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Citizens of the Old World rejoice! Warhammer has been reborn, and it's the best it has ever been.

As summer draws to a close, the campaigning season in the Warhammer World begins afresh. Mighty armies march across burning landscapes to lay waste to their foes, the air crackles with magic, and great beasts soar into the skies! Ah, there is precious little in this world more pleasing to my eyes than seeing two huge, brilliantly painted armies of Citadel Miniatures slugging it out.

Old hands will find Warhammer largely unaltered, bar a few crucial tweaks. These changes make for a smoother, faster yet more tactically satisfying experience without meaning you have to scrap your favourite force – your existing armies remain compatible with the rules set. Of course, we labour night and day to create new army books and models, and the first of these comes out only next month. Don't forget also the amazing collectors' and gamers' editions of the rules. These are available in strictly limited numbers, so get them now if you want them for your treasure hoard.

Whether you're a veteran of a million campaigns or a Warhammer novice, then I also heartily recommend *The Battle for Skull Pass*. Among the box's 100+ miniatures there are plenty of Dwarfs, and they are best army in the world. So speaks Grombrindal!

Grombrindal, The White Dwarf

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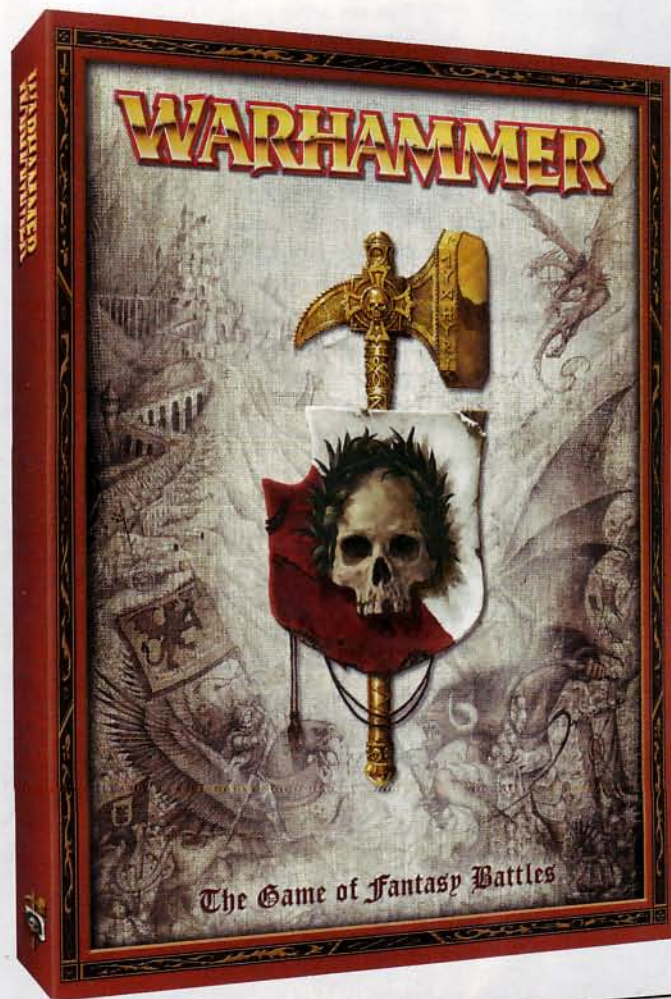
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OUT WHAT'S GOING ON!

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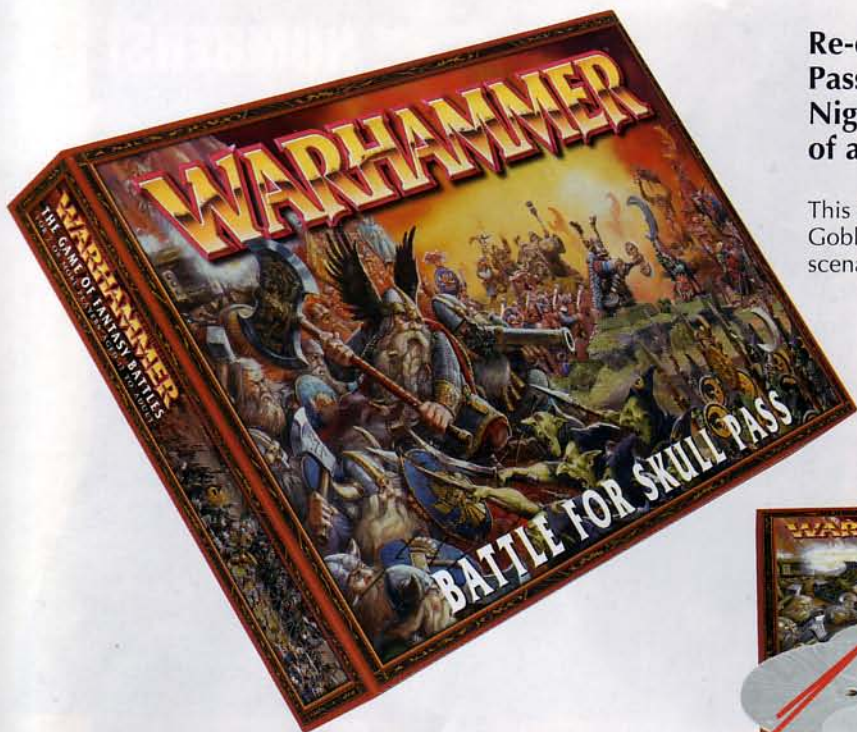
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BATTLE FOR SKULL PASS

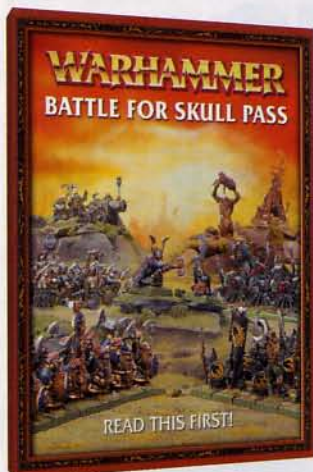


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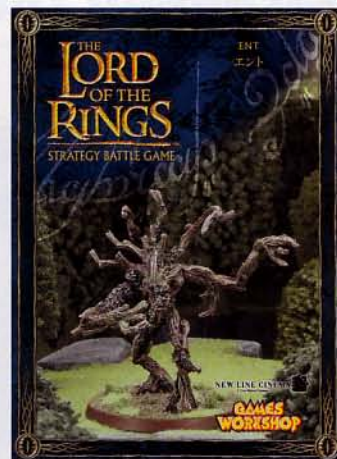
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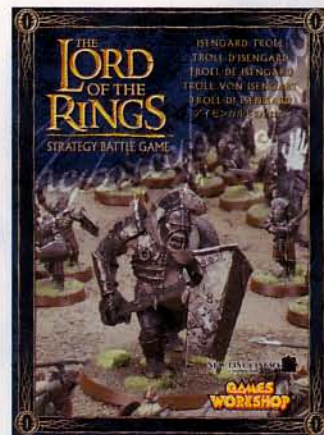
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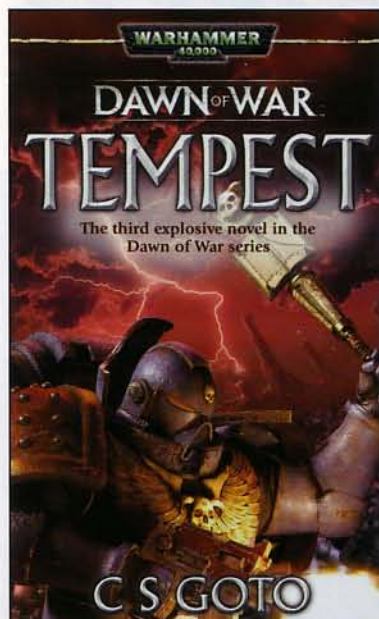
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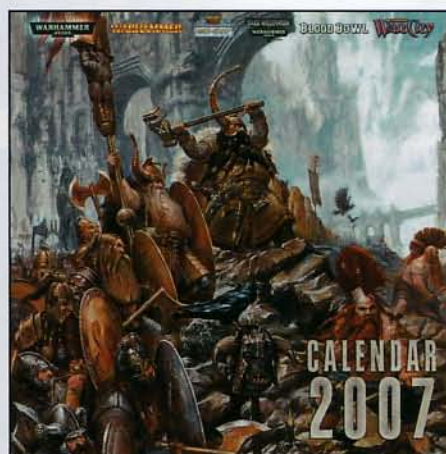
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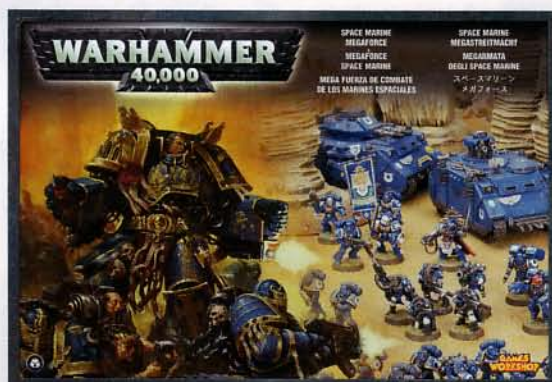
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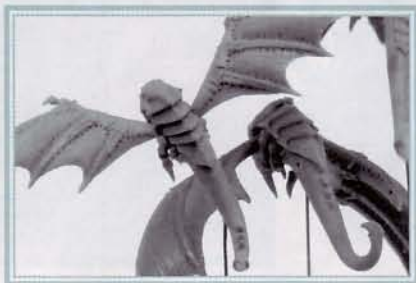
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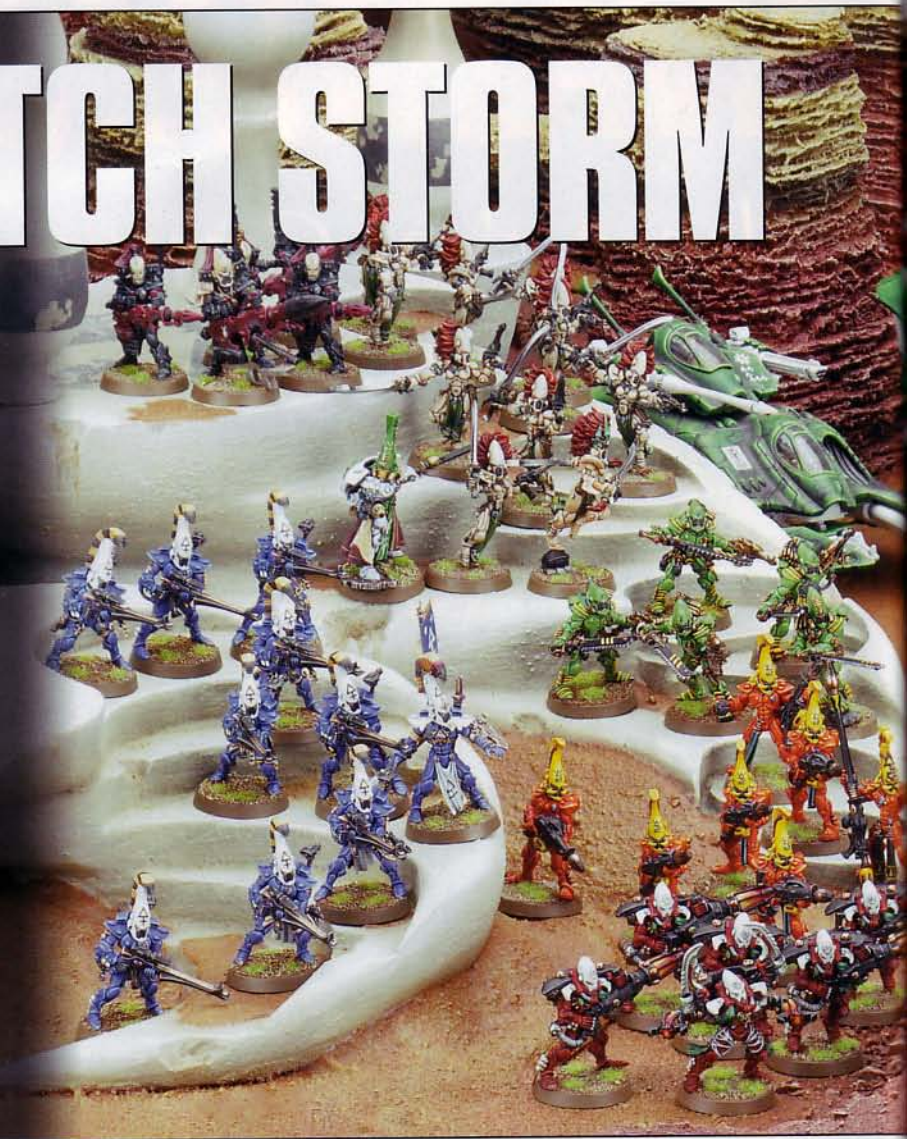
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Though they are the last members of a dying race, the Eldar are fighting back with a brand new codex and a craftworld's worth of reinforcement models, both metal and plastic.

Those tempted to follow the Eldar path can now look forward to new War Walkers, new versions of many of the Aspect Warriors as well as a brilliant new plastic set of Dire Avengers. These releases join our already extensive range of Eldar miniatures to allow you to put together an even deadlier army of swift, enigmatic alien warriors.

And to lead them we have new heroes. A fantastic range of new Farseers are joined by the brilliant Autarchs – an HQ choice for Eldar players who favour an aggressive style of play. There is also a new special character – for the first time Yriel, corsair and saviour of Iyanden, gets a model. Sculpted by Jes Goodwin, it is one of the best Eldar pieces we have ever made. Sadly, we can't show you him just yet, as he's off sailing the stars... As soon as he's back, we'll get his picture.



New Miniatures

Created by the best miniature sculptors in the world under the watchful eye of Jes "Farseer of Games Workshop" Goodwin, the Eldar miniatures coming soon are the finest model aliens you are ever likely to see.

► A new Striking Scorpion Exarch.



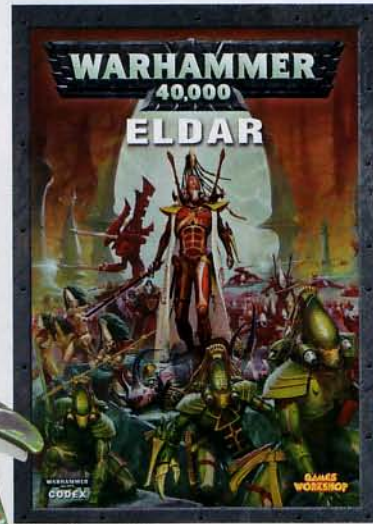
▼ Fire Dragon Exarch with Firepike.



▼ The Eldar Autarchs tread the path of the leader, and have access to all manner of wargear.



The new codex is packed full of background information as well as a fully revised army list. This has a great many pleasant surprises for Eldar players, and a lot of unpleasant ones for their enemies.

[illegible]

WEAPON	RANGE	STRENGTH	AP	TYPE
Sight laser	30"	6	3	Pistol
Silver marks launcher (wall)	40"	4	3	Beam
Silver marks launcher (ground)	40"	4	3	Beam
Flamer	30"	6	3	Beam
Scatter laser	30"	6	3	Beam
Shuriken cannon	12"	4	5	Pistol
Shuriken catapult	12"	4	5	Pistol
Shuriken shield	30"	6	3	Shield



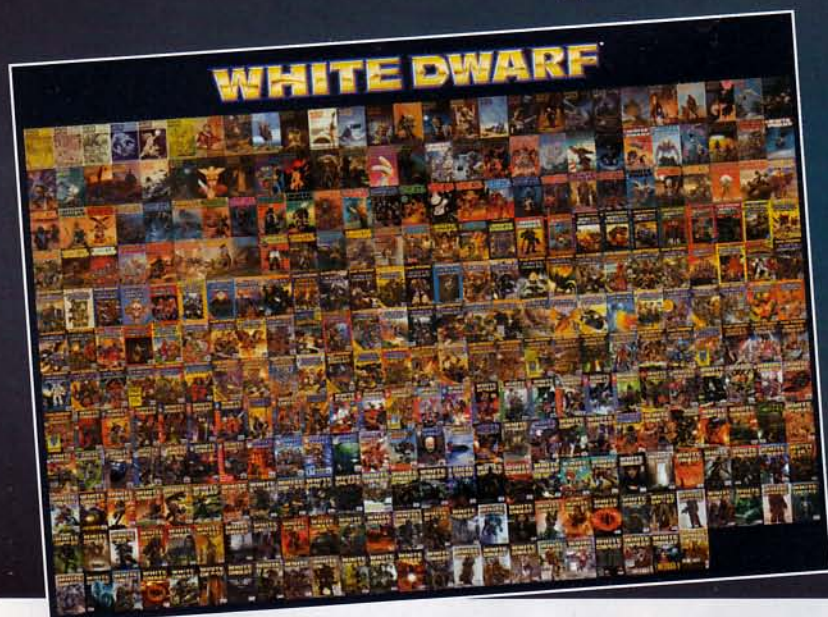
► *What's this? Can you guess, because we're not telling! Let's just say that it's an amazing, huge kit with multiple options.*

[illegible]

WEEK	T	W	F	S	S
1	4	4	2	1	0
2	2	2	2	1	0

[illegible]

White Dwarf poster at Games Day



Grombrindal's beardlings have had a fine idea. Place all the covers for White Dwarf since issue 1 up to issue 324 onto a gigantic A1 poster! This poster really has to be seen to be believed. You can find the issue you started from and progress from there, we have even included a preview of upcoming covers.

These exclusive posters will be available to buy from the White Dwarf stand at Games Day this year. You could even get them signed at the same time by the magazine's Editors (careful, they tend to be a tad smelly – Grombrindal)! Rumour has it that a special subscription deal will be on hand along with the poster...

We've only printed a limited number, so when they're gone, they're gone.

◀ You'll be able to see the next four White Dwarf covers at Games Day - a great way to get a sneak preview ahead of anyone else.

BL PUBLISHING

BLACK LIBRARY AT GAMES DAY

Heading over to Games Day on 24th September 2006? Make sure you stop by the BL Publishing area and check out the amazing range of goodies that will be available. These include *Armour of Contempt* – the latest Gaunt's Ghosts novel and *Orcslayer* – the latest Gotrek & Felix novel, the amazing *Mark of Chaos* computer game tie-in and *The Art of Mark of Chaos* artbook!

As if that wasn't enough, we've got loads of merchandise that's only available on the day! Including the booklet, *The Two Crowns: A Gotrek & Felix short story*. As well we have the Warhammer poster and t-shirt (seen below). Which are Games Day exclusive items!



GAMES DAY & GOLDEN DEMON 2006

Direct Phone line closure

On Sunday September 24th our Direct phone lines will closed. This is because all our Hobby Specialists will be helping out at Games Day 2006. If you still want to buy anything from Direct, the Online Store will be available for you to place your orders.

www.games-workshop.co.uk/store

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 why not take full advantage of this notification! Visit our website for a full list of the changes at www.games-workshop.co.uk/news.

WHITE DWARF ONLINE

The highlights this month...

RELATED ARTICLES

All the magazine-related articles...

Warhammer Website

Just like the Battle for Macragge and the Mines of Moria, the Warhammer Battle for Skull Pass will also be getting its very own mini-site. Featuring expanded hobby articles, scenarios and guides that follow on and compliment those found in the Battle for Skull Pass boxed set.



Medusa Campaign Results

The proverbial dust will settle and the biggest Warhammer 40,000 global campaign will come to a close. All the results will be online by 1st September, and we'll be making sure you know all about them with White Dwarf Online.

THE FALL OF MEDUSA V
THIS SUMMER A WORLD WILL DIE

Converting & Painting Ents

There are many different varieties of Ent in the forest of Fangorn. This article shows several different ways to convert and paint them as well as providing inspiration for how you might go about creating your favourite Ent.

HOBBY ARTICLES

...and everything else to fuel your hobby.

The Shrine of Knowledge

With official downloads already available for our Warhammer 40,000 codexes, this source of errata for your army books has just got bigger. Now with added Warhammer and The Lord of The Rings files, this is the essential area of the website for any gamer.



Games Day 2006

White Dwarf will be descending on Games Day 2006 en masse this year, and one of the many things we'll be doing is reporting on the event. So if you're going and fancy a nostalgia trip or can't make it and want to see what you missed, make sure you subscribe to White Dwarf Online for the low-down!



Last year's Slayer Sword winner, Kirill Kanaev

Daemon Name Generator

Naming your General or Daemon Prince is a simple thing you can do to instantly add some character to your army. To help you, we've put together the Daemon Name Generator, as first seen in the old *Realm of Chaos: Slaves to Darkness* book.

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!
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WARHAMMER

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Battle for Skull Pass paint set	09/09/06	£12.00
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Warhammer Night Goblins Fanatics (Special Edition)	09/09/06	£7.00
Warhammer Dice Tin	09/09/06	£6.00
Orc & Goblin Army	23/09/06	£145.00

NEXT MONTH

Orcs & Goblins Army Book	07/10/06	£12.00
Orc Warboss box set	07/10/06	£12.00
Orc and Goblin Battalion	07/10/06	£50.00
Orc Shaman (foot & mounted) box set	07/10/06	£12.00
Forest Goblin Spider Riders box set	07/10/06	£18.00
Night Goblin Fanatics box set	07/10/06	£8.00
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Night Goblin Heroes	07/10/06	£7.00
Night Goblin Shamans	07/10/06	£7.00

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Tau Empire Megaforce	23/09/06	£100.00

NEXT MONTH

Eldar Army	21/10/06	£145.00
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OTHER RELEASES

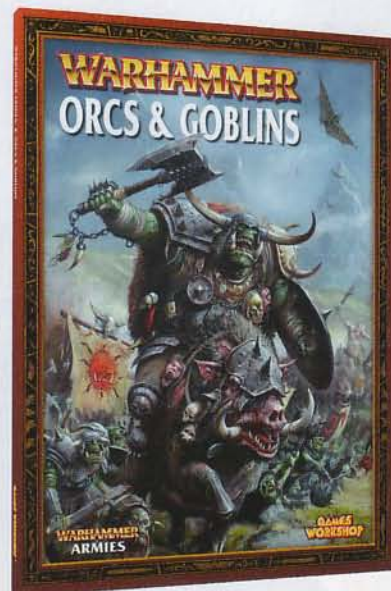
Dawn of War: Tempest	02/09/06	£6.99
The Corrupted	02/09/06	£6.99
2007 Calender	02/09/06	£12.00
Back from the Dead	02/09/06	£6.99

NEXT MONTH

Games Workshop Catalogue 2007	14/10/06	£4.00
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COMING NEXT MONTH

WARHAMMER®



Orcs & Goblins Army book



Orc Warboss

DON'T FORGET



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- Games Workshop stores Page 118
- Model and Games shops Page 118
- GW Online store Page 125
www.games-workshop.co.uk/shopping
- Games Workshop Direct Page 124

WARHAMMER®



25 Alessio Cavatore guides us through the creation of the latest edition in his Designer's Notes.

32 We take a look at the art and imagery of Warhammer, driven by 25 years of development.

34 Alessio Cavatore and Jervis Johnson duke it out in the inaugural battle report of the new Warhammer.

Endless War



With the launch of a new edition of the Warhammer rules, we turned to games designer and author of the latest rule book, Alessio Cavatore, to talk us through the changes.

The new edition of Warhammer is one of the most eagerly anticipated projects to hit the Design Studio this year. Although it's a big beast, full of all the different aspects of the hobby, I'm going to talk about the changes to the rules.

There are no huge differences between the last edition of Warhammer and this one. Let's say that right away. There are two reasons for this. First, there was nothing substantially wrong with Warhammer. Sure, there were some areas I felt needed tightening up and clarifying,

but making big, sweeping changes for change's sake would have most likely resulted in making the game system worse.

The second point is that I needed to make sure that the new edition was going to be compatible with the army books out there. In order not to invalidate any of the books currently in print, I made certain we did not change rules and terminology that are used or referenced elsewhere. This will hopefully save you a few headaches trying to work out how the rules in the army books interact with the new rule book. It was quite a successful effort, as I managed to invalidate only a single magic item and

The affected...

Sacrament of the Lady
This Bretonnian Magic Item allows the sorceress to generate four extra power dice at the expense of casting spells – of course, now no-one else can use them! The dice, however, can still be used to dispel enemy spells in play.

Raiders

Beastman rank up four wide even when they shouldn't be able to. Now that ranks need to be five wide, this makes them slightly weaker.



one special rule! If you do notice any more, please let us know and I'll put them on the website.

Game scenarios

I think this may prove to be the most controversial of the changes I made to the Warhammer rule book. Experience told me that even though the game had in theory a series of scenarios to choose from, most of the time people play Pitched Battle. We had two options with this – we could get rid of Pitched Battle altogether and force people to always play scenarios, or alternatively we could just embrace the idea that Pitched Battle is the normal way of playing the game and go along with it.

Both ideas have advantages and disadvantages, and I weighed the choice carefully. After many a discussion and several different versions, in the end I

decided on the simplest solution. Warhammer already has great variety due to the many different troop types, spells and special rules. I thought more complexity wasn't needed, and a simple

“ I made certain we did not change rules and terminology that was used or referenced in the army books. ”

core scenario was enough to provide an ever-changing and interesting challenge to players. But though the rules section does not include any additional scenarios, the hobby section does.

Insane courage!

Rolling 'snake eyes' for a break test means you pass, regardless of modifiers and of special rules like Fear. This little change is something a lot of people already used as a house rule (one gamer I spoke to was even convinced that the rule was already part of the previous edition!). I really like this rule, as it allows all units to have a little ray of hope even in the direst of circumstances and removes some of the certainties from the game, making sure that (in a realistic way) even the best laid plans may occasionally fail. Watch out for those Goblins holding out against a rear charge from your Chaos Knights!



Ust Scared? Naaah...



If the Elf Spearmen flee from the Black Orcs, the clever positioning of the Wolf Riders will ensure that they're wiped out!

Fleeing through other units

The chance of ensuring the destruction of fleeing enemies by moving a unit in the right position behind them has made quite a considerable difference to the way the game plays. We noticed in our test games that moving troops around the enemy has become even more vital, leading to a lot of manoeuvring, which is certainly no bad thing! Also, the changes to the fleeing and Panic rules make the

age-old tactic of fleeing from a charging enemy and then counter-charging with a fresh unit slightly more risky. This is because the fleeing may now run through the very regiment that is waiting to counterattack and Panic it. This has made positioning units that are setting up this popular kind of trap very important. An interesting change in game dynamics.

Support Units

Small units, with a Unit Strength of less than 5, have more of a support role. Not only can they not take the enemy's rank bonus away with a side or rear charge, but they cannot destroy enemies by getting behind them as they flee, making them definitely 'light'. They also do not cause Panic in nearby friends. This makes them expendable and very useful to have around to set up the charge of your main units, or just to get in the way of an advancing enemy as you shoot and zap them to pieces!



As he has a unit strength of 3, the Maneater can be used a diversion without the player worrying about him causing Panic if he flees through the Greatswords.

Movement

Movement has seen some simplification, mostly the demise of some of the more arcane and often abused rules, like the snaking formation. The major change has definitely been the way fleeing units move. In the previous editions of the game, it was slightly unclear how to work out the direction of fleeing units, in particular in the case of fleeing from multiple enemies. I decided that units always flee directly away from the enemy (from the unit with the highest Unit Strength if there's more than one enemy unit), and in successive turns straight towards the closest table edge. Nothing too new here, but there is one big difference – the unit always has to move in a straight line, no running around interposing terrain and models. Because of this, fleeing units might move through friendly units. If this occurs, and the fleeing unit has a Unit Strength of 5 or more, then it causes a Panic test on the unit it moves through. The payoff for this is that fleeing units no longer cause panic on units they flee past, only through.

If a fleeing unit they has to move through impassable terrain or enemy units with a Unit Strength of 5 or more, they are destroyed. Brutal, I know, but also neater and more decisive!

Magic

I was not happy seeing only high-level Wizards casting spells in the Magic phase. In the main, players were using low-level magic-users as batteries, providing power dice for the big shots. In the new edition, Wizards can use only the power dice they generate themselves and those from the common pool. That these are still up for grabs still allows a certain degree of flexibility to the player. It's really satisfying to see those apprentice sorcerers finally getting to cast their own spells, and it has also toned down the more destructively extreme aspects of magic.

Finally, I reviewed the Miscast chart and made it considerably nastier. You really don't want to Miscast and then roll a double one on the chart, trust me!

Shooting

No major changes, but I had a good look at the rules for war machines, especially at the way cannons and bolt throwers hit units and at how war machines and their crew behave in close combat. The big difference here is that uncrewed war machines are automatically destroyed if attacked by an enemy unit.

Combat

The combat resolution chart is where you'll find one of the major changes of this edition – it's a simple one, but one that has a profound impact on the game. The number of models needed for a rank to

confer a rank bonus to the unit has changed from four to five. There was a tendency for players to deploy infantry units in long columns, four men wide and several ranks deep, which minimised the number of troops fighting and maximised the importance of the rank bonus. I liked the idea of more troops fighting, of actually rolling dice for my models rather than them waiting in line for their turn to fight. At first I experimented with more radical systems of encouraging people to deploy wide, but in the end we found this little change to the rank bonus was very simple and achieved the desired result. Units have a much more pleasant, square look five wide, and even the most sceptical player had to admit that an army arrayed on the field in units like this looks so much better than one in long narrow columns! It wasn't just the aesthetics that

“ I made the Miscast chart considerably nastier. You really don't want to Miscast and then roll a double one, trust me... ”

convinced me though, it was also that the number five was already a strong, recurrent theme in many of the rules of Warhammer. The minimum unit size for almost all units is five or a multiple of five. The minimum unit strength required for a unit to achieve a successful flank or rear attack is 5. Units must now be unit strength 5 or more to cause panic tests in friends nearby if they are destroyed... The list goes on.

Other stuff

I have tidied up the rules for Panic, and they are now simpler to remember. I made all ranges 6", and all units with a unit strength of 4 or less do not cause Panic any more. Overall we found that armies tend to Panic less, reducing those frustrating moments where your entire army runs off because a tiny unit has been blown away!

Thanks

This rule book has been my biggest job for Games Workshop to date, and I'm definitely very proud of it. Even though I had the honour of being in charge of the rules, the finished product has been the result of the hard teamwork of many talented individuals – far too many to name here. But the biggest thanks goes to all of you gamers, whose infectious enthusiasm highly motivated me!

Alessio Cavatore



Power Dice

The magic phase has been slightly toned down by the dispersion of power dice through your many Wizards. Overall you will find there are more low-level spells being cast, rather than just a few very nasty ones. This has changed the relative value of Wizards and magic items that affect casting and dispelling, so you might want to review your magic capability!



Lone Characters

Characters can now always be targetted when they are on their own. Hiding characters has become a considerably more difficult proposition, as you must try and keep friendly units between your characters and danger, which proves really awkward if the enemy bowmen or wizards are sitting on a hill, so that they can see over intervening troops...



Warhammer through the years.

The Warhammer World According to Rick Priestley

No commentary on Warhammer would be complete without a word from Rick Priestley – the man who set the ball rolling with the first ever edition of Warhammer Fantasy Battles. Guy Haley catches up with the man himself.



here is a place in Games Workshop where even Grombrindal treads reverently. Across the wastes of Car Park stands a tall, imposing fortress. Within its uppermost chambers dwell the Lords of GW. It is a place we call The Tower of Power.

It is also where the creator of Warhammer sits in his Thinkatorium, his gargantuan mind churning like the sea, tossing ideas forth which crawl, gasping, into life as games. Although his true name is, in all probability, too terrible for human lips to utter, we call him Rick Priestley.

“Who would have thought that Warhammer would become the basis for an international company employing thousands of people?”

Rick has been with Games Workshop since most of us were knee-high to a Snotling, and it is something of a surprise to him that his part-time, beer-money job sculpting miniatures has lasted so long.

“I am completely amazed,” says Rick. “Who would have thought that

Warhammer would become the basis for an international company employing thousands of people? You know, providing folk with a living and paying mortgages.”

It was in 1983 that the game hit the shops, transforming the future for GW. Seven editions later, the rest is history.

“The game came about because we wanted to give people a use for all these figures they’d collected. At the time we were making models for roleplaying games, but there are only so many Orcs and Dragons you can stuff into a dungeon, so we decided to make a wargame.”

The game proved immensely popular, and soon outtripped RPGs in popularity. Modestly Rick puts this down to luck.

“It was the right game at the right time,” Rick says. “There was a strong tradition of fantasy gaming, so it seemed a natural fit. But it was accessible; simple, easy to understand but with a depth of play that comes with experience and quantity of models. It encourages you to paint, collect and play, which can’t be bad can it?”

Undoubtedly one of the biggest strengths of the game is the setting. The Warhammer world began as a simple cod medieval world, one amongst many, but has become so much more.

“There are ideas from everywhere in Warhammer, but it was primarily driven by the miniatures, it evolved as more and more were added to our range. The creation’s been shared from the start. The figure designers were allowed to do almost anything they liked in the early days, so they’d make this thing, you’d have to put it in the world, and then twenty years later we’re still selling Goblin Fanatics. A lot of things that are emblematic of Warhammer randomly turned up like this. We were a historical wargames company too, and if the Perry Twins got interested in a period then they’d make a model range, which we’d sell in quite a cheerful manner alongside our fantasy stuff. That’s what makes it great – the game’s been unafraid in the way that it grabbed ideas and mixed them together. Sometimes you get an overly serious attitude towards fantasy, but part of the joy about Warhammer is that it is not pure, it can be both light-hearted and serious, and it is all the better for it.”



There are influences from many places in the game, but all have been made uniquely Warhammer.



In The Book

So, you've learned about the rules and the evolution of the game... what else is in store for you in the mammoth tome that is the Warhammer rule book?



Getting Started

PAGE 02

"One of the things we've done with the new Warhammer rule book is to put the information about how you set up the table and deploy your army right at the start of the book. I think this makes a great deal of sense – when all is said the first thing you need to know when playing a game is how to set it up!"

Jervis Johnson



Rules

PAGE 05

"The rules have been reviewed and tidied up, and the most common grey areas have been clarified. We resisted the temptation to make vast, sweeping changes, so that all the existing army books are still perfectly valid. However, the new book makes game-play different enough to challenge all your certainties!"

Alessio Cavatore



Warhammer World

PAGE 124

"It was our main aim to present a complete source of background information, both as an introduction to new players and as a single point of reference for existing gamers. Although our army books add a lot more detail, the broad sweep given in the Warhammer book gives gamers an understanding of the world."

Gav Thorpe



Warhammer Hobby

PAGE 244

"The Hobby Section contains an overview of collecting an army. Everything from assembling metal and plastic models to painting and basing. We really wanted to give players everything they needed to play the game, and that includes letting them know how to get their forces together."

Jeremy Vetock



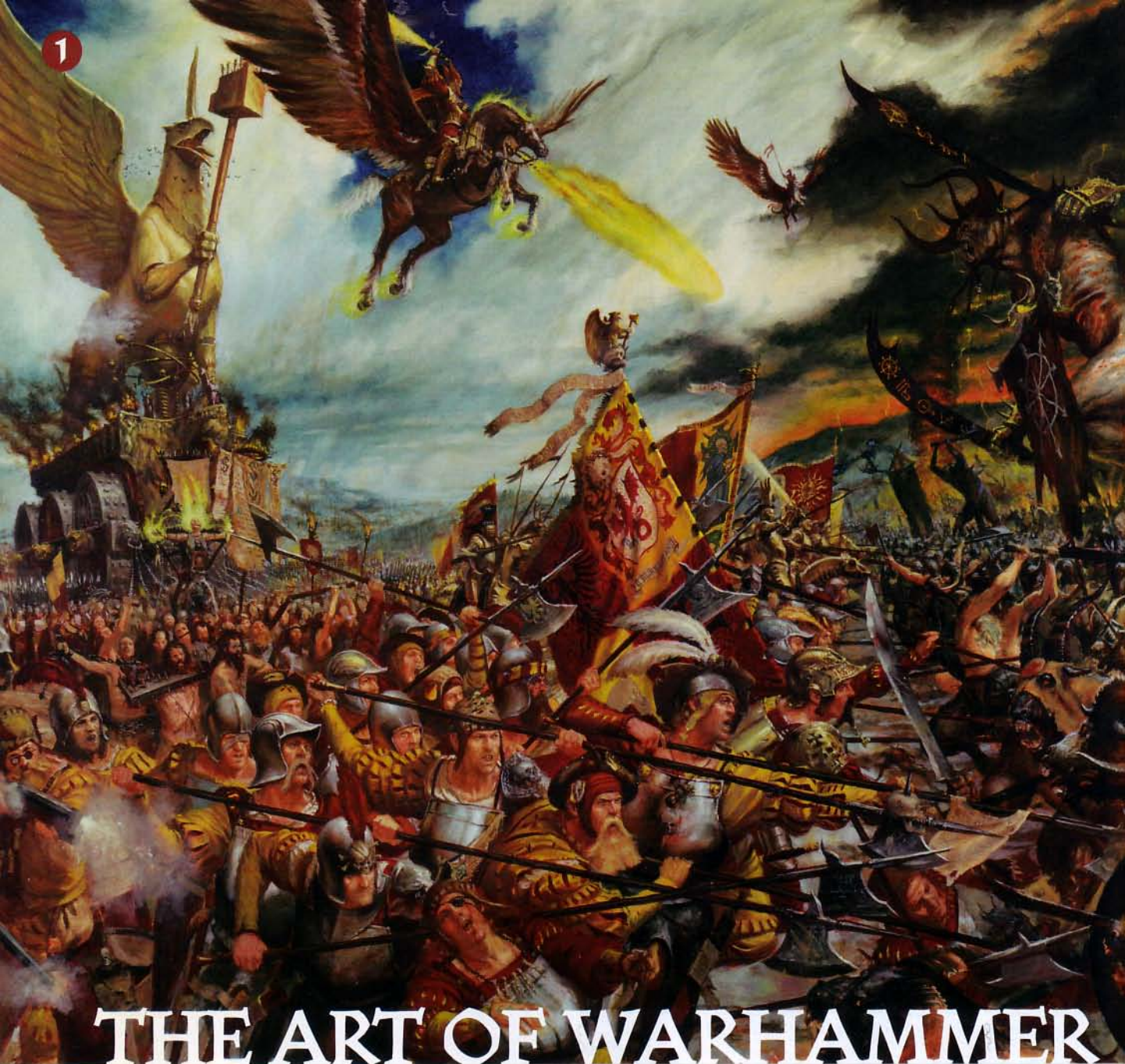
Gaming

PAGE 244

"Additional gaming information can be found in the Hobby Section. There are three scenarios here, to help you diversify your games, as well as a few ideas on taking your games further. There's also information on different ways to play your games, as well as details of where you can play, such as at gaming clubs."

Jeremy Vetock





THE ART OF WARHAMMER

Part of the magic of Warhammer is the amazing artwork that fills all our books, bringing the Warhammer world to life.

Games Workshop's artists labour long and hard creating visceral representations of our worlds. From sweeping vistas to detailed vignettes of troops, each piece adds to the rich tapestry of Warhammer.

The Warhammer world is unique. Unlike a lot of fantasy creations, most of which appear in novels and are the work of one author, it is the result of collaborative work between dozens of people over more than 20 years. As Rick Priestley points out on page 26, the miniatures and the games influence each other, yet the art also has big a role to play. By creating illustrative representations of our games, our artists add ever more layers of realism to the Warhammer world,

bringing the tabletop to life. The pictures, like Black Library novels, fill in the details round the armies, showing you the cities, the landscapes and the other inhabitants of the world, making it seem that little more real. The pictures also affect the models too, and the two art mediums – 3D and 2D – feed off one another.

Under the auspices of 'Father Art', John Blanche, Games Workshop has developed a unique artistic style. Our world is made up from multiple inspirations drawn from all over history, folklore and various mad 'uns heads. Our pictures, a few of which are shown here, help bring all those elements together and meld them into something truly fresh and original.

1 Every edition of Warhammer needs a panoramic piece of art depicting a massive battle. This one is by Paul Dainton, and rather aptly sums up what Warhammer is all about!

2 This seminal illustration, by John Blanche, was taken from the very first edition of Warhammer. Ever since the very beginning, Warhammer has had a dark atmosphere.

3 Karl Kopinski illustrates a huge 'automorial' of the siege of Middenheim, being dragged through the city streets by 10,000 flagellants.

3



4 This piece, by Alex Boyd, illustrates the dark weirdness of the Empire – Leon Brachwurster's mechanical menagerie tours the provinces, bringing amusement and terror in equal measure!

5 An Empire First Knight by Karl Kopinski, from the previous edition.

4



5



2



Battle for Skull Pass

The Battle for Skull Pass box contains loads of miniatures, allowing you to get playing right away. When we asked Jervis Johnson and Alessio Cavatore to show off the new rules, they decided to add to these contents to create a big battle...



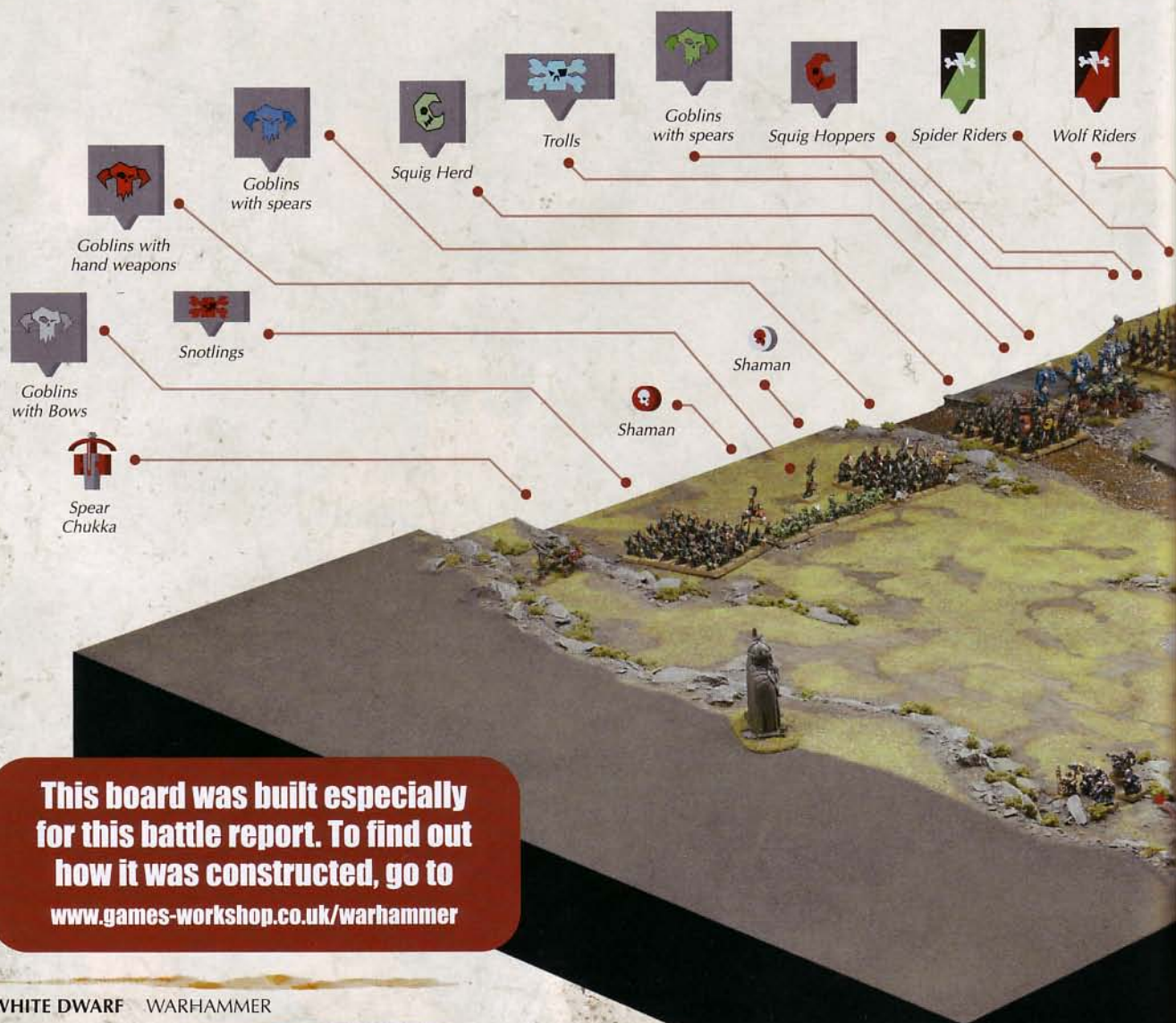
he new edition of Warhammer comes in several formats, but probably the most eye-catching is the Battle

For Skull Pass boxed edition. This lovely set includes two complete Warhammer armies with over 100 Citadel Miniatures between them, as well as the full game rules and a scenario book. When Alessio and I discussed the battle we were going to fight in this report, we quickly came to the conclusion that we'd be crazy (well, crazier than we are already) not to base it on the contents of Battle for Skull Pass.

We decided both that a large Goblin army had been ordered by Skarnsik to drive their way through Skull Pass as part of the Warlord's plan to remove the Dwarfs from the area once and for all. The Warboss, Naffgit, hopes to curry favour with Skarnsik by carrying out his orders. The Dwarfs, on the other are required to hold their ground and drive the Goblins back in disarray, protecting the valuable mines further up the pass. We also decided to use the new Orc & Goblin army list (which will be out next month) but not allow the Goblins to have any Orcs in their army.

We were aided and abetted in our plan by the some hard-working chaps here in the Studio, who made this lovely, fully modelled wargames table which represents Skull Pass itself. We were very excited about playing on the board, little realising at the time just how important some of the terrain features on it would become. But more of that later on; for the moment the stage was set. The Night Goblins were on the march, and at Skull Pass the Dwarf army waited resolutely for them. Who will be the victor of this deadly contest?

Jervis Johnson



This board was built especially for this battle report. To find out how it was constructed, go to www.games-workshop.co.uk/warhammer

Scenario

As Alessio mentioned earlier, the standard way to play Warhammer is the pitched battle scenario, which is exactly what we used here.

Deployment

Armies cannot be deployed within 12" of the centre line – as this board was 4' wide, the deployment zones here extend 12" from the table edge.

- Both players roll a dice to see who gets to choose the table edge.
- The other player places a unit in his deployment zone. Players then take it in turns to set up their units.

Game Length

The game lasts for 6 turns.

Objectives

At the end of Turn 6, players calculate how many Victory Points they have scored. The side with most points wins.

Game Stats

Scenario: Pitched Battle

Points: 2500 per side

Players:

Alessio Cavatore (Dwarfs)
Jervis Johnson (Goblins)

Location: Skull' Pass

Timeline: 2423 IC

Board Set up

The rules for terrain have been expanded, creating a terrain-set-up pre-game phase, though in this game the battlefield was determined by the board's great modelled-on terrain.



Who goes first?

The player winning the roll-off at the beginning of the game gets to choose the table side but also has to start deploying, balancing out the importance of the initial roll.

Alessio takes command of the Dwarf army. He's added plenty of extra warriors to the contents of the Battle For Skull Pass box set, so Jervis's greenies better watch out!



o, the inaugural Warhammer battle report is here, and it has fallen to me to defend the honour of Clan Byrnik against the Night Goblin horde of Jervis Johnson. Now, given Jervis' track record in battle reports, I was quietly confident, but a veteran opponent like the Big J should never be underestimated.

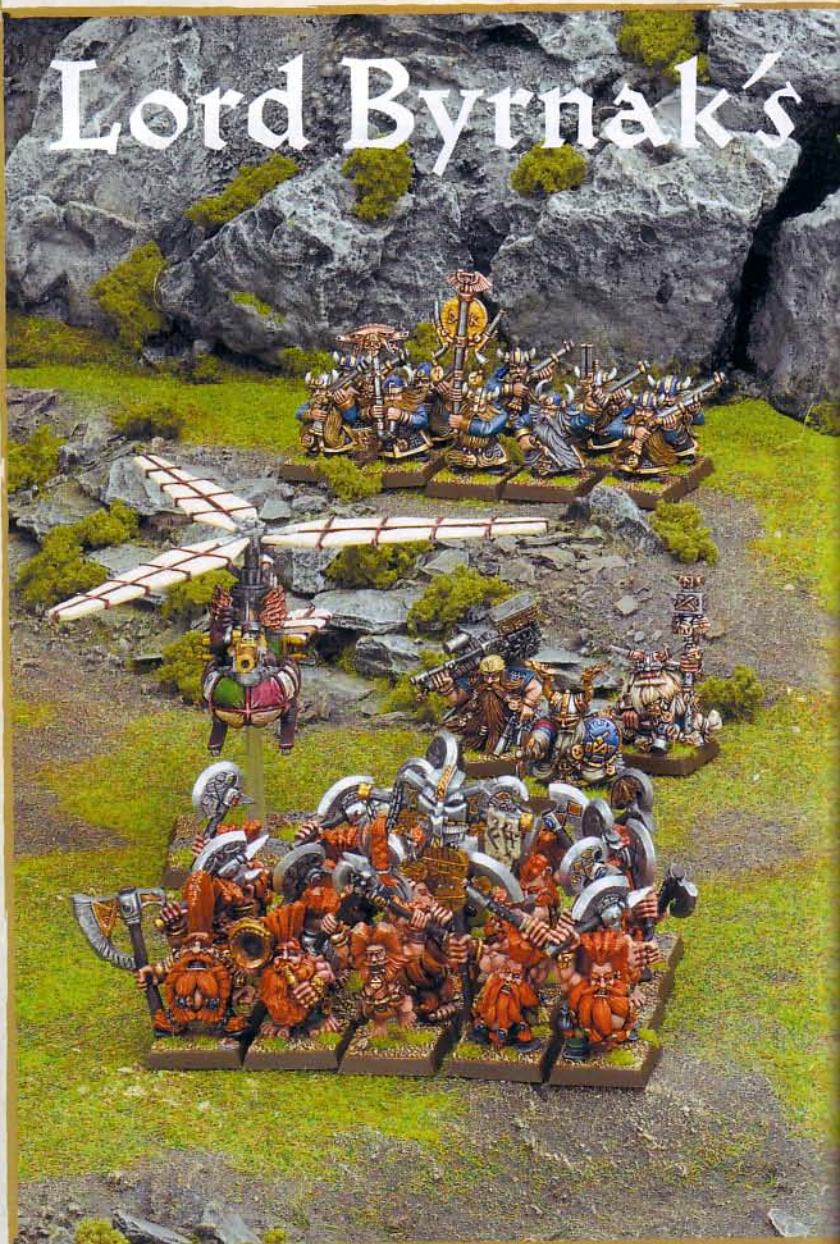
I tried to pick a Dwarf army that was representative of the race and that would show off how the new rules would affect the various troop types. I wanted to pick a force with a reasonable amount of firepower, but one that could still fight hard in close combat. However, against a Goblin army there are a couple of Dwarf units that are must-haves. The first one is a Gyrocopter, to pull the Fanatics out of the Night Goblin units and slow down the enemy's advance by stopping them marching – and of course the steam cannon also works neatly against big units of Goblins! A flame cannon makes a great choice for the very same reason (large target units), and on top of that it cuts through the Trolls' regeneration and causes Panic with every wound. This is always a good tactic against Goblins, as they are not the bravest of warriors.

I took a cannon as they are good for shooting up Giants and chariots, especially with the help of a few Thunderers and Quarrellers. As Dwarfs are so solid, there are few things I truly fear in a Night Goblin army, but the thought of my mighty Clansdwarfs being stuffed down the trousers of a Giant makes me shudder...

With the anti-Goblin essentials picked, it was time to choose a Lord to lead my mighty Dwarf throng. I wanted him to be extra mean in combat, so kitted him out with loads of runes. A Rune of Cleaving and Rune of Fury gave him an impressive 5 Strength 5 Attacks in combat. Being a Dwarf, he obviously wouldn't go to war without some serious armour, so I gave him a shield bearing the Master Rune of Adamant and a Rune of Stone, conferring +1 Toughness and an armour save of 2+! Let the thrice-cursed Grobi get past that.

Miners are great for reinforcing weak points in the battleline, so I picked a unit of them next. I gave the Prospector a steam drill to ensure that they turned up on time, too. Slayers are just too characterful to miss, especially against an army with Trolls and Giants, so 20 of them.

Lord Byrnak's



I needed a scary unit to be my Lord's bodyguard – Hammerers. I admit to being 'cheesy' with this regiment – two Runes of Determination for a unit that's already stubborn guarantees that they're in the fight for the duration. I toyed with the idea of

“ The thought of my mighty Clansdwarfs being stuffed down the trousers of a Giant makes me shudder... ”

taking an Oath Stone for my Lord, but figured that would just be overkill..

Finally, I rounded off the force with a Dragon Slayer, a Runesmith and a Master Engineer to make my artillery even better.

Throng

2500
points



Dwarf Army List

Lord Grongi Byrnak	268	20 Warriors	225
Shield, Master Rune of Adamant, Rune of Stone, Rune of Snorri Spangelhelm, Rune of Fury, Rune of Cleaving		Great weapons, standard, musician and Veteran	
Runesmith Brondol Grothsson	145	Cannon	145
3 Runes of Spellbreaking		Engineer with handgun, Rune of Forging	
Dragon Slayer Borri Graniteskin	50	20 Slayers	253
Master Engineer Grimm Dottosson	74	Giant Slayer, standard and musician	
Great weapon		20 Miners	270
20 Warriors	205	Steam drill, standard, musician and Prospector	
Shields, standard, musician and Veteran		20 Hammerers	310
10 Thunderers	165	Two Runes of Determination, standard, musician and Gate Keeper	
Standard, musician and Veteran		Flame cannon	140
10 Quarrellers	110	Gyrocopter	140



A gent of impeccable taste and the author of the new Warhammer rules, Alessio Cavatore is the man with it all. He also has a ruthless gaming streak a mile wide. Hobbyists want to be him, and he... well, he just wants to win!

The Goblins of Skull Pass are spoiling for a scrap, so they've called in some pals. Jervis takes on the mantle of Naffgit, an ambitious Gobbo warboss desperate to show off to Skarsnik.

Before the battle proper Alessio and I had a couple of warm-up games. This did little for my already rather battered reputation as a Warhammer general, as I re-learned a number of very hard lessons about how – or rather how not – to use an all-Goblin army. In the first game Alessio got the first turn, whizzed forward his Gyrocopter to a position where it pulled all of the Goblin Fanatics out of my units (Fanatics must be released when an enemy comes within 8"), and then proceeded to calmly watch as my own Fanatics, with just the tiniest bit of help from the Gyrocopter and the Dwarf artillery, pulverised the entire Goblin army.

In our second game I did rather better, even though that dratted Gyrocopter managed to lure all of my Fanatics out once again. However, I was slightly more ready for it this time, and so managed to at least get some of my units in contact with the Dwarfs. Unfortunately I had spread myself a bit too thin, with the result that my attacks didn't have enough troops to defeat the Dwarfs facing them. With my own attacks blunted and the centre of my army beset once again by my own Fanatics and the dratted Dwarf artillery I conceded the game.

So, as we came into this game, it was 2-0 to the Dwarfs. Nonetheless, the army I'm using hasn't changed all that much to the ones I took in my first two games (after all, a poor workman shouldn't blame his tools...). The main changes I've made are to increase the size of the Goblin units in the army from 20 to 30 models each, in order to make them more resilient and to try and get the useful +1 combat resolution bonus for outnumbering the enemy. I've reduced the number of Fanatics, as I didn't want too many of the darned things spinning around in front of my own army and spoiling my battle plan. And finally I've increased the number of Shamans in the army from one to two, in the hope that they may be able to blast that Gyrocopter out of the sky with magic before it does too much damage.

These changes aside, the army is pretty much what I used before, and my main change is in the way I plan to use it. In my last game I tried to attack hard on both flanks. This didn't work, so this time round

2500
points

Naffgit



“As my Goblins can rarely win a straight head-to-head fight with the Dwarfs, I will try to use things like my Giant and Squigs to do the fighting...”

I've decided to try and smash one flank with all the fast-moving units in my army, while my big Goblin units advance slowly in the centre. Once the flank attack has destroyed one Dwarf wing it will swing round behind the Dwarfs so that I can crush the centre of the Dwarf army between them and my Goblins.

Well, that's the plan anyway!

Uksragga's Gobbos



Goblin Army List

Naffgit Uksragga		10 Wolf Riders	160
Night Goblin Warboss	155	Spear, shield, standard, musician and Boss	
Shaga's Sword, Spiteful Shield, Amulet of Protectynus		30 Night Gobblins	165
Gitgit Snikgit		Spear, shield, standard, musician, Boss and Fanatic	
Night Goblin Bigboss	110	30 Night Gobblins	165
Sword, Rowdy Grott's Big Red Banner		Spear, shield, standard, musician, Boss and Fanatic	
Firguk da Wierd		30 Night Gobblins	165
Lvl 2 Night Goblin Shaman	125	Spear, shield, standard, musician, Boss and Fanatic	
Two Magic Mushrooms & Nibbla's Ring		30 Night Gobblins	135
Furgik da Wierder		Bow, standard, musician, Boss and Fanatic	
Lvl 2 Night Goblin Shaman	115	2 Goblin Spear Chukka	70
Three Magic Mushrooms		10 Goblin Squig Hoppers	150
10 Spider Riders	160	2 Squig Herds	80
Standard, musician and Boss		Goblin Wolf Chariot	60
10 Spider Riders	160	4 x River Trolls	240
Standard, musician and Boss		Giant	205
4 Snotling Bases	80		



Jervis Johnson needs no introduction. What? Well, if you insist Grombrindal... Jervis is among the wisest of games designers, whose contribution to the Hobby is legend. He also has notorious bad luck when playing in White Dwarf battle reports.

Battle is Joined

Turns 1 & 2

The Dwarfs unhitch their axes and deploy to face their foes – the Night Goblins who are intent on despoiling their mines.

Goblin Animosity

At the start of each of his turns Jervis had to roll a D6 for every one of the Goblin units in his army. If he rolled a 1, they squabbled and could not move that turn, but if he rolled a 6 the unit would surge forward D6" towards the nearest enemy it could see. This is a bit different from the current Animosity rules, and will be examined more fully in next month's White Dwarf, when the new Army Book is released.



itter experience made Jervis deploy his units to stop Alessio's Gyrocopter luring out the Fanatics straight away. Alessio got the first turn and, unable to use his favoured tactic, sent his Gyrocopter forward to just in front of one of the Goblin Spear Chukkas. On the other flank the Slayers gleefully rushed towards the Trolls and the Giant that faced them across Skull River. In the Dwarf Shooting phase Alessio's cannon attempted to hit the Goblin Chariot, but the shot fell short, killing a Spider Rider and a Wolf Rider instead. The Flame Cannon's fiery blast also fell short, but the Gyrocopter's steam cannon was just in range of the Spear Chukka and killed all the crew! Finally the

Quarrellers fired at the Snotlings, but only caused one wound.

Jervis's left flank surged forward, aided by no more than three rolls of 6 on the animosity table, though the Spider Riders on the hill rolled a 1, which meant they spent the turn squabbling. The Goblins in the centre advanced slowly towards the Dwarfs. On the right the archers spread out to get as many shots as possible at the Gyrocopter, while the Snotlings scurried forward to attack the Quarrellers.

In the Magic phase the Goblin Shamans attempted to blast the Gyrocopter, but the Dwarf Runesmith was able to dispel their spells. The Shooting Phase was similarly ineffective, and no casualties were caused on the Dwarf army.





Slaughter-o-Meter



The Slayers fanned out to ensure that as many of them as possible would get to fight. In the centre, the Hammerers and the Dwarf Warriors alongside them started to advance towards the Night Goblin spearmen. At the back of the battlefield the Dwarf Miners emerged from their tunnel, luring a lone Goblin Fanatic from a unit of Night Goblin spearmen nearby. The Dwarf Gyrocopter swept along the other end of the line, luring out two more Fanatics, one of which hit it and caused a wound.

A long-range shot from the Dwarf cannon destroyed the wolf chariot. Worse was to follow, though, when combined fire from the Gyrocopter's steam cannon and the Flame Cannon hit the Night Goblin general's unit. When the steam and flames died down, no fewer than 23 Goblins had been slain! Further shooting from the Thunderers and Quarrellers cut down four models in the Squig herd and wiped out one of the bases of Snotlings.

Fortunately for Jervis, none of his units panicked under this onslaught, and apart from the Spider Riders squabbling again, animosity had no great impact either. In the Movement phase none of the Fanatics hit anything. One unit of Night Goblin spearmen turned to face the Miners, while the rest held their ground or edged slowly forward. These preliminaries completed, Jervis hurled his Squig Hoppers, Giant and Wolf Riders against the Troll Slayers.

In the Magic phase one of the Goblin Shamans managed to cast Brainbursta on the Gyrocopter, causing a second wound, but the rest of the Goblin magic and shooting had no effect.

However, all this was just a prelude for the carnage that ensued on the banks of Skull River. The Goblin forces smashed headlong into the Slayers, and as the Giant Yelled and Bawled at the enemy (guaranteeing a win for the Goblins but not inflicting any casualties), the Squig Hoppers went on a hate-fuelled rampage, killing 11 of the unarmoured Dwarfs. The Wolf Riders killed another four, leaving only the Giant Slayer to strike back. He killed two of the Squigs, but things were starting to look very grim for the Slayers.



Dwarf Miners

Dwarf Miners can start a battle in their underground tunnels. If they do so, a dice is rolled at the start of each Dwarf turn to see if they arrive. When they do, they may be placed beside any table edge, and can move (but not charge) on the turn that they arrive.



Goblin attack!

Turns 3 & 4

With much gnashing of pointy teeth, the Night Goblin force crashes into the Dwarf battle line. Shoddy spear cracks on artisan's armour, but will the Dwarfs hold?

Combat

The player whose turn it is picks which combat to fight first, then the others in turn. Each combat is completely resolved, including fleeing and pursuing, before passing onto the next. This change clarifies the sequence of the combat phase. It has other repercussions, such as allowing units to fight twice in a combat phase if they pursue into an existing combat that has not been resolved yet during that phase. Units, however, are limited to one pursue/overrun per turn.

In the Dwarf turn, the Hammerers and Warriors in the centre continued their advance. By Skull River the Dwarf Warriors with great weapons moved up to help the Slayers, and the Dragon Slayer charged the frothing, loony Squig Hoppers.

Dwarf shooting was less effective than in the previous turn, but still deadly. The Flame Cannon missed, but the Cannon managed to cause two wounds on the Trolls, and the Gyrocopter's steam cannon killed eight of the spearmen that were facing the Miners. The Quarrellers killed another base of Snotlings, and the Thunderers slew three Squigs from the herd that was advancing towards them.

In the Combat phase the Dwarfs killed four of the Squig Hoppers for a loss of four of their own. Casualties had now so reduced the Slayers' numbers that there was no one left for the Giant or the Wolf Riders to fight, leaving them free to move.

In the Goblin turn, animosity caused the Squig Herd to squabble, but otherwise

had no effect. The Giant and Wolf Riders charged into the Dwarf Warriors in front of them, while the Spider Riders moved up beside them. The Snotlings tried to charge the Quarrellers, but were shot down. At the back of the battlefield the Night Goblin Spearmen charged the Miners and the Spider Riders moved up to support them. The rest of the Goblins continued their slow advance, with the Trolls falling back to rejoin the line. In the Shooting Phase the remaining Spear Chukka destroyed the Gyrocopter (much to Jervis's relief).

The Dwarf Miners defeated the spearmen who broke and fled. By Skull River the Squig Hoppers killed the last of the Slayers, but were in turn cut down, leaving the Dragon Slayer on his own. The fight between the Warriors and the Giant and Wolf Riders was a draw, with four Dwarfs falling for the loss of two Wolf Riders.

The Gyrocopter

Alessio insisted on taking a Gyrocopter in this battle report, and you can see why. This flying machine not only slowed the Goblin march and drew out Fanatics, but it also did a pretty good job of decimating the Night Goblins with its steam cannon! Only much effort on Jervis's part brought it down.





Slaughter-o-Meter



Squig Rampage!

In the new Orcs and Goblins army book, if a Squig Herd is ever forced to flee, it runs amok instead. The unit is removed, but first ALL units within 2D6" suffer D6 S5 hits from the rampaging Squigs.

Hatred

The rules for Hatred have not changed. As you might expect, in this battle between two ancient foes it played a large part in making the combats especially bloody and vicious.

Dwarf Shooting continued to decimate the Goblin army, with nine Goblins falling to the flame cannon and another Troll being killed by the Thunderers. In the Combat phase the battle between the Giant, the Wolf Riders and the Dwarf Warriors ended in another draw. The Dragon Slayer only managed to kill one Spider Rider, and although he wasn't hit in return the Goblins' banner and numbers meant they won the combat and held the line.

The Squig Herd was easily defeated by the Dwarf Warriors, they do not flee, instead Squigs go on the rampage when broken! The resulting carnage killed three Hammerers, caused two wounds on a Troll, and felled the Dragon Slayer!

But more extraordinary events were to come. The Night Goblin archers rolled a 6 for their animosity test, and moved forward right on top of the last remaining Fanatic, who killed six Goblins and sent them fleeing in panic! Elsewhere, the fleeing Night Goblin Spearmen rallied, the Clansdwarfs that destroyed the Squig Herd were charged from three sides, and the Miners were charged in the rear by the Spider Riders.

The Combat Phase was far more successful, with the Goblins winning all three combats. The Giant and Wolf Riders hacked down the Dwarfs they were fighting. Suddenly things were turning in the Goblins' favour!

A Time of Woes

Turns 5 & 6

By the beards of Grungni's forebears! The Goblins are beginning to gain the upper hand. How can this be?

Go make matters worse for the Dwarfs, there was little they could do to remedy the worsening situation, as the Hammerers were not in a position to charge anyone. Realising the Dwarf Warriors were probably doomed, the Hammerers continued their dogged advance to help the Miners – if the Miners could hold out, that is! Back near Skull River the Thunderers wheeled to face the onrushing Giant.

In the Shooting phase the cannon fired at the Giant and caused two wounds, but the Flame Cannon misfired and would not be able to fire this turn or next, effectively putting it out of the battle. The Quarrellers peppered the hand weapon-armed Night Goblins, killing three. In the Combat phase the Miners were able to hold their own against the Spider Riders and get a draw, but the Dwarf Warriors were cut to pieces. They turned to flee, but were ridden down by the Spider Riders and destroyed.

Things continued to go well for the Goblins, with none of their units suffering from animosity. The Giant charged the Thunderers, suffering two wounds as they stood and fired, but still smashing into their unit. On the other side of the battlefield the Night Goblin spearmen charged into the Miners. The Wolf Riders returned from their pursuit of the Dwarf Warriors, and moved to a position where they could either charge the Thunderers or the flame cannon next turn, while a unit of Spider Riders moved up to threaten the Flame Cannon as well. Finally the Goblin General's unit, the Trolls and the unit of Night Goblins with hand weapons turned so they could charge the Dwarf Lord's Hammerer bodyguard next turn.

Once again the Goblins' magic and shooting had little effect. In the Combat phase the Giant Yelled and Bawled at the Thunderers, which meant they had to take a break test with a -2 modifier. Alessio's misfortunes continued, the Thunderers failed the test, fled and were caught by the



Giant and destroyed. The Miners fared no better; hit front and rear they lost the combat, broke and were overrun by the victorious Goblins. Two Dwarf regiments had been destroyed one after the other! There was no disguising the fact that things were going from bad to worse for the Dwarf army. Still, neither the Dwarfs nor Alessio were going to give up yet. The Hammerers turned about to face the Goblin General and his supporting units, preparing to kill as many of the little greenskins as possible.

They were helped in this by the Dwarf Cannon, which once again fired with deadly accuracy, bouncing a cannonball into the Goblin General's unit, killing two Goblins and the Army Standard Bearer

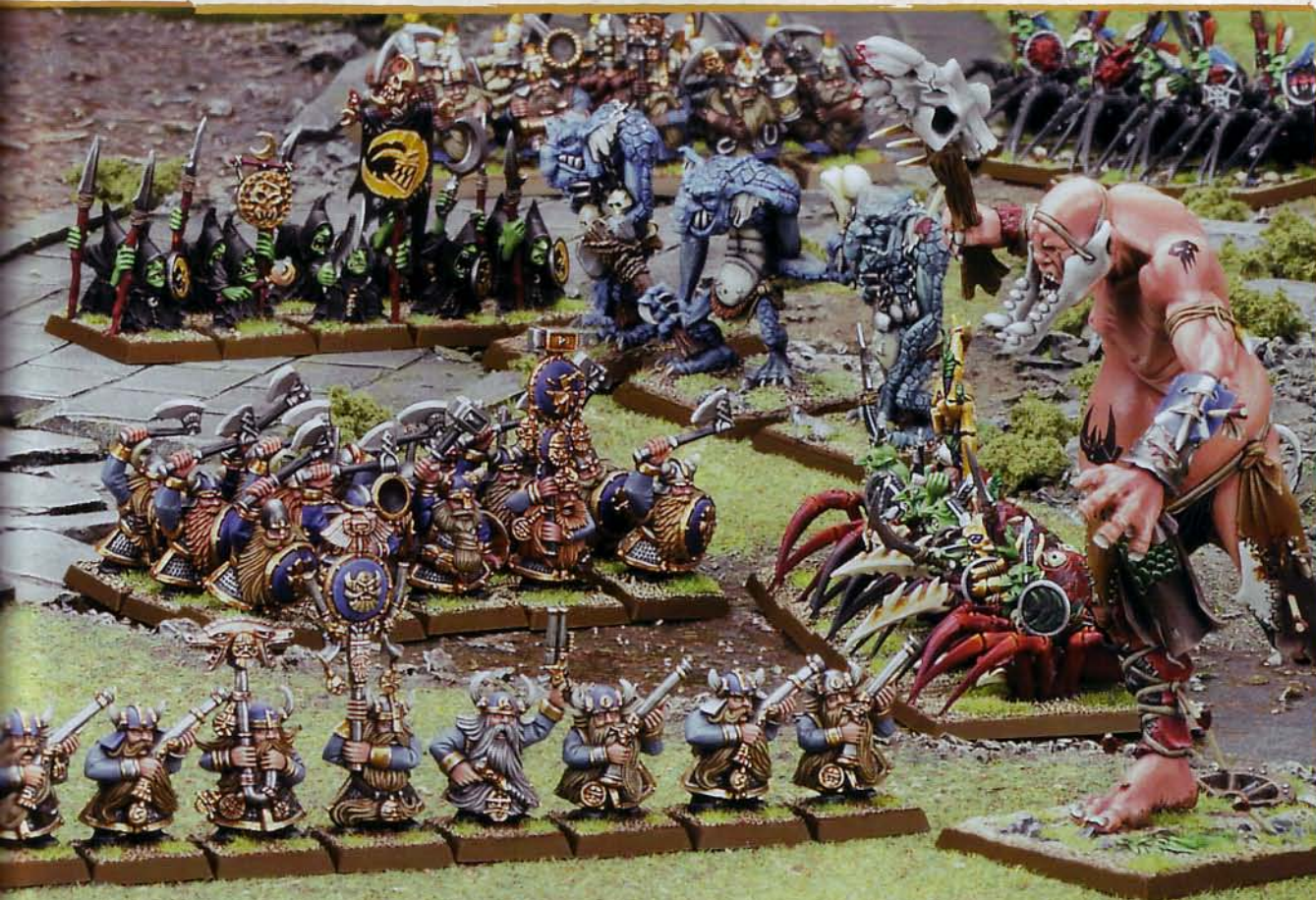
Don't Panic!

Panic tests have undergone the most changes in the new rules. These changes include:

- Units with a Unit Strength of less than 5 do not cause Panic.
- A unit only tests for Fleeing Friends if a friendly unit flees straight through it.
- Units no longer take Psychology tests while in combat, so if a unit legs it, nearby friendly regiments engaged in a scrap do not have to make a Panic test.



Slaught-o-Meter



The Dwarfs are attacked from all sides as the unpredictable Goblin army goes on a rampage!

(who failed his 'look out sir' roll). To add insult to injury the ball then bounced on into the Trolls, slaying one and causing the other to Panic and flee!

Once again animosity had little impact on the Goblins, leaving the Giant, the Wolf Riders and one of the units of Spider Riders free to charge the Flame Cannon, while in the centre the Goblin General and Night Goblins with hand weapons threw caution to the wind and charged the Hammerers. The remaining Night Goblin units moved up to support their general.

The Night Goblin Shamans continued to roll appallingly, and yet again failed to get off a single spell, not that it mattered much at this stage. In the Combat Phase the Flame Cannon was smashed to tinder

wood by the Giant, but the combat against the Hammerers was considerably less successful. The Night Goblin Warboss foolishly accepted a challenge from the Dwarf General and was slain, although he did inflict two wounds on his opponent before being laid low. The remaining Goblins had little impact on the enraged Hammerers and suffered terribly in return. With the General and Army Standard Bearer both dead, it was little surprise that both units broke and fled, leaving the Hammerers victorious.

But this was too little too late – mounds of Dwarf dead littered the battlefield, the dying being poked at by tittering greenies. The Dwarfs had lost. Skull Pass had fallen to the Goblins!

Regeneration

Trolls and other troops who are fortunate to have the regeneration ability now have it slightly better than before. Regeneration now works like a ward save, though in the turn sequence it is taken after ward saves (so it is possible to have both!). It is negated by flaming attacks, but being wounded by a flaming attack no longer removes regenerate permanently. Not that this helps one jot when you Panic and run away, as happened to the cowardly Trolls in this battle.

GOBLINS IS DA BEST!





Dwarf of the day

I cannot really decide among my Cannon, Gyrocopter and Flame Cannon, as all of them functioned splendidly, and between them killed scores of enemies, probably more than the rest of the Dwarf army... so I think I will award the title to my Master Engineer, as he made my Cannon superbly accurate and all the more deadly because of it.

Dwarf lamentations

Woe unto the children of the mountains, many a drinking horn will forever more remain dry.

And it was all going so well!!! Until Turn 4 I thought we had them, but it just wasn't to be. The thing I regretted the most was not buying a battle standard, with so many break tests failed by one or two points! (And I thought to myself before the battle "I won't need one of those. Dwarves never run!" Gah!). And those damn Squigs ate my Dragon Slayer at the worst possible moment. Defeated by a bunch of hopping, over-sized, red balloons with teeth! The shame, I can't take the shame! Only one thing for it – I'll have to dye my beard bright orange and leave for Troll Country, to find myself a suitably glorious death at the hands of some hideous beast. (I'll be avoiding Squigs, though).

If I were green

The only thing I'd do different to Jervis would be to take a few very small (five models strong) fast cavalry units, like Wolf Riders. I consider such units very

but that's where I unleashed a deadly barrage of psychological tactics against Jervis, taking advantage of the fact that he is way too nice a man. I first started with the 'taunt' technique, calling him a yellow coward for refusing to charge, adding that his general could never keep his reputation intact after backing away from the hated enemy with his entire army watching.

As the first attempt did not seem to work (Jervis pointed out that for a Goblin there is no such thing as reputation), I switched to the 'puppy eyes' special attack, asking him to please, pretty please give me a chance to at least have one last glorious fight with my best unit, to at least save my honour in defeat. I could see that I was getting through, as a little tear of sympathy appeared in Jervis's eye.

Noticing that I'd won his emotional side over, I finished him off with logic, so I pointed out that the battle would benefit from a clash of the Generals and it would

"I think I have to explain the reason for Jervis's controversial decision of charging his General into my über-unit of doom in an almost suicidal fashion."

expendable, and ruthlessly use them to either engage war machines in Turn 2 or to simply get in the way of powerful enemy units. They are really annoying for the opponent, and often they get a disproportionate amount of attention from the enemy ranged troops, allowing my really important regiments to get into position relatively intact.

Sneaky stunt

I think I have to explain the reason for Jervis's controversial decision of charging his General into my über-unit of doom in an almost suicidal fashion. Jervis didn't intend to do it at first, sensibly not fancying the chances of his little general and his depleted Goblin unit faced by my fully armed and operational Hammerers. That was the sensible thing to do,

make for a much better conclusion to the story.

Finally convinced, Jervis charged in... and my general took great pride in chopping the little Goblin General into thin slices with his runic axe! Muah aha aha aha... Die little runt, die!!! (Jervis forgot the first rule of playing Alessio – never look him in the eyes over a gaming table! Never! The man's a mesmerist – Grombrindal).

The Story Continues...

There are a lot of nasty little Goblins in the mountains, so if you have a copy of *Battle for Skull Pass*, you can take up the tale yourself. While Naffgit was engaging this larger force of Dwarfs, the sneaky Big Boss Dagskar Earscrapper, determined to upstage Naffgit, took his own band of green ne'er-do-wells and directly assaulted the Dwarf mines! Decide yourself if Dagskar becomes the next favourite of Skarsnik by playing the scenario on page 54.



Goblin War Stories

Waaaaaagh!!!!!! Goblins is da best! Goblins is da best! Goblins is da best! And Night Goblins is da bestest!

Well, that was a really exciting battle, and no mistake. I have to admit that by the end of Turn 3 me, Alessio, and the crowd of onlookers every battle report attracts were pretty sure that the Dwarfs had this one in the bag. As we went into Turn 4 I can remember saying to Alessio that I was going to need some luck in order to turn things round – and do you know, I got it!

The first piece of luck came when my Squig Herd ran amok. I scored a 9 on the 2D6 roll for the range of the rampage, which just put the Dragon Slayer in range, and then I lucked out again by killing him. Although this may not seem like much, with his death my Spider Riders were freed up to charge the Dwarf Warriors in the flank, while the Trolls went in the front and my General's unit hit the other flank. And it was that combat that really turned the battle in my favour and gave me the win – all because of a rampaging Squig! You've just got to love Orc and Goblin armies.

On a more serious note, I was very pleased that my battle plan actually worked (I know, I know, nobody was more surprised than me). The most important part of the plan was hitting Alessio's weaker units first, and then trying to attack from multiple directions whenever possible. You have to use these kinds of tactics with Goblins, as they just can't go toe to toe with Dwarfs and expect to win. While on this subject, most people would consider Slayers quite a tough unit to fight, which begs the question of why I went for them first rather than picking a softer target. The reason I did this was because my experiences in earlier games had shown me that the Slayers were vulnerable to my Squig Hoppers, who get 2 Attacks at S5 and Hate Dwarfs, so I was pretty sure the Squigs could wipe the Slayers out if I was a little bit fortunate – and O Lady Luck smiled upon me.

Not that it was all a bed of roses, of course. Alessio's pinpoint accuracy with his engineer-aided artillery really hurt my army, and once again his Gyrocopter lured out my Fanatics and caused me

all kinds of problems, as did the sudden appearance of the Dwarf Miners. And my two Shaman had a truly dismal day. And then there was the foolhardy charge against the Hammerers which went against my whole plan of avoiding head to head fights with powerful Dwarf units...

But that is all by the by; now the Gobbo's are in possession of Skull Pass. What can I say other than "Ere We Go, 'Ere We Go, 'Ere We Go!"?

Bearded mistakes

To be honest, in reality I doubt I would have done things very differently to Alessio. With the benefit of hindsight, though, I think that the two easy victories in our warm-up games had lulled him into a false sense of security. I think this made him feel that his Dwarf units couldn't be

“I was very pleased that my battle plan actually worked (I know, I know, nobody was more surprised than me).”

beaten by my Gobbos, with the result that they came forward to fight battles that were more in my favour than his. I very much doubt that Alessio will let me get away with this a second time!



Fungoid death machine

My man of the match just has to be the Squig that took the head off the Dragon Slayer. This turned the battle round for me and almost certainly gave me the win.



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A world lies gripped in perpetual war! From the peaks of the mountains to the depths of the darkest jungle, a dozen fantastical races struggle for supremacy. Can you take your chosen army to victory? Do you want to find out how? Read on as Jervis Johnson explains why Warhammer is great.

One question I'm asked a lot at conventions and shows is "What is your favourite Games Workshop game?" My answer has always been the same, and that is Warhammer. This often surprises people because they expect me to pick one of the games that I designed myself, like Epic or Blood Bowl, but the fact of the matter is that if I were asked to pick one game to take with me to a desert island, then it would have to be Warhammer. Why is this? I'll explain...

Great miniatures...

Warhammer would not be nearly as enjoyable if it were not supported by what is undoubtedly the finest range of fantasy miniatures in the world today.

Elsewhere in this issue of White Dwarf you can read a battle report that took place between myself and Alessio Cavatore. As the charge went it was like watching a movie rather than playing a game – the difference being that in this movie I got to influence what happened! This kind of spectacle just couldn't be possible if it wasn't for the dedication and incredible skill of the Citadel sculptors and the miniatures that they produce.

But more than this, it's the Citadel Miniatures that turn Warhammer from a mere game into a deeply involving hobby. Whether you love painting miniatures or have yet to try it out, the fact remains that it is these craft-based aspects of the hobby that make each and every army truly unique. At its highest level a Warhammer army is a work of art, but even a basically painted army can be a source of great pride and satisfaction for the owner, and allows them to bring their own personal touch to the game. It is this, more than anything else that makes Warhammer such an involving pastime.

Great stories & art...

Warhammer is more than just a set of rules. It also describes and illustrates the Warhammer World, a setting that has become one of the most important and influential fantasy worlds of all time. It's

no surprise that Warhammer was one of the very first games to have novels based upon it, or to have collected volumes of artwork from the game published as lavish coffee-table books. The writers and artists involved with the game have always worked to make the Warhammer World a living, breathing backdrop to the battles you fight.

Great rules...

The original reason for designing Warhammer was to answer the demand from collectors who wanted something more to do with their miniatures other than just collect and paint them. Warhammer succeeds in this purpose by providing a really strong rules system that lends real meaning to a collection of

Battle for Skull Pass contains over 100 Citadel Miniatures, enough to give you two whole armies! Command the wicked Night Goblins or doughty Dwarfs on the field of battle.



WARHAMMER

Citadel Miniatures. One of the best things about the rules system is that it achieves this while managing to remain accessible. Although it's quite a complex game in terms of the number of rules it includes – it has to be to cover all the stuff that can be found in the Warhammer world! – the rules remain easy to learn.

A good example of this are the combat rules. In Warhammer you roll to hit, then roll to wound if the blow lands, and finally the target gets to make an armour save if the blow wounds them. This process makes sense because we can all imagine what is being represented – you grab your sword and try to whack your opponent as hard as you can, and hope that the blow is not stopped by their armour. Almost all of the other rules in Warhammer follow a similar pattern; so, for example, if a unit is charged by a huge monster that causes Terror, then the unit under attack has to take a test against its Leadership value or it will flee, and so on.

These logical game mechanics make for a robust game system that is able to cope with all kinds of different situations. Fortunately the flexibility of the

Warhammer rules means they cope brilliantly with everything from Goblins to huge Dragons, or from short bows to Great Cannon, while taking in things like monsters, magic spells and much more.

...make a great game!

All of these things – miniatures, stories, art and rules – blend together perfectly in Warhammer to create a package that I think is impossible to beat. This is mainly because there is a lovely synergy in Warhammer between all these different elements which means that each reinforces and supports all the others. The miniatures make the game look great, the stories and art bring the game to life, and the rules make the game great fun to play. The result is what I consider to be the ultimate miniature wargame.

Warhammer allows you to collect great Citadel miniatures and form them into an army that has a special unique character all of its own, and then you get to fight amazing looking battles.

Now, I ask you, who could ask for more than that in a tabletop fantasy wargame?

Jervis Johnson

Wargaming

As old hands the world over could tell you, Wargaming is where you and an opponent take on each other's armies, made up in this case by Citadel miniatures, on a model battlefield using rules which are driven by tape measures and dice – it is not a board game. A large part of the hobby is collecting and painting your forces of miniatures.

In Warhammer you can choose from 12 different armies, each of which has its own unique characteristics. The rules are available in the Battle for Skull Pass box, and as a hardback book. There are also as gamers and collectors' editions (see page 48 of this issue of White Dwarf).



Battle for Skull Pass

Dwarfs



Warriors

Each clan is required by the king to provide warriors for his army. It is Dwarfs such as these – tough, dependable and expert fighters – who form the backbone of a Dwarf hold's defences. With Toughness 4, Weapon Skill 4 and a Leadership value of 9, these basic troops are a match for many an army's elite units.

Miners

Dwarfs have an insatiable thirst for gold, and their strength and endurance makes them good miners. The warriors of Miner clans go to war with picks instead of axes, and use ancient networks of tunnels to strike deep behind enemy lines.



Thunderers

The Dwarfs are naturally inventive, and though their highly conservative Engineers Guild holds back innovation, over the centuries they have developed many dangerous weapons. They were first to discover black powder, so their firearms are the best in the Warhammer world.

Dragon Slayer

These fearless Dwarfs seek to atone for past dishonour through death in combat.



Dwarf Cannon

Fearsome war machines of iron, brass and steel, these mighty guns are the pride of Dwarf Engineers.



Thane

Noble heroes of the Dwarf holds, the Thanes are great warriors and tacticians.



Battle for Skull Pass contains everything you need to get playing Warhammer (for a full list of contents, see page 48). If you've never played before you'll need a quick idea of who's who in the box. That's right, you get all these figures with the game!

Night Goblin Warriors

Though Night Goblins are cowardly creatures, they work effectively in large numbers. The spear is ideal for Night Goblins, as the length of the weapon allows them to fight in two ranks. The distance this keeps them from their enemies also makes the lads feel braver, even if only temporarily.



Goblins



Night Goblin Archers

The favoured method of warfare for all Goblins is to pepper the enemy with sharp objects from a safe distance. To that end, they often form up in large mobs of Archers, armed with short bows. Though they are not the world's best marksmen, Night Goblin archers can be a major deterrent to an enemy army, as the foe never quite knows if there are dangerous Night Goblin Fanatics lurking within their black-clad ranks.

Spider Riders

Forest Goblins hail from the deepest, darkest forests of the world. Riding giant, venomous Spiders, these vicious greenskins have a mean disposition and are somewhat more daring than their Night Goblin cousins. They perform a fast cavalry role on the battlefield.



Troll

Foul, odious, belligerent, and very stupid, Trolls are the perfect blunt instrument to accompany a Night Goblin force.



Shaman

With the power of the Waaagh! buzzing through them, Night Goblin Shamans are almost as much a danger to themselves as to the enemy!



Big Boss

Bigger, bolder and sneakier than the rest, a Night Goblin Big Boss scares the other Gobbos into line.



Painting

There's nothing quite like a grand collection of painted miniatures. Here's how to paint your free models and get your army started.

Never painted before? Grab your paint brush, take a deep breath and dive in. Don't worry, it's not as difficult as you might think – anyone can learn to paint! Some simple techniques are given here to get you started – we've used the models that come free with this issue to demonstrate. The most important thing is to take your time and try to be neat. And if it doesn't work out first time, practise! For more tips, pick up the How to Paint Citadel Miniatures book, check out the Games Workshop website and keep on getting your monthly White Dwarf.

In the step-by-step painting examples that follow, we show you how a whole unit looks at each stage – there are enough Night Goblins in the Battle for Skull Pass box set for a couple of units this size.

The Night Goblins here were painted using the colours from the Skull Pass Starter Paint Set. The Dwarf requires these further Citadel Colours: Regal Blue, Shining Gold and Dwarf Flesh.

Night Goblin Regiment

All the colours you need for this unit can be found in the Skull Pass Starter Paint set. Before starting, give each model in the unit an even coat of Black paint. This provides an undercoat, as well as being the colour of the Night Goblins' robes.



1

Paint the Night Goblins' skin Green. If you get any paint on the robe, just paint over it with Black.



2

Give the spear staffs a coat of Red paint. If you want, you can also paint the Goblins' eyes with small dots of the same colour.



Night Goblins

Skin Basecoat – Green



Spear Staff Basecoat – Red



Leather Basecoat – Brown



Moon Symbol Basecoat – Yellow Ochre



Metal Basecoat – Metal



Dwarf Warriors

Blue Basecoat – Regal Blue



Metal Basecoat – Metal



Gold Basecoat – Shining Gold



Skin Basecoat – Dwarf Flesh



Hair Basecoat – Brown



3

The binding on the spears, the belts and the teeth are all painted Brown.



4

The moon symbols on the shields and standard are painted with Yellow Ochre. Leave the black undercoat showing in the recesses as shading.



5

Paint the rims of the shields and the tips of the spears with Metal paint.



Once their bases are painted Brown, the unit is ready for action on the tabletop.

Dwarf Warrior

1

The shirt sleeve and shield are painted with Regal Blue.



2

The armour, axe blade and helmet are painted Metal.



3

All the decorative areas are painted with Shining Gold.



4

The face and hands are painted with Dwarf Flesh.



5

The beard is given a coat of Brown paint.



Scenario: Battle for the Mines

The History of Skull Pass

The invasion of Skull Pass is only one war amongst many between the Dwarfs and the Goblins, for their enmity goes back thousands of years to a time when the Dwarf realm was a vast empire. The Dwarfs of old dwelt in mighty underground cities. They were impregnable to attack until a terrible catastrophe befell them – volcanoes and earthquakes rocked the mountains, tearing apart their defences. Seizing their chance, Orcs and Goblins gathered in huge numbers to assault the vulnerable Dwarf cities. The bitter fighting lasted for hundreds of years, and some of the Dwarf holds fell into the hands of evil creatures. For the 4000 years since, the Dwarfs have held onto their crumbling glory. Besieged by greenskins, Ogres, Trolls and other vile beasts, the Dwarfs fight grimly on.

Clan Brynik and Skull Pass

At the heart of the Dwarf realms was the Hold of Karak Eight Peaks, richest and most glorious of all the strongholds. However, disaster befell Karak Eight Peaks, and it was overrun by a combined attack of Night Goblins and the rat-like Skaven. Forced from their Hold, the Dwarfs of Karak Eight Peaks became refugees and most sought shelter in the other Holds. The Brynik clan were too proud to accept such charity. Instead, they settled to the east of Karak Eight Peaks in the valley known as Skull Pass. Here they began to mine gold ore, which they traded with the Kings of Karak Azul and Karaz-a-Karak. The Dwarfs of Clan Brynik defended their new home, fighting off all manner of foes. Despite the hardship, the mine prospered and grew for many generations, but then Skarsnik arrived...

The Crooked Moon Tribe

Most of Karak Eight Peaks and many of the mountains surrounding it are ruled over by the Crooked Moon Night Goblin tribe. Led by their vicious warlord Skarsnik, the Crooked Moon controls everything in and around the area. Skarsnik is a wily and dangerous Night Goblin, and all who oppose him are liable to be fed to his giant Cave Squig, Gobbler. Even the Orcs of the area tend to do what he says, though they'd never admit it to other Orcs.

However, small enclaves of Dwarfs hold out, fighting against Skarsnik's rule. Seeing a chance to improve his standing, the Big Boss Dagskar Earscrapper has promised Skarsnik he will destroy the Dwarf mine in Skull Pass. Night Goblins all round Karak Eight Peaks are on the move. Dagskar's forces have pillaged the outlying settlements of the Dwarfs, now he is about to assault the mines.... Take up the saga of Skull Pass, and decide if it will be the Dwarfs or the Goblins that triumph!

You Will Need

Dwarf Army

- Godri Thunderbrand
- Borri Graniteskin
- 12 Dwarf Warriors
- 10 Thunderers
- 8 Miners
- Dwarf Cannon

- A flat gaming area
- The King's Wall
- The Idol of Mork
- Range ruler
- Dice

Night Goblin Army

- Dagskar Earscrapper
- Nazbad Wartfinger
- 20 Night Goblin Warriors with spears
- 20 Night Goblin Warriors with spears
- 20 Night Goblin Warriors with bows
- 10 Goblin Spider Riders
- Slugdrool the Troll

Night Goblin Board Edge



“The Big Boss Dagskar Earscrapper has promised Skarsnik he will destroy the Dwarf mine in Skull Pass.”

The Scenario

The gaming area

This game is played on a 4' square board. There are three objectives, as shown – a mine, an outpost and a forge. The Grudge Pony model and the King's Wall can be placed with these buildings as additional pieces of scenery. Finally, place the Idol of Mork somewhere in the Goblins' deployment zone.

Deployment

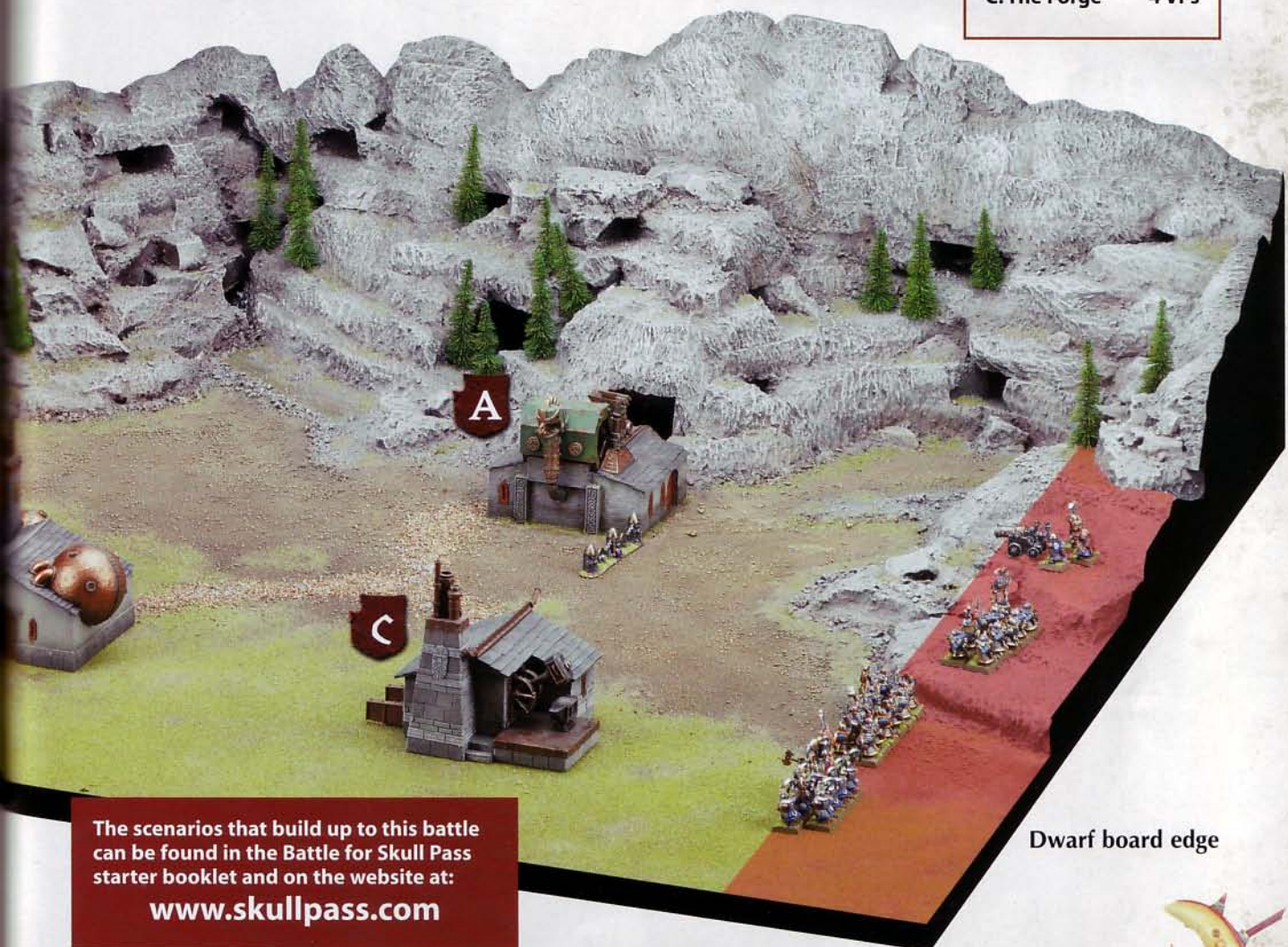
Players deploy their forces using the normal rules, within 6" of their board edge as shown.

Objectives

The two armies must battle it out for the possession of the mine and the surrounding outbuildings. Each of the three objective buildings shown is worth a number of Victory Points (VPs) to the opposing armies. The side with the most VPs at the end of the game wins. If the VPs are equal, then the game is a draw. The game lasts for 6 turns.

Victory Points

A. The Mine	10 VPs
B. The Brewery	6 VPs
C. The Forge	4 VPs



The scenarios that build up to this battle can be found in the Battle for Skull Pass starter booklet and on the website at:
www.skullpass.com

Dwarf board edge

Scenario special rules

Claiming Objectives: At the end of the game, work out which side has captured each objective. An objective is claimed by the closest unit within 6". Only units with a Unit Strength of 5 or greater can claim an objective. If two or more units are contesting a single objective at the end of the game, then the side with the greatest number of

models within 6" of the objective claims it. If no-one has a clear claim, then neither side gets the points.

The Idol of Mork: The Idol is a powerful magical totem that supplies Nazbad with great power. The Shaman may roll an extra dice when attempting to cast his spells.



The Idol of Mork ▶

◀ The King's Wall

Both these items are included in the Battle for Skull Pass box set.



THE SIEGE OF HELM'S DEEP™



Game Stats

Scenario:

The Siege of Helm's Deep.

Forces:

1500 points each. For every twenty models, the Evil side can include one siege ladder.

Location:

Helm's Deep.

Timeline:

The War of The Ring.

Players:

Graham McNeill (Good)
Gav Thorpe (Evil)

This scenario from *The Two Towers Journey* book allows you to recreate the entire Siege of Helm's Deep. Graham McNeill and Gav Thorpe take up the struggle for Rohan.

The Scenario

Objectives: The Good player wins if the Evil force is wiped out and Aragorn, Gandalf and Théoden are still alive. The Evil player wins if Aragorn, Gandalf and Théoden are all slain, thus sealing the fate of Middle-earth. If the Evil force is wiped out, but has slain either Aragorn, Gandalf or Théoden, then the game is a draw.

Gaming Area

The scenario is played on 48"/120cm square board.

Starting Positions

Good: Choose at least 500 points of Good models (which must include Gandalf the White and Erkenbrand) for reinforcements. These are not deployed until later. Aragorn, Théoden, Legolas and Gimli and the remaining Good models are deployed within the walls of Helm's Deep.

Evil: All Evil models may be placed anywhere on the board, but no closer than 12"/28cm to the walls of Helm's Deep.

Scenario Special Rules



Helm's Deep has but one weakness

The culvert can be destroyed as described in The Deeping Wall scenario in The Two Towers Journey Book. If demolition charges are used on other parts of the wall, they will have no effect, though they can be used as normal to attack the gate.

The gate

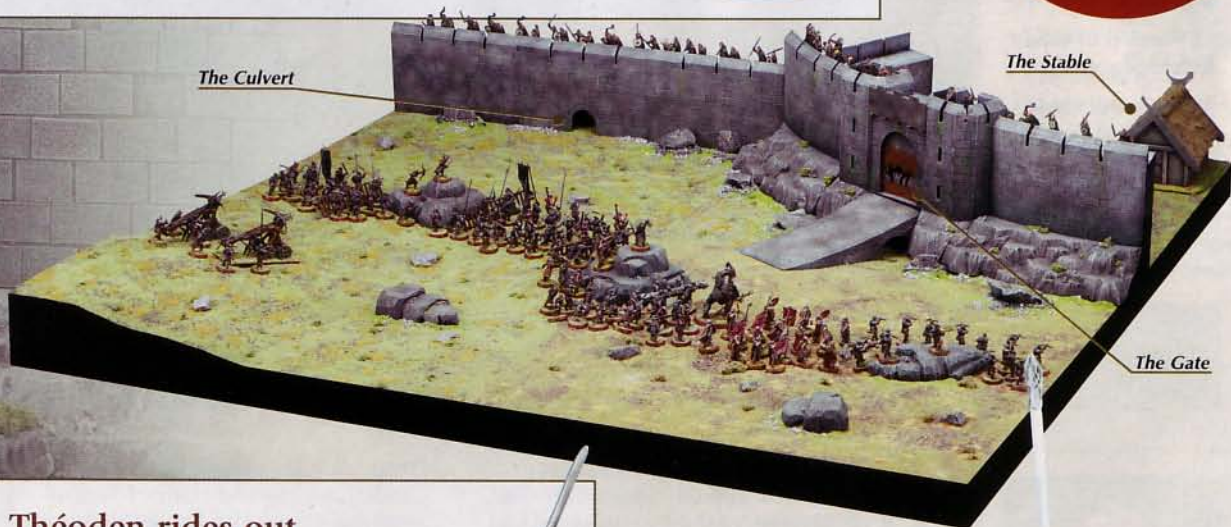
At the start of the siege the gate is intact and braced from within. Treat it as a fortress gate, with a Defence of 10 and 3 Batter Points.

Legion of the White Hand

Every time an Evil warrior with a single Wound is slain, put it aside. At the end of the following Evil Move phase it may re-enter play on a dice roll of 3 or more. If a 1 or 2 is rolled, the model may not re-enter – do not roll for it again. Once Gandalf and the rest of Rohan's reinforcements arrive, no more Evil models may enter play. The Evil force is only considered Broken at the beginning of any turn when there are less than 50 Evil models in play.



Learn how to make this Helm's Deep model in the new The Two Towers Journey



Théoden rides out

From Turn 8 onwards, any Good model may mount a horse by moving into contact with the stable. When this happens, treat any Warriors of Rohan that mount horses as Riders of Rohan. Models may only mount up as long as Théoden is alive. Théoden must mount first, and if the player moves his cavalry out of the gate, Théoden must accompany them – no skulking about behind the castle walls for the king!



The White Rider

Gandalf the White and the reinforcements deployed with him arrive at the end of the Good Move phase in Turn 12. Remember, models that move onto the board cannot charge in the turn they arrive, but may otherwise act normally.



Defenders of Rohan

Graham McNeill protects the honour of the Rohirrim with King Théoden's mighty army of Helm's Deep.

Army List

- Gandalf the White
- Aragorn
- Legolas
- Gimli
- Théoden
- Háma
- Gamling
- Éomer
- Erkenbrand
- 6 Royal Guard
- 14 Riders of Rohan
- 17 Warriors of Rohan with bows
- 12 Warriors of Rohan with hand weapon
- 8 Warriors of Rohan with throwing spears
- 4 Outriders

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



Graham McNeill hails from Scotland, where, legend has it, he was found under a mulberry bush. The evidence for this is that he eats no mulberries. He does however, write exceedingly good rules for The Lord of the Rings.

My army selection for this battle report was pretty straightforward: take every infantry model we had on the Rohan shelves and stick it on the walls of the fortress! Following the scenario rules, I had to have 500 points of reinforcements to come to the rescue, and since the fighting was sure to be at the walls, this force needed to be something fast. So, once I'd included Gandalf the White on Shadowfax and Erkenbrand on horseback, I packed as many Riders of Rohan into this force as possible (which turned out to be fourteen).

The rest of my army consisted of Warriors of Rohan, some Rohan Royal Guard and some Rohan Outriders (who'd obviously stabled their horses elsewhere for the moment). I also had a sizeable contingent of Heroes, with Aragorn and Théoden leading the defence of Helm's

Deep, ably assisted by Éomer, Legolas, Gimli, Gamling and Háma. I kept all my archers on the walls, hoping to thin out the ranks of Uruk-hai before they reached my battleline. I placed lots of warriors with shields on the ramparts too, knowing that I'd need their good Defence values to keep the enemy from the walls.

Gav was sure to aim the Isengard Troll for the gate, so I put Gimli, Éomer, Háma and Gamling – together with some Royal Guard for support – behind it, ready to fight the monster when it got there. Aragorn and Théoden manned the walls, and I was confident that they'd be able to quickly stem any breakthrough attempts if Gav managed to get his filthy Uruks onto the wall. To win, I needed to wipe out the entire Evil force – a tall order in anyone's book, but then Gav's objective isn't much easier...

Graham McNeill

The Host of Isengard

Sinister overlord Gav Thorpe takes charge of Saruman's legions for the greatest battle in the history of Rohan.



Army List

- Vraskû
- Uglúk
- 2 Uruk-hai Banner Bearers
- 2 siege ballistas and 6 Uruk-hai crew
- 1 Isengard Troll
- 14 Uruk-hai with crossbows
- 8 Uruk-hai Berserkers
- 7 Uruk-hai Scouts
- 7 Uruk-hai Scouts with bows
- 26 Uruk-hai
- 17 Uruk-hai with pikes
- 1 Dunlending Banner Bearer
- 1 Dunlending Chieftain
- 5 Dunlending Warriors with bows
- 11 Dunlending Warriors
- 16 Orcs

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

There are three ways to get into Helm's Deep: over the wall with ladders; through the wall by blowing up the culvert; and through the gate by battering it down. I decided to dedicate part of my force to each of these objectives. The ladders were mostly entrusted to solid blocks of Uruk-hai whose Fight values and Strength would give them the edge against normal Warriors of Rohan despite fighting at the top of a wobbly ladder. I also gave a ladder to the Dunlendings, since I felt that they were expendable but would keep Graham distracted from the real threats.

For the gate assault I wanted some hard-hitting models, so I allocated Uglúk and the Isengard Troll to this duty. Some regular Orcs backed them up, but they were just there to carry the ram and soak up the Rohan bow fire. For the bombs that were heading to the culvert, I also

provided some living shields, this time Uruk-hai Scouts.

The last part of the army was the missile troops – plenty of Uruk-hai with crossbows, plus a handful of Dunlending archers and some Uruk-hai Scouts with bows. I massed the crossbows together, with Vraskû to support the Dunlendings, as they would need the help. I kept the rest of the bow-armed models in clusters to snipe at the defenders.

I intend to place the siege ballistas out of counter-fire range where they could see the whole of the wall. Although I could use them to fire at the defenders until my own troops closed in, they're not very accurate, and the main point of their inclusion was their ability to instantly hoist ladders up to the top of wall.

Other than, the orders were very straightforward: charge!

Gav Thorpe



One of the custodians of our games rules, this epic battle report has taken its toll on Gav Thorpe. He's been found wandering the halls of Games Workshop several times of late, cackling manically about a palantír, and a 'new power rising'.

So It Begins...

Turns 1-3

Tension swelled as the two armies faced off across the battlements of Helm's Deep.

For a bit fun before the game, Gav allowed Graham to take a single shot with a Rohan archer (like the nervous old guy in the film did). This actually hit and killed an Uruk-hai, which Graham took as a good omen for the rest of the battle to come.

The Evil force surged forwards, with every model moving towards Helm's Deep. The battering ram and Troll unsurprisingly headed towards the gate, while a solid block of Uruk-hai with crossbows took up position on the right to shoot at the Rohan defenders. The Uruk-hai with ladders, the Demolition team and the Uruk-hai Scouts ran towards the Deeping Wall, intent on blowing it sky high. Legolas and the Rohan archers sent a volley of arrows at the

Demolition team, but only the Elf's arrow was true, killing one of the bomb carriers. Another volley saw a ladder carrier slain. In return, a Warrior of Rohan was felled by crossbow bolts.

“The Uruk-hai surged forwards toward the Deeping Wall, intent on blowing it sky high!”

As the Evil force closed rapidly upon the gate, the Rohan archers fired another volley. This proved more accurate, killing four of the Uruks. The Uruk crossbows retaliated, killing another Rohan warrior





above them as a ladder was thrown up against the wall by the ballista. The Orc carried to the ramparts atop the ladder was unable to defeat the defender and was hurled to his death on the rocks below by the defenders. Things looked grim for Rohan as the Uruk-hai advanced on the walls of the fortress. Worse, the bomb carriers were drawing worryingly near...

The Evil assault on the walls of Helm's Deep began in earnest, with a multitude of Uruk-hai swarming up ladders. The battering ram reached the gate and smashed into it, but the timbers resisted the strike. Ladders were cast down and many of the attackers fell to their deaths.

As their evil companions wrestled with the horselords, the army of Saruman loosed

a hail of missiles over the wall, felling three Warriors of Rohan. Arrow was traded for arrow, death for death, as the torch-carrying berserkers were all killed by the archery of Legolas. All across the walls, Men of Rohan and Uruk-hai fought furious combats, with Aragorn anchoring the defences by killing several Uruk-hai attempting to gain the parapet.

In the centre, the Dunlending Chieftain was carried to the ramparts of the Hornburg by a ballista-aided ladder. Théoden rushed to intercept this threat. In the ensuing fight, the King of Rohan slew the Chieftain, but yet more Dunlending Warriors scaled the walls as the Uruk-hai crossbowmen continued to thin the numbers of defenders on the wall.



*As this battle report closely follows the events of *The Two Towers* book, Aragorn is armed with Anduril.*



But One Weakness

Turns 4-8

The defenders began to take heart, Saruman's army was faltering, but the power of Isengard was not yet revealed...

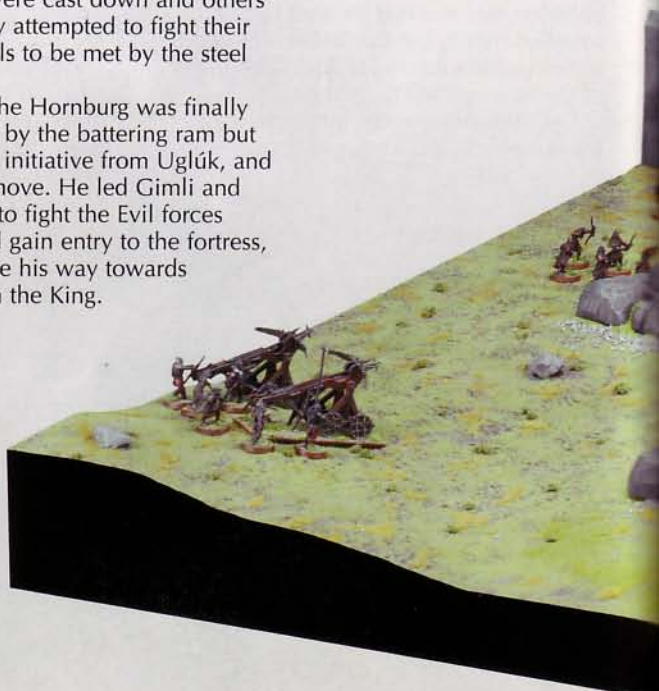
Having killed the chieftain, Théoden rallied his men to him and charged the Dunlending Warriors who had followed their leader to the ramparts. But before any blows could be struck, the Uruk-hai did their work for them, unwittingly shooting the Dunlending warriors with crossbow bolts. With the wall secure, Théoden and two warriors headed down the steps towards the stables, knowing that soon the time would come for the King of Rohan to ride out and meet the foe on the open field.

While the fighting raged on the walls above, the timbers of the gateway splintered and a thunderous explosion shattered the stone of the Deeping Wall. The Uruk-hai had successfully detonated the bomb by striking the casing with their swords and the wall collapsed! Legolas took a wound from flying debris and six Warriors of Rohan were killed in the blast. A breach had been blown in the wall and the Warriors of Rohan who had survived the explosion rushed to defend it from the attacking Uruk-hai. The breach became the focal point of the fighting at the Deeping Wall as more and more Uruk-hai attempted to force their way through the ruins. The Warriors of Rohan and Legolas kept firing into the breach, picking off those Uruk-hai who carried pikes to deny the enemy their superiority in numbers.

Yet the Evil shooting was also showing

itself to be dangerously effective, and three Warriors of Rohan were killed on the walls of the Hornburg leaving the ramparts undermanned. More Evil warriors began to ascend the ladders, set on keeping the defenders on the walls occupied and preventing aid from reaching the Warriors of Rohan in the breach. Many Uruks died as their ladders were cast down and others were slain as they attempted to fight their way over the walls to be met by the steel of Rohan.

The gates of the Hornburg was finally smashed asunder by the battering ram but Éomer seized the initiative from Uglúk, and called a Heroic move. He led Gimli and the Royal Guard to fight the Evil forces before they could gain entry to the fortress, while Háma made his way towards the stables to join the King.



Saruman's lore

If ever there was a lethal testament to Saruman's knowledge of science and sorcery, the Uruk-hai bombs are it. Even if the Good player is able to kill the torch-carrying Berserkers in a Demolition Team that doesn't mean the danger is over. If the bomb carriers can pass their Courage test and roll a 6, they've managed to detonate the bomb anyway. And bombs that detonate in the culvert automatically count as having rolled a 6 on the Detonation chart!



**Good Heroes**

- Aragorn
- Legolas
- Éomer
- Gamling
- Gimli

Evil Heroes

- Vraskû
- Uglúk

To the last Man

The real hero of these turns had to be the lone Warrior of Rohan (a) who had single-handedly managed to defend the ramparts against the Dunlendings (and survive dozens of crossbow shots!). Even after he reached the ground, Gav was determined to kill him and fired more shots that was probably wise at him – all of which he survived!



Éomer slew an Orc, but Gimli was unable to kill his foe, and the shadow of the Isengard Troll was beginning to loom large in the gateway...

King Théoden reached the bottom of the wall with his bodyguards, calling his warriors to join him in a glorious charge from the gates. The fighting continued on the walls of the Hornburg, with Aragorn leading the Royal Guard into combat with the Uruk-hai. More ladders were raised on the Deeping Wall and the Uruk-hai pressed through the breach once more. Again Legolas sent shot after shot into the breach, killing an Uruk-hai with a pike. A storm of crossbow bolts accidentally skewered an Uruk-hai in combat, and a Warrior of Rohan was killed by the Uruk-hai Scouts.

Once again the breach held – No Uruk-hai could reach beyond the Deeping Wall. In the gateway, Éomer called a Heroic combat in an attempt to lend his strength to Gimli, but failed to kill his opponent and was left fighting an Uruk-hai. Gimli and the Royal Guard cleared a path to the Troll. Unless the brute could be slain, King Théoden's ride to glory would be short-lived indeed. There were plenty of Uruk-hai between Gimli and the Troll and whichever force gained Priority next turn would be at a distinct advantage...

On the Deeping Wall, Aragorn and the Royal Guard killed their opponents and secured the wall. Any Uruk-hai who dared climb to the ramparts would be met by the flashing blade of Anduril!



The Isengard Troll is a mighty foe indeed, and proved to be a major danger to the Good side.

Look To The East

Turns 9-12

As dawn breaks on the fifth day, expectation rises in the hearts of the Men of Rohan. Will Gandalf return?

The Evil force pressed forwards once again and Uglúk called an Heroic move, ordering the Uruk-hai to leap from the causeway to make way for the Troll, causing many to be dashed to pieces on the boulders around it. The huge Troll charged Gimli, who was left to fight the creature on his own as Uglúk charged Éomer, hoping to push his force through the gateway. The Warrior of Rohan who had bravely defended the ramparts to the left of the Hornburg through hails of crossbow bolts and angry Dunlendings finally abandoned the wall, knowing that if he stayed the Uruk-hai crossbowmen would surely slay him. He made his way down the steps towards the stables and the king (who was even now mounting Snowmane). The Dunlendings outside at the foot of the ladders moved to take advantage of the empty wallwalk above.

Legolas and two Warriors of Rohan kept up a steady stream of arrows into the breach, their bowfire culling the Uruks before they could bring their superior numbers to bear. Each time the Uruk-hai clambered over the rubble of the breach

they were met with a hail of arrows that gave the beleaguered warriors below respite from their relentless attack.

The fighting in the gate waxed fierce. Éomer was able to kill a Berserker while Gimli fought the Troll to a standstill. Despite managing to win the fights, Gimli could not wound the monstrous beast and the two foes traded blows to no effect. A Berserker finally gained the walls to the right of the Hornburg, killing two Warriors of Rohan and clearing a space for the rest of the Uruk-hai. Aragorn and the Royal Guard moved to intercept the Uruk-hai, but the press of bodies prevented Elendil's heir from reaching the enemy.

The Dunlending Warriors swarmed up the ladders to the empty ramparts above, finally entering the fastness of their hated enemies. Aragorn called another Heroic move and charged the Berserker and Uruk-hai gathering on the ramparts. Théoden and the Riders of Rohan rode to the bottom of the causeway and fired their bows at the Dunlendings on the wall, but failed to kill any of them. The Rohan force was rapidly



Uglúk is a hero who is not to be trifled with.



Gimli is an incredibly tough Hero. With his Defence value of 8, he was able to stand toe-to-toe with a Troll!





running out of warriors to stop each ladder and more and more Evil warriors were clambering up to the ramparts. Vriskû, the Uruk-hai Captain climbed to the walls and drew a bead on the lone Warrior of Rohan who had prevented the Dunlendings from entering the fortress, but his bolts failed to bring down this brave soldier.

The battle in the gateway continued, with Éomer and the Royal Guard helping Gimli in his desperate fight against the Troll. The beast was beaten back and Gimli was finally able to wound it with a blow from his axe.

At last, the defenders of Helm's Deep looked to the east and saw the White Rider upon the horizon, accompanied by

Erkenbrand, Lord of the Westfold, and his riders of Rohan. The horsemen spread out, ready to charge, though the Uruk-hai

“At last! The defenders of Helm's Deep looked to the east and saw the White Rider.”

beyond the walls had massed to fend off the newly arrived reinforcements. A Sorcerous Blast from Gandalf killed a Berserker and two Uruk-hai, and knocked over half a dozen others. Suddenly, the Evil force was looking a lot less fearsome.

The turn of the tide

Gandalf's arrival came not a moment too soon for the forces of Rohan as it meant that Gav could no longer solely concentrate on the walls. Gav now had to divert some of his warriors to deal with the reinforcements, giving the Rohan forces the chance to link up with each other and destroy Saruman's army piecemeal.



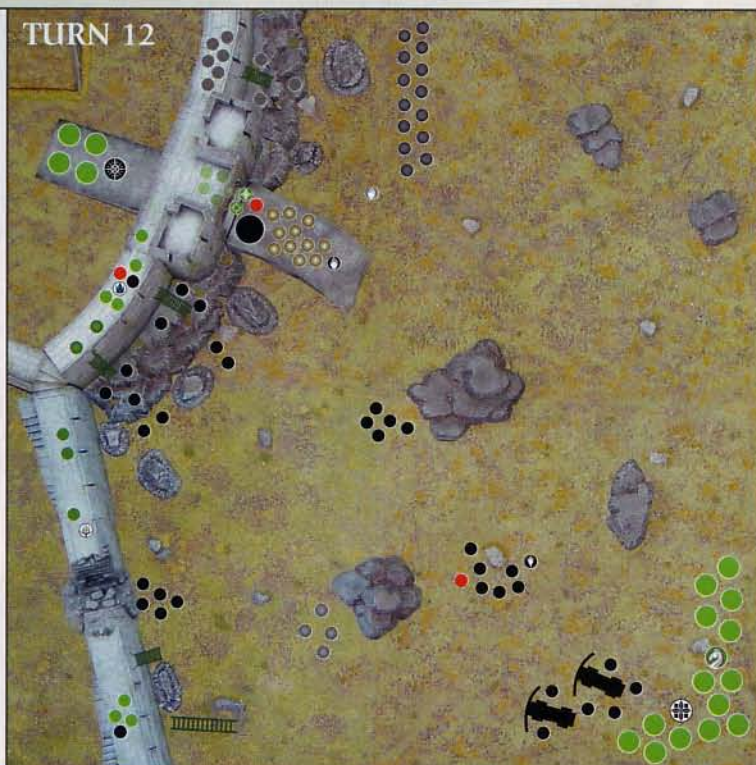
Good Forces

- Aragorn
- Legolas
- Mounted Theoden
- Mounted Gandalf
- Mounted Erkenbrand
- Éomer
- Gamling
- Háma
- Standard Bearer
- Royal Guard
- Warrior of Rohan
- Outrider
- Rider of Rohan

Evil Forces

- Vriskû
- Uglúk
- Standard Bearer
- Isengard Troll
- Uruk-hai Berserker
- Uruk-hai with crossbows
- Uruk-hai
- Uruk-hai Scouts
- Dunlendings
- Orcs
- Ballista

TURN 12



Théoden Rides Out Turns 13-18

After dealing with the enemies in the gate, Théoden managed to assemble a cavalry force to take the fight to the enemy.

The Dunlendings that had already gained the walls of the Hornburg moved along the fortress, hoping to overwhelm the defenders above the gate as Éomer and Gimli attempted to finish off the Troll. Théoden charged into the gateway, ready to fight alongside their comrades and Aragorn charged the Uruk-hai on the wall with new heart.

The fighting on the Deeping Wall had devolved into small, bitterly fought battles, with the archers focussing their attention on the Orcs and Uruk-hai struggling through the breach. Only a pair of valiant Royal Guard stood at the top of the ladders to fend off the enemy, but their courage had not faltered thus far.

In the gateway, things went ill for the defenders as Gimli was hacked down by the Troll, leaving only Éomer to defend it. The Troll continued its bloody rampage and almost killed Éomer. All was not lost, however, as Théoden and his warriors charged through the gateway and rode down Uglúk.

The arrival of Gandalf, Erkenbrand and the Riders of Rohan had turned the tide of the battle in the favour of men. King Théoden and his riders rode from the fortress and charged the Troll on the causeway to avenge the death of brave Gimli. The Men of Rohan were in no mood to be merciful and cut the Troll to pieces. The causeway was clear and the King of Rohan could finally ride out. Both forces were close to breaking, and the next few casualties would prove decisive.

To save Théoden and his riders from

the deadly volleys of Uruk-hai crossbows, Gandalf cast a Blinding Light about himself and rode with all speed to the Hornburg. Erkenbrand led the Riders of Rohan in a mighty charge against the Uruk-hai and, after a brutal combat, the Horse-lords began to cut their way through to the King. The Dunlendings on the walls died beneath the shining blade of Aragorn and the battle in the breach finally began to go well for the Warriors of Rohan as Legolas killed two Uruk-hai below him.

The Uruk-hai were sorely pressed as the Riders of Rohan fought relentlessly, drawing ever closer to the King who, together with his own Riders, cut a bloody swathe through the Uruks at the foot of the causeway. The Uruk-hai with crossbows were bowled over by another Sorcerous Blast from Gandalf. Saruman's mighty army was now in total disarray.

Good Heroes

-  Aragorn
-  Legolas
-  Mounted Theoden
-  Mounted Gandalf
-  Mounted Erkenbrand
-  Éomer
-  Gamling

Evil Heroes

-  Vraskû



Champions of Good

In the last phases of the game, it was Erkenbrand and Gandalf who turned the tide, with Erkenbrand's heroic moves allowing his riders to charge the Uruk-hai rather than be charged themselves. Gandalf's magical powers enabled him to ride to Théoden's rescue with his Blinding Light, and also to knock entire lines of Uruk-hai crossbowmen to the ground! Their arrival brought a dramatic swing to the flow of the game that Graham could not have hoped for, much to Gav's dismay.





Battle Tracker



Flame of the West

Had it not been for Aragorn, the walls of the Hornburg would surely have fallen. The Warriors of Dunland flooded onto the walls of Helm's Deep, only to be met by Isildur's heir and his mighty sword, Anduril. A Hero of Aragorn's calibre proved too much for the unfortunate Dunlendings, who scattered before him!



End game

The Evil force was now caught between the hammer of the Heroes of Rohan and the anvil of Erkenbrand's newly arrived Riders of Rohan. There would be no escape for the Uruk-hai...and since neither Théoden, Aragorn nor Gandalf were injured, Gav conceded the game.



VICTORY



DEFEAT

The Hornburg endures



Hero of the Hour

Though every Hero did sterling work, the Man of the Match has to be Aragorn. Every time the Evil force broke through on the walls, Aragorn managed to prevent them from getting a foothold on the walls. Without his intervention, it's likely the wall would have been captured and the defenders slaughtered.

The dark night has passed

Graham: To say that this was a marathon battle report would be an understatement. It took the better part of two days to finish, but it was worth it to see how cool the battlefield looked when it was packed with every Rohan model and every Uruk-hai we could lay our hands on.

The battle itself was a real nailbiter, swinging from one side's favour to the other several times during the course of the game. At some points I was sure I had Gav beaten, only for him to surge across the walls or kill my warriors with ease. In the end, the brave Men of Rohan were able to hold on long enough for Gandalf and Erkenbrand to come to the rescue of the beleaguered defenders.

Looking back, I don't think there's much I'd have changed about my plan, though I'd have tried not to let Gimli get killed in the gateway! Éomer was lucky to be alive at the end of the game, considering the pummelling he took at the hands of the Troll, but luckily Théoden and

Háma were there to save him from my inept dice rolling. I was perhaps a little too impetuous with Erkenbrand's Riders of Rohan, charging them in just because I could, rather than waiting to gather them together for one, decisive hammerblow into the rear of the Uruk-hai lines.

In the end, it all came good for the champions of the West, and though both forces were broken by the end of the game, I still had plenty of heroes scattered

“It took the better part of two days to finish, but it was worth it to see how cool it looked.”

throughout my army to keep it together, while the Evil force had none and would likely begin to fall apart without a Hero's Stand Fast!

It had been a bloody battle, with many great, evocative moments on both sides. Aside from Gimli's messy death, we'd more or less re-enacted the Battle of Helm's Deep as it happened.



Minion of the Match

On the far left of my line, a single desperate Uruk-hai finally managed to get to the battlements and then onto the steps. He then proceeded to turn back and cut down two more archers, bringing his total to four dead Rohirrim, including the model that took the Good army past its break point. A bit more of that spirit elsewhere would have turned the tide!

A poorly led army never wins

Gav: The plan worked pretty much as I had hoped (*Er, you wanted to lose? Foolish manling – Grombrindal*). Breaching the Deeping Wall so quickly was a real bonus, although Graham's warriors did exceptionally well to keep the attackers out of the hole in their defences. By the end, I was desperate to kill Legolas, whose shooting was taking a heavy toll on the troops trying to pour through the breach, Graham cleverly targetting the pikemen who could have supported the warriors at the front line of this desperate and ferocious battle.

I think I may have spread my ladders too thinly along the length of the Deeping Wall, as this meant that Graham could have two warriors fighting at the top of each one. If I had concentrated all four ladders between the breach and the gatehouse he would have been in more trouble – more one-on-one combats for my powerful Uruk-hai, and fewer models helping out to push the ladders down. As it turned out, much of my mighty army spent an awfully long time hanging around at the

base of the ladders getting shot at while they patiently waited their turn to charge up to the top of walls and get cut down.

But the fight at the gate was great, especially my Troll getting one over on the tank-like Gimli!

Unfortunately, pulling back the Orcs to form a second line played into Graham's hands as it gave Gandalf time to get over

“The fight at the gate was great, especially getting one over on the tank-like Gimli!”

and protect the Riders of Rohan emerging from the gate. I would have felled them with the Uruk-hai crossbows were it not for the White Wizard's Blinding Light power.

My biggest concern, and it grew during the course of the game, was my lack of Heroes. On occasion, an Heroic move or a point of Might in combat would have been very useful. If I were to fight a siege again, more Uruk-hai Captains, and even a couple of Orc or Dunlending Heroes, would certainly feature.

CITADEL TOOLBOX

Army painting with
Flat Drybrushes

When painting armies, your maxim should be, "Always use a bigger brush." Large brushes hold more paint, allowing you to cover models quickly with basecoats and washes. They also give you better results when drybrushing and overbrushing – two techniques vital to the successful batch painter. Flat Drybrushes may seem huge, but they are the best suited to this kind of work.

Touching up undercoat

When spraying models in batches it is inevitable that there will be some areas the spray misses. The large flat drybrush is perfect for quickly touching up miniatures with watered down Chaos Black.



Overbrushed base coating

Guardsman (a) has been overbrushed all over with Scorched Brown. He was then painted using basic colours, leaving the basecoat showing for shading (b). You can paint units very quickly this way.



Ink washes

Another speedy method of painting is to basecoat a model, then wash it all over with a complimentary ink (Brown in this case). A big brush allows you to get an even coat, as you can apply the ink in one go.



Drybrushing

And let us not forget drybrushing! When a figure has a lot of raised detail, such as armour or fur, you can drybrush the whole miniature as a basecoat and then paint the smaller detailed areas afterwards.



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Brush care

Look after your brushes, and they will last you a very long time. Don't dip them up past the ferrule (the metal bit) into your paint, and wash them thoroughly after use. If you do not, paint can become caught in the base of the bristles, forcing the brush end apart.



STANDARD BEARER

Herald of the Emperor's Wisdom
Jervis Johnson talks about the age-old problem of rules questions and how to address them.

Over the last few days I've been playing games of Warhammer with Alessio Cavatore (*read their battle report on page 32 – Grombrindal*). In a couple of these games, rules questions arose that we couldn't resolve immediately ourselves. Yes, even though I've been playing for more than fifteen years, and Alessio is the writer! If it's like that for us, what's it like for you players?

Answers to the questions

It's a fact of the hobby that rules questions come up. Some players dream of having a 'loop-hole free' rule book, but I think it's important to accept that the detailed rules we produce, combined with the free-form nature of tabletop gaming, pretty much guarantee it. It is the price we pay for having such a flexible and detailed hobby.

Despite this, it's important you resolve issues quickly. Spending ages trying to sort out a thorny rules question is a sure way to mire a game in acrimony. As none of us want that, there are a number of ways to sort out these problems so you can enjoy a battle free of actual, real-life fighting.

Check the rules

The first thing you need to do is to go back to the rules and attempt to apply them exactly as they are written. This is referred to as the 'rules as written', or RAW, principle. Some people don't like it RAW – the principle can sometimes lead to situations where troops act in way that

“The occasional rules query is the price we have to pay for having such a detailed hobby.”

doesn't seem quite right, but nonetheless, if RAW gives a clear and unambiguous solution to a rules question, then you must use it.

A recent example I've seen of this concerns Space Marine Drop Pods. These vehicles are noted as being Immobile on their profile. Careful study of the victory points rules state clearly that an Immobile vehicle scores the opponent half its points

Jervis Johnson's Patent Rules Checking Matrix

1. Check the rules for an answer.
2. If there isn't an answer in the rules, then dice off.
3. After the game, check our website and see if it is covered in the errata we publish there.
4. If there isn't a solution on the website, ask someone. You might consider telephoning the Games Workshop Direct 'Rules Boyz' service, or asking a friend how they play (we, of course, bully the smallest Games Developer to go and ask Rick Priestley. They occasionally make it back with an answer. Sometimes with all their limbs, too).

value as victory points, the Drop Pod is clearly noted as being Immobile in its profile, and therefore we can use the 'rules as written' to determine that an opponent scores victory points for the Drop Pod even if they don't manage to damage it.

Dice for it

If RAW doesn't give a clear answer, then you should roll a D6 to get a temporary solution (usually referred to as 'dicing for it' or 'rolling off'), rather than get bogged down debating the meaning of the rule.

Dicing for it is one of those things that gets a few players hot under the collar, and they will try very hard to find a solution in the rule book. To these players I say that the important thing about dicing for it is that it provides a temporary fix that allows you to get on with the game and deal with the rules question properly later.

After the game is over, you should take a few minutes to discuss it in more detail. Quite often you will decide that the question is unlikely to come up again, but if you think it will, check the Errata.



"Brother Wolfguard Felbjörn, are you sure no-one will hear us?"

Errata

In the past we've published errata in an ad-hoc way in a number of places and with a number of different names. This rather eclectic methodology has made it hard to track them down to say the least.

So, to make things clearer, we're going to put all our errata on the web and label them as, guess what... Errata! Astounding simplicity. All you need to do is follow the website links to the appropriate section – which will be called Errata, surprisingly. It's almost as if we had a plan...

Rules Boyz

If you still have no answer, get in touch with your local Rules Boyz to see if they can help. You will also help us by contacting them, as the Rules Boyz will pass on any really knotty questions to us, and we'll deal with it as soon as we can.

If it ain't broke don't fix it

I have to admit that, very occasionally, we do get it wrong. We might not word something perfectly or a rule might get changed late in writing and affect other rules in an unforeseen way. Speaking as a designer, there is nothing worse than finding out that a rule you have written is not achieving the effect you wanted, and one's instinct is to dive in and try and fix it immediately. However, I've learnt that

doing this in the errata for a rule book can cause all kinds of other problems.

One example of this concerned the Wolf Guard Leaders I allowed players to take for their Scouts when I wrote the Space Wolves Codex. What I failed to notice was that the Leader could take Terminator armour, but the unit of Scouts he joined could infiltrate and operate behind enemy lines. This was a bit silly (it's hard to imagine anyone in Terminator armour sneaking about), and so when we published the FAQ for the Space Wolves I banned it. Unfortunately I had failed to take into account that not everybody had access to the FAQ, with the result that the rules change caused all kinds of ill-will.

Still, you live and learn, and so to avoid this happening in future, from now on our errata will only fix typographical errors or unclear rules.

Further changes will only be made when we bring out a new edition of a rule book or supplement. Thus, when we next do Codex Space Marines we may change the rule for Drop Pods, and you can rest assured that the next Codex Space Wolves will *not* allow infiltrating Wolf Guard Leaders. What we won't do is alter the rules in the errata or other mediums. By doing we can ensure all players are made aware of changes, as it's rather hard to miss a new codex coming out!

House Rules

There is nothing to stop you and your friends coming up with a new version of a rule. We, after all, just make all this stuff up (with plenty of careful thought, naturally). You could, for example, decide to say that Drop Pods don't count as being Immobile for victory point purposes. However, this rule could only be used with an opponent's consent, and if they won't give their consent you would need to return to using the rules as they are written. This kind of rules monkeying is only really appropriate when playing with a regular group of friends who all agree – you can't arbitrarily change the game. For that reason such changes are known as "House Rules" – and you should keep 'em at home!

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with bolter



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This historical Warhammer 40,000 scenario pits a strike force of Ultramarines against a Tau detachment at the time of the Damocles Gulf Crusade.

THE KAPPA MORTIS



+++ref. scan file 94274/4



+++ref. scan file 57416/2



+++ref. scan file 4527

+++This is shuttle U-11, special duties squadron under Inquisition mandate Omega 12, repeat, this is U-11. I have been engaged by Tau interceptors and am unable to break contact. I'm [FRAGMENT MISSING] down - repeat - I'm going down. I will attempt to make a controlled crash landing at Outpost Theta Seven - repeat - Theta Seven. Be advised, I am carrying primary material under mandate Omega 12 - it must reach the Imperium or all [FRAGMENT MISSING] will have been for nothing. If any Imperial forces are receiving, the recovery of this material is of the highest priority.

+++Beginning final approach on Outpost Theta Seven. Be advised that Tau forces are inbound on my location. My starboard reactor core is [FRAGMENT MISSING] critical and my landing gear is non-functional. Ejecting core [FRAGMENT MISSING].

+++Curse the xenos [FRAGMENT MISSING] going in hard [FRAGMENT MISSING] Blessed be the bringers of the Emperors Retribution! [TRANSMISSION TERMINATED]

On the far-flung world of Kappa Mortis, the Damocles Gulf Crusade had ground to a halt. The Imperium had made a major incursion into the newly discovered Tau Empire, but was forced to pull its forces out of Tau space in response to the far greater threat posed by the Tyranid Hive Fleet Behemoth, which had begun devouring entire sectors on the nearby Eastern Rim.

“The battle that followed was short but extremely bloody.”

Kappa Mortis had been evacuated, and the Tau, rapidly consolidating their grip on those worlds captured by the Imperium during the first stages of the crusade, moved in to reclaim it. One of the last vessels to leave was an Aquila shuttle, a messenger ship bearing captured Tau technology bound for the labs of the Ordo Xenos. But before it could reach orbit, the shuttle was engaged by Tau flyers and shot down. The shuttle crashed amongst the buildings of the now deserted Imperial outpost Theta Seven, its pilot activating his

emergency beacon as he attempted to bring his ship in. Although the Aquila was wrecked, its beacon survived.

Captain Agemman of the Ultramarines, en route to Ultramar in response to the threat of the Tyranid Hive Fleet Behemoth, received the distress message. He realised instantly that the captured Tau technology might prove valuable to the Imperium, but he could spare few warriors from the

coming battles. He led a small detachment to investigate, while the remainder of his force hurried on to face the Tyranids at Ultramar.

The battle that followed was short but

extremely bloody. The Tau ambushed Agemman's forces as he directed the search of the crash site. The Ultramarines repulsed the Tau attack, though the Captain was wounded during the action. Crucially, Agemman's force recovered a single item of Tau technology, the helmet from an XV-15 Stealth suit. This forced the Tau Earth Caste to accelerate the development of a new stealth suit as a result, rushing the single-weapon XV-25 into service ahead of the harder-to-produce XV-22 suit they had hoped to introduce en masse.

INCIDENT

WARHAMMER
40,000

A CITIES OF DEATH SCENARIO



+++ref. scan file 12421/7



+++ref. scan file 12421/4



+++ref. scan file 12421/0

FORCE AGEMMAN

The Ultramarines selected to take part in the operation were from the Second Company, which consists of a balanced mix of the various squads available to a Space Marine commander. Agemman had no time to gather intelligence on his foe and could spare precious few warriors for this mission. Therefore, he hand-picked a small but well-rounded force, one capable of performing a fast search and destroy operation before withdrawing once more.



+++Gold banding marks the brother as belonging to the Ultramarines Second Company



+++This company is referred to as the 'Guardians of the Temple'

An Ultramarines Tactical Marine of Squad Octavius, displaying standard markings.

DETACHMENT NIGHTWIND

Facing Force Agemman was a small detachment of Tau, drawn from the race's home Sept world of T'au. Their commander was a newly promoted Shas'el by the name of Nightwind. His orders were simple – recover the items stolen by the Humans or, at the very least, deny the warlike Imperium its prize at all costs. Nightwind's compact force, led by Nightwind himself, was perfectly placed to intercept the enemy at the site of the shuttle crash.

+++Helmet flash indicates warrior as being a member of a bonded squad



+++Upper Sept markings refer to Nightwind by name



+++Standard Tau desert armour and fatigues

Fire Warriors of the T'au Sept are identified by a subtle range of shoulder pad squad markings.

THE ULTRAMARINES

HQ

Captain Agemman

Master-crafted close combat weapon, storm bolter, frag and krak grenades, bionics, purity seals and Terminator honours.

Command Squad

Apothecary Elavius with bolt pistol, close combat weapon, nantheicum and reductor.

Company Standard Bearer

Helicus with company standard, bolt pistol and close combat weapon.

Company Champion Praetes with power weapon, combat shield and bolt pistol.

Sergeant Fabian with bolter.

Brother Trajus with plasma gun.

Razorback with twin-linked lascannon and dozer blade.

ELITES

Dreadnought Ferrous

Assault cannon, dreadnought close combat weapon, storm bolter and smoke launchers.

TROOPS

Tactical Squad Octavius

Veteran Sergeant Octavius with bolt pistol, close combat weapon and frag grenades.

1 Space Marine with missile launcher and frag grenades.

1 Space Marine with flamer and frag grenades.

7 Space Marines with bolters and frag grenades.

Tactical Squad Sevanus

5 Space Marines with bolters and frag grenades.

Scout Squad Belleon

1 Scout with missile launcher, frag and krak grenades.

4 Scouts with sniper rifles, frag and krak grenades.

FAST ATTACK

Assault Squad Venio

Veteran Sergeant Venio with power fist, combat shield, frag and krak grenades.

4 Assault Marines with bolt pistols, close combat weapons, frag and krak grenades.

HEAVY SUPPORT

Predator Annihilator Titus

Turret-mounted lascannon, sponson lascannons and hunter-killer missile.



RECON IN FORCE

Force Agemman was based around a core of fifteen tactical Space Marines, organised into a full strength, ten-man squad and a smaller, 'combat squad' of five men. These were supported by a Scout sniper squad, who were tasked with performing an initial sweep of the crash site before spreading out to act as sentries once the search of the wreckage was underway. Captain Agemman, accompanied by his command squad, directed the search operation, whilst Dreadnought Ferrous, Assault Squad Venio, and the Predator acted as a mobile reserve, holding station nearby to counter any move made against the search force.

ORDERS OF THE DAY

Agemman's plan during the Kappa Mortis Incident followed tried and tested methods laid down millennia ago in the Codex Astartes – the great book of tactics, organisation and collected military wisdom penned by the Ultramarines' Primarch Roboute Guilliman. He ordered his core force, centred on the two tactical squads, to perform the search of the crash site. Meanwhile, the Scouts would seek high ground from which to maintain a watch on the surrounding area, and to engage any enemy that approached, pinning them while the mobile reserve element of the force deployed to block their assault.

YOU CAN MAKE THESE ARMIES FROM THE NEW SPACE MARINE

THE TAU



HQ

Commander Nightwind
Shas'el with plasma rifle, missile pod, multi-tracker, bonding knife, drone controller and 2 gun drones.

Bodyguard: Shas'vre Ka'eldi
Burst cannon, plasma rifle, multi-tracker, bonding knife, drone controller and 2 gun drones.

ELITES

Stealth Team Kai'leath
Shas'vre Kai'leath with fusion blaster, target lock and bonding knife.

2 Shas'ui with burst cannons and target locks.

TROOPS

Fire Warrior Team Ko'rai
12 Fire Warriors with pulse rifles, photon grenades and EMP grenades.

Devilfish with landing gear and 1 seeker missile.

Fire Warrior Team Shi'pel
Shas'ui Shi'pel with marker drone and bonding knife.

5 Fire Warriors with pulse rifles.

FAST ATTACK

Piranha team Sho'kuna
2 Piranhas with burst cannons and seeker missiles.

1 Piranha with fusion blaster and seeker missiles.

HEAVY SUPPORT

Hammerhead Gunship
Rail gun, smart missile system, landing gear and sensor spines.

THE SWIFT HUNTER

Detachment Nightwind comprised a twelve-strong team of Devilfish-mounted Fire Warriors, with a second, six-strong unit in support. Additional mobile firepower was provided by a Hammerhead gunship and three Piranha light skimmers. The force was led by Commander Nightwind and his adjutant, Shas'vre Ka'eldi. Lastly, a Stealth suit team led by Shas'vre Kai'leath provided the detachment's reconnaissance. Historically, it was they who located the crash site and directed the rest of Detachment Nightwind to their objective.

ORDERS OF THE DAY

Commander Nightwind's orders were dictated by the disposition of his forces at the time the crashed shuttle was located. His Hunter Cadre was scattered throughout the region, his Stealth Teams, equipped with the new XV-25 Stealthsuits, ranging far and wide. When Stealth team Kai'leath reported the crash site found, Nightwind ordered them to engage targets of opportunity whilst his forces raced to the scene. Nightwind knew that he was asking Kai'leath's warriors to tackle a larger and more powerful foe, but he could not risk the enemy escaping. Such is way of the Greater Good.

AND TAU MEGAFORCES



THE SPOILS OF WAR

An Ordo Xenos shuttle has crashed during the evacuation of an abandoned Imperial outpost world. It was carrying items of Tau technology vital to the Imperium's ongoing war-effort. The Imperium has despatched a small Space Marine force to recover the items, but a Tau detachment is intent upon stopping them. As the Space Marines search the wrecked shuttle, the Tau force closes in...

OBJECTIVE: SPOILS OF WAR

Both sides are attempting to secure the items of Tau technology the shuttle was transporting before it was brought down. These are represented by four 'Spoils of War' markers, which are placed face down where indicated in the set-up map. Three represent duds – those with crosses on one side. One represents the winning counter, and has an exclamation mark on one side. Make sure they are placed so that neither player knows which counter has the exclamation mark symbol and which have the cross symbol.

At the end of the game, uncover the Spoils of War counters. The exclamation mark counter represents a salvageable item of technology, whereas the 'cross' counters represent wrecked technology that is irrecoverable and worthless. If one side has a Scoring Unit (see the Cityfighting Victory Points table) within 3" of the counter with the exclamation mark, and no enemy Scoring Units can claim likewise, that side wins. If neither side has a Scoring Unit within 3" of the counter, the game is won by the Tau. If both sides claim it, the Space Marines win.

Deployment

The Space Marine player places Captain Agemman and his Command Squad and Razorback, and both Tactical Squads, within the Deployment Zone indicated on the map. The Space Marine player places Scout Squad Belleon on the uppermost storey of a City Ruin of his choice. The remainder of the army is held in reserve.

The Tau player places Stealth Team Kai'leath anywhere on the table, according to the Infiltrators scenario special rule. The remainder of the Tau force is held in reserve.

Roll a D6. The player that rolls highest chooses whether to go first or second.



Set-up

Kappa Mortis is a dry, cold world, and the region in which Outpost Theta Seven is situated is largely flat, with scattered rocks and limited vegetation. The terrain is best represented using a desert style board, perhaps with some snow scatter. The ideal terrain set-up is indicated in the example above. If you have an Aquila shuttle from the Battle for Macragge set, then place this as shown. If you do not, you only really need to show the Spoils of War counters, which should be placed face down, as well as the shuttle's reactor cores (see Scenario Special Rules). Obviously, neither player should know which counter has the exclamation mark on it, so no peeking! Once the buildings and the shuttle are placed, both players should take it in turns to place any further items available, until both are happy with the set-up.

Reserves

Ultramarines reserves enter play from the table edges of their own Deployment Zone. Tau reserves may enter the table from any table edge they wish, other than that along the Space Marine players Deployment Zone. The Tau Piranha team will arrive on Turn 2 – do not roll for their arrival.

Game Length

Six turns, after which the Random Game Length rule is used to determine when the game ends.

Scenario Special Rules

Infiltrate, Dusk & Dawn, Random Game Length, Cityfighting, Reserves.



Tau Deployment

Alternative Forces

Although this scenario is designed to recreate the Kappa Mortis Incident, it could obviously be played between any two armies of roughly equal size. Players are encouraged to adapt the narrative according to the forces in use – perhaps an Eldar force is attempting to recover Soul Stones stolen by a Slaaneshi Chaos Space Marine force, or a Sisters of Battle army is attempting to grab a nascent psyker unwittingly kidnapped by Dark Eldar during a slave raid. The narrative nature of the mission makes it ideal for smaller games, around 1,000 points per side being about right.

The side taking the place of the Ultramarines should start with only HQ and Troops units on the table, and the side replacing the Tau should have a single Elites choice in play at the start of the game, with a suitable Fast Attack unit entering play on Turn 2. The remainder of both sides begin the game in reserve.

STRATAGEMS

Before the game begins, both players should agree whether they wish to use one, two or three cityfighting stratagems each. This mission features two new stratagems, which will always be in use. If you agree to use only one each, then these will be the stratagems in play.

Tau: Tactical Scanner Stratagem

Commander Nightwind has been issued by the Earth Caste with a Special Issue wargear item, a sophisticated sensor array built into his battlesuit's head. Should Nightwind move into base contact with a Spoils of War counter (available in the Cities of Death Counter Set), the Tau player may overturn the counter to see if it is the target counter, and replace it face down when he has done so. He does not have to tell the Space Marine player what is on the counter.

Space Marines: Unstable reactor cores Stratagem

During its brief battle with the Tau interceptors, the Aquila shuttle sustained serious damage to its reactor system. Although the pilot managed to eject one reactor core, the second failed to release. To represent this, the Space Marine player may place a counter anywhere on the table to represent the ejected reactor core.

The second core is inside the drive section of the shuttle, its location noted on the map. As both cores are unstable and giving off dangerous radiation, non-vehicle models count all movement within 6" of one or both reactors as movement through Dangerous Terrain.

'EAVY METAL

THE BALROG

The Balrog is an ancient and terrible evil, spawned in the first age of the world by the Dark Lord Morgoth. It lay for countless centuries undisturbed at the roots of the mountains until the delvings of the Dwarves unleashed it on the realm of Moria.

Metal Balrog

Sculpted by Michael Perry and Steve Saleh

The Balrog is a powerful creature, imbued with the power of Shadow and Flame.

At 400 points the Balrog is not a cheap addition to your army, and is perhaps best reserved for large games and scenarios. However, if you do manage to incorporate him into your force, he will prove to be well nigh unstoppable. These models also make fantastic display pieces.

The Balrog, Evil Hero

Points Value 400

	F	S	D	A	W	C	M/W/F
Balrog	10/3+	9	9	4	10	7	0/10/0

Special Rules

Resistant to magic. See page 78 of The Lord of the Rings rules manual.

Lash. The Balrog's flaming whip counts as a throwing weapon with a range of 6"/14cm and a Strength of 7.

Terror. The Balrog is a huge and terrifying monster and, accordingly, causes Terror.

Ancient Evil. The Balrog's very presence radiates an aura of primeval fear. All good models within 18"/42cm of the Balrog suffer a -1 penalty to their Courage values until they move out of range (note that this is not cumulative with other rules that confer similar penalties, such as the Goblin Drum).

The 'Eavy Metal team is the most talented group of professional miniatures painters in the world. These two terrifying Balrogs are part of their work.

Plastic Balrog

Sculpted by Michael Perry and Alex Hedström

NEW!



The plastic Balrog comes with a weapons choice of whip or sword.

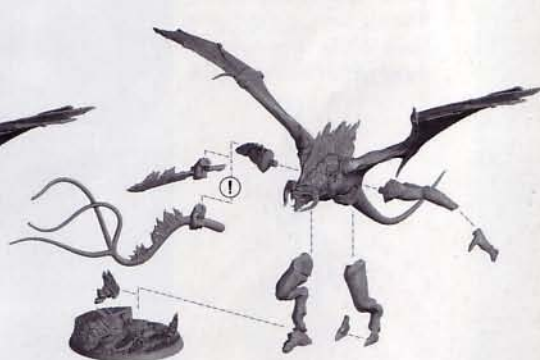
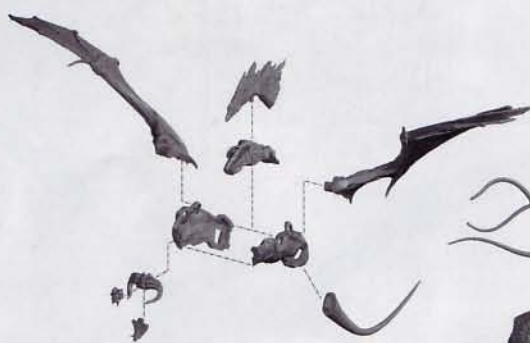


Beneath its blackened skin burns demonic flame. Find out how to paint this effect overleaf.

The plastic Balrog comes complete with a fully sculpted base and flames!

Plastic Balrog construction

Assembling the plastic Balrog is extremely simple. Clip the parts from the frame, clean any flash and mould lines off with a modelling knife and follow the steps below. The only thing you really have to remember is to stick the wings on before the arms, as otherwise they will not fit properly.



1 Begin by attaching the flames to the scenic base.

2 Glue the body, tail, flames and head together as shown, then glue on the wings. Make sure you hold these firmly in place until dry.

3 Attach the arms and choose a weapon (this can be pinned if you wish to swap them). Glue the legs on and, when dry, attach the model to the base.

Applying Green Stuff

Like all multi-part kits, both the metal and plastic Balrog exhibit fine lines where the pieces join after assembly. You can simply paint over these – they only show up on close inspection – but for a really professional looking job you will want to fill these gaps with Green Stuff. Besides this modelling putty, you will also need a Citadel sculpting tool.



Green Stuff comes in two parts: the blue hardener, and the yellow resin. By mixing these together you will create a green modelling putty.



1 Begin by applying a fine sausage of Green Stuff to the gap between the back of the Balrog model and the flames.



2 Using the sculpting tool, push in the Green Stuff so it fills the gap. When this is done, start shaping the putty so that it matches the flames on the model.



3 The flames should blend into the body, hiding the join. Repeat this process round the arms, legs, neck, wrists and tail joins.

Painting the Balrog

The Balrog is an easy model to paint, though unusually you have to paint it from the inside out. Make sure you have a good, solid undercoat of black (the model's main colour) before you begin. Although you can use inks for the fire as the example below suggests, the 'Eavy Metal team used a variety of red and yellow paints. Look at real fire for inspiration.



1 Paint the cracked and flaming parts of the Balrog Skull White, then paint these parts Golden Yellow.



2 Apply several washes of Yellow and Red inks over the Golden Yellow.



3 When the ink has dried, carefully paint the scales Chaos Black.



4 To finish, drybrush the black parts of the Balrog Codex Grey.

Fire elements



Skin



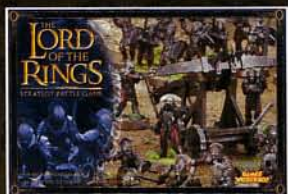
FORCES OF ISENGARD



The armies of Saruman rampage across Middle-earth, bringing terror to enemies of the White Hand.

Bred in stinking pits beneath Orthanc, the Uruk-hai are the mightiest of the Orcs – abominations that are a true testament to the skill and sorcery of Saruman. With all Isengard emptied, the Free Peoples quake in fear at the legion of the White Hand!

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Box set contains 1 Ballista

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Price: £18.00

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Norway	Kr250	Euro	€27.50



Warg Riders

6 figure box set

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Price: £12.00

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Fighting Uruk-hai

20 figure box set

Product Code: 99121499005

Price: £15.00

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- Uruk-hai Berserkers
- Lurtz
- Wild Men
- Dunlendings
- Grima Wormtongue



Saruman



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WARHAMMER **40,000** **ORK TOWN**

There are many worlds in the galaxy, not all of which fall under the divine rule of the Emperor of Mankind. Cities raised by hundreds of races can be found on these planets, cities you can war over using the Cities of Death rules.



Cities of Death

Rules for fighting in cities of all kinds can be found in *Cities of Death*, an 80-page expansion for Warhammer 40,000. Turn to page 76 of this magazine to see a new *Cities of Death* scenario.

By far the easiest way of playing *Cities of Death* is to get a box full of the Warhammer 40,000 City Ruins and create a warzone. These tile-based models can be assembled in thousands of ways to create everything from giant factories to small research outposts. With a little cunning converting, they can take on even more versatile forms. Simplest of all is cutting down the floor sections to create roofs for complete buildings made from the kits. With even more tinkering, you can add alien embellishments to your set-up to show an Imperial city under attack. Try spikes, the grisly remains of sacrifices and the unholy symbols of Chaos to represent a city conquered by the agents of the Ruinous Powers. You could add all manner

of organic gribbliness instead, tentacles, spore chimneys and more, to show a world being consumed by the Tyranid Hive Mind.

Or, if you are really, really nuts, you could build an alien settlement entirely from scratch.

Veteran Ork player Jeremy Vetock has done just that, creating an Ork town to go with his army. This terrain set appeared in *Cities of Death*, but we thought we'd take a closer look at it. Jeremy used all kinds of junk to make his buildings, but because the *Cities of Death* rules are so flexible, they work perfectly with the game. We hope these cool buildings inspire you to try making your own alien cities. Remember, there are many races in the galaxy, all of which have their own style.

Ork Dwelling

This Ork house is actually fairly simple – it is just a box made of thick card. The trick with Orks is to add loads of ‘gubbins’ to your scenery such as armour plates, struts and girders. The underlying shapes need not be complex at all.



These steel ‘teef’ make the building look both well-fortified and highly Orky.



Rokkit Launcha

This crazy construction is again based on a simple shape – in this case a triangle. Most of the pieces are plasticard offcuts or household waste. The more intricate bitz were bought from a hobby store.



This tin roof was made from corrugated card, available from art shops.



Ork buildings are tatty affairs, so don't worry about being too tidy!

SCATTER TERRAIN

There are numerous bits of Citadel kits that can be made into scatter pieces. Though Jeremy has ‘Orkified’ the pieces by adding dents with a scalpel, none of these terrain elements would look out of place in an Imperial City.



These barrels are from the plastic Battlefield Accessories set, painted and stuck to a base.



The tyres here are from Ork vehicle kits, while the track links are spares from Imperial tanks.



An Ammo Dump made mostly from spare weapons off the Ork Boyz kit. You can get the grenades from Games Workshop Direct.



A scrap pile. These heaps of dross can be found all over Ork Town. This one is made from spare model components out of Jeremy's bits box, random bits of plastic card, and other odds and ends.



CITIES OF ORK!

Ork Town is a Mek-base, full of fuel dumps, workshops and the other accoutrements of rough, Orkish industry.

HIGH AND LOW

Jeremy deliberately made the buildings of Ork Town different heights to create a varied urban Ork-scape.



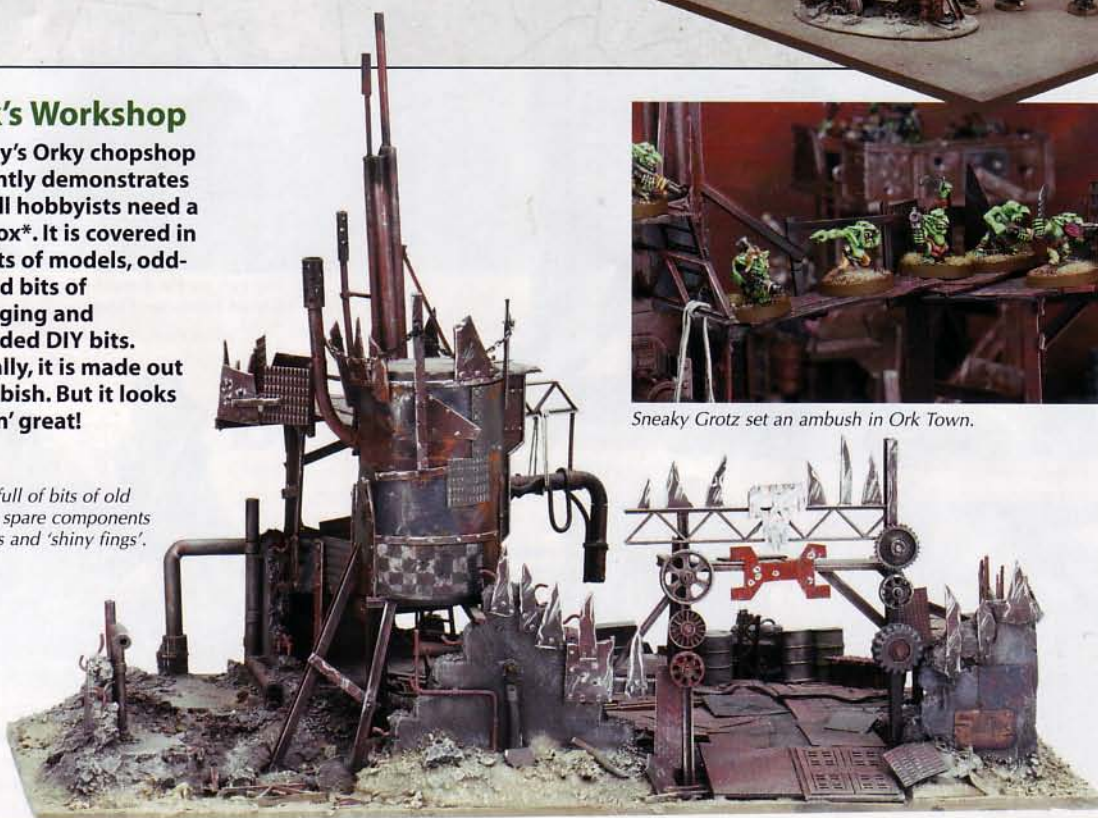
Mek's Workshop

Jeremy's Orky chopshop elegantly demonstrates why all hobbyists need a bits box*. It is covered in old bits of models, odd-shaped bits of packaging and discarded DIY bits. Basically, it is made out of rubbish. But it looks zoggin' great!

**A box full of bits of old models, spare components from kits and 'shiny fings'.*

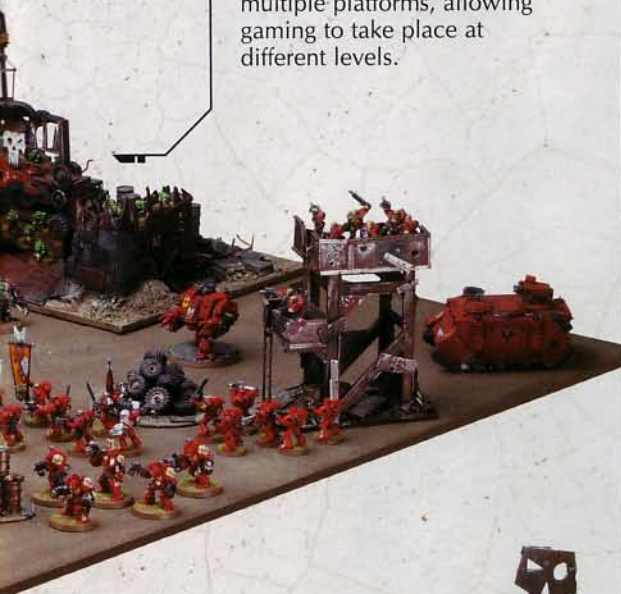


Sneaky Grotz set an ambush in Ork Town.



ROOM TO STAND

Most of the buildings have multiple platforms, allowing gaming to take place at different levels.



Wellhead

There's oil in the ground, and the Orks in Ork Town want it! The core of this drilling platform is made of plastic girders, but you could just as easily use balsa wood.



The rig is big enough to take models.



It makes an excellent firing platform.

Fuel Store

The biggest building in Ork Town, the tank is actually made from components bought from an architectural model suppliers – something for seriously dedicated modellers! The stuff on it, however, is more junk (*Don't tell me you didn't see that coming! – Grombrindal.*) and plastic piping, which can be bought in better model shops.



Orks keep thieving gitz off their gas.

WARHAMMER™

40,000

DAWN OF WAR

DARK CRUSADE™



Tau versus Necrons in a fight to the death.



Necron Pariahs on the rampage.



See the new Skyray in action!



Amazing graphics bring the future to life.

Take control of the Tau or the Necrons in this expansion to THQ's Dawn of War, the best-selling Warhammer 40,000 PC game. The Tau are hi-tech, with a massive choice of troops, including several Kroot units. The Necrons have a management system different to other races – concentrating their efforts on bringing a Monolith to life.

The new game offers players the opportunity to battle for control of a whole world in a new, non-linear, map-based campaign. Players choose which territory to attack and when. Each territory gives benefits to an army, and the more territory a player controls, the bigger his starting army for each battle will be. Your Commander will also develop, as new conquests allow you to upgrade his weapons and armour.

All seven races are playable, including the two new ones, right the way through the game, and your choice of army influences the story you will experience, and you'll learn more about Kronos and the Necron threat as you progress. You can also take the battle online, and pit your tactical expertise against real-life human opponents.



The Monolith is the metal heart of Necron plans.



Gauss weapons rendered with great light effects.



A mighty Kroot Great Knarloc!



Necrons advance. Can you stop them?

- New, non-linear map-based campaign
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- Learn about the planet Kronos through the game's in-depth background info

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DAEMONHUNTERS

Inquisitor Lord Torquemada Coteaz

Coteaz is renowned for his extreme ruthlessness and ambition, yet his motives are pure – the protection of mankind.



The gold started with a Brazen Brass base and has layers of Chestnut Ink shading.



Very careful drybrushing gives this cyber eagle a life-like appearance.



Ordo Malleus Inquisitor

Inquisitors wear ornate, baroque clothing and wargear, making them stand out in your army.



Models such as this demand extra attention when painting. Pick out the detail in gold.



The personalised armour of Inquisitors can be painted a variety of metallic shades.



Ordo Malleus Inquisitor

Including Inquisitors is an excellent way of adding variety to an existing army of Imperial Guard or Space Marines.



White and red make for strong contrasts on the mysterious agents of the Ordo Malleus.



This Inquisitor's armour has been given a coat of gloss varnish to make it shine.



WARHAMMER
40,000

The models that represent the Inquisition benefit from individualistic paint schemes. Here are some examples by the 'Eavy Metal team.

Daemonhosts

Some Daemonhunters believe that Chaos should be used to fight Chaos. A few go so far as to enslave Daemons...



Add a touch of blue to Kommando Khaki or Bleached bone for an otherworldly skin tone.



The use of Dwarf Bronze on these shackles helps add extra colour to the model.



Death Cultist Assassins

All manner of extremists may be found in an Inquisitor's retinue, including the likes of these sleek assassins.



'Ardcoat has again been used to bring an element of shine to parts of the model.



Colours for a model as detailed as this need to be chosen wisely so they work together.



Sage Henchman

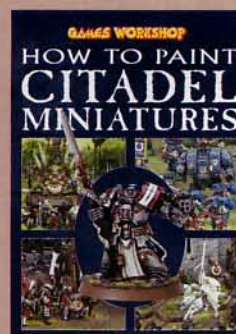
Minor Imperial servants often accompany Inquisitors, helping them root out Chaos and recording their glorious achievements.



Apply very fine lines to paper to simulate writing. We recommend practising first!



Pallid flesh can be enhanced by a watery glaze of Purple Ink before the final highlight.



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

Assassins

Inquisitors are among the few who can call upon the operatives of the Officio Assassinorum.



Culexus Assassin
Psychic Horror



Vindicare Assassin
Super Sniper



Callidus Assassin
The Ultimate Infiltrator



Eversor Assassin
Unstoppable Killing Machine

WITCH HUNTERS

Ordo Hereticus Inquisitor

Witch Hunters avoid flamboyance, so natural shades – dark reds, blacks, mid-browns, and grey – suit them well



Black with a fine-edge metallic highlight is an interesting alternative for painting armour.



Brown ink has been used here to make the pistol look discoloured by the heat of plasma.



Ordo Hereticus Inquisitor

This Witch Hunter model is a special edition that is no longer available. Keep your eyes open for future collector's items!



This cloak was painted with Graveyard Earth highlighted with Kommando Khaki.



The arm detail has been carefully picked out, to emphasise the utilitarian look of plain Chainmail.



Ordo Hereticus Inquisitor

Although they must be less conspicuous than their Daemonhunter brothers, the gear of Witch Hunters is very fine.



Paint gold detail with a Shining Gold Basecoat and a Burnished Gold highlight.



A restricted palette of black, red, dark silver, gold and brown adds to the model's impact.



Acolyte Henchmen

Burn the witch! The flames of purgation are a key part of Witch Hunter imagery.



This very dark grey has a basecoat of Chaos Black with a tiny bit of Codex Grey mixed in.



Painting the flames black at their extreme ends makes this brazier appear to be smoking.

Crusader Henchman

Crusaders are grim warriors, sworn to the path of righteousness.



Crusader armour looks best when painted like the Grey Knights' armour (see overleaf).



Bright white like this needs a basecoat of Fortress Grey.

Penitent Engine

Powerful war machines, powered by the suffering of heretics.



White, black and silver accentuate the baroque nature of the Penitent Engine's machinery.



Colours

Below are some of the most common colours used on the models in this article.

Dark Red

Scab Red



Flames

Blood Red



Grey Knight Armour



Bronze Armour

Brazen Brass



Pallid Skin

Dwarf Flesh





Heraldry

Though the examples here are hand painted, heraldry can be created using transfers. Paint round the edge of transfers to blend them in.



GREY KNIGHTS

Grey Knight Captain Stern

The Chamber Militant of the Ordo Malleus, the Grey Knights Chapter is amongst the most secretive of all Imperial organisations.



The gold insets can be painted Burnished Gold then washed carefully with thinned Brown Ink.



Instead of painting lettering, try using a fine-point technical pen and writing it instead.



Grey Knight Sergeant in power armour

Grey Knights have access to some of the best weaponry in the Imperium, a necessity when fighting Daemons.



The colours needed for painting bright silver armour are shown on the previous page.



The Chaos Black weapons have a very subtle fine-line highlight of Codex Grey.



Grey Knight in terminator armour

The Grey Knights' armoury includes a large number of highly modified tactical dreadnought armour suits.



Paint parchment with a basecoat of Bleached Bone, highlight with Skull White.



All Grey Knights Space Marines are psykers, skilled in the use of force weaponry.



SISTERS OF BATTLE

Canoness of the Order of Our Martyred Lady



The fighting arm of the Ecclesarchy, these devoted female warriors often aid the Ordo Hereticus in their war against heresy.



This warm skin tone has been painted with Dwarf Flesh highlighted with Elf Flesh.



More gold detailing, this time worked up from a base of Shining Gold Citadel paint.

Battle Sister of the Order of the Sacred Rose



Each Order, like a Space Marine Chapter, has its own heraldry and uniform colours. See *Codex: Witch Hunters* for details.



This bright red started out with a Blood Red basecoat, and is highlighted up to white.



Models with a predominance of bright colours are best undercoated white.

Sister Hospitaller of the Order of the Holy Seal



Not all Adepta Sororitas are from militant orders. But they can still be found serving the Emperor on the battlefield.



This unarmed sister carries a medipack. She is typical of an Inquisitor's follower.



Again, warmer tones have been used to bring out the small area of skin on this model.



The badges of the major Orders of the Adepta Sororitas are listed below. These are available as transfers in Sisters of Battle box sets.



Order of Our Martyred Lady



Order of the Valourous Heart



Order of the Bloody Rose



Order of the Sacred Rose



Order of the Ebon Chalice



Order of the Argent Shroud

GAMESDAY & GOLDEN DEMON 2006

The day is almost at hand. Just a few more weeks until the Birmingham National Exhibition Centre throws open its doors once again to Games Day and Golden Demon.

This, the ultimate event of the Games Workshop Calendar is bigger and better than ever, with new attractions and stands. Have you got your ticket? Are you ready?

This year promises to be the best ever with something to suit Games Day regulars and newcomers alike. There will be three separate halls hosting a variety of different activities and stands, not to mention a proliferation of plasma screens stationed throughout the venue, giving an unrivalled amount of things to do and see in this massive venue. The focus remains to make the event and exhibits as accessible as possible to the guests.

The flood of hobby goodness will

include upcoming new releases, tantalising glimpses of miniatures to come and work-in-progress models. Thanks to a larger presence from the luminaries of the Design Studio, all you have to do to find out all the gen is to wander over to their stand. We even have representatives from THQ, Mythic and Namco showing off their future releases!

To guide you around this spectacular event, we've included a map to illustrate just how big it is, and to help you get the most from your time. This is to give you a broad outline of what is happening, but on the day there will be a more detailed programme available to assist you in making sure that you don't miss a thing.

▼ Tickets Available now!



Model Shown at 75%

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

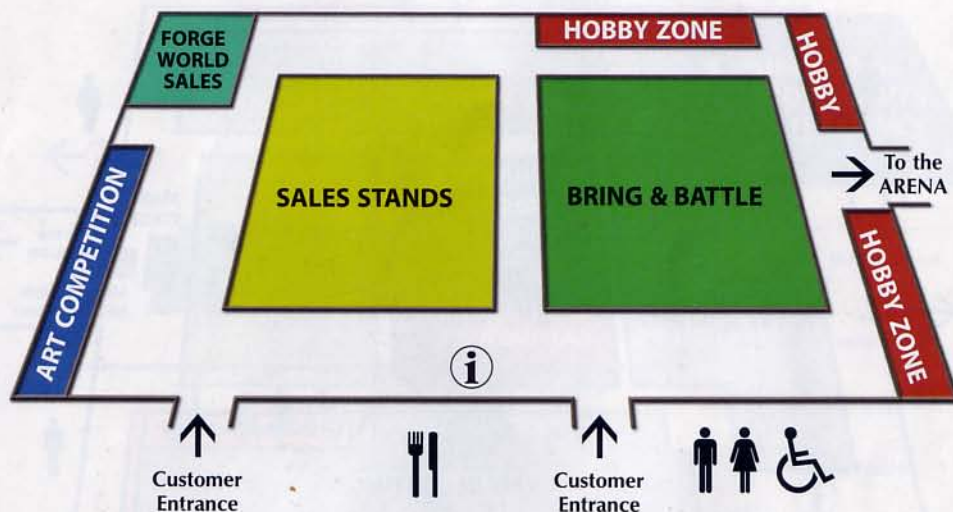


**10am to 4pm on Sunday 24th September 2006.
Birmingham National Exhibition Centre (NEC).
Ticket price £25.**

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).

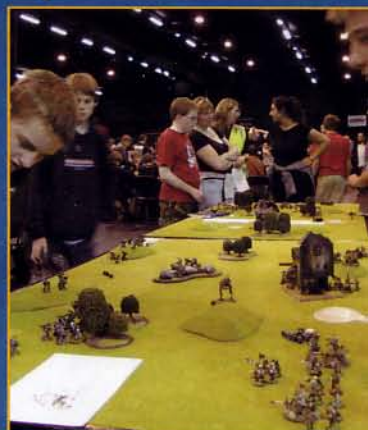


THE FORUM HALL



- | | | |
|-----------------------|----------------|------------------|
| NEC information point | Male toilets | Disabled toilets |
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Special Events



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Play games! Just bring a Border Patrol, Combat Patrol or War Party-sized force, a tape measure and some dice.



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Build terrain, convert a Warhammer General or take on Mike Mason's painting challenge.



► Art Competition

The theme is 'The Greenskin Menace.' Bring your entry with you on the day.

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Upcoming releases and the latest products.
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Models shown at 75%

THE ARENA HALL



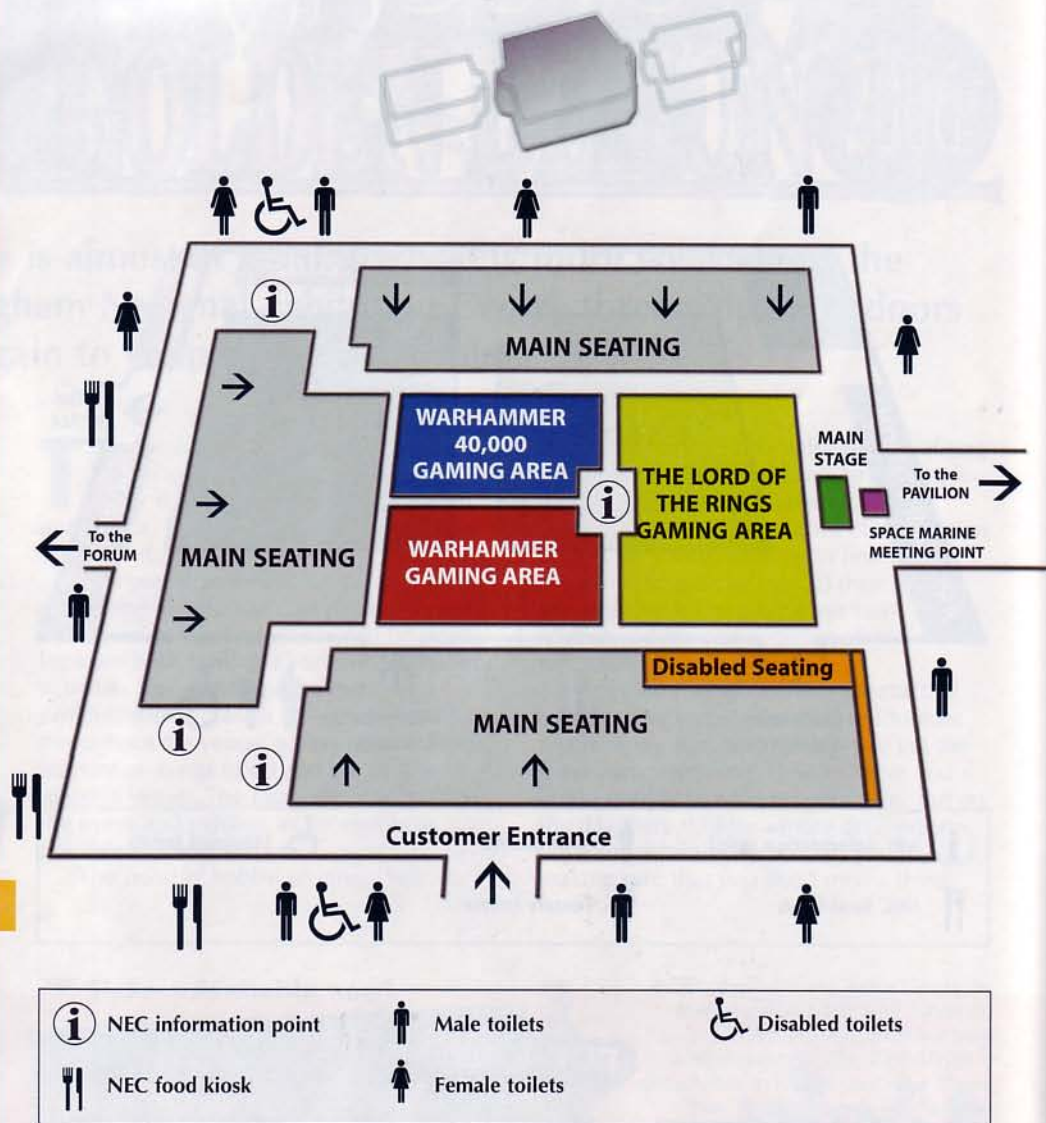
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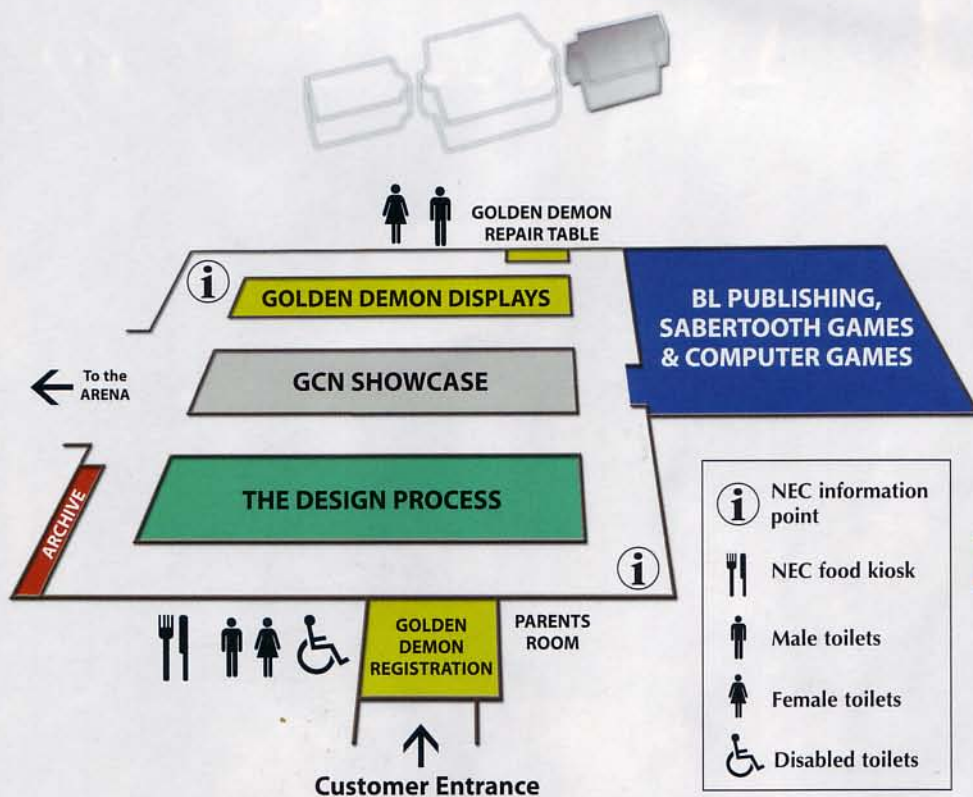
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GOLDEN DEMON 2006

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- Entry form on the next page.



THE PAVILION



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IMPORTANT! Please fill in a separate entry form for each entry!

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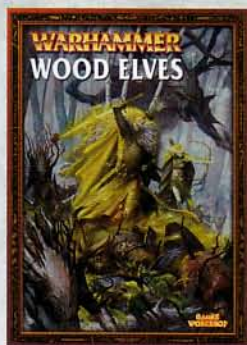
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GOLDEN DEMON ENTRY FORM

WRATH



Wood Elf book.

Contains the complete history, painting guide, army list, magic items and unique lore of magic.

With 2006-2007 Warhammer Grand Tournament season about to start we asked veteran player Joe Sturge to talk us through his experiences from last years event as well shedding some light on the tactics behind his Wood Elf army, The Army of the Midwinter Glade.

The product of no small amount of play-testing, rumination, discussion and the occasional spilt beverage, my standard Wood Elf tournament army has taken quite a while to evolve into its current form and has stayed like this for just as long. It is about as well balanced as I can make it, containing as many different units with different strengths and abilities as possible. While this means that a few of those units are occasionally relegated to playing a peripheral role in some games, the army as a whole can handle almost anything you care to throw at it. More

importantly, I have also had plenty of experience using it in battle: sheer experience has taught me just what strategies work against a variety of enemies, how to counteract many of the nastier combinations prevalent at tournaments these days, and exactly what my units can and cannot be expected to do. Practice, as with so many things, really does make perfect.

LAST-MINUTE NERVES?

Wargamers are a superstitious bunch at the best of times, and tournament players are

the ASRAI



certainly no exception. If I'm not feverishly painting my army in the small hours before a tournament, it just doesn't feel right, and turning up on a Saturday morning alert and fully rested seems like cheating. I live a short walk from Warhammer World, you see, and other competitors have to get up very early in the morning and drive long distances to get there, so I'm really only assuring an even playing field. Irrational perhaps, but that is my excuse and I'm sticking with it! Having carefully packed my army away on the Friday evening before the event, I suddenly decided that I absolutely positively needed to replace my Spellweaver model. A quick conversion later, and the miniature you see on these pages was undercoated at 11pm that same Friday, painted before registering for the tournament at 9am the next morning, and

has not been touched by a paint brush since. Some people's chosen vice is coffee, others prefer beer: I seem to get by perfectly well with sleep deprivation.

Before a tournament, there is always an army that you hope and pray to avoid, an army that all your meticulous preparation has only taught you to fear. With the Wood Elves, my nemesis is the Skaven. Lots and lots of warm bodies with excellent Leadership values can be bad enough without a whole variety of magical tricks, whoosh-bangs and assorted warpstone nastiness. I had managed to deal with a couple of Skaven armies in practice games, but had ridden my luck every single time. Arriving at my allocated table for the first round, I just didn't want to see any models with fur and a tail.



Source of Power

The Spellweaver is the army general, source of my magical defence and offence all in one potent package.

GRAND TOURNAMENT ARMY SHOWCASE

The Army of the MIDWINTER GLADE

Spellweaver (215)	
Level 4 Upgrade (35),	
Ranu's Heartstone (20),	
3 Dispel Scrolls (75)	345
Noble (75)	
An Annoyance of Netlings (25)	
Battle Standard (15)	115
Noble (75)	
Alter Kindred (25),	
Great Weapon (4),	
Hail of Doom Arrow (30)	134

CORE

12 Glade Guard (144)	
Standard (12),	
Musician (6)	162
12 Glade Guard (144)	
Standard (12),	
Musician (6)	162
8 Dryads	96
8 Dryads	96

SPECIAL

7 Wardancers (126)	
Musician (7)	133
3 Treekin	195
5 Wild Riders (130)	
Standard (18), Musician ..	148

RARE

5 Waywatchers	120
Treeman	285
TOTAL	1,991

ROUND 1 DAHIAHO VIEZZER: SKAVEN

Having travelled from Italy to take part in the event, Dahiaho fielded an unusual form of the Storm of Chaos Eshin list. Eschewing the popular all-skirmishing style of play, he brought several large blocks of troops along with three Eshin Sorcerers and a Master Assassin.

With this furry (and undeniably potent) threat in mind, the Midwinter Glade adopted a Clan Eshin Defensive Formation (patent applied for), with the characters all nicely protected by a box formation of skirmishers. I figured that in the absence of any other juicy targets, the Assassin would be heading straight for Mr Treeman, and with three Sorcerers trying to Skitterleap him every turn this was only a matter of time. Cutting a long story short, I let Dahiaho cast the spell in the first turn and offered up a small prayer to the gods of chance.

Fortunately, a handful of missed attacks allowed the Treeman to strike back, and the Assassin was no more. Denied his most powerful model, the rest of the game was a struggle for Dahiaho. The language barrier intervened a few times and caused a little confusion, but the Midwinter Glade

successfully eliminated the hated Ratling Guns, hunted down the unsurprisingly reclusive Eshin Sorcerers and claimed a maximum 20 Tournament points.

ROUND 2 JOHN DALE: SKAVEN

On the one hand, I was slightly irritated at the thought that the fates may be mocking me with more Skaven. However, John is a good friend from the Dragon Slayers club, and an outstandingly virtuous chap to boot, so I was guaranteed both a stern test of generalship and a great game.

John's army of more than 200 rats outnumbered me by almost four to one, with a grand total of 16 units. However, the terrain certainly favoured me, forcing John to advance primarily towards my left flank. A long trudge through a hail of bowfire, with a welcoming committee of irritated Tree Spirits at the end of it seemed like an excellent plan to me – just a shame that it in no way worked out like that. The reason? The Storm Banner.

This accursed rag limited the effectiveness of all my shooting, and adding insult to injury I made a major mistake mid-way through the battle with everything in the balance. I committed the



Treeman to combat a turn too early, and charged the wrong unit to boot. I won the combat (against Skavenslaves this is not such an achievement), but the Treeman and a unit of Dryads were both now hopelessly out of position, and even worse a unit of Plague Censer Bearers could now charge my Wardancers. These frenzied terrors are a bane of any Wood Elf army, and my mistake with the Treeman cost me the Wardancers, Battle Standard bearer, Wild Riders and a unit of Dryads.

ROUND **NICK MACHIN: SKAVEN.**
Well, another sea of brown models, but all three Skaven players I encountered had used very different strategies. Nick's shaped up to try and blast the Midwinter Glade back to Athel Loren. **3** A Warlord, three Warlock Engineers and five Ratling Guns could certainly do that.

My tactics against Clan Skyre Skaven armies are to race the Treeman, Treekin and Wardancers up the table quickly,



Walking a fine line

The Wood Elf army works on very fine margins, with a thin line between success and failure. The Alter Noble is designed as a trouble-shooter working with and around the other units. With his Hail of Doom arrow to bolster an important round of shooting and an 18" charge to put his Strength 6 attacks just where I need them, he has saved many a hopeless situation for the Asrai.

“The Wood Elf army works on very fine margins, with a thin line between success and failure”

While I did eventually manage to repel the Skaven assault on my left flank, the Treeman ended the game surrounded by rats, and the sheer amount of damage John's more expendable units had done to my army gave him a minor victory, 13 tournament points to 7. With a little tension, a lot of concentration, and even more laughter this was with hindsight the most enjoyable game of the tournament. It was draining, but I was looking forward to a little variety for the last game of the day.

while overwhelming one flank with my fast units and using the Glade Guard to cause panic checks on units suspected of harbouring a Warlock Engineer. Astonishingly, this was precisely what happened. The combination of Wild Riders and Dryads broke a key unit guarding the right flank, while the Waywatchers sniped the Ratling Guns. Unlucky panic rolls cost the Skaven dearly, and when the Treeman and Treekin caught up with the Warlord's unit, it was all over.



GRAND TOURNAMENT ARMY SHOWCASE



Glade Guardians

The Glade Guard offer vital ranged support for the more aggressive Asrai combat units. Lethally proficient at removing enemy support units or whittling down their big blocks of troops, my Glade Guard also have Standard Bearers and Musicians to give them a little help in combat. After all, I only need them to hold their own long enough for reinforcements to arrive...

R
O
U
N
D
4 **GAVIN MILES: BRETONNIANS**
Having travelled from Reading in dark and distant Berkshire for the event, Gav seemed to have brought his entire collection of Golden Daemon entries along and called it an army. Several of his character models had indeed been finalists at past Games Days, and were a privilege to play against. I was almost pathetically grateful to see his Bretonnians on the other side of the table, sporting as they did relatively few Clanrat units or Ratling Guns.

The key to this game was eliminating Gav's two big-points units: a large Knights of the Realm unit containing the Duke and a Damsel, and a Grail Knight lance (with their nasty magical attacks). The latter was subject to a hail of archery: the last knight managed to make it into combat, but suffered the indignity of being dragged from his horse by an affronted Waywatcher. Meanwhile, the Duke's unit were unnerved by the Treeman stomping towards them, failed their Terror test and exited stage-left before the flanking Wardancers could join in the party.

To his credit, Gav persisted where a lesser man would have given up, managing to hunt down the Alter Kindred Noble with his Pegasus Knights, and putting up a

stubborn defence with blocks of Men-at-Arms and the Grail Reliquae. However, the Elven bowfire proved a little too effective and without Knightly support the Bretonnians just couldn't do enough damage to the Treeman and Treekin: another hard-fought win for the Midwinter Glade and a brisk climb up the tables.

R **O** **U** **N** **D** **5** **FABIO GUASCONI: SKAVEN**

A fourth Skaven army for the weekend, a fourth way of playing it: Fabio's army was themed around his Grey Seer and three Warlock Engineers, adding the Eye of the Horned Rat for a very characterful 13 Power dice. The rest of the horde were the usual sea of furry bodies and attendant machine guns, with two Warp Lightning Cannons causing the Treeman a little angst. My plan, the same one that worked against Nick, was to head straight across the board as quickly as possible, preferably in the general direction of the Grey Seer, and this time it came very close indeed to succeeding.

The early game saw the Wood Elves advancing, making the most of the limited cover and doing a little damage with shooting. At the point in Turn 3 when the Treekin broke through Fabio's Rat Swarms and engaged the Grey Seer's unit,

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GRAND TOURNAMENT 2006

HEAT ONE 14th–15th October • HEAT TWO 11th–12th November
HEAT THREE 25th–26th November • FINAL 3rd–4th March 2007



everything was going swimmingly. Unfortunately, in the next turn, the Treeman was fried by a single shot from a Warp Lightning Cannon, the Spellweaver miscast a vital spell, and the Treekin fluffed their attacks against the Grey Seer, were broken and run down. The Seer's Plague Monk bodyguard thwarted an attempted Dryad counter-attack, and the Asrai were swept off the table by magic, with the few survivors chased down by the seemingly endless horde of Skaven.

R **MADS SKOGFELDT: TOMB KINGS**
OUND I had played Mads in the third game of Heat 1, where my Dogs of War scored a solid victory against his Khemri horde. Fighting Tomb Kings is all about pinning them down in combat: if you
6 leave their units free to magically manoeuvre and charge they can cause all sorts of problems. With those goals in mind, the Midwinter Glade advanced bravely through the densest terrain I could find, pausing briefly to sling a well-aimed Hail of Doom arrow at one of the Screaming Skull Catapults. While the Dryads and Glade Guard kept Mads's chariots amused by hiding in the woods and sniping here and there, the Wild Riders dashed across the board to take on the

Catapults, allowing the Treeman to emerge and finish off the long-suffering Tomb King (who had been beleaguered by Dryads for the last few turns).

Having taken thankfully few casualties on the way in, the Asrai celebrated with a couple of rounds of hunt-the-Liche, while the Dryads and the Spellweaver's Life magic wrapped up a tidy win.

AFTERMATH

Looking to the future, the next season of Grand Tournament events will be fought using the new edition of the Warhammer rules. With a great many loopholes blocked, some of the magical extremes toned down, it'll be a good job all round. Having perused some of the changes (sneaking a look at the new rules a little early thanks to a daring midnight raid on the Studio – I knew those night vision goggles would come in handy), I am satisfied that the Midwinter Glade is flexible enough to take them in its stride. The biggest change will actually be a benefit: the army is currently reliant on the Lore of Life to exert a little magical pressure on the enemy, but the new edition, and most importantly, the newly revamped Lore of Beasts opens up many more exciting tactical options.



Dance of Death

On the defensive, the Wardancers are a superb bodyguard for both the Spellweaver and Battle Standard bearer: immunity to psychology and Magic Resistance both come in very handy, and with their 4+ Ward save, they can take a charge if necessary. Unleashed to attack, their combination of extreme manoeuvrability and devastating combat power makes the Wardancers a formidable force.

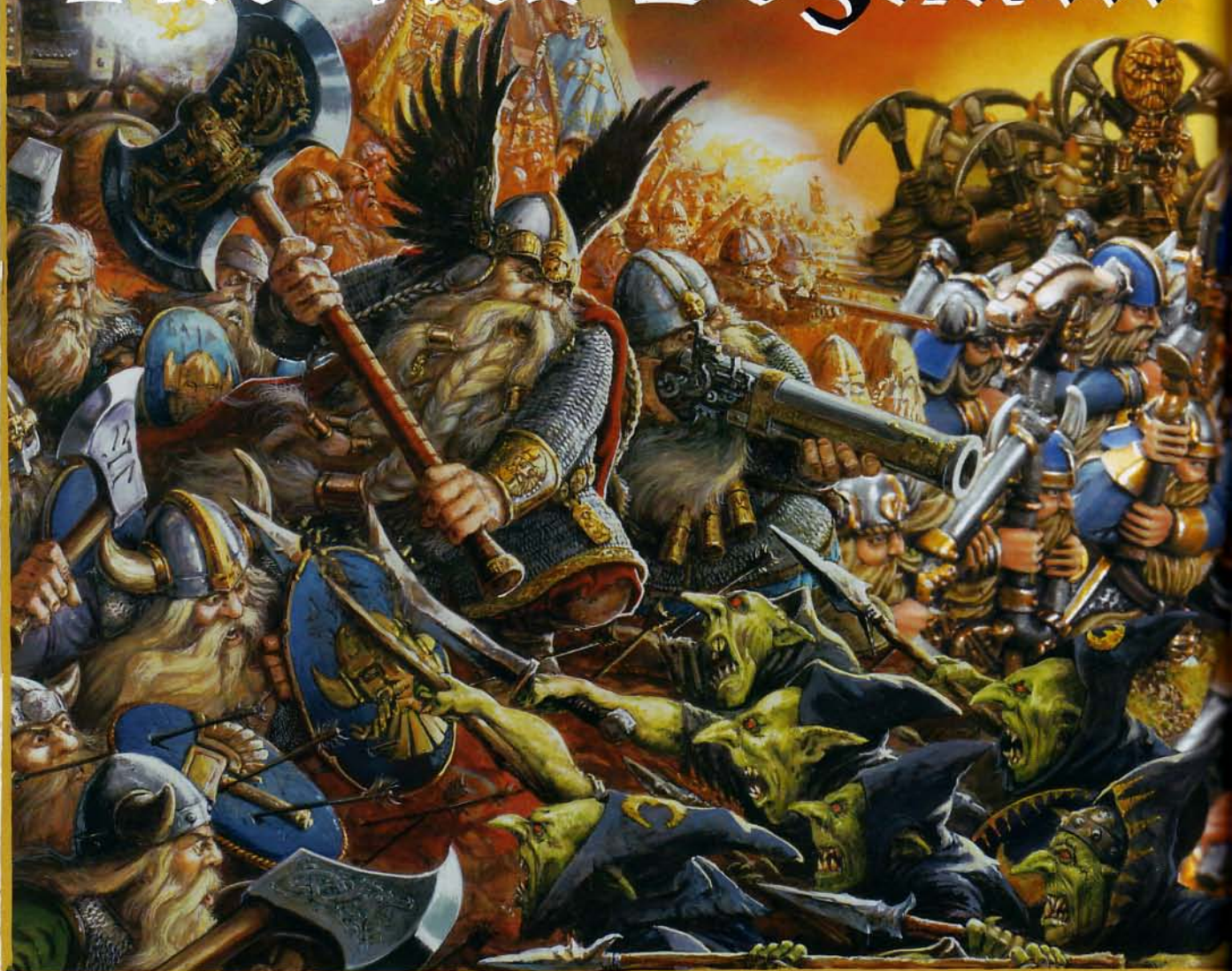
Requirements

- 2,000 point Warhammer 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.
- Tickets on sale for all heats, 8th July 2006, by calling 0115 91 40000.

www.games-workshop.co.uk/tournaments

See more of this army on pages 230-231 of the new
**Warhammer
 Rulebook!**

The War Begins...



In every Games Workshop Hobby Centre, we'll be celebrating the momentous occasion of the launch of the new Warhammer and YOU'RE INVITED!

Released on the same day all over the world, this is the biggest party Games Workshop has ever held. Every Hobby Centre in the UK will be running all manner of Warhammer games and activities as well as a few surprises!

Over the next few pages, discover some of the things that will be happening on launch day, and also find out about our flagship event being held at Warhammer World - Warhammer Day. Instore or at Warhammer World, this is one bash you won't want to miss and is truly a once in a lifetime opportunity for any hobbyists who are new to Warhammer or for Veterans who have been playing for

years. This will be remembered for a long time.

All the events are free and all you need to do is turn up. We strongly recommend you arrive as early as possible at your local Games Workshop Hobby Centre and Warhammer World as we expect queues – plus you'll stand a better chance of getting hold of the unique launch-only goodies!

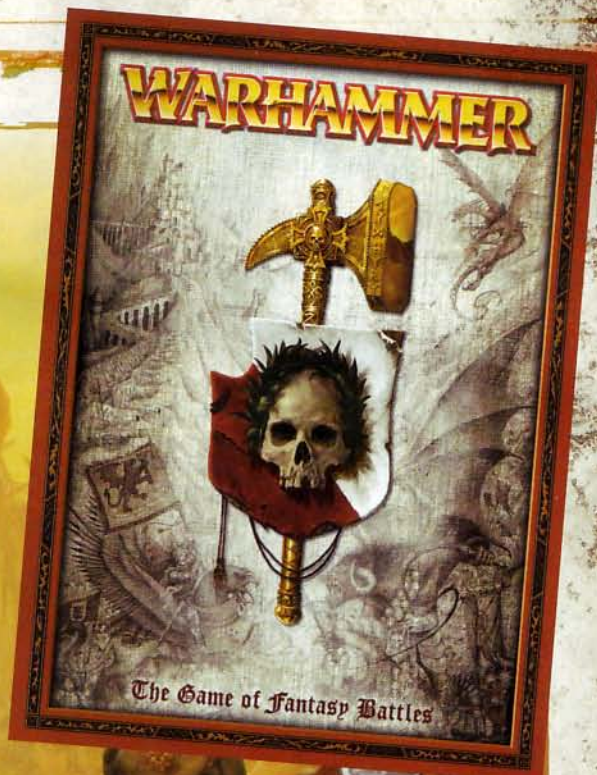
Check with your local Games Workshop Hobby Centre before Saturday 9th September to find out what's happening in your store! Turn to page 118 to find your nearest Hobby Centre or log onto: www.games-workshop.co.uk/storefinder



Goblin Fanatics

There will be limited stock of the fantastic special edition Night Goblin Fanatic miniatures as well as some highly desirable 'surprises' – first come first served! Don't miss out!

...instore



09/09/06

Get Involved! Ring your store today

Instore Events



GW Bolton

Will be running a 26 foot long Battle for Skull Pass game all day long, featuring a Dwarf steamship and a Squiggoth! Also running a fancy dress competition with surprise prizes and a Warhammer shield sized cake!

GW Carlisle

Gaming starts at midnight and goes on throughout the next day using 44 foot of gaming table! featuring the Battle of Skull Pass with a 20,000pts Dwarven and Empire alliance trying to repel the Orc and Goblin Horde. Also your chance to use any Warhammer army against any other as all the armies will be available to try. Also some free cake!

GW Chester

Chester will be running an immense 36 foot long Battle for Skull Pass game, including a Dwarf zeppelin and a Wyvern 'airforce'. The store will also be running two competitions – Warhammer Fancy Dress and Thorek Ironbrow's Runic Treasure Hunt! And a celebration cake in the shape of a Warhammer!

GW Hull

30,000pt Dwarf versus Orc & Goblin game, including an assault on a Dwarf mountain stronghold (a 6x4' board in itself). Snorri Nosebiter's Quiz of Doom and Warhammer Celebration cake!

GW Leicester

Running painting masterclass on Dwarfs & Goblins, including speed painting Dwarf and Goblin models in 5 minutes. 24 foot long game featuring 5,000pts of Orcs & Goblins standing in the way of Dwarf Lord Kasatana's wagons laden with gold – will the gold get through Skull Pass or will the Orcs & Goblins capture it? Also running a competition – bring in your oldest Goblin or Dwarf miniature. The oldest one wins a prize!



GW Milton Keynes

96 square foot Dwarf last stand against Goblin horde of 30,000+ points! Final of staff Warhammer challenge. Golden Demon Squig hopper Painting Competition.



The Siege of Middenheim

The dramatic conclusion to the Storm of Chaos

THE SIEGE OF MIDDENHEIM: DAY 9

...His Flayerkin having expended their fury the day before, Archaon paused in his assault on the east causeway, allowing the defenders vital time to reinforce their barricades and emplacements. Whether the Lord of the End Times can muster enough force for a final push remains to be seen, though the bombardment by the Hellcannons has begun afresh...

...The south causeway has again been the site of great slaughter, with Men, Orcs and followers of the Dark Gods all throwing themselves into the maelstrom of battle. With the orcs under Borgut Facebeater and the army Stykkaar pitted against each other as well as the defenders, the Men of Middenheim have reclaimed some of the territory lost on the previous day's assaults. As well as this, the horde of warlord Gitsnik Blacktooth has joined the fighting, perhaps in a bid to oust Borgut as Grimgor's favoured second-in-command...

THE SIEGE OF MIDDENHEIM: DAY 10

...On the eastern causeway, the Flayerkin have once more launched a blood assault on the defenders of the city, swarming over recently reoccupied defences and killing everything in their path. In the wake of this fresh attack, Archaon has moved forward with his Hellcannons and other machineries of destruction, awaiting a chance to deliver a decisive attack.

...By far the fiercest fighting has again taken place at the southern causeway, as troops from across the city have been marshalled to stem the advances made by the foe and to reclaim the outer gatehouses from the forces Stykkaar. Weary but victorious the fighters here have taken heart from the news that Karl Franz is only a matter of days away, and perhaps they must face only one more determined assault...

GW Harrogate

The Siege of Middenheim featuring 10,000pts a side! Starts at 9am, General miniatures needed for each army. Real-life costumed Chaos and Empire Generals will be present too! Plus, Meeting of Champions – character battle and best painted general competition on the day.



Karak Eight Peaks

The fall of the mighty Dwarven Citadel

Along the length of the east wall of the hold, siege machines covered the flat granite surface like vines. From this distance the Goblins manning the towers were just small specks. Occasionally, a ladder would be raised and the Goblins would begin to scale it. Each time, defenders would appear at the top of the wall and send the ladder and the unfortunate Goblins crashing back to the ground, but for each ladder they felled, another would take its place. The siege of Karak Eight Peaks had reached a horrible stalemate and at some point soon one army would have to give.

With a high-pitched roar, the whole Goblin army charged forward. Thick ranks of spears closed in upon the Dwarfs and the moon disappeared, obscured by missile fire from the hundreds of Night Goblins that lined the slopes of the mountain pass. The first wave of Night Goblins hit the Dwarf formation, but the Dwarfs were disciplined troops and Grotbag was dismayed to see his attack faltering.

Then, just two single crazed Goblin fanatics punched a small hole in the defensive line, but it was enough. Seeing the gap in the formation, the Goblins of the Crooked Moon tribe launched a full scale charge. Before the Dwarfs could close up the holes in their defensive position, the Goblins had broken through. The rest of the green horde was soon crashing against the Dwarf line. In a brief moment, the stout defenders were overcome. Each Dwarf was skewered by dozens of sharp spear points. Engulfed by the sheer number of attackers, the brave Dwarfs stood little chance. The gates to Karak Eight Peaks stood open to the whole Goblin horde. Regiment after regiment of the Greenskins poured through the gigantic archway to plunder the citadel.

GW Metro

The Battle of Karak Eight Peaks. 18ft above ground game with a 4ft high Dwarven mine game alongside it. As troops fight their way to the entrance, they can aid the beleaguered forces of the Dwarfs or join the Goblin hordes. There will be eight games, one for each peak.

GW Newcastle

THE Battle for Skull Pass-starting the night before at 7pm, all are welcome (over 16s) until 4am! Under 16s to come in and put together their copy of the box and stay for a whole night to paint their forces from the box-from dusk till dawn. The following day the forces will be used in a HUGE Battle for Skull Pass (with a 16ft board) at 11am, which will run throughout the day. As well as a real life empire swordsman and free cake.



GW Nottingham

Into the Caves at Skull Pass. Whilst the battle outside rages, war has spilt over into the darkness of the caves at Skull Pass! Will the Dwarfs hold the green tide or will they crumble under its strength? Come along and join the action in this huge 5,000 point participation game! The battle commences at 1pm... the victory will be decided by 5pm!

GW Sutton Coldfield

Sutton Coldfield is running the Battle of Black Orc Peak, a historical re-fight which features the battle between Grombrindal and the Troll Father, Ghrandukker. This will be played on four 4x6ft tables featuring new mountain scenery done by our resident expert Stu Morris (Games Day table winner and maker of the Mordheim Basiclica of White Dwarf fame) along with a multitude of Trolls, Giants, Orcs, Goblins and Dwarfs.



GW York

Games start at 7am with a Dawn Raid of Goblins versus Dwarves right through until 7pm with a Last Stand. A full campaign in a day! Anyone who buys Battle for Skull Pass on the day can get it stuck together and add it as reinforcements. They can also get the contents painted and entered in the best painted regiment and general competition. Some party cake too!



JUST A SAMPLE

These events are only a sample of those being run by Hobby Centres across the UK.

Warhammer Day

What would a celebration of the new edition of Warhammer be without a very special day at the home of the hobby – Warhammer World!

If you can get to Nottingham on Saturday 9th September then why not join us at Warhammer World for a day full of Warhammer action! With Warhammer battles of all sizes and catering for all levels of experience, from newcomers to veteran generals, the entirety of the Warhammer World Hall will be filled with Warhammer gaming, modelling and painting. Don't forget to bring your Warhammer army! Warhammer World's Warhammer Day runs from 9.00am to 6.00pm. This is a FREE event, entry will be limited and offered on a first come first served basis.

Introduction to Warhammer

Don't worry; there'll be plenty of opportunities to try your hand in numerous introductory games. Warhammer miniatures and armies will be supplied.

Warhammer Challenge

The Gaming Club Network (GCN) will be taking on all comers – club hobbyists will be running a series of Challenge Tables with every Warhammer race represented – just turn up with your 500, 1,000 or 2,000 point force and issue your challenge!

Or simply bring your painted 500, 1,000 or 2,000 point Warhammer army and start up a game from our Opponent Finder Area – where you can issue challenges or post up your army for hire – whatever size of force you're fielding, we'll help you find a suitable opponent or opponents!

Tactics Table

Learn battle winning tactics from experienced generals.



Painting Area

Break open your new Battle for Skull Pass boxed set and get painting some of the miniatures inside! Expert advice and tips will be available.

Mega Battles! ▶

Join in one of the mega battles that will be raging all day long. Bring at least a painted unit or a full-on army and join in on the side of good or evil.

- **Battle for Skull Pass** – bring Dwarfs or Orcs & Goblins and battle for supremacy of Skull Pass!
- **Sundering of the Elves** – Play on the side of the High or Dark Elves.
- **The Empire takes on all Comers!** – Either bring units to bolster the side of the Empire or bring one of the many enemies of the Empire.
- **Remember!** The size of these games depends on YOU! The more troops you can muster, the larger the battles!



www.games-workshop.co.uk/warhammerworld

09/09/06



▼ Warhammer Rules Seminar

Alessio Cavatore, writer of the new Warhammer, and Gav Thorpe will be holding seminars to answer all your questions about the new edition of Warhammer.



Alessio Cavatore



Gav Thorpe

▼ Terrain Building

Expert terrain maker, Chad Mierzwa from the Design Studio Hobby team will be on hand to provide tips and hints on building fantastic Warhammer scenery!



Chad Mierzwa



The Battle for Skull Pass board featured on page 34 was built by the HobbyTeam.

◀ History of Warhammer display!

See the history of Warhammer on display, including all seven editions of the games as well as miniatures from past.



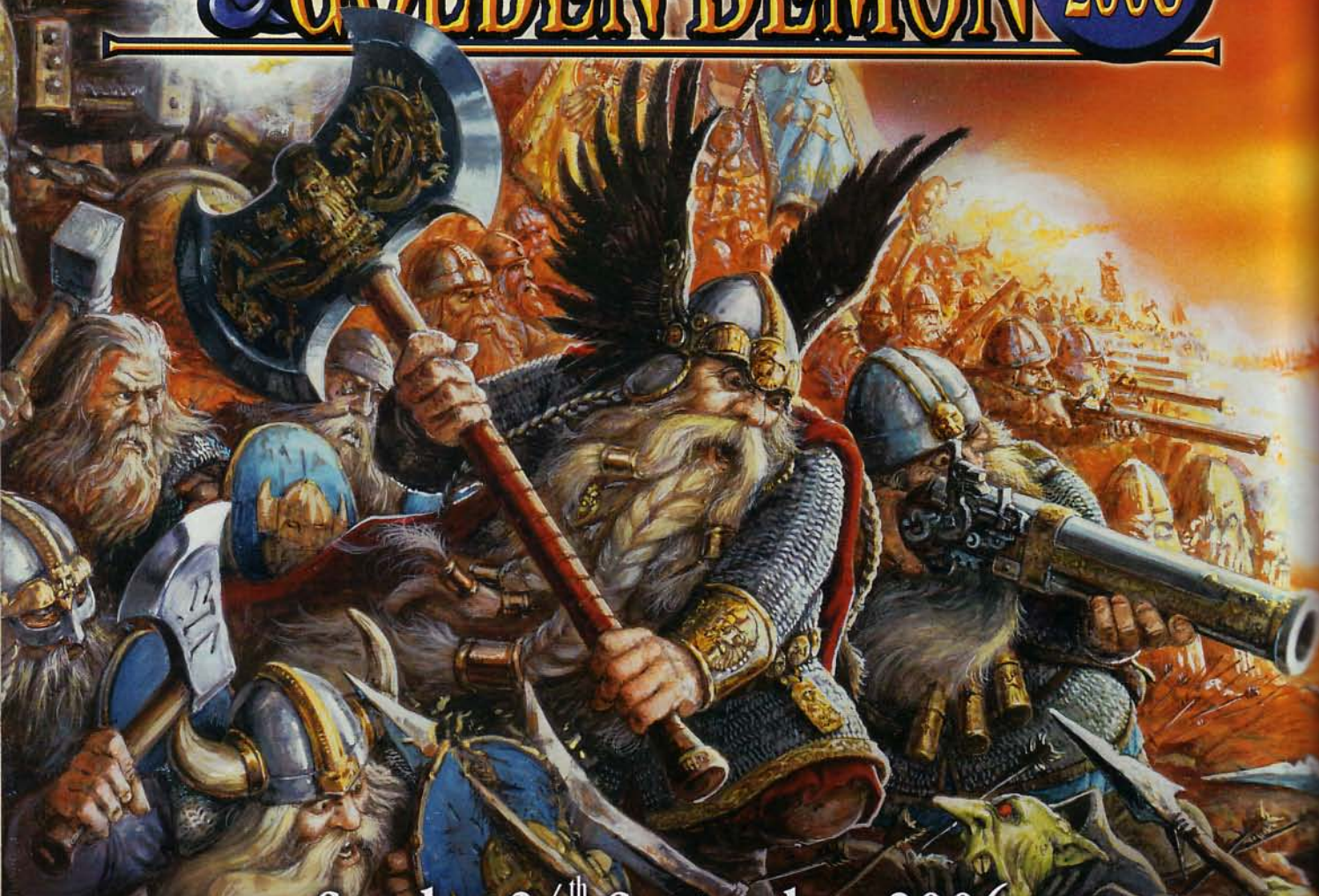
Painted Armies Only! ▶

Don't forget that to play at this event in Warhammer World, you must have an army that is painted!

Includes the Citadel Miniature Hall (see all the Eavy'Metal armies on display) & Bugmans Bar (food and drink available)

FREE EVENT!
*Limited Entry

GAMESDAY & GOLDEN DEMON 2006



Sunday 24th September 2006
National Exhibition Centre (NEC), Birmingham

Ticket price £25. Tickets on sale for White Dwarf Subscribers May 22nd 2006.
Tickets are on general release from July 1st 2006, order yours by calling 0115 91 40000.

The recommended minimum age for customers is 16 years old, however we will allow entry for persons between 12 and 16 when accompanied by a parent, guardian or other responsible adult.

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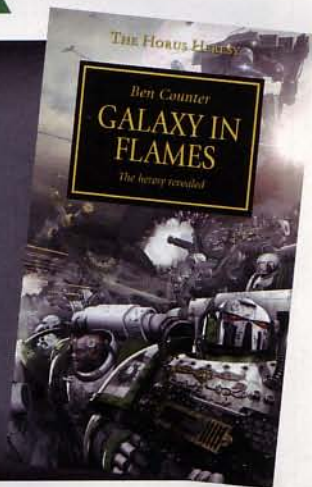


Ben Counter

BEN COUNTER SIGNING!

Black Library author Ben Counter will be signing copies of *Galaxy in Flames*, the third book in the smash hit *Horus Heresy* series, at Forbidden Planet in London on 16th September 2006. For full details and timings, check out the Black Library website at:

www.blacklibrary.com



Badger Corp attends WPS

Games Workshop's very own staff GCN club, Badger Corps, attended the WPS Club Challenge held at Warhammer World on the 27th and 28th May and had a thoroughly great time playing other gaming clubs from around the UK. Out of 14 clubs at the event, the Badgers placed 10th overall, thanks to an impressive 'win some lose some' gambit employed by every player. With those results behind us, you will not be surprised to learn that our team did not claim any trophies for gaming, though it did come an extremely close second on Sportsmanship (well done Jimi!)



Team Badger poses for the camera: Christian Byrne, Paul Crowcroft, Jimi Hamer, Rob Broom, Wade Pryce, Eadwine Brown, Lindsey Blair, James Lockett and Yannick Hudziak (also Stephen Morris, Alan Bligh and Tris Buckroyd who had to leave early)

NEW!

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What is the WPS?

We caught up with WPS chairman, Conrad Gonsalves, to find out about the society.

Conrad: "From its inception the WPS has been involved in running events and demonstrations for the gaming community. In fact we're celebrating our 10th birthday this year! Its flag ship event is the Club Challenge where clubs from up and down the country enter a multi system event to earn the right to raise the Club Challenge shield. This year we returned to Warhammer World and set a new record of over 200 people!"

If you would like to find out more about the organisation and the events it runs, log on to the WPS website at:

www.players-society.com

LATEST NEWS! 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

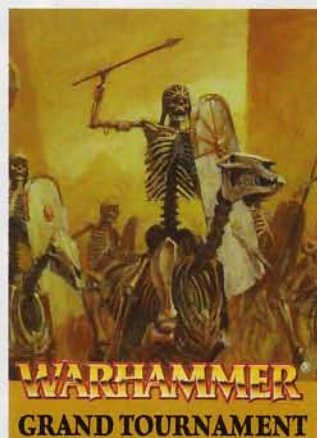
The closing dates for receiving details for publication in the following issues are:

- 1st SeptemberWD324 (Dec)
- 1st OctoberWD325 (Jan)
- 1st NovemberWD326 (Feb)

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
WECWWarhammer English Civil War
EpicEpic Armageddon
LOTRThe Lord of The Rings
GWGames Workshop
GTGrand 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:

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 where we 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

SEPTEMBER

GAMES WORKSHOP presents:

WARHAMMER LAUNCH DAY

Date: 9th September, 2006

Venue: All GW Hobby Centres and Warhammer World

Details: Come along to your local GW Hobby Centre, or our free event in Warhammer World and join in the celebrations with our launch of the new edition of Warhammer Fantasy Battle. Full details in this issue on page 108.

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

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 or £5 for an open ticket.

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

GAMES WORKSHOP presents:

GRAND TOURNAMENT: Heat One 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 around two months before the event.

Contact: NEGT@games-workshop.co.uk

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

GAMES WORKSHOP presents:

GRAND TOURNAMENT: Heat One 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/events

WPS 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

NOVEMBER

GAMES WORKSHOP presents:

GRAND TOURNAMENT: Heat Two WARHAMMER

Date: 4th-5th November, 2006
Venue: Warhammer World
Details: This is the second 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:

GRAND TOURNAMENT: Heat Two WARHAMMER 40,000

Date: 11th-12th November, 2006
Venue: Warhammer World
Details: Second 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

Fanatic Spellekijn 2006

Date: Sun. 12th November 2006
Details: Spellekijn in Leeuwarden host their annual Fanatic event. This will include many activities such as painting, intro games and a Warhammer and Warhammer 40,000 tournament. For more information about the event of the activities, contact the store.
Contact: +31 582 131 112
Website: www.spellekijn.nl

GAMES WORKSHOP presents:

WARHAMMER 40,000 Teams Tournament

Date: Sunday 12th November, 2006
Venue: Gaming Workshop Wakefield
Details: Team up with your friends to overcome all challenges. Use skill and judgement to not only win your battle but pit the right players against the right opponents. Are you a team of champions? To take part you will need a 1,500 point army. Tickets cost £50 for a team of four, including lunch on the day.
Contact: 0114 243 4633
Website: www.games-workshop.co.uk/events

GAMES WORKSHOP presents:

WARHAMMER 40,000 Teams Tournament

Date: Sunday 19th November, 2006
Venue: Gaming Workshop Wakefield
Details: Team up with your friends to overcome all challenges. Use your skill and judgement to not only win your battle but pit the right players against the right opponents. Are you a team of champions? To take part you will need a 1,500 points army. Tickets cost £50 for a team of four, including lunch on the day.
Contact: 0114 243 4633
Website: www.games-workshop.co.uk/events

WPS: Warhammer Grand Tournament

Date: 18th – 19th November 2006
Venue: Gateway Hotel, Nottingham (on campus event)
Details: The 3rd year we have run this event on campus at this hotel. You move from your hotel room to breakfast to the gaming table.
Ticket Price: circa £95 TBC (includes bed and breakfast in a 5 star hotel for 2 nights)
Contact: conrad.gonsalves@players-society.com



WARHAMMER 40,000

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/events

SLAYER DAY FROM THE ASHES



Sunday 1st October

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

coming January 2007...



WARHAMMER 40,000

DOUBLES TOURNAMENT

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

OPENING TIMES ➤

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 Greenwood Street, WA14 1RZ
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):
13 Broadwin, Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, Tel: 0117 959 2520

BRISTOL, Area 51:
Tel: 0117 9244655
PORTSHED, Aakitt:
Tel: 01275 444731

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, Tel: 0123 427 3663
LUTON, Final Fantasy
45 New Bedford Road, Tel: 01582 729001
LUTON, Ottakars:
Tel: 01582 486999
CRANFIELD, Wargames Workshop:
Tel: 01234 252678

BERKSHIRE

GW MAIDENHEAD:
Unit 2, 17 Market Street, Tel: 0162 863 1747
GW READING:
29 Oxford Road, Tel: 0176 959 8693

NEWBURY, Miniature Merchants:
3 Weavers Walk, Tel: 01635 528176

BRACKNELL, Ottakars:

Tel: 01344 480124

BRACKNELL, Toy Planet:

Tel: 01344 426262

SANDHURST, ToyWorld:

Tel: 01252 873350

WINDSOR, Ottakars' Bookshops Windsor:

Tel: 01753 856456

WINDSOR, WJ Daniels:

Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit 116, Bullring Link, Tel: 0121 633 7193
GW DUDLEY:
Unit 36, Merry Hill Centre, Tel: 0138 448 1818
GW SOLIHULL:
690 Warwick Road, Tel: 0121 705 7997

GW SUTTON COLDFIELD:

43-47 Birmingham Road, Tel: 0121 354 3174

GW WOLVERHAMPTON:

9 King Street, Tel: 0190 231 0466

GW WALSALL:

Unit 27, Old Square Shopping Centre, Tel: 0192 272 5207

BIRMINGHAM, Console Games:

1159 Bristol Road South, Northfield, B31 2SL, Tel: 0121 477 0032

GREAT BARR, Gaming Crypt:

Tel: 0121 360 5080

RUBERY, Roy's Hobbies & Toys:

Tel: 0121 453 3280

SUTTON COLDFIELD, Digital Dragons:

Tel: 07941 637793

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:

Unit 29, The Octagon Centre, Tel: 0149 453 1494

GW MILTON KEYNES:

Unit 2, West End Extension, 502 Silbury Boulevard, Shopping Centre, Tel: 0190 869 0477

AYLESBURY, Bear Necessities:

8 The Cloisters, Great Western Street, HP20 2PU, Tel: 01296 421090

BUCKINGHAM, Abacus Toys:

Tel: 01280 821815

GERARDS CROSS, Howard Marshall:

Tel: 01753 862952

PRINCES RISBOROUGH, Treats:

Tel: 01844 344354

CAMBRIDGESHIRE

GW CAMBRIDGE:

54 Regent Street, Tel: 0122 331 3350

GW PETERBOROUGH:

3 Wentworth Street, Tel: 01733 890 052

ELY, City Cycle Centre:

Tel: 01353 663131

HUNTINGDON, Sports & Fashions:

Tel: 01480 454541

PETERBOROUGH, Westgate Department Store:

Tel: 01223 361151

ST NEOTS, First Computer Games:

Tel: 01480 366638

ST NEOTS, Westgate Department Store:

Tel: 01480 473242

WISBECH, Westgate Department Store:

Tel: 01536 203525

CHANNEL ISLANDS

JERSEY, ST. HELIER, The Little Shop:
Tel: 01534 732187
GUERNSEY, ST. PETERS PORT, Carousell:
Tel: 01481 721721

ST. HELIER, Bambola Ltd:

Tel: 0604 29828

CHESHIRE

GW ALTRINCHAM:

Unit 1, 19 Cranford Street, Tel: 0161 929 9896

GW CHESTER:

112 Foregate Street, Tel: 0124 431 1967

GW MACCLESFIELD:

Unit 38, Chestergate Mall, Grosvenor Centre, Tel: 0162 561 9020

GW STOCKPORT:

32 Mersey Square, Tel: 0161 474 1427

GW WARRINGTON:

Unit 20, Time Square, Tel: 0192 565 1984

ALTRINCHAM, The Gaming Crypt:

44 Greenwood Street, WA14 1RZ, Tel: 0161 929 9919

ALTRINCHAM, Altrincham Gaming Ltd:

Tel: 0161 9294708

CHEADLE, Fantasia:

Tel: 0161 491 1130

CONGLETON, Deans Toys & Cycles:

Tel: 0126 023277

CREWE, ABC Model Sport:

Tel: 01270 505 048

CREWE, Potters Model World:

Tel: 01270 250 038

MACCLESFIELD, Jac in a Box:

Tel: 01625 502 221

NANTWICH, Funfair:

Tel: 01270 626 344

NESTON, Carousell:

Tel: 0151 336 621

NORTHWICH, Level 1:

Tel: 01606 45053

NORTHWICH, The Model Shop:

Tel: 01606 826 346

STALYBRIDGE, Hardcastles:

Tel: 0161 3038528

STALYBRIDGE, KMV Models:

Tel: 0161 304 8700

STOCKPORT, Goolings Toymasters:

Tel: 0161 427 2099

WARRINGTON, Steve Webb Models & Hobbies:

Tel: 01928 733 225

WIDNES, The Hobby Shop:

Tel: 01514 241 947

CLEVELAND

GW MIDDLESBROUGH:

Unit 33, 39 Dundas Street, Tel: 0164 225 4091

HARTLEPOOL, Illusions:

Tel: 01209 233 199

HARTLEPOOL, Westgate Department Store:

Tel: 01429 244 337

CORNWALL

GW TRURO:

Unit 1, Bridge House, New Bridge Street, Tel: 01752 202 047

BODMIN, Bricksells:

Tel: 01208 27088

BLIDE, Nitro RC:

Tel: 01208 353 388

BLIDE, More Values:

Tel: 01288 352 362

FALMOUTH, Wonderland Falmouth:

Tel: 01326 312 571

HAYLE, Blownets of Hayle:

Tel: 01736 753 012

HELSTON, Eddy & Son:

Tel: 01326 572 787

NEWQUAY, Planet Hobbyworld:

Tel: 01637 859 941

ST AUSTELL, Adebta Toys:

Tel: 01726 73125

ST AUSTELL, Mad for Miniatures:

Tel: 01726 72259

ST IVES, Dragon's Hoard:

Tel: 01736 79848

TRURO, Toymaster:

Tel: 01872 272 452

COUNTY DURHAM

GW DURHAM:
64 North Road, Tel: 0191 374 1062
GW DARLINGTON:
79 Airedale, Tel: 0132 538 3463
BISHOP AUCKLAND, Windsock Models:
Tel: 01388 609 786
CONSETT, Kwikparts:
Consett, Tel: 01207 581 024
DARLINGTON, Lamb's:
Tel: 01325 466 042
SEAHAAM, Games of War:
Tel: 01915 817 118
TEESDALE, Toy Shop:
Tel: 01833 637 396

CUMBRIA

GW CARLISLE:
Tel: 01929 426 096

Unit 2, Earls Lane, Tel: 0122 859 8216

KENDAL, North West Warriors:

10 Kent Street, Tel: 01539 731666

BARROW-IN-FURNESS, Heath:

Tel: 01229 820 435

BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:

Tel: 01539 443 047

COCKERMOUTH, Playtimes:

Tel: 01900 829 297

COCKERMOUTH, The Toy Shop:

Tel: 01900 825 855

KENDAL, O'Loughlins:

Tel: 01539 723 264

KESWICK, J B Dixon Ltd:

Tel: 01768 772 381

KESWICK, Lakeland Toys and Hobbies:

Tel: 01768 775 273

PENRITH, Harpers Cycles:

Tel: 01686 864 475

ULVERSTON, Sawdust 'n' Stitches:

Tel: 01229 582 284

WIGTON, Jacksons Diecast Models:

Tel: 01697 342 537

WORKINGTON, KSA Models and Hobbies:

Tel: 01900 873 338

DERBYSHIRE

GW DERBY:

42 Sadler Gate, Tel: 0133 237 1657

BELPER, Freasons:

Tel: 01773 823 244

BUXTON, D&E Knowles & Sons:

Tel: 01292 824 203

CHESTERFIELD, Chesterfield Department Store:

Tel: 01246 220 200

CHESTERFIELD, Model Trader:

Tel: 07951 947736

CHESTERFIELD, Peak Bookstore:

Tel: 01246 224 666

GLOSSOP, Glossop Craft and Model Centre:

Tel: 01457 863 539

GLOSSOP, Wain Services:

Tel: 01457 853 548

ILKESTON, Ilkeston Co-op:

Tel: 01159 327 777

MATLOCK, Shaws:

Tel: 01629 582 482

DEVON

GW EXETER:

31a Sedwell Street, Tel: 0139 249 0305

GW PLYMOUTH:

84 Cornwall Street, Tel: 0175 225 4121

GW TORQUAY:

12 Market Street, Tel: 0180 320 1036

BARNSTAPLE, The Battlezone:

Tel: 01271 321 344

DAVEY, WG Pillar & Co:

Tel: 01803 832 139

EXMOUTH, Gamezone Models:

Tel: 01395 267 733

HOLSWORTHY, Bazaar:

Tel: 01808 242892

HOLSWORTHY, Roberts Toy Shop:

Tel: 01404 43741

KINGSBRIDGE, The Trading Post:

Tel: 01548 852 923

NEWTON ABBOT, Austins:

Tel: 01626 333 444

LANCASHIRE

GW BLACKPOOL:
8 Willey Street, Tel: 0125 375 2056

GW BOLTON:
Unit 27, 36 Acornfield Mall, Tel: 0120 436 2131

GW PRESTON:
15 Miller Arcade, Tel: 0177 282 1855

ASHTON UNDER LYNE, Roundabout Toys:
Tel: 01613 432 344

BLACKBURN, Balcave:
Tel: 01254 467 488

BLACKBURN, Mercer & Sons:
Tel: 0125 458 700

BURNLEY, Arthur Benn:
Tel: 01262 422 546

BURY, Conways Toymasters:
Tel: 01617 616 209

CHORLEY, A & B Games:
Tel: 01257 261 833

CHORLEY, Hampsons Toys & Nursery World:
Tel: 01257 263 445

CLITHEROE, Cowdills of Clitheroe Ltd:
Tel: 01200 423 587

KIRKHAM, RK Boys:
Tel: 01772 671 900

LANCASTER, Lawsons Toymaster:
Tel: 01524 464 516

LANCASTER, Micro Markets:
Tel: 01524 840 486

LEIGH, Toymaster:
Tel: 01942 671 116

MORECAMBE, Micro Markets:
Tel: 01524 416 306

OLDHAM, Ottakers:
Tel: 01616 205 543

POULTEN LE FYLDE, Aabas bookstore:
Tel: 01253 851 116

PRESTON, Conways Toymaster:
Tel: 01772 887 799

ROCHDALE, Microhawk:
Tel: 01706 715 938

ROSSDALE, Rossdale Models:
Tel: 01706 250 007

THORNTON-CLIVELY, Toysave Collectables:
Tel: 01253 835 905

WIGAN, Wigan Model Centre:
Tel: 01942 245 681

LEICESTERSHIRE

GW LEICESTER:
Unit 2, 16/20 Silver Street, Tel: 0116 253 0510

GW LOUGHBOROUGH:
22 Highgate Street, Tel: 0150 923 8107

ASHBY-DE-LA-ZOUCH, Steve's Models:
Tel: 01530 416 827

COLVILLE, Groffs Toyshop:
Tel: 01530 832 795

HINCKLEY, Punctilio Model Spot:
Tel: 01455 230 952

LINCOLNSHIRE AREA

GW GRIMSBY:
9 West St Mary's Gate, Tel: 0147 234 7757

GW LINCOLN:
Unit 32A, Saltregrave (on outside of Waterside Centre), Tel: 01522 254 8027

BOSTON, Models and Computers:
Tel: 01205 365 102

GRANTHAM, Access Models:
Tel: 01626 673 116

GRANTHAM, Arbon & Watts:
Tel: 01626 855 030

GRANTHAM, Portprince Models and Hobbies Ltd:
Tel: 01476 592 001

LOUTH, Castaline:
Tel: 01507 602 149

MABLETHORPE, Belas Toymaster:
Tel: 01507 473 326

QUADRING, MS Sturgess:
Tel: 01773 821 967

SCUNTHORPE, Shermans Model Shop:
Tel: 01724 842 439

SKEGNESS, The Model Shop:
Tel: 01754 763 429

SPALDING, Mason's Models:
Tel: 01775 722 456

LONDON

GW BRENT CROSS:
Shop 7, Lower Mall (near Fenwick's), Brent Cross Shopping Centre, Tel: 0208 202 4979

GW BROMLEY:
Unit 24, The Mall, Bromley, Tel: 0208 466 0678

GW COVENT GARDEN:
Unit 3, The Arcade, Tel: 0207 240 5106

GW CROYDON:
Unit 35, Drummond Centre (outside the back of the centre), Kestley Road, Tel: 0208 660 4600

GW ST MARY'S:
3/5 Genetion Road, Tel: 0208 363 3238

GW HAMMERSMITH:
161 King Street, Tel: 0208 846 9744

GW HARROW:
296 Station Street, Tel: 0208 861 2350

GW KENSINGTON:
Shop 7, Lancer Square, Kensington Church Street, Tel: 0207 937 7011

GW KINGSTON ON THAMES:
33 Fife Road, Tel: 0208 549 5224

GW LONDON (OXFORD ST):
Unit F10, The Plaza Shopping Centre, 1st Floor, 116-128 Oxford Street, Tel: 0207 435 0839

GW RICHMOND:
Unit 8, Westminster House, Kew Road, Tel: 0208 948 6122

GW ROMFORD:
12 Quadrant Arcade, Tel: 01708 742 140

GW STAINES:
8 Clarence Street, Tel: 0178 446 0675

GW SUTTON:
Unit 26, Times Square Shopping Centre, Tel: 0208 770 9454

GW UXBRIDGE:
Unit 32, Chequers Mall, The Pavilions Shopping Centre, 0189 325 2000

GW WATFORD:
Unit Q, 1A Queen Street, Harlequin Centre, Tel: 0192 324 5388

BLACKHEATH, 2nd Impressions:
Tel: 0208 852 6192

CHINGFORD, Hobby Stop:
Tel: 0208 529 7177

CHINGFORD, Russia of London:
Tel: 0208 529 1920

CLAPHAM JUNCTION, Toystop:
Tel: 0207 228 9079

DULWICH, The Art Stationers:

Tel: 0208 693 5938

EALING, And So It Begins:
Tel: 0208 579 2244

FINCHLEY, Leisure Games:
Tel: 0208 346 2327

HAMPSTEAD, Happy Returns:
Tel: 0207 435 2491

HERNE HILL, Just Williams:
18 Half Moon Lane, SE24 9HL, Tel: 0207 733 9955

KNIGHTSBRIDGE, Harrods:
Tel: 0207 730 1234

LONDON, Just Games:
Tel: 0207 323 3080

LONDON, Russ:
Tel: 0207 228 6139

PUTNEY, Toystop:
Tel: 0208 785 9553

RUISLIP, John Sanders:
Tel: 01895 614 848

WIMBLEDON, Elys:
Tel: 0208 946 9191

WOOD GREEN SHOPPING CENTRE, Toy City:
Tel: 0208 881 0720

MANCHESTER AREA

GW MANCHESTER (central):
Unit R15, Maudsley Way South, Arndale Centre, Tel: 0161 834 6871

GW TRAFFORD CENTRE:
Unit L40c, Trafford Centre, Tel: 0161 753 0065

ECCLES, Amazon Miniatures:
Tel: 0161 788 7650

MANCHESTER, Waterstones:
Tel: 0161 832 1992

MERSEYSIDE AREA

GW LIVERPOOL:
13b Central Shopping Centre, Ranelagh, Tel: 0151 703 0963

GW SOUTHPORT:
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BULGARIA
SOPIA, Magic Worlds:
 1000, Slavenkov str 9
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 1303, Sredna Gora Str.133

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 51000, Merkator Center, Glasica 10
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RUEKA, Game Master:
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 Skovsgade 6A, 4200, Tel: 5854 4080
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 Kongensgade 19, 6700, Tel: 7521 1199
HELINGOR, Hobby & Fritid:
 Roskildevej 2, 3000, Tel: 4921 4542
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 Høstrupvej 4, 3400, Tel: 4825 2616
KOEBENHAVN NV, Arena København:
 Rentesvejsgade 18, 2000, Tel: 3813 5700
KOLDING, B.O. Bøger Kolding:
 Kolding Storcenter 52, 6000, Tel: 7550 3834
NÆSTVED, Arena Næstved:
 Rammevej 17, 4700, Tel: 5554 6700
RODOVRE, Mr Games:
 Rødovre Stationscenter 2610, Tel: 3672 0255
AALBORG, Aalborg Hobby Service:
 Nørregade 18, 9000, Tel: 9812 1315
AALBORG, Bøg & idé Aalborg:
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AALBORG SV, BO Bøger Aalborg:
 Alborg St. Center 108, 9200, Tel: 9079 1545
AALBORG, EB Games:
 Bispensgade 10, 9000, Tel: 9811 5543
AALBORG, EB Games:
 Holstvej 452, 9200, Tel: 9815 5720
AALBORG, Game n' Games:
 Danmarksvej 45, 9000, Tel: 9811 4280
AARS, Ting og sager:
 Søndergade 6, 9600, Tel: 9862 4552
AALBENS, Legekanalen Aalbent:
 Steenvej 17, 8200, Tel: 7462 3405
ALBERTSLUND, Bøg & idé Albertslund:
 Stationsstrøet 2, 2620, Tel: 4364 8877
ALLERØD, Bøg & idé Allerød:
 M.D. madsenvej 8, 3450, Tel: 4877 2770
AARHUS C, EB Games:
 467, Bruun's Gade 25, 8000, Tel: 8748 6060
AARHUS C, EB Games:
 Frederiksgade 26, 8000, Tel: 8741 6913
AARHUS C, Goblin Gate:
 Kysvej 27, 8000, Tel: 8619 4311
AARHUS C, Hobby House:
 Nørregade 51, 8000, Tel: 8612 0062
AARHUS C, EB Games:
 Vesterbrogade 58, 8000, Tel: 8613 1788
ASNEVES, Bøg & idé Asneves:
 Asneve Center 2, 4550, Tel: 5965 0014
BALLERUP, EB Games:
 Ballerup Center 1, 2750, Tel: 4497 4422
BJERRINGBRO, Bøg & idé Bjerringbro:
 Storegade 4, 8850, Tel: 8668 1077
BRONSHØJ, Charlottes Legetøj:
 Frederikssundvej 32, 2800, Tel: 3860 3626
CHARLOTTELUND, Bøg & idé Charlottelund:
 Jørgensballe Allé 5, 2920, Tel: 3964 3840
EBELTOFT, Ebeltoft boghandel:
 Adelsgade 40, 8400, Tel: 8644 3844
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 Kongensgade 33, 6700, Tel: 7512 1177
ESPERGÆRDE, BO Bøger Espergærde:
 Espergærde Center, Vester Torv 2, 3060, Tel: 4913 1946
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FARUM, Bøg & idé Farum:
 Farum Bytorv 64, 3520, Tel: 4493 1225
FREDERICIA, Bøg & idé Fredericia:
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FREDERIKSBERG, EB Games:
 Falkenberg Allé 46, 2010, Tel: 3536 8099
FREDERIKSBERG, Legekanalen Frederiksborg:
 Godthåbvej 36, 2000, Tel: 3819 7025
FREDERIKSHAVN, Bøg & idé Frederikshavn:
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FREDERIKSHAVN, Rosen Boghandel:
 Søndergade 41, 9900, Tel: 9842 1434
FREDERIKSSUND, Legekanalen Frederikssund:
 Jernbanegade 31, 3600, Tel: 4738 3959
FREDERIKSVÆR, Hobby & Legetøj:
 Nørregade 38, 3300, Tel: 4772 1693
FREDERIKSSUND, Frederikssund Bøger & Papir:
 Østergade 1, 3600, Tel: 4731 0245
GILLIELE, Lillys Legetøj:
 Vesterbrogade 9, 3250, Tel: 4830 3090
GRNÅ, Bøg & idé Grnå:
 Høstvej 2, 8600, Tel: 8632 1933
GRIVE, BO Bøger Hundige:
 Hundis Storcenter, 2670, Tel: 4390 6008
HADERSLEV, Legekanalen Haderslev:
 Nørregade 20, 6100, Tel: 7453 0385
HADSTEN, Mosquito Cykel Center:
 Kirkvej 1, 8370, Tel: 8698 0839
HADSUND, Lorentz Nielsen Bøg & idé:
 Storegade 14, 9500, Tel: 9857 1833
HELINGOR, Schwartz Bøg & idé:
 Østergade 17 - 19, 3200, Tel: 4879 4001
HELINGOR, Teaterbisen:
 Frederiksborgvej 10, 3200, Tel: 2092 2991
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 Bymidevej 2, 7400, Tel: 7172 0747
HERNING, Buddy Legetøj:
 Herning Center, Møskvej 17, 7400, Tel: 9722 0552
HERNING, EB Games:
 Odan Plads 7B, 7400, Tel: 9716 4600
HERNING, Færges Kælder:
 Smallegade 12, 7400, Tel: 3510 1897
HILLERØD, Legekanalen Hillerød:
 Sløngade 27, 3400, Tel: 4824 6161
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HJØRRING, Rosels Boghandel:
 P. Nørskjær plads 4, 9800, Tel: 9892 1744
HOLBÆK, Gæppele Legetøj:
 Smørelundsgade 22 E, 4300, Tel: 5944 1888
HOLBÆK, Storkidlet Bøg & idé:
 Allégade 31, 4300, Tel: 5943 0704
HOLTE, Legetøjshutikken:
 Holte midtpunkt 23, 1, 2840, Tel: 4546 1782
HORSNÆT, ABC Center:
 Søndergade 5, 8541, Tel: 8499 5033
HORSNÆT, Bøg & idé Horsnæs:
 Søndergade 30, 8700, Tel: 7561 1711
HORSNÆT, Legekanalen Horsnæs:
 Hospitalsgade 15, 8700, Tel: 7561 6011
HOLSHOLM, CAD Hørnholm:
 Hørnholmsvej 55 C, 2970, Tel: 4586 0408
HUMLEBÆK, Rodes:
 Torpsvej 4, 3050, Tel: 4919 1220
KALUNDBORG, Koch's Bøger & Papir:
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KILLERUP, idé & Halvørde:
 Søndergade 12, 8620, Tel: 0688 1326
KOEBENHAVN S, EB Games:
 Reberbanegade 3, 2300, Tel: 3296 7552
KOEBENHAVN K, EB Games:
 Kalvebod Brygge 29, 1350, Tel: 3312 7172
KOEBENHAVN K, EB Games:
 St. Pedersstræde 35, 1453, Tel: 3393 8538
KOEBENHAVN K, Bøg & idé Fiskefortet:
 Fiskefortet 133, 1560, Tel: 3395 0700
KOEBENHAVN K, Fantask:
 Nørrebanegade 163, 2000, Tel: 3585 5227
KOEBENHAVN K, Fantask:
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KOEBENHAVN S, Bøg & idé Amager:
 Amager Center 103, 2300, Tel: 3254 3666
KØGE, Køge Bøg & Papirhandel:
 Nørrestræde 12, 4600, Tel: 5665 0082
KOLDING, EB Games:
 Skovengen 42, 6000, Tel: 7550 1079
KOLDING, Good Games:
 Lørdagsvej 13, 6000, Tel: 7550 0304
LEMVIG, Legekanalen Lemvig:
 Torvet 13, 7620, Tel: 9782 1511
LYNGBY, BO Bøger Lyngby:
 Lyngby Storcenter 54A, 2800, Tel: 4587 0445
LYNGBY, EB Games:
 Lemjelli 2750, 2800, Tel: 4587 0509
MARIBO, Legekanalen Maribo:
 Østergade 3, 4930, Tel: 5478 2521
NÆSTVED, Georg Christensen Bøg & idé:
 Asnevej 10, 4700, Tel: 5752 0762
NÆSTVED, Høstet Bøg & idé:
 Næstved Storcenter 16, 4700, Tel: 5573 4241
NÆSTVED, Langes Bøg & idé:
 Torvegade 3, 4700, Tel: 5572 0116
NÆSTVED, Tind og Træ:
 Steenvej 12, 4900, Tel: 5492 2697
NYKØBING F, Bøg & idé Nykøbing F:
 Jernbanegade 8, 4800, Tel: 5485 2373
NYKØBING M, Morsu Boghandel:
 Algade 1, 7900, Tel: 9772 0707
NYKØBING SJ, Bøg & idé Nykøbing SJ:
 Algade 32, 4500, Tel: 5991 0006
NYKØBING F, Høndehuset:
 Jernbanegade 33, 4800, Tel: 5486 0846
ODDER, Legekanalen Odder:
 Roms Gade 32, 8300, Tel: 8654 4276
ODENSE C, EB Games:
 Kongensgade 43, 5000, Tel: 6612 9929
ODENSE C, BO Bøger Odense C:
 Vesterbrogade 59-61, 5000, Tel: 6611 4033
ODENSE SØ, BO Bøger Rosengårdcenter:
 Rosengårdcenter 53, Cgl Gade, 5220,
 Tel: 6615 9928
ODENSE SØ, EB Games:
 Ørbækvej 75, 5220, Tel: 6395 0070
RANDERS, Bøg & idé Randers:
 Steenvej 6, 8900, Tel: 8641 0810
RANDERS, Byrge Sørensen Hobby:
 Rådstrøet 4, 8900, Tel: 8642 5014
RANDERS, Randers Hobby Import:
 Adelgade 13, 8900, Tel: 8643 3923
RINGBØ, Fjords Bøg & idé:
 Kjøbenhavnsgade 2, 5750, Tel: 6262 1125
RINGBØ, Buddy Legetøj:
 Algade 4, 6950, Tel: 9732 0806
RINGSTED, Buddy Legetøj:
 Nørregade 13, 4100, Tel: 5767 1480
RISKOV, Bøg & idé Vejlsø-Riskov:
 Vort Center i Frihøjvej 5, 8240, Tel: 8621 5329
RODOVRE, B.O. Bøger Rødovre:
 Rødovre Centrum 116, 2610, Tel: 3641 0485
RODOVRE, EB Games:
 Rødovre Centrum 116, 2610, Tel: 3672 1227
RONNE, Dorte's Hobbytust:
 Lillevov 14, 3700, Tel: 5695 9449
RONNE, William Dam Bøg & idé:
 Snellmølle 36, 3700, Tel: 5695 0167

ROSKILDE, EB Games:
 Stationsstrøet 2, 4000, Tel: 4637 1516
ROSKILDE, Flensborg Bøg & idé:
 Størdertorvet 4, 4000, Tel: 4635 0008
ROSKILDE, Ømskeleg:
 Algade 28C, 4000, Tel: 4632 3463
SÆBY, Bøger & Papir Sæby:
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ATHENS, Fantasy Shop: Chologeros
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ATHENS, Fantasy Shop: Halandari
Kolokotroni & Gini 6, Tel: 0030 210 6897396

ATHENS, Fantasy Shop
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ATHENS, Fantasy Shop: Ag. Paraskevi
Agios Paraskevi 248, Tel: 0030 210 6005312

ATHENS, Fantasy Shop: Kifisia
Drosini & D. Kryiakou 16,
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ATHENS, Fantasy Shop: Peiraios
Ypsilantou 116, Tel: 0030 210 4135757

ATHENS, Fantasy Shop: Evarcheia
Themistokleous 43-45, Tel: 0030 210 3828877

ATHENS, Kaisa Amaronous
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ATHENS, Kaisa Chess & Games
Kallithea 8 & Ippokratous 114-72,
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ATHENS, Kaisa Glyfadas
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ATHENS, Kaisa Halandriou
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ATHENS, Kaisa Monakeros
Tritis Septemvriou, Tel: 0030 210 8813 990

ATHENS, Kaisa Pagratou
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ATHENS, Kaisa Pefras
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ATHENS, Kaisa Petras
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CHANIA, Kaisa Chantion
73 100, Ypsilontou St., Tel: 0030 282 1088996

CRETE, Fantasy Shop: Herakleion
Idioneros 2, Tel: 0030 2810 301312

CRETE, Kaisa Hania
Kykdonias 107, Tel: 0030 28210 88996

HALKIDA, CD Comer
Miaouli 24, Tel: 0030 2221 087315

KALLITHEA, Fantasy Shop Kallithea
Indakou 110s, Tel: 0030 210 29210 28782

LARISA, Kaisa Larissas
Kourounourou 22, 0030 2410 537337

MAROUSI, Battle Bunker
Dionysiou 9, Tel: 0030 210 5287838

PATRA, Fantasy Shop: Patra
Pantaniass 75, Tel: 0030 2610 221014

PATRAS, Kaisa Patras
Gounari & Sissini 24, Tel: 0030 2610 625632

PERISTERIOU, Kaisa Peristeriou
Dilou 22, Tel: 0030 210 5786707

PIREUS, Dragons Eye Store
Fleming 42, Keratsini, Tel: 00302 106929169

THESSALONIKI, Fantasy Shop: Thessaloniki
Pl. Navarino 3 & D. Gounari,
Tel: 0030 210 248193

THESSALONIKI, Kaisa Thessalonika
546, 22, Sira 4, Tel: 00 30 2310 257 397

VOLOS, Fantasy Shop
Glavani 98-100 & Galias, Tel: 0030 24210 28782

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BUDAPEST, Trollbarlang
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RAMAT HASHARON, Tapuah Fantasy
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GW HAARLEM
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GW ROTTERDAM
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ARNHEM, Spellenwinkel
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BREDA, Modelbouw Blik
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DEN BOSCH, De Dobbelschen
Hindemansstraat 90, 5211 MS, Tel: 073 614 5530

LEIDEN, Vliegenhoop
Turfmarkt 2, 2312 CD, Tel: 071 513 2783

MAASTRICHT, Vlieg-e-ruit
Brusselstraat 70, 6211 PG, Tel: 043 325 1653

ZWOLLE, Games-n-Stuff
Diezerpoortentlas 38, 8011 VX, Tel: 038 421 6385

ALKAAR, Bakers & Strippers
Botenstraat 19, 1811 HP, Tel: 020 512 1213

ALMERE HAVEN, Fantasia
Kerkgracht 41, 1354 AE, Tel: 036 531 6017

AMERSFOORT, Spellenwinkel
Schiedamschedijk 4-6, 3811 EA, Tel: 033 470 0322

ASSEN, Piek
Stationstraat 1, 9401 KV, Tel: 059 231 3292

BERGEN OP ZOOM, Big Boys Toys
Lievevrouwsteed 23, 4611 B, Tel: 0164 25 0848

DEN HAAG, Spellenhuis
Zoutenmarkt 94, 2518 GT, Tel: 070 364 4782

ENSCHEDE, Pipelijn
Pipenstraat 34, 7511 GM, Tel: 053 430 5727

GRONINGEN, Krikke's Hobbyshop
Nieuwe Weg 28, 9711 TE, Tel: 050 312 9314

NIJMEGEN, Moenen & Marken
Van Veldtstraat 70, 6511 MP, Tel: 024 123 611

TILBURG, Labyrint/Breda
Langestraat 176, 5038 SH, Tel: 013 544 3700

ALMELO, Sonberg Modelbouw
Paviljoen 59, 7407 CV, Tel: 054 681 2961

ALPHEN AAN DEN RIJN, Top 1 Toys
Arie van de Panne, 4206 CL, Tel: 0172 47 2254

AMSTELVEEN, Het Gamzenbord
Stoep 31-36, N-4320, Tel: 020 641 2552

AMSTELVEEN, De Groot Top Special Store
Rembrandthof 42, 1181 ZL, Tel: 020 347 3344

REIJNDOORN, Top 1 Toys - De Kinderdroom
Oranjestraat 158, 7311 WG, Tel: 055-5761098

BERGEB, Wouders Technischheid
Pankentstraat 31, 5571 CP, Tel: 049 755 0248

BUSSUM, Baks Modelreinen
Laderveen 3, 1402 BA, Tel: 053 691 8410

DELFT, Top 1 Toys Speldorado
Hippolytusstraat 25-25S, 2611 HM, Tel: 015 211 4516

HAMAR, Leukehust Maxi
Atak Betts g. 48, N-2316, Tel: 6253380

DUNHED, Småt og Rätt
Stand Gata, N-9400, Tel: 770655774

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Jentun Kjøpenter N-7240, Tel: 22441245

HITRA, Yes Twins
Hitzarogret 7240, Tel: 22441915

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OSLO, Yes Neosden Bokhandel
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OSLO, Rolf Notabene Lambertseter
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OSLO, Outland Jernbanen
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OSLO, Outland Palet
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OSLO, Rolf CC Vest
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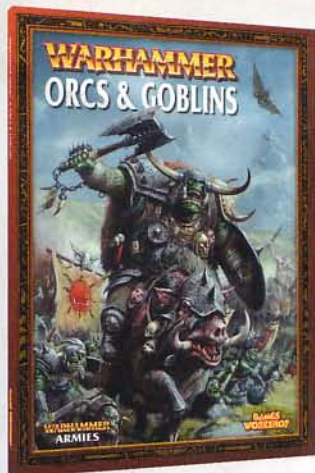
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