

INSIDE

Massive Gondor vs Harad battle report!

GAMES WORKSHOP

WHITE DWARF

GAMES WORKSHOP'S MONTHLY MAGAZINE
WD338 February 2008

THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

HARAD

WARHAMMER
STUDIO CAMPAIGN

WARHAMMER
40,000

BANEBLADES





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EDITORIAL



Sauron has summoned forth the Southrons once again, and a legion of evil Men march forth to war!



Middle-earth trembles beneath the feet of gigantic Mûmakil, and the Men of the south gather in droves beneath the banners of the Dark Lord. Eager to vent their hatred on the Men of Gondor, the warriors of mysterious Harad make relentless and skilful opponents. Bolstered, too, by the Corsairs of Umbar and the Mahûd of Far Harad, the armies of the south are among the most colourful, exotic and deadly in all of Middle-earth. To mark the release of the exciting Harad sourcebook for The Lord of the Rings strategy battle game, we talk to its author, Mat Ward, and fight out a massive battle report. How will the Southrons fare against their ancient foes, the Men of Gondor?

In addition to the Mûmak-wrought chaos, we have treats aplenty for fans of Warhammer and Warhammer 40,000 too. Fantasy fans delight as Phil Kelly brings a report of the latest Studio campaign, including house rules for Mighty Empires. Also, some tournament veterans offer us their tips on using Warhammer Empire armies. For Warhammer 40,000, we have an 'Eavy Metal Masterclass on the new Shokk Attack Gun, as well as a guide to modelling and painting Imperial Baneblades. Finally, we have a Dan Abnett interview and Horus Heresy feature – that should keep you busy until next month!

Grombrindal, The White Dwarf

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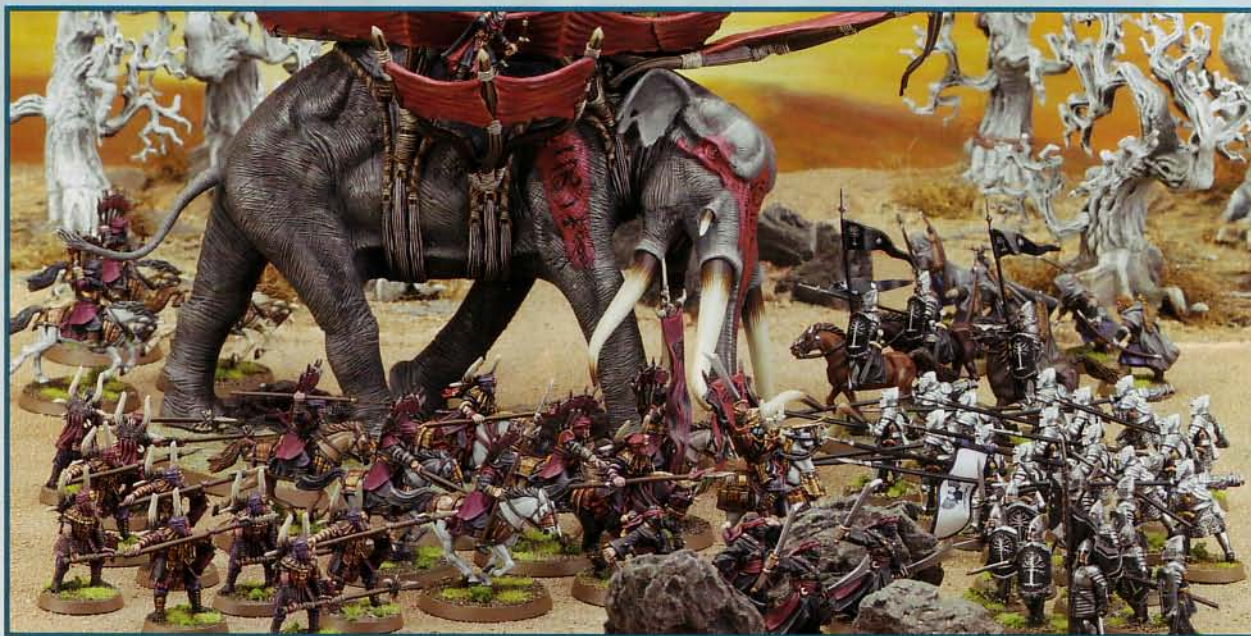
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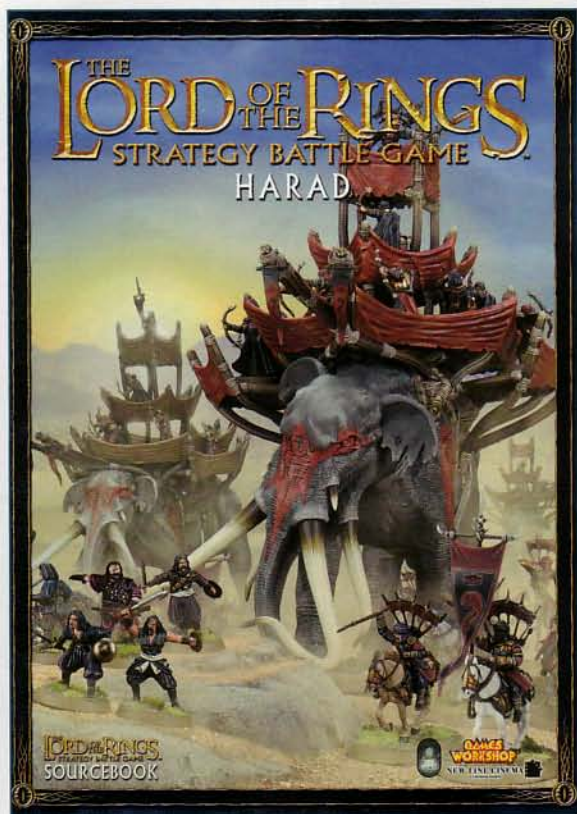
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THE LORD OF THE RINGS

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HARAD™



BRAND NEW SOURCEBOOK

Of all the Dark Lord's servants that took to the Pelennor Fields, none were so deadly as the Haradrim, masters of the monstrous Mûmakil.

This 64-page sourcebook is the definitive guide to the land of Harad and the armies that march in service of its cruel chieftains. The book contains the history of Harad, profiles and rules for every Hero and Warrior of those far-flung lands, army lists for Harad, Far Harad and Umbar, and six new scenarios!

>>>TURN TO PAGE 18 TO FIND OUT MORE

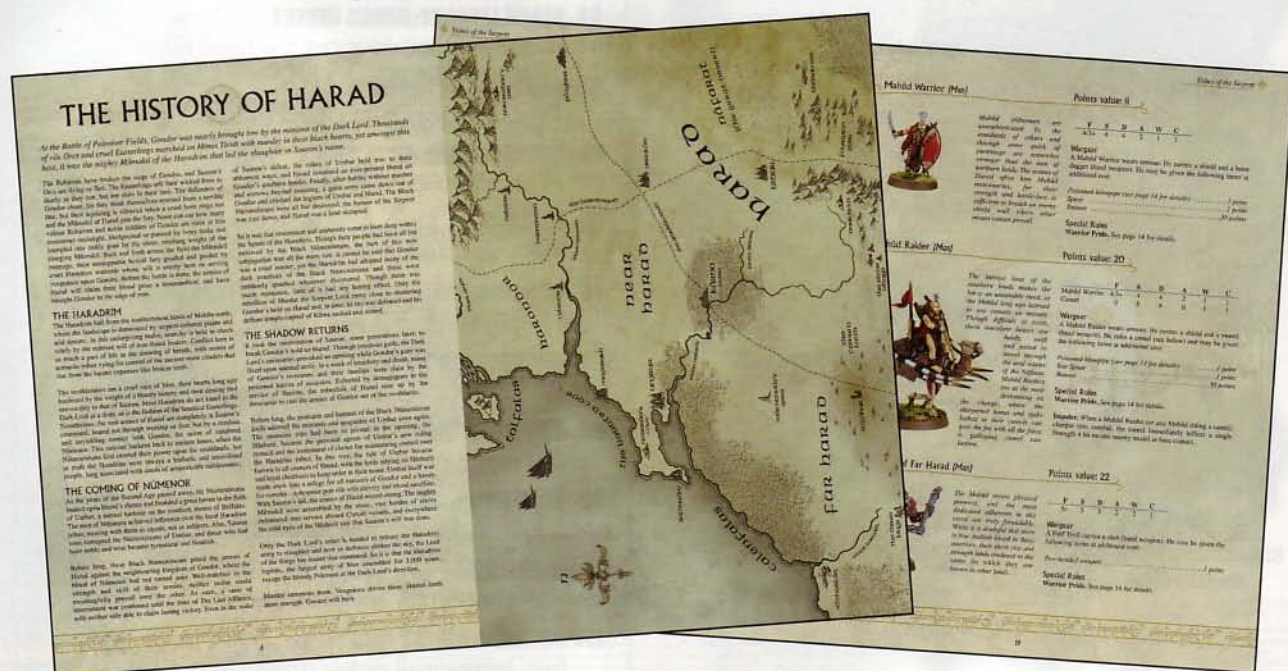
This 64-page sourcebook contains all the rules you need to build an army of Harad

HARAD

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Product code: 60041499024
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ON SALE FEBRUARY 9th



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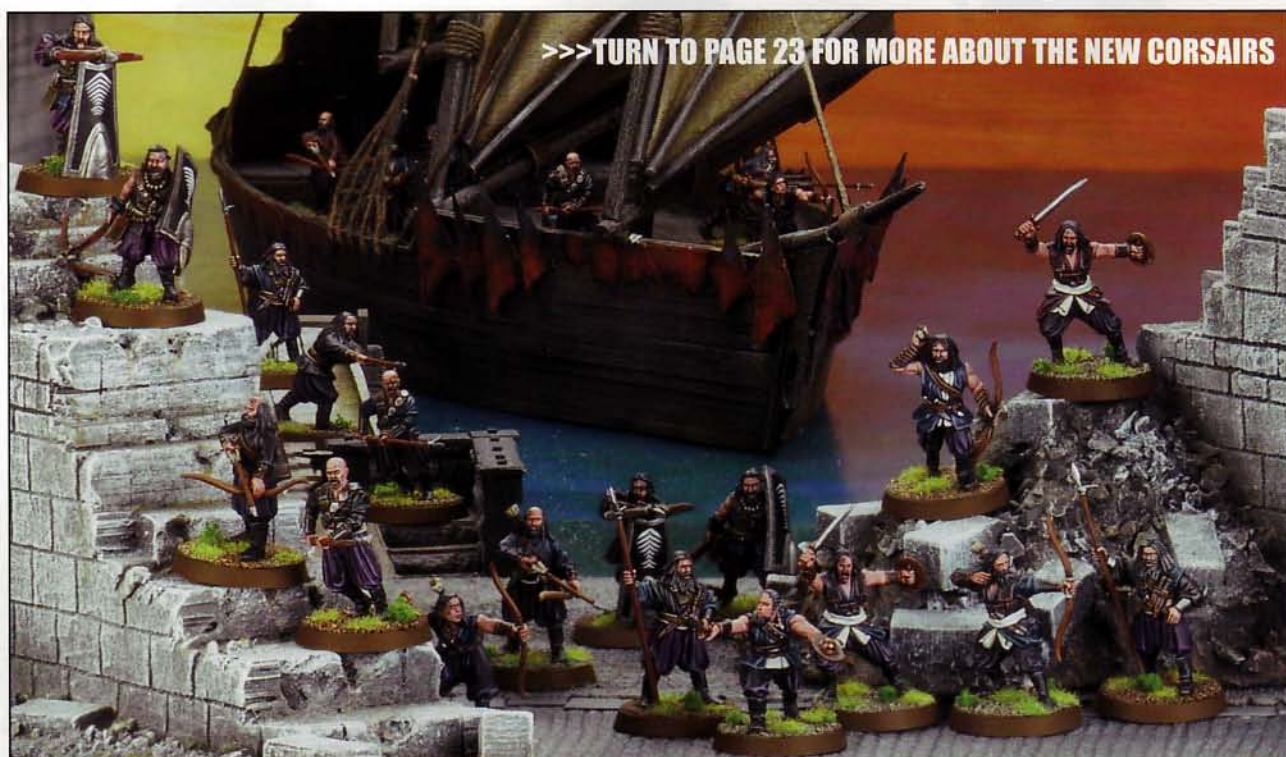
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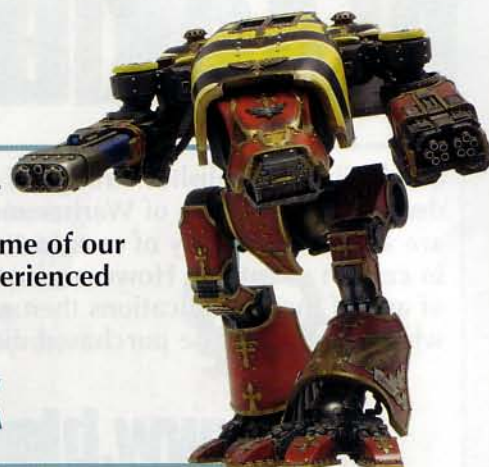
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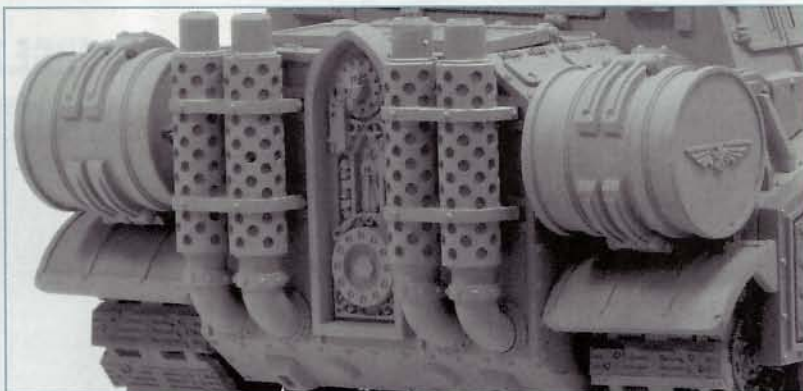


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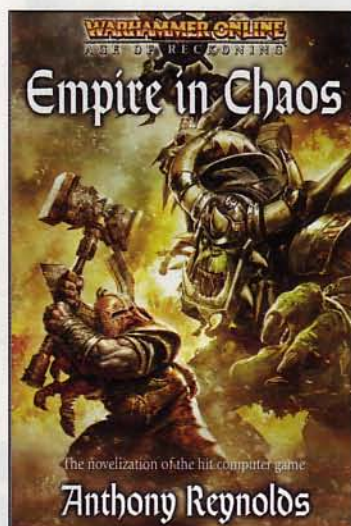
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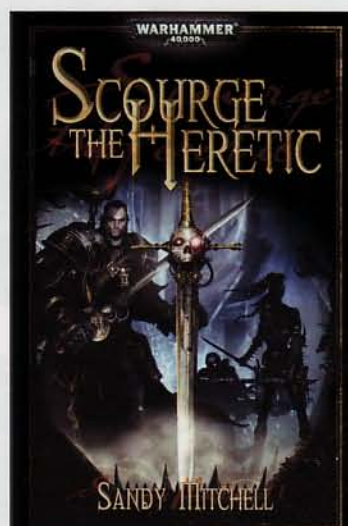
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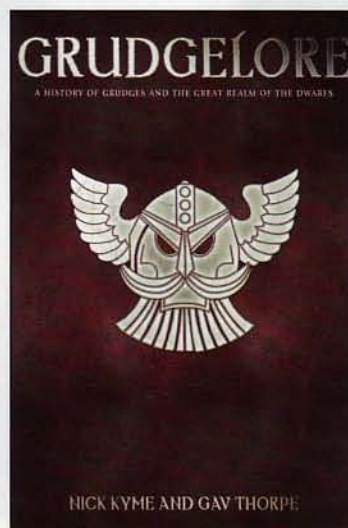
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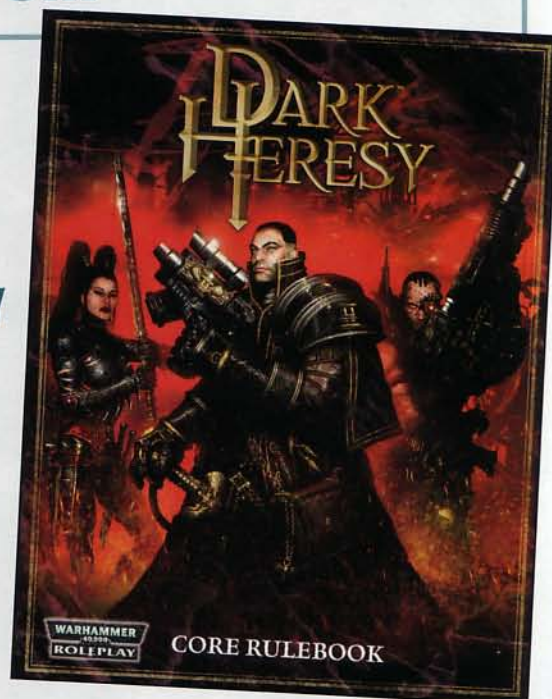
The long-awaited Warhammer 40,000 roleplaying game is here! Dark Heresy allows players to roleplay in the dark and gothic Warhammer 40,000 universe for the first time. Players fight against the corrupt agents of Chaos as they take the roles of an Inquisitor's retinue.

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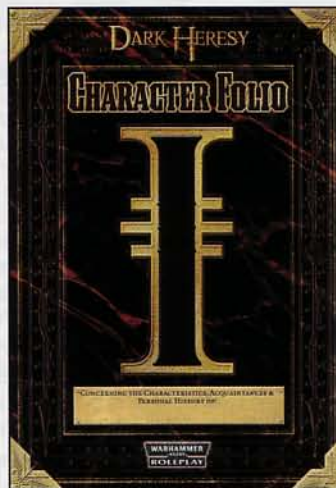
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2008 is a very special year for Games Workshop, as it is the 25th anniversary of the launch of Warhammer! The game of fantasy battles is 25 years old, and we intend to celebrate.

As mentioned last month, this April, there will be a host of special promotions, parties and hobby events, sparking a global celebration of the Warhammer hobby. We can't tell you exactly what we have planned just yet, except that it'll be huge, and will involve lots of fun, gaming and probably cake!

Needless to say, there will be a Warhammer-tastic issue of White Dwarf

out in April, featuring interviews with some of the brains behind the original edition of Warhammer, and some rather awesome new gaming material, rules and scenarios. Fans of the world's biggest tabletop fantasy wargame will be in for a real treat.

Keep an eye out for the logo (left) in our Hobby Centres – when you see the hammer, something special is certain to be just around the corner...



Remember this? This iconic piece of artwork by John Blanche, affectionately known as "Harry the Hammer", adorned the first ever edition of Warhammer Fantasy Battles. To honour this classic image, Aly Morrison is currently working on a special edition miniature of "Harry". Stay tuned for more details!

Time of Legends

April also sees the start of a brand new Warhammer series from the Black Library. Time of Legends tells the tales of legendary heroes and monumental events that shaped the Warhammer World. The series kicks off with Heldenhammer, the legend of Sigmar by Graham McNeill, and continues apace with Nagash the Sorcerer, the story of a necromancer's rise to power and the damnation of an entire realm. These novels are just the beginning, with many more planned. Keep an eye out online for more information.



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For more information on ordering through Mail Order or the Online Store go to page 114.

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Revised Mail Order Opening Times.

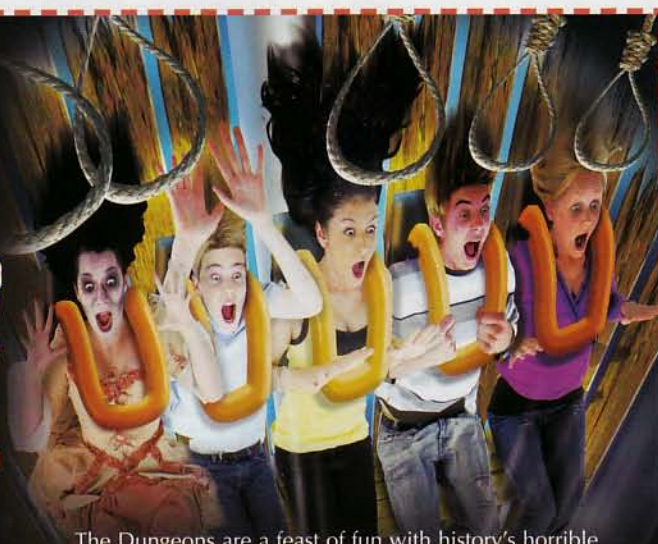
Monday:	10:00am to 6:00pm
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the Dungeons!

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WARHAMMER WORLD

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(<http://warhammerworld.typepad.com/>)

Forthcoming Displays

Tank-Tastic II

7th December – 21st February

Witness the magnificence of the Imperial Baneblades from Games Workshop's talented studio (and perhaps even take a few modelling ideas home for your own super-heavy tanks), as featured in this very issue of White Dwarf.

Warhammer 40,000 Orks

14th January – 10th March

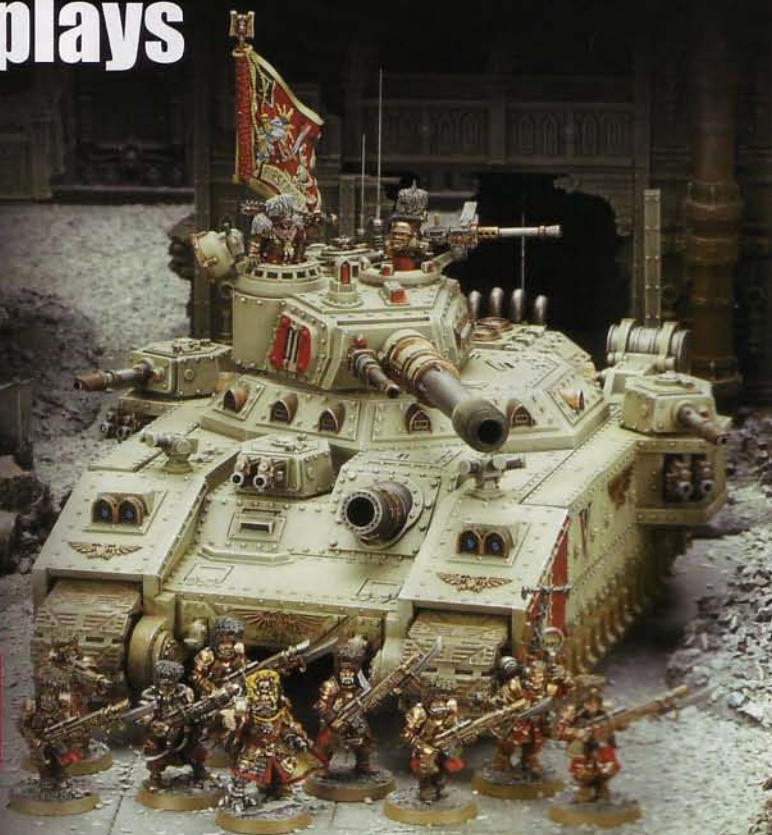
The gaming hall will be hosting a celebration of the mean green-skinned monsters and their marauding forays across the Warhammer 40,000 universe.

New Releases Orks & Vampire Counts

4th January – 3rd April

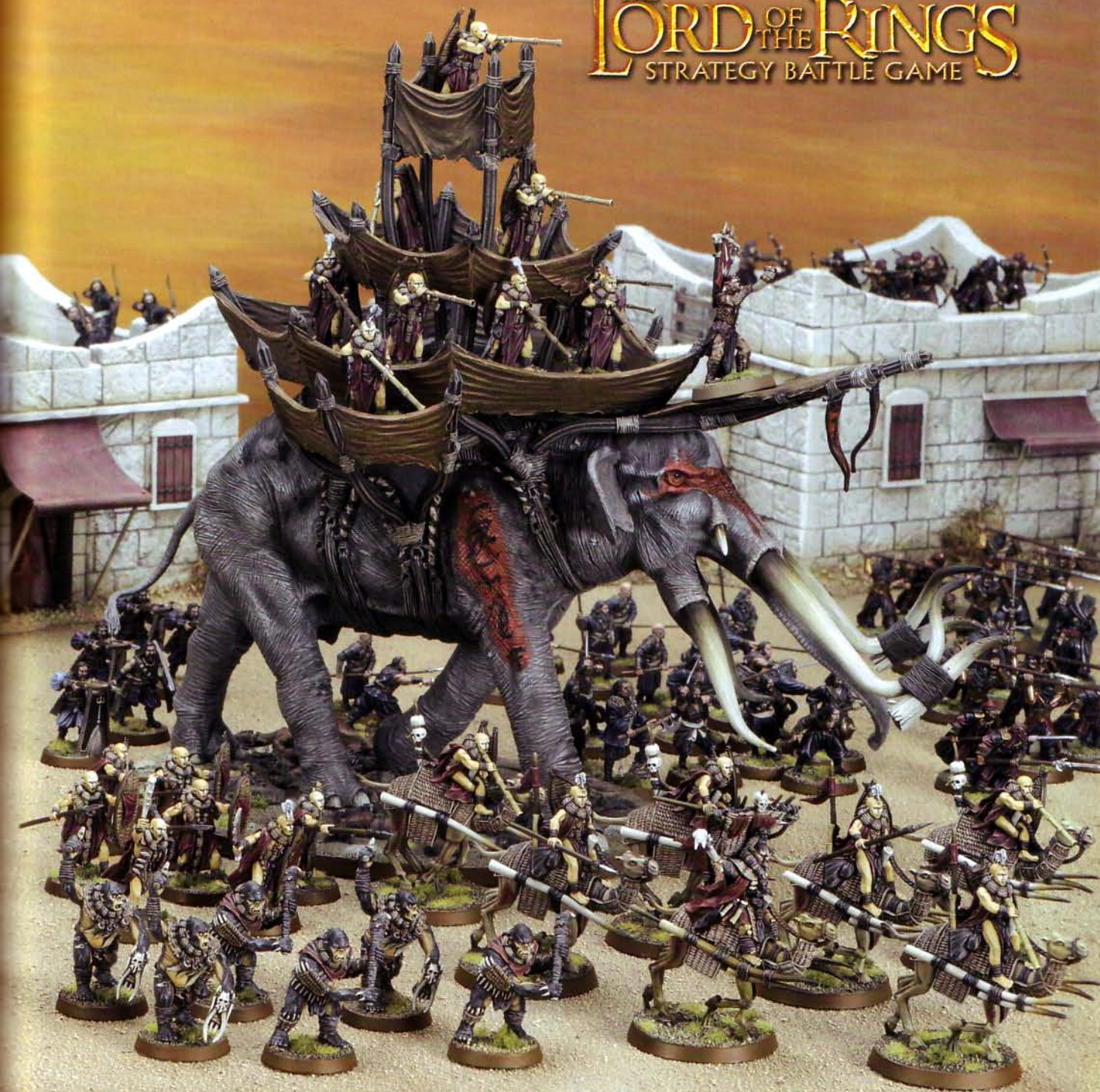
A chance to see new models up to three months before they go on general release in the UK!

Due to the number of activities running in Warhammer World, occasionally we have to move things around to accommodate them. If you are planning a special trip to the venue to see our exhibitions, or just to play some games, we advise that you contact us in advance to avoid disappointment.





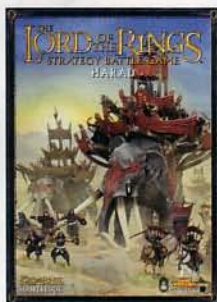
HARAD™



*Mordor summons them. Vengeance
drives them. Hatred lends them strength.
Gondor will burn!*



In the Book...



A brand new, full colour, 64-page sourcebook, containing:

- A new background section covering the history of Harad and its enmity with Gondor.
- Every Hero and Warrior of Harad fully detailed with rules, points costs and profiles.
- Brand new army lists for all the forces of the Southlands.
- New scenarios based around the tumultuous lands of the south.

The lands across the Bay of Belfalas and south of Mordor are populated by the tribes of Harad – a hardy race who worship Sauron and hate Gondor with all their hearts. Andy Hall talks with Mat Ward about the new Harad Supplement.

The legions of Mordor and Isengard were not the only force to oppose Gondor during the War of The Ring. The Haradrim had far more cause to despise the Men of Gondor, thus when Sauron summoned his dark allies to war, the Serpent Kingdoms were eager to see Gondor brought low.

The Haradrim hail from the southernmost lands of Middle-earth where the landscape is dominated by serpent-infested plains and arid deserts. The Southrons are a cruel race of Men, their hearts hardened by a bloody history and a bitter resentment towards the lands of the north, their fate tied irrevocably to that of the Dark Lord, Sauron.

The Studio's very own Dark Lord, Mat Ward, was responsible for this, the latest The Lord of the Rings sourcebook. The first

thing we were curious about was: why Harad? "There are a couple of reasons," says Mat. "Firstly, from a movie perspective there are five main armies – Gondor, Mordor, Isengard, Rohan and Harad. You have Goblins running around in Moria for a bit and the Elves pop up from time-to-time, but it's the 'big five' that ultimately decide the fate of Middle-earth. These are all worthy of a book in their own right, and so we thought it was time to give Harad

“The Southrons are a cruel race of Men, their hearts hardened by a bloody history.”

their own space – especially as last time around they had to share the Pelennor Fields sourcebook with Gondor. The second reason is that it gives us an opportunity to take a closer look at Harad and Umbar and delve a little deeper into the

relationship between the different tribes and cultures that inhabit this unexplored part of Middle-earth.”

Players of The Lord of the Rings



strategy battle game will be familiar with the Harad book's layout and ordering as it follows on from the recent sourcebooks, *Khazad-dûm* and *Gondor in Flames*. The book takes a logical structure, dealing with the history of the Southlands, then the Heroes and Warriors section, before getting to the all-important army lists and, finally, the scenarios. "The background section treads new ground, looking at a realm barely covered before, either by us or by Tolkien," says Mat. "What I didn't want to do was make Harad just another 'evil' nation. The men of Harad will have wives and children like any race of Men – their sons and daughters are not born into the world with a natural malevolence, like an Orc. Their hatred and bitter enmity towards the Free Peoples and subsequent alliance with Sauron stems from when Gondor occupied their lands. The Black Númenóreans that had led Harad before Gondor's invasion had been far crueller, but the Haradrim still resented the people of Gondor more."

Leafing through the new book, we came across some interesting stuff in the Tribes section. Not only have the Mûmak rules altered – more on that later – but there's another named character joining Suladân in the Heroes section: Dalamyr, the Fleetmaster of Umbar. "Named characters are important to give your force some personality and, of course, more Might points. It's important to populate these previously unexplored areas with personalities that you can then take to the tabletop, especially for Evil players who'll never have access to the likes of Aragorn or Boromir," says Mat.

Harad is most famous for its fabled Mûmakil, massive war-beasts that shake the

Above. A Haradrim force containing the stoic Watchers of Kârna and led by a deadly Hâsharin assassin.

Opposite. A Mahûd tribal warband scours the southern plains.

Below Right. Hâsharin. Artwork by Karl Kopinski.



THE HARADRIM

The Haradrim hail from the southernmost lands of Middle-earth, an unforgiving, arid and hostile place.



Suladân, the Serpent Lord.



Watchers of Kârna.



Hâsharin.



Haradrim Raiders.



Haradrim Warriors.

Serpent Guard

Only the most skilled and devoted warriors join the ranks of the Serpent Guard, the elite of Suladân's armies.



Serpent Guard with war spear.

ground as they charge, and bear howdahs upon their backs from which bow-armed Haradrim rain down arrows onto the enemy. It's more than likely that a Mûmak or two will be the centrepiece of any Harad force. "What I've done," says Mat, "is reorder the rules so they're easier to use during the game. They are formatted so you know exactly which phase and order they should be implemented in – Move, Shoot, Fight, or whatever." The rules are not exactly the same as before either. You can now crew a Mûmak with Serpent Guard, Watchers of Kârna, Mahûd Warriors and even Half Trolls, as well as the standard Haradrim Warriors. "I've also increased the number of upgrades you can buy. In addition to the tusks and Beastmaster upgrades, you can purchase rocks to throw at enemies from the howdah, give your beast a gnarled hide, or

make it an ill-tempered Mûmak. The most important new upgrade in my mind is the Rappelling Lines, which allow your howdah crew to dismount. In effect you can now turn the Mûmak into a highly dangerous troop carrier, especially if it's filled with Half Trolls!"

The armies of Harad

The sourcebook details five armies: The Serpent Horde, The Corsair Fleets, Harad, Far Harad and Umbar, each representing a certain era or geographical area of the Southlands. "The Serpent Horde list is the army that answered Sauron's call in the War of The Ring; they're the force you see on the Pelennor in The Return of the King film. They're a human army – as are all the armies in this book – but I obviously wanted to make sure they played differently from other human forces and



CORSAIRS OF UMBAR

The black-sailed vessels of Umbar are crewed by the ruthless Corsairs, intent on plunder and destruction.

Dalamyr

A notorious figure in the land of Harad, Dalamyr has been one of the foremost fleetmasters for many long years. His influence within the tortuous politics of Umbar, coupled with his consummate skills as a Hâsharin assassin, make him an opponent to be feared, both within and without the Southlands.

F	S	D	A	W	C	M	/	W	/	F
5/3+	4	4	3	2	4	1	/	1	/	3

Special Rules

The Bane of Kings; Stalk Unseen; Preternatural Agility; Smoke Bombs.



Corsair Arbalesters.



Corsairs of Umbar.



Corsair Captain.



Corsair Bo'sun.

prevent them from being just an evil version of a Gondor or Rohan army," says Mat. "The Harad list is more all-encompassing than the Serpent Kingdom army, representing Harad through the ages rather than at a specific time as the Serpent Kingdom list does."

Both lists use very similar troops, made up of cheap Men with good elite choices, like the Watchers of Kârna and the dreaded Hâsharin, the deadly order of Haradrim assassins. "One of the ways I've separated the Haradrim troops and heroes from the other numerous forces of Men is the use of poisons," says Mat. "All Haradrim can have bows with poisoned arrows, which allow you to re-roll to wound if you score a 1 the first time. Haradrim Raiders and Serpent Riders have war spears – unique Harad weapons that can be used as a spear when on foot, and a lance when on

horseback – very handy if your cavalryman is unhorsed during a game. The Serpent Guard and Serpent Riders are notable in that they don't have access to bows and poisoned arrows like the other Haradrim, but instead have poison blades which give their close-combat attacks the same potent Poison rule."

The Corsair list represents the crews of the feared raiding ships of Umbar.

They are usually highly compact forces, but pack a surprisingly hard punch. "All Corsairs come with throwing weapons, in the form of a bandoleer of throwing daggers, and have a Fight value of 4 as standard," says Mat. "Unlike other armies,

“The Corsairs believe in having as much firepower as possible.”

TRIBES OF FAR HARAD

To fight the Mahûd is a fearsome thing, for they are savage, primitive warriors with a lust for battle.



Mahûd Raiders.



Half Trolls of Far Harad.

“A Mahûd force is extremely hard, with high Fight, Strength and Attack values.”

they don't have access to banners – but the Corsair Bo'sun combines his fine fighting ability with the Commanding Bellow special rule, which effectively makes him a banner bearer.” One of the other notable troop types available to the Corsairs is the

deadly Arbalesters. The Corsairs believe in having as much firepower as possible. To this end, many carry crossbows on raids and use a large wooden pavise to provide shelter as they reload.

The pavise gives the Arbalester a very healthy Defence value of 6. “The Umbar list is very similar to the Corsair Fleet list in that the core choices are taken from the Corsair Warriors and Heroes, but as the list represents the militias that are found in and around the

deadly, dilapidated city of Umbar itself, the selection is a bit broader, allowing you to include Hâsharin and Haradrim Warriors.

The army of Far Harad comprises the Mahûd. These tribesmen inhabit the grassy plains that lie even further south than Umbar. It's also where the feared Mûmakil originally hail from so they, along with camels and the feared Half Trolls, combine to make a very distinctive-looking force. “A Mahûd force is extremely hard, with high Fight, Strength and Attack values. However, they have low Courage and don't have the Stand Fast! rule. They don't fight as an army like Gondor or Rohan; they are feral tribesmen and are just not organised that way. No flowery speech about freedom is going to inspire them. What they do have, though, is the Warrior Pride rule, which means that any Mahûd will automatically pass a Courage test if there is a Mahûd Hero in combat within 12"/28cm.



Mahûd King on camel.



Mahûd King.



Mahûd Warriors with spears.



Mahûd Warriors with hand weapons.



Mahûd Warriors with blowpipes.

"The other trick Mahûd carry up their wicker wristbands is the blowpipes. All Mahûd have access to poison blowpipes – these have a shorter range than the Haradrim bows but, crucially, they don't count toward the bow limit in Legions of Middle-earth games, allowing you to field as many as you wish. They're only Strength 2, but allow you to re-roll 1s to wound because they have the same Poison ability as other Harad weapons," adds Mat.

General army rules aside, the Mahûd have their fair share of exotic troop types, namely the camel-riding Mahûd Raiders and the Half Trolls. Mahûd Raiders are devastating on the charge thanks to the sharp tusks – taken from dead Mûmakil – that are attached to their camels; these inflict a single, Strength 4 hit on one enemy model in base contact when charging. This ability, on top of their solid Fight and Strength values, means that they

are among the most powerful cavalry in the game in an initial assault.

The Half Trolls stride across the battlefield with an impressive stat-line, which includes Strength and Defence values of 5. As if that weren't enough, these brutes can make up part of a Mûmak's crew!

So, a Harad force is a formidable one to field. Its greatest strength, though, comes from the mercenary nature of the Corsairs and Mahûd and the sheer hatred that the Haradrim have for the Free Peoples of Middle-earth, which means they can be part of nearly any Evil army.

"Overall, the greatest ability of all the Harad armies," concludes Mat, "is their ability to ally with loads of other forces. A Harad army is a great way of starting an Evil force, which you can build up and take in any direction you like due to the selection of allies at your disposal."

Beastmaster Chieftain

The Mahûd are master handlers of the Mûmakil, and none are more adept than the Beastmaster Chieftains. They can tame even the most ill-tempered beast and drive it on to feats that would cause other creatures to succumb to their natural instincts and flee.



Beastmaster Chieftain.

SOUTHTRON HORDE

Mat Ward builds a 700-point sample Haradrim Army, and shows us how to get the best out of these tribal troops.



This army's strength comes in two halves. Firstly, there are lots of fairly cheap infantry leavened with veteran Warriors such as Serpent Guard and Watchers of Kârna, and they should prove numerous enough to match most opponents man for man. While the Strength of your Warriors is a deeply average 3, the strong showing by poisoned arrows and poisoned blades goes a long way to compensate for this – you just have to remember to use the re-rolls; don't expect your opponent to remind you!

Secondly, there's a Mûmak. 'Nuff said. Mûmakil are fantastic shock troops, able to trample aside (or rather over) the toughest of enemies. Given optimal conditions, a Mûmak can cheerfully slaughter its own points value in enemies in but a single Move phase. Admittedly, they're not without weaknesses – a single Hero, his



move timed correctly, can all but shut down the rampaging pachyderm, but in coming so close to the beast such a Hero is running an awful risk. All-in-all, Mûmakil are best employed to stamp all over enemy Warriors, the tougher the better – the Mûmak's trample resolves at a mighty Strength 9, and even Fountain Court Guard, bless 'em, can't survive that kind of punishment.

Watchers of Kârna are exceptional elites to seed throughout your army. They are only Defence 3 – so take care to keep them safe from incoming archery – but they have Fight 4 and 2 Attacks; perfect for punching through lines of Gondor and Rohan troops. Watchers of Kârna are also excellent choices for dealing with Terror-causing foes, as their Steely Nerve gives them a bonus to their Courage when charging such beasties.

This example army doesn't have much in the way of Heroes, relying as it does on numbers and the Mûmak to force a victory. If you're wanting a bit of malevolent muscle to boost your forces, Haradrim do have several choices to offer you. Hâsharin are always my favourite – they can chop through just about anything with their poisoned blades. If you want a true bit of muscle, however, Suladân the Serpent Lord is always a strong investment. He's a match for most Good Heroes, and makes a fantastic spearhead for any Haradrim cavalry charge when placed with the Haradrim Raiders.

Of course, if you're playing a larger game then don't forget about the Serpent Guard. Their poisoned spears and Fight 4 will give the force a little more bite. Placing Suladân with Serpent Riders is always a winning combination.

Southron Horde

- 1 War Mûmak**
Including Haradrim Chieftain.
275 points
- 2 12 Haradrim Warriors**
with bows.
72 points
- 3 8 Watchers of Kârna**
72 points
- 4 6 Haradrim Raiders**
5 with war spears and 1 with banner.
96 points
- 5 13 Haradrim Warriors**
12 with spears and 1 with banner.
102 points
- 6 10 Serpent Guard**
80 points

Total Points 697

RAIDERS FROM UMBAR

For the next sample army, Mat takes a look at the Corsairs and advises on how these pirates are more than just your average Evil force.



Corsairs, by and large, offer an Evil player oodles of flexibility. They're cheap enough to include in large numbers, but also sport impressive Fight values and weapon options. Every Corsair army should be built around a good, solid bunch of bloodthirsty Corsairs. At 8 points a pop (including throwing weapons and one other piece of kit at your discretion) they really are an impressive buy. Be warned, however – Corsairs without shields are only Defence 3, and will really suffer from Elf and Dwarf bows, so make sure you've enough buckler-equipped pirates to lead the charge!

To combat the slings and arrows of outrageous Elven armies, the Corsairs have a ranged trick of their own. Arbalesters can unleash a deadly volley of crossbow bolts every turn, all but guaranteeing that you'll win the shooting war. That said, you



Raiders From Umbar

- 1 **Dalamyr, Fleetmaster of Umbar**
100 points
 - 2 **Corsair Captain**
With two-handed weapon.
55 points
 - 3 **Corsair Bo'sun**
45 points
 - 4 **Corsair Bo'sun**
with crossbow.
50 points
 - 5 **24 Corsairs of Umbar**
12 with spears and
12 with shields.
192 points
 - 6 **12 Corsairs of Umbar**
with bows.
96 points
 - 7 **12 Corsairs of Umbar**
with shields.
96 points
 - 8 **6 Corsair Arbalesters**
60 points
- Total Points 694**

shouldn't discount the value of the throwing weapons that almost every Corsair carries – though short ranged, a hail of throwing weapons is not something easily laughed off, even by heavily armoured Men of Gondor or Elves.

At this point, two words should be said about Corsair Heroes, and those words are: field lots. Corsair Captains are your front line, beat-the-enemy-to-death kind of Heroes, with enough Might and Fight to get the job done. Bo'sun's are far subtler. Whilst a Bo'sun can be used to clobber the enemy if you wish, his main effect is to lurk behind the battle lines, bellowing orders and (in game effects) functioning just like a banner. A combination of Bo'sun and Captain in the forefront of a scrap really can make a difference, but what do you do if there's a Boromir or other such death-dealing do-gooder close to hand?

The answer is simple: set Dalamyr on him. Dalamyr's Smoke Bombs can counter even the most resolute of enemy Heroes, allowing his Hâsharin skills to slice and dice with impunity. Imrahil, Boromir, Gandalf – Dalamyr can give any of them a fight to remember, thanks to his high characteristics, Hâsharin abilities and Smoke Bombs. Even if he doesn't win, the victim is likely to come away sorely wounded and easy prey for the nearby brutal Corsairs.

By and large, the Corsairs of Umbar suffer in one regard only: they have no cavalry. This is a slim weakness for the foe to exploit, for the hail of firepower unleashed by a Corsair army is vile indeed. That said, there's no reason not to recruit a few allied cavalymen to aid your Corsairs – perhaps Haradrim Raiders, or the camel-riding Mahûd.

WARBAND OF FAR HARAD

Mat's final sample army focuses on the fearsome Mahûd and their Half Troll allies.



Not to put too fine a point on it, Mahûd are as hard as nails! Warrior tribesmen from the southernmost lands of Middle-earth, the Mahûd have had to fight for every acre of land they have settled. The Mahûd are strong and skilled, but their primitive intellect makes them somewhat cowardly if the battle goes against them. To this end, a Mahûd army needs to strike, and strike hard, before the enemy manages to whittle it down and slay its leaders.

The indisputable core of any Mahûd army is a Mûmak (or two). Whether loaded up with blowpipe-toting savages or berserk Half Trolls, a Mûmak is always a challenge for the foe. Rappelling Lines and Sigils of Defiance are very handy for a Mahûd Mûmak, as these will allow your Warriors – with their high Fight and Strength values – to descend into the depths of the enemy



formation, giving them a little extra protection from enemy shooting attacks. It's also worthwhile loading up on Tusk Weapons or Rocks to give a little extra punch when in the thick of the foe. Nothing comes for free, however, so you'll have to prioritise the upgrades you want to give to your Mûmak. In this example, I've settled for Tusk Weapons (more trample power) and Rappelling Lines (to get the Mûmak crew into combat). The Mûmak is crewed by the Half Trolls and the blowpipe-armed Warriors, whilst the rest of the army footslogs alongside it, or defends prominent objectives.

Don't underestimate the blowpipes (which is easy to do due to their short range and low Strength). But if, like me, you roll lots of 1s, then the poison re-roll is eminently useful. I've known even the most heavily armoured foe to succumb to a

Mahûd blowpipe. Just don't base your whole battle plan around it.

A mention should be given to the two troop types not included in this army list: the Mahûd King and the Mahûd Raiders. Both are excellent choices for an army – as you'll see in this month's battle report. Alas, like the Mûmak, they are expensive choices for an army, so at 700 points you're going to want one or the other. It should be noted that Mahûd Raiders are capable of one of the most formidable cavalry charges in the game, and make for excellent allies in any army that can take them. With 2 Attacks, Strength 4, and the option for war spears (effectively lances), there's very little that can stand up to charging Mahûd Raiders. The 340 points that this army's Mûmak costs would buy 16 or so fully equipped Raiders – now that's a lot of cavalry!

WARBAND OF FAR HARAD

- 1 Mahûd Tribemaster with shield. 65 points
 - 2 War Mûmak with Mahûd Beastmaster Chieftain, Rappelling Lines and Tusk Weapons. 345 points
 - 3 3 Half Trolls 2 with two-handed weapons. 68 points
 - 4 10 Mahûd Warriors 4 with spears. 114 points
 - 5 9 Mahûd Warriors with poisoned blowpipes. 108 points
- Total Points 700**

PAINTING HARADRIM

The armies of the south are exotic and varied. 'Eavy Metal provide some hints on painting these tribal warriors.



Serpent Guard



To get this pale horse colour, a basecoat layer of Fortress Grey was applied first.



A mid-tone layer using a 1:1 mix of Fortress Grey and Skull White was then added.



A highlight of thinned Skull White was then carefully applied to the raised areas in several layers.



Haradrim Warrior



The face and hands were given a basecoat of Khemri Brown. Use a thinned coat and several layers.



A coat of Tallarn Flesh was then applied, avoiding the recesses in the face and between the fingers.



A 1:1 mix of Tallarn Flesh and Fortress Grey was then used to highlight the face.





Haradrim Banners

The banners of the Haradrim denote which tribe the warriors belong to. The colours of the banner and their clothing are often based on the dyes they have close to hand.



Haradrim tribal sigils usually portray desert creatures. Note the eye symbol, marking allegiance to Sauron.



The desert scorpion is a feared predator in Harad and so this tribe takes its name from it.



The gates of Kârna are still a powerful symbol even many years after the city fell to ruin.



The daggers of the Hâsharin signify this tribe's close ties with Harad's deadly order of assassins.

Mahûd Markings



The beasts of the Mahûd are often daubed with crude sigils to ward off enemy spells.



Mahûd Warriors paint their faces to make themselves look more fearsome.



Mahûd leaders sport even more elaborate warpaint as a symbol of their status.

Corsair Bo'sun



The sleeves were given a 1:1 mix of Chaos Black and Regal Blue. The trousers had a 1:1 mix of Chaos Black and Liche Purple.



A Chaos Black wash was then applied to both the shirt sleeves and the Bo'sun's trousers.



A mix of 1:1 Fortress Grey and Regal Blue was used to highlight the sleeves. The trousers were highlighted with pure Fortress Grey.



Mahud Raider



The basecoat for the camel's fur was a 1:1 mix of Graveyard Earth and Bleached Bone.



Desert Yellow was then added as a mid-tone, applied in all but the most recessed areas.



Thin layers of Bleached Bone were then painted onto the raised areas, avoiding the recesses.

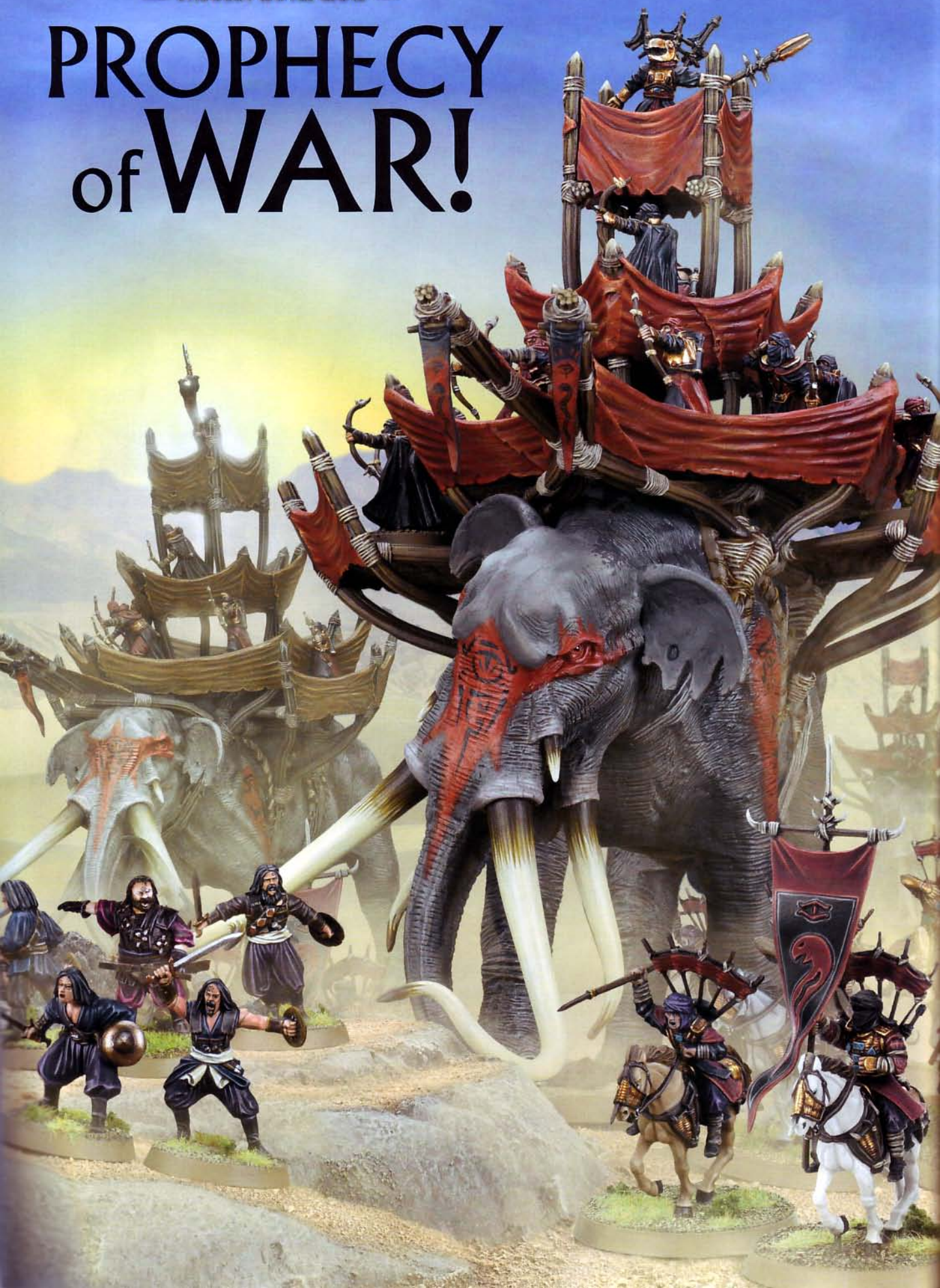


A highlight of Skull White was then carefully added for the final, fine highlight.



THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

PROPHECY of WAR!



IN-STORE 16th–17th FEBRUARY

On the southern bank of the Garmen river a vast army has been assembled. Thousands upon thousands of Haradrim warriors have been gathered at the behest of the lords of Umbar, their numbers further reinforced by mercenaries and slaves. Though this army has been gathered at the orders of the lords of Umbar, Sauron, the Dark Lord of Mordor, has set its purpose, and it is in his name that the army shall fight. It is Sauron's design that the Great Army of Harad, this Serpent Horde, shall march upon Gondor's southern regions while the legions of Mordor attack in the north and east. Pinioned between two equally dangerous foes, Gondor will inevitably fall.



On the weekend of 16th–17th February, your local Games Workshop store will be running all sorts of Harad activities for The Lord of the Rings strategy battle game; from building desert terrain and the grim Corsair ships of Umbar to playing huge games with hordes of Mûmakil and swarms of Southlanders!

Bring your Harad forces into the store to fight and reclaim your rightful lands! Lords of the West; Hold fast! Your forces may yet defeat the shadow and cast the Dark Lord's forces back from your walls!

Talk to your local store about the exciting The Lord of the Rings strategy battle game themed events and activities they are running.



RING YOUR LOCAL STORE FOR DETAILS, OR LOG ON TO:

www.games-workshop.co.uk/storefinder

THE LORD OF THE RINGS BATTLE REPORT
STRATEGY BATTLE GAME

STRIKE OF THE SERPENT



In this month's battle report, the massed forces of Gondor go head-to-head against a large Haradrim force led by Suladân, the Serpent Lord. Can Gondor destroy the Southrons before they join with the forces of Mordor?

The forces of Good and Evil truly collide in this battle, as the Men of Gondor march south to bring the massing Haradrim force of Suladân to battle. While the Haradrim can bring to bear a mighty horde of Mahûd, Half Trolls, Corsairs and the raw power of two mighty Mûmakil, Gondor's soldiers have great heroes such as Boromir, Imrahil, and the Grey Pilgrim himself, Gandalf, ready to do battle on their side.

The Great Army of Harad scenario is one of the "What If?" scenarios found in the Harad Sourcebook. It is the scenario that we're using as a basis for the Serpent Kingdom's inaugural battle report. As told in the novel, Gondor became more insular towards the end of the Third Age, lacking either the strength or the will to involve itself beyond its immediate concerns. So stretched were its armies and its fortitude that it offered little aid to the neighbouring land of Rohan and, more tellingly, allowed the Haradrim to amass an army of conquest mere leagues from the vast southern border.

Ultimately, the Great Army of Harad was led north by Suladân and added to the warriors of Mordor for the Battle of the Pelennor Fields, but what if events had not happened this way? Had Denethor's judgement been better or if Gandalf had learned of the upcoming danger sooner,

then perhaps the armies of Gondor would have marched south into Harad in an attempt to destroy the Great Southron Army before it was too late.

Would they have prevailed and so lessened the slaughter to come on the Pelennor Fields? Or would the armies of Gondor have been stranded and annihilated far from home? We're going to play the scenario to find out.

The author of Harad, Mat Ward, decided to take command of the Southrons, while 'Eavy Metal chief and master gamer, Pete Foley, was elected to guide the forces of Good. Where possible we used the recommended participants listed in the scenario in the Harad book. We did make a few changes, as some of our Studio collection was out and about, and so Gandalf joined the Gondor army, replacing a few Knights of Minas Tirith.

With the forces selected, we set up the gaming table. The battle was played on a 72"/168cm by 48"/112cm gaming area. The western edge of the board is heavily forested, whilst a Haradrim encampment occupies the southeastern corner. The centre of the board is mostly clear, containing scattered areas of rocky ground and a building in the centre.

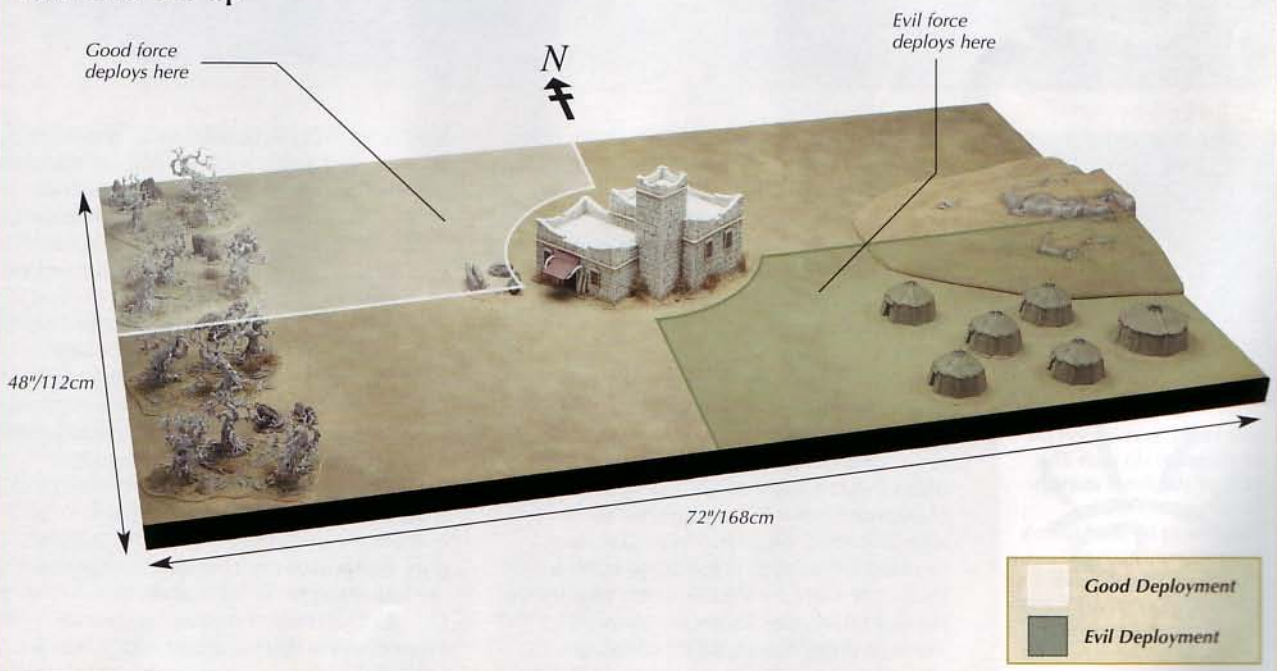
It was now up to the players to see if the fate of Gondor would be changed for the better or for worse...

Special Rules

Advance Scouts: The Haradrim are fighting on familiar territory and may redeploy up to 12 models, placing them inside the large building at the board's centre.

The Corsairs of Umbar: The Corsairs are en route and will arrive at the battle in due course, if Suladân can hold out for long enough. At the end of the third Move phase the Evil player may roll a dice – on a 4+ the Corsairs and Dalamyr have arrived. In they do not arrive, the Evil player can keep rolling in subsequent turns, adding 1 to the dice roll each time. When they arrive, the Corsairs enter the board from the western table edge.

Scenario Set-up



THE SERPENT HORDE

From all over Harad, the Southrons muster to the call of Suladân. All are united in their cause that Gondor must fall.



Mat Ward is an expert on all things to do with The Lord of the Rings strategy battle game. He also happens to be the Studio's resident moustache-twirling villain, always happy to control the forces of Evil, no matter which game system he is playing.

This is going to be quite a wrench for me. In the cause of Harad, I have to trample my beloved Fiefdom troops into a fine red paste. However, I will not allow any false and fleeting loyalties stay my hand. The armies of the Southlands shall reap a terrible toll of the callow invaders this day!

Anyhow, Vaudevillian and moustachioed hyperbole notwithstanding, this should make for a fantastic game. Gondor is a formidable foe, but I couldn't wish for a better weapon with which to blunt their military might than the Haradrim (and their various, ne'er-do-well allies). Putting aside the Mûmakil for a moment (if indeed, one can do such a thing) the Haradrim have much to offer on the field of battle. There are absolutely loads of them, for starters. Indeed, the Haradrim are so inexpensive that I'll have

almost as many foot soldiers as there are in Pete's Gondor army – and that's in addition to the hugely expensive and destructive bulk of the two Mûmakil at my command. Should this at any point turn into a battle of attrition, then I should have the numbers to prevail.

Such comments, however, should not be taken to mean that my army is best suited to dying slower than the foe – nothing could be further from the truth. The Haradrim can dish out the damage just as effectively as they take it. Poisoned arrows (and thus the ability to re-roll 1s to wound with shooting attacks) helps immensely in this regard, but it's not the only weapon at my command. My most obvious weapon is, of course, the Mûmakil. It doesn't matter how many Pikemen Pete throws at me, not when a Mûmak begins a-trampling. It's not unusual

The Serpent Horde

- 1 Suladân, the Serpent Lord on horse.
- 2 Dalamyr, Fleetmaster of Umbar
- 3 2 Hâsharin
- 4 Mahûd King with shield and camel.
- 5 Corsair Captain with two-handed weapon.
- 6 Corsair Bo'sun with crossbow.
- 7 25 Haradrim Warriors 24 with spears and 1 with banner.
- 8 12 Haradrim Warriors with bows.
- 9 War Mûmak of Harad
- 10 War Mûmak of Far Harad
- 11 6 Serpent Riders
- 12 9 Serpent Guard
- 13 9 Watchers of Kârna
- 14 13 Haradrim Raiders 6 with bows, 6 with war spears and 1 with banner.
- 15 25 Mahûd Warriors 10 with blowpipes and 8 with spears.
- 16 6 Half Trolls 3 with two-handed weapons.
- 17 25 Corsairs of Umbar 8 with shields, 8 with spears and 8 with bows.
- 18 6 Corsair Arbalesters



for a Mûmak to pay for itself in a turn or two, and at 275 points a pop, that's a lot of dead enemies. I'm also expecting great things from the Mahûd. These fine chaps are as hard as nails. Providing that they're not outnumbered, the Mahûd can wade through even elite troops.

Unfortunately, the Mahûd have low Courage and if my force breaks, they will evaporate, so I'll have to hit hard and fast. For a different reason, the same is true of the Corsairs. These pirates of Umbar are tough in combat, but don't have any armour so they'll need to gang up on enemies in order to keep my losses to a minimum.

“The Haradrim can dish out the damage just as effectively as they take it.”

So, with Mahûd on the east flank, and ambushing Corsairs on the west, what say I of the centre ground? The middle of my line is populated by Haradrim, so needless to say there are lots and lots of Warriors lurking thereabouts. I've plenty of elites

here, too – my personal favourites being the Watchers of Kârna and a pair of Hâsharin. I have no fear for the fate of the middle ground but, just to be sure, I've one final lynchpin –

Suladân the Serpent Lord. As one of the finest Heroes of Harad (and of all the forces of Evil, as it happens) I know I can rely on Suladân to hold my force together. Death to Gondor!

MEN OF THE WEST

Sent south to destroy the Southron Horde, Gondor hopes that this strike will deprive Sauron of a valuable ally.



Pete Foley heads up the 'Eavy Metal team, but when he's not bossing around the talented painters he's more than likely stood at the gaming table planning his latest devious – but brilliant – scheme or army list for the next tournament.

Marshalling the forces of Gondor to invade the lands of Harad is a real treat. Not only do I have a host of the very cream of Good Heroes at my beck and call, but this time I get to be the aggressor. Leading the army of Gondor into the lands of Harad would have been a bold move and one that only Boromir, Captain of Gondor, could have seen through to a successful conclusion.

Boromir is a truly awesome presence on the Battlefield. With a whopping 6 Might points and riding a horse, he will be able to lend his weight wherever it is most needed, and I fear it will be needed everywhere. There are very few Heroes who can stand up to a Mûmak, a Hâsharin or Suladân, but Boromir is one of them and with all these enemies pitted against him it will be tough to decide where best to deploy him. I think that the best bet will be

to place him near the centre of the line so that with the extra speed he has from being mounted I can redeploy him to the most appropriate place.

Along with Boromir I have Prince Imrahil and the Knights of Dol Amroth. These elite cavalymen will be able to take on the very toughest of opponents and with their lances may even have a chance of wounding a Mûmak. As they can move quickly, I'll be using them to intercept enemy cavalry, and to give my numerous foot troops some protection.

Grouping the cavalry on one flank, the centre of my battle line will be held by the stalwart infantry. A line of Warriors of Minas Tirith will be placed in front of the more elite Fiefdom troops and hopefully these brave men will cause the main attack of the Haradrim to falter, allowing the Axemen of Lossarnach and Men-at-arms of



Men of the West

- 1 Boromir, Captain of the White Tower on horse.
- 2 Prince Imrahil of Dol Amroth on armoured horse.
- 3 Gandalf the Grey
- 4 Faramir, Captain of Gondor
- 5 Captain of Minas Tirith with shield.
- 6 Madril, Captain of Ithilien
- 7 Cirion, Lieutenant of Amon Barad
- 8 Damrod, Ranger of Ithilien
- 9 Angbor the Fearless
- 10 Forlong the Fat
- 11 37 Warriors of Minas Tirith
12 with bows, 12 with spears and shields, 12 with shields and 1 with banner.
- 12 7 Knights of Minas Tirith with shields.
- 13 24 Rangers of Gondor
8 with spears.
- 14 7 Guards of the Fountain Court
- 15 12 Clansmen of Lamedon
- 16 21 Men-at-arms of Dol Amroth
20 with pikes and 1 with banner.
- 17 12 Axemen of Lossarnach
- 18 10 Knights of Dol Amroth with lances and armoured horses.
- 19 10 Knights of Dol Amroth

Dol Amroth to choose to fight where they can do the most damage.

On the right of my lines I will place the Rangers in the woods. Their fearsome archery will be employed to take down the obligatory Mahûd Chieftains on that side of the board and, with the sheer volume of fire they can put out, they could maybe force the Mûmakil to take a few Courage tests and really spoil Mat's day.

Finally, the Clansmen of Lamedon will deploy on the flank. It will be these men, with their high Courage value, who will be charged with the task of engaging the two Mumakil on that side of the board and stop

them from rampaging through the rest of my infantry.

My real hope in this battle is stopping the Mûmakil from ploughing straight into my lines and out the other side. As many

“My real hope in this battle is stopping the Mûmakil from ploughing through my lines.”

players will know by now, the sight of one of these giant Oliphaunts bearing down upon your army is terrifying enough. Two of them will be a real handful, and I will have to keep my objectives in mind when they start to get close. This is the time for all my Heroes of Gondor to stand up and be counted!

THE SERPENT COILS

Turn 1

The two armies take each others' measure and then both advance, ready to strike the decisive blows.

As always, the Good side started the battle with priority. Pete made a far from hesitant start as almost all of Gondor's troops advanced towards the enemy. Mat followed suit, with the Haradrim keen to get to grips with the foe. Mat split his army into two distinct forces,

the Mahûd in the northeast and the Haradrim in the southwest. Two Hâsharin leapt from the roof of the central building and into combat with the Fountain Court Guard. They slew two Gondor soldiers in quick succession, drawing first blood for the Southrons.

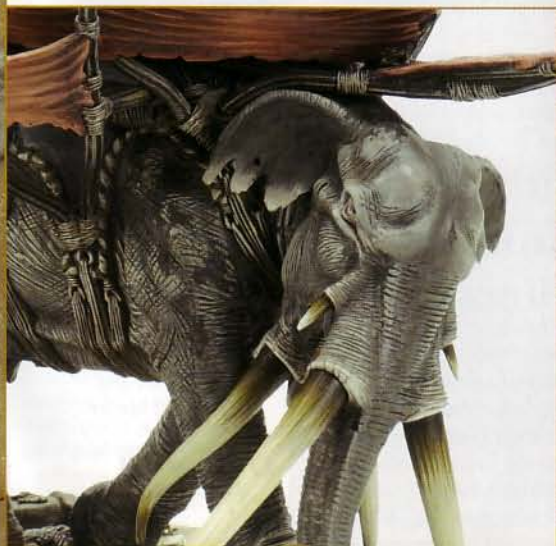
A Watchers of Kârna

The Watchers of Kârna are the only Haradrim who dwell in the shadow of the ruined city of Kârna. They are the guardians of its secrets, protecting Harad from its malign presence and barring access to those foolish enough to seek entry. On the battlefield they have a Steely Nerve special rule, which gives them a +2 bonus to their Courage values when charging a Terror-causing enemy.

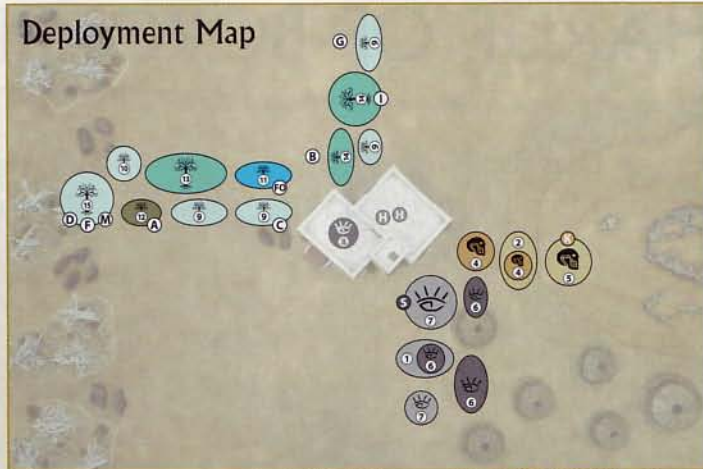


B Mûmakil

The Mûmakil are mighty beasts that can make a special trample attack, allowing them to plough through the enemy with ease. The Harad Mûmak is crewed by Haradrim, and armed with Tusk Weapons and Sigils of Defiance. The Mahûd War Mûmak is crewed by Mahûd Warriors and a Beastmaster, and has Sigils of Defiance, Tusk Weapons and Rappelling Lines.



Deployment Map



Evil Force

- S Suladân
- DA Dalamyr
- H Hâsharin
- M Mahûd King
- 1 War Mûmak of Harad
- 2 War Mûmak of Far Harad
- 3 Corsairs and Arbalasters
- 4 Mahûd
- 5 Mahûd Raiders
- 6 Haradrim and Serpent Guard
- 7 Haradrim Cavalry
- 8 Watchers of Kârma

Good Force

- B Boromir
- I Prince Imrahil
- G Gandalf
- F Faramir
- M Madril
- 9 Men of Minas Tirith
- 10 Knights of Minas Tirith
- 11 Avemen of Lossarnach
- 12 Clansmen of Lamedon
- 13 Men-at-arms of Dol Amroth
- 14 Knights of Dol Amroth
- 15 Rangers
- C Cirion
- D Damrod
- A Angbor
- FO Forlong

C Gandalf

Gandalf the Grey has accompanied the Gondor army south in the hope of scattering the evil Southrons before they can join with Sauron's army of Mordor. Gandalf is another powerful Hero with his considerable magical ability and high Will store, of which he gets a free point per turn.



D Hâsharin

The deadly Hâsharin are skilled assassins, feared throughout Middle-earth. The weapons of the Hâsharin are coated in a deadly, virulent poison. Each time a Hâsharin strikes a model with a shooting or close combat attack and fails to wound, he must re-roll the dice. This bonus applies to any result, not just a 1 as for other Haradrim poisoned weapons.



THE CHARGE OF BOROMIR

Turns 2-3

Rather than wait to be charged by the stampeding Mûmakil, Pete used his Heroic Moves to charge the beasts before they could do serious damage.

Annotations

A The Watchers of Kârna, who had started the game inside the central building, exited it in the first turn and were then swept up in Suladân's Heroic Move to advance forward and close with the enemy.

B The Haradrim in the howdah of the Mûmak countered fire upon the Rangers in Turn 2, but either failed to hit or failed to wound, despite having poisoned arrows.

C In Turn 2 the Hâsharin once more proved their worth by killing two Foot Knights of Dol Amroth.

D When the Mahûd Raiders charge, they cause an automatic Strength 4 hit thanks to the tusks mounted on the sides of the camel's saddle. This charge slew a brave Knight of Dol Amroth.

E The Hâsharin continued to demonstrate their deadly skills in Turn 3 by slaying another four Good warriors.

Once again Good won the priority roll for Turn 2. Mat declared that Suladân was going to make a Heroic Move. The Haradrim Lord and his accompanying Serpent Riders charged forward. In the northeast the Knights of Dol Amroth used Turn 2's move to advance and expand their frontage to ten wide, making sure the Mahûd were fully aware that they were about to engage. Both Imrahil and Boromir were riding within the line making it an extremely powerful attack force.

The Warriors of Minas Tirith, on the front line of the southwest assault, bravely charged into the Watchers of Kârna and the Serpent Riders in an early attempt to halt Suladân's advance. In the Evil Move phase the Mûmakil surged forward, eager to trample the enemy. The rest of the Harad force moved forward to try and keep pace with the forward elements.

The Gondor Shoot phase was very effective. Pete fired upon both the Mûmakil. Madril of the Ithilien Rangers proved his superior skills by shooting the handler off the Harad Mûmak, which would severely hamper Mat's control of the beast in the following turns. The archers of Minas Tirith also proved true by wounding the Beastmaster on the Mahûd Mûmak. The Beastmaster had to use both his Fate points to remain in the game.

The combat on the west flank was bloody, with Suladân wiping away any enemies unlucky enough to be within reach! The Watchers, too, were more than capable of dealing death to the poor Warriors of Minas Tirith. However, it did

not all go Mat's way, with a Serpent Rider being pulled from his horse and killed.

Turn 3

Good won the priority once again, but the Mahûd Beastmaster called a Heroic Move in an effort to trample Boromir. Boromir countered, and charged the Mûmak as planned, robbing Mat of his opportunity. The Knights followed, but engaged the camel-riding Mahûd Raiders and the Mahûd King on the Mûmak's right flank.

Two Clansmen and two brave Minas Tirith Knights passed their Courage tests and charged the Harad Mûmak. The Evil force retaliated, with the unengaged Mahûd Raiders charging into the Knights of Dol Amroth, killing one instantly thanks to their Impaler rule.

Mat cleverly used the Rappelling Lines on the Mahûd Mûmak to send a single Mahûd Warrior down to engage Boromir, essentially sacrificing the warrior to pull Boromir away from the Mûmak.

In the Shoot phase, the Rangers shot at the crew of the Harad Mûmak and were successful in felling four Haradrim. The Harad crew fired upon the closer Clansmen, but failed to wound their targets. In the northeast, the blowpipes of the Mahûd killed a single Swan Knight.

The combat was once more quite hectic. As expected, Boromir despatched the Mahûd warrior with ease. Elsewhere, Imrahil faced the Mahûd King and caused a wound on the Southron.

The Harad Mûmak lost its fight with the Knights and Clansmen, who inflicted two wounds on the creature.

Preternatural

During the Hâsharin's assault on his elite troops, Pete wisely tried to surround and therefore trap the Haradrim assassins. However, Mat was quick to remind him that his ploy wouldn't work, as the Hâsharin have the Preternatural Agility special rule, meaning that they cannot be trapped whilst still standing.



Battle shown
at end of Turn 3



Prince Imrahil

Descended from the nobles of ancient Númenor, the Prince of Dol Amroth is one of the most powerful Heroes in the game. He leads the valiant Swan Knights of Dol Amroth and is rightly feared in combat with his high Fight value, Attacks and good stores of Might, Will and Fate.



Turn 2 Map



Evil Force

- | | | | |
|----|----------------------------|----|-----------------|
| S | Suladân | CC | Corsair Captain |
| DA | Dalamyr | CB | Corsair Bo'sun |
| H | Hâsharin | | |
| M | Mahûd King | | |
| 1 | War Mûmak of Harad | | |
| 2 | War Mûmak of Far Harad | | |
| 3 | Corsairs and Arbalesters | | |
| 4 | Mahûd | | |
| 5 | Mahûd Raiders | | |
| 6 | Haradrim and Serpent Guard | | |
| 7 | Haradrim Cavalry | | |
| 8 | Watchers of Kârna | | |

Good Force

- | | | | |
|----|---------------------------|----|---------|
| B | Boromir | C | Cirion |
| I | Prince Imrahil | D | Damrod |
| G | Gandalf | A | Angbor |
| F | Faramir | FO | Forlong |
| M | Madril | | |
| 9 | Men of Minas Tirith | | |
| 10 | Knights of Minas Tirith | | |
| 11 | Axemen of Lossarnach | | |
| 12 | Clansmen of Lamedom | | |
| 13 | Men-at-arms of Dol Amroth | | |
| 14 | Knights of Dol Amroth | | |
| 15 | Rangers | | |

THE CORSAIRS ARRIVE

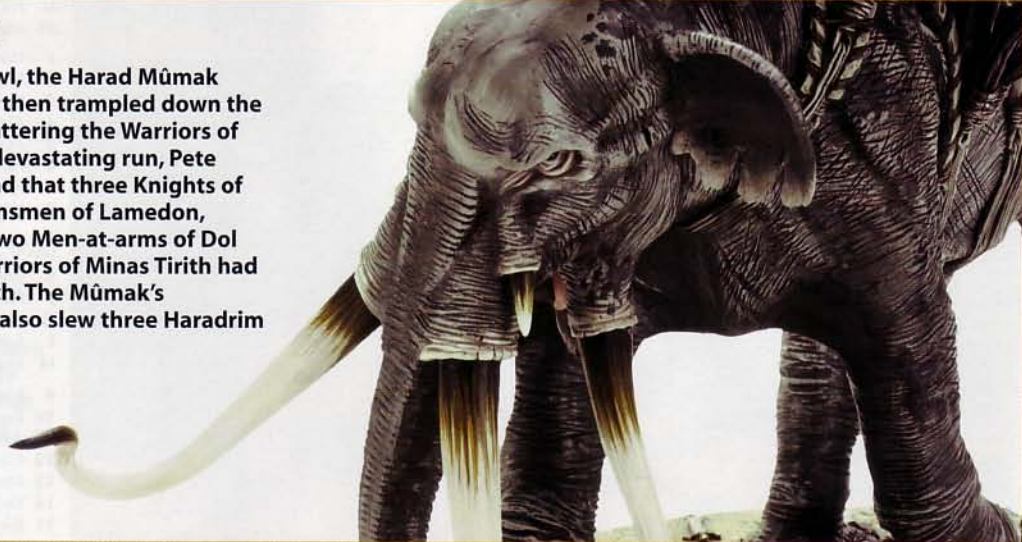
Turns 4-5

As the Corsairs approached from the west, the Mûmakil started to lend their tremendous power to the battle.



Trample Attack!

With a triumphant howl, the Harad Mûmak turned northwest and then trampled down the Gondor battle line, scattering the Warriors of Minas Tirith. After its devastating run, Pete counted the cost to find that three Knights of Minas Tirith, three Clansmen of Lamedon, Angbor the Fearless, two Men-at-arms of Dol Amroth, and three Warriors of Minas Tirith had been trampled to death. The Mûmak's indiscriminate charge also slew three Haradrim and a Serpent Rider.



Evil finally won priority for the first time in the game. However, Boromir was the first to move as he declared a Heroic Move back into contact with the Mahûd Mûmak. Not to be outdone, Suladân also Heroically Moved, advancing forward deeper into Gondor's quarter of the board, accompanied by his elite Serpent Riders. The Harad Mûmak made its devastating trample attack across the Gondor line (see Trample box-out).

Gandalf, who had spent the early part of the battle trying to counter the Hâsharin spells, then performed a Heroic Move to get close to the deadly assassins. In doing so he also allowed some Knights to charge into the Mûmak and Mahûd.

From the west, the Corsairs entered the battle. The Arbalesters set up in the northwest, with the Rangers firmly in their sights. Dalamyr entered the battlefield much closer to the action and, unfazed by the devastation around him, made his way towards Faramir and Madril with murder on his mind.

The Gondor line in the southwest began to recover from the Mûmak's devastating attack and swarmed back towards the enemy, three Knights of Minas Tirith attacked the Oliphant.

Faramir and Madril charged into Dalamyr, while the Rangers had a go at the Corsairs where they could reach.

In the Shoot phase, Mahûd blowpipes fired upon Boromir, and he had to use a point of Fate to prevent taking a wound. The archers of Minas Tirith replied by slaying the Mahûd Beastmaster, who had no Fate or Might left to protect him.

Once again the Fight phase was hard fought. Imrahil continued battling against the Mahûd King but far more of his attacks landed true this time and he slew the King

with relative ease. The Mahûd Warriors close to the building in the centre hit the Fountain Court Guard and Foot Knights of Dol Amroth hard, and forced them back. What Gandalf couldn't do with magic he managed with Glamdring, and slew a Hâsharin, bringing at least one of the deadly Assassins' death frenzy to an end.

Suladân and the Watchers of Kârna slowly continued to carve their way through the Gondor infantry, although the going was far tougher than the Haradrim Lord had anticipated, with Gondor's rank and file proving to be surprisingly resilient. The Harad Mûmak had no such problems, batting a further two Pikemen out of the

way with its mighty trunk. Dalamyr took on Faramir and Madril with effortless grace. However, the Heroes managed to stave off the attack; for now!

“Dalamyr made his way towards Faramir and Madril with murder on his mind.”

Turn 5

Evil retained the priority. Once again Boromir made a Heroic Move to prevent the Mahûd Mûmak from trampling him. Three Mahûd crew jumped down to engage Boromir, although one slipped and fell to his death from the howdah!

The forces on the west flank engaged each other with battle truly joined. The Corsairs in the far west stormed forward trying to get as close to the Rangers as possible. The Shoot phase proved costly for Harad, as the blowpipes of the Mahûd and daggers of the Corsairs were ineffective while the archers of Minas Tirith felled two more crew from the Mahûd Mûmak. The Harad Mûmak also lost two more crew from the Rangers' fire.

In combat, Boromir hit hard causing four wounds on the Mûmak, while in the west Dalamyr trapped and killed Madril and wounded Faramir.

Lord of Umbar

Dalamyr faced off against both Faramir and Madril but, as the Fleetmaster of Umbar and a Hâsharin, he was more than up to the challenge. Dalamyr also carries a supply of Smoke Bombs, which force his targets to expend a Will point or be treated as if under the influence of the Transfix magical power.



Dalamyr

Mahûd Crew

In Turns 3, 4 and 5, Boromir managed to charge the Mûmak and was more than capable of wounding it and causing an unwanted stampede. To prevent this, Mat kept sending Mahûd crew from the howdah down to ground level via the Rappelling Lines, and into combat with Boromir. As long as the Mûmak was already engaged, the Mahûd could pull Boromir away from the beast and force him to fight them instead. This tactic failed in Turn 5 as Boromir was the only Good Warrior in combat and thus chose to fight the Mûmak.



Mahûd Warrior with blowpipe.

Turn 4 Map



Evil Force

S Suladân CC Corsair Captain
DA Dalamyr CB Corsair Bo'sun
H Hâsharin

Mahûd King

- 1 War Mûmak of Harad
- 2 War Mûmak of Far Harad
- 3 Corsairs and Arbalesters
- 4 Mahûd
- 5 Mahûd Raiders
- 6 Haradrim and Serpent Guard
- 7 Haradrim Cavalry
- 8 Watchers of Kârna

Good Force

B Boromir C Cirion
I Prince Imrahil D Damrod
G Gandalf A Angbor
F Faramir FO Forlong
M Madril

- 9 Men of Minas Tirith
- 10 Knights of Minas Tirith
- 11 Avemen of Lossarnach
- 12 Clansmen of Lamedon
- 13 Men-at-arms of Dol Amroth
- 14 Knights of Dol Amroth
- 15 Rangers

THE HEAT OF BATTLE

Turns 4–5 (cont.)

After jockeying for position, the two great armies clash, with devastating results for both forces.

Annotations

A Dalamyr appeared close to Faramir and was charged by both the Ranger Heroes. He slayed Madril in Turn 5.

B Imrahil and the Knights of Dol Amroth fought the Mahûd Raiders in the north. Imrahil killed the Mahûd King.

C Gandalf slew a Hâsharin in combat rather than with magic.

D The Watchers of Kârna fared well against the Warriors of Minas Tirith. Cirion wounded a Watcher but only after spending a point of Might.

E Mahûd Warriors surged forward and surrounded the Fountain Court Guard and Foot Knights. The Half Trolls followed suit, eager to add to the death toll.

F The Corsair Arbalesters fired upon the Rangers in Turn 5 but were woefully ineffective.

G Boromir seriously wounded the Mûmak, meaning it would have to stampede in Turn 6.

H Suladân finally cut his way through the Gondor Warriors and hit the Men-at-arms of Dol Amroth. Unfortunately for the pikemen, they were also charged in the flank by the enraged Harad Mûmak!



Death of a King

The Mahûd are a feral, tribal people; their fighting forces are not organised into a traditional army, like Gondor, or even Harad or Mordor. The Mahûd fight because their leaders fight. They are emboldened when they see their commanders engaging the enemy.

Unfortunately for the Mahûd, their Tribal King, a powerful warrior in his own right, fought against Prince Imrahil. The Prince of Dol Amroth cut down the Mahûd King, meaning that any future Courage tests would be very difficult for the Mahûd to pass.



RAGE OF THE MÛMAKIL

Turns 6-7

The Mûmakil prove to be devastating to both sides, as one loses control and stampedes while the other charges down the enemy.



Stampeding

Every time a Mûmak suffers a wound, the Evil player must test for Courage against, either the controlling model, or the Mûmak's own Courage value if there is no crew. Similarly, a Courage test must be taken at the start of the Evil Move phase if there are no models left on the howdah. If the Evil player fails the test, the Good player gains control of the Mûmak for the turn. As Pete did in this battle he may use the Mûmak's trample attack to stamp on as many Evil models as he possibly could!

Mat managed to hold on to priority in Turn 6. Still, it was not good news for the Evil side, as Pete opened proceedings by taking charge of the Mahûd Mûmak. Turning the great war beast south, he charged down the line of Mahûd Warriors and Half Trolls. After the Mûmak had finished its move, five Mahûd Warriors had been trampled and a Half Troll had lost a wound. The Half Troll's natural toughness prevented the Mûmak from causing any further devastation to the Harad lines.

The Harad Mûmak was next to move, it also performed a trample attack against the Good side, and crushed 15 Dol Amroth Pikemen. Suladân, along with his Serpent Riders, who had been facing the Pikemen in the previous turn, charged across the devastating wake of the Mûmak and into the Rangers and the remnants of the brave

but depleted Knights of Minas Tirith.

In the Shoot phase, the crew of the Harad Mûmak had spotted Forlong the Fat and fired upon him but failed to wound the stout warrior. The Archers of Minas Tirith shot at the Mahûd Mûmak in the hope of causing it to stampede again but failed to penetrate its tough hide. In the south the Rangers split their fire between the approaching Corsairs and the Harad Mûmak but, while killing a few Corsairs, they failed to wound the Mûmak.

The Fight phase was dominated by the Heroes, as Dalamyr killed Faramir. In the north, Boromir and Imrahil continued to work their way through the Mahûd camel riders, while Gandalf was set upon by the lone surviving Hâsharin. The Wizard survived thanks to his large store of Fate. Suladân mercilessly began carving his way through the Pikemen.

Turn 7

At the start of Turn 7, the Good side was broken, but thanks to some successful Courage tests Pete was far from finished. All of Gondor's forces, where possible, charged into the fray. Forlong the Fat and his Axemen charged the Harad Mûmak. Gandalf started casting spells and slew a Half Troll with a Sorcerous Blast. The remaining unengaged Haradrim then charged into combat with the Rangers and the last few Clansmen of Lamedon.

After very little shooting from both sides, the Fight phase commenced. The Mahûd Raiders continued to fare well against Imrahil and Boromir, while the surviving Half Trolls set about the last few Foot Knights in the centre of the battlefield. The Hâsharin also killed another two Foot Knights of Dol Amroth. In the west, the Corsairs fought back against the Knights of Minas Tirith that had charged them. The combats were hard fought as the Knights were no pushovers, but the Corsairs' higher Fight values won out.

The Axemen faced up to the great Oliphaunt, and their weapons bit deep. The Mûmak howled in pain and rage as Forlong and his compatriots caused three wounds on the creature. With so much damage caused and no notable character in control of the beast, Mat failed the Mûmak's Courage test and so it would have to stampede in Turn 8 – Pete rubbed his hands together gleefully knowing he may get some revenge for all the brave infantrymen of Gondor who had died beneath the creature's massive, bludgeoning feet this day. Whilst the battle had been going Mat's way the stampede in the next turn could undo all of his hard work, and force the Haradrim to break.



Turn 6 Map



Evil Force

S Suladân CC Corsair Captain
DA Dalamyr CB Corsair Bo'sun
H Hâsharin
M Mahûd King

- 1 War Mûmak of Harad
- 2 War Mûmak of Far Harad
- 3 Corsairs and Arbalesters
- 4 Mahûd
- 5 Mahûd Raiders
- 6 Haradrim and Serpent Guard
- 7 Haradrim Cavalry
- 8 Watchers of Kârna

Good Force

B Boromir C Cirion
I Prince Imrahil D Damrod
G Gandalf A Angbor
F Faramir FO Forlong
M Madril

- 9 Men of Minas Tirith
- 10 Knights of Minas Tirith
- 11 Axemen of Lossarnach
- 12 Clansmen of Lamedon
- 13 Men-at-arms of Dol Amroth
- 14 Knights of Dol Amroth
- 15 Rangers

DEATH TO GONDOR!

Turns 8-9

The forces of Gondor are under mounting pressure, but the Grey Pilgrim launches a final counter-attack.

Evil held the priority once again, but before any of the Haradrim could move, Gandalf performed a Heroic action, and determinedly moved to the northwest giving him a clear view of the Mahûd Mûmak. Using all the Will he could muster, Gandalf cast the Command magical power at the Mûmak's current controller, forcing him to redirect the war beast into the Harad forces close by. The Mûmak charged into two Half Trolls and a Mahûd Warrior before coming to a halt. Unfortunately for the Good side, a Swan Knight of Dol Amroth was caught in the charge as well.

Before Mat could react, the other Mûmak in the west began to stampede, due to the wounds inflicted upon it by the Axemen of Lossarnach in the previous turn. The Harad Mûmak ponderously turned towards the group of advancing Haradrim and crashed through them, slaying an impressive 18 Haradrim warriors. This had been the most devastating turn of Mûmak death yet; unfortunately for Mat, all the casualties had been on the Evil side!

The Harad forces were now also broken, and Mat began to take Courage tests as he moved his troops – but with plenty of Evil Heroes still about, only a few Haradrim left the field. Enraged by the sight of the stampeding Mûmak, Suladân targeted the cause of his woes and charged into the stout frame of Forlong.

Despite a turn of good fortune, Gondor's soldiers were tiring and losing the will to fight on, and started to melt away in ever-increasing numbers.

In the Shoot phase, the Corsair Arbalesters could clearly see Gandalf standing in the open and so fired upon him and brought him down! In the centre of the board, the Half Trolls started to make their mark upon the battle and began mopping up the Good Warriors who had not yet fled. Damrod and the Rangers were overrun by the Corsairs and their Hâsharin overlord. In the centre of the western flank, all pretence of Gondor holding their ground ended, as Forlong was slain by a triumphant Suladân.

Turn 9

In Turn 9, priority remained with Mat, but as he tried to move his troops they quickly started to dissipate. The Corsairs, who were running rampant over the Ranger-held west flank began to flee off the board. The Mahûd, with their low Courage and no Heroes in sight, began to leave the field in droves; obviously believing their task had been fulfilled. Still, the Serpent Kingdom had not finished yet. The Harad Mûmak, back under Mat's control, trampled across the Rangers, slaying five of them. The Mahûd Mûmak turned and charged the Prince of Dol Amroth, who heroically stood before the beast – his Fate points



Turn 9 Map



Evil Force

- | | | | |
|----|----------------------------|----|-----------------|
| S | Suladân | CC | Corsair Captain |
| DA | Dalamyr | CB | Corsair Bo'sun |
| H | Hâsharin | | |
| M | Mahûd King | | |
| 1 | War Mûmak of Harad | | |
| 2 | War Mûmak of Far Harad | | |
| 3 | Corsairs and Arbalesters | | |
| 4 | Mahûd | | |
| 5 | Mahûd Raiders | | |
| 6 | Haradrim and Serpent Guard | | |
| 7 | Haradrim Cavalry | | |
| 8 | Watchers of Kârna | | |

Good Force

- | | | | |
|----|---------------------------|----|---------|
| B | Boromir | C | Cirion |
| I | Prince Imrahil | D | Damrod |
| G | Gandalf | A | Angbor |
| F | Faramir | FO | Forlong |
| M | Madril | | |
| 9 | Men of Minas Tirith | | |
| 10 | Knights of Minas Tirith | | |
| 11 | Axemen of Lossarnach | | |
| 12 | Clansmen of Lamedom | | |
| 13 | Men-at-arms of Dol Amroth | | |
| 14 | Knights of Dol Amroth | | |
| 15 | Rangers | | |

Battle shown
at end of Turn 8



keeping him on his feet! Boromir, seeing his fellow Hero in danger, counter-charged the angry, rearing Mûmak.

Despite the Heroic Action in the north, elsewhere across the battlefield the soldiers of Gondor were fleeing in droves, clearly believing that Evil had won the day.

In the Fight phase, the lone Hâsharin assassin jumped upon Cirion and slew him, as a last cruel gesture. In the north Imrahil and Boromir battled the Mûmak, wounding it several times but they could not bring the great beast down. As Turn 9 came to a close, Pete offered his hand to Mat and conceded the game. The few Men of Gondor left on the board would not be able to stop the tide. Harad had won but at a great cost to its own forces, and the Serpent Kingdom would need time to rebuild its Great Army before the conquest could begin anew.

HARAD VICTORY

Glory for the Serpent Kingdoms!

MÛMAKIL RULE!

Mat twirls his waxed moustache as the evil side wins the day – but only just!

Pride of the Serpent Kingdoms

How can it not be the Harad Mûmak, with all those Men of Gondor dead under its unstoppable bulk? It may have gotten pinned early on, but it came through in the end, winning two fights against the Men-at-arms of Dol Amroth and then running rampant!



Mat: So help me, but I do love Mûmakil. Even with Pete's dastardly good fortune regarding priority rolls and Heroic Actions roll offs, he just couldn't hold them back forever. It's fair to say that those two tramples from the Harad Mûmak (totalling more than thirty kills between them) were the true architects of victory – I just helped them along a bit. Of course, the same Mûmak then stampeded and crushed a whole bunch of my Warriors, but I had plenty more left to stomp Pete's army with, so that trade was just fine by me.

If I was disappointed by any single performance, it was that of my less-than-devastating cavalry charge. Not that it was Suladân's fault – or that of his Serpent Riders and Haradrim Raiders – my cavalry just got trapped by my inability to roll high for Priority. Even so, they did manage to kill their weight in Men of Gondor, but this was a mere shadow of what they are truly capable of.

In truth, there were pretty strong performances in every corner of the battlefield. The Hâsharin did just great, steadily hacking their way through Knights of Dol Amroth and even scaring off

Gandalf – without them, the Mahûd would have been in severe trouble and maybe even overwhelmed by the elite of Gondor. On the western flank, the Corsairs of Umbar gave their all against Faramir's Rangers, not only managing to kill Damrod, Faramir and Madril but also plugging Gandalf with enough quarrels to bring the annoying Wizard down for good.

As for Pete's army, it seemed to have an uncanny ability to die as slowly and stubbornly as possible. He had too many Heroes, I didn't quite have enough chaff to drive onto their swords, and thus overwhelm them. As usual, it seemed that Boromir and Imrahil could be relied upon

“The Corsairs plugged Gandalf with enough quarrels to put the annoying Wizard down for good!”

to completely wreck the devious Evil plans. Although they both ran out of Might in the end, it was too late by far and my left flank was all but gone.

All in all, one of the most dramatic and, more importantly, most enjoyable games I have ever played. Lots of death, lots of fun, and victory for Harad. Who could ask for more? Mwahahahahaha...





SHAME OF GONDOR

Pete laments, knowing things will be very difficult for Gondor in the coming war...

Pete: Wow! I thought it was going to be tough playing against two Mûmakil but I didn't expect all the nasty elite troops that were scurrying around beneath their feet. The Harad army is tough and really gives the Good armies a run for their money in tough warriors. The Mahûd Warriors and Raiders are fantastic. I had thought that Boromir, Imrahil and the Knights of Dol Amroth would be ample force to drive through the Mahûd on my left flank and hold up their Mûmak in the process.

However, the sheer number of S4 attacks in addition to poisoned weapons and the devastating camel charge put a real dent in my plan on that side. In the end Boromir and Imrahil were left fighting for their lives against these savage warriors.

The two Hâsharin and Watchers of Kârna in the centre of the battle were a real pain too. However, Mat's inane ability to roll at least one 6 on all the fight rolls for these guys was outrageous and turned the central battle his way on several occasions. In one string of combats from the Hâsharin all the way along the centre I didn't actually have to roll a dice as Mat's evil warriors excelled themselves against my lower Fight value troops.

It was a close-run thing for a long time. In fact, for a while it looked as though I would get the upper hand; with plenty of Might still in hand and Mat running desperately short, it appeared that his Mûmakil would never have a chance to trample my shiny models at all. Then it all changed – I moved Forlong just too far away to call another Heroic Move into the Mûmakil, a blunder which eventually cost me the game. The Mûmak promptly

stomped all over my men and the battle swung heavily in Mat's favour. When it happened again a short while later, I began to lose all

hope of getting anything out of the game but a sound thrashing. But, just when all hope seemed to have faded, the same Mûmak went mad, having been swarmed by Forlong and his followers, and the giant beast trampled all the way back through the Harad lines. A minor consolation by that point, but I enjoyed it all the same, especially since Gandalf managed to use his wizardly powers to force the commander of the other Mûmak to drive the beast back through the Mahûd who had been such a pain for so long. Oh, well – there's always next time!

“The Mûmak promptly stomped all over my men.”

Hero of the Hour

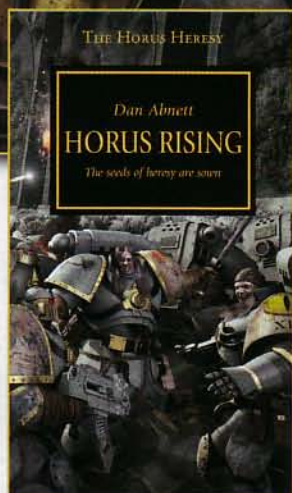
I have not one but several participants that this award goes to. The lowly men of Minas Tirith who bravely locked their shields and prepared to receive the charge of the fearsome Suladân, to hold him for a turn or two, managed to completely halt his charge and kept him pinned for most of the game. Had he broken straight through the line and into my elite units, I would have been hard pressed to hold the middle ground. In the end the Minas Tirith warriors did so well that the Axemen of Lossarnach ended up standing around watching for most of the game, unable to get at the enemy for the line of silver and black, which held strong.



Warrior of Minas Tirith



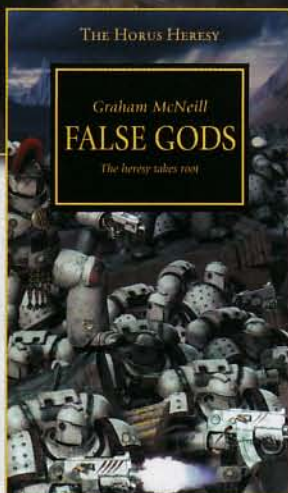
THE HORUS



HORUS RISING
DAN ABNETT

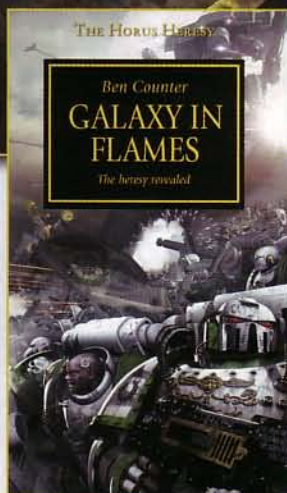
It is the 31st millennium. Under the benevolent leadership of the Immortal Emperor the Imperium of Man has stretched out across the galaxy.

But now, on the eve of victory, the Emperor leaves the front lines, entrusting the great crusade to his favoured son, Horus. Promoted to Warmaster, can the idealistic Horus carry the Emperor's grand plan, or will this promotion sow the seeds of heresy amongst his brothers?



FALSE GODS
GRAHAM MCNEILL

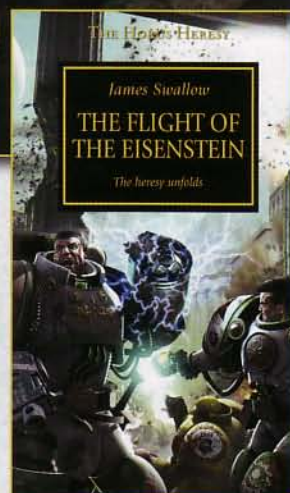
The Great Crusade that has taken humanity into the stars continues. The Warmaster Horus has taken command of the armies of Man. Yet all is not well within the Imperium; Horus is still battling against the jealousy and resentment of his brother Primarchs and, when he is injured in combat on the planet Davin, he must also battle his inner demons. With all the temptations that Chaos has to offer, can the weakened Horus resist?



GALAXY IN FLAMES
BEN COUNTER

Having recovered from his grievous injuries, Horus leads the Imperial forces against the rebel world of Istvan III. Though the rebels are swiftly crushed, Horus' treachery is finally revealed when the planet is razed by virus bombs, and Space Marines turn on their battle-brothers in the most bitter struggle imaginable.

Ben Counter brings the opening trilogy of this epic series to explosive life, as the Horus Heresy truly begins.



THE FLIGHT OF THE EISENSTEIN
JAMES SWALLOW

Having witnessed the terrible massacre on Istvan III, Death Guard Captain Garro seizes a ship and sets a course for Terra to warn the Emperor of Horus' treachery. When the Eisenstein is damaged by enemy fire, it becomes stranded in the Warp – the realm of the Ruinous Powers. Can Garro and his men survive the depredations of Chaos and warn the Emperor before Horus' plans reach fruition?

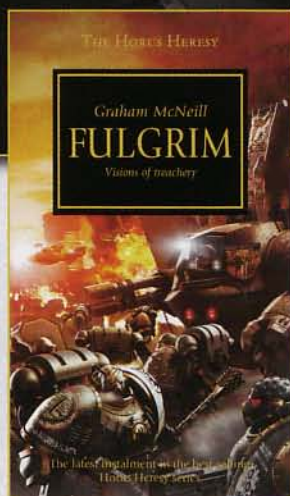
HERESY

BL PUBLISHING

This ground-breaking, SF chart-topping series recounts the story of the Horus Heresy; a story of a time when gods bestride the earth and the Emperor and his Primarchs battle to found the Imperium of Man. It forms the cornerstone of the entire Warhammer 40,000 universe.

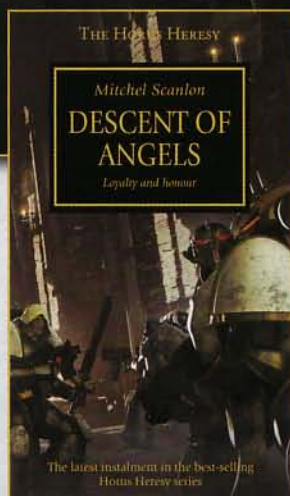
It was a dark time in the history of the Imperium, when the seeds of treachery and betrayal sown by the forces of Chaos turned the once-loyal Warmaster, Horus, against the Emperor of Mankind. The conflict between these two titanic figures rocked the very foundations of the Imperium and turned brother against brother in a brutal internal war.

The Horus Heresy series from the Black Library draws upon some of our most popular authors to tell the story of the ultimate betrayal, and a bloody civil war.



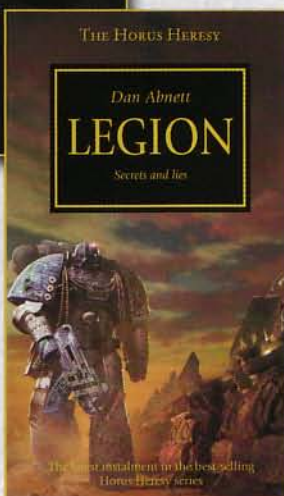
FULGRIM
GRAHAM MCNEILL
As the Great Crusade, led by the Warmaster Horus, continues to conquer the galaxy, Fulgrim leads his warriors into battle against a vile alien foe.

From the blood of this campaign are sown the seeds that will lead this proud legion to treachery, taking them down the darkest of paths of corruption. Leading up to the carnage of the Dropsite Massacre on Istvan V, this is the tale of Fulgrim's tragic fall from grace.



DESCENT OF ANGELS
MITCHEL SCANLON
Mitchel Scanlon's *Descent of Angels* delves deep into the early history of the Dark Angels Space Marine Legion and their Primarch Lion El'Jonson.

When the Imperial fleet rediscovers the planet Caliban, the Emperor is reunited with his missing son the Primarch Lion El'Jonson. As Dark Angels old and new join the Great Crusade, a chain of events is set in motion that will change Caliban, its people, and the Legion forever.



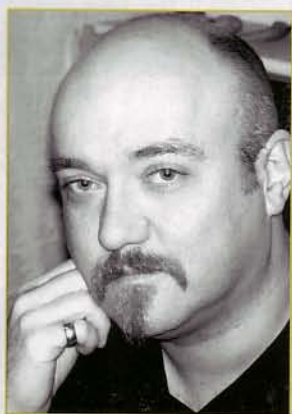
LEGION
DAN ABNETT
A Great War is coming, and it will engulf the Imperium of Man. The Space Marines of the Alpha Legion, the last and most secretive of all the Legio Astartes brotherhoods, arrive on a heathen world to support the Imperial army in a pacification campaign against mysterious and uncanny enemy forces.

But what drives the Alpha Legion? Can they be trusted, and what side will they choose when the Great War begins?



BATTLE FOR THE ABYSS
BEN COUNTER
Now that news of Horus' treachery is in the open, a time of testing has come. Some Legions have already declared their allegiance to the Warmaster, while the loyalty of others lies firmly with the Emperor.

As Horus deploys his forces, loyalist Astartes learn that a massive Word Bearers fleet is heading to Ultramar, home of the Ultramarines. If this fleet is not stopped, the Ultramarines could face utter destruction!



INTERVIEW: DAN ABNETT

Dan Abnett is a novelist and award-winning comic book writer. He has written twenty-five novels for the Black Library, including the acclaimed Gaunt's Ghosts series, the Eisenhorn and Ravenor trilogies and, with Mike Lee, the Darkblade Cycle. His Black Library novel, *Horus Rising*, and his *Torchwood* novel *Border Princes* (for the BBC) were both bestsellers. He lives and works in Maidstone, Kent. For more information about Dan and his work, check out his website at: www.DanAbnett.com

*We caught up with Dan Abnett to talk to him all about his return to the Horus Heresy series. Dan originally kicked the series off with the smash hit, *Horus Rising*, and the series has gone from strength-to-strength ever since.*

White Dwarf: What is Legion about?

Dan: Legion is a Horus Heresy novel, the seventh in the series, and is about the notorious Alpha Legion. It seeks to show how the Alpha Legion is drawn into the heresy conflict, and how and why they end up on the side they do. And, of course, it's chock full of what is technically known as "shooty death kill".

White Dwarf: Who features in Legion – tell us about the main characters?

Dan: Well, the Alpha Legion, naturally! Primarch Alpharius and his senior captains,

novel needed to deliver some real, honest-to-god secrets that would shock the readers. I met with Heresy/40K guru Alan Merrett, and we discussed all the things that might be revealed. I had a short list of about four or five "secrets" that I wanted to put in, expecting to have to negotiate with him and give some up so I could use a few of them. To my surprise, he approved them all, and then offered me an extra idea that I wouldn't ever have been bold enough to suggest! Legion has some great revelations in it.

White Dwarf: How is Legion different to the other HH titles?

Dan: It's an intrigue, a mystery. Though it's got plenty of action, it's about ploy and

“The Alpha Legion is THE most secretive and scheming of all the Astartes.”

along with other operatives and specialists form the core of the Astartes cast, but the book also takes a detailed look at the Imperial Army (precursor to the Imperial Guard) serving alongside the Alpha Legion. I think readers will enjoy the way the Army works in this book – it's very "non-Guard". A couple of the Army officers become the focal points of the book's dark intrigue, and can probably be described as the central, pivotal characters.

White Dwarf: We hear Legion is full of secrets!

Dan: That's the idea. The Alpha Legion is THE most secretive and scheming of all the Astartes, and come across as very different in style and methodology to the other Astartes. When I first thought about writing them, I decided that an Alpha Legion

counter-play, espionage and counter-espionage. Everyone's playing off against everyone else, and it'll keep you guessing as to who the bad guys and good guys really are. I think readers will find themselves rooting for certain characters against their usual loyalties.

White Dwarf: What will hobbyists like most about the book?

Dan: It fleshes out the era of the heresy – "30K" –



and gives a lot more background information about the causes of the conflict. It shows an Astartes Legion operating in interesting, non standard ways. And I'm hoping the look and feel of the Imperial Army will really capture the imagination of model makers and hobbyists.

White Dwarf: Is it good to return to the series, seeing how it has evolved since *Horus Rising*?

Dan: It's great fun. HH books are very different to write from regular 40K. I've really enjoyed the way the series has grown, and how the authors involved have passed the torch along. Graham McNeill and I work particularly closely to develop the consistency of the series, as readers will have seen between *Horus Rising* and *False Gods*. It's a real collaborative effort. With *Legion*, I thought it was a chance to open a new doorway into the series: *Legion* actually takes place at the same time as *Horus Rising*, and shows the heresy kicking off from a different viewpoint. *Fulgrim* and *Descent of Angels* do the same sort of thing: they're all contrasting windows looking in on one great event.

White Dwarf: Does writing for the HH series present any special challenges?

Dan: That would be a "yes"! I've probably enjoyed writing *Legion* more than any book before, but it's also been the most demanding. There are so many details to keep straight, and so many details to create. In writing *Horus Heresy* books, we're fleshing out the 30K universe, inventing a galaxy that is very different from the 40K everyone is used to.

White Dwarf: When will we see the return of Loken?

Dan: Aha! I couldn't possibly comment!

White Dwarf: In a nutshell, why should people read *Legion*?

Dan: Because they'll enjoy it. Because I've tried to craft something they'll really like. Because it'll shock the pants off you.

White Dwarf: What are your plans for the future?

Dan: A good lie down to get my breath back, then I'll be starting work on my next *Warhammer 40,000* novel; an epic (in every sense of the word) book called *Titanicus*. Three guesses what that's about.

Legion is on sale in all Games Workshop stores in March (April in the USA), but if you can't wait until then, keep an eye on the Black Library website at: www.blacklibrary.com where you can read a chapter of the book for free!

ART OF THE HERESY

The Flight of the Eisenstein
Neil Roberts



False Gods
Philip Sibbering



Fulgrim
Neil Roberts



CONQUEST

When the Games Workshop Studio runs a campaign, it's guaranteed to be a big one. This article examines a massive, twelve-player Mighty Empires campaign, which used over 100 hex tiles!



Empire-building

There were plenty of themed areas on the map for the characters to explore and invade. Players got to choose which location they started upon in an order decided by dicing off – this order also helped us decide who chose the first Campaign Events on the first round of play.

Aurentia

Fabled Aurentia is constantly riven by war between the factions that have laid claim to its shores. The worst is yet to come, for the Ogres of the Godskull Mountains are descending from their volcanic realm and slaughtering and pillaging everything in their path, and a deadly plague is abroad. Our Mighty Empires players had to grab as much land as they could, thereby securing their borders before plague or monstrous foe reached their door...

Phil Kelly: Hello and welcome to the Studio Mighty Empires campaign. This is no normal campaign, though, for we put in a lot of preparation and built plenty of custom tiles, which you can see on the following pages, and the players involved each had their own strategy and their own take on how to best their rivals.

So, apart from the massive size of the map involved, here are the major differences between our campaign and a normal Mighty Empires game:

- There is a predetermined map for the players to conquer. This is a departure from the usual method used in a Mighty Empires campaign where the players take turns to lay down a tile and devise their own map. Predetermined maps are great for when the campaign organisers have devised a world for the players to fight over, or just if they happen to be control freaks!

- The map contained several special types of tile that came into effect as the campaign progressed.
- Players could "carry over" their games if they did not have time to play them, play two games in the next battle phase, and apply both results at once. This resulted in one player netting a massive twelve Empire Points in one campaign phase!

Preparing for war

To begin with, we kept things pretty simple. All the players needed was a painted Warhammer army of at least 1000 points, an army book and a campaign pack. Within the campaign pack, players found some free Mighty Empires counters (basically locations and flags for them to paint in their chosen colour). A lot of the players customised their counters to make them more representative of their army.

OF EMPIRES



1 Inland Sea

Any player with a flag next to the Inland Sea is at risk of being attacked by the Big Wet Gribbly that lives in its inky depths. At the beginning of each campaign phase, the Big Wet Gribbly will attack a randomly determined tile adjacent to the Inland Sea. If that tile has a settlement upon it, that settlement is destroyed on the roll of a 4+.

2 Volcanoes

A player with a flag on a Volcano tile must roll a dice at the beginning of every new campaign phase. On the roll of a 1, they have angered the gods of the mountain and any settlement they have built is destroyed. If a 1 is rolled in this way, they may then choose an adjacent tile to the Volcano tile. The lava flows into that tile as a chain eruption is triggered; any settlement upon that tile is also destroyed. The owner of this next tile may then choose another adjacent one, and any settlement upon that tile is also destroyed.



Campaign Locales

3 The Veldt

A massive rolling country of green pasture that was the closest thing to safe ground in Fabled Aurentia. This area was first choice for players who wanted to quickly monopolise lots of basic land tiles.

4 The Great Desert

Though the desert at first looked like a fairly desolate starting location, it was well irrigated by the rivers that ran through it. River tiles are great in Mighty Empires, as they allow you to build a mine and sift the river for extra gold each turn.

5 Fortress of Impenetrable Doom

The fortress could only be claimed by winning a siege game (using the house rules presented way back in WD 324). Later in the campaign, the fortress mysteriously reappeared in a different location. The players were told that inside the fortress were two terrible and powerful monsters, and that they would have to beat these monsters to claim the Fortress.

6 The Wizard's Towers

There were three Wizard's Towers on our Mighty Empires board, and each contained a black flag, meaning that our players would have to play a special game to claim them. The game was a skirmish between two heroes of the invading player's choice, and an enemy wizard. If they won the game, not only would they claim the hex but their army would be joined by a Battle Wizard free of charge.

7 The Ice Wastes

Essentially a cursed forest, the Ice Wastes were under the effects of a powerful spell that covered the land in frost. This did not stop the campaign's Wood Elf player, Mat Ward, from taking these hexes and using a Kislev detachment to represent his alliance with the cold-hearted mercenaries of the Ice Wastes. Mat even remodelled his army to better represent his troops' wintry home.

8 The Barren Lands

Covered in the black ash of Chaos Dwarf forges, the Barren Lands were home to the campaign's Skaven and Chaos players. These territories were hotly contested, for the molten river tiles allowed players to forge magic items for a fraction of their normal price.

The Black Flags

When the campaign started, the map already had some flags placed, painted a forbidding black. These represented "special guest" locations, which were already occupied by an enemy race. If a player wished to conquer a territory with a black flag, they had to play a special, one-off game against a mystery opponent, nominated by the campaign organisers.

Glenn More's
Skaven empire

Alessio Cavatore's
Bretonnian empire

More Mighty Empires Online!

This campaign uses rules for changing seasons, sea tiles, racial attributes and espionage – all these extra, house rules can be found online at:

www.games-workshop.co.uk/mightyempires

Howling Vortex

The howling vortex was made by sculpting a circle of Green Stuff onto a Mighty Empires plains tile and smoothing it down with a wet sculpting tool. Portions of the circle were then cut out to make swirls, and the edges were smoothed flat. The tile was painted to look like a black hole, complete with stars and glimmers of light to give the impression that the vortex could consume everything it touched.

The winter of discontent

The first winter phase of the campaign, after four campaign turns, saw some real upheavals. These were mainly used to cut the leading players down to size. First off Alessio Cavatore, who was taking a lead by capturing a lot of real estate in the Great Desert, saw his capital obliterated by a Howling Vortex of Chaos cast on him by rival player Matt Hutson. Ouch! Secondly, Mat Ward, poised to snatch victory in record time, had his string of castles and cities ravaged by a series of disasters, spells and earthquakes. Lastly, Phil Kelly's Ogre stronghold was assailed by a Rebellion event. This meant that his capital rebelled and deserted to the nearest rival empire; that of fellow mercenary and Ogre Tyrant, Graham Davey. This was all the more fitting, since Phil had just played a game against Graham the previous week.

Evidently Graham's food stores were better stocked than Phil's. Phil gave Graham one of his Ogre Butchers to represent the rebellion, which Graham used as a traitorous ally for the rest of the campaign. It's little touches like this that will be remembered for a long time after the taste of victory or defeat eventually fades away.

Note: Perhaps one of the most important finds of the campaign was that the more players you have in your Mighty Empires games, the fewer special rules you should use! Things get complex enough with so many players and the rivalries between them. We found that although the winter phase rules (see above) were great fun, it took a lot of time to work out the spells, revenue and taxes for each player in turn. Sometimes it's best to keep it simple!

Shadow of the Horned Rat

Glenn More: After a few losses and several drawn games I'd managed to scrape together a rather rag-tag empire. But rather than continue on expanding from my corner of the map I thought I'd make use of the Skaven racial rules and claim a tile in the centre of the board and start attacking Mat Ward's expanding Wood Elf realm. So I claimed my tile in the centre and in the following turn issued my challenge. All I had to do now was win the game and I could invade Mat's empire and slow his rapid expansion through the wooded areas; so with that in mind I took a really filthy skaven army, chock full of magic and shooty goodness. Then, just to make sure I could really lay it on thick, I gave my Warlock Engineer a Storm Daemon for extra warp lightning and my Grey Seer a Warpstorm scroll and a Warp scroll. D6 strength 6 hits against flyers and a Strength 3 hit on every model in a unit is worth every point when playing against Wood Elves!

The game went my way to begin with, as my magic and shooting tore the squishy Elves apart. But Mat had taken a contingent of Kislevites and their cavalry charge, combined with a sneaky flank charge from his Tree-kin, saw off the core of my army. Mat won a convincing Massacre and now had enough empire points to invade my empire. Damn his eyes!



Warlock Squeek

Grey Seer
with Warp Scroll, Warpstone Amulet, Warpstorm Scroll and Screaming Bell.
540 points

Warlock Engineer
with Dispel Scroll.
110 points

Warlock Engineer
with Dispel Scroll and Death Globes.
130 points

Warlock Engineer
with Dispel Scroll and Storm Daemon.
135 points

3 Packs of Giant Rats
90 points

13 Night Runners
with slings.
117 points

25 Clanrats
with spears and command.
175 points

25 Clanrats
with spears and command.
175 points

25 Stormvermin
with musician, standard, ratling gun and Umbranner.
310 points

Warplightning Cannon
100 points

10 Jezzails
200 points
2082 points (using 82 gold)

Empire of Evil

Matt Hutson: Events are one of the best parts of the Mighty Empires campaign. They can give your army much needed benefits but can also give your opponent a sneaky trick to throw your whole plan into disarray. The thing I tried to do when choosing my event was decide whether there was one event that would really help me to do what I wanted to do this turn. If I wanted to capture some tiles, I took Land Grab or All or Nothing. If I needed to ensure victory against a difficult opponent, I took Scouts or Assassins.

Gold also had a big effect on my games. My tactic was to save my gold for those games I really needed to win. The combination of a good event and an extra 250 points from gold is a huge advantage. An example of this was when I fought against the Ogres of Graham Davey. A big win meant I would be able to claim a tile from him. My event for the turn was Spies, meaning that he had to show me his army list before I chose mine. The game we had decided on was 1000 points, so the extra gold I had meant I had an extra 25% more points than my opponent, plus I could tailor my force. The result of the game was a Massacre for the Dark Elves, and a new territory for my empire of evil.



Noble Korhedron

Noble Korhedron
with heavy armour, Sea Dragon cloak, great weapon and Lifetaker.
114 points

Sorceress Corquerae
level 2 Wizard with Dispel Scroll and Darkstar cloak.
175 points

Sorceress Malius
level 2 Wizard with Dispel Scroll and Power Stone.
180 points

10 Dark Elf Warriors
with repeater crossbows and command.
135 points

10 Dark Elf Warriors
with repeater crossbows and command.
135 points

5 Dark Riders
with repeater crossbows and command.
155 points

5 Dark Riders
with repeater crossbows and command.
155 points

2 Reaper Bolt Throwers
200 points
1249 points (using 249 gold)

The Skull Plague Bound Spell, Power Level X

The Skull Plague is a special spell available to all the wizards of a realm that has a flag in a Plague of Skulls tile. It is a magic missile with a range of 18" that inflicts D6 SX hits. X is equal to the number of phases that the controlling player has spent with a flag in a Plague of Skulls tile.



The Plague of Skulls

Plague of Skulls tiles cropped up with increasing frequency over the course of the campaign. A mysterious, magical plague capable of reducing its victims to dry white skeletons in a matter of weeks, the Plague of Skulls could infect a player's armies and slowly bleed them dry over the course of the campaign. Players would come back to the board, only to find that a hex previously full of green and pleasant land had been mysteriously replaced by a vile, carrion-infested landscape of sun-bleached skeletons!

A mighty end

The campaign racked up well over fifty games of Warhammer in its five-month lifespan. A lot of fun was had as players engaged opponents they had never played before, devious schemes were dreamed up, and grudges were forged over the most dastardly of ploys. In the end, it was the Ogre Kingdom players who claimed the most tiles, proving that the defenders of Fabled Aurentia could not stand before the might of the Ogre migrations. Perhaps next time they should just throw their gold and food at the Ogres and run away whilst the big guys are distracted!

As with all campaigns, Conquest of Empires was a great incentive for the players to get new units painted and try out new tactics. If anything, we found that we had too much going on in the campaign, and that next time we would try and keep

it simpler. That said, it is great fun to make up special tiles and locations to fight over – we think one special tile per ten normal tiles is about right for veteran gamers.

Mighty Empires is a great system because it practically runs itself, and the campaign organisers had to do little more than set aside an hour every week to keep it ticking along nicely. We really can't recommend it enough to add that extra dimension to your weekly games, or as a framework for something a little more grandiose. One last bit of advice: don't be afraid to throw in a curveball to spice up the campaign if it seems to be losing pace.

Since we've played our way through Conquest of Empires, there's been a lot of talk about using the Mighty Empires ruleset to run a Warhammer 40,000 campaign. But that's another story...



Onlookers begin to gather as Pete Foley and Phil Kelly attempt to redefine the nature of beardiness.

ORDER OUT OF CHAOS

Figure Painter extraordinaire and general Warhammer know-it-all, Pete Foley, tries to explain how he initially managed to do so poorly in the campaign despite being a regular at the top tables of many a tournament...

Pete Foley: Playing in tournaments on a regular basis leads to a very different style of gaming, and playing in the Conquest of Empires campaign was a real breath of fresh air. However, none of my strategies learned from years of playing on the circuit prepared me for the peculiar and varied tactics I would be faced with in the campaign. Here are a few pointers for any budding Mighty Empires generals, learned from my bitter mistakes.

Listing to one side

As a regular tournament player, I'm used to writing army lists to cater for any eventuality. However, when playing in a campaign you already know what army you are going to be playing against and this means you can really gear your army towards your opponent's. Of course, they will also be doing the same to you.

For example, your choice of magic will be greatly swayed when you know you are going to play against a specific force. It would be foolish to spend points on Dispel Scrolls when you are playing against a Dwarf army, and many of the race-specific magic items, such as the Helm of the Skavenslayer, become far more attractive propositions when you are playing against that particular race.

My favourite example of this was arming my Chaos Lord, Koblang

Steelrender, with the Hellfire Sword just before a battle against Wood Elves. Although I lost the game against the Wood Elves, I claimed a moral victory after Koblang charged into a Treeman and caused 23 wounds in one round of combat, thanks to his sword's flaming attacks and additional D6 wounds. Timber!

Tactical tiles

Capturing tiles is obviously the most important part of winning a Mighty Empires campaign but, as Mat Ward proved in our campaign, capturing too many early on can make you a target for everyone else's nasty events.

I tried to keep my tile-capturing to a minimum at first in order to get a secure foothold and then push towards the finish line later on. This was made very easy for me to achieve as I managed to lose or draw my first few games, meaning I didn't have enough points to capture any tiles anyway! I obviously did this on purpose (honest!) and continually reminded my opponents this while they were ruthlessly crushing my army.

Later on, when all the tile leaders were struggling to get the best events, more often than not I was able to choose the one I wanted, and this benefited me greatly in the latter stages of the campaign, allowing me to progress more smoothly.

Chaos Lord

with Hellfire Sword, Enchanted Shield, Talisman of Protection and riding a Chaos Dragon.

670 points

Exalted Champion

with Mark of Khorne, shield, Rending Sword and riding a barded Chaos Steed.

193 points

Chaos Sorcerer

with Mark of Nurgle, 2 Dispel Magic Scrolls and riding a Chariot of Nurgle.

310 points

Chaos Chariot

with Mark of Nurgle.

135 points

Chaos Chariot

with Mark of Nurgle.

135 points

5 Chosen Chaos Knights

with Mark of Khorne, musician, standard bearer, champion and the Banner of Rage.

370 points

6 Chaos Hounds

36 points

5 Chaos Hounds

30 points

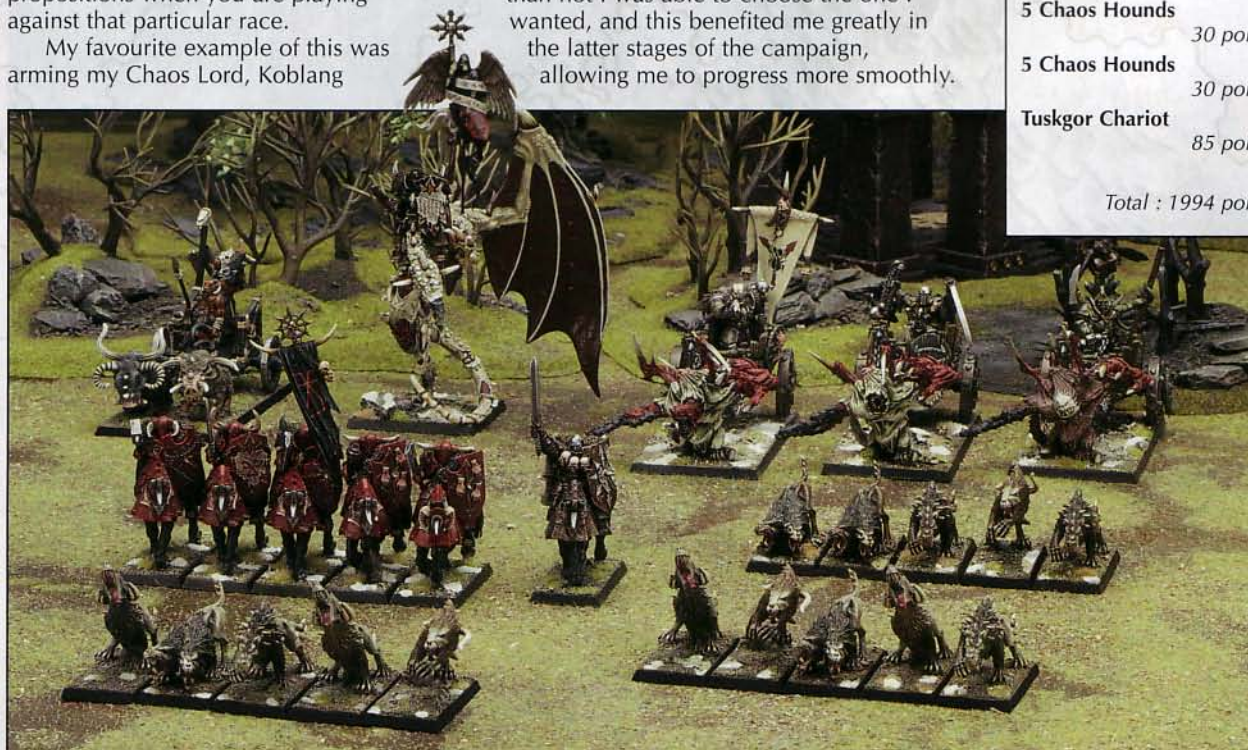
5 Chaos Hounds

30 points

Tuskgor Chariot

85 points

Total : 1994 points



STANDARD BEARER



Mild-mannered writer, Jervis Johnson, was accidentally doused in pure cosmic Hobby Rays. He now roams the galaxy as the Standard Bearer, champion of the Hobby. This month our hero asks what is an archetype?

The other day I was sitting down with Alan Merrett talking about the forthcoming Vampire Counts army. Alan is famously passionate about the background and imagery we've created for our games, and it's his job to make sure that it is faithfully captured in all of the things we make, whether these things are Citadel Miniatures, novels or computer games. Anyway, there we were, chit-chatting about this and that, and we got onto the subject of the archetypes and how important they are to the imagery that we create.

"You know Jervis," Alan said, "the way we use archetypes would make a great subject for a Standard Bearer column." When he put it so nicely, what else could I do but agree (and the fact that the last person not to agree with Alan is still in therapy has nothing to do with it). Seriously, though, the use of archetypal imagery is a vitally important part of the creative process at the Studio, and because of this I think it's well worth spending a bit of time explaining what exactly it is and how we use it. That means that this month's column focuses much more on the theory that underpins the way we make our miniatures and write our books than is usually the case.

So, what exactly is an archetype? Well, the word is derived from the Greek word *arkhetypon*, which means "first moulded", and it was used to mean the original on which other similar things were based. To use an example from recent history, the original Dreadnought was a British battleship of such revolutionary design that it became the archetype for all the battleships that followed. More recently, however, the famous psychologist Carl Jung used the word to describe things that have an important symbolic value or meaning. Returning to my previous example, the Dreadnought was the most heavily armed and armoured warship of its day, and as such it was a powerful symbol of the might of the British Empire in the days before the First World War. The ship also came to represent the importance of the Royal Navy as a protector and shield of the peoples of the Empire. Such was its fame that the word "dreadnought" became synonymous with all of these qualities, and remains so to this day.

It's for this reason that we used the word to describe the most powerfully armed and heavily protected form of Space Marine armour, worn only by the bravest and most respected (not to mention nearly deceased) members of the Chapter. To



Dreadnoughts were so called because the name conjures the image of a powerful, iron-clad mobile fortress!



John Blanche's concept sketches are truly fantastic pieces of art in their own right. We'll be looking at some more of these next issue.

quote from Codex Dark Angels:

"Dreadnoughts tower above their battle-brothers, an adamantine-clad bulwark against the wiles of the enemy, a symbolic anchor that reminds the Space Marines of the glorious history of their Chapter."

As you can see, we took the archetypal qualities associated with the term Dreadnought, and used them as the basis for both the appearance and the qualities of the Space Marine Dreadnoughts that we created for Warhammer 40,000. All of which is a very long-winded way of saying that we tend to use archetypes in the symbolic, Jungian manner, rather than in their original "first moulded sense". (Gosh, Jungian psychology in White Dwarf magazine – that must be a first!)

Of course it's very easy for an archetype to turn into a cliché, and it's here where the background and imagery we've created for our games has a very important role to play. In a nutshell, the unique look and feel we've created for Warhammer and Warhammer 40,000 (and which Tolkien created for The Lord of the Rings) means we can explore archetypal imagery in fresh and imaginative ways, so they don't become clichéd. I'd be dreadfully remiss if I didn't mention the redoubtable John Blanche at this point, as he is the man who, more than anyone else, is responsible for creating the unique look and feel associated with Warhammer and

Warhammer 40,000. John, like Alan, is passionate about the imagery we've created, and even though he's been illustrating our books for more than a quarter of a century now, he still finds new things to explore from the fusion between archetypal images and the Warhammer background. Considering his credentials, it will come as no surprise that John is involved right from the start of every new

“John's concepts manage to capture a uniquely 'Warhammer' feel, while still incorporating powerful archetypes that give gravitas and depth.”

project we undertake at the Studio, and he invariably generates a host of concept sketches and illustrations, so many in fact that we rarely get to use all of them! Just as importantly, John's concepts always manage to capture a uniquely "Warhammer" feel for the army, while still incorporating powerful archetypes that give gravitas and depth.

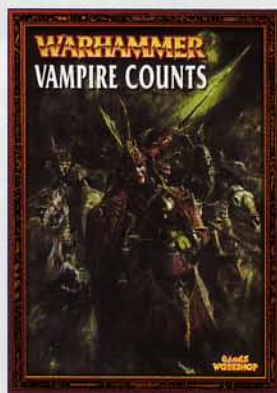
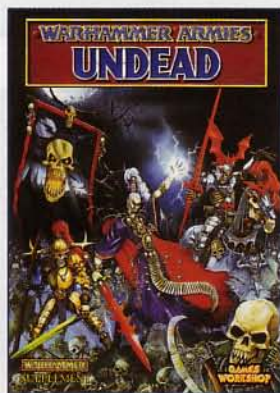
All of which leads me back to the start of this column, and my discussion with



Two incarnations of the plastic skeletons, illustrating the differing characters of our two Undead forces.

Write to Jervis at:

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



The Vampire Counts through the ages. The first Undead army book covered all types of Undead archetypes, from the arid lands of Khemri to the gothic lands of Sylvania. It wasn't until 1998 that the Vampire Counts seeded off from the Tomb Kings and got their own Warhammer Armies book.

Alan about the new Vampire Counts army. You see, the thing we were talking about was how each new iteration of the Vampire Counts army book allowed us to explore the imagery and associated archetypes in more depth. The Undead have been an important part of Warhammer right from the start, and this means we've been working on the army for quite a while now. They featured in some of the earliest scenarios written for the game, and Skeleton Warriors were amongst the first plastic Citadel Miniatures we ever made. The Undead were also amongst the first army books we ever wrote.

These very early versions of the army mixed together all of the classic Undead archetypes into a single force that included skeletons, zombies, mummies,

Necromancers and Vampires. However, it eventually became clear that there was simply too much stuff here to do justice to in a single army, and so the momentous decision was taken to split our Undead army into two parts: the Tomb Kings and the Vampire Counts. Each of these armies draws on quite different archetypes. The Tomb Kings are horribly ancient, almost alien creatures from an impossibly distant past, that lie slumbering and which we awake at our peril. The Vampire Counts, on the other hand, draw on a rich seam of visceral, gothic horror, where the Undead lurk unseen and prey upon the living.

Splitting the armies up like this had an immediate impact, and really allowed us to start to turn the Undead into unique inhabitants of the Warhammer world. One of the easiest ways to see what a difference it has made is to compare the skeleton warriors from the two different armies; although both were once represented by the same miniatures in the Citadel range,

now they are uniquely different, and each has its own distinctive style and character. The evolution of the Vampire Counts army also serves as a vivid illustration of how we take archetypal images and give them a uniquely Warhammer "feel". In each iteration of the army book we've tried to refine the image and make it more unique, while at the same time trying to stay true to what the archetype we're working with originally represents.

Speaking personally, this challenge is one of the great joys of working in the Studio. It's also something that never becomes stale – there's always something new and interesting to try out, or to refine.

“The Vampire Counts draw on a rich seam of terrifying, visceral, gothic horror.”

That's why we'll never get bored working on an army; even when working on such powerful archetypes – or, more likely, *because* we're working with such powerful archetypes – there's always more to discover and work on.

And that brings me to the end of another Standard Bearer. As I said at the start of this article, I'm aware that this month's column focuses much more on the theory than is usually the case, and so I'd be very interested to hear if you liked the column. Just write to me at the usual address and let me know what you think.

I should point out that I'm aware that this column only brushes the surface of the meaning of psychological archetypes. As you would expect, there's plenty of information out there; people wanting to know more (go on, you know you do) are directed to the numerous excellent introductions to Jungian psychology that can be found on the Internet and at your local library.

CITADEL® Varnish TOOLBOX

This month's toolbox takes a look at ways to protect your painted models, keeping them free from paint chips and safe from the rigours of transporting them to and from clubs, Hobby Centres and tournaments.

Using Purity Seal

For most models, Purity Seal is more than adequate for protection. Because it's a spray, you can varnish lots of miniatures at once. Whether you're spraying primer or varnish, keep in mind the following tips and you won't go far wrong.



Always spray in a well-ventilated area or outside.



Make sure that anything you don't want to paint or varnish is covered up, or moved out of the way of the spraying area.



Shake the can vigorously for two minutes before spraying, and occasionally when in use.



Hold the can 20-30cm from the models, spraying evenly across them in short bursts.



After use, turn the can upside down and spray until gas emerges. This prevents the contents from drying in the nozzle during storage.



Top Tip

Consistent Results

Certain atmospheric conditions like heat or cold could affect the way your can of varnish performs. Extremes in temperature or long periods of storage could mean that the varnish begins to dry too early on the miniature, causing a bobbling effect as tiny bits of dry varnish carry across from the spray

stream and adhere to the model. For this reason, you should always check your Purity Seal – especially after long periods of inactivity – by spraying an old model or bit of frame, etc. before you use it on your finely painted miniatures. In most cases, a few "practice bursts" should clear the problem.



£6, €11.50,
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100nkr

£2, €2.50,
25dkr, 35sek,
40nkr



Top Tip

For some models, such as your prize centrepiece and character models, you may wish to give your prized paint job a double-coat for maximum protection. First, coat the model with 'Ardcoat gloss varnish. When that is dry, spray the model with Purity Seal. This not only gives the model a second layer of protection, but also dulls the model back down again. If certain parts of the model need a gloss finish (such as the tongue of a monster), then reapply the 'Ardcoat to these areas.

The tongue and armour of this Bloodthirster have been coated with 'Ardcoat after a coat of Purity seal



ORKS

WARHAMMER
40,000

For this month's 'Eavy Metal Masterclass, Kirsten Williams tackles the Ork Big Mek with Shokk Attack Gun. Set nostalgia sensors to maximum!

SHOKK ATTACK GUN

Mekboyz are an essential part of every Ork warband. Without Meks to keep the vehicles and spacecraft running, the Orks would never be able to launch a proper Waaagh! Warbosses and wealthy Nobz who want new vehicles and weapons will go directly to a Mek and commission him to build it. The result is never exactly what the customer had in mind, but is usually dead good anyway.

All Meks take to the battlefield sporting their favourite invention – usually a heavy and improbably complicated gun that crackles with barely harnessed power. The most infamous of all Mekboy weapons is the Shokk Attack Gun, an incredibly bizarre device capable of opening holes in the very fabric of the universe!

The recent release of the Big Mek with Shokk Attack Gun has excited many veteran Orks players, who remember this potent weapon from its first incarnation many moons ago. We thought it was just the sort of impressive metal miniature that deserved the masterclass treatment. Step forward 'Eavy Metal paintress, Kirsten Williams, to show us how it's done.

Preparing the model

Kirsten's first job was to clean up all the metal components with a hobby knife and files, ensuring that no flash or mould lines remained. Kirsten decided to assemble the model in stages, or sub-assemblies, and therefore painted the Mek, the Shokk Attack Gun, the Snotling and the ammo feed separately.



BIG MEK



SHOKK ATTACK GUN



SNOTLING

Painting Ork Flesh

When painting the distinctive green skin of Orks, Kirsten tends to begin with a very dark undercoat and work up to the top highlight in thinly applied stages. This careful layering creates the subtle, blended finish that is characteristic of 'Eavy Metal models. When trying this out, remember that if you go too far with the highlights, you can always use washes and glazes to tone down the finished effect a bit.



Painting the Skin



- Skin Basecoat**
Orkhide Shade.



- Skin Highlight 1**
Knarloc Green.
- Eyes Basecoat**
Snakebite Leather.
- Teeth Basecoat**
Bestial Brown.



- Skin Highlight 2**
Goblin Green.
- Eyes Highlight 1**
Golden Yellow.
- Teeth Highlight 1**
Bubonic Brown.
- Gums Basecoat**
Hawk Turquoise.



- Skin Highlight 3**
2:1 mix of Goblin Green and Bleached Bone.
- Teeth Highlight 2**
Bleached Bone.
- Eyes Highlight 2**
Skull White.
- Gums Highlight**
1:1 mix of Hawk Turquoise and Skull White.

Step 1. A dark basecoat, applied smoothly and evenly, sets up a good basis for the finished effect. Kirsten used the foundation colour, Orkhide Shade, making it easier to get the required smoothness.

Step 2. The skin was given a flat, even coat of Knarloc Green, leaving the basecoat showing in the deepest recesses. Next, Kirsten basecoated the eyes and teeth. The Mek's fingernails were painted in the same way as the teeth.

Step 3. Kirsten applied several thin layers of Goblin Green to the more raised parts of the skin. Next the teeth were highlighted, and the lenses of the goggles were given a flat coat of Golden Yellow. Finally, the gums were painted turquoise to reflect the Ork's weird, alien nature.

Step 4. The skin received a highlight to the most extreme raised portions. The goggle lenses were given a fine, crescent highlight of pure white. Finally, the teeth, fingernails and gums received their highlights.

Painting Blacks and Greys

As a member of the Goff clan, large portions of this model are painted black or grey. This has the advantage of providing a dark background, which makes the bright green skin really stand out on the tabletop. Kirsten painted all these areas at the same time to speed up the process.



Painting the Blacks and Greys



- Black Highlight 1**
1:1 mix of Chaos Black and Codex Grey.
- Dark Grey Basecoat**
1:1 mix of Chaos Black and Codex Grey.
- Light Grey Basecoat**
Codex Grey.

Step 1. Kirsten reset the black undercoat before applying the first highlights to the black areas as fine lines around the sharpest edges. The two tones of grey area received their basecoats.



- Black Highlight 2**
Codex Grey.
- Dark Grey Shade**
Black Ink.
- Light Grey Shade**
1:1 mix of Black and Brown Inks.

Step 2. The grey areas were shaded with thinned-down ink washes. Once the ink was dry, Kirsten neaten up these areas by reapplying the basecoats. She then highlighted the Black parts again, using pure Codex Grey in an even smaller, finer line than the previous step.



- Black Highlight 3**
Fortress Grey.
- Dark Grey Highlight 1**
Codex Grey.
- Light Grey Highlight 1**
Fortress Grey.

Step 3. All of the black and grey areas received sharp edging highlights. In the case of the black parts, these were applied only to the very extremities, to ensure that the areas didn't end up too greyish.



- Dark Grey Highlight 2**
Fortress Grey.
- Light Grey Highlight 2**
Skull White.

Step 4. With the black parts complete, Kirsten applied the finest, sharpest highlights to the two types of grey area.

Painting Metal

Orks – and especially Mekks – love metal! Armour plates, steel-capped boots, adamantium skull implants, rusted Trukks – you name it. When Kirsten planned out this project, she decided to include four types of metallic areas: dark copper, bronze, shiny bitz, and tarnished steel.



Tarnished Steel and Dark Copper



- Steel Basecoat**
Boltgun Metal.
- Copper Basecoat**
Tin Bitz.

Step 1. Again, Kirsten took care to achieve an even finish for the basecoats.



- Steel Shade 1**
Brown Ink.
- Copper Shade 1**
Black Ink.

Step 2. The metal areas were stained with thinned-down ink washes.



- Steel Shade 2**
1:1 mix of Black and Dark Green Inks.
- Copper Highlight 1**
Brazen Brass.

Step 3. The steel was shaded further with another ink wash.



- Steel Highlight 1**
Boltgun Metal.
- Copper Highlight 2**
1:1 mix of Brazen Brass and Mithril Silver.

Step 4. The final highlights were applied sparingly to maintain the aged look.



Da Shiny Bitz. The bright silver areas were a bit more straightforward to paint. After a basecoat of Boltgun Metal, Kirsten shaded the areas with a thin wash of Black Ink. Over this, she simply layered Chainmail, followed by pure Mithril silver for a bright, shiny finish.

Painting Bronze



- Basecoat**
Brazen Brass.

Step 1. Brazen Brass provided the perfect base colour for the chunky decoration.



- Shade 1**
Chestnut Ink.

Step 2. A wash of Chestnut Ink enriched and reddened the bronze colour.



- Shade 2**
Brown Ink.

Step 3. The brown wash provides a more natural shade for the bronze areas.



- Highlight 1**
Dwarf Bronze.

Step 4. Kirsten applied pure Dwarf Bronze to the raised details.



- Highlight 2**
1:1 mix of Dwarf Bronze and Mithril Silver.

Step 5. The highlights were applied in very fine, sharp lines to the edges.



- Detail**
Scaly Green.

Step 6. Thinned-down Scaly Green paint was applied in patches as verdigris.

Painting Leather Straps



Basecoat
Scorched Brown.

Step 1. The leather straps were basecoated with pure Scorched Brown.



Highlight 1
Dark Flesh.

Step 2. Several thin layers of Dark Flesh were used to build up a reddish highlight.



Highlight 2
3:1 mix of
Dark Flesh and
Bleached Bone.

2nd Highlight. The next highlight was applied prominently to the edges to provide contrast.

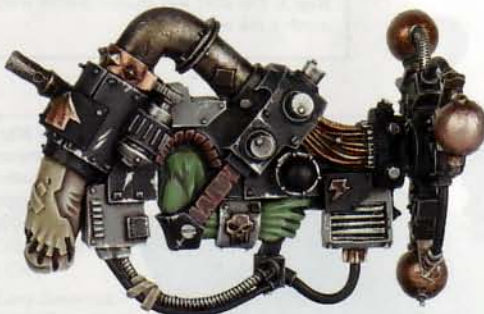


Highlight 3
1:3 mix of
Dark Flesh and
Bleached Bone.

Final Highlights. The final edging highlight was applied very sparingly.

Painting Leather

The Mek is covered in leather straps and pouches that secure all of his tools, gubbinz and wotnotz, as well as a patchwork of hides and cloths that make do as rudimentary ammo feeds and padded armour.



Shokk Attack Gun Ammo Feed



Brown Cloth Basecoat
Khemri Brown.
Tan Cloth Basecoat
Snakebite Leather.

Step 1. As always, Kirsten began these stages with even, dark basecoats.



Brown Cloth Shade
Bestial Brown.
Tan Cloth Highlight 1
Desert Yellow.

2nd Basecoat. The brown cloth was given a wash of thinned-down Bestial Brown paint.



Brown Cloth Highlight 1
1:1 mix of
Khemri Brown and Kommando Khaki.
Tan Cloth Highlight 2
Desert Yellow.

2nd Shade. The cloth was highlighted in thin layers, getting lighter towards the edges.



Brown Cloth Highlight 2
Bleached Bone.
Tan Cloth Highlight 3
Bleached Bone.

Highlight. The final highlights are applied to the most prominent creases and edges.

Snotlings



The Snotling ammunition (including the one being sucked up the ammo feed) were painted using the same techniques that Kirsten used on the Mekaniak for the skin, tan cloth and fingernails. The eyes were the only exception – these were painted Blood Red, with a Blazing Orange highlight.

Finishing Touches

All that remained were the final details and the assembly. Kirsten went to town on the detail areas, such as the hazard warning stripes on the power cables, and the characteristic Goff check pattern. Once all that was done, Kirsten stuck the Big Mek together, gave it a coat of Purity Seal, and based it to match the Studio army.



Vid-screens. The target acquisition vid-screens were basecoated Orkhide Flesh, and were then highlighted by mixing in Snot Green in increasing amounts. The detail was painted on with a mix of Goblin Green and Bleached Bone.



Checks. The checked pattern was painted over black as a grid of Space Wolves Grey, this was then carefully blocked in before going over the light squares with Skull White. Finally, splashes of mud were painted all over the model using Bestial Brown.



Mek's Tools. The wooden mallet is used by the Mek for field repairs and "pacifying" Snotlings. Kirsten based the mallet with Scorched Brown, then painted on the raised wood grain first with Bestial Brown, then Snakebite Leather, Bubonic Brown and Bleached Bone.



Main Turbine. The turbine housing was basecoated with Shadow Grey, before being layered with Space Wolves Grey. Finally, Kirsten built up the Skull White highlights using several thin coats, to ensure a smooth, even finish.



Stitching. The rough stitching around the Ork's trousers and ammo feed were picked out in Codex Grey.

Striped cables. The cables were basecoated Snakebite Leather, then layered with Golden Yellow before the Chaos Black stripes were added.



Red cables and Targeting Gem. These areas were basecoated with a 1:1 mix of Blood Red and Chaos Black, then highlighted with Blood Red. The gem was highlighted further with Elf Flesh, before receiving a tiny dot of Skull White representing reflected light.

DESIGNING THE SHOKK ATTACK GUN



Seb Perbet

Seb started working as an 'Eavy Metal painter, before his natural talents with Green Stuff were spotted and he was whisked off to be trained as a sculptor. Since then, Seb has mainly worked on the greenskins and some Space Marines.

The Shokk Attack Gun is already gaining classic status, such is the splendour of the miniature. The task of sculpting this iconic piece fell to the capable hands of Seb Perbet.

"I'd just come off doing the Lootas and Burnas and immediately had the thought that the Shokk Attack Gun had to be bigger than them," says Seb.

The Shokk Attack Gun has not been about for a good few years; it was notoriously missing from the last version of the Codex. But at the same time, it still remained an iconic image, very much in the collective memory of older 40K gamers. "I had one of the older figures and my only real brief was to make sure the gun had the three-pronged nozzle, so that's what I started with. I then began to think about how the Shokk Attack Gun would work and started asking myself questions like: How did the Snotlings get inside the gun?" adds Seb. As you can see from the

model, Seb's answer to his own question came in the form of a sinister-looking hose that would suck up the Snotlings. "I'm quite pleased with the end of the ammo feed, as I wanted it to look like a greedy, all-consuming mouth. As well as the hose I was quite keen to make it look like a viable piece of equipment, no matter how unlikely or fantastical it would actually be. For instance, the part of the model where the hose attaches to the main gun was actually based on the extractor fan from the spray booth, here in the Studio!"

Seb was given four weeks to complete the model, a long time for a single metal model, and he used every second. "I could have finished earlier but I wanted to spend as much time as possible on the figure. Some things were easier to create than I initially thought while other areas were more difficult. For example, the hose itself was actually made out of one long sausage of Green Stuff. I was expecting that'd I'd

“I started asking myself questions like: How did the Snotlings get inside the gun?”

Seb's original green. The grey parts are commonly mistaken for plastic, but they're not – they're actually resin. Sculptors often get components cast in resin at this stage of development, making it easier to add further detail in stages.



have to build it in segments, which would have taken quite a bit of time. Obviously I worked it up from the initial pipe and sculpted in the detail, so it looked like it was made out of Squig hide."

Seb actually found the most challenging part of the model to be the most well-known: the Attack Gun's Y-shaped nozzle. "I didn't want it to look like a fan. It needed to look quite dangerous and a bit 'scary-science', evoking the whole mad scientist theme, so I added the cables and connectors between the prongs to fill that space and make it less fan-like. I also shaped them to suggest that they actually do revolve when the gun is fired."

It's not all brand new, though, as Seb explains. "I wanted to pay my dues to the original model that obviously inspired this new version, so there's a couple of sly nods on there. Things like the mallet on the Big Mek's belt and the small turbine at the centre of the gun's nozzle are little homages to Kev Adam's famous 'Mek with Shokk Attack Gun' figure"

Of course, the challenge for Seb is to now better his model, but seeing as the Shokk Attack Gun is such a cool miniature, that will be no mean feat!



Big Mek Buzkut spat out a great gobbet of black phlegm and hoisted the latest incarnation of his Shokk Attack Gun onto his broad shoulders. Around him raged the din of battle as the Blackeye Boyz charged uphill toward the ranks of the Space Marines on the crest. Yet more blossoms of black blood exploded across the Ork battle line, disciplined volleys of bolter fire driving the Orks back. "I'll show 'em wot a proper gun can do," thought Buzkut, grimly tightening the vision-screw sticking out of the side of his head.

With a rising whine, the spinny-bit at the front of the Shokk Attack Gun whirred faster and faster, and the brass orbs on the firing arms began to pulse with a dull green light. "That's them Weirdboy brains workin' then", thought Buzkut, "anna good fmg too, they cost me an arm and a leg." He glanced down ruefully at the low-tech replacements for his missing limbs.

Buzkut gave the nod, and his old Runtherd drinking buddy, Rotgrab, started booting Snotlings in his direction. A couple were sucked straight into the gun's feeder-tube, including the Mek's oiler-grot, Peabody, much to Rotgrab's delight. "Oh well," muttered Buzkut, feeling the feeder tube wriggle behind him as ever more runts were drawn into the Warp chamber. The gun's whine rose to a deafening screech, and Buzkut shouted in elation as the fabric of reality was wrenched and twisted into a spiralling, crackling beam.

On the hill, the disciplined ranks of the Space Marines began to fall apart. A squall of frenzied Snotlings was raining out of the sky, vomiting and defecating with fear all over the Space Marines' shiny armour. Buzkut stuck his tongue out of the corner of his mouth as he guided the beam downwards. Suddenly, Snotlings began to materialise inside the Space Marines themselves. Twitching green legs poked out of power-armoured helmets, screeching heads suddenly burst out from eagle-clad breastplates, and tiny scrabbling claws thrust out of the mouths of those attempting to restore order. Buzkut chortled to himself and ramped up the power, pushing it way past the red line on the tiny dial.

With a loud crack and a stench of brimstone, something exploded violently in the front of the gun, landing Buzkut on his warty behind. On the crest of the hill, reality split apart. Something horrid ripped its way from the shattered Warp-tunnel into the material universe, a blasphemous monstrosity made from the twisted flesh of Snotling and Warp-creature alike. Countless needle-fanged mouths screeched and screamed like tortured metal as the thing rose up to its full height, dwarfing the stunned Space Marines around it. Shrieking and flailing its limbs, it barrelled over the crest, leaving total carnage in its wake.

"Er...right," said Buzkut, "I fink I might need to add a few more know-wotz..."

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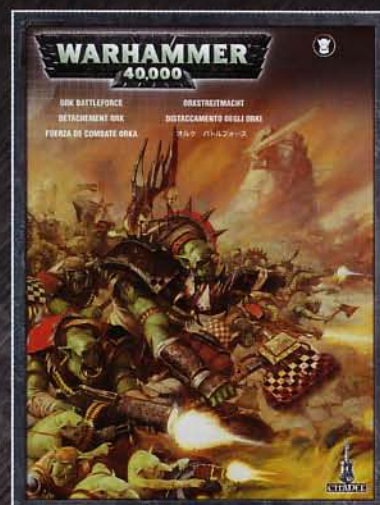
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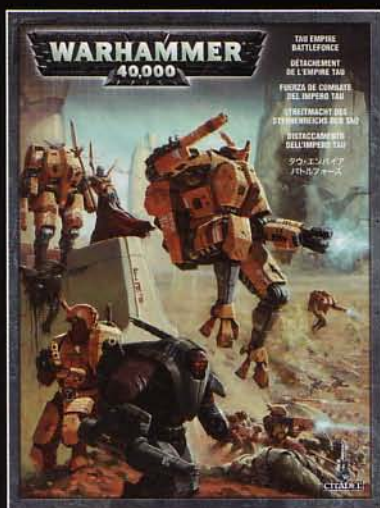
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Tactica



This month we bring you some battlefield tactics for the greatest realm of Men in the Old World: The Empire.

The Empire is one of the most flexible and diverse armies in Warhammer. Though it is reliant very much on the grim, common soldier, the sheer range of troop types and weaponry available to the Empire army makes it possible to tailor a force to pretty much any situation.

Whether you want a static, "gun-line" style army, a fast cavalry force, a knightly army, an infantry horde or a powerful, hero-heavy force, the Empire can fit the bill. Of course, the problem with such a flexible army is that you can tailor it to a particular task, but then get beaten by a well-prepared foe (almost a rock, paper,

scissors situation), or you can take a balanced force that can perform a variety of roles but doesn't particularly excel in any one area.

This tactica is a bit different to previous ones. This month, we'll be asking three gamers, adept on the tournament circuit, to provide us with their "killer" Empire army lists and their key tactics. In addition, some of the Design Studio personnel provide us with a tried and tested "top tip" for winning with an Empire army. Armed with this knowledge, you should be equipped to overcome any obstacles in your path, and crush your foe in the name of the Emperor!

THE EMPIRE

Forces of the Empire

Lords and Heroes

The Empire has a diverse range of characters to choose from, allowing you to field everything from an army of Sigmar led by a Warrior Priest, to one commanded entirely by Battle Wizards from the colleges of magic.

State Troops

Making up the bulk of the Empire's armies, State Troops come in a variety of forms, encompassing the masses of armoured troops as well as Handgunners and Crossbowmen. The most elite unit, the proud Greatswords, are made up of the Elector Count's personal bodyguard. The other advantage State Troops have is the Detachment special rule, which allows large groups of men to form the parent unit to smaller troop formations. This is advantageous in that these smaller units can protect the flanks of their parent unit, or counter-charge into the flanks of attacking troops.

Militia

These cheap levied units come in two varieties, Free Company warbands and Archers. Archers are the skirmishers of the Empire and can be upgraded to Huntsmen, which gives them the Scouts

special rule, too. Free Companies can either be used as units in their own right or as detachments for State Troop units.

Flagellants

Fanatic followers of Sigmar, flagellant warbands are not skilled combatants, but are maddened with religious fervour, making them Unbreakable and Frenzied. This unique combination of abilities puts Flagellants in a category all their own!

Cavalry

The most heavily armoured units are the Knightly Orders, of which there are many. They are excellent at spearheading an assault and holding their ground in subsequent rounds. Pistoliers and Outriders excel at ranged attacks with either pistols or repeater handguns, and being fast cavalry they can manoeuvre away from the enemy if threatened.

Artillery

The Empire has the most diverse range of artillery in the Warhammer world, which can be selected to exploit the weakness of the enemy. In addition, there is the massive Steam Tank, armed with a cannon and capable of grinding enemy units to dust.

Solland Liberation Army

Marko Lukić puts his faith in the grit and determination of the dog-faced infantryman. And his hundred buddies...

Marko: When I think of an Empire army I imagine infantry – lots and lots of infantry! Though many will say that an army without a Steam Tank or at least three other war machines just can't win, I beg to differ. A pure infantry Empire army is one of the most stunning sights on the field of battle; unit after unit of brightly coloured troops filling most, if not all of the deployment zone. Just as with other "horde" armies, this one requires finesse to use, and a complete disregard for the imaginary lives of your miniatures!

The backbone of the army is the blocks of Swordsmen that do the biggest part in the fighting department, but its lifeblood are the small detachments of Halberdiers that are here to be sacrificed for the benefit of the army as whole. Their mission is to march in front of the enemies that you will usually outnumber by 3:1 or more, and position themselves in awkward angles, blocking the enemy's movement unless they charge – and that is exactly what you want. The plan is to draw enemy units out of position, to open their flanks to the Swordsmen so they may charge and defeat the foe thanks to their high combat resolution bonuses.

The characters in this army are here just to support it and tip the scales in my favour. Most of the time, the Battle Wizards will take the Lore of Metal because of the Rule of Burning Iron spell, so that they may

snipe enemy fighting characters that pose a considerable threat to the army. The Wizard Lord, on the other hand, prefers to use the Lore of Death due to a good combination of damage and psychology support spells, another area where this army is slightly weaker than most others. Should I face the Undead, all the wizards will use Light magic for its destructive power and for enhancing the staying power of the fighting units. My characters usually join units of Handgunners, as it is unwise to have Heroes wandering about alone when they cost more than one third of the army in points!

The best thing about the army is that, no matter how many models die, there is always a feeling that there are plenty more to sacrifice on the altar of victory. In addition, horde armies provide the hobbyist with a new form of challenge that only a few manage to fulfil. Collecting a horde army is like a mental discipline. Patience and endurance of will make the difference between one's pride and one of those projects that is begun but never finished. If you feel up to the challenge of commanding such a force, then prepare yourselves for long hours of gluing, converting and painting and, when you take to the battlefield, remember to put on your best Evil Genius face as you send your minions to their deaths so that you may win!

Marko's Army

LORDS AND HEROES

Wizard Lord

Level 4; Grey Wand, Armour of Tarnus, Ring of Volans.

305pts

Battle Wizard

Level 2; The Orb of Thunder, Power Stone.

150pts

Battle Wizard

Level 2; Doomfire Ring, Wizard's Staff.

140pts

Level 2 Battle Wizard

Dispel Scroll.

125pts

CORE

20 Swordsmen

- 8 Halberdiers (detachment)
- 6 Halberdiers (detachment)

190pts

20 Swordsmen

- 8 Halberdiers (detachment)
- 6 Halberdiers (detachment)

190pts

20 Swordsmen

- 8 Halberdiers (detachment)
- 6 Halberdiers (detachment)

190pts

20 Swordsmen

- 8 Halberdiers (detachment)
- 6 Halberdiers (detachment)

190pts

20 Swordsmen

- 8 Halberdiers (detachment)
- 6 Halberdiers (detachment)

190pts

10 Handgunners

80pts

10 Handgunners

80pts

10 Archers

with Marksman.

85pts

10 Archers

with Marksman.

85pts

Total:

2000pts

An infantry army is an impressive sight on the battlefield – this little lot makes up less than half of Marko's 2000-point army!



Göran's Army

LORDS AND HEROES

General of the Empire

Armour of Meteoric Iron,
Van Horstmann's
Speculum, Great Weapon.

141pts

Captain

Full plate, Barded
warhorse, Sword of Might,
Icon of Magnus.

116pts

Wizard

Level 2, Dispel Scroll,
Crystal Ball.

140pts

Wizard

Level 2, Dispel Scroll,
Wizard's Staff.

135pts

CORE

25 Swordsmen

Duelist, Standard Bearer,
Musician, War Banner.

- 10 Halberdiers
(detachment); shields

260pts

10 Archers

80pts

23 Spearmen

Duelist, Standard Bearer,
Musician, shields.

- 8 Free companies
(detachment)

198pts

10 Crossbowmen

80pts

10 Handgunners

Marksman with Hochland
Long rifle, Musician.

- 5 Free Company
militiamen (detachment)

135pts

5 Knights

Musician.

123pts

5 Knights

Musician.

123pts

SPECIAL

Great Cannon

100pts

Great Cannon

100pts

6 Outriders

Champion with Hochland
long rifle, Musician.

155pts

RARE

Helblaster Volley Gun

110pts

Total:

1996pts

The Balanced Approach

Many Empire generals like to take a "bit of everything".
Göran Farm shows us how to bring balance to the field.

Göran: One of the Empire army's great strengths is its versatility and I usually keep this in mind when I make my armies. I like to be able to do something in every phase of the game because this will give me an advantage over players that have concentrated on one or two phases. Sure, I might be weaker than him in the phase he has chosen, but if I can exploit his weaknesses, then I should have a good chance of coming out on top.

My army works best in defensive games – I let the opponent bring the fight to me, and shoot him to bits as he approaches! My wizards are also used very defensively. However, if the opposing force also has several defence-oriented Wizards, then I tend to use mine more aggressively in the later stages of the game when the enemy's Dispel Scrolls have run out. My shooting and magic will be concentrated at supporting units first and later at the main blocks. Typical targets are lone characters, chariots, monsters, fast cavalry and war machines. This will make it more difficult for him to take out my detachments and supporting units, and if they are still there when his main blocks reach mine then I have a big advantage, and should be able to hold my own against most units. If my shooting has managed to take away some of his ranks by this point, then so much the better and easier for me later in the battle.

My normal tactics work against quite a few armies, but there are some situations where I have to alter my approach to stand a chance. One of those situations is if I meet an army that is even more defensive than mine. In this case, my shooting will target his missile troops and wizards first, and my knights and infantry blocks will try to engage as soon as possible. It might seem difficult to get the enemy wizards, but with cannons and longrifles it's not impossible. The cannons will probably force my opponent to put his Wizards in units and this will make them vulnerable to marksmen and Empire Knights. If I am

lucky enough to get a hill in my deployment zone, then the task of sniping his characters becomes that much easier, as my war machines will have a much-improved view of the battlefield.

Another type of army I have to adapt to is the very fast, combat-oriented army, for example a mounted Chaos army or a Bretonnian army. If I meet an army like this, I will rush forward with my knights and combat detachments and use these to create unfavourable situations for my opponent. I will try to place them in such a way that if the enemy charges, he will be in a bad position for my next turn. It may for example allow me to charge him in the flank, shoot his single-rank cavalry unit in the flank with cannons, lead him into terrain or limit his line of sight. The only thing I lose in the process is a few cheap, expendable units, and it buys me time to shoot at his units and hopefully reduce them enough to allow my infantry to finish them off.

One problem I have noticed when I play Empire is that the army often becomes very wide with all the units, detachments, war machines and so on. This makes it easier for my opponent to take on my army piece by piece and it also means that fewer units will be within 12" of the general and Battle Standard Bearer. To get around this, I try to deploy my units overlapping a bit. I often deploy my knights in front of my Handgunners and Crossbowmen, since the knights are so mobile that they can get out of the way before I want to shoot. Some of my units are also in the army with this in mind. The Archers, for example, take up a lot less space than other missile troops since they are skirmishers, but I can also deploy them in front of the Swordsmen and shoot on the move while at the same time protecting the Swordsmen from missiles. Outriders are also very effective considering their small unit size, but they are a bit fragile, so they have to watch out for enemy shooters. Good luck!



Detachments are great at screening their parent unit. In this example, Archers are used because they can move and fire.



Here, the ranged units are hidden behind the heavily armoured Knights. When needed, the cavalry have enough speed to move out of the way, exposing enemy units to withering handgun and crossbow fire.



The Knightly Order Army

Roy Eggensperger likes his army to hit hard and ask questions later. Luckily, the Empire army has just the troops for the job.

Roy: I'm a long time Empire player, and when I think Empire, I think of thick-necked men in plate armour, sporting outrageous moustaches and poofy sleeves. Out of all of these soldiers, my favourites have always been the Knights. This army is designed to showcase an entire order going to war – for Empire and Emperor!

For characters, the choices were self explanatory: a Grand Master, a Battle Standard Bearer, and a couple of Priests to minister to the crusading knights.

I like my Grand Master to be a unit-breaking machine, capable of generating monstrous amounts of combat resolution. To that end, I give him the Laurels of Victory for high combat scores, and the Sword of Power to ensure he is always S6; this guy needs to be able to take on heavily armoured enemy Heroes.

The Battle Standard Bearer is another vital component of the army, dealing out moderate amounts of punishment; he is there to inspire the troops. He carries a Holy Relic to help protect those battle standard re-rolls, and a very pretty – but non-magical – banner, sewn by the loveliest frauleins in the Empire.

The Warrior Priests escort the two primary characters to give them moral support, fuel Hatred and pray for the troops. One is armed with the Bronze Shield for pure survival, while the second is given the Icon of Magnus and Armour of Meteoric Iron to grant immunity to Fear to one of the units not in the company of my Grand Master.

Two units of 10 Inner Circle Knights form the primary hammers with which I bludgeon the Emperor's foes. Both units usually have two characters in them – a

Priest and one of the combat characters. The Grand Master's unit usually contains the oft-used War Banner, and the defensive Priest. This gives the unit Hatred, a rank, a banner, bags of bonus combat resolution points, and a S6 Lord. Sometimes, the priest even gets a spell off! The other unit usually carts the Warrior Priest with the Icon for protection from Fear. The unit generally carries the Banner of the Daemonslayer, to ensure that they can charge when I desire and, more often than not, break their targets.

As you may expect, these two vicious units are often the primary targets of my enemies. That's why I bring a third large unit of knights to war; these, however, are standard Knights of the Order. Many opponents prioritise the other units, and this leaves me one viable hammer, which should still make it to the enemy lines intact. This also provides a fallback unit in the event of one or more of my characters needing to move to a more secure unit to avoid getting gunned down from afar.

The remaining units are really a vital key to the army – five-man Knightly units with musicians that I use in a similar manner to fast cavalry units. These units divert, bait, flee and do many of the nasty things that fast cavalry do, with the benefit of being able to laugh off most missile fire and spells. Granted, they don't reform for free, but you can't have everything. Their secondary function is to force errors by the foe. With so much speed and armour bearing down on the foe, a decision must be made about what to defend; one mistake and a five-man unit of knights in the flank or rear can capitalize on that mistake for the back-breaking blow.

Roy's Army

LORDS AND HEROES

Templar Grand Master
Laurels of Victory, Sword of Power.

240pts

Battle Standard Bearer

Full plate armour, barded warhorse, Holy Relic.

142pts

Warrior Priest

Barded warhorse, The Bronze Shield.

124pts

Warrior Priest

Barded warhorse, Icon of Magnus, Armour of Meteoric Iron, great weapon.

158pts

CORE

10 Knights of the Empire

Preceptor, Standard Bearer, Musician, Steel Standard.

290pts

5 Knights of the Empire

Musician.

123pts

5 Knights of the Empire

Musician.

123pts

5 Knights of the Empire

Musician.

123pts

SPECIAL

10 Inner Circle Knights

Preceptor, Standard Bearer, Musician, Banner of the Daemonslayer.

350pts

10 Inner Circle Knights

Preceptor, Standard Bearer, Musician, War Banner.

325pts

Total:

1998pts



Here are a few more tips from Empire players around the Games Workshop Studio:



The Expendable Five

Alessio Cavatore: It is quite normal to have a line of, say, ten Handgunners or Crossbowmen in your army. Very often you don't bother buying any detachments for a unit like that, as they are not supposed to do any fighting. Instead, I recommend giving them at least one detachment of five Free Company rogues. These 25-point units always prove invaluable during the game. Rush them as fast as possible towards the enemy from Turn 1, and they will invariably disrupt the enemy line, stopping them from marching, getting in their way, or luring them into useless charges. This will leave more time for your firepower to do its job and for your close combat units to get in the best position. And your ablative screen does not even cause Panic in friendly troops – perfect! Their life expectancy is very short, of course, but sometimes they will achieve an unexpected result (after all, they are not bad value with their two hand weapons), beating a unit of light cavalry, skirmishers or war machine crew in combat, or even killing an expensive wizard! Episodes like these are very amusing, generating endless jokes if some of the “expendable five” make it to the end of the game alive. “It’s a man’s life in the Emperor’s Free Companies...”

The Hammer of Sigmar

Christian Byrne: One Warrior Priest can make all the difference. In my Altdorf army I use a Warrior Priest to lead a 19-strong unit of Greatswords. Equipped with a Great Weapon, the Icon of Magnus and the Armour of Meteoric Iron, he imbues the already Stubborn Greatswords with fearlessness and Hatred. Couple that with Prayers of Sigmar (potentially conferring the Unbreakable rule) and a Free Company detachment, and they can see off even the staunchest foe.



David and Goliath

Phil Kelly: I love using the Lore of Shadows. Try equipping your weediest wizard with Van Horstmann's Speculum and casting Steed of Shadows on him (he can always choose this spell as it is the first in the list). Your enemy will probably let this innocuous-seeming spell through, allowing you to propel your wizard into combat with your opponent's fightiest character. The Speculum allows you to swap your wizard's paltry WS, S, T, I and A characteristics with the foe, turning his own strength against him! A Sword of Might or Striking can help make this even nastier.

WARHAMMER

It is a dark age, a bloody age, an age of daemons and sorcery, of battle and death until the world's ending. These are the End Times.

Brettonnians

The knights of Bretonnia are renowned for their skill at arms, bravery and chivalry, and for their undying faith in the Lady of the Lake. When it marches to war, the Bretonnian army is an impressive sight to behold, with the proud ranks of knights backed up with scores of low-born peasants.



Inside you will find:

- 20 Men-at-arms
- 16 Bowmen
- 8 Knights of the Realm
- 1 Pegasus Knight

BRETTONNIAN BATTALION

UK	£50	Euro	€80
Denmark	650dkr	Norway	750nkr
Sweden	750sek		

High Elves

An ancient and proud race, the High Elves have refined their martial skills and magical prowess over the centuries. As the lesser races fought amongst themselves, the High Elves navigated the oceans and mapped the heavens. They ferociously repel all who seek to conquer their homeland.



Inside you will find:

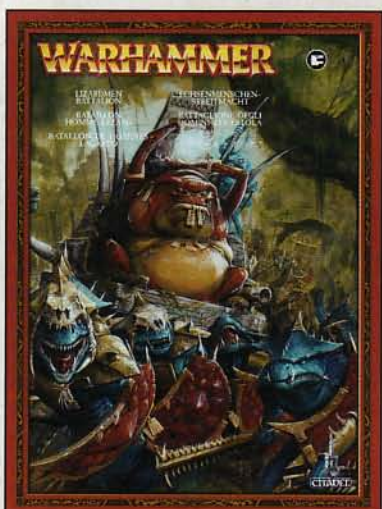
- 16 High Elf Spearmen
- 16 High Elf Archers
- 8 High Elf Silver Helms
- 1 High Elf Repeater Bolt Thrower

HIGH ELF BATTALION

UK	£50	Euro	€80
Denmark	650dkr	Norway	750nkr
Sweden	750sek		

Lizardmen

Long before the rise of the Elves, the Lizardmen existed in the oppressive depths of the steaming jungles. Coldly alien and enigmatic, their civilisation seeks to restore order to the world. Any who enter their jungle lands does so at their own peril.



Inside you will find:

- 24 Saurus Warriors
- 8 Cold One Cavalry
- 24 Skinks

LIZARDMEN BATTALION

UK	£50	Euro	€80
Denmark	650dkr	Norway	750nkr
Sweden	750sek		

Wood Elves

The Wood Elves of Athel Loren are mysterious and secretive beings, rarely seen beyond their forest borders. Those foolish enough to set foot within their woodland realm invite the fury of the Wood Elves and their Forest Spirit allies, through a sudden and deadly ambush.



Inside you will find:

- 24 Glade Guard (or Scouts)
- 8 Glade Riders
- 12 Dryads

WOOD ELF BATTALION

UK	£50	Euro	€80
Denmark	650dkr	Norway	750nkr
Sweden	750sek		

Orcs & Goblins

Orcs & Goblins are the scourge of the Warhammer world, an unending tide of ferocious raiders. For every greenskin Waaagh! defeated on the field of battle, another arises to trample a swathe of destruction across the land. Orcs live to fight and love nothing more than waging war!



Inside you will find:

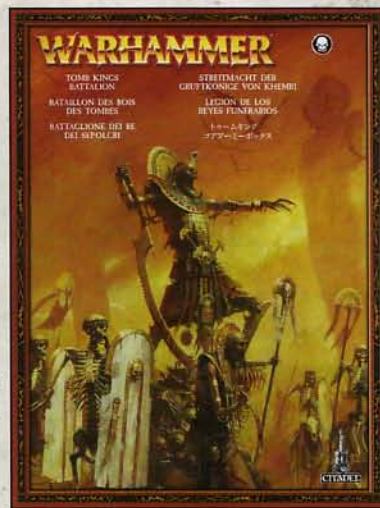
- 1 Orc Boar Chariot
- 20 Orcs
- 20 Night Goblins
- 10 Forest Goblin Spider Riders

ORCS & GOBLINS BATTALION

UK	£50	Euro	€80
Denmark	650dkr	Norway	750nkr
Sweden	750sek		

Tomb Kings

For thousands of years they have lain within their tombs. Called from death, the ancient Kings of Nehekara march from their tombs to have vengeance on those who would disturb their slumber. The armies of the Tomb Kings seek to reclaim the kingdoms that were once theirs.



Inside you will find:

- 3 Chariots
- 16 Skeleton Warriors
- 16 Skeleton Archers
- 8 Skeleton Horsemen

TOMB KINGS BATTALION

UK	£50	Euro	€80
Denmark	650dkr	Norway	750nkr
Sweden	750sek		

Empire

Since its founding by the warrior-god Sigmar, The Empire has endured surviving amidst bloodshed and turmoil thanks to the bravery and discipline of its armies. The forces of the Empire have many tools at their disposal, from great cannons and heavily armoured knights, to Battle Wizards and mighty monsters!



Inside you will find:

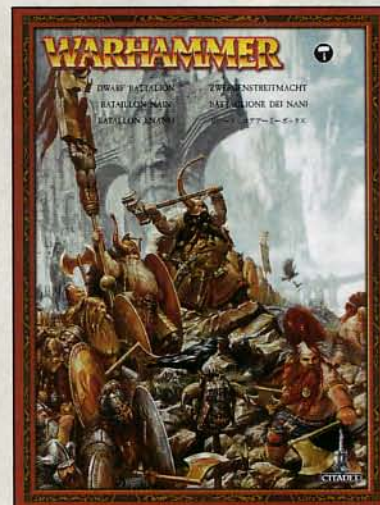
- 10 Empire Handgunners (or Crossbowmen)
- 10 Empire State Troops
- 5 Pistoliers (or Outriders)
- 8 Knights
- 1 Great Cannon (or Mortar)

EMPIRE BATTALION

UK	£50	Euro	€80
Denmark	650dkr	Norway	750nkr
Sweden	750sek		

Dwarfs

The Dwarfs are the most tenacious and determined warriors of the Warhammer world. Their mountain holds are under constant threat from Orcs, Goblins and Skaven, so they must frequently march out to defend their homes and hoards. They record every affront, and settle their grudges with sharp axes!



Inside you will find:

- 24 Dwarf Warriors
- 16 Thunderers (can be Quarrellers)
- 1 Cannon
(The cannon can be built as either a Cannon or an Organ Gun)

DWARF BATTALION

UK	£50	Euro	€80
Denmark	650dkr	Norway	750nkr
Sweden	750sek		

Also available: *Ogre Kingdoms and Skaven Battalions*

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

IMPERIAL BANEBLADES

WARHAMMER
40,000

In this Modelling Workshop we take a look at some of the excellent-looking Baneblades that have been assembled here in the Studio.



IRON HALO

This article uses many modelling techniques that you may or may not be familiar with. If it all seems new and daunting to you, then pop along to your local Hobby Centre and sign up for the Iron Halo program. Before you know it, you'll have all the hobby skills you need to build your own armoured behemoth!

The Design Studio has gone Baneblade crazy, with loads of the mammoth-sized tanks appearing on desks and shelves all over the place. Here's a just a small selection on view.

The Baneblade has been available for a good few months now, but the presence of so many treadheads within the Studio means that Baneblades have continued to be assembled, converted and painted, as if the Studio was a fully functioning Forgeworld.

White Dwarf was unable to ignore this phenomenon; in fact, we were happy to encourage it, knowing that there'd be plenty of great-looking tanks to fill our pages for fellow treadheads to pore over

and maybe even glean some tips. There were plenty of great Baneblades to choose from, but we had to narrow it down to the six models found on the following pages.

Each tank has been customised in some way; a few use simple, subtle conversions that most hobbyists can attempt with a bit of patience (and plasticard). Other Baneblades have had a more drastic makeover that, while more time-consuming and complicated, leaves you with a truly unique looking tank.

Tallarn Baneblade

Chad Mierzwa assembled this Baneblade as a long-range vehicle, designed for lengthy, isolated periods in harsh terrain, like the baking deserts of Tallarn.



The Tallarn crewman was taken from a metal Tallarn heavy weapons gunner – no conversion was necessary.

Colour Palette

Chad used the following colours on the Baneblade:

-  Tausept Ochre
-  Bubonic Brown
-  Bleached Bone
-  Skull White
-  Scorched Brown
-  Vermin Brown
-  Charadon Granite
-  Codex Grey
-  Graveyard Earth
-  Boltgun Metal



Extra stowage from the Tank Accessory frame and the Battlefield Accessory frame was added, and even two extra fuel barrels to indicate long periods spent away from HQ. The sponsons have also been replaced with stowage racks, all from the Battlefield Accessory frame.



Using plasticard, Chad added racks and shelving to increase storage space for all the extra baggage and supplies. These were given a deliberately ramshackle look, as if they had been quickly welded on by the crewmen ready for a hasty departure.



Chad has extended the primary cannon's gun barrel by about an inch and, using plasticard, added a metal brace further down the gun barrel. Again this emphasises the tank's long-range role, firing shells from afar rather than engaging the enemy up-close.

Vostroyan Baneblade

'Eavy Metal's Keith Robertson painted his tank in Vostroyan colours, turning it into a Vostroyan Command HQ vehicle that has been involved in many theatres of war.

Colour Palette

Keith used the following colours on the Baneblade:

-  *Ogre Flesh Spray**
-  *Desert Yellow*
-  *Kommando Khaki*
-  *Scorched Brown*
-  *Skull White*
-  *Mechrite Red*
-  *Blood Red*
-  *Blazing Orange*
-  *Bleached Bone*
-  *Brazen Brass*
-  *Burnished Gold*
-  *Boltgun Metal*
-  *Chainmail*
-  *Mithril Silver*

*Ogre Flesh spray is no longer available from our stores. If you don't have any, just make your own basecoat with a 3:1 mix of Graveyard Earth and Shadow Grey.



Keith assembled the Baneblade as normal, with a few clever, subtle conversions around the turret. The comms array is one, using the aerial mounts from the Apocalypse Command frame, and the looped aerial from the Tank Accessory frame. The other two aerials are made from wire.



The Vostroyan flag that marks the Baneblade as a command vehicle comes from the metal Standard Bearer. Keith clipped the miniature's body away, and then carefully sculpted on the detail that was previously hidden using Green Stuff and a Sculpting Tool.



The tank commander was made from a Vostroyan Officer, whose right hand was re-sculpted with Green Stuff. The Vostroyan gunner was originally the gunner from the Vostroyan lascannon team, with his legs cut off so that he could fit inside the turret.

Catachan Hellhammer

While most Hellhammers are intended for use in urban areas, Chad's Catachan version has been designed to hunt down enemies within dense undergrowth.

Colour Palette

Chad used the following colours on the Baneblade:

-  Catachan Green
-  Camo Green
-  Bleached Bone
-  Charadon Granite
-  Codex Grey
-  Graveyard Earth
-  Bestial Brown
-  Boltgun Metal
-  Chainmail



Before Chad began painting he placed metal hoops on the sides and top plates of the Hellhammer. The hoops were made simply by cutting large jeweller's chain links in half, and then sticking them to a small base of plasticard; these would anchor the camo rope.



When the tank had been painted in jungle greens, Chad used fronds from the Jungle Plants set and fine wire to create the camouflage. Painted string can also be used to get the same effect – paint the string before you place it on the model.



After the camouflage was in place, Chad weathered the bottom half of the tank to achieve the effect of thick mud, as if the Hellhammer had been traversing dense undergrowth and damp earth. The camo rope and lower fronds were also splattered with muddy browns.

72nd Cadian Baneblade

Dom Murray's Cadian Baneblade is based on his urban-styled Imperial Guard army, which can be seen in the Cities of Death Expansion.

Colour Palette

Dom used the following colours on the Baneblade:

-  Adeptus Battlegrey
-  Codex Grey
-  Fortress Grey
-  Dark Flesh
-  Rotting Flesh
-  Chaos Black
-  Boltgun Metal
-  Chainmail
-  Iyanden Darksun
-  Mordian Blue
-  Orkhide shade
-  Dheneb Stone



To effectively apply transfers, first use 'Ardcoat to varnish the area before applying the transfer – this insures that it adheres well. Once dry, apply some more 'Ardcoat, and finally a layer of Matt Varnish. The final step is to weather the area, making the transfer look one with the tank.



Dom wanted to show the crew and infantry interacting, and thus modelled a Cadian in conversation with the tank gunner. The gunner has the benefit of an elevated position, and can warn the Guardsman of threats not visible to his platoon from the ground.



Dom painted the Iyanden Darksun and Mordian Blue stripes on the front of the tank as well as on some of the turrets. Two coats of each were applied, before Dom used an old drybrush to stipple Codex Grey over the areas, making the paint look worn and faded.

22nd Mordant Heavy Planetary Assault Corp

Andy Hoare's Hellhammer has been assembled and painted to accompany his Imperial Guard city-fighting army. Andy has fitted his tank with lots of anti-infantry weaponry.

Colour Palette

Andy used the following colours on the Baneblade:

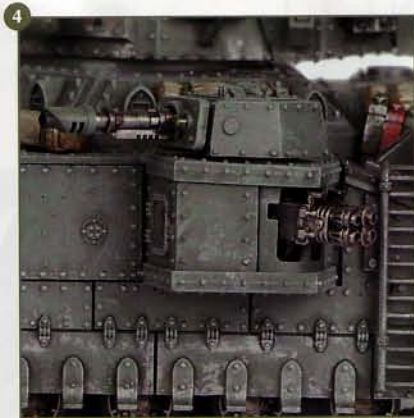
-  Catachan Green
-  Codex Grey
-  Shadow Grey
-  Astronomican Grey
-  Hormagaunt Purple
-  Bleached Bone
-  Black Ink
-  Brown Ink
-  Boltgun Metal
-  Chainmail



Andy has attached an extra autogun; not a legal upgrade, but he happily pays the 12-point upgrade cost – all's fair in war and Apocalypse! The crewmen are straight out of the box, with the exception of the officer who has a Cadian body and Catachan head.



Andy has added lots of little details to his Hellhammer such as baggage stowage on the back. Various bits from other sprues were attached to the back of the turret, with two thin lengths of plasticard glued on to replicate straps holding it all down.



Because the tank is meant to work in urban environments, Andy wanted some rear facing sponsons to prevent infantry sneaking up behind the tank. Andy achieved this by using a right sponson on the left side, and vice versa, and shaving off the locator found under the top plate.

Colour Palette

Neil used the following colours on the Baneblade:

-  Chaos Black
-  Shadow Grey
-  Mechrite Red
-  Blood Red
-  Shining Gold
-  Chainmail
-  Boltgun Metal
-  Tin Bitz

Commissar Yarrick's

Fortress of Arrogance

The Fortress of Arrogance is Commissar Yarrick's personal Baneblade. Neil Hodgson was tasked with creating a tank suitable for a hero of Yarrick's stature.



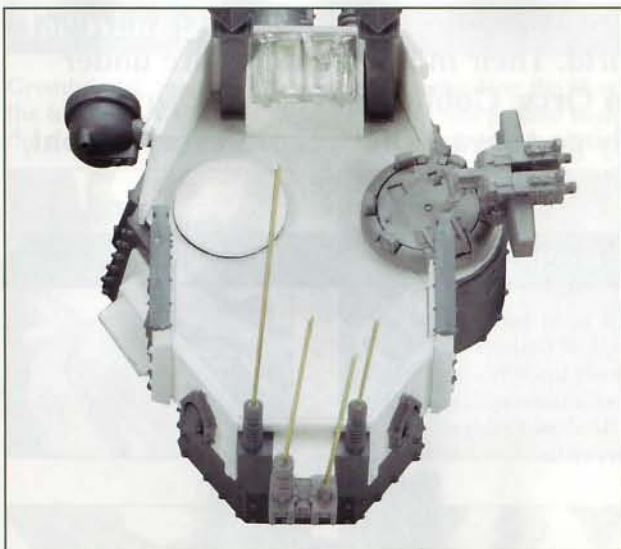
Neil added lots of extra ornate details to the tank to help denote the vehicle as both battle-tank and Yarrick's pulpit. The skull – with horns removed – is from the Arcane Ruins kit. The wings on the Bolter sponson come from a Sisters of Battle Exorcist.



The hunter-killer missiles on the back of the Fortress of Arrogance were actually mounted onto the tank using light brackets from the City Ruins frame. Neil found this frame extremely useful when making the model, and lots of components from it appear all over the tank.

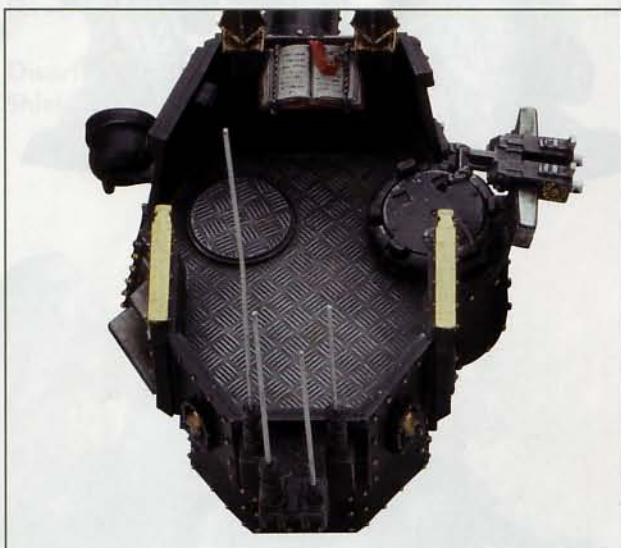


The side panels were made from plasticard, which was measured and cut to fit snugly in the gap. Neil then carefully painted the two friezes before sticking them onto the model. Of course, it helps to be a talented professional illustrator like Neil to get such a polished effect!



Converting the Turret

The pulpit from which Yarrick could both inspire and terrify was made from plasticard and a few components from the City Ruins frame. The first thing Neil did was draw up a scale plan of the turret, which gave him a plan view and something to base all his measurements on. The sides of the pulpit are sloped to match the contours of the turret, which tapers at the business end. For the floor, Neil used a treadplate-textured plasticard, available from specialist hobby shops.



Painting the Turret

The turret was painted using exactly the same method as the hull. Once a Chaos Black undercoat had been applied, Neil used a light drybrush of a 1:1 Chaos Black and Shadow Grey mix. Neil built this up over several light coats to keep the overall effect dark and gothic. All the gold areas were first painted Tin Bitz and then Shining Gold to achieve a lustrous, gold-leaf effect. The floor of the parapet was first painted Boltgun metal, then drybrushed with Chainmail.



**'EAVY
METAL**

DWARVES

WARHAMMER

This month, we take a look at the 'Eavy Metal team's exquisite work on the Citadel Dwarfs range. The Dwarf Lords and Heroes are timeless models, and the team's paint jobs are true classics.

The Dwarfs are the most tenacious and determined warriors of the Warhammer world. Their mountain holds are under constant pressure from Orcs, Goblins and Skaven, so the Dwarfs must frequently go to war. They record every affront, and miss no opportunity to settle a grudge.

High King Thorgrim Grudgebearer

Thorgrim is the descendant of the most ancient and noble of all Dwarf Lords. The very blood of Grungni flows in his veins, and the wisdom of Valaya sits upon his beetling brow. Thorgrim dreams of striking out every last grudge from Dammaz Kron – the great Book of Grudges – and marches to war often in order to achieve this end.



The White Dwarf

Grombrindal, the White Dwarf, is a warrior-king the likes of which the Old World has rarely seen. Dwarf history tells of the legendary battle of Cragmere, where this godlike hero crossed paths with Josef Bugman and Gotrek Gurnisson, and the three of them slew thousands of Orcs to secure victory for the beleaguered Dwarfs that day.



Dwarf Lords & Thanes

Whether borne aloft by shieldbearers, stood upon an ancient oath stone, or entrusted with a sacred banner, Dwarf heroes are mighty, wise and ancient warriors, who engender loyalty and bravery in their kinfolk.

Dwarf Lord with
Shield Bearers



Dwarf Lord on
Oath Stone



Battle Standard Bearer



Dwarf Lords & Thanes (cont.)

Dwarf Lords and Thanes are the most experienced and bravest warriors in a Dwarf army. They have access not only to the best weapons from the Engineers' Guild, but also to potent magical artefacts forged by the hold's Runesmiths.

Dwarf Champion



Dwarf Runesmiths

The ancient Guild of Runesmiths is one of the oldest and most respected institutions in all the Dwarf realms. Runesmiths are powerful individuals, centuries old and skilled in the ways of war. It is these venerable Dwarfs who harness the winds of magic and bind magical energy into the artefacts, weapons and armour carried by Dwarf heroes.

Thorek Ironbrow and the Anvil of Doom

Runesmiths



Dwarf Master Engineers

Master Engineers are first and foremost doughty warriors, whose skill alone merits a place of honour in the Dwarf throng. In addition, they are consummate craftsmen who can perform any task relating to metal or stone, from forging cannons and designing steam engines to drafting the plans for fortifications and mines.



Dwarf Slayer Lords

Dwarfs are proud individuals, and do not cope easily with failure or personal loss. Dwarfs who suffer a serious loss of honour, such as a broken oath, will often forsake their kin and take the Slayer oath, seeking out the most ferocious beasts in the Warhammer World so they may redeem their honour by dying in glorious battle.



Ungrim Ironfist,
the Slayer King





THE LORD OF THE RINGS

STRATEGY BATTLE GAME

DOUBLES TOURNAMENT

19TH-20TH APRIL 2008

The Lord of the Rings Doubles Tournament brings an exciting new challenge for all The Lord of the Rings strategy battle game players; a weekend that includes a variety of different scenarios designed to challenge players' abilities to work together to achieve their goals and determine which team is the best.

REQUIREMENTS

- Players will enter in teams of two.
- Each team will need a painted Good force and a painted Evil force, each of 700 points selected from the **Legions of Middle-earth** expansion.
- Each force will be made up of two 350 point contingents.
- 8 games will be played using 4 special doubles scenarios.
- Event includes vouchers towards lunch on both days, an evening meal on the Saturday and tea and coffee both mornings, with doughnuts on Saturday morning.
- Tickets are £70 per two-player alliance.

Download the Tournament Player's Pack from:

www.games-workshop.co.uk/events

FRONTLINE

The Events Diary

102-105 ►►

Campaign Weekends & Gaming Clubs

Last Month, Warhammer World's Andy Joyce hinted at some of the forthcoming changes to this year's Campaign Weekends. This month, Tempus Fugitives' Stuart Mackaness explains further, revealing some of the details from the first two events.

Events Calendar

Find out what's happening when and where in the Games Workshop hobby community with this comprehensive list of unmissable dates; tournaments, campaigns and more.

Store Information

106-113 ►►

Games Workshop Hobby Centres

Get everything you need to build your forces, and then take them into battle! GW Hobby Centres are the place to learn and practice the intricacies of the hobby.

Store Listings

All the Games Workshop stockists in your area listed, so wherever you are, you can always find a Games Workshop and Citadel Miniatures retailer.

Club Listings

The Games Workshop club community is a great forum to make new friends and play lots of games! Find out where your nearest organised gaming groups are.

Mail Order

114-119 ►►

Games Workshop Mail Order

The full range of Games Workshop products are available from GW Mail Order, our premier online and telephone ordering service.

Collectors Range

The new Citadel Collectors Range is a very exciting prospect for many hobbyists, offering exception and unusual models exclusively via Mail Order. The Collectors Range allows us to produce supplemental models, dioramas or vignettes, or re-release outstanding miniatures from our vast archives.

Advance Order – Vampire Counts

Order the newest miniatures now – so new they're not even out yet! Order next month's models today, and have them dispatched as soon as they are available.

THE EVENTS DIARY

Conquer the world at tournaments and learn new skills at hobby days! Events are your opportunity to immerse yourself fully in the hobby with, potentially, people from all over the world. Large or small, events are the places to spend your weekends.



Upcoming Events

Are you a Hobby Centre, Independent Stockist, or part of the GCN and running an event? If so, and 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 February WD341 (May)
- 1st March WD342 (June)
- 1st April WD343 (July)

Please note all dates and details are correct at the time of going to print but are subject to change. Games Workshop is not responsible for the content, timing or price of events not organised by Games Workshop PLC.

EVENTS DIARY ABBREVIATION GUIDE

WH	Warhammer
40K	Warhammer 40,000
BB	Blood Bowl
WAB	Warhammer Ancient Battles
WPS	Warhammer Players' Society
WECW	Warhammer English Civil War
Epic	Epic Armageddon
LOTR	The Lord of The Rings
GW	Games Workshop
GT	Grand Tournament

Event Profile: Tempus Fugitives & Campaign Weekends

Last month, Warhammer World's Andy Joyce hinted at some of the exciting developments coming to campaign weekends in 2008. This month, Stuart Mackaness of the Tempus Fugitives gaming club explains a little more about what players of Warhammer and Warhammer 40,000 have to look forward to.

In 2006 the Tempus Fugitives ran *The Age of Apostasy*, a campaign weekend set in the 35th Millennium during the civil war that threatened to destroy the Imperium. Last September we followed it with the *Second Tyrannic War* which not only featured the Eldar Craftworld of Iyanden being assaulted by the foul Tyranids, but also saw the heroic forces of the Imperium battle massive Bio-Titans and dozens of new Tyranid nasties!

Following some really constructive fireside chats with Warhammer World's Brian Aderson and Andy Joyce over a mug of warm Dwarf beer we agreed to drive forward a thrilling series of events in 2008 starting with these two:

The Battle for Albion

This March sees *The Battle for Albion*, an exciting campaign set in the Warhammer world which features the various races waging war over the mystical island of Albion. Players will be grouped into taskforces of the same race and will work on carving out an empire in the marshes and rolling hills, fighting not only the other races but also the foul Albion weather. Dwarf gun-lines and Bretonnian Pegasus air forces beware!

The Damocles Gulf Crusade

May focuses on the conflict in *The Damocles Gulf Crusade*. Warhammer 40,000 history buffs will know this as the period in history when the Imperium made contact with the fledgling Tau Empire and, feeling threatened by this energetic young species, decided to go with the standard Imperial policy of exterminating them. To complicate matters, a massive Ork empire also occupies large parts of the Gulf and the three races collide in a struggle for total domination over the others. With all the fantastic new Ork models out and the new units found in the campaign pack, there's plenty for hobbyists to get stuck into.

The Art of Story-telling

In any war, commanders have to deal with unfair and unbalanced situations, using cunning and skill to prevail against overwhelming odds, and the same may be true for you. If that lot doesn't get your hobby juices flowing, you can get more inspiration from our website.

It is our hope that we can repay some small part of the kindness that the gaming community has shown us over the years and organise a series of top notch events that everyone can enjoy.

THE TEMPUS FUGITIVES

The Tempus Fugitives started life as a group of gamers who attended the first of the fantastic campaign weekends run at Warhammer World. As the years went by their numbers grew and they began to theme their armies to fit in with the storyline for each campaign. Finally, after joining the Gaming Club Network (GCN), they branched out and tried their own hand at running an event.

One of the exciting things about campaign weekends is the chance to try something a little bit different. They give Games Workshop hobbyists an opportunity to play in a different style than they may be used to. In short, Tempus Fugitives' campaigns are all about trying out new ideas and contributing to an adventure. In fact, the story is almost as important as the actual games themselves and players should be prepared to get into the mindset of the army they have brought to battle with.

FOR MORE INFORMATION

THE TEMPUS FUGITIVES

You can find more details about these campaign weekend events, together with their downloadable campaign rules packs on the club website: www.tempusfugitives.co.uk Alternatively, you can contact Tempus Fugitives at: tfevents@tempusfugitives.co.uk



www.games-workshop.co.uk/events

Event Calendar

What's on, when and where:
All the events for the next
few months are listed here.



February

2nd PAW 2008 Wargames Convention

Date: Saturday 2nd February 2008

Venue: City College, King's Road, Plymouth

Details: The Plymouth Association of Wargamers would like to invite you to their annual show – this year marks their 30th anniversary and will be bigger than ever!

Tickets: Tournament tickets cost £15

Entrance tickets cost £3

Contact: Clive Dudley on 07815 685 491 or eventsorganiser@plymouthwargamers.co.uk

Contact: www.plymouthwargamers.co.uk

9th Warmaster Winter Warmer 2

Date: 9th February 2008

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Dig out your small soldiers and get to Warhammer World for a fun day playing Warmaster. You'll need a fully painted 2,000 point Warmaster army to take part. Play three games over the course of the day and compete for the Winter Warmer White Elephant!

Entry is free but places are limited (and you'll need to provide your own lunch!)

Contact: warmasterwinterwarmer@yahoo.co.uk

Website: <http://games.groups.yahoo.com/group/gw-warmaster/>

9th Winds of War 2008

Date: 9th February 2008

Venue: Harmans Water Community Centre, Bracknell Forest, Bracknell

Details: The Bracknell Forest Gamers would like to invite you to play in a fun tournament with a friend as an ally. You will each need a 500 point Warhammer 40,000 Combat Patrol.

Tickets: £18 per two player team

Contact: 07951 936955

eventsmaster@bfgclub.org.uk

Website: www.bfgclub.org.uk

10th Yorkshire Open Tournament – Warhammer

Event Date: Sunday 24th February 2008

Venue: Games Workshop Wakefield

Event Details: The Yorkshire Open Tournaments are now in their eighth year. Competition is fierce but if you think you have what it takes to be the best contact us now. You will need a 2000 point Warhammer army to take part in this tournament.

Tickets: £10

Contact: GW Wakefield – 01924 369431

10th Full Tilt VI

Date: 10th February 2008

Venue: Leopoldsburg, Belgium

Details: Full Tilt is an annual tournament organised by the White Knights gaming club from Leopoldsburg in Belgium. There will be tournaments for The Lord of the Rings, Warhammer, and Warhammer 40,000.

Website: <http://www.de-witte-ridder.be>

24th Cavalier 2008

Date: 24th–25th February 2008

Venue: The Angel Centre, Tonbridge

Details: The Tonbridge Wells Wargames Society invite you to their annual Cavalier event. Enter the painting competition, play tabletop wargames and perhaps even pick up a bargain or two at the Bring and Buy stands.

Tickets: £3 for adults.

£1 for children (under 16).

Contact: Alan Butler

cavalier@twws.org.uk

Website: www.twws.org.uk/cavalier.htm

23rd Bloodbowl: The Chaos Cup

Date: Saturday 23rd February 2008

Venue: Games Workshop, Bromley

Details: The London Bloodbowl Tournament season kicks off with The Chaos Cup. You will need your team, templates and dice. Only 24 tickets available. Look out for the Spikey Cup, Summerbowl and Bloodbowl completing the season.

Tickets: £15 – on sale now!

Contact: GW Bromley on 0208 466 0678

March

EVENT SPOTLIGHT

1st The Battle for Albion Campaign Weekend

Date: 1st-2nd March, 2008

Venue: Warhammer World, Lenton, Nottingham, England

Age Limit: 16+

Details: The isle of Albion has been forgotten in the mists of time and all across the Old World it is nothing more than legend.

Until now...

Inhabited by primitive humans the island is also home to powerful druids who call themselves the "Truthsayers". Together with the Giants, they guard the Ogham circles – great stone circles – which are said to be the key to incredible power.

Now, the recent appearance of a mysterious figure known only as "the Dark Master" has rekindled the legends of Albion, and even now he makes for the isle.

In a bid to capture the stone circles of power, claim the island's treasure for their own, and prevent the dark shadow of Chaos spreading further, the races of the Warhammer World prepare their fleets for conquest!

You will need a 2000 point army chosen from the Warhammer Armies series of books. Full details can be found in the campaign pack for details, available to download from the Tempus Fugitives website.

Tickets: £45 and include six games over the weekend as well as lunch on both days, and an evening meal on the Saturday.

Contact: tfevents@tempusfugitives.co.uk

Website: www.tempusfugitives.co.uk

8th Vampire Counts Halloween Party...

Date: Saturday 8th March 2008, 6.30pm

Venue: Games Workshop Bromley

Details: Halloween comes early in 2008 as the Vampire Counts are unleashed across the Old World. Take part in lots of activities including a mega graveyard battle (20ft long board) Join the Witch Hunt to root out the vampires from the Empire. Power-up your vampire by drinking "blood" from the vile chalice! Battle commences in the eerie dark gothic atmosphere lit by "candle light".

Contact: Games Workshop Bromley

Tel: 0208 466 0678

8th Winds of War 2008

Date: 8th March, 2008

Venue: Harmans Water Community Centre, Bracknell Forest, Bracknell

Details: The Bracknell Forest Gamers would like to invite you to play in a fun tournament with a friend as an ally. You will each need a 500 point Warhammer Border Patrol force.

Tickets: £18 per two player team

Contact: 07951 936955

eventsmaster@bfgclub.org.uk

Website: www.bfgclub.org.uk

15th Euro Get Together

Date: 15th-16th March, 2008

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: A truly international, annual community event, players can take part commanding Warhammer, Warmaster and Warmaster Ancients armies, lead Mordheim warbands or even taking to the high seas with Man O'War fleets!

Website: http://eurogt.org/

BLOOD BOWL GRAND TOURNAMENT



Once again, mayhem and destruction run riot as teams from all walks of life descend upon Warhammer World to compete in the XLVII (47th) Blood Bowl Grand Tournament. Have you got what it takes to lift the fabled Blood Bowl Trophy?

10TH-11TH
MAY 2008

THE DAMOCLES GULF CRUSADE CAMPAIGN WEEKEND



17TH-18TH
MAY 2008

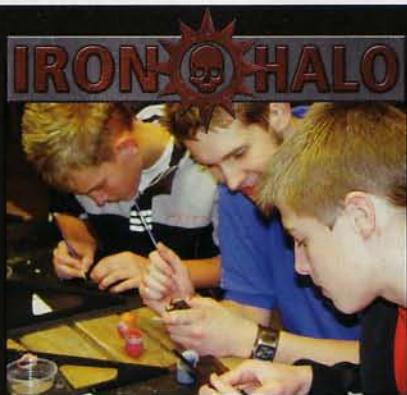
TEMPUS FUGITIVES

Over the months of February and March our stores will be running a selection of hobby sessions aimed at improving your hobby skills no matter what your level of expertise!

From outright beginner to those of you with literally years of experience, there will be something for you.

All you need to do is sign up and attend these sessions and you could be welcomed into the ranks of those who have been rewarded with an 'Iron Halo' badge to display their hobby prowess!

Ask store staff for details.



STORE FINDER

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



GAMES WORKSHOP Hobby Centres

OPENING TIMES

Mon-Fri: 10am – 6pm
Saturday: 10am – 6pm
Sunday: 11am – 5pm

The majority of our stores adhere to the above opening times.

However, as a number of stores' opening times may vary, we recommend you contact the relevant store for opening times before visiting.

You can find your local store online with our Store Finder:

www.games-workshop.co.uk/storefinder

Hobby Centres are Games Workshop's own retail outlets. Each store provides gaming and painting facilities and is staffed by expert hobbyists! Hobby Centres are marked in **red** in the store listings.

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 Mail Order 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.

Gaming Rooms

Gaming Rooms are exactly the same as our other Hobby Centres. However, as well as stocking our complete range of products, they also offer additional gaming tables and space making them the perfect place to play your games.

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!

GAMES WORKSHOP

Independent Stockists

Games Workshop Independent Stockists are official sellers of Games Workshop games and hobby products.

IN YOUR LOCAL AREA

With over 500 locations across Europe there is never a stockist far away, making them perfect for that quick resupply or hobby need.

MOST POPULAR STOCK LINES

Independent Stockists stock our most popular products, so you're more likely to find exactly what you're looking for!

Games Workshop products are sold by a large number of shops in many different countries across the world.

IN THIS DIRECTORY

Full listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the Middle East.

AROUND THE WORLD

If you're unsure where your nearest stockist is located, anywhere in the world, call Mail Order on: +44 (0) 115 91 40000

Store Directory

AVON

GW BRISTOL:
87 The Horsfield, BS1 3JR
Tel: 0117 925 1333
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS34 5UP
Tel: 0117 959 3528

BRISTOL, Area 51:

Tel: 0117 9244655
BRISTOL, HobbyCraft:
Tel: 0117 959 7100

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, MK40 1HF
Tel: 01234 757187
LUTON, Ottakers:
Tel: 01582 406999

CRANFIELD, Wargames Workshop:
Tel: 01234 757187

BERKSHIRE

*** GW MAIDENHEAD:**
Unit 2, 17 Market Street, SL6 8AA
Tel: 01628 663 1747
GW READING:
29 Oxford Road, RG1 7QG
Tel: 0118 959 8693
GW WINDSOR:
Unit 3, 6 George V Place, SL4 1QP
Tel: 01753 861087
BRACKNELL, Ottakers:
Tel: 01344 488124
BRACKNELL, Toy Planet:
Tel: 01344 426262
READING, HobbyCraft:
Tel: 0118 902 8600
SANDHURST, Toyworld:
Tel: 01252 873150
WINDSOR, WJ Daniels:
Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit 116, Bullring Link, B5 4BS
Tel: 0121 633 7193
GW DUDLEY:
Unit 36, Merry Hill Centre, DY8 4LE
Tel: 0121 448 1818
GW SOLIHULL:
590 Warwick Road, B91 3DX
Tel: 0121 705 7992

* GW SUTTON COLDFIELD:

45-47 Birmingham Road, B72 1QF
Tel: 0121 354 3174
GW WALSALL:
Unit 27, Old Square Shopping Centre, WS1 1QF
Tel: 01922 272 5207

GW WOLVERHAMPTON:

9 King Street, WV1 1ST
Tel: 01902 231 0466
BIRMINGHAM, Console Games:
Tel: 0121 497 0022
WOLVERHAMPTON, HobbyCraft:
Tel: 0845 051 6543

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
Unit 29, The Octagon Centre, HP11 2HT
Tel: 01494 453 1494

GW MILTON KEYNES:

504 Silbury Boulevard, MK9 2AD
Tel: 01908 869 0477
AYLESBURY, Bear Necessities:
Tel: 01296 421098

BUCKINGHAM, Abacus Toys:

Tel: 01280 821815
GERARDS CROSS, Howard Marshall:
Tel: 01753 882952
MILTON KEYNES, HobbyCraft:
Tel: 01908 308 330

NEWPORT PAGNELL, Doodles

Tel: 01908 610496
PRINCES RISBOROUGH, Treats:
Tel: 01844 344354

CAMBRIDGESHIRE

* GW CAMBRIDGE:

54 Regent Street, CB2 1DF
Tel: 01223 331 3350

GW PETERBOROUGH:

3 Westworth Street, PE1 1DH
Tel: 01733 890 052

ELY, City Cycle Centre:

Tel: 01353 665131
HUNTINGDON, Sports & Fashions:
Tel: 01480 454541

PETERBOROUGH, Your Story:

Tel: 01733 341007
ST NEOTS, First Computer Games:
Tel: 01480 356 638
ST NEOTS, Gamers:
Tel: 01480 217 443
ST NEOTS, Westgate Department Store:
Tel: 01480 473242

CHANNEL ISLANDS

JERSEY, ST. HELIER, The Little Shop:

Tel: 01534 732187

JERSEY, ST. SAUVOUR, The Jersey

Train and Model Centre
07797 736478

GUERNSEY, ST. PETERS PORT, Carousel:

Tel: 01481 721721

CHESHIRE

GW ALTRINCHAM:

Unit 1, 19 Grafton Street, WA14 1DU
Tel: 0161 929 9896

* GW CHESTER:

112 Foregate Street, CH1 1HH
Tel: 0124 431 1967

* GW MACCLESFIELD:

Unit 38, Chertseygate Mall, Grosvenor Centre,
SK11 6AR
Tel: 0162 561 9020

GW STOCKPORT:

12 Mersey Square, SK1 1RA
Tel: 0161 474 1427

GW WARRINGTON:

Unit 19 Bank Street Time Square, WA1 2AP
Tel: 01902 565 1988

ALTRINCHAM, The Gaming Crypt:

Tel: 0161 929 9919

BIRKENHEAD, Kit Shop

Tel: 0151 647 9067

CHEADLE, Fantasia:

Tel: 0161 491 1130

CHESTER, HobbyCraft:

Tel: 0124 650 110

CONGLETON, Deans Toys & Cycles:

Tel: 0126 0273277

CREWE, ABC Model Sport:

Tel: 01270 505 048

CREWE, Jac in a Box:

Tel: 01270 501 118

FRODDHAM, Steve Webb Models & Hobbies:

Tel: 01928 735 225

NANTWICH, HobbyCraft:

Tel: 0845 051 6337

NESTON, Carousel:

Tel: 0151 336 621

NORTHWICH, Level 1:

Tel: 01606 45053

NORTHWICH, The Model Shop:

Tel: 01606 826 346

SANDBACH, RC Nut:

Tel: 01270 759 890

STALYBRIDGE, Hardcastles:

Tel: 0161 303 9402

STOCKPORT, HobbyCraft:

Tel: 0161 429 5400

HYDE, Goslings Toymaster:

Tel: 0161 427 2099

WIDNES, The Hobby Shop:

Tel: 01514 341 947

CLEVELAND

* GW MIDDLESBROUGH:

Unit 33, 39 Dundas Street, TS1 1HR
Tel: 01642 225 4091

HARTLEPOOL, Illusions:

Tel: 01429 233 199

NORMANBY, PC Tech:

Tel: 01642 461010

REDCAR, PC Tech:

Tel: 01642 481880

CORNWALL

GW TRURO:

Unit 1, Bridge House, New Bridge Street, TR1 2AA
Tel: 01872 232 0047

BODMIN, Bricknells:
Tel: 01208 770880

BLIDE, Nitro RC:
Tel: 01288 353 388

BUDE, More Value:
Tel: 01288 352 362

CALLINGTON, GMS Games
Tel: 01579 304 837

FALMOUTH, Kernow Toymaster:
Tel: 01738 312 577

HAYLE, Blewett's of Hayle:
Tel: 01736 753 012

LISKEARD, Bricknells:

Tel: 01579 342 161

LISKEARD, Trago Mills:

Tel: 01579 348 877

NEWQUAY, Planet Hobbywood:

Tel: 01637 859 941

3ST AUSTELL, Adeba 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

WADEBRIDGE, Bricknells:

Tel: 01208 813 274

COUNTY DURHAM

* GW DURHAM:

64 North Road, DH1 4SQ
Tel: 0191 374 1062

GW DARLINGTON:

18 Skimmergate, DL3 7LX
Tel: 0132 538 2463

BARNARD CASTLE, Toy Shop:

Tel: 01833 637 386

BISHOP AUCKLAND, Windsock Models:

Tel: 01308 609 766

CONSETT, Kwikpart:

Tel: 01207 581024

SEAHAM, Games of War:

Tel: 01915 817 118

STOCKTON ON TEES, Stockton Modeller:

Tel: 01642 616 680

CUMBRIA

* GW CARLISLE:

Unit 2, Earls Lane, CA1 1DP
Tel: 01223 859 8216

BARROW-IN-FURNESS, Heaths:

Tel: 01229 820 435

BOWNESS-ON-WINDERMERE,

Ernest Atkinson & Sons:
Tel: 01539 443 047

COCKERMOUTH, The Toy Shop:

Tel: 01900 825855

KENDAL, Aileys of Kendal:

Tel: 01539 720 787

PENRITH, Harpers Cycles:

Tel: 01768 864 475

WIGTON, Jacksons Diecast Models:

Tel: 01697 342 557

WORKINGTON, ToyTown:

Tel: 01900 873 322

DERBYSHIRE

GW DERBY:

42 Sadler Gate, DE1 3NL
Tel: 01332 227 1657

ASHBOURNE, Lumbards Toys:

Tel: 01335 343115

BELPER, Children's Choice:

Tel: 01773 825965

BUXTON, Knowles Toys and Models

Tel: 01298 24203

CHESTERFIELD, Chesterfield Department Store:

Tel: 01246 220 200

GLOSSOP, Wain Services:

Tel: 01457 853 248

ILKESTON, Ilkeston Co-op:

Tel: 01159 327 777

MATLOCK, Shawes:

Tel: 01629 582 482

DEVON

* GW EXETER:

31a Sidwell Street, EX4 6NN
Tel: 01392 249 0305

GW PLYMOUTH:

84 Cornwall Street, PL1 1LR
Tel: 01752 225 4121

GW TORQUAY:
12 Market Street, TQ1 1AQ
Tel: 01803 200 1036

BARNSTAPLE, The Battlezone:
Tel: 01271 321 344

BIDEFORE, The Tarka Train
Company:
Tel: 01237 424 807

DARTMOUTH, WG Pillar & Co:
Tel: 01803 832 139

EXMOUTH, Gamezone Models:
Tel: 01579 367 733

HOISWORTHY, Honiton Toy Shop:
Tel: 01326 400 43741

HONITON, Bazaar:
Tel: 01409 253 892

STORE FINDER KEY

GAMES WORKSHOP HOBBY CENTRE

(*) Indicates Gaming Room facilities.

HOBBY STOCKIST

Offers a hobby gaming and painting service.

NE ELITE STORE

Stocks the complete Games Workshop range and offers introductory gaming and painting lessons.

NE PARTNER STORE

Stocks most of the Games Workshop range.

INDEPENDENT STOCKIST

Official sellers of Games Workshop products.*

NEW STORE OPENING

Indicates new stores and stockists.

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

KINGSBRIDGE, The Trading Post:

Tel: 01468 852 921

NEWTON ABBOT, Austins:

Tel: 01526 333 444

PLYMOUTH, Model Shop:

Tel: 01752 221 831

TAVISTOCK, Kaleidoscope:

Tel: 01822 615 236

TEIGNMOUTH, Jackmans Toybox:

Tel: 01626 778 260

TORRINGTON, Toyzone:

Tel: 01805 624 790

DORSET

GW BOURNEMOUTH:

24 Post Office Road, BH1 1BA
Tel: 0120 231 9292

* GW POOLE:

Unit 12 Towngate Centre, BH15 1ER
Tel: 01202 865 5634

BOURNEMOUTH, Hobbycraft:

Tel: 01202 812 444

BRIDPORT, Frosts Toymaster:

Tel: 01308 422 296

DORCHESTER, Dorchester Toys:

Tel: 01305 261 152

SHERBOURNE, The Corner House:

Tel: 01185 815 615

SHERBOURNE, The Toy Barn:

Tel: 01935 815 040

WEYMOUTH, Kessock Models:

Tel: 01305 750 025

WEYMOUTH, Razzamatraz:

Tel: 01305 780 601

ESSEX

HERTFORDSHIRE

GW HEMEL HEMPSTEAD:
16 Bridge Street, HP1 1EF
Tel: 01744 224 9752

GW ST ALBANS:

18 Heritage Close, AL3 4EB
Tel: 01772 786 3194

BISHOP'S STORTFORD, Boardmans:

Tel: 01279 654 033

COCKFOSTERS, Murray & Brand:

Tel: 02084 490 827

HARPENDEN, Felicitations:

Tel: 01382 767 811

HERTFORD, Marquee Models:

Tel: 01952 504710

HITCHIN, Mainly Models:

Tel: 01462 422 204

LETCHEWORTH, Model Images:

Tel: 01462 684 859

STEVENAGE, HobbyCraft:

Tel: 0845 051 6533

STEVENAGE, KS Models:

Tel: 01438 746 610

WELWYN GARDEN CITY, Toys Toys Toys:

Tel: 01707 391 319

WATFORD, HobbyCraft:

Tel: 0845 051 6538

ISLE OF MAN

DOUGLAS, Toymaster:

Tel: 01624 222 154

ISLE OF WIGHT

COWES, Chivertons Newsagents:

Tel: 01983 292 013

NEWPORT, Toy & Models:

Tel: 01983 528 235

RYDE, The Sports & Model Shop:

Tel: 01983 862 454

RYDE, Fun, Fact and Fantasy:

Tel: 01983 617 323

KENT

GW BLUEWATER:

Unit 825L, Upper Thames Walk, Bluewater, DA9 9SQ,
Tel: 01322 242 7880

GW CANTERBURY:

Unit 5, Iron Bar Lane, CT1 2HN
Tel: 01222 745 2880

GW MAIDSTONE:

7a Pudding Lane, ME14 1PA
Tel: 01622 267 7435

GW TUNBRIDGE WELLS:

4A Camden Street, TN1 2PU
Tel: 01892 252 5783

ASHFORD, GZ Computers Ltd:

Tel: 01238 664 096

BEXLEY HEATH, Kit Crazy:

Tel: 0208 290 7127

BROADSTAIRS, Time & Space:

Tel: 01843 866 006

CHATHAM, Maynes:

Tel: 01634 480 031

CRAYFORD, HobbyCraft:

Tel: 01580 713296

DOVER, Turners Models:

Tel: 01304 203 711

FAVERSHAM, Abacus Toys:

Tel: 01795 591 203

GRAVESEND, Steve's Collectables and Models:

Tel: 01474 564 465

GRAVESEND, The Stamp Centre:

Tel: 01474 534 166

HERNE BAY, Spearings:

Tel: 01227 374 049

HYTHE, Apple Jax

Tel: 01303 262 460

MAIDSTONE, HobbyCraft:

Tel: 01622 623 750

ORPINGTON, JH Lorimer:

Tel: 01609 823193

SEVENOAKS, JH Lorimer:

Tel: 01732 452 840

SEVENOAKS, Manklows:

Tel: 01732 454 952

SITTINGBOURNE, AJ Blundell & Son:

Tel: 01795 424 371

LANCASHIRE

GW BLACKPOOL:

8 Bileys Street, FY1 1DU
Tel: 01253 325 2056

GW BOLTON:

Unit 27, 36 Acresfield Mall, BL1 1EA
Tel: 0120 436 2131

GW PRESTON:

15 Miller Avenue, PR1 2QA
Tel: 01772 202 1855

ASHTON UNDER LYNE, Roundabout Toys:

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Tel: 01254 667 488

BLACKBURN, Mercer & Sons:

Tel: 01253 458 700

BLACKPOOL, Who

Tel: 01253 625802

BOLTON, HobbyCraft:

Tel: 01204 374 300

BURNLEY, Compendium

Tel: 01282 457 060

BURY, Conways Toymaster:

Tel: 01617 416 209

CHORLEY, Hampsons Toys & Nursery World:

Tel: 01525 263 045

CLITHEROE, Cowgirls of Clitheroe Ltd:

Tel: 01200 423 587

KIRKHAM, RK Boyes:

Tel: 01772 871 900

LANCASTER, Micro Markets:

Tel: 01524 840 486

LEIGH, Toymaster:

Tel: 01942 671 116

MORECAMBE, Micro Markets:

Tel: 01524 416 306

ORMSKIRK, Taylors:

Tel: 01696 573316

ROSSENDALE, Rossendale Models:

Tel: 01706 250 007

PRESTON, HobbyCraft:

Tel: 01772 661 200

STALYBRIDGE, Hardcastles:

Tel: 0161 382 9402

THORNTON-CLEVEYS, ToySave Collectables:

Tel: 01253 855 905

WIGAN, Wigan Model Centre:

Tel: 01942 245 683

LEICESTERSHIRE

GW LEICESTER:

Unit 2,16/20 Silver Street, LE1 5ET
Tel: 0116 235 0510

GW LOUGHBOROUGH:

22 Riggan Street, LE11 1VA
Tel: 01536 923 8105

ASHBY-DE-LA-ZOUCH, Steve's Models:

Tel: 01530 416 827

COALVILLE, Geoff's Toymaster:

Tel: 01530 832 795

LINCOLNSHIRE AREA

GW GRIMSBY:

9 West St Mary's Cafe, DN31 1LB
Tel: 0147 234 7757

GW LINCOLN:

Unit 5ua, Saltgate, (outside of Waterside
Centre), LN2 1AP
Tel: 01532 254 8027

BOSTON, Models and Computers:

Tel: 01205 665 102

GRANTHAM, Portprince Models and Hobbies Ltd:

Tel: 01476 592 001

LOUTH, Castaline:

Tel: 01507 402 149

MABLETHORPE, Belas Toymaster:

Tel: 01507 473 328

SCUNTHORPE, Shermans Model Shop:

Tel: 01724 842 439

SKEGNESS, The Model Shop:

Tel: 01754 763 429

SPALDING, Mason's Models:

Tel: 01773 722 456

LONDON

GW BRENT CROSS:

Unit P, Lower Mall, Brent Cross Shopping Centre, NW1 3FE,
Tel: 020 202 4979

GW BROMLEY:

Unit 24, The Mall, Bromley, BR1 1TS
Tel: 0208 466 9678

GW COVENT GARDEN:

Unit 33, The Market, WC2E 8RF
Tel: 0207 240 3106

GW CROYDON:

Unit 33, Drummond Centre, Keeley Road, CR0 1TF
Tel: 0208 689 8600

GW EPSOM:

8 High Street, KT19 8AD
Tel: 01372 751081

GW KENSINGTON:

Shop 7, Lancer Square, Kensington Church
Square, W8 4EH
Tel: 0207 937 2011

GW KINGSTON ON THAMES:

33 File Road, KT1 1SF
Tel: 0208 549 5224

GW LONDON (Oxford St):

Unit F10, The Plaza Shopping Centre, 1st
Floor, 116-128 Oxford Street, W1N 9DP
Tel: 0207 436 0839

GW RICHMOND:

Unit 8, Westminster House, Row Road, TW9 2ND
Tel: 0208 948 6122

GW ROMFORD:

12 Quadrant Arcade, RM1 3ED
Tel: 01708 742 140

GW STAINES:

8 Clarence Street
Tel: 0178 446 9673

GW SUTTON:

Unit 26, Times Square Shopping Centre, SM1 1LF
Tel: 0208 779 9454

GW UXBRIDGE:

Unit 32, Chequers Mall, The Pavilions
Shopping Centre, UB8 1LN
Tel: 0189 523 2000

GW WATFORD:

19a Queens Road, Harlequin Centre, WD1 2TH
Tel: 01923 245388

BARNET, Clever Toys:

Tel: 0208 275 8083

BLACKHEATH, 2nd Impressions:

Tel: 0208 852 6192

BLOOMSBURY, Just Games:

Tel: 0207 323 3000

CLAPHAM, Russ:

Tel: 0207 228 6319

DULWICH, The Art Stationers:

Tel: 0208 693 5938

FINCHLEY, Leisure Games:

Tel: 0208 346 2327

GREENFORD, HobbyCraft:

Tel: 0208 747 7500

HAMPSTEAD, Happy Returns:

Tel: 0207 435 2431

HERNE HILL, Just Williams:

Tel: 0207 733 9555

LEYTON, Clitfields

Tel: 0208 5392021

PUTNEY, Toystop:

Tel: 0208 785 9525

RUISLIP, John Sanders:

Tel: 01895 634 848

WIMBLEDON, Elys:

Tel: 0208 946 9191

MANCHESTER AREA

GW MANCHESTER (Central):

Unit R35, Mandeville Way South, Arndale Centre, M4 3AJ
Tel: 0161 834 8071

GW TRAFFORD CENTRE:

Unit 140c Trafford Centre, M17 8BN
Tel: 0161 758 0065

ALTRINCHAM, The Gaming Crypt:

Tel: 0161 929 9919

ECCLES, Amazon Miniatures:

Tel: 0161 788 7650

NORTHENDEN, Stelovac:

Tel: 0151 946 1759

TYLDESLEY, JPL Models

Tel: 01942 896138

MERSEYSIDE AREA

GW LIVERPOOL:

13b Central Shopping Centre, Ranelagh, L1 1QT
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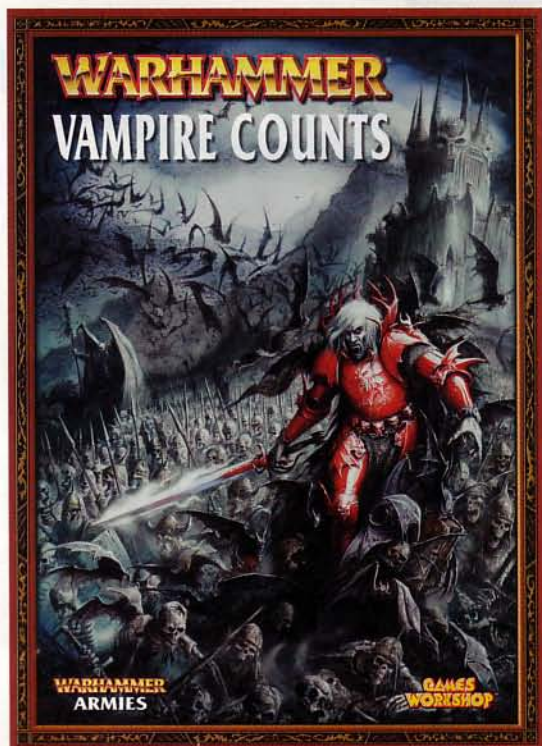
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