs were often ridiculed by conventional Mek Boyz. Eventually, he obtained the rank of Big Mek, a promotion gained quickly after the rest of his crew were accidentally teleported into the molten core of a nearby planet.

His first construction was a massive "Kustom Job" Cyborg Body, commissioned by one of Nazdreg's Warbosses. However, in an unfortunate case of mistaken identity, the Mad Dok performing the operation attached the Cyborg Body to Git Stix instead, unintentionally boosting his physical stature to match that of the most powerful Warbosses. Furthermore, before the mistake could be rectified, the unlucky Warboss was tragically sucked out of a malfunctioning air lock. Since then Git Stix has thrived at the head of his own warband and is never short of a volunteer or two for his latest project.

Shortly after their arrival on Medusa V, Nazdreg tasked Git Stix with a mission of his own. While the Orks gather the materials they need to



- **Warboss:** Cyborg body, bionik bounce, 'heavy armour, power claw, attack Squig, kombi weapon; shoota/rokket launcha, kustom job: more dakka, shootier, blasta
- **5 Nobz:** Mega armour, kustom job: more dakka, shootier, blasta
- **Battlewagon:** 2x Twin-linked rokket launcha, zzap gun, armour plates, Grot riggers, armoured top, krusher600pts



- **Big Mek:** Cyborg body, bionik arm, burna, power claw, mekboy's tools
- **Mekboy 1:** Kustom force field, bionik arm, mekboy's tools
- **Mekboy 2:** Bionik arm, burna, mekboy's tools, waaagh banner (carried by Grot)
- **Mekboy 3:** Super stikkbombz, burna, bionik arm, mekboy's tools
- **Mekboy 4:** Kustom mega-blasta, mekboy's tools
- **Battlewagon:** 2x Twin-linked rokket launcha, zzap gun, armour plates, Grot riggers, force field405pts



- **9 Skarboyz:** slugga and choppa, 3 burnas, frag stikkbombz, Nob with power claw.
- **Wartrukk:** Grot riggers, armour plates, rokket launcha, red paint job211pts



- **10 Skarboyz:** slugga and choppa, 3 burnas, frag stikkbombz, Nob with power claw.
- **Wartrukk:** Grot riggers, armour plates, bolt-on shoota, red paint job224pts

continued on page 102

Alternative HQ



Warboss: bike, powerclaw, 'eavy armour, bionic bonce 366pts
 Nobz Warbike Mob: 3 slugga and choppas, 1 choppa and power claw



Warbuggy: Grot riggers, Twin-linked rokkitt launcha 42pts
 Warbuggy: Grot riggers, Twin-linked rokkitt launcha 42pts
 Warbuggy: Grot riggers, Twin-linked rokkitt launcha 42pts



10 Trukk Boyz: shootas, 1 burna, Nob with power claw 181pts
 Wartrukk: Grot riggers, big shoota, bolt on big Shoota, Armour plates



4 Warbikes: Nob with choppa and power claw 167pts



Looted Leman Russ Demolisher: Lascannon, red paint job, armour plates, spikes n blades 183pts



Deth Kopta Squadron: Mek with burna 50pts
 Deth Kopta Squadron: Mek with burna 50pts
 Deth Koptas Squadron: 2 boyz, Mek with burna 120pts



Ork Bomma: 2 Grot bombs, 2 rokkits 2 bombs, 3 twin-linked big shootas 228pts

TOTAL: 2537 pts



PAINTING SPEED FREEKS

Metal

- Tin Bitz
- Boltgun Metal
- Blue Ink
- Chestnut Ink
- Chainmail

Skin

- Dark Angels Green
- Dwarf Flesh
- Chestnut Ink
- Rotting Flesh

Red Armour Plates

- Dark Flesh
- Blood Red

Yellow Armour Plates

- Desert Yellow
- Bubonic Brown
- Sunburst Yellow

Military Greens and Greys

- Catachan Green
- Shadow Grey
- Chaos Black
- Kommando Khaki



Paul uses the new Ork Kommandos as Skarboyz

continued from page 100

rebuild their Hulk, Git Stix must secure a energy source large enough to power it.

His plan is a typically ambitious one that involves breaching the Hives defences, placing teleport beacons around the primary reactor, launching "Da Killa-Tun Mega-Rokkit" at the Greater Sybilla Gate and destroying a Warlord Titan to boot.

Arming for Cities of Death

As I thought about the best way to use my Speed Freek army in Cities of Death, it was apparent that I had a bit of a problem. A round peg (my current army) and a square hole (the Cityfighting missions).

My thoughts turned towards the idea of building a Footslogging Ork army, it would allow me to replace my fast vehicles with walkers and take the more tactically sound units without the need for all of the vehicles. So armed with my trusty Codex Orks, I began to plan the foundations for my new army. I started to write but began to notice that the niggling uneasy feeling that had originated in the pit of my stomach, was now climbing it's way up my spine and wrestling for my attention. It resolved itself as a mental picture of an Ork Warboss, faced with the challenge of a round peg and a square hole. Would an Ork Warboss look around for a more suitable peg? No, I didn't think so either. The Ork would make the peg fit, regardless of it's size or shape, and the only thing the Ork would look for is something big and heavy to whack it in with! So Speed Freeks it was. Though that did leave me with just one last little dilemma, as Speed Freeks can't take Kommandos, what was I going to use these fantastic new models as?

Now, if like me, you feel the need to drive your Ork army, full throttle, into an urban war zone, there are one or two pearls, (or at least, shiny trinkets) of wisdom I can pass on.

First: Deth Koptas

The compact terrain doesn't slow them down and when armed with a Burna, they make the perfect weapon for incinerating enemy sniper teams, melting through the rear armour of an unsuspecting tank or performing that last minute Turbo boost onto the mission objective. Next on my list of must-haves is the looted Demolisher. With its strength 10 Ordnance weapon, the tank was designed for this style of warfare and any general passing up the opportunity to field one needs his "ead lookin' at". Other recent additions to my army include the Mega Armoured Nobz and a second unit of Skarboyz, for which I am using the new Kommando models.

Second: tank and trap

Just two, small, innocent looking words, harmless really. Do not be fooled! If your opponent is switched on enough to choose the Tank Traps Stratagem, (which of course, after reading this article, all of mine now will be!) you will come to hate them. But do not despair, you may not be able to get rid of the Tank Traps, but arm your Demolisher with the specialist Siege shells and you can just blast a path through the buildings instead! Use in conjunction with the Demolition Stratagem, both to minimise the effectiveness of the Tank Traps and make the biggest bang!

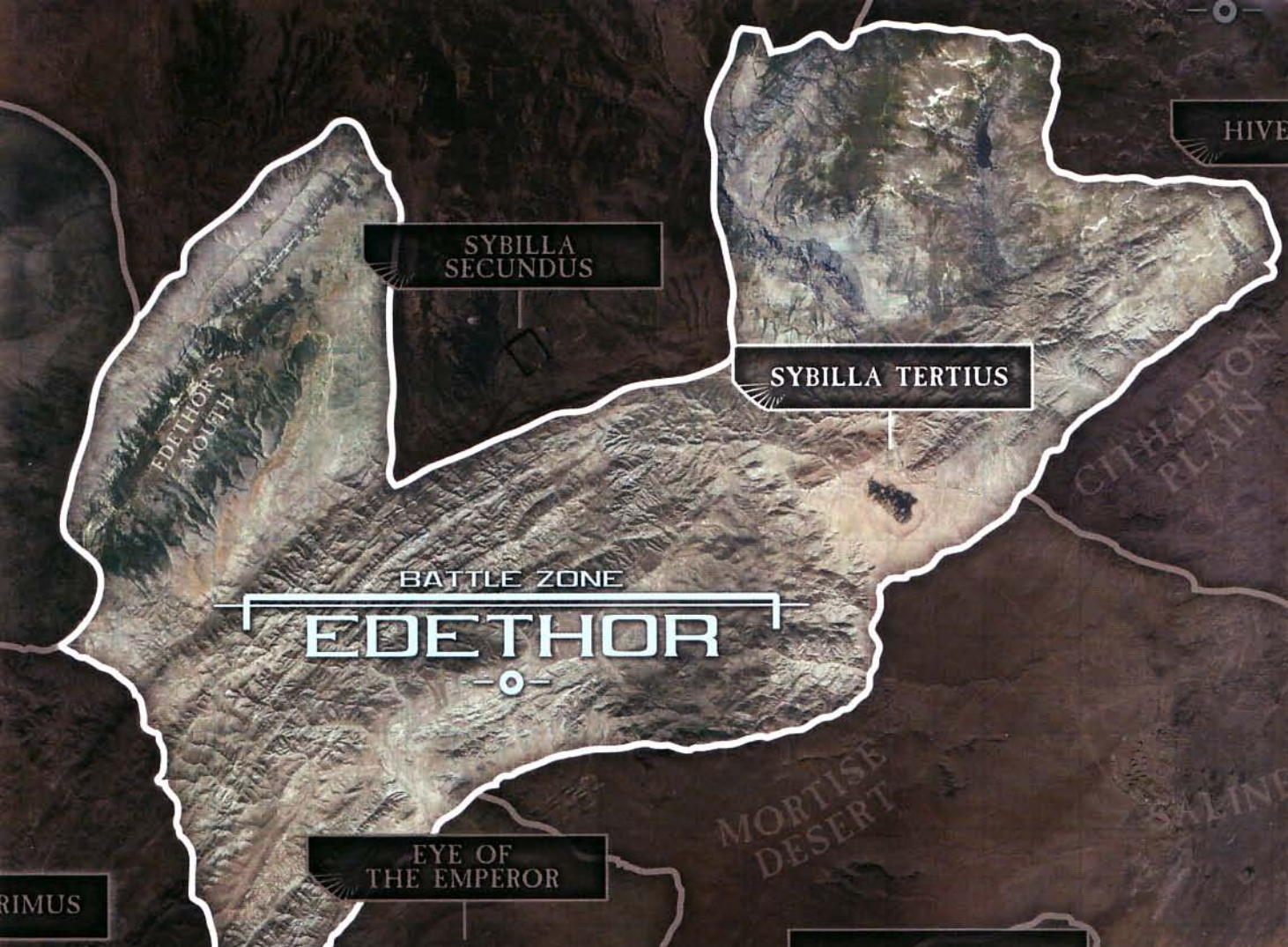


Booby trap stratagem markers

THERE IS MORE IN-STORE

For those who like converting miniatures, we've got Paul's Speed Freeks as bundles on the Online Store.

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



Medusa V at Manchester Hobby Centre

This summer the Manchester Store's Gaming events will follow the trail of Git Stix as he attempts to steal the fusion reactor that currently supplies power to the Sybilla Tertius Hive.

- **Saturday 5th August 10am start – "Da Big Dig."**
The "Fighta-Tunullas" are deployed to place Tellyporta beacons onto the Hive's Reactor.
- **Saturday 12th August 8pm start – "The Battle for the Epsilon Gate"**
Your chance to be a part of this 250,000 point Mega Battle!
- **Saturday 19th August 10am start – "Deuscide"**
"Da Stelf-Bommas" spearhead an assault against the Warlord Titan.
- **Saturday 26th August 10am start – "The Battle for Norden's Bunker"**
Will the Orks get their reactor? This is the one where we find out!

**Call: 0161 834 6871
to get involved!**

MEDUSA V

SYBILLA TERTIUS HIVE

**THIS SUMMER YOU CAN HELP DECIDE
HOW A WORLD WILL DIE.**

**Games Workshop Hobby Centres across the
UK will be battling in the depths of the Sybilla
Tertius hive, the primary hive of the region.**

**Each store will be running its own campaigns
and activities, so don't miss out.**

Sign up in-store now and be a part of history.

DEATH FROM ABOVE

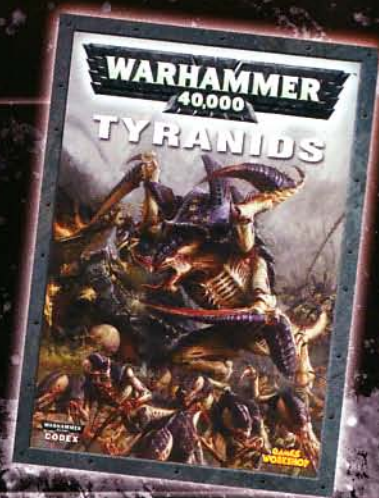


Winner of Best Painted Army at Heat Three of the Warhammer 40,000 Grand Tournament, Nicola Taylor's Tyranid army, Hive Fleet *Apophis*, gets the White Dwarf treatment, for all those who didn't get to see it at the event.

This isn't the first time Nicola has collected Tyranids, in fact her first army was the gribblys from outer space, so she's no stranger to all those mandibles and scything talons.

"I'm a big fan of non-Humanoid," she says of her motivation for the creatures of the Great Devourer.

"The models are so interesting and there are so many ways that I could personalise them." With all the conversions and winged beasts in the army, Nicola has certainly achieved that. It's a good lesson for anyone who has aspirations to win a similar award – well-painted, strongly themed and distinctive armies tend to get the prizes.



1,500 Points

Buy this army from the Online Store:
www.games-workshop.co.uk/store/deathfromabove



GRAND TOURNAMENT ARMY SHOWCASE



WINGED WARRIORS

"I used the Morathi Dark Pegasus wings from the Warhammer Dark Elf range for the Winged Warriors. The ones in flight are mounted on lengths of brass rod to get them at different heights."



Fast and Deadly

Nicola's army is one meant for a tournament and as such it's an effective gaming force as well as an aesthetic treat.

"My force is very fast and heavily close combat based – once it hits the enemy front line it's very difficult to dislodge."

Her tactics revolve around the outnumbering potential inherent in the army, "The sheer weight of numbers means I can distract dangerous enemy units with the little guys, until the slightly slower big-hitters can get there." This is made possible by Nicola's stringent policy of 'no upgrades' for most of the

army, "I use the points to get more bodies on the table, as I find that upgraded, expensive Gaunts die just as easily to a boltgun as cheaper ones!"

Another feature of the Hive Fleet Apophis is its disdain for armoured elites, "I have so much rending capability in my army that power armour isn't really a problem." And in summary, "My force is a hybrid of speed, close combat power and numbers – so it's flexible and adaptive."

Alien Markings

With this heftily sized army to paint, Nicola, like all good army painters, had a strategy to completing it. "I painted it in

Brood blocks, seeing one through to completion and then starting over with the next one."

As for the scheme she used, it harked back to her original Tyranid army, "It's an evolution of the older force, which had red carapace and purple skin." Though for this incarnation, Nicola has gone for a slightly darker scheme to make it more 'sinister'. "I also added hive fleet markings. Yellow and black are nature's danger colours, so it seemed a fitting choice."

The Invasion deepens

Now she's played some games with the force, Nicola has plans to iron out the last few rough edges and make Hive Fleet Apophis even deadlier... "I'll drop the Lictor – he is rarely effective in this army – and add a couple of Raveners, instead," she says, "A Zoanthrope could provide some valuable anti-tank shooting power (Nicola struggles against armoured companies) but I've discovered these tend to catch the attention of too many heavy weapons and are rather slow. Most of my army can move over 6" a turn, and a floating brain just doesn't fit! That said, a Carnifex with the ability to actually shoot something, other than spinebanks, might be useful..."



GRAND TOURNAMENT 2006

HEAT ONE 14th–15th October • HEAT TWO 11th–12th November • HEAT THREE 25th–26th November
FINAL 3rd–4th March 2006



HIVE TYRANT

"The Hive Tyrant is a favourite due to the perception of speed created through the conversion work. His hind leg was bent and I added the crashed Land Speeder, as if he had landed on it in mid flight. His tail is bent out behind him and the head is mounted further forward to create a sense of motion. He really looks the business."

SCYTHED ASTARTES



There's a theme running through the majority of the Tyranids' victims... "I chose the Scythes of the Emperor because my husband has a large Scythes force, so it was a bit of fun at his expense and also fitting with the background – they are deadly enemies after all."



The dreaded Carnifex, tooled up for maximum destruction!

Requirements

- 1,500 point Warhammer 40,000 force using the standard force organisation chart.
- There will be six games across the weekend.
- Qualifiers from the heats will receive free entry into the Grand Final in March 2007.
- Event includes two lunches, and evening meal on the Saturday.
- Tea & coffee available both mornings with doughnuts on Saturday morning.
- Ticket price £50.
- Ticket on sale for all heats, 8th July 2006, by calling 0115 91 40000.

www.games-workshop.co.uk/tournaments

On display throughout August at:
The Citadel
Miniatures Hall



GAMESDAY & GOLDEN DEMON 2006

September is around the corner and that means Games Day will once again take over the Birmingham NEC, so we decided to have a preview of all the day's action.

It was over six months ago that the first whisperings of Games Day 2006 started to filter around the office and slowly the ideas started coming together that will culminate in Games Day 2006 at the Birmingham NEC on September 24th. Most of you will have your tickets by now, and will be anticipating the activities, personalities and cool stuff you'll see within the three halls at the NEC this year.

THE FORUM

Pre-release Miniatures

The sales stands will be here for you to get

your hands on a variety of pre-release miniatures from the new Orcs & Goblins (you can see the fantastic cover art for the new army book on the next page). There will also be miniatures from our current ranges for you to add to your armies.

Hobby Area

Want to win the coveted Scrap Demon in the conversion competition by trying your hand at making a plastic conversion? Want to see just how easy it is to make a piece of scatter scenery? Or maybe you just want to put together your new miniatures bought

**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, and general release from 1st July 2006. Order yours by calling 0115 91 40000 (Golden Demon entry forms also available).



from the sales stands? All of this is possible in the Hobby Area at Games Day.

Art Competition

Also in the Forum will be the Artwork competition. Budding artists are challenged to bring along a piece of A4 drawn or painted art to put on display and be judged by one of our Studio artists. Entries will be sorted into two age categories with category winners receiving an award at the end of the day.

Bring & Battle

This area was introduced last year and became a resounding success. Not wanting to disappoint, it returns again this year providing the perfect opportunity to meet and play against other gamers from all over the UK. Bring dice and a tape measure, along with a small force of Border Patrol, Combat Patrol or War Party size, and you can get gaming. Once again, there will be tables for Warhammer, Warhammer 40,000 and The Lord of The Rings, so no matter what you play, you should get a game.

THE ARENA

Participation Games and Mega Battles

The whole Arena floor will be covered with participation games this year. Games Workshop Hobby Centres and Independent Clubs from across the UK have made some excellent themed tables and painted miniatures. You could join massed forces of Dwarfs to fight off an Orc & Goblin horde, or deal with the machine menace of the Necrons using the armies of the Imperium; all you need to do is turn up & play.

Stage & Screen

Once again the stage and screen will be in the Arena Hall giving us a grandstand finish to the event with the awards ceremony. Make sure you take your seats

in plenty of time to see the big screen display images of the winning Golden Demon entries as the awards are declared.

THE PAVILION

Golden Demon

Golden Demon entrants can register here. The Pavilion is also where all the entries for the painting competition will be displayed. As well as viewing the miniatures 'in the flesh' you can admire some of the best entries close up with the help of the plasma screens at each end of the Golden Demon stand. Good luck to all the competitors vying for the coveted Golden Demon Slayer Sword!

The Gaming Club Network (GCN)

This network of independent gaming clubs grows from strength to strength with members all across the UK. They are supporting Games Day this year with a number of participation games in the Arena Hall. In addition they have an assembly area in the Pavilion where they are on hand to discuss the benefits of starting a club in your area and joining the GCN. They have also thrown down a challenge to anyone who wants to bring an army along for a game.

Design Studio

This year the Design Studio is pulling out all the stops to provide you with a snapshot of the design process. This will include the presence of around 40 members of the Design Studio as well as representatives from our Pre-production Studio and GW Tooling. If you ever wondered how we get from concept art sketches to 'Eavy Metal painted miniatures to boxed sets in our stores, now's your chance to find out. You'll also have the chance to meet artists, games



▲ The Scrap Demon, prize for the best conversion.

▼ The cover art from the Orcs & Goblins Army book, the unique prize for the art competition.





▲ The Hobby Area is a flurry of conversions.

developers, miniatures sculptors, 'Eavy Metal painters and scenery makers, so if there's any question about our games and miniatures that you want to ask, this is where to do it!

The Archive

Each year we like to remind you about some of the bygone products that Games Workshop has developed. Come and see how the Warhammer Fantasy Battle game has developed over the years.

White Dwarf

White Dwarf will be around again this year, taking pictures, conducting interviews and generally wandering about the event. In addition, we have given them their own area so you can approach them to ask questions about past articles, future issues or anything White Dwarf related. We're also hoping to persuade previous White

Dwarf Editors to make an appearance to autograph your favourite issues.

NOT TO BE MISSED...

Games Day is the showcase event in our event calendar. It encompasses painting, gaming and modelling in a vast, one-day event. However, the day would be nothing without the participation of the thousands of hobbyists who come to share in the enjoyment of the hobby. So join us to make this year's Games Day special.

If you like the sound of all the activities going on at this year's Games Day, then get yourself a ticket. Most Games Workshop Hobby Centres will be providing a coach for the day, (make enquiries at your local Hobby Centre for details of this) but there is on-site parking and access from the station and airport as well.

Tickets are available right now. Make sure you don't miss out.



◀ Only available at Games Day or through buying a ticket, the Troll Slayer on Golden Demon head is a truly unique and amazing model. The Troll Slayer is detachable so can be put on a 25mm base for use in your Warhammer armies.

BL PUBLISHING

www.blacklibrary.com

Black Library Merchandise

Earlier this year Warp Artefacts came to an end, but only to be replaced by Black Library Merchandise! Black Library Merchandise is the place you will now find all your iconic jewellery and clothing from the worlds of Warhammer and Warhammer 40K plus lots more!

Games Day 2006 for BL merchandise will be big! Exclusively this year you will find badges, t-shirts and posters complimenting the re-release of Warhammer! Remember you'll not find these particular items anywhere else!

Along with these exclusive items you'll find all the classic, high quality merchandise items ranging from Black Templars to High Elves!

Black Library

The return of Gotrek & Felix! The Old World's most notorious duo are

back in the action-packed novel *Orcslayer*, and what's more, author Nathan Long will be there signing copies!

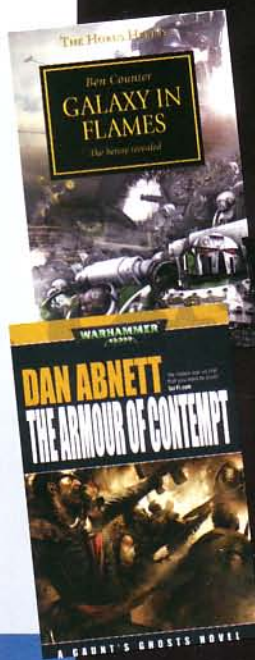
Galaxy in Flames is the third book in the Black Library's hot new Horus Heresy series. Ben Counter takes up the reigns and turns the action dial up to 100!

Dan Abnett will be on hand to sign copies of the latest Gaunt's Ghosts novel *The Armour of Contempt*. It's high-octane adventure all the way as Gaunt and his men attempt to liberate a Chaos held planet!

Warhammer Historical

Warhammer Historical will have participation games including Legends of the Old West and Warhammer Ancient Battles. There's sure to be some Warmaster Ancients gaming going on too, showcasing the forthcoming Warmaster Ancient Armies supplement release.

Make sure you head over to the Warhammer Historical retail stand and check out the full range of games and dioramas. You can pick up the latest releases including the new Warhammer Ancient Battles supplement *"The Art of War"* which lets you bring the mighty Terracotta army to the table top as you strive to match the feats of the First Emperor of China.



LAST YEAR'S GAMES DAY

Wondering what you missed out at last year's Games Day? WD asked Jonathan Carter to tell us all about it...

Jonathan: As another English summer approaches, strawberries and cream make their appearance once again, the playing fields of England echo to the sounds of leather on willow, and it once again falls to me to take a nostalgic look at last year's Games Day.

Anyone who has had the misfortune to read one of my previous reviews of Games Day (your mug shot alone is scary – Grombrindal) will know that I am on a 15 year quest to obtain a little statue, the Golden Demon. Last year's event wasn't the first time I had tried to get my hands on one of these (but I won't bore you with that again). However, it was the first time I had helped White Dwarf as a volunteer photographer and, more importantly, a first for Games Day itself. To everyone's delight, the event got a whole lot bigger and a whole lot easier to get to – just off the M42!

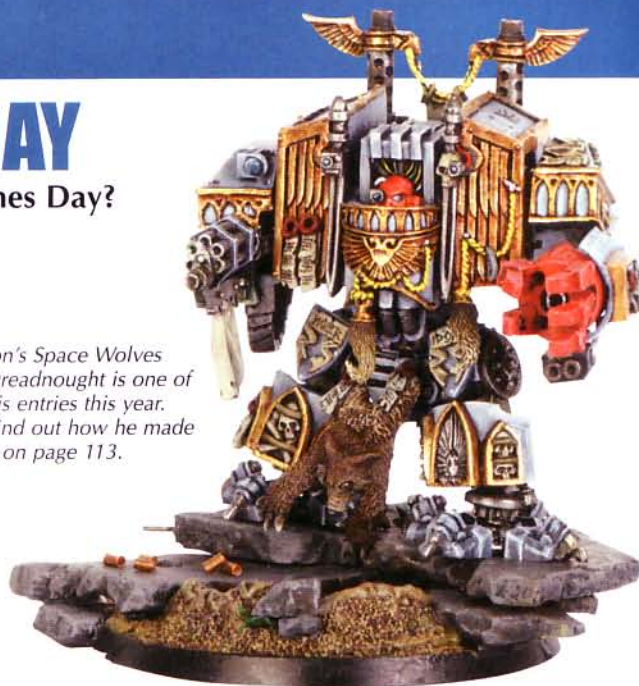
The larger venue meant that the participation games could be expanded, with the different Hobby Centres from around the country and the Gaming Club Network producing some great tables to play on. Games Workshop also expanded the gaming element of the event by beginning the 'Bring and Battle' games (I feel a Blue Peter badge coming on). These were warmly welcomed as it allowed players to play against other hobbyists from around the country, which added to the spirit of the event. Inevitably though, just like there weren't enough hours in the day for Dan Abnett to sign all the books thrust in front of him, so there weren't enough tables to go round for all the eager players!

If you tired of all the gaming stuff, you could take a break and survey the latest in Games Workshop inspired games in the computer area. Although playing the newly revealed Dawn of War expansion, Winter Assault, is still 'gaming', it could be argued it's a totally different experience to the tabletop version. Alas, it's not how my wife views it!

The Golden Demons were easier to access owing to the fact that they were located in the centre of a large hall called the Pavilion. This allowed everyone a better view of the models and ended the long queues that were plagued previous years.

More space meant more room for new models to buy, which included loads of pre-release Wood Elves and Close Combat Terminators – seems like old news now, doesn't it! Forge World brought their designers and were showing off their massive Tau Manta which certainly turned a few

► Jon's Space Wolves Dreadnought is one of his entries this year. Find out how he made it on page 113.



heads! They also managed to bring along the Anphelion Base from the then-unreleased Imperial Armour 4, including a custom-built board which was later photographed for the book.

For the Black Library, all this extra space to spread out was quickly taken up with people trying to get their hands on the special pre-release books, such as *His Last Command*, and then to join the ever-growing line of people patiently waiting to get their new purchases signed by the author. This year these queues will be much greater, I am sure; with the release of the great new Horus Heresy series, Dan Abnett, Graham McNeill and Ben Counter's pens will definitely be smoking after signing all of the requested autographs!

One of the parts of the weekend which is of interest to all hobbyists is the chance to have a sneak-peak at the plans and proposed new release models. Last year it was Black Templars and Dwarfs, two and three months before release. It is always interesting to meet the designers and have a chat with them about their designs.

I'll leave you now, as I skulk off to my painting room and contemplate trying to produce a model to enter this year. I've already been busy and have managed to finish one entry, a Venerable Dreadnought. I do have lots of other ideas but I'm afraid they're not publishable at the moment. I can't have anyone pinching my ideas now can I? It is 16th time lucky after all! If I can stop the cat drinking my paint water I might actually have a chance; if not, perhaps it might be time for me to have a crack at winning one of the Scrap Demons in the Hobby Area – these are awarded to the best converted model produced at the competition on one of the special tables neatly (!) arranged with a plethora of parts, materials and tools for us all to play with. For anyone attending next year's event, I'll probably see you around and about – look for me under a pile of sprues in the construction area.

But, make sure you grab your tickets fast or you won't be seeing anything at Games Day 2006!



▲ Jon will need his cat to stop drinking his paint water if he has any hope of completing his models for Golden Demon 2006.

Want to know more?

You can read about Jon's Golden Demon experiences at Games Day 2005 online, at:

www.games-workshop.co.uk/gamesday

FRONTLINE UK

NEW!

Independent Stockists

Wargames Workshop
7 Mill Road
Cranfield
Bedford
MK43 0JG
01234 757878

GAMES WORKSHOP

Old Faithful Southampton gets a Makeover

One of Games Workshop's oldest stores, Southampton, had the Techpriests down recently to give it a refit. The Hobby Centre will be ready for war this summer, as the forces of order and disorder battle it out in the Edethor region of Medusa V.

23 East Street,
Southampton, Hampshire, SO14 1HG
Tel: 02380 331962

NEW!

Five new clubs join the GCN

Royal Guild of Minted Boards (Cheshire)
Contact: Christopher Fry
Phone: 07976 878732
E-mail: Chris_Fry@FryupFilms.com

York Garrison (York)
Contact: Robey Jenkins
Phone: 07967 277994
E-mail: garrison_wargaming@yahoo.com

BRBBA (Bognor Regis)
Contact: Mr Frank Hill
Phone: 07896 319 683
E-mail: mrfrankhill@yahoo.com

Mitcham Marauders (Mitcham)
Contact: Jason Fowler
Phone: 07766 340 3472
E-mail: Mitcham-marauders@yahoo.co.uk

Hammer N Ales (Southsea)
Contact: Daniel Few
Phone: 0781 688 9028
E-mail: sonofsm@hotmail.com



COPENHAGEN BATTLE BUNKER

The clash of dice upon flocked gaming board is heard night after night, as armies battle for supremacy in the Battle Bunker located in Partnership store Faraos Cigarer in central Copenhagen. Play when it suits you, as the Battle Bunker gaming room is open Monday through Saturday, with Monday nights reserved especially for veterans. With 10 gaming tables, fantastic terrain, outstanding artwork on the walls it all adds to a fantastic atmosphere!

The Battle Bunker is having lots of exciting events, including campaigns, leagues and weekend tournaments. Logon to the Northern Europe website for more information on upcoming events!
<http://ne.games-workshop.com/events/diary>

Opening hours:

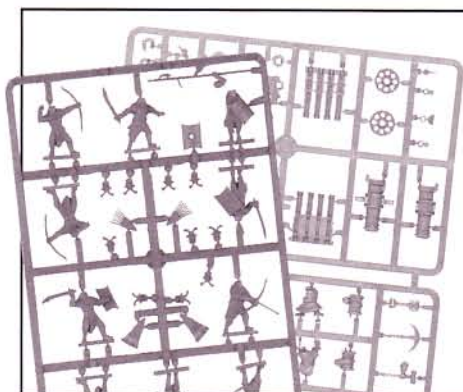
Mon – Tue:11.00 – 23.00
Wed – Thur:11.00 – 17.30
Friday:11.00 – 18.00
Saturday:10.00 – 19:00

COPENHAGEN BATTLE BUNKER

Faraos Cigarer
Skindergade 27
1159 Copenhagen
Telephone: 33 32 22 11



TICKETS AVAILABLE ONLINE NOW AT:
www.games-workshop.co.uk/goldendemon



RECYCLE YOUR PLASTIC SPRUES

Wondering what to do with all those plastic sprues you have left over after assembling your latest game winning unit? Now's your chance to do your bit for the environment and recycle them! All events run at Warhammer World and also Games Day will have recycling points. Just pop all your unwanted plastic bits (no painted, metal or glued models please) in a carrier bag and bring them with you.

GOBSTYKS CORRECTION

Apologies to Gobstys for a few incorrect details in WD317 on their club. Their Bloodbowl trophy is called the Gobstykup not the Gobstyka, gold membership is awarded after five years not three, and the Presidents are Mike Purvis and Tony Burgess not Will Platten. Summary execution of the reading Gnoblars has been performed.

WHITE DWARF ONLINE

The highlights this month...

RELATED ARTICLES

All the magazine-related articles...

Two Towers Masterclass

Find out expert ways to paint some of the key characters from the Two Towers journey who were at Helm's Deep, including the defenders of the fortress and the some of the key Uruk-hai characters attacking them.



Uruk-hai Army Building

With the new plastic Uruk-hai Scouts, Legion of the White Host battlehost, Feral Uruk-hai and Legions of the White Hand army list in the Legions of Middle-earth expansion, we thought it would be a great chance to look at collecting, modelling, painting and a splash of gaming with a force of Uruk-hai.



Space Wolves Venerable Dreadnought

In this month's Games Day article, volunteer reporter Jonathan Carter shows us his latest entry for Golden Demon – a Space Wolves Venerable Dreadnought. We show you how he painted and modelled his mighty miniature, from concept to varnish, online. See the model on page 111.

HOBBY ARTICLES

...and everything else to fuel your hobby.

Eastern Empire

The Eastern Fringe is home to the emerging Tau Empire. Australian hobbyist Sebastian Stuart has collected a unique Tau army over the last few years. Here we ask Sebastian to take us on a tour of his Tau Cadre and give us a few pointers on how he painted them.

Ollie Gray's Dark Elves

You'd think Ollie Gray was preparing an invasion of Ulthuan, such is the size of his Dark Elf army. He regularly takes to the field with it at Games Workshop Lincoln, where he is the manager, although in smaller, more game-sized, chunks. He also has many interesting conversions which this article takes a look at.



Pursued By Wolves

Based upon the scenario of Arwen's perilous flight to the Bruinen Ford, this scenario by Adam Troke features Sam Gamgee's beloved pack-animal. Can Bill escape the ravaging pack of Wargs, or will he find himself a feast for the hounds of Sauron?

What is WD Online?

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

Why subscribe?

- Read forthcoming hobby articles first!
- See the latest new releases and advanced orders!
- Sneak peeks delivered direct early, to your inbox!
- Exclusive editorial content and articles!
- Absolutely free!

**Subscribe now,
IT'S FREE!**

www.games-workshop.co.uk/wdonline

Check out this month's Store & Club finder as well as the Events Diary ►►

THE EVENTS DIARY

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

Upcoming Events

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

whitedwarf@games-workshop.co.uk

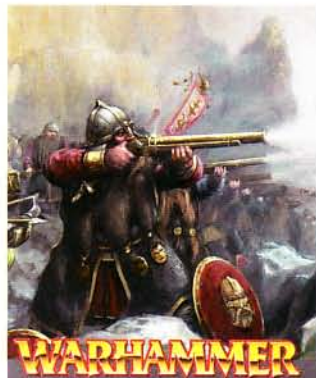
The closing dates for receiving details for publication in the following issues are:

- 1st AugustWD323 (Nov)
- 1st SeptemberWD324 (Dec)
- 1st OctoberWD325 (Jan)

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

Events diary abbreviation guide

WHWarhammer
40KWarhammer 40,000
BBBlood Bowl
WABWarhammer Ancient Battles
WPSWarhammer Players' Society
WECW Warhammer English Civil War
EpicEpic Armageddon
LOTRThe Lord of The Rings
GWGames Workshop
GTGrand Tournament



GRAND TOURNAMENT

HEAT 1

• 7th-8th October 2006

HEAT 2

• 4th-5th November 2006

HEAT 3

• 18th-19th November 2006

www.games-workshop.co.uk/events

AUGUST

GAMES WORKSHOP presents:

DA BIG DIG

Date: Saturday 5th August, 2006

Venue: Manchester Hobby Centre

Details: The "Fighta-Tunullas" are deployed to place Tellyporta beacons onto the Hive's Reactor. This summer the Manchester Store's Gaming events will follow the trail of Git Stix as he attempts to steal the fusion reactor that currently supplies power to the Sybilla Tertius Hive. 10am start.

Contact: 0161 834 6871

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

GAMES WORKSHOP presents:

WARHAMMER CAMPAIGN

Date: Sunday 6th August, 2006

Venue: Gaming Workshop Wakefield

Details: The thawing snows in the Black Mountains have opened the passes and the trade routes to the East. Can you protect the passes from the hordes of Orcs, Skaven and Ogres that live high in the mountains? You will need a 2,000 points army and a 500 points Combat Patrol force to take part. Tickets cost £15 including lunch on the day.

Contact: 0114 243 4633

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

GAMES WORKSHOP presents:

The Battle for Epsylon Gate

Date: Saturday 12th August, 2006

Venue: Manchester Hobby Centre

Details: Your chance to be a part of this 250,000 point Mega Battle! This summer the Manchester Store's Gaming events will follow the trail of Git Stix as he attempts to steal the fusion reactor that currently supplies power to the Sybilla Tertius Hive. Starts 8pm.

Contact: 0161 834 6871

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

GAMES WORKSHOP presents:

DEUSCIDE

Date: Saturday 19th August, 2006

Venue: Manchester Hobby Centre

Details: Da Stelf-Bommas" spearhead an assault against the Warlord Titan. This summer the Manchester Store's Gaming events will follow the trail of Git Stix as he attempts to

steal the fusion reactor that currently supplies power to the Sybilla Tertius Hive. 10am start.

Contact: 0161 834 6871

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

GAMES WORKSHOP presents:

THE BATTLE FOR NORDEN'S BUNKER

Date: Saturday 26th August, 2006

Venue: Manchester Hobby Centre

Details: Will the Orks get their reactor? This is the one we were to find out! This summer the Manchester Store's Gaming events will follow the trail of Git Stix as he attempts to steal the fusion reactor that currently supplies power to the Sybilla Tertius Hive. Starts 10am.

Contact: 0161 834 6871

Website:

www.games-workshop.co.uk/events

GAMES WORKSHOP presents:

FALL OF THE NECROMANCER

Date: Sunday 20th August, 2006

Venue: Gaming Workshop Wakefield

Details: Deep in Mirkwood lies the stronghold of the Necromancer. His shadow is growing over the Elven realm. Can the forces of Good rid the woods of this evil menace or will the Necromancer's power continue to expand? To take part in this The Lord of The Rings campaign you will need a 500 point force.

Tickets cost £15 including lunch on the day.

Contact: 0114 243 4633

Website:

www.games-workshop.co.uk/events

GCN presents:

MEDUSA V: END GAME GCN Campaign Weekend

Date: 19th - 20th August 2006

Venue: Warhammer World, Nottingham

Ticket Price: £45. This covers seven games across two days, lunch on both days, and an evening meal on Saturday. There will only be 14 tickets available for each race (Chaos, Orks, Necrons, Tyranids, Tau, Eldar or Dark Eldar) and 28 Imperial tickets, so book early to avoid disappointment!

Details: see attached advert

Contact: Steve Nolan on 07793 198516

Website: events@gcnm.org.uk

SEPTEMBER

GAMES WORKSHOP presents:

The Lord of The Rings
DOUBLES TOURNAMENT

Date: Sunday 17th September, 2006

Venue: Gaming Workshop Wakefield

Details: Pair up with a friend to battle against others in this competition of deadly duos. To play you will need two warbands of 300 points and a friend to play with. Full details sent with the event pack. Tickets cost £20, including lunch.

Contact: 0114 243 4633

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

GAMES WORKSHOP presents:



Date: Sunday 24th September 2006

Venue: Birmingham NEC

Details: Tickets cost £25.

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

OCTOBER

SLAYER DAY: From the Ashes

Date: Sunday 1st October, 2006

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

Details: 4-a-side team tournament; 2 x 1,500 points Warhammer singles and 2 x 1,500 points 40K singles. Prizes for the winners. Trade stands, participation and open play tables, plus the 'Slayer Day Axe' painting competition. Tickets cost £40.00 per team.

Contact: Carl King on 07979 281 350 or Darrell Lee on 01933 411559

GAMES WORKSHOP presents:

Heat One: GRAND TOURNAMENT
WARHAMMER

Date: 7th – 8th October, 2006

Venue: Warhammer World

Details: This is the first heat in the new Warhammer Grand Tournament season. You will require a 2,000 point force designed around the restrictions listed in the tournament pack. Tickets cost £50 and include lunches on both days and an evening meal on Saturday. Qualifiers from this heat will receive free entry into the Grand Final in February 2007.

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

GAMES WORKSHOP presents:

Dutch Grand Tournament:
WARHAMMER 40,000

Date: 14th - 15th October 2006

Venue: Sporthal UvT, Tilburg

Age: 16+

Details: The annual Dutch Warhammer 40,000 Grand Tournament returns for the sixth year. Tickets go on sale through Northern Europe Mail Order about two months before the event.

Contact: NEGT@games-workshop.co.uk

Website:

<http://ne.games-workshop.com>

GAMES WORKSHOP presents:

Heat One: GRAND TOURNAMENT
WARHAMMER 40,000

Date: 14th – 15th October, 2006

Venue: Warhammer World

Details: First heat in the new Warhammer 40,000 Grand Tournament season. You will require a 1,500 point force designed around the restrictions listed in the tournament pack. Tickets cost £50 and includes lunch on both days and an evening meal on Saturday. Qualifiers from this heat will receive free entry into the Grand Final in March 2007.

Website:

www.games-workshop.co.uk/events

GAMES WORKSHOP presents:

WARHAMMER
Doubles Tournament

Date: Sunday 15th October, 2006

Venue: Gaming Workshop Wakefield

Details: Pair up with a friend to battle others in this competition of deadly duos. To play you will need two Border Patrol forces of 500 points and a friend to play with. Full details sent with the event pack.

Tickets cost £20 including lunch on the day.

Contact: 0114 243 4633

Website:

www.games-workshop.co.uk/events

GAMES WORKSHOP presents:

WARHAMMER 40,000
Doubles Tournament

Date: Sunday 22nd October, 2006

Venue: Gaming Workshop Wakefield

Details: To play you will need two Combat Patrol forces of 500 points and a friend to play with. Full details of the rules will be sent with the event pack.

Tickets cost £20 including lunch on the day.

Contact: 0114 243 4633

Website:

www.games-workshop.co.uk/eventsWPS Grand Tournament
WARHAMMER 40,000

Date: 21st – 22nd October, 2006

Venue: Warhammer World

Details: The WPS Warhammer 40,000 Grand Tournament. Tickets cost £35 including lunch on both days.

Website:

conrad.gonsalves@players-society.com

GRAND TOURNAMENT

HEAT 1

•14th-15th October 2006

HEAT 2

•11th-12th November 2006

HEAT 3

•25th-26th November 2006

www.games-workshop.co.uk/eventsSLAYER DAY
FROM THE ASHES

Sunday 1st October

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

MEDUSA V
END GAME

GCN CAMPAIGN WEEKEND

19th & 20th August 2006,
Warhammer World

The end is nigh...the Tau must extract their forces from the planet, having gathered valuable intelligence. Imperial, Ork and heretic forces seek to prevent them from escaping. Meanwhile, in the Sybilla Quarantine Zone, all hell has broken loose! Eldar forces must keep the Imperials, Tyranids and Necrons at bay long enough to complete their mission on Medusa V.

events@gcnm.org.uk

STORE & CLUB FINDER

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



Our Gaming Club allows you to find independent clubs that are a part of the Gaming Club Network. The clubs listed on page 121 all have:

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

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

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

GAMES WORKSHOP Hobby Centres

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

Except for:

- Stores in shopping centres still open and close according to shopping centre times.
- Some stores are not open every day. Please ring the relevant store for details.



• FULL RANGE OF PRODUCTS

All our centres stock a full range of Warhammer 40,000, Warhammer and The Lord of The Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.

• IN-STORE ORDER POINT

All of our stores have a Direct in-store order point which you can use to get your hands on all of our Specialist Games products, plus many exclusive miniatures, components and classic models with which to customise your Warhammer, Warhammer 40,000 and The Lord of The Rings forces.



• FREE PAINTING & MODELLING ADVICE

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

• FREE GAMING & TACTICS ADVICE

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

• FREE BEGINNERS PROGRAMME

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

• GAMING ROOMS

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



Locating stores & independent stockists ▶▶

Games Workshop products are sold by a large number of shops in 16 different countries across the world. What follows is a listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the Middle East. Games Workshops are open seven days a week, with gaming into the evening on certain nights. Call your local Hobby Centre for more details.

You can find a full list of our UK retail outlets on our website:

www.games-workshop.co.uk/storefinder.

If you're unsure where your nearest stockist is located, then call GW Direct on:
0115 91 40000

GW Store

UK Elite Store

NE Elite Store

NE Partner Store

ALTRINCHAM, The Gaming Crypt:
44 Greenhead Street, WA14 1BZ
Tel: 0161 929 9919

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

(*) Indicates Gaming Room facilities.

Stocks an extensive range products.

Stocks the complete Games Workshop range.

Stocks most of the Games Workshop range.*

New Store opening.

STOREFINDER KEY

Store directory

AVON

GW BRISTOL (CENTRAL):

11 Broadmead, Tel: 0117 925 1113

GW BRISTOL (CRIBBS CAUSEWAY):

Unit 10, The Mall, Tel: 0117 391 2338

BRISTOL, Area 51:

Tel: 0117 9234655

PORTSHEAD, Makis:

Tel: 01273 844773

BEDFORDSHIRE

GW BEDFORD:

10 Cornhill, Tel: 01234 427 1663

LUTON, Final Fantasy

41 New Bedford Road, Tel: 01582 729001

LUTON, Ottakere

Tel: 01582 446999

CRANFIELD, Wargames Workshop:

Tel: 01234 737028

BERKSHIRE

* GW MAIDENHEAD:

Unit 2, 17 Market Street, Tel: 01628 861 1747

GW READING:

29 Oxford Road, Tel: 0118 929 0692

NEWMARKET, Miniature Merchants:

1 Newmarket Road, Tel: 01463 528776

BRACKNELL, Ottakere:

Tel: 01344 480 124

BRACKNELL, Toy Planet:

Tel: 01344 426262

SANDHURST, Toyworld:

Tel: 01252 871337

WINDSOR, Ottakere's Bookshops Windsor:

Tel: 01753 855436

WINDSOR, WJ Daniels:

Tel: 01753 862109

BIRMINGHAM AREA

GW BIRMINGHAM:

1-36 L16, Barking Link, Tel: 0121 633 7191

GW DUDLEY:

Unit 16, Alport Hill Centre, Tel: 0181 440 1018

GW SOLIHULL:

400 Victoria Road, Tel: 0121 705 7997

* GW SUTTON COLDFIELD:

41-47 Birmingham Road, Tel: 0121 354 1774

GW WOLVERHAMPTON:

9 King Street, Tel: 01902 211 0466

GW WALSLEY:

Unit 27, The Square Shopping Centre,

Tel: 01924 272 1507

BIRMINGHAM, Console Games:

1159 Bristol Road South, Northfield, Tel: 0121 351 4444

GREAT BARR, Gaming Crypt:

Tel: 0121 351 4444

RUBERY, Roy's Hobbies & Toys:

Tel: 0121 453 3280

SUTTON COLDFIELD, Digital Dragons:

Tel: 0121 453 3280

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:

Unit 29, The Outpost Centre, Tel: 01494 431 1494

GW MILTON KEYNES:

Unit 2, West End Extension, 802 Wilbury,

Reverend, Milton Keynes, Tel: 01908 8610477

AYLESBURY, Bear Necessities:

8 The 1st Unit, Canal Waterside, HP20 2BU,

Tel: 01296 421008

BUCKINGHAM, Alacuz Toys:

Tel: 01296 421008

GERARDS CROSS, Howard Marshall:

Tel: 01753 880552

PRINCES RISBOROUGH, Treats:

Tel: 01842 441154

CAMBRIDGESHIRE

* GW CAMBRIDGE:

24 Regent Street, Tel: 01223 311 1430

GW PETERBOROUGH:

1 Westgate Street, Tel: 01773 8961052

ELY, City Cycle Centre:

Tel: 01354 741131

HUNTINGDON, Sports & Fashions:

Tel: 01455 454343

PETERBOROUGH, Westgate Department Store:

Tel: 01773 361131

ST NEOTS, First Computer Games:

Tel: 01455 196630

ST NEOTS, Westgate Department Store:

Tel: 01455 477042

WISBECH, Westgate Department Store:

Tel: 01938 201223

CHANNEL ISLANDS

JERSEY, ST. HILIER, The Little Shop:

Tel: 01534 732187

GUERNSEY, ST. PETERS PORT, Carousel:

Tel: 01481 737221

ST. HILIER, Bambula Ltd:

Tel: 01481 737221

CHESHIRE

GW ALTRINCHAM:

Unit 1, 19 Canning Street, Tel: 0161 909 0886

* GW CHESTER:

112 Foregate Street, Tel: 0124 431 1367

* GW MACCLESFIELD:

Unit 30, Chestergate Mall, Grosvenor Centre,

Tel: 01662 561 8039

GW STOCKPORT:

12 Market Square, Tel: 0161 474 1427

GW WARRINGTON:

Unit 20, Town Square, Tel: 0192 565 1484

ALTRINCHAM, The Gaming Crypt:

44 Greenhead Street, WA14 1BZ,

Tel: 0161 929 9919

ALTRINCHAM, Altrincham Gaming Ltd:

Tel: 0161 929 9919

CHEADLE, Fantasia:

Tel: 0161 491 1130

CONGLETON, Dreams Toys & Cycles:

Tel: 0126 027 5277

CREWE, ABC Model Sport:

Tel: 01275 505 048

CREWE, Pottery Model World:

Tel: 01275 250 038

MACCLESFIELD, Jack in a Box:

Tel: 01625 302 221

NANTWICH, Funfair:

Tel: 01829 426 146

NESTON, Carousel:

Tel: 0151 336 627

NORTHWICH, Level 1:

Tel: 01606 45053

NORTHWICH, The Model Shop:

Tel: 01606 426 146

STALYBRIDGE, Hardcastles:

Tel: 01561 301526

STALYBRIDGE, KMY Models:

Tel: 0161 404 8738

STOCKPORT, Goylings Toymaster:

Tel: 0161 427 0989

WARRINGTON, Steve Webb Models & Hobbies:

Tel: 01925 733 225

WIDNES, The Hobby Shop:

Tel: 01514 241 947

CLEVELAND

* GW MIDDLESBROUGH:

Unit 11, 19 Dundas Street, Tel: 0164 221 4091

HARTLEPOOL, Illusions:

Tel: 01429 231 099

HARTLEPOOL, Westgate Department Store:

Tel: 01429 244 137

CORNWALL

GW TRURO:

Unit 1, Bridge House, New Bridge Street,

Tel: 01872 212 0627

BODMIN, Bricksell:

Tel: 01208 720808

BUDE, Nitro RC:

Tel: 01208 352 388

BUDE, More Value:

Tel: 01208 352 382

FALMOUTH, Wanderland Falmouth:

Tel: 01326 312 571

HAYLE, Bluetwits of Hayle:

Tel: 01756 751 012

HELSTON, Eddy & Son:

Tel: 01326 372 787

NEWQUAY, Planet Hobbyworld:

Tel: 01424 819 943

ST AUSTELL, Adela Toys:

Tel: 01726 781 25

ST AUSTELL, Mad for Miniatures:

Tel: 01726 72279

ST IVES, Dragon's Hoard:

Tel: 01773 70544

TRURO, Toymaster:

Tel: 01752 272 432

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 Phone: 07966 969 309
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 Phone: 07711 556 296
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 E-mail: info@gobstys.co.uk

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 Phone: 01440 785589

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 Phone: 01473 827 208
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 Phone: 01245 554185
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Watford Wargames Federation
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Warlords of Walsall
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 Phone: 01922 724278
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Woking 1st Founding
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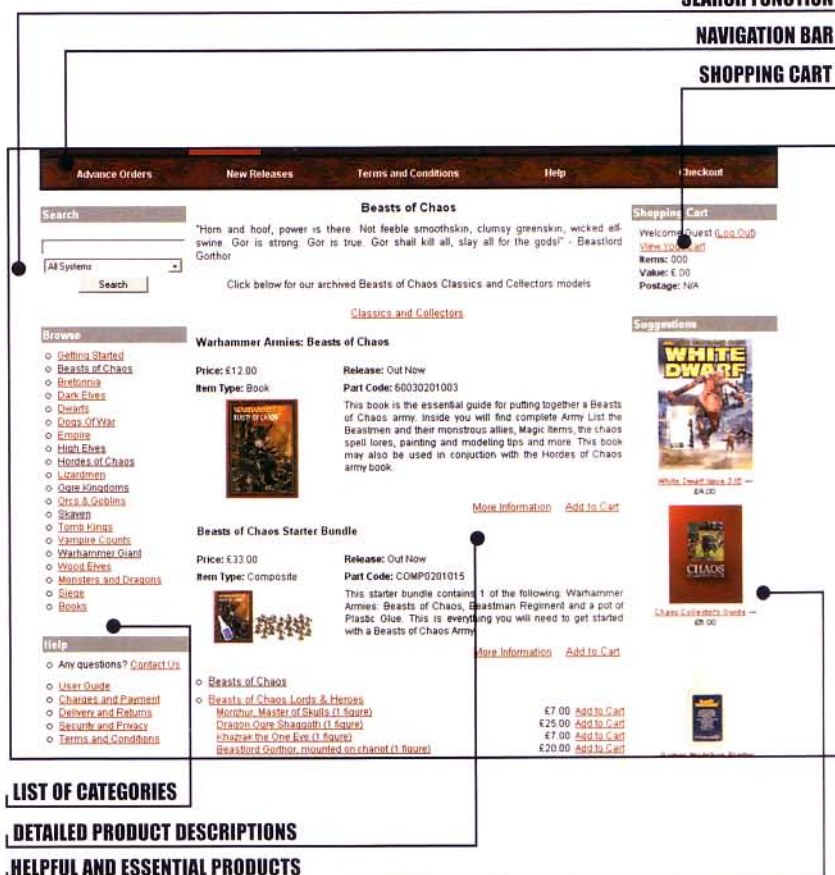
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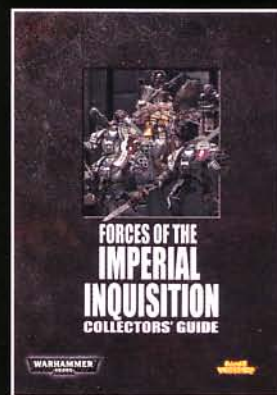
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