

INSIDE

MASSIVE MULTI-PLAYER WAR OF THE RING BATTLE REPORT!

**GAMES
WORKSHOP**

WHITE DWARF

WD360 December 2009

GAMES WORKSHOP'S MONTHLY MAGAZINE



WARHAMMER

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

WARHAMMER
40,000

**Vermin Lord
Masterclass**

**Blood and Sand
Campaign**

**Fortress of
Redemption**

**GAMES
WORKSHOP**

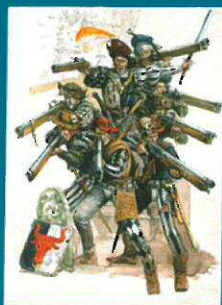
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STUDIO WHITE DWARF TEAM

Editor: Mark Latham

Sub-editor: Andrew Kenrick

Staff Writers: Andy Hall and Adam Troke

Designers: Pete Borlace, Christian Byrne, Matthew Hutson and Tim Vincent.

UK TEAM

Coordinator: Rik Turner

Contributors: Matt Anderson, Mark Chambers, Bek Hawkyb, and Karen Miksza.

CONTRIBUTORS

Dave Andrews, Nick Bayton, Alessio Cavatore, Robin Cruddace, Graham Davey, Tom Hibberd, Andy Hoare, Jervis Johnson, Mark Jones, Phil Kelly, Chris Peach, Chad Mierzwa, Duncan Rhodes, Jim Sowter, Jeremy Vetock and Matthew Ward.

CITADEL DESIGN TEAM

Mike Anderson, Giorgio Bassani, Trish Carden, Juan Diaz, Martin Footitt, Jes Goodwin, Colin Grayson, Mark Harrison, Alex Hedström, Matt Holland, Neil Langdown, Aly Morrison, Brian Nelson, Oliver Norman, Seb Perbet, Alan Perry, Michael Perry, Dale Stringer, Dave Thomas and Tom Walton.

'EAVY METAL TEAM

Neil Green, Kornel Kozak, Darren Latham, Keith Robertson, Joe Tomaszewski, Anja Wettergren, Kirsten Williams and Tom Winstone.

ARTWORK

John Blanche, Alex Boyd, Robin Carey, Paul Dainton, David Gallagher, Neil Hodgson, Nuala Kinrade and Adrian Smith.

WHITE DWARF REPROGRAPHICS

Simon Burton, Chris Eggar, Marc Elliott, Zaff Haydn-Davies, Kris Jagers, John Mickelbach, Melissa Roberts, Rachel Ryan, Jim Shardlow, Kris Shield, Ian Strickland and Madeleine Tighe.

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Fax: +44 (0)115 916 8044

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EDITORIAL



It's hard to believe that a whole year has passed since I was writing the last Christmas editorial. But it has, and in that time we've not been resting on our laurels in the White Dwarf bunker, oh no.

You see, every year I like to find ways to make White Dwarf even better, whether that means introducing new article types or redesigning old favourites. This year, for example, we've seen the introduction of three new occasional series: Army Masters, Hall of Fame and Old War Stories; the first showcases some really nice armies that we've found, and the second looks at some classic miniatures sculpted by the talented Citadel design team. It's been really rewarding to find some great 'real gamers' armies, especially those that have popped up at tournaments that we've attended. Likewise, it's great to showcase the work of the sculptors and have regular chats with them. Then, of course, there are Jeremy and Dave's zany gaming articles. Old War Stories has been a real success, and we get lots of comments about this series, so I'm pleased to announce that not only have I given them more space in this issue, but that the series will continue in the new year.

One thing that may have gone unnoticed over the last year is that we threw a few 'curveballs' into our battle reports – something we hope to continue doing. The multi-battle, Jeremy Vetock-penned Drums of War campaign report was particularly well received, as was our 'retro' tournament-style battle report played by two real gamers. We like to touch base with our readers, so if you have any ideas about future features, or know where we can find an army painted to rival 'Eavy Metal, why not drop us a line?

Finally, we've already got some new features planned for 2010, the first of which you'll see next month. Called 'Army Workshop', it follows an expert hobbyist as they plan, assemble and paint an army from start to finish. Just in time to help you with those hobby-related New Year's resolutions...

Mark Latham, Editor

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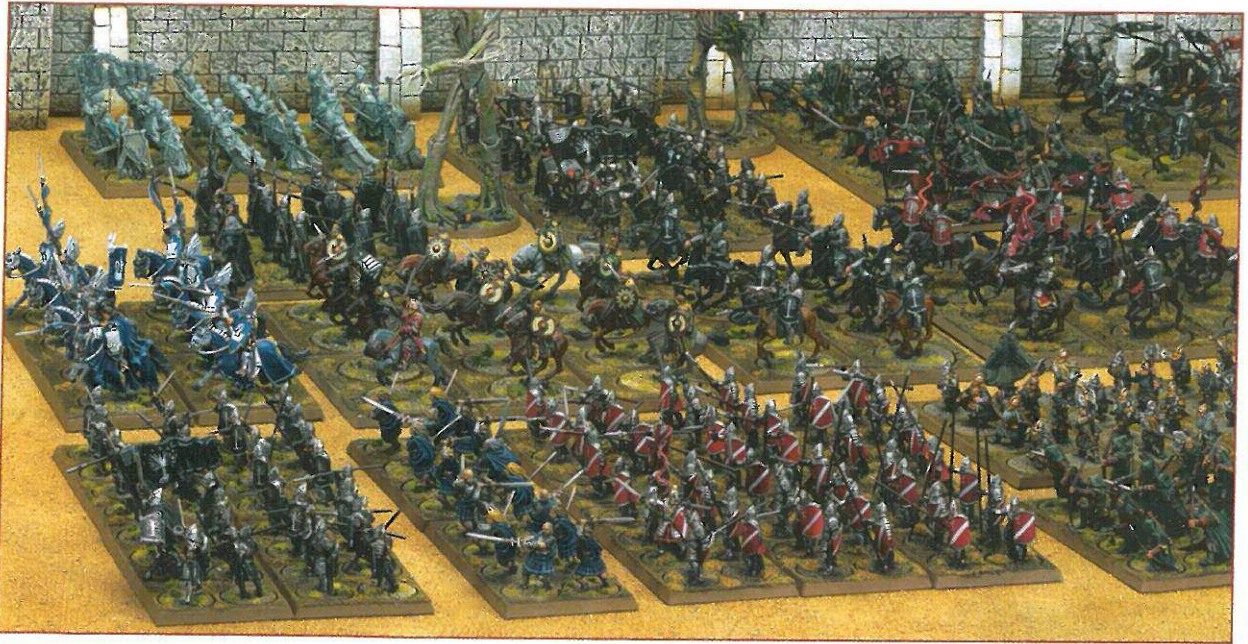
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ISSN: 0265-8712 12

THE LORD OF THE RINGS WAR OF THE RING STRATEGY BATTLE GAME

BLOOD and SAND

In the final instalment of our exciting Blood and Sand campaign, the forces of Harad and Gondor – along with their sundry allies – meet on the bleached dunes of the Southlands for one last mighty battle. Those same sands will be stained red with the blood of the dying as armies clash, but which side will be victorious? Adam Troke reveals all on page 48.



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We take a whistle-stop tour through the last year's highlights, from great White Dwarf battle reports to the release of some ground-breaking models.

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Jeremy Vetock and Dave Andrews are back with more strange tales and other hobby weirdness.

32 WARHAMMER 40,000 TACTICA: PLANETSTRIKE

Look to the skies as Phil Kelly presents a tactica specifically for those taking the role of the defender in games of Planetstrike.

40 ANDY'S GAME-A-WEEK

White Dwarf's Andy Hall started 2009 with the promise to play at least one game a week throughout the year. What did he learn from the experience?

44 A TALE OF FOUR GAMERS REVISITED

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The latest goings on from the Studio and beyond.

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Joe Tomaszewski gives a masterclass on not only painting the Vermin Lord, but directional lighting too.

WARHAMMER 40,000

FORTRESS OF REDEMPTION

The Fortress of Redemption is a towering fastness, an impregnable bulwark against the many invading monstrosities of the galaxy. This is a high on unassailable stronghold, bristling with weaponry, a missile silo and two bunker annexes.

The Fortress of Redemption is ideal for use as an indomitable fortress in games of Planetstrike – a sprawling complex that counts as three bastions, and is armed with numerous heavy bolters, a missile silo and a twin-linked lascannon. This detailed plastic kit is an awe-inspiring piece of scenery that will also take pride of place as a centrepiece in any game of Warhammer 40,000. The main tower stands a mighty 14" high and the whole kit is a massive 24" wide when measured from annex to annex.



FORTRESS OF REDEMPTION

Product code: 99120101082

Sculpted by Dave Andrews and Oliver Norman

UK £60† Denmark 600dkr

Euro €78 Swe/Nor 750skr/nkr

ON SALE NOVEMBER 28th



The buttresses that splay out from the annexes help give the fortress a solid presence, and can be covered with a choice of three separate designs.



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(Top) Here you can see the detail of the Angel of Redemption that covers all sides of the tower.
(Above) The Chapter symbol can be removed to reveal this missile silo.

Space Marines shown for scale purposes only, and are not included.

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NEW RELEASES

SPACE MARINE MEGAFORCE

Wipe away the enemies of the Imperium with this formidable Space Marine Megaforce. You'll find the pleasingly large box packed full of plastic kits to make two full Tactical Squads, a five-man Scout Squad, a five-man Assault Squad, a Dreadnought, a Rhino and a Predator. What better way to spend your Christmas holiday than assembling and painting the Emperor's finest ready for battle?

SPACE MARINE MEGAFORCE

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UK £100+ Denmark 1160dkr
Euro €150 Swe/Nor 1410skr/nkr

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ORK MEGAFORCE

If the thought of fielding the armies of the Imperium leaves a bad taste in your mouth, then maybe a horde of Orks will be more your style. The all-plastic Ork Megaforce makes a perfect starting force, or a mob of reinforcements for your burgeoning Waaagh! The Megaforce contains no less than 40 Ork Boyz, a nine-strong Ork Warbiker mob, an Ork Trukk and five Orks that can be made into either Lootas or Burna Boyz.

ORK MEGAFORCE

Product code: 99120103022

UK £100+ Denmark 1280dkr
Euro €170 Swe/Nor 1540skr/nkr

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WARHAMMER

EMPIRE BRIGADE

If it's the land of Sigmar's you wish to protect this Christmas then a great way to start a grand army of the Empire or add to the forces of your own province is with this massive Empire Brigade. In the box you'll find 40 Empire State Troops that can be armed as Halberdiers, Spearmen or Swordsmen; 10 Greatswords; eight Knights; 20 Handgunners/Crossbowmen; five Pistoliers/Outriders; and a Great Cannon/Mortar kit.

EMPIRE BRIGADE

Product code: 99120202029

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Euro	€155	Swe/Nor	1400skr/nkr

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ORC & GOBLIN BRIGADE

If your greenskin tendencies veer towards Warhammer then this Brigade of ferocious Orcs and cunning Goblins may be just what you need as a fledgling mob or to grow an existing Warboss' army into a mighty Waaagh! The Brigade contains 38 Orc Boyz, 10 Black Orcs, 40 Night Goblins, 10 Forest Goblin Spider Riders, 10 Goblin Wolf Riders and an Orc Boar Chariot to be assembled ready for getting into the fight.

ORC & GOBLIN BRIGADE

Product code: 99120209020

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Euro	€170	Swe/Nor	1520skr/nkr

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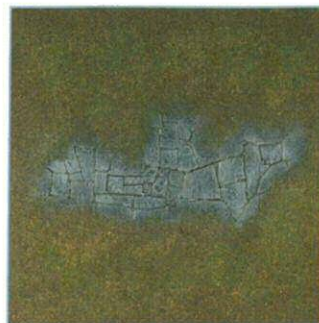
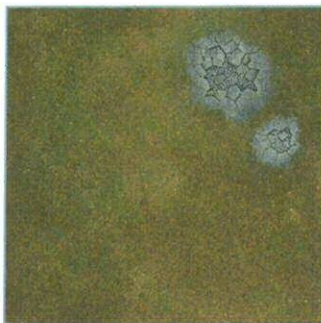
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REALM OF BATTLE GAMEBOARD EXTENSION

Our modular battlefield system, the Citadel Realm of Battle Gameboard, has been available since last November and has proved to be a great success with countless combinations of battlefields springing up on dining room tables across the world.

Now you have the option to make more variations with the Gameboard Extension, as this pack includes the two flat 2' by 2' tiles. When added to a Realm of Battle Gameboard it will extend the playing surface to a massive 8' by 4' battlefield. The additional tiles give you even more options when playing on a 6' by 4' or even a 4' by 4' gaming area.



Wherever you see this symbol, that product is only available to order. See page 118 for details on how to get hold of it.

The Gameboard Extension contains two tiles (top), allowing you to extend the Realm of Battle Gameboard to create an 8' by 4' playing area.

GAMEBOARD EXTENSION

Product code: 99229999107

Sculpted by Dave Andrews and Tom Walton

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ON SALE NOVEMBER 28th

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It is said that the Emperor protects, but not as well as these game-specific army figure cases! Each case contains three layers of custom packing foam with space for 216 infantry sized models. As well as stylishly sporting the logo of your favourite game, the figure case comes with a removable, hard-wearing shoulder strap to help you take the strain when carrying your force from one theatre of war to another.

WARHAMMER ARMY FIGURE CASE

Product code: 99239999048

UK £60+ Denmark 750dkr

Euro €95 Swe/Nor 850skr/nkr

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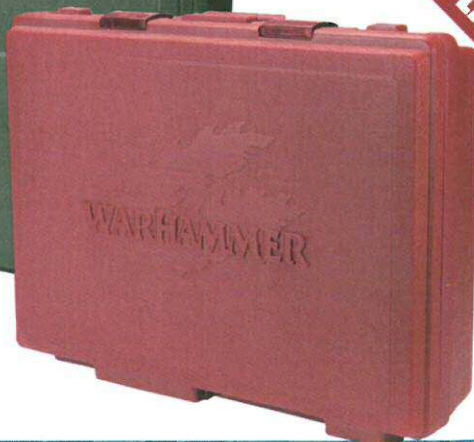
WARHAMMER 40,000 ARMY FIGURE CASE

Product code: 99239999049

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The latest addition to the Collectors Range is this set of hatchling and juvenile dragons by expert creature-maker, Trish Carden.

The Baby Dragon set comprises five models; two young dragons, two hatched eggs and a rocky, bone-strewn nest. Inside the nest are three eggs yet to hatch, no doubt containing the next generation of these legendary creatures.



BABY DRAGONS

Product code: 99060299054

Sculpted by Trish Carden

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ON SALE DECEMBER 19th

See more Collectors Range models online at:

www.games-workshop.com



The Collectors Range contains several bespoke pieces, not necessarily intended for gaming, such as the characterful vignettes shown here.

THE CHASE

Product code: 99060209204

Sculpted by Thais Mariblanca López

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FINAL FATE OF THE WITCH-KING

Product code: 99111499072

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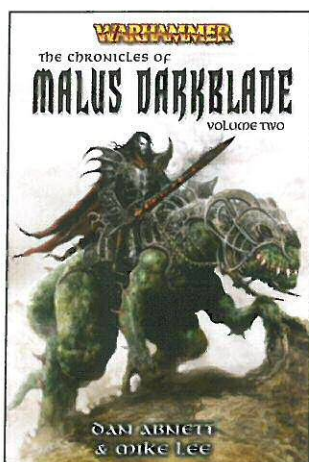
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THE CHRONICLES OF MALUS DARKBLADE: VOL 2

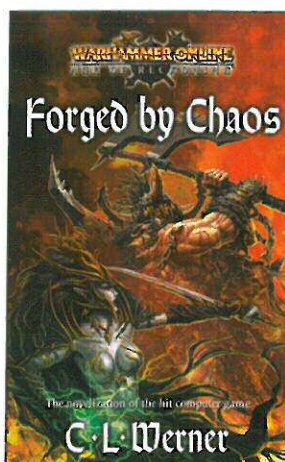


Having been possessed by the ancient Daemon Tz'arkan, Dark Elf anti-hero, Darkblade, has been tasked with retrieving five missing artefacts. With four of those objects already in his grasp, will the Dark Elf be able to claim the legendary Warsword of Khaine and return it to the Daemon? This omnibus also includes the Darkblade graphic novel.

MALUS DARKBLADE: VOL 2

by Dan Abnett and Mike Lee
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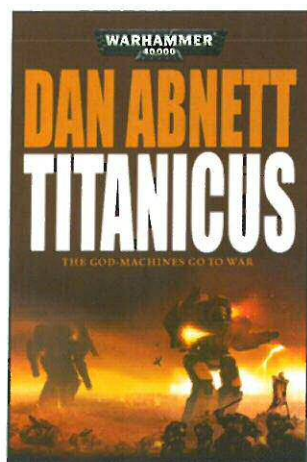


The Forces of Destruction wage war upon the civilized lands and the Ravenhost is poised to march upon the Empire in an unstoppable tide. To ensure victory against the Order of the Griffon, the power of the Winds of Chaos must be fully unleashed. But to work such magic, the Marauder Kormak must dare the Bastion Stair, and defy the Blood God's wrath.

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by C. L. Werner
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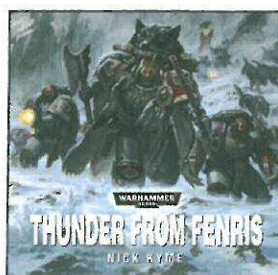


Fresh from a hard-fought campaign, one of the Imperium's most celebrated Titan Legions prepares to ship out to the Sabbat Worlds. Stopping at the forge world of Orestes to resupply the Legion's Princes finds himself thrown back into battle when a force of traitorous Chaos Titans attack. This epic story is now available in paperback.

TITANICUS (PAPERBACK)

by Dan Abnett
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THUNDER FROM FENRIS

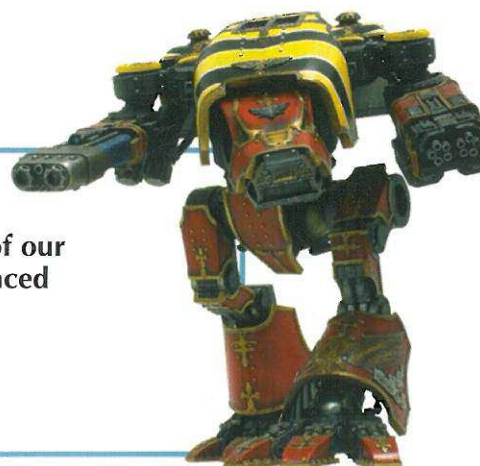
by Nick Kyme;
Read by Toby Longworth
ISBN: 978-1-84416-848-4
UK £10+ Denmark 115dkr
Euro €15 Swe/Nor 140skr/nkr

A zombie plague blights the ice world of Skorbad, a planet that is ravaged by war. A heroic band of Space Wolves are sent in to break the deadlock, but these are not just any Sons of Russ – they are Thunderwolf riders, an ancient brotherhood, warriors of myth and legend. This is the latest in Black Library's series of audiobooks on CD, so you can listen to the thrilling action while you paint!

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Forge World makes a huge range of resin kits and accessories. These include super-heavy battle tanks, Titans, upgrades for Games Workshop's plastic kits, scenery pieces and busts of some of our most popular characters. These products are intended for experienced modellers and are only available directly from Forge World.

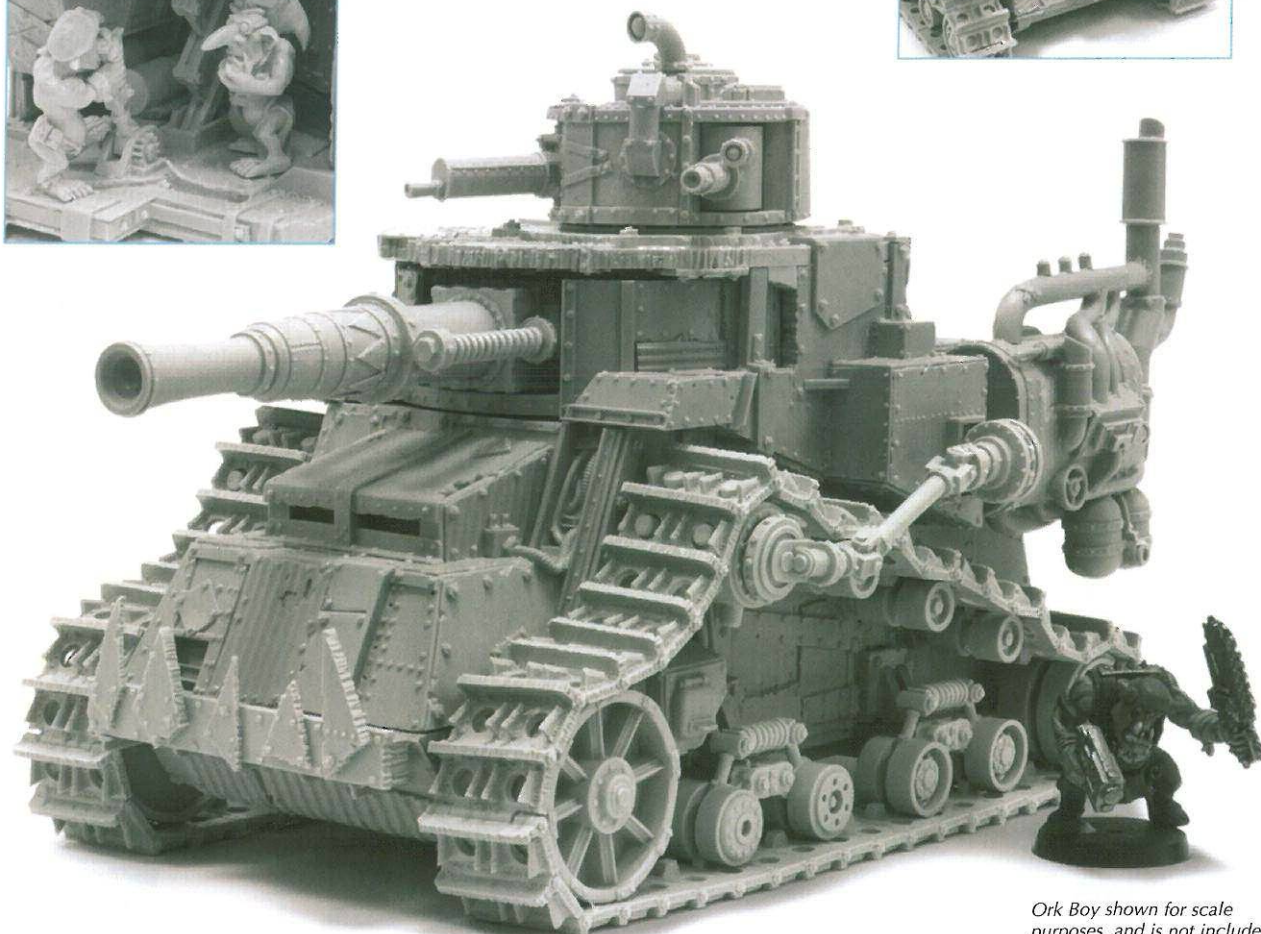
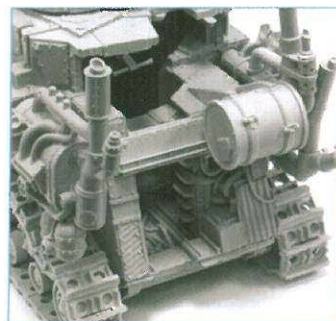
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KILL KRUSHA

The Kill Krusha is a massive resin kit, an Ork 'supa-heavy' tank bristling with big guns. The kit includes extensive interior detail and Gretchin crew. Experimental rules for this vehicle are available to download from the Forge World website and will be finalised for inclusion in Imperial Armour Volume 8.

*Kit designed by Daren Parrwood.
Crew designed by Mark Bedford.*



Ork Boy shown for scale purposes, and is not included.

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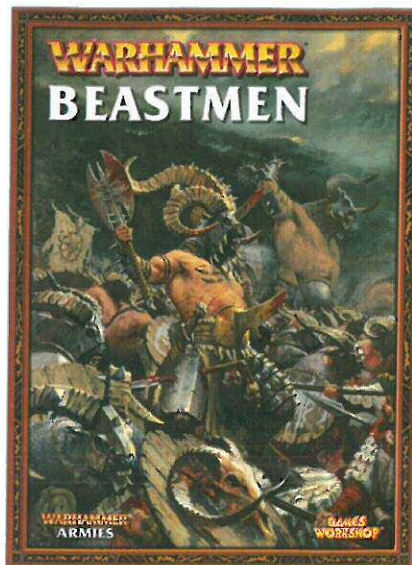


BEASTS IN THE DARK

From out of the dark and twisted forests they come, the Cloven Ones...

In February, nowhere will be safe from the true Children of Chaos, for the Beastmen are unleashed upon the Old World. From the deepest, darkest copses and thickets they emerge, no longer willing to lurk in the undergrowth. Now vast warherds roam the lands, waging bitter war upon the hated civilised races, for they seek nothing more than to drag the world back to a primal age where Men are hunted for the sport of Beasts.

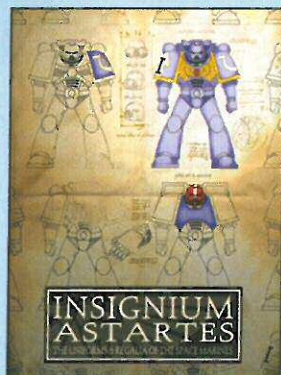
In WD362 we'll be taking a closer look at the Beastmen, including the army book and all the new models and kits being released. Until then, sleep lightly, and don't venture into the woods alone.



IN BRIEF

After the success of our Warhammer Arena of Death last year in the Studio, we've decided to do it all again for Warhammer 40,000. We'll keep you posted as to the results.

22 brave souls from around Games Workshop participated in the annual 'Tough Guy' race, an eight-mile run through some, frankly, terrifying obstacles, including wading into waist-high water, smoke, fire and lots of manure, all in the aid of Cancer Research. Hobby hero Nick Bayton was so nonchalant about the challenge he had time to read White Dwarf halfway around the course!



Insignium Astartes is the ultimate guide in uniforms and heraldry for Chapters that follow the Codex Astartes – download it soon.

P.O.D. Drops

Be alert! The archives of the Black Library have been raided and, commencing in January 2010, a selection of long out-of-print classic novels and sourcebooks will be made available once again, exclusively through www.blacklibrary.com.

Thanks to the Warp-tainted magic of Print on Demand, novels you thought would never see the light of day again will be available for purchase, alongside new short fiction anthologies, omnibus editions, graphic novels and art books. New titles will be added to the range every month and we can exclusively reveal that the first batch of releases will include Ian Watson's legendary *Space Marine*, *The Gothic War Omnibus* (which collects the fan-favourite Gordon Rennie novels *Execution Hour* and *Shadow Point*) and the essential *Insignium Astartes*. Keep checking the website for further details.

www.blacklibrary.com

Crimson Fists

If you're as determined as Pedro Kantor to restore the Crimson Fists Chapter to their former glory then we have some good news. The Crimson Fists Bitz Packs are out now, allowing you to build your own army of Kantor's finest. The bitz have been released in five packs: Shoulder Pads, Tactical Pack, Assault Pack, Command Pack and Tank Pack. Find out more on page 76.



Chaos Rising

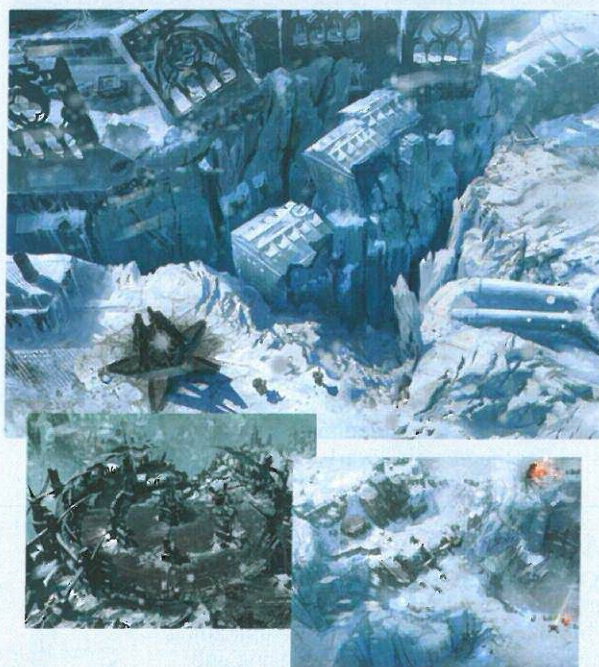
Your Blood Ravens may have saved the sector, but can they save themselves?

In this expansion for the acclaimed game Dawn of War II, you return to sub-sector Aurelia where a long-lost frozen ice planet has reappeared from the Warp, bringing with it new secrets to uncover and foes to face. In *Dawn of War II: Chaos Rising* you will take command of the Blood Ravens and defend the sector against the Chaos Space Marines of the Black Legion. Purge the Chaos filth and hold the Chapter together as traitorous forces work from within to try and bring down the Blood Ravens.

In the expansion you can upgrade your squads with legendary wargear and unlock new special abilities. You must choose whether to remain steadfast to the Emperor or risk heresy to gain dark and destructive powers. Or you can swear loyalty to the Chaos Gods and pit your warband of Chaos Space Marines in multiplayer battles against the new units that reinforce the Space Marine, Ork and Eldar.

To find out more about the expansion, check out:

www.dawnofwar2.com



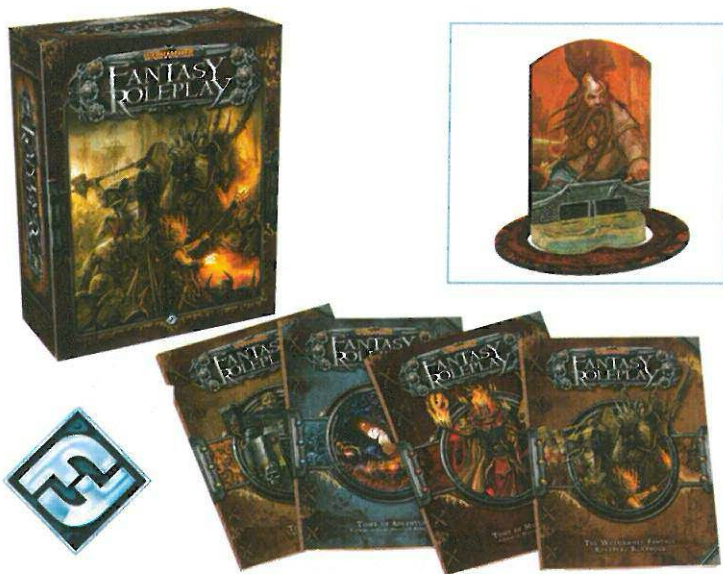
Flights of Fantasy

This year, Fantasy Flight Games will be releasing the 3rd Edition of Warhammer Fantasy Roleplay. Bringing the mechanics of the roleplaying experience closer than the previous expansions were able to explore, WFRP features unparalleled storytelling options in the Warhammer world.

The massive Warhammer Fantasy Roleplay box set features four books, 36 custom dice, hundreds of cards, counters, character sheets – in fact, everything a Game Master and a party of adventurers needs to begin their trek through the Old World!

Warhammer Fantasy Roleplay is available from hobby game shops and online. More information can be found at:

www.fantasyflightgames.com/wfrp



Let Them Eat Cake

On the face of it our dark and brooding worlds do not necessarily lend themselves to bakery-related goodness, but there have been a couple of recent examples of how the creatures that populate our worlds have been turned into something as terrible as a cake!

First up we have a Nurgling cake created by GW Dundee store regular Marjorie Robertson as both a birthday and a leaving present for Jim Hatton.

Next, as attendees to Games Day Baltimore will have seen, Warhammer Online creators Mythic Entertainment commissioned a giant Squig cake from the famous Charm City Cakes bakery. If that name sounds familiar it's because you may have seen them on the 'Ace of Cakes' programme shown on the Good Food channel. Keep an eye out for the Squig cake featuring in a forthcoming episode.



WEB LORE

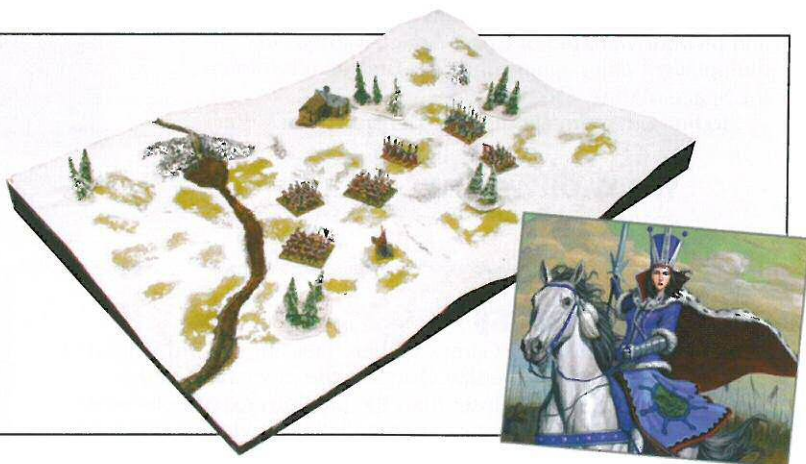
www.games-workshop.com

Andy Hall: Yes, it's true, I have completed my training on Mars and joined Techpriests Troke and Sowter on the web team, ready to spew my binary cant into the digital realm as well as on the pages of White Dwarf. It's proven a good time to join as December is a packed month with a suitably wintry theme, but don't expect cosy Christmas cards or pictures of cute animals wearing scarves, because this winter there is only war!

Winter War

A massive series of articles dedicated to the art of war in the harshest of seasons.

Throughout December we'll be uploading such gems as winter-themed basing and painting tips, how to make snow maps for both Mighty Empires and Planetary Empires, snow-bound scenarios for each game system, suggest rules for representing the icy environment in your games and Alessio Cavatore will be presenting house rules for Ice Magic in Warhammer complete with downloadable cards.



Battle for the Fortress of Angels

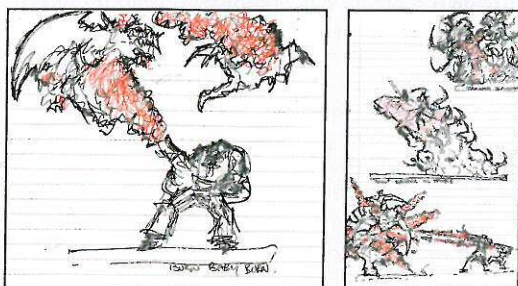
The greenskins rampage across a doomed planet and only a small force of Dark Angels garrisoned in their stronghold can stop them. Can the Orks wrest control of the fortress from the Space Marines? Find out who will be the victor in this tense and exciting online battle report.

WARHAMMER
40,000



Studio Mega Display

Those who attended UK Games Day will have seen the massive Space Wolves display that dominated the Studio's area of the event hall. We take a look behind the scenes at its construction.



Also on the Web...

The Internet never runs out of space, which is lucky because we always have a good go at filling it up. As well as the features already mentioned this month you'll also find loads of extra articles on the website, including:

- White Dwarf wallpapers to decorate your desktop with.
- A 360-degree view of the new subscription-exclusive White Dwarf model.
- Showcase of past White Dwarf models and rules.
- Dire Avengers assembly and painting guide.
- Eldar Tactica.
- The Games Workshop Blog: 'What's New Today' updated every weekday!

Did You Know?

The Astronomican is the area of the website where you can keep up-to-date and easily find a wealth of online articles as well as our daily blog entries. You can access the Astronomican from the top bar on any page of the Games Workshop website. The area is split into four easy-to-browse slide bars each one covering the last four months of updates. Below that the articles are also listed into four separate categories: one for each game system, and one for new additions to the White Dwarf Archive.



www.games-workshop.com

WINTER CRUSADE

A New Army for the New Year!

All this winter you can take part in different Hobby activities every day in our Hobby Centres.

Until the end of February our Hobby Centres will be running painting, modelling and gaming activities so that you can get your new armies ready for the final climactic conclusion, the huge gaming event that will be Half Term, all linked through the Winter Crusade Collector's Card.

Between now and then you can come in and join us for all sorts of activities aimed to help you develop your hobby skills; whether you want to learn something new or perfect techniques you already use we will have the session for you. These are running over the whole of December and well into the New Year.

Winter Crusade Collector's Card

All you have to do is get down to your nearest Games Workshop store and pick up your Winter Crusade Collector's Card. This will not only give you a convenient army planner for all our games, but also contains a calendar

so that you can book in the activities you want to attend. You can then use your army list to plan out exactly what you want for Christmas with our Wish Lists, ensuring you get Space Marines and not socks!

A Different Activity Every Day

There are Army Workshops, in which you can concentrate on building and converting, painting or gaming with your new army, so that you'll have a beautiful, unique and battle ready host for the February Half Term gaming.

That's not all though; we want you to be able to practice at home or at your club so we are running sessions on modelling and painting your Realm of Battle Gaming Board and Citadel Scenery.

Spaces will be limited, so make sure you get along to your local store as soon as possible, pick up your Winter Crusade Collector's Card and get booked in!

More details about the in-store Winter Crusade can be found on page 20.



Black Library Live! 2010

Black Library Live! returns on Saturday February 13th, 2010. Come along to Warhammer World to celebrate all things Black Library: meet our star authors, listen to readings, Q&As, buy exclusive products and pre-release novels. Tickets will be limited to 250 and include a free pre-release novel, so it's essential you book early – either online at www.blacklibrary.com or at the direct order point in store.



Gift Subscriptions

This Christmas, if you're stuck for a gift for your loved ones, why not get them a subscription to their favourite hobby magazine, complete with the latest incarnation of the White Dwarf himself? Packed with hobby articles, latest news and new releases, it makes the perfect stocking filler.



WHITE DWARF

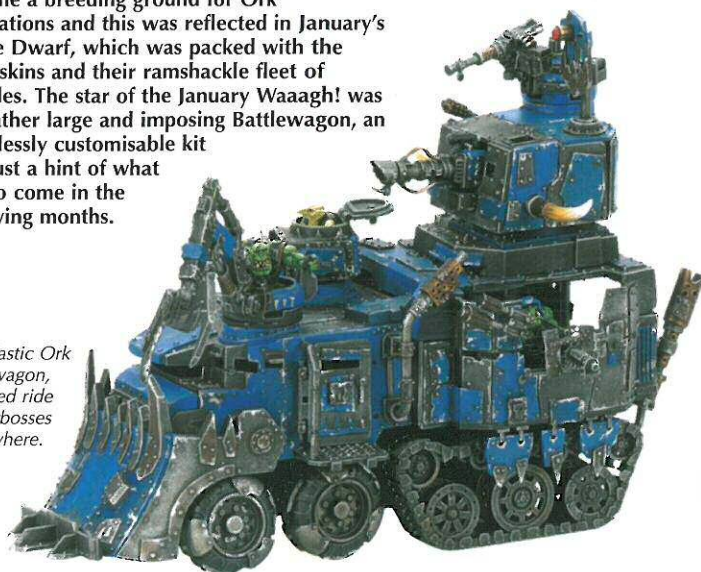
A YEAR IN REVIEW

Andy Hall: Is it me or does December seem to come round with increasing regularity? To accompany our mince pies and party hats, we've decided to take a look back at the year just gone – no mean feat as it's been a packed one! The year can be summed up in one word: big. We've had big battles in White Dwarf and big games with War of The Ring. We've even had some of our biggest plastic kits in the form of the Stompa and the Shadowword, and big scenery kits including the Temple of Skulls. The kits really defined a year of great releases, building on last year's Realm of Battle Gameboard and ending with the Fortress of Redemption. And if you thought 2009 was big – wait until you see what we've got stored up for you in 2010!

Janu-waaagh-ry!

Back at the beginning of the year the Studio became a breeding ground for Ork infestations and this was reflected in January's White Dwarf, which was packed with the greenskins and their ramshackle fleet of vehicles. The star of the January Waaagh! was the rather large and imposing Battlewagon, an effortlessly customisable kit and just a hint of what was to come in the following months.

The plastic Ork Battlewagon, favoured ride of Warbosses everywhere.



JANUARY

Hall of Fame

January's issue of White Dwarf saw the start of a popular ongoing series, where our artists, painters and sculptors induct Citadel miniatures into the Hall of Fame. Jes Goodwin got the ball rolling by nominating Brian Nelson's Imperial Guard Colonel.



JANUARY

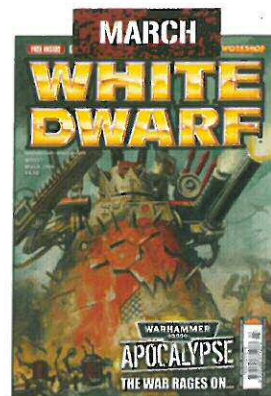
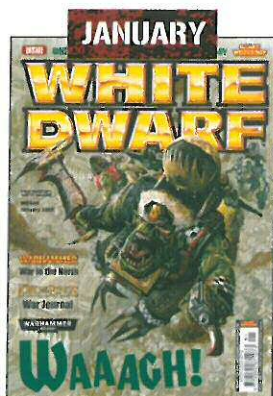
Da Stomp!

March's issue of White Dwarf celebrated the release of two giant plastic kits. The Ork Stompa threatened to supagattler its way through many a game of Apocalypse, but the forces of the Imperium countered with the Titan-slaying Shadowword/Stormlord combo. The Apocalypse battle report in White Dwarf fielded them all, in one of the most ambitious battles we've ever staged.



MARCH

2009

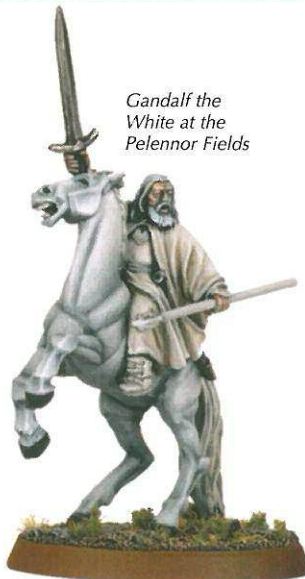


Another year is about to end, and another 12 magazines have made it through the ceaseless war against deadlines. Andy Hall looks back at the last year's worth of Citadel releases and some stand-out moments from everyone's favourite hobby magazine.

WAR OF THE RING™

'The board is set. The pieces are moving. We come to it at last... the great battle of our time.' So says Gandalf, and by Grombrindal's beard he was right! War of The Ring, as you'll no doubt be aware, is about big battles. The beauty of it was that you could take what was simply a collection of The Lord of The Rings models and, by simply grouping them into infantry or cavalry companies, turn them into a War of The Ring army. Expanding your force was made easy with the large range of plastic kits available, including new plastic Ents and Galadhrim.

White Dwarf started its coverage with Mat Ward's War Journal series of design diaries in the run up to the game's release. We then aimed high for our first War of The Ring battle report, restaging no less than the Battle of the Pelennor Fields. Rarely has a gathering of so many The Lord of The Rings models been seen since.



Gandalf the White at the Pelennor Fields



APRIL

Sword and Steam

The Empire returned to the pages of White Dwarf in June with plastic Greatswords, Archers and a Steam Tank! Now you can field an Empire army made entirely from plastic. There was also a new book, packed with heraldic information on the provinces of the Empire. Jeremy Vetock led the coverage with the Drums of War campaign.



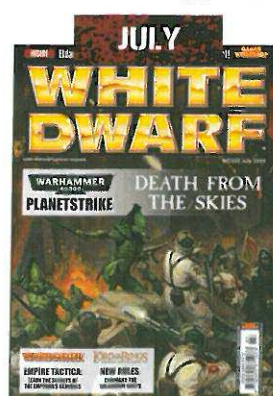
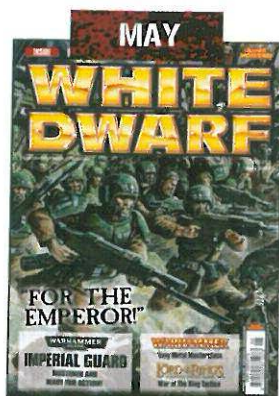
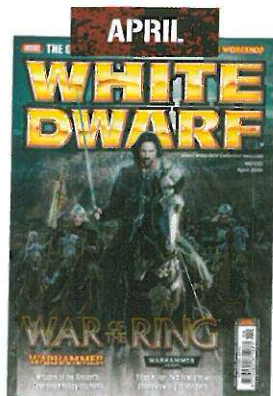
JUNE

War on all Fronts

Planetstrike struck in July like a Drop Pod from a summer sky, bringing with it 'active' terrain – scenery that fired back!



JULY



Tank Shock

AUGUST

May saw the arrival of the Imperial Guard and they were reinforced further with more tanks in August. These kits show just how diverse our plastic frames become with every release. The Hellhound kit, for instance, allows you to build one of three tanks.



Masterclasses

OCTOBER

One area that received a lot of acclaim over the past year is the 'Eavy Metal Masterclasses. In this regular series we delve into every detail and aspect of how a world-class painter achieves the final masterpiece.



Prepare to Board

SEPTEMBER

The great surprise of 2009 was the return of Space Hulk. The deluxe board sections provided a perfect backdrop for Alex Hedström's beautifully crafted Terminators and Genestealers. We celebrated Space Hulk's release with a blow-by-blow mission report, a game I actually won (A feat we won't expect to see repeated in 2010 – Ed)!



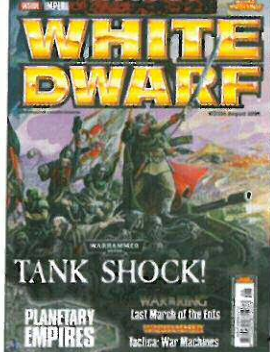
Space Hulk 360

WEBSITE

The web team and White Dwarf are a close-knit fighting unit, so we've been taking advantage of this by producing web articles that do stuff the print medium just can't; a great example of this is the 360-degree videos of the Space Hulk models. All the videos can still be found online, so make sure you check them out!



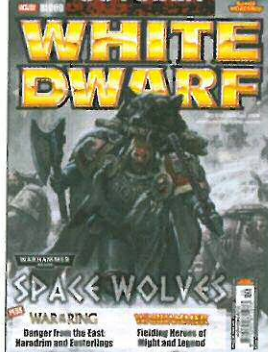
AUGUST



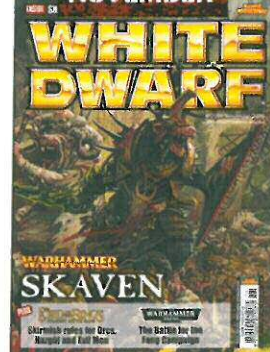
SEPTEMBER



OCTOBER



NOVEMBER



OCTOBER

The image displays two distinct Warhammer 40,000 Terminator miniatures. On the left is a Blood Angel Terminator, characterized by its blue and red color scheme, a red feathered crest on its helmet, and a chainfist weapon. On the right is a Space Marine Terminator, featuring a blue and yellow color scheme, a more bulky armor design, and a power fist. Both figures are shown in a standing pose on their respective bases.

NOVEMBER

war machines, like the Screaming Bell.

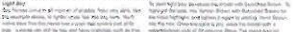
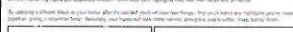
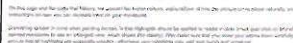


BITZ PACKS

We update the website every weekday with a whole variety of articles, so make sure you keep checking back for fresh content. One of the massive hits online are the assembly guides. Appreciably the work of hobby hero Nick Bayton and web photographer Jim Sower, these building features take you beyond the basic instructions, giving you pin-perfect pictures and practical hints on how best to assemble your models and paint them too. So if you ever become stumped when building your Stegaddon or painting your Sentinel, head to the website.

WEBSITE

Horse Colours - Page 1



Two Space Marine miniatures are shown side-by-side. On the left is a Dreadnought, a heavily armored warrior with a large, bulky frame, carrying a heavy weapon. On the right is a Flammarion, a smaller, more agile warrior with a flaming torch mounted on its head and a flamethrower on its arm. Both are painted in black and red with white skull details and stand on a textured brown base.

DECEMBER

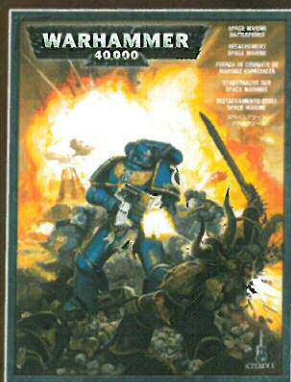
WHITE DWARF



2010

WARHAMMER 40,000 BATTLEFORCES

Warhammer 40,000 Battleforces are a perfect foundation to start a brand new army or bolster your existing force with reinforcements. Each set is packed with plastic Citadel miniatures ranging from a solid core of troops to more specialist warriors, designed to give you the edge in a war-torn galaxy.

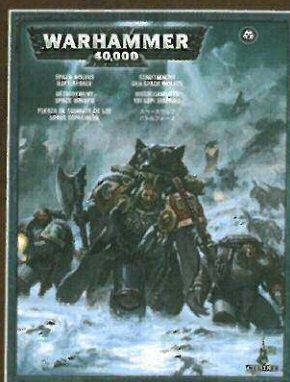


Space Marines

Humanity's mightiest warriors, the Space Marines still uphold their 10,000-year-old oaths to protect the Imperium of Mankind.

BOX CONTENTS:

- 15 Tactical Space Marines
- 5 Space Marine Scouts
- 5 Assault Marines
- 1 Space Marine Rhino



Space Wolves

The Sons of Russ are noble but savage warriors who battle across the galaxy, bringing down righteous vengeance on all who oppose them.

BOX CONTENTS:

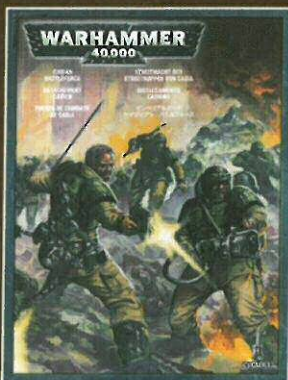
- 20 Space Wolves
- 5 Space Marine Scouts
- 1 Drop Pod

SPACE MARINE BATTLEFORCE
product code: 99120101059

UK	£50†
EURO	€80
DENMARK	650DKR
SWE/NOR	750SKR/NKR

SPACE WOLVES BATTLEFORCE
product code: 99120101080

UK	£50†
EURO	€80
DENMARK	590DKR
SWE/NOR	720SKR/NKR



Cadian Imperial Guard

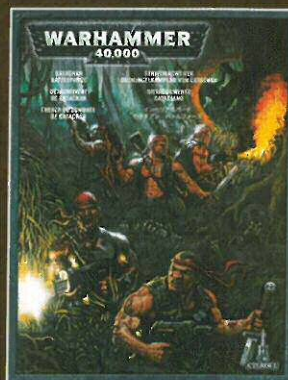
The Cadians are a highly disciplined and effective force, who hold the Cadian Gate and prevent Chaos from flowing into the galaxy.

BOX CONTENTS:

- 1 Cadian Command Squad
- 20 Cadian Shock Troops
- 3 Cadian Heavy Weapon Teams
- 1 Sentinel

CADIAN BATTLEFORCE
product code: 99120105041

UK	£55†
EURO	€85
DENMARK	640DKR
SWE/NOR	765SKR/NKR



Catachan Imperial Guard

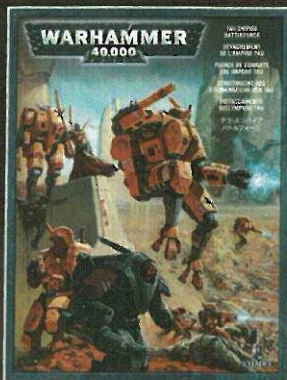
From the death world of Catachan come these tough soldiers of the Imperial Guard, Jungle Fighters with a blunt attitude to killing.

BOX CONTENTS:

- 1 Catachan Command Squad
- 20 Catachan Jungle Fighters
- 3 Catachan Heavy Weapon Teams
- 1 Sentinel

CATACHAN BATTLEFORCE
product code: 99120105042

UK	£55†
EURO	€85
DENMARK	640DKR
SWE/NOR	765SKR/NKR



Tau Empire

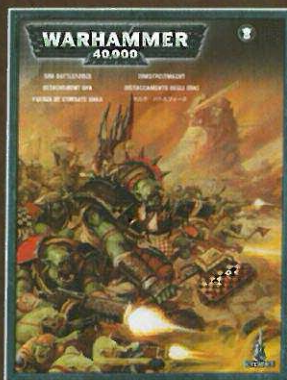
The Tau are a dynamic, technologically advanced young race who desire to bring peace to all, for the sake of the Greater Good.

BOX CONTENTS

- 1 Tau Crisis XV8 Battlesuit
- 1 Tau Devilfish APC
- 3 Tau XV25 Stealth Suits
- 1 Markerlight Drone
- 12 Tau Fire Warriors
- 6 Gun Drones
- 12 Kroot Carnivores

TAU EMPIRE BATTLEFORCE
product code: 99120113018

UK £50+
EURO €80
DENMARK 650DKR
SWE/NOR 780SKR/NKR



Orks

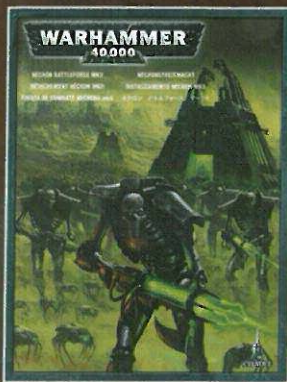
The greenskins are a plague on the galaxy, a race of brutal warriors who use crude but deadly technology – they live only to fight.

BOX CONTENTS:

- 20 Ork Boyz
- 3 Ork Warbikers
- 1 Ork Trukk

ORK BATTLEFORCE
product code: 99120103009

UK £50+
EURO €80
DENMARK 650DKR
SWE/NOR 750SKR/NKR



Necrons

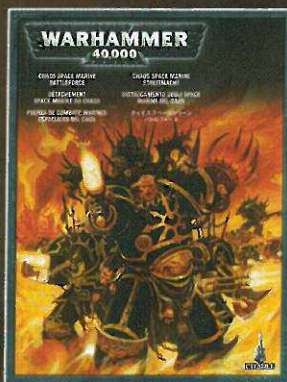
Unstoppable automata who have lain dormant for millions of years, the Necrons have awoken to harvest the souls of all.

BOX CONTENTS:

- 28 Necron Warriors,
- 3 Necron Destroyers
- 7 Scarab Swarms

NECRON BATTLEFORCE
product code: 99120110008

UK £50+
EURO €80
DENMARK 650DKR
SWE/NOR 750SKR/NKR



Chaos Space Marines

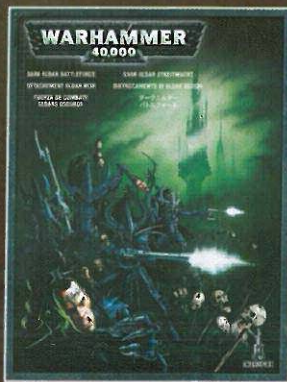
These traitors from the dawn of history sold their souls to Chaos long ago – their hearts have been consumed with revenge ever since.

BOX CONTENTS:

- 15 Chaos Space Marines
- 5 Possessed Chaos Space Marines
- 8 Khorne Berzerkers
- 1 Chaos Space Marine Rhino

CHAOS SPACE MARINE BATTLEFORCE
product code: 99120102018

UK £50+
EURO €80
DENMARK 650DKR
SWE/NOR 750SKR/NKR



Dark Eldar

The most black-hearted of all Eldar, the Dark Eldar enslave creatures from across the galaxy, inflicting horrible tortures upon them.

BOX CONTENTS:

- 1 Dark Eldar Raider
- 5 Dark Eldar Reaper Jetbikes
- 20 Dark Eldar Warriors
- 1 set of plastic 40K trees.

DARK ELДАР BATTLEFORCE
product code: 99120112006

UK £50+
EURO €80
DENMARK 650DKR
SWE/NOR 750SKR/NKR



Tyranids

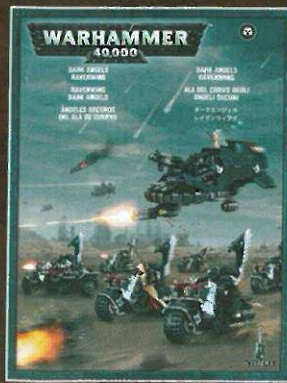
Hailing from another galaxy, the Tyranids are an all-pervading organism, a predator whose prey is any and all life they encounter.

BOX CONTENTS:

- 3 Tyranid Warriors
- 8 Hormagaunts
- 8 Termagants
- 8 Genestealers
- 1 Carnifex

TYRANID BATTLEFORCE
product code: 99120106011

UK £50+
EURO €80
DENMARK 650DKR
SWE/NOR 750SKR/NKR



Dark Angels Ravenwing

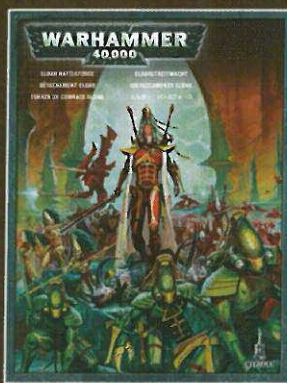
The 2nd Company of the Dark Angels Chapter, the Ravenwing is numbered among the finest fast attack forces in the Imperium.

BOX CONTENTS:

- 6 Ravenwing Bikes
- 1 Ravenwing Attack Bike
- 1 Ravenwing Land Speeder

DARK ANGELS RAVENWING BATTLEFORCE
product code: 99120101052

UK £50+
EURO €80
DENMARK 650DKR
SWE/NOR 750SKR/NKR



Eldar

The tattered remnants of a once-great civilisation, the Eldar are a dying race who dream of a return to their days of glory.

BOX CONTENTS:

- 5 Dire Avengers
- 8 Eldar Guardians
- 1 War Walker
- 1 Wave Serpent
- 1 Heavy Weapon with 2 crew

ELDAR BATTLEFORCE
product code: 99120104022

UK £50+
EURO €80
DENMARK 650DKR
SWE/NOR 750SKR/NKR

IN-STORE THIS CHRISTMAS



Select Your Ideal Gift!

Make sure that you get just the right addition to your army by using our;

- Christmas Gift Guide
- Wish List
- Winter Crusade Collector's Card

Hobby Activity all through December!

All month we will continue to run the amazing activities for which we are renowned!

- Painting & Modelling Lessons
- Beginners Programmes
- Loads of great gaming!

Winter Crusade!

Come into the store and plan all the fantastic activities in which you can take part throughout December, January and February, to become a Crusader!

- Begin by picking up your Winter Crusade Collectors Card
- Fill in your card with the help of the staff
- Book yourself on to the activities in which you want to participate
- Complete your flyer through December, January and February and become a Crusader!



WINTER CRUSADE

Join in more than 60 days of amazing Hobby activity through the winter, in all Games Workshop Hobby Centres! From now until February you can join our Winter Crusade, build your armies, learn new hobby skills and become a Crusader! Just pick up your Winter Crusade Collector's Card and pick the activities you want to take part in!

Army Workshop

Colours of War – Paint your army; from fast unit painting to detailing and painting eyes, all levels and techniques will be explored. Don't worry if you've never touched a brush before, or if you are a Golden Demon entrant, there will be something for you.

Equipped for Battle – Model your miniatures. Through these tutorials our staff will show you everything from the basics of sticking models together, through to modelling weapon options, and even sculpting using Green Stuff!

Road to Victory – Fight epic battles. Learn how to take your forces to war, from the basic rules of combat and manoeuvre through to sophisticated army selection and cunning tactics.

All these activities (and more!) are going on NOW and through to the end of February when special awards will be given to those who have completed their own Winter Crusade.

Get down to your local Games Workshop store NOW and get signed up for the Winter Crusade!

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DAVE AND JERM'S

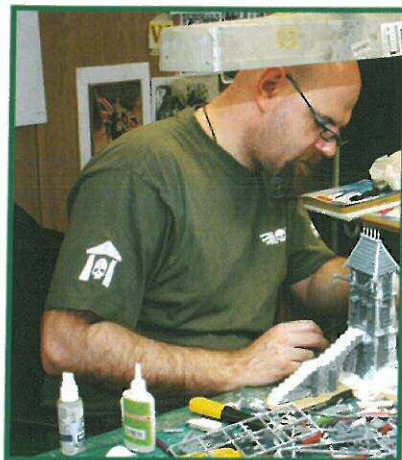
OLD WAR STORIES

OLD CAMPAIGNERS FLOGGING AN OLD WAR HORSE

Our intrepid twosome reckon they are at the mid-way point of their ongoing Warhammer campaign – a good time to catch up with them, then, on their latest anecdotes, scenarios, modelling bits and advice from the campaign trail...

Jeremy: Campaigns are for the ambitious. Oh sure, it is possible to string a few games together or devise something achievable – a simple league structure or a sequential ladder style campaign – but as enjoyable (and practical) as this kind of gaming is, it still doesn't, to my mind, deliver the depth and excitement that a well-run and detailed campaign can bring. To me, a campaign is the ultimate kind of gaming. I want epic tales, a host of interesting characters and battlefields whose very names recall memories of bitterly fought contests. I like it best when I can say 'that regiment survived the battle atop the Temple of Skulls' and everyone knows what that means, instantly recognising the sheer odds-defying heroics that such survival implies.

A good campaign will make its own history. Your own legendary leaders, be they heroes or villains, will arise out of such momentous times. Dave and I are experienced wargamers (i.e. old fogeys) so we started our latest Warhammer campaign with eyes wide open to the dangers of an ongoing series of interconnected battles. More cynical types dwell upon the negatives, saying things like 'campaigns get bogged down in rules' or 'campaigns dwindle and die over time'. What they say is often true and has been the fate of many campaigns, some of our own included. But there are some times when biting off more than you can chew isn't always such a bad thing and, for my money, running a campaign is one of them.



It probably comes as no surprise that Dave Andrews' corner of the Studio has more discarded frames and spare bits than most hobbyists gather in a lifetime of collecting.



In our current campaign, which we've named the Invasion of Toggenheim, Dave and I have admitted up front that we were going to get distracted. Our campaign was planned to be a sort of 'slow burn' that could go on for a long time, often bubbling in the background while something new took over for a while.

And Dave and I have certainly been distracted. We kept up with our plan to game once every fortnight for a while, but that slipped to once a month and we've even missed some of those. Shocking? Not really. For a while both Dave and I have been far too busy working on *++censored by order of the Inquisition++* so that we have had little time to devote to our own hobby pursuits. At other times it was our own home lives that got in the way (surely you've noticed that family holidays, moving house and general life gets in the way of your gaming and painting too?). And so campaign games have been put back, often further than we'd like, but even that has some advantages. You get a lot more space to think about the story line, even if that doesn't always entail tangible painting, modelling or gaming time. When you can only do a single campaign battle in a month, such a game naturally starts to carry some weight, as both Dave and I want to get the most out of our scant gaming opportunities.

FORGING AHEAD

And so, while we have been oft-delayed, the campaign has nevertheless progressed quite a bit. As readers will no doubt remember in picture-perfect detail, our campaign was fixated around an Orc & Goblin invasion of the Empire (*Those without total recall should look back to WD352 – Ed*). The ultimate ambition for my greenskins was to capture Toggenheim, the capital city of the region. Dave's plan was to maintain control of his towns and cities, and drive the invaders away.

CHANGING RULES?

Several onlookers to our occasional battles, large scale map movements, or secretive army-building have enquired what rules we are using for the campaign. The truth is, we are 'winging it' as we go along, making up rules as we see fit. In fact, debating rules, making up scenarios, and tinkering with our armies was one of the reasons we wanted to play a campaign in the first place. There is just something fun about making up new battles to fight and (in a rare admission) making up a few random charts. Another unanticipated bonus from adopting a more leisurely pace for our campaign was that we had time to type up our rules, instead of using notes scrawled on the back of anything to hand.

WHAT IS A CAMPAIGN?

By most scholarly accounts the word campaign seems to derive from the late Latin word *campania* meaning 'level country' and the Latin word *campus* meaning 'a field'. As armies marched out to war they slept in the fields and indeed, such open country was the land most suited for any large scale military manoeuvres. Most armies of antiquity sought out more permanent quarters during colder seasons, only venturing 'out to the fields' during the warmer months when travel was easier, fords were passable, and so on. In this context, phrases like 'out campaigning' and 'campaign season' make more sense.

For us wargamers, a campaign is defined as a series of connecting battles within a plausible and ongoing narrative. They often, to varying degrees, employ additional nuances to the battles – such as introducing experience (your army gains elite status), fatigue (you've marched your army too far), supplies (you've outstretched your supply line!), and other sundry inventions as dreamed up by the campaign players and organisers (assassinations, political unrest, magically induced disasters, random monster attacks and so on).

Below: The army of Black Orc Warboss Grod Headchoppa was virtually annihilated during the infamous Battle for the Temple of Skulls.

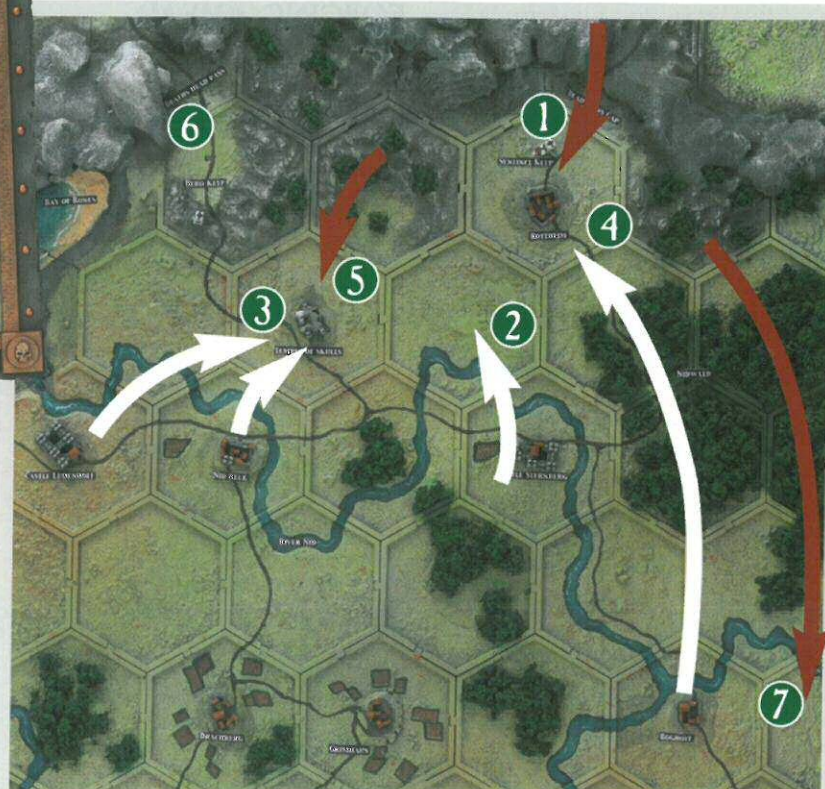




THE MAP

In our campaign the large-scale movements of entire armies are worked out on a Mighty Empires map and when two armies collide on the map a Warhammer game is fought out on suitable terrain. This meta-game part of the campaign provides both tactical play and is an enjoyable way to set the perimeters for where the tabletop battle is going to occur. Initially, neither Dave nor I could see each other's armies on the map until they reached a spot that was adjacent to each other or one of my armies got within a hex of one of the Empire's many watchtowers. Both Dave and I have used this sort of hidden map movement previously when running other campaigns as games masters. However, as we were both playing in this campaign we soon realised our double blind was too much work and we abandoned it. While some of the sneakiness of making hidden moves was gone, so too was our issue of trying to find a third party mediator and losing track of where armies might be. This is a great example of us tweaking the rules as we go along, taking away some of the more onerous parts (the bookkeeping and coordinating) that can bog any campaign down.

My initial plan, to destroy the furthest ring of outlying towns and watchtowers, was proving too costly. I had managed to destroy a lone watchtower and a single town, but it had cost me the better part of two armies to do so. Dave was anticipating my attacks and had moved plenty of Imperial troops to the area. If only I could break through his outermost defensive ring, my armies could wreak havoc in the relatively unguarded hinterland. Even now I gleefully anticipate my Wolf Riders and massed Spider Riders harassing his rearmost settlements (and eating any hapless militia). Anyway, that's my current plan...



OVERVIEW OF AN INVASION (SO FAR)

- 1** The initial Battle of Rottheim. Racknid the Rancid destroys the Sentinel Keep watchtower, but Rottheim is saved.
- 2** A series of clashes as the greenskins attempt to take Rottheim and cross the river. They are thwarted again.
- 3** The armies of Black Orc Warlord Grod Headchoppa and Reikscaptain Scheiverhasenbergerstein clash over the Temple of Skulls.
- 4** The leader of the Waaagh! Warlord Grumskul himself leads the attack on Rottheim, along with two additional banners of Orcs & Goblins. Greenskin casualties are so high we have to invent a rule for reinforcements!
- 5** The second Battle of the Temple of Skulls. Desperate to deny the Dreaded Skull of Destiny buried beneath the temple (see later) to the Savage Orc Shaman, the Bright Wizard Albrecht Heisspur claims the Skull of Destiny for himself. Will it drive him mad or can he master the powers within?
- 6** A daring raid to destroy the Orc camps is denied. Baron Cornelius Boch does succeed in capturing the chief Shaman of the Blutoof tribe.
- 7** Fit, rested, and reinforced, Racknid the Rancid force-marches his army through the Nidwald Forest and crosses the River Nid. The furthest greenskin penetration yet.

MAP MOVEMENT

Our system for moving on the map was very simple. Each army was represented by a specially made counter (these come in useful for all kinds of objectives!). Each army could move a single hex, or, if the force was predominately cavalry or 'scout' type troops, they were allowed to move two hexes. Armies travelling exclusively on one of the map's roads could move an extra hex. Finally, a commander could attempt to force march his army. On a roll of 4+ the army could move one more hex, however, on the roll of 1 it could not move and even had a high chance of taking casualties.



CASUALTIES

When we first started our campaign Dave and I always knew that we'd have to sort out some rules for reinforcements, but we hadn't gotten around to it. As an army moved on the map, met an enemy, fought and took casualties, we marked down how many troops survived the battle. We had a handy chart to find out what happened to slain character models (see right) but units just kind of dwindled. It readily became apparent that what started out as armies of between 2000-4000 points were now, in some cases, down to less than 500 points. One unit of 45 Black Orcs was reduced to a pitiful 6 models after the greenskin disaster at the first Battle for the Temple of Skulls. Playing games with disjointed forces and points values was something we wanted, but our goal was to give one side an advantage, not set up unenjoyable massacres!

Our solution was based on the amount of bookkeeping we wanted to do (not much!) and was intentionally kept simple. After a battle we both looked over our casualties. Units that were wiped out could return to half strength on a roll of 5+, failure meant the unit was indeed slain to a man. Units that survived but below half their number were returned to half strength and units that survived and were above half strength got half their number of casualties back for the next game. If any of these casualty recoveries resulted in units too small to be meaningful (7 Night Goblin spearmen in one case) we simply amalgamated survivors into another 'like' unit. For instance the 7 Night Goblin spearmen could now join a unit of Gobbo archers, but would obviously not be allowed to swell the ranks of the much-more expensive Boarboyz!

DAVE'S VIEW

Campaigns are a way of generating interesting and unusual battles as well as adding a new strategic level to your gaming. The best bit for me, however, is that it generates background and history for the armies, characters and places in the campaign. I always give my characters and units a name and a backstory. This usually comes to me while I'm converting or painting the models. I enjoy making my army something unique and scattered throughout this article you'll see some of the units I am currently working on.

CHARACTER CASUALTY CHART

When a character is slain during a battle he is removed from the game, but afterwards 2D6 is rolled to determine what 'really happened'. This can be modified, normally a +1 for winning the battle or -1 for losing. We further modified the roll if the death was particularly gruesome, such as when Night Goblin Shaman Fugnutz suffered six wounds in a single round during a challenge with Count Ulric von Ludenhoff!

2D6 Result

- 2 Dead, dead, dead. There is no coming back from this!
- 3 On a roll of 3+ the model is dead, otherwise the character's Toughness is permanently halved (rounded down).
- 4 Wounded. Roll a D6 for each of the character's profile statistics. On a roll of 4+ that stat is permanently reduced by 1. Additionally, the model is captured.
- 5-6 The character permanently suffers the loss of 1 Wound and is now considered to be captured by the opposing army.
- 7 Loss of an eye. The model suffers -2 Ballistic Skill. On a roll of 4+ the model is captured, otherwise the character escapes to friendly lines.
- 8-9 Captured.
- 10 Escapes back to friendly lines with no harm done.
- 11 Escapes back to friendly lines and now suffers Hatred for the enemy.
- 12 Heroically escapes back to friendly lines. The character gains +1 Leadership (up to 10) and causes Fear in opposing troops.

MONSTERS & MACHINES

We tend to treat special army selections, like war machines and monsters, more harshly. This encourages armies that are full of troops and keeps the rare stuff a bit more risky to take. Still, I'm aware that Dave has at least one artillery-heavy army waiting out there for me – a force that can potentially wipe me out. But likewise, if I can close with them and win the game there is a good chance my casualties will (mostly) come back, while his will be wiped off the map!

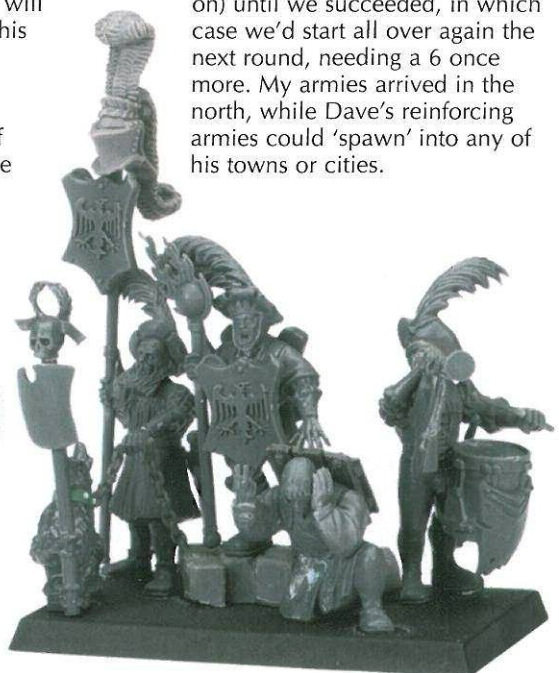
NEW RECRUITS

Another aspect we'd put off formulating rules for was the

recruitment of new armies. Even with the recently implemented casualty recovery system, it became apparent that we needed to work out some way to add reinforcements, as bloody battles were rapidly diminishing our legions. We decided to roll after we had both done map movements and fought our battles. On a roll of a 6, our side generated a new army of D3 x 1000 points. Each turn this roll got progressively easier (5+, 4+ and so on) until we succeeded, in which case we'd start all over again the next round, needing a 6 once more. My armies arrived in the north, while Dave's reinforcing armies could 'spawn' into any of his towns or cities.



Imperial Herald Ludwig Blackmantle is Sigmar's Clarion, one of Karl Franz's representatives in the army. He will lead Dave's regiment of Greatswords.



HIDDEN TREASURES

When we laid out our map, Dave and I ensured we labelled a few notable points of interest. One of those, the Temple of Skulls, was an easy addition. Dave had just finished making the terrain piece, so it seemed natural to include one of the skull-bedecked hills on our map. It was months later, when our two opposing armies met in the forlorn hex with the foreboding markings, that we had to invent what exactly that would mean. Surely such an interestingly named temple was the home to a powerful, if erratic (and somewhat cursed) magic item – the Dreaded Skull of Destiny. The winner of any battle on this hex could choose to claim the fabled crystallised skull and unleash its pent-up powers. Just daring to hold such a potent artefact might test the sanity of even the most stable of heroes.

As it happened, not one, but two terrific battles took place on the ominous and windswept hill. Since then we have been taking digital pictures of our battlefields, saving much debate and head-scratching should we ever again need to set them up for a rematch! After two games, much blood was spilt over the Temple of Skulls – mostly greenskin blood, I must admit.

The first battle over the Temple of Skulls was such a massacre that Dave didn't bother trying to wrest the Skull of Destiny from its resting spot. In the second battle, Dave's beleaguered force would surely have lost had he not, in sheer desperation, claimed the Dreaded Skull of Destiny and instantly put its foul powers to use against my army.

This is a unit of elite Handgunners – 'the Sureshots' – that survived both battles at the Temple of Skulls. Such was their bravery and deadeye precision that they deserved a specially modelled unit rather than the borrowed models that Dave had been using. Dave is converting these models out of a mixture of State Troops and Archers kits.

THE DREADED SKULL OF DESTINY

Here is the magic item that laid buried beneath the ancient ruins of the Temple of Skulls. Long ago a powerful sorcerer died when a ritual summoning spell went wrong. So much magical energy had been absorbed by this foul spellcaster that it leaked out, reshaping the very landscape. Although shunned by right-thinking folk, the sorcerer's crystallised skull, which still holds many secrets, lies buried deep beneath the temple.

A model in possession of the artefact can choose to activate the Dreaded Skull of Destiny once per battle, at the beginning of any friendly Magic phase. Roll a D6 and consult the chart below:

D6 Result

- 1 *Meltdown.* The user takes a single wound with no saves allowed.
- 2 *The Skull Forewarns the Future!* The user gains D3 re-rolls that can be saved and used at any time to re-roll a single dice roll (a single Leadership test, a single model's To Hit roll, and so on). You can never re-roll a re-roll, however.
- 3 *The Skull Tells Some of its Secrets.* For the remainder of the battle the user can cast spells as per a Level 4 Wizard. The user will instantly know any single lore of his choice. If the user is already a spellcaster, he gains an additional lore.
- 4 *Summon Spectral Warriors.* The user gains 5D6 worth of spectral warriors to do his bidding (use stats of basic trooper from that army, but they have the Ethereal rule).
- 5 *Warnings from Beyond.* The skull talks of the future. The user gains a 2+ ward save for the rest of the game, but also now suffers from Stupidity, as he is constantly listening to the skull prattle on...
- 6 *The Skull Spits Death.* Each Shooting phase the model can place the large template on any unit within line of sight. Models touched by the template suffer a wound on a roll of 3+ with no armour saves allowed.



New recruits to the Sureshots are required to sit atop the unit's crow's nest standard and from this perch shoot an enemy. The recruit must perform this act blindfolded, using only the spirit of Sigmar (and the shouted directions of their comrades below)!



MEANINGFUL BATTLES

In a campaign, battles often carry greater meaning than just that provided by a casualty count and grand manoeuvres on a map. It's these battles, with their special scenario rules and modelling opportunities, that most interest Dave and I. For instance, after the fall of Rottheim, Dave has pulled his armies back behind the river. The only safe crossing point is at the town of Steinburg, or I could try to cross an unforded section. Should I fight a protracted battle against a partially walled and well-defended town, or try a river crossing with an alert defender in the immediate vicinity? Both battles sounded like they would make for an interesting game, so we discussed how we might handle such a map manoeuvre and turn it into a tabletop game.

We both agreed that the greenskins could attempt to cross the river if they stayed in a hex adjacent to the river for two uninterrupted turns. Furthermore, it only seemed proper that any player wishing to attempt a crossing should announce his intentions to attempt a river crossing. We imagined a horde of Orcs and Goblins felling trees and konstruktin' crude rafts and troop carriers on the opposite bank of the

river – certainly not the kind of thing that could be hidden or kept silent from alert scouts (or even semi-sober scouts, for that matter).

Another option, albeit an even riskier strategy, was to ask all of the Giants in one of my armies to 'ferry' the troops across. Imagine the enormous lummoxes striding into the middle of the river and lifting each and every trooper over. We reasoned the temptation to drop, snack upon, or fling-very-far-to-make-a-splash would be hard for such pea-brained and liquor-addled behemoths to resist. I figured I wasn't nearly desperate enough to attempt such a risky manoeuvre. Yet.

And so our campaign is currently poised. I have one army sneaking into Dave's territory already, but should I double the pressure on the Empire forces by threatening their main lines? I have a little time before our next map move. I'm certainly tempted by a river crossing, as it sounds like it would make a great game – rushing to cross enough troops to secure a beachhead before the counter-attacking Empire forces arrive in an attempt to drive my army back into the river. And, if I'm honest, it's an excuse to build a ramshackle fleet. Like I said earlier on – campaigns are for the ambitious!

Dave plans on adding the survivors of Rottheim in the form of a unit of Flagellants. This model uses the body of the Corpse Cart driver and the head and accessories from the Flagellant kit. Mad Gunther the Omniscient is the Prophet of Doom, the leader of the soon-to-be-recruited Flagellants. Gunther has taken a vow of penance to stand atop a pole carried by his followers.



Above: Both Jeremy and Dave admit a fixation on including baggage trains in their armies. They've even promised to include sane rules for their use in a scenario in a future article, but there is no need to worry. Given their hobby-addled brains, they might well forget in the meantime.

Left: Big Otto the Giant has been added to Dave's army as a mercenary. The hulking behemoth fancies himself a self-styled knight and has even made a suit of armour. Dave has fashioned crude armour plates from plastic sheets and used bits from various Empire kits to dress up his soon-to-be-hired help.

BUT WHAT WOULD YOU DO FOR A WARHAMMER 40,000 CAMPAIGN?

With an Editor's knack for knowing when to strike, White Dwarf taskmaster Mark Latham challenged Dave and Jeremy to come up with some campaign craziness for Warhammer 40,000. Never worrying about being given too much rope or considering their other deadlines, here is what they came up with.

Dave: There have never been so many useful tools around to help Warhammer 40,000 players put together a truly exciting campaign.

LINKING IT TOGETHER

The map for the world you are fighting over can be created with the Warhammer 40,000 campaign supplement – the Planetary Empires plastic map-building kit. It has shield generators, manufactorums, power stations, command bastions and with a little ingenuity you can come up with dozens more. With a set or two you can easily define the world you are going to fight over. For contested landings you can use the Planetstrike expansion and, if you're fighting in built up areas, you could use the Cities of Death rules. A few super heavies, Titans, or fighting formations on each side could also be marked out on the map, ensuring a few of the tabletop matches will result in a colossal Apocalypse battle.

By inventing a few rules for resupply, dropping off reinforcements or bombardment support you can add some games of Battlefleet Gothic into the mix, which would affect your ongoing campaign planetside.

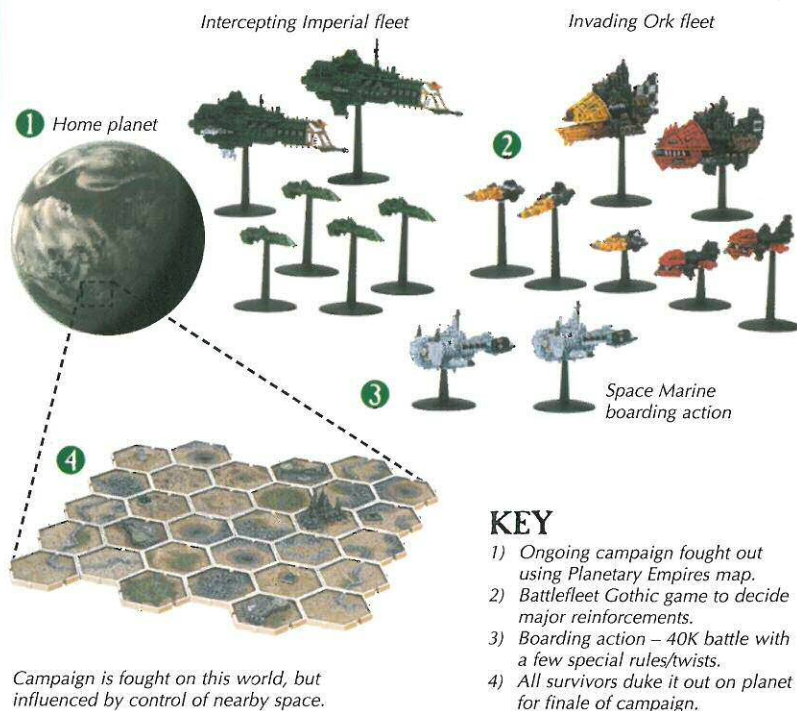
Jeremy: I was inspired by Phil Kelly's Rok of Ages campaign (see White Dwarf 356) and the possibility of several planets being used simultaneously. By making several smallish Planetary Empires maps or joining a few sets together, you could create several planets for your armies to campaign over. A few meta-rules about how your fleets interact with these planets and you'll be off running. You could just use random dice charts to travel from planet to planet, but it will be much more fun to include space fleet combat by using Battlefleet Gothic.

Imagine a campaign centred around a main planet surrounded by several orbital defensive moonbases or a campaign to stake claim to a mineral-rich asteroid belt made of dozens of moon-sized rocks. By

A POSSIBLE CAMPAIGN OVERVIEW

On a distant planet in a far-flung corner of the Imperium a small army of Imperial Guard hold out desperately against an Ork invasion. So far the Orks are not sufficiently numerous to breach the Imperial defences, but the arrival of a reinforcing Ork fleet will seal the guards' fate. An Imperial Navy fleet is dispatched, but they are so outnumbered they can only hope to delay the invasion, not blunt it entirely.

Before the battle it is decided which Ork ships carry reinforcements for the planetary battle. The more ships destroyed, the fewer Orks will reach the planet's surface. After the space battle, the remaining Ork fleet proceeds, obtaining orbit around the Imperial planet. Just as the greenskins commence their planetary attack, a small Space Marine fleet makes a daring strike. A desperate attempt is made by the Emperor's Finest to board the Ork flagship and kill the Warboss. Many boarding torpedoes are launched. If the Ork Warboss or any Space Marines survive the boarding action, they can then join the battle on the planet.



making a master map on paper, players could plot their take over of the galaxy, moving onto the Planetary Empires maps when they make planetfall and fighting out Warhammer 40,000 games when their armies meet on the planet's surface. You could even do different

environmental types to give character to the battle. For instance, certain moons could be ice-covered globes, others magma-ridden volcanic planets with a penchant for sudden and cataclysmic eruptions, or even factory-planets and shrine-covered moons with city-spanning temples!

An Ork fleet attempts to gain orbit around the contested planet in order to offload their cargoes of brutal warriors. An Imperial fleet rushes to stop the invaders.



KEEP IT SIMPLE

Of course Dave and I were both asked to simply jot down some ideas of what we'd do if we had the opportunity to run a Warhammer 40,000 campaign. It is a lot easier to brainstorm complicated interwoven ideas than it is to pull them off. However, it's a relatively simple thing to construct a campaign built around one-off linked battles, with some of the games using different systems. For instance, you could play a Warhammer 40,000 battle, followed by a Battlefleet Gothic game, followed by a Planetstrike game, culminating in a single Apocalypse battle. The winner of each battle gains additional points (say a 250-

point bonus) or a strategem that can be used during the final game.

Naturally, I picked up some of Dave's enthusiasm for mixing gaming systems during a campaign, and started to think how I might incorporate the ideas into our Warhammer campaign. I began to wonder how my Orc army might find and hire a Skaven Assassin to capture the Skull of Destiny for my army and how that might make for an entertaining little skirmish battle. Or even if I could dust off my Warmaster army and talk Dave into a match. Dave, however, has gone off on a tangent – something I think you might see more of next time...

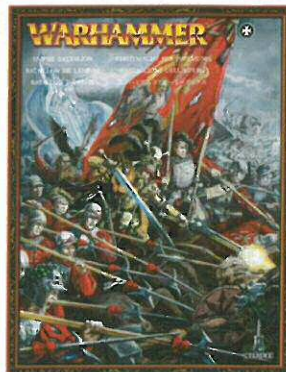
WHAT'S NEXT?

Jeremy has challenged Dave as to which one of them could set up and run a more exciting game. Each one has vowed to create a scenario, prepare all the armies and terrain required, and host the battle. Jeremy has chosen to do a Warhammer game, although he won't tell us what it is. Dave, however, has long been inspired by the idea of futuristic boarding actions, and has decided to recreate the brutal close-quarters fighting of a ship invasion in a very different Warhammer 40,000 game. See you in a few months.



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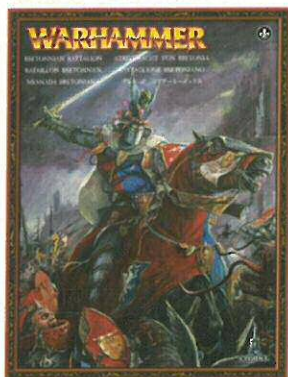
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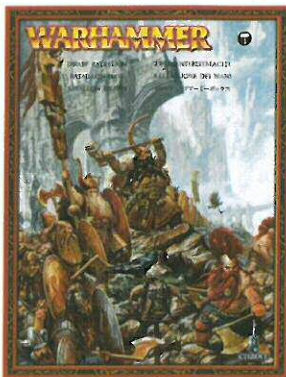
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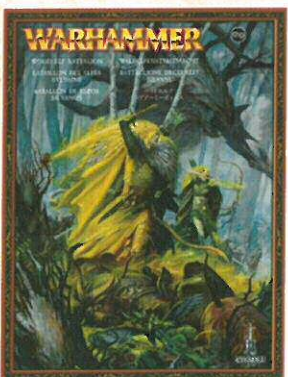
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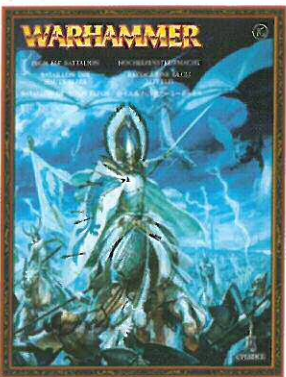
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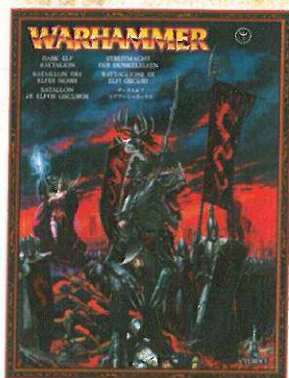
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Dark Elves

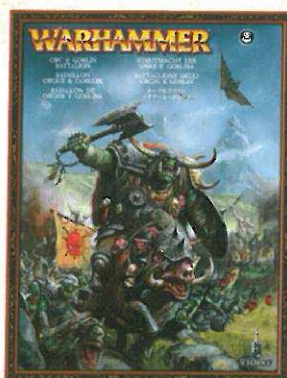
The Elves of Naggaroth are cold-hearted killers that desire nothing more than the utter destruction of their hated High Elf kin.

Box Contents:

- 12 Dark Elf Warriors with spears and shields
- 16 Dark Elf Warriors with repeater crossbows
- 20 Corsairs
- 5 Cold One Knights

DARK ELF BATTALION
product code: 99120212004

UK £50†
EURO €80
DENMARK 650DKR
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Orcs & Goblins

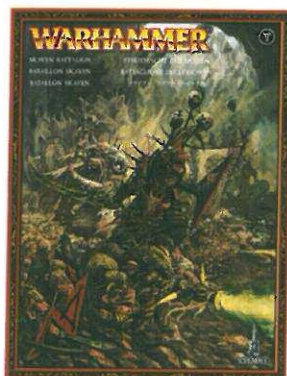
Greenskin armies are a rabble made up of tough Orks, large mobs of Goblins, crazy war machines and brutish Trolls.

Box Contents:

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

ORCS AND GOBLINS BATTALION
product code: 99120209017

UK £50†
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Skaven

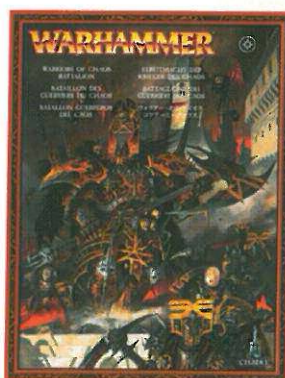
Dwelling underground, the foul ratmen scheme to overthrow Mankind with their arcane machineries and numberless hordes.

Box Contents:

- 40 Clanrats
- 20 Plague Monks
- 2 Rat Ogres
- 6 Giant Rats
- 3 Packmasters

SKAVEN BATTALION
product code: 99120206011

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Warriors of Chaos

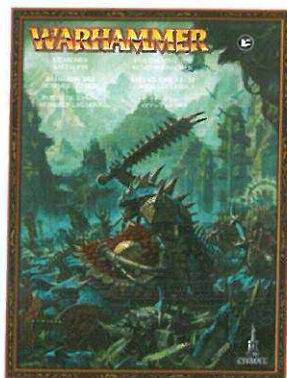
The elite forces of Chaos are made up of men who have given themselves to the Dark Gods in exchange for unearthly power.

Box Contents:

- 12 Chaos Warriors
- 20 Chaos Marauders
- 10 Chaos Warhounds
- 5 Chaos Knights

WARRIORS OF CHAOS BATTALION
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Lizardmen

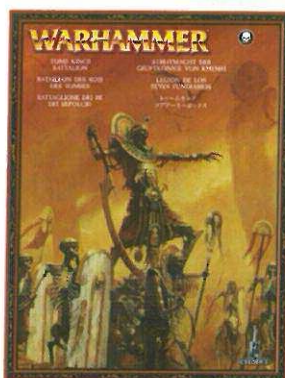
The servants of the Old Ones are the world's greatest mages, commanding armies of reptilian warriors from their ancient temple-cities.

Box Contents:

- 20 Saurus Warriors
- 12 Skinks
- 10 Temple Guard
- 8 Saurus Cavalry

LIZARDMEN BATTALION
product code: 99120208010

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Tomb Kings

Once a great realm, Khemri was made a deathless land by foul necromancy; now kings of ancient times rise again to make war.

Box Contents:

- 3 Tomb Kings Chariots
- 32 Tomb Kings Skeleton Warriors
- 8 Tomb Kings Skeleton Horsemen

TOMB KINGS BATTALION
product code: 99120207009

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EURO €80
DENMARK 650DKR
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Vampire Counts

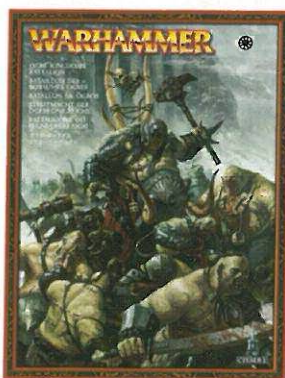
The Vampires are Undead lords, immortal beings whose magic can raise legions of Skeletons, Zombies and creatures even more fell.

Box Contents:

- 20 Skeleton Warriors
- 10 Ghouls
- 20 Zombies
- 1 Corpse Cart

VAMPIRE COUNTS BATTALION
product code: 99120207015

UK £50†
EURO €80
DENMARK 650DKR
SWE/NOR 750SKR/NKR



Ogre Kingdoms

Big, hungry, and morally adaptable, the Ogres are an army of hulking monsters that will fight for, or eat, just about anyone.

Box Contents:

- 6 Ogre Bulls
- 4 Leadbelchers
- 4 Ironguts
- 24 Gnoblar Fighters

OGRE KINGDOM BATTALION
product code: 99120213006

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EURO €80
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LOOK TO THE SKIES!

Many a tense game of Planetstrike has been played in the Studio recently, a trend set to increase as new Warhammer 40,000 scenery pieces continue to be released. We asked Master Castellan Phil Kelly for some tactical tips for aspiring defenders.



Phil Kelly is the author of many a Codex as well as Planetstrike, but that doesn't mean that he gets to win every game! Just most of them...

After playing a truckload of Planetstrike games and having run a five-month campaign centred around not one but two planetary invasions, I have picked up a trick or two; some are straightforward, some are as cunning as a space weasel. This doesn't mean I can hand you the secrets to winning every time, but it does mean I have a few basic tips and tactics I can pass on to those of you who like the idea of crushing the foolhardy invaders against the anvil of your gaming fortress.

The Dream Team

First of all, let's look at an overall tactic that works just as well for both attacker and defender. I think the best tactic to adapt to this new warscape is to have a good look through your favourite Codex. With Planetstrike in mind, which units will excel?

Defenders have up to eight Troops and six Heavy Support slots available to them, so not only can Imperial Guard, Tyranid and Ork players field the hordiest of all hordes, but that companies of Devastators and phalanxes of Broadsides are viable. Picking crazy armies is good fun, no matter the role. For both players, making a Planetstrike army list can be a bit like picking a 'dream team' for fantasy football – free of the normal constraints, you get to field a side made up of lots of your favourite choices. These invasion-specific forces are so varied that I can't go into detail (*Adam Troke has written a great Preparing for War article online that does just that – Ed*), it's up to you to dream up some wickedness. Instead I am going to focus on terrain, as it's common to every game of planetary invasion.

An Ork compound is assaulted by the Ultramarines 1st Company. The Ork Boyz waste no time in mounting a counter-attack.



With canny use of the Company Command Squad order 'Get back in the fight!' an Imperial Guard squad can benefit from an incredible 2+ cover save from going to ground behind an Aegis defence line, and still shoot or assault in the ensuing turn!



Take Cover!

Perhaps the most infamous aspect of the attacker's onslaught is the firestorm. Armchair defenders wince at the thought of half-a-dozen large blast templates slamming into their lines with the force of Basilisk artillery shells, but those brave defenders who have played a few games of Planetstrike will know that the firestorm's bark is worse than its bite. Even a direct hit has only a one in five chance of destroying an armour 14 bastion. Try keeping several firepower-heavy units safe in your bastions for the duration of the firestorm and several assault units in reserve. This is a common defender's tactic that can all but nullify the effectiveness of the attacker's initial bombardment – I'll talk more about counter-attacking later.

Another common tactic is to take one super-bastion that is absolutely bristling with guns and protect it with a void shield. Void shields are 100% proof against firestorms and have to be destroyed before the bastion itself can be damaged. The void shield is a vital accompaniment to the Turreted Stronghold stratagem, which is a very popular choice for first-time defenders because, well, it's a bleeding great gun. Sadly these same defenders will tell you the enemy firestorm has a habit of crippling the turret gun with a weapon destroyed result (or worse). Investing all your stratagem points on a single building can be an expensive combo, but on a centrepiece stronghold with a lot of automated weapons it can be the key to tipping the scales of battle.

King of the Hill

Deploying your strongholds close to the centre of the board is always a safe bet. Why? Because the most potent bunker-busting weapons out there (chainfists and meltaguns) are very short-ranged. If you deploy your strongholds close to a table

edge, your opponent will choose that edge as his drop zone, meaning his troops can just walk on and mess up your bastions from Turn 1. Not good. Deploying in the middle of the board means that the attacker has to risk dangerous deep strikes to get in close.

Deploying on a hill is also useful – just look at any castle in real life and you'll see it's on raised terrain, and for good reason too. The fields of fire are much better, and your opponent has an uphill struggle when attempting to close with you (*Groan – Ed*), coming under fire the whole way.

Deathzones

One of the best aspects of playing as the defender in a Planetstrike is setting up a deadly spider's web of terrain for the invading insects to get caught in. The attacker will be deep striking in at some point, you can be sure of that, so let's make sure he deep strikes in where we want him to. A deathzone is an area that has been left deliberately empty of terrain or units by the defender, normally about 12-18" on each side. It looks like it might be a safe place for the attacker to land, but it's really a trap. Align your bastions so that plenty of automated weapons can fire into the deathzone. Blast weapons are especially good at nobbling deep strikers, who are forced to deploy in tight formations, so take plenty of missile launchers and plasma cannons if you can. It's natural for deep striking units to want to spread out if there are template weapons lurking around. No problem – with the Minefield stratagem, you can spring a nasty surprise on any unit that attempts to avoid templatey death by using a 'run' move to spread out. The minefield's generous 12" by 6" footprint can cover several units if deployed correctly after a run move, and it permanently converts an area of the board into a deathtrap.



This bastion complex is arranged to ensure its automated weaponry covers the maximum amount of ground, giving rise to some seriously hazardous deathzones. Leave the enemy room to deep strike into these areas and he'll be signing his own death warrant.

You get a comms relay in every bastion kit – they allow you a free re-roll on your reserve rolls provided you have an unengaged model within 2". Only a real doofus would go to war without at least one.



Skyshielding

Skyshields are great defensible positions. They are armour value 13 and they ignore almost all damage results, so they can usually shrug off heavy weapon fire. Try deploying a gunship or heavy weapons squad atop the Skyshield – it will enjoy a great vantage point whilst also having a 4+ invulnerable save. This gives you all the benefits of an elevated field of fire combined with the benefits of being an obscured target. Great news for the shooty skimmers out there zooming in from reserve. I've seen as many as three Fire Prisms on the same landing pad, causing absolute havoc all around, with the defending player musing about fielding six of the things for his next game...



Man your interceptor guns with the best shots you have. Sergeant Telion operating an Icarus-pattern lascannon – enough said.

Counter-Invasion

Remember the old adage about the best form of defence? Perhaps the most dynamic and exciting defender tactic is the counter-invasion, as perfected by Alex Boyd and his lovingly converted Orks. Alex quickly found that he preferred the role of the defender, and being a Mek at heart built a line of bastions and Aegis lines long enough to span an entire 6' board right down the middle. His main Boyz units are deployed in the bastions, and his mobile units (mostly Trukk and Battlewagon-mounted Boyz) are held in reserve. Any attackers that drop in on either side of the Big Red Line have but one round of shooting before they are pounced upon by scores of angry greenies zooming on from reserve, disembarking from their open-topped transports, and piling into combat. In this way Alex rides out the firestorm in the safety of his bastions, waits out the first turn of attack until the invaders have shown their hand, and then counter-attacks with crippling force. So far it's worked every time.

Interception!

Interceptor guns certainly look fantastic, but a lot of people use them poorly. You should always man your interceptor guns with the highest BS models you have available. That close-combat Wolf Lord with his Ballistic Skill going to waste? Why not have him man a quad-gun for the first couple of turns until it's time to get stuck in? After all, a BS of 5 will ensure your interceptor gun has a 5 in 6 chance of hitting instead of the 1 in 3 chance offered by an unmanned gun. Even without use of the Interceptor rule it's a free lascannon, so use it well and bust open those tanks.

Choice of targets is also very important. If you want to take advantage of the Interceptor special rule, you can only shoot at deep striking units, so make sure your lascannons target nice expensive troops – Terminators, Obliterators and the like. Quad guns should be aimed at troops they can reliably kill (anything with a 4+ armour save or worse) because the weight of fire can potentially force a Morale check before the enemy squad has even twitched their trigger fingers. Lastly, try to concentrate your interceptor fire and pick on the same target if you can – a few speculative shots at BS2 won't scare anyone, but a coordinated barrage of BS5 shots can really ruin an invader's day.

Indomitability 1-0-1

The pride and joy of many a defender here in the Studio is an indomitable fortress, most often represented by the Fortress of Redemption kit. These things positively bristle with guns and can hold up to a hundred and fifty troops! Due to their extreme size and strategic importance each

of the three fortress sections counts as a separate objective, so if you keep control of the fortress, you've pretty much won the game. Here are a few tips to help you make the most of these towering bulwarks.

They're All Around Us: There is only one entrance to the indomitable fortress, and a canny enemy will avoid the side with the door, safe in the knowledge that he'll be doing all the assaulting. Spoil his day by upgrading the fortress with the Escape Hatch stratagem – this way your unit of Tactical Marines can pop out of one of the bunker annexes, deploying in just the right place to turn the tide with a volley of bolt shells and burning promethium.

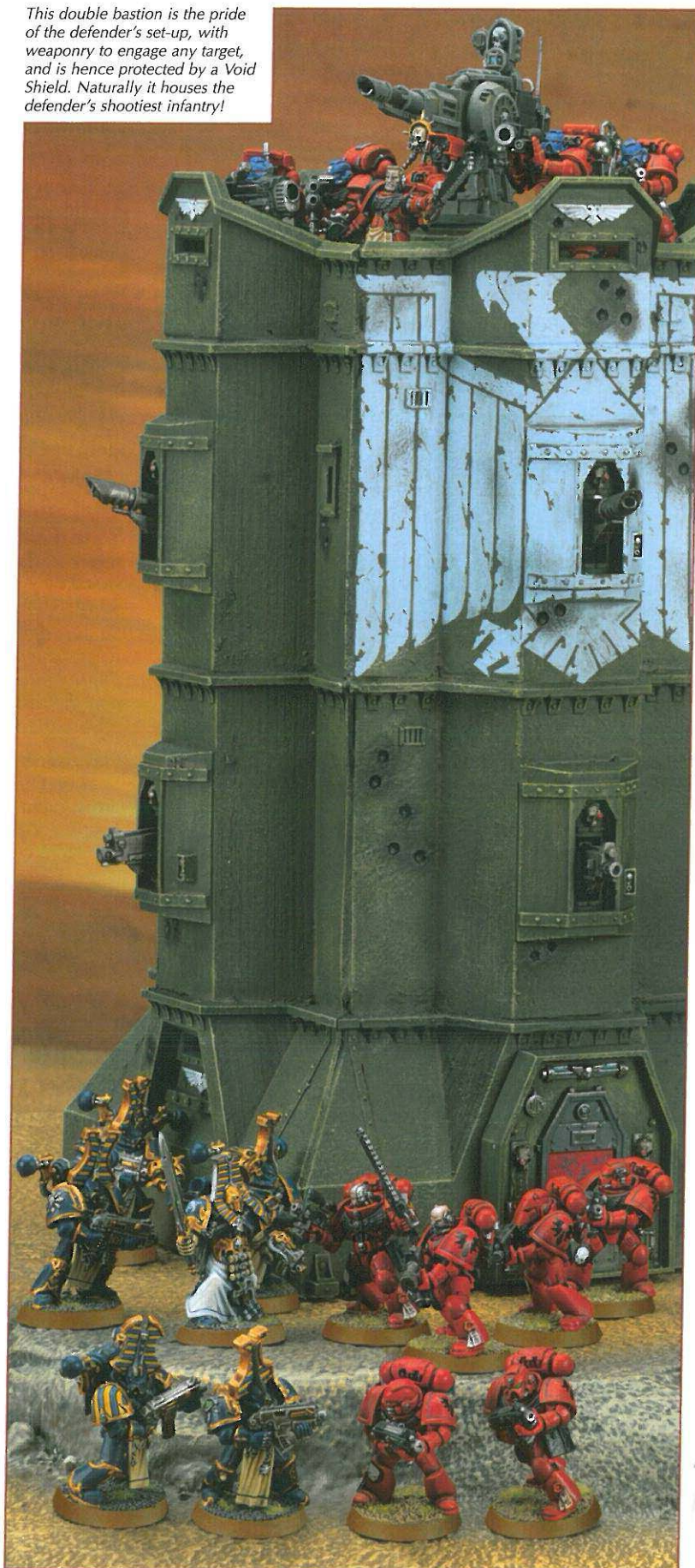
The Missile Silo: Use the missile silo wisely and it can win you the game. The main downside to the silo is its minimum range (18"), meaning that the bunker annex with the silo cannot defend itself very well, but the fortress is so big that you can happily fire at the invading troops advancing upon the end with the twin-linked lascannon instead. The missile silo has S8 and AP3 – enough to obliterate a squad of invading Necrons or Chaos Space Marines whilst posing next to no real danger to the fortress itself should you have an unlucky scatter roll. Remember to man this unusual interceptor weapon with a high BS model and you can unleash the mother of all pre-emptive strikes.

The Twin-linked Lascannon: Even though this weapon has the Interceptor rule, I would consider firing it normally during the Shooting phase. This is because a twin-linked lascannon is about as good a tankbusting weapon as it is possible to get, and if you wait till your Shooting phase some of the attacker's tanks may have already trundled onto the board. Much better to destroy or cripple a Predator than kill off a Terminator in my book.

The Main Tower: The main tower is so tall that it's only really viable to deploy the troops with the longest-range weapons up there. Ensure your heavy weapons occupy the highest point for an unparalleled field of fire, and best of all, they can't be shot back. Of course this tactic makes the main tower section a little more vulnerable – consider the aforementioned Void Shield/Turreted Stronghold combo for an insanely shooty building that can chuck out two battle cannon-equivalent shots a turn.

Well, that's all the space we have for the tactics, but rest assured – we've only covered the basics here. I'm already working my charm on the Editor to let me write an attacker's Tactica soon. In the meantime, turn the page for some lovely race-specific stratagems...

This double bastion is the pride of the defender's set-up, with weaponry to engage any target, and is hence protected by a Void Shield. Naturally it houses the defender's shootiest infantry!



NEW PLANETSTRIKE STRATAGEMS

In addition to his Planetstrike tactica, Phil Kelly has also written some new Planetstrike stratagems for you to use in your games. This new set of rules focuses on race-specific stratagems, allowing you to add even more cunning strategies and tricks to your games of planetary invasion.

SPACE MARINES

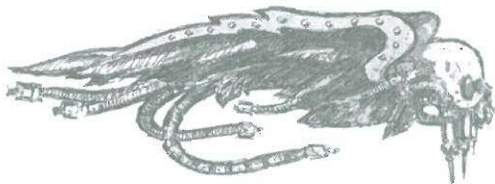
Defence Stratagem: Counter-attack

Stratagem Points: 3

When declared: Pre-game

The writings of Roboute Guilliman teach that the best form of defence is attack! Space Marines are adept at counter-attacking invaders before they can even gain a foothold on the planet.

Defending Space Marine reserves do not enter play from a random table edge – the Space Marine player chooses which table edge the unit arrives from.



IMPERIAL GUARD

Defence Stratagem: Promised Land

Stratagem Points: 2

When declared: Pre-game

Though most Imperial Guardsmen will die in the service of the God-Emperor, a lucky few will end their days defending a world they have captured and been promised for their own. These veterans are tasked with the defence of the world and may in time be the progenitors of a new ruling elite. When called to defend their world from invasion, these veterans fight with the zeal of one defending his promised land.

All defending units are Stubborn. In addition, before the game you may declare any number of your units to be subject to Furious Charge, but these units will also be subject to Rage. Mark these units with a counter or some other sign of their frenzied demeanour and send 'em in!

CHAOS SPACE MARINES

Defence Stratagem: Tainted Ground

Stratagem Points: 1

When declared: Pre-game

To tread upon ground formally occupied by the servants of the Ruinous Powers is to risk damnation, for the Chaos Space Marines adorn their fortifications with all manner of heretical devices, and their lairs still echo with the screams of the damned.

Any attacking unit within any captured stronghold must pass a Morale check at the beginning of its own Movement phase or exit that stronghold and get out of base contact as quickly as possible. They must pass a Morale check whenever they wish to move a model into contact with the stronghold from that point on or else stay in place.

CHAOS DAEMONS

Defence Stratagem: House of the Daemon

Stratagem Points: 1

When declared: Pre-game

The stronghold of the Daemon is anathema to the mortal, and none save the denizens of the Warp and the strongest of wills can set foot within. Through the dread portal lies not the interior of a simple bunker, but impossible realms and the lairs of Daemons.

Only models with the Fearless special rule may enter the defender's strongholds, though they may move into base contact with them as usual.

TAU EMPIRE

Attack Stratagem: For the Greater Good

Stratagem Points: 1

When declared: Defender's Shooting phase

Such is their devotion and sense of unity that true Tau warriors will gladly sacrifice themselves for the good of their comrades. This noble conduct does not go unnoticed, and the rest of the Tau cadre will redouble their efforts to ensure the sacrifice was not in vain.

Play this stratagem only after a Shas'ui, Shas'vre, Shas'o, Shas'el, Ethereal or Kroot Shaper dies (from your own army, naturally!). Roll a D3. All units in the Tau army are Fearless for that many game turns as they resolve to honour the sacrifice of the fallen hero.



ELDAR

Attack Stratagem: The Storm Breaks

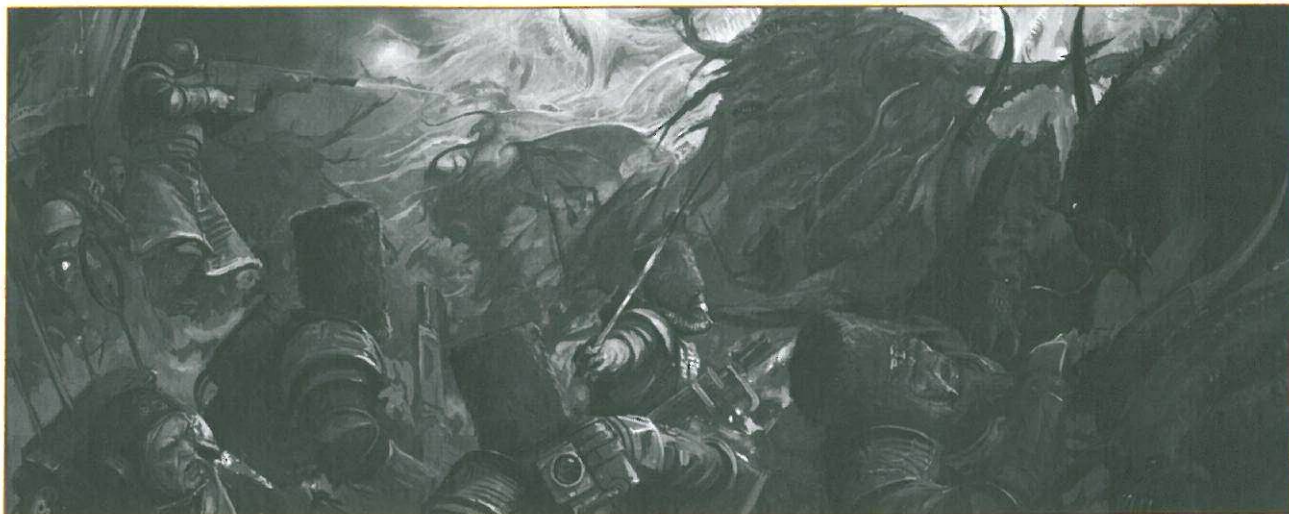
Stratagem Points: 3

When declared: After the defender has deployed

Gazing down upon the world from orbit, the Farseers enact a mighty ritual, calling down the wrath of their kind upon their foe.

Before the game begins but after all defenders are deployed, the attacker may unleash D6+1 *Eldritch Storms*, as per the psychic power. Make a psychic test (at Ld10) as usual for each instance of the power. For every Perils of the Warp result rolled, the Eldar player suffers a -1 to his Reserve rolls to represent the psychic backlash interfering with the Eldar chain of command.





NECRONS

Attack Stratagem: The Harvest Begins

Stratagem Points: 2

When declared: At any point in the game

To the Necrons, other life forms are not independent beings, but cattle to be slaughtered, wheat to be reaped in the great harvest. The realisation of this truth is enough to snap the mind of even the stoutest warrior.

Once per game, in whatever phase he chooses, the Necron player may force every defending unit on the table to take a Morale check.

DARK ELДАР

Attack Stratagem: Night Without End

Stratagem Points: 2

When declared: Pre-game

The Dark Eldar are enamoured of darkness and shadow, and where possible will strike when and where the defenders least expect it. When the Dark Eldar attack at dawn, the sun never rises – some whisper they can call forth shadow, or even summon an eclipse.

At the beginning of every game turn, the attacker may declare whether he wishes the Night Fighting mission special rule to be in effect for that turn. After declaring, roll a D6. On a 1, the opposite occurs – for example, if the Dark Eldar player declared the Night Fighting rule would be in effect, and then rolls a '1', the rule does not come into play that turn. On the roll of a 2-6 the Dark Eldar player gets his evil way...

TYRANIDS

Defence Stratagem: The Ariadne Effect

Stratagem Points: 3

When declared: Pre-game

First reported following the deployment of an Annihilation-pattern, mass-yield cyclonic saturation system at Ariadne V, the so-called Ariadne Effect is a tactic by which Tyranid organisms can survive Exterminatus. It is suspected that the Tyranids burrow deep into the ground and enter a dormant state in which life signs are all but extinguished. In such a state, tissue becomes inert and thus undetectable to Life-Eater, Revelation, Gaiaphagus-66, Omega-Epiphanius and many other viral strains.

All defending units receive a 2+ cover save against the firestorm bombardment.

ORKS

Attack Stratagem: It's Raining Orks

Stratagem Points: 1

When declared: Attacker's Movement phase

Frustrated by the high walls of the enemy defences, some Orks resort to merely throwing themselves out of the hold of a Fighta-Bomma and hoping to fall into the thick of enemy forces atop the battlements.

Place D6+2 Ork Boyz (equipped with slugga and choppa) anywhere on the board and Deep Strike them into play – they now act as separate units. Any of these deep striking maniacs that contact enemy models are not destroyed, but instead placed in base contact with those models. They are treated as having charged into combat that turn, and have an Initiative of 10 for that turn only.

WITCH HUNTERS

Attack Stratagem: Seraphic Choir

Stratagem Points: 2

When declared: When a unit of Sisters of Battle enters play

The Adeptus Sororitas descend from the skies, voices raised in angelic song. Their heartfelt psalms bolster the resolve of all who hear them and strike doubt into the souls of evildoers.

For the rest of the game turn, all friendly units have +1 Leadership, to a maximum of 10, and also the Furious Charge special rule. All enemy units have -1 Leadership and also the Slow and Purposeful special rule. If the unit that enters play is a Seraphim unit, the modifiers are increased to +2 and -2 Leadership respectively.

DAEMONHUNTERS

Defence Stratagem: Octagrammatic Wards

Stratagem Points: 2

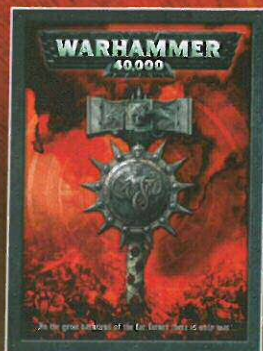
When declared: Pre-Game

The Ordo Malleus have long been experts at warding off the attacks of the Daemons of Chaos, and those forewarned of invasion can ensure their strongholds are surrounded by ritual circles that bolster the faithful and rob the Daemon of his power.

Any Daemonhunters unit that is within 8" of a stronghold has a 6+ invulnerable save to represent the protection of the Octagrammatic Wards. Furthermore, Daemon units that arrive within 8" of a stronghold may not assault on the turn they enter play.

WARHAMMER[®]

40,000



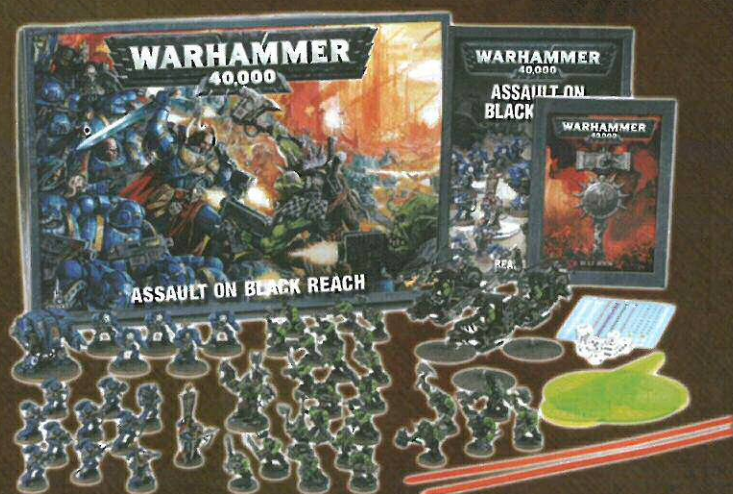
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Warhammer 40,000 is a tabletop game for two or more players. Use your army of Citadel miniatures to fight across ravaged alien landscapes. Choose to bring order to the galaxy using the armed forces of the Imperium, side with the Gods of Chaos or align yourself with one of the many xenos races. The codexes allow you to fight with your chosen army, while the Expansions add extra dimensions to your games.

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Assault on Black Reach



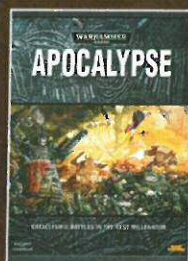
In Warhammer 40,000, you and an opponent take control of opposing armies of miniatures and battle it out across the tabletop in a variety of thrilling and deadly missions.

The Assault on Black Reach boxed game has everything you need to start playing Warhammer 40,000 including two complete forces – the heroic Space Marines and the barbaric Orks. Can the valiant Space Marines halt the green tide or will the world of Black Reach fall into the hands of a despotic Ork Warlord?

BOX CONTENTS:

- 1 Space Marine Captain
- 10 Tactical Space Marines
- 5 Space Marine Terminators
- 1 Space Marine Dreadnought
- 1 Ork Warboss
- 20 Ork Boyz
- 5 Ork Nobz
- 3 Ork Deffkoptas
- Pocket-sized rulebook
- Starter booklet
- 2 range rulers
- Dice
- Transfer sheet
- Templates

ASSAULT ON BLACK REACH
product code: 60010199005



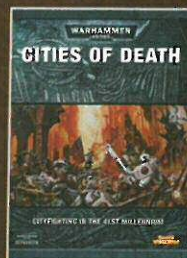
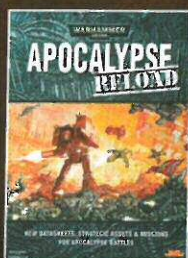
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APOCALYPSE
product code: 60040199018

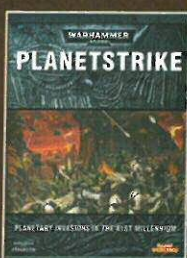
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Cities of Death

Take the war to the cities of the future with comprehensive rules for urban combat. Armies battle one another amid the shattered ruins of vast cities. While tanks smash through ruined buildings, warriors engage in vicious close-quarter fighting.

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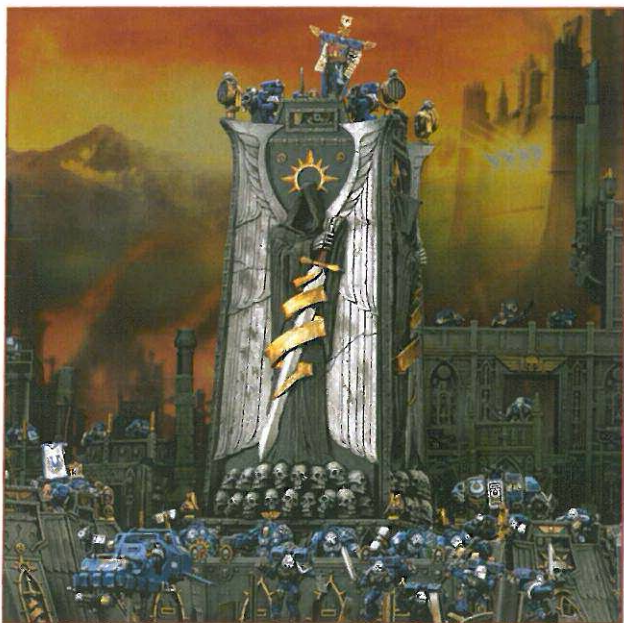
Planetstrike

Planetstrike is a game of glorious invasions and desperate last stands set in the battle-ravaged universe of the 41st Millennium. This is a war on all fronts, in which the enemy can appear at anytime, from anywhere!

PLANETSTRIKE
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FORTRESS OF REDEMPTION

Rules for the Fortress of Redemption can be found in Planetstrike, but that doesn't mean that you can't use it in normal games of 40K. Here we present the rules for using this towering terrain piece in your regular Warhammer 40,000 missions.



Fortress of Redemption

A Fortress of Redemption is a building, albeit a far bigger and more powerful variety. It follows the same rules as a building (see the Warhammer 40,000 rulebook), as follows:

- The fortress has an armour value of 14.
- The fortress is divided into three separate sections – the two bunker annexes and the main tower. The sections are treated as separate buildings when rolling on the Vehicle Damage chart.
- Any part of the fortress can be entered by the single access point at the base of the tower.
- Each section of the fortress can hold an infantry unit of any size, plus any independent characters that accompany it. If the fortress is damaged, all models inside will suffer the resultant effects (if there are any). Models can move from any section to another as one turn's movement.
- Each bunker annex has six fire points, for twelve in total.

'But what about the guns?' we hear you cry. Well, Phil Kelly has a few house rules for the Fortress of Redemption's impressive arsenal, so it's not just Planetstrike players who get to have all the fun!

Phil: The Fortress of Redemption is the undisputed centrepiece of many a gaming table, so it seems a shame to limit its use to games of Planetstrike. The simplest way to include it in your games is just as a building as described in the main Warhammer 40,000 rulebook, using the suggestions shown above. I've done this on more than one occasion, using it as a great objective in the centre of the board for a Seize Ground mission or as the focus for a bespoke scenario (see page 92 to get you started). However, I think it's a crying shame to let those big guns go to waste, so I've been using some simple house rules. *NB.* It's probably best not to place the fortress in someone's deployment zone if you're following these suggestions, unless you're deliberately aiming for a lop-sided battle!

Firing the Fortress' Guns

A Fortress of Redemption has guns built into its bunker annexes: heavy-duty silos and lascannon turrets that can

cripple an enemy attack. In my recent games I've simply stated that a unit in one of the annexes can fire the attached weapons – the heavy bolters and either the missile silo or lascannon (rules below) – instead of firing any of their own weapons. This makes the Fortress of Redemption a particularly desirable objective to control!

	Range	Str	AP	Type
Heavy Bolter (x4)	36"	5	4	Heavy 3
Missile Silo	18-96"	8	3	Heavy 1, Ordnance Barrage
Lascannon	48"	9	2	Heavy 1, Twin-linked

Andy Hall's

GAME-A-WEEK

Throughout 2009 Andy has been on a quest to play at least one game every week, with the aim of becoming a better player among his hobby peers. Here he recounts a journey of highs, lows and bad dice.



This grinning loon is Andy. When he's not bashing away at his keyboard he's busy playing lots of games.

A familiar sight at the 40K Doubles Tournament was Andy and his teammate, Glenn, shaking hands with the victors.



Back at the beginning of the year, as the White Dwarf crew – still fuzzy-headed from the New Year's celebrations – assembled in the Studio for the first time in 2009, the inevitable conversation of New Year's resolutions cropped up. As is the habit with these topics everyone makes grand gestures and solemn pledges that are generally forgotten by February. However, 2009 was going to be different for me; you see, I had 'an agenda'.

Over the course of the previous year I had come to the slightly depressing conclusion that whenever I went to battle with my miniature armies I was losing more often than winning. This wasn't always the case – I used to be the bane of my gaming circle in times past – but that horrible concept we call 'real life' had insidiously slipped in between myself and the hobby I held dear. I was still collecting and painting, but the gaming side of things had dramatically slowed from the heady days of marathon Warhammer weekends, reigning at the top of the table in Blood Bowl leagues and running riot around Middle-earth. With the decline in gaming, had come a similar decline in my skill. There were glimmers

of my former self, such as a successful showing at the 2008 Warhammer Doubles (well, finishing in the top half!) but on the whole I'd gotten quite used to losing. It doesn't help being notoriously unlucky, and as a Skaven and Empire player it's annoying to say the least when the misfire result on the artillery dice appears with supernatural regularity!

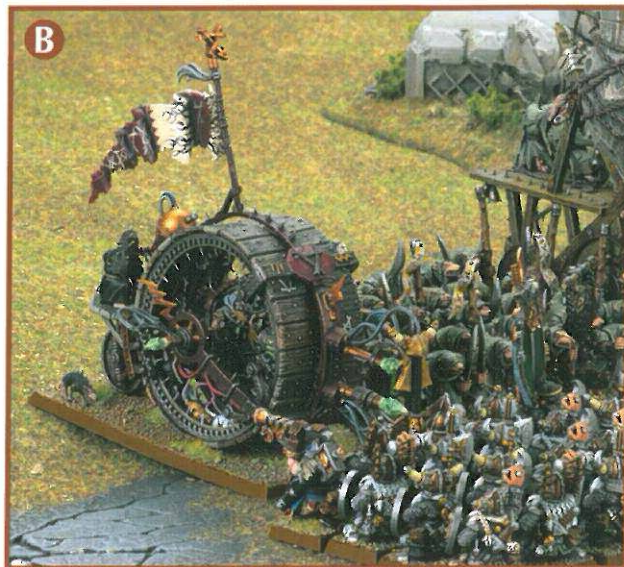
Still, as much as I wanted to, I couldn't blame luck for my recent form. As with anything requiring a modicum of skill, the less you perform said task, the worse you're going to get at it. The answer, then, was simple – to get better I had to practise. In other words I would have to drastically increase the amount of games I played.

And so I bravely declared to my fellow Dwarfers that I would play at least one game every week for the rest of 2009 and keep a record to track my progress from journeyman gamer to master strategist, the tactical acumen of whom even Marneus Calgar would be envious!

A Bad Start

My gaming odyssey began by flinging myself well and truly into the deep end. The Warhammer 40,000 Doubles Tournament was taking place on the very first weekend after returning to work. White Dwarf designer Glenn More had bravely agreed to partner with me to create an all-alien Tau and Eldar alliance. A couple of practice games were hastily arranged in the five days leading up to the tournament. First we faced off against Jim Sowter and Phil Kelly's Orks. This was Game 1 in my year-long gaming marathon and it was not a good start as we lost (*Erroneously reported as a draw in WD353 – by Andy, I might add – Ed*); this was followed by another defeat at the hands of Matt Hutson and Christian Byrne's Doubles Space Marine army, although we did manage to sneak in a victory against WD sub-editor, Andrew Kenrick, and his brother's Chaos Space Marines.

You can read about our experiences of the 40K Doubles Tournament in WD353,



but needless to say we came away with a less than outstanding two wins, four losses and a draw. After the first week of 40K-heavy gaming I'd played ten games, which smashed my target of playing at least once a week; the downside was that I'd lost six of those games, giving me less than a 40% win ratio, when you take the single draw into account.

Undaunted and determined to increase my win ratio, I continued to battle on in the following weeks, becoming a common sight around the Studio's busy gaming tables. Without the threat of an imminent tournament I quickly fell into a pattern of playing games at a more leisurely place, participating in at least one but usually playing two games per week. As February came around and soon merged into March, I remained steadfast at the gaming tables, one week bringing my Middenland Empire army to bear, the next trying out some of the missions for Space Hulk and even playtesting the new Skaven army list.

I have to make a confession to my fellow Skaven players now; it's my fault that the Vermin Lord cannot *Skitterleap*. In Game 12 against Mark Latham, I transported the Skaven Daemon across the table early on and then attacked our esteemed editor's Vampire Counts in the rear while the rest of the Skaven horde rapidly advanced to the fore. It was an enjoyable and bloody affair but one that Skaven author, Jeremy Vetock, could envision happening with alarming regularity, and so he tweaked the

Skitterleap rules to prevent the transporting of Vermin Lords around the battlefield. Unfortunate for us Skaven players, but the Empire general in me is quite relieved that one of the most hideous monsters in Warhammer cannot suddenly appear behind my artillery battery! As well as helping iron out the wrinkles in the Skaven army list, this battle was a bit of a watershed game; up until then I'd been losing more than winning but over the next few weeks my results were evening out and my win ratio was starting to improve.

The reason for this was that the more I played the more I became familiar with not only the game system but the specific rules and profiles for the armies I was fielding. I've always had a memory like a sieve when it comes to statistics (*That comes from being very old!* – Ed) so I was constantly looking up profiles, but as soon as I began playing regularly I found I had no need to break from the game to look up a characteristic, this in turn kept me focused on the battle. In effect my 'game reactions' were becoming faster, the profiles were firmly locked in my head and all those smaller special rules you can easily forget in the heat of battle were being remembered. My Tau force is a great example; it is an army crammed with specialist wargear to optimise their effectiveness on the battlefield. Pre-'game-a-week' there had been numerous times when I'd forgotten that my Hammerhead had flechette dischargers or my Shas'O had a stimulant injector – and that's not an easy

A In the Space Hulk mission report Andy's Blood Angels were victorious.

B Andy's Skaven force crippled the Dwarf lines in the WD359 Battle Report, but couldn't manage a win.

REGULAR GAMING

Even if you don't happen to share your work space with dozens of dedicated hobbyists like I'm fortunate enough to, getting a regular fix of gaming is easy. Your local Games Workshop Hobby Centre should be the first port of call; not only do they hold weekly gaming sessions, such as Veterans Night, but the staff will have a good idea of any club activity in your area. Gaming clubs can be brilliant places to meet new hobbyists and find a cadre of regular and varied opponents. It also allows you to pool resources such as scenery and gaming tables, and acts as a hive of hobby activity, great for campaigns or even mass painting sessions. If there isn't a club close by to where you live have a think about setting one up because you're never far away from another hobbyist. The Games Workshop website has advice on how to locate gaming clubs near you, so make sure you go online for more information.

“I remained steadfast at the gaming tables, one week bringing my Middenland Empire army to bear and even playtesting the new Skaven army list.”



Space Hulk was a staple of Andy's gaming, especially against his nemesis, Tom Merrigan.

confession to make to the entire global White Dwarf readership!

However, playing regularly and weekly without fail had made me 'army sharp'. Not only was I remembering every special rule but I had picked up a clutch of small tactics – not game winning strategies in and of themselves – but those useful little tips you discover when you get to know your army inside out from regular play. With the Tau, for instance, I had a tendency to face my Hammerhead in the direction I wanted it to fire, thus exposing the weaker side or rear armour to the

enemy. I quickly learnt to present the Hammerhead's front armour to the enemy whenever possible and let the railgun's 360 degree fire arc do the rest. Sounds very obvious in this context, but during the game it's silly mistakes like this that have lost me a vital tank in the past.

Out on Campaign

Working in the Studio means that I'm never short of an opponent – especially when embroiled in one of the Studio's near-perpetual cycle of campaigns. My game-a-week commitment meant I was an eager participant in all of them! Phil Kelly's Rok of Ages campaign was particularly memorable, as by now my reputation was growing, people had noticed me playing and winning! This had a mixed reaction on potential opponents in the campaign, those who were shying away from a fight and eager enemies all too willing to try and 'knock me down a peg or two'.

I particularly enjoyed playing in the campaigns because it not only added structure to all my gaming but placed it in a narrative context, gaining alliances and building rivalries that I would not only revisit towards the climactic end of the Rok of Ages but in the next few campaigns too.

In between my campaigning I participated in another Doubles Tournament, allowing me to refine my Empire army yet further and, like last time, rapidly expand an already busy gaming schedule with extra practice games the week before. You can read how the White Dwarf teams did in WD357.

However, it's in the campaign that's currently taking place (Games 47-53) where all the practice has really been paying dividends. My Empire army, led by Kurt Helborg, has cut a swathe across the

“I had picked up a clutch of small tactics – not game winning strategies in and of themselves – but those useful little tips you discover from regular play.”



The Hammerhead survives more games but Andy has yet to beat Matt at 40K – the veteran Space Marine player is just too good!



This is the army Andy used in the recent Skaven Battle Report. For Andy a veteran Skaven player, using the studio army in a game was one of the highlights of the year.



As the latest Warhammer campaign continues apace, Andy's empire expands with every battle being fought.

Mighty Empires map. We're six games in and I've yet to lose a battle. My 2000-point Empire list is a tightly honed instrument sending all fleeing before it, and only Alessio Cavatore stands firm as the closest contender to win the campaign. Things can still go wrong – that artillery dice still misbehaves – but the experience that has come from a year of constant gaming and 53 battles under my belt allows me to compensate for the bad luck and maximise the good when it appears.

So, on reflection, how did I do? Well – going back to the start of the year – up to Game 20 I had won nine, drawn one and lost 10, which meant I had lost 50% of the games played. This gave me a 45% win ratio. I still had more of a chance of losing than winning, but my win ratio was starting to climb. A strong showing in Warhammer and Space Hulk between Games 21-40 allowed my win ratio to increase further, up to a healthy 47.5% although I was still aiming to break that key 50% barrier.

The score, as it currently stands, has me winning 27 of the 53 games played so far, 21 losses and five draws, giving me a 51% win ratio. I now have more chance of winning a game than losing! A really strong performance from Game 46 onwards tipped the ratio beyond 50% – hopefully this trend will continue as I play out the rest of the year.

However, it hasn't just been about getting better at winning games. Over the course of this hobby odyssey I've challenged 42 separate opponents over six game systems. Each battle has been a unique and enjoyable experience – from exciting narratives to closely fought competition – participating in the social side of the hobby has, in my mind, proved more fruitful and satisfying than simply the dry exercise of improving my technique.

As I'm writing this article there's still a fair bit of the year left, giving me time to increase my win ratio further (*Or muck it up entirely* – Ed). The Warhammer campaign is far from over and there's even talk of a War of The Ring league just around the corner, so I need to prepare an army ready for that (Gondor, with lots of Warriors of the Dead, I'm thinking). Of course, my Tau, Skaven and Empire armies could all do with extra units too, especially with all those new Skaven plastic kits now released. This has led me to think about how I paint my models. Like my gaming last year, I want to improve my painting, and setting myself a weekly target seems to really work for me. So in 2010 I'm going to commit to painting five models a week; an achievable goal, I think. I may come unstuck but, as I've proved with my game-a-week, practise may not make perfect but it definitely makes you better!

A TALE OF FOUR GAMERS

REVISITED

A whole year has passed since the Tale of Four Gamers, when we pitted our players in a massive Apocalypse game that saw Pete Foley emerge as our champion. A year on, we decided to catch up with the participants, and see what they've wrought over the past 12 months...

DROP POD ASSAULT



Neil is the Studio's resident graphic designer and spends his days slaving away producing stunning illustrations of banners, shields and heraldry for both Warhammer and Warhammer 40,000.

Last time we caught up with Neil Hodgson he'd added a Linebreaker formation, a Predator, an Assault Squad and an allied Baneblade to his Crimson Fists army. We asked him what he's been up to since then.

Neil: This month is a great time to be a Crimson Fists player, what with the new Bitz Packs available. That suits me fine because I'm about ready to add some more to my force. Over the past few months my Iron Knights (*Neil's other Space Marine collection – Ed*) have received a lot of love, and I've been dabbling with a few other hobby projects too, so the Crimson Fists have been left on the sidelines, but Planetstrike has brought me back to the Sons of Dorn. As I said a year ago, my next addition was to be a Drop Pod or two, and I got around to completing that goal quite recently. Two shiny new Crimson Fists Drop Pods now sit on the shelf along with

the rest of my army. I've always been plagued by disastrous Deep Strike incidents so that's the big appeal of Drop Pods to me – squads in Drop Pods don't suffer from mishaps caused by scattering off the board, dangerous terrain or enemy units in the same way as units that enter play by themselves. Drop Pods let me get my warriors into battle safely and ready to fight. In Planetstrike this can make a real difference, since landing safely inside a defensive compound can be tricky. In regular games of Warhammer 40,000 they've proven their worth more than once too, as they enable me to get into the action without being shot up!



BIG GUNS NEVER TIRE

It's not just Chaos Space Marines that have been drawn into the service of Huron Blackheart – as Matt Hutson has expanded his collection he's also turned his hand to converting (and corrupting) a fantastic trio of bastions.

Matt: I've been playing a lot of Planetstrike games recently, not just with my Red Corsairs, but also with my other Space Marine armies (it never hurts to have four fully painted forces to choose from on games night). Something I quickly realised when I was busy invading planets was that the battlefield looks even better when the scenery you're using is specific to your force. This is something one of my regular opponents, Alex Boyd, proved with his great-looking Orky Bastions a few months ago. Well, anything Orks can do (and Imperial players for that matter) I can do too, and it's actually proved pretty simple since you can buy a Chaos Bastion from the Games Workshop online store. This kit comes with a handy frame packed with Chaos icons, racks of spikes (complete with impaled skulls) and all manner of other handy bits and pieces. I eagerly picked up three of these Chaos Bastion kits, and have really enjoyed putting them together and converting them, especially taking the time to defile the Imperial iconography that appears on the buildings. You can see one of the finished models on the right – I'm taking advantage of the modular nature of the kit for the other two by building a tall bastion and a shorter bastion. I'm sure you'll agree that they look just right for the Red Corsairs.

And that really is the thing that I most enjoyed about the whole Tale of Four Gamers saga – it gave me the chance to delve into the background and history of one of Warhammer 40,000's most characterful protagonists: Huron Blackheart. As the Tyrant of Badab, Huron

Matt's Chaos Terminators are good at both attacking and defending in games of Planetstrike.



was one of the masters of defensive warfare, and the guns of Badab were infamous. I've scavenged a Leman Russ battle cannon turret from my bitz box and pressed it into service as a Turreted Stronghold stratagem. As Huron himself once said: 'big guns never tire'.

I've got to mention the reinforcements for my Red Corsairs army, too. Because Planetstrike lets attackers field up to six Elite units I've been painting up some more Red Corsairs Terminators. In Planetstrike they're great in attack, and they're pretty good in defence too, since they can deep strike onto the battlefield and act as a mobile reserve.



Matt Hutson has continued his fine tradition of painting Space Marines this year, as he has added yet more Imperial Fists, Black Templars and Blood Angels to his armies.

CHAOS BASTION

Matt's Red Corsairs bastions have been decorated with Chaos iconography, and had any Imperial symbols thoroughly defaced.



One bastion houses a battle cannon with the slogan 'Big guns never tire'.



The Red Corsairs have added slogans and insults to the side of the bastions.



Although the Imperium symbols remain, they have been scarred and defiled.

WOT, NO ELDAR?



A great painter, and the Studio's resident competitive gamer, Pete Foley has perfected the art of producing gorgeous armies at incredibly high speeds. He's also no slouch on the battlefield.

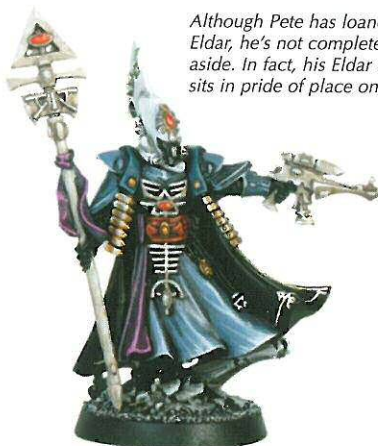
Pete's great-looking Warriors of Chaos army was painted in only a few short weeks – just goes to show what can be done when you have a tight deadline.

Avid tournament gamer Pete Foley hasn't added anything to his Eldar army since we spoke to him. In fact, he's loaned his Eldar to the games developers for playtesting, and is currently working on a very different project...

Pete: Well, it's no secret that I like painting armies for specific gaming events, usually tournaments. Under normal circumstances, no sooner is the tournament over, than I start thinking up my next exciting army combination. So, having won the battle report finale for the Tale of Four Gamers series (alongside Neil), I immediately started looking for my next gaming challenge. I spent a while dreaming up new armies for some upcoming gaming events and decided that I wanted armies for two Warhammer tournaments.

So, over the last year I've painted up an Empire army and a Vampire Counts force for the Warhammer Doubles (which made for a despicably effective army, alongside my long-term ally Andy Smillie), and an entire 2000-point Warriors of Chaos force for the Warhammer GT. Since I built the Warriors of Chaos army with the intention of playing in, and winning, a Warhammer tournament, I looked for ways to make it more effective in the scenarios that it would be playing in. To that end, I opted for small, cheap units that could hold objectives and contend board quarters and

some seriously tough regiments of Chaos Knights to clobber the enemy in close combat! Now, I didn't exactly win, in fact I came an 'average' 56th out of 125, but I'm reasonably satisfied with that. Next on my workbench is a Tomb Kings army, as well as some Rohirrim for War of The Ring. All I need is the pressure of an upcoming tournament to spur me into action.



Although Pete has loaned out his Eldar, he's not completely cast them aside. In fact, his Eldar Farseer still sits in pride of place on his desk.



AIRBORNE ASSAULT

When last we saw Fil Dunn's Orks he had just added a colossal Forge World Squiggoth to his burgeoning Ork army. Surely there was nothing else that he could add to his colossal Ork Waaagh!

Fil: I've definitely been a busy boy over the past year, splitting my time fairly evenly between my Orks and my Chaos Daemons army. Probably the biggest of the new additions to my Orky force was the Stompa I painted a few months back. Heavily converted with a massive, spiked roller on the front it really is the last word in squishing the enemy.

That's definitely the biggest addition, but it's not the most recent. In the last few weeks I've added a fantastic Ork Fighta Bomma, along with Boss Zagstruk and a squad of Ork Stormboyz. My plan with these is to use the Vulcha Boyz in my regular games of Warhammer 40,000 and Planetstrike, and when I get to play Apocalypse I'll field their kustomised Orky transport, *da Vulcha*, too. Only problem I've had with them so far is that Zagstruk and his lads often get quite badly splattered on impact, so I think I might need to increase the size of the mob a bit.

I've also been painting Ork Nobz. I wanted to increase the size of the Nobz Mob that comes in the Assault on Black Reach boxed game to at least ten models, so I recently picked up an Ork Nobz box set. The box is full to bursting with weapons,

spare heads and other assorted gubbins. Naturally I've got the spare parts clipped-off and on standby for a conversion or two in the near future.

What's next for my Orks? Well, I've got my eye on the new Ork Battlewagon Upgrade frame – it's packed with useful stuff, and what Nobz Mob wouldn't like a fully kustomised Battlewagon to ride in? Then there are my new airborne elements – they're proving to be a lot of fun to play with, so perhaps I need more Deffkoptas, or even a second mob of Stormboyz? I'm not sure quite where to go next, but it's going to be a lot of fun getting there.



During the recent Studio Planetstrike campaign, Fil adopted the alter-ego of the 'Angel of Filth' a gigantic, corpulent Daemon of Nurgle. A far cry from the sylph-like, 'aerodynamic' reality.



Fil's Zagstrukk (right) and the Vulcha Boyz (far right). He's even scrawled the name da Vulcha on top of their ride!

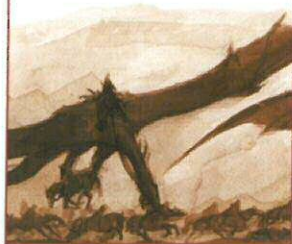


BLOOD and SAND

BATTLE REPORT



Blood and Sand is a campaign for The Lord of The Rings Strategy Battle Game that has been fought over the past three months. To see how the campaign got to this stage, and for more scenarios and ideas, make sure to check out the articles in the last two issues of White Dwarf.



This month, Adam Troke presents the thrilling conclusion of the Blood and Sand campaign, including the brutal finale – the Siege of Umbar.

So, this is it! For the past two months the Blood and Sand campaign has raged across the Studio gaming area and a dozen games have been fought for dominance of the Southlands. And now it all comes down to two final battles as the forces of Gondor and their allies lay siege to the coastal port of Umbar, notorious refuge of the evil Corsairs.

This game promises to be a real battle royale as the players duke it out for overall victory. For the final battle, we'll be using Chad Mierzwa's spectacular Haradrim walls (which perfectly fill the role of some impressive Haradrim defences) as a

backdrop for the culmination of the campaign. Just as in each of the previous rounds of the campaign, this battle will feature both a skirmish game using The Lord of The Rings Strategy Battle Game, and then a full-scale pitched battle with roughly 4000 points of War of The Ring armies per side!

Our skirmish battle will see Dom Murray and Tom Webster-Deakin embarking on a grudge match, as the forces of Gondor attempt to cut off the Evil Men from reinforcing their allies. In the grand battle, Duncan Rhodes and Chris Peach will face the wrath of Mat Ward and



Nick Bayton in a pitched battle beneath the walls of Harad's mightiest coastal port.

For both of these battles there will be reinforcements aplenty on hand, as players will be able to spend their campaign points gathered up to this point on additional Fortunes, Fates and entire formations – in fact, if players have enough campaign points, they'll be able to acquire enough additional warriors to change the shape of the battle completely!

So, join us for the conclusion of the Blood and Sand campaign, and see who will gain mastery of the sunbaked South!

Adam, mastermind of the Blood and Sand campaign, joins the players as they fight for dominance of the south – can the forces of Gondor and their allies defeat the Haradrim and the armies of Sauron?



The Story so Far...

Last month we presented the results from all of the first round battles. Here we see whether our gamers fared better or worse in the second round, and tally up the total campaign points earned by each side so far.



SCENARIO:

The Crossroads of Abrakhân Mat versus Dom

Mat Ward showed his quality as an Evil general as his army (which, he happily points out, is painted blue just like warriors from Abrakhân) rallied to the defence of the Southland's wealthiest city. Although Dom severely outnumbered Mat's army in the skirmish encounter, Mat was able to use his Mûmak to deal with Gondor's favoured son, crushing Boromir of Gondor and several Knights of Minas Tirith in a single Move phase.

In the grand battle, Dom was severely hampered by the set-up conditions caused

when he lost the skirmish battle, and due to some lousy rolls the Gondor formations were slowed down en route to the battlefield, so Mat was able to bring his entire army against a portion of Dom's force. A valiant counter-attack saw Dom's Knights of Minas Tirith wipe out Mat's Black Númenóreans and savagely maul his War Mûmak, but it was really too little too late for the Free Peoples.

CAMPAIGN POINTS: Mat: 10, Dom: 0

SCENARIO:

The Valley of Death Duncan versus Nick

From start to finish, the skirmish encounter in the valley of death was a whitewash as Nick Bayton's wall of Black Númenórean infantry swept aside Duncan's force of fiefdom warriors and Riders of Rohan. Although the bravery of the Clansmen of Lamedon helped Duncan to save some face, stalwartly refusing to surrender their last objective, his combined cavalry charge of Riders of Rohan and Knights of Dol Amroth got bogged down and slaughtered, and Nick carried the day.

Because he lost the previous encounter, Duncan's War of The Ring army started the

grand battle completely surrounded by Nick's incredibly fast-moving Haradrim Raiders and Khandish mercenaries. The resultant battle was a bloodbath as Duncan found himself attacked from all sides. Despite winning several exciting Heroic Duels and even fighting clear of the ambush with Prince Imrahil and his Knights of Dol Amroth, all was lost and Nick scooped his second victory, winning the second battle.

CAMPAIGN POINTS: Duncan: 0, Nick: 10

SCENARIO:

The Ruins of Kârna Chris versus Tom

In what was agreed by all present to be the most entertaining scenario of the campaign so far, Tom and Chris battled through the ruins of Kârna, vying for control of unknown treasures. Adam got to join in the battle too, controlling the terrifying Dîmlokhi, who ended up doing a great job of protecting the plunder markers for the early stages of the game, until Tom and Chris agreed on a temporary truce that lasted just long enough for them to jointly wipe Adam's ghostly warriors out. When the dust settled, Chris' force controlled three plunder markers to Tom's measly one piece of plunder.

The grand battle was no less exciting as possession of the plunder marker changed hands no less than three times throughout the game. Tom's Easterlings and Chris' Warriors of Minas Tirith ended up slaughtering each other in a truly impressive fashion, with Chris' Osgiliath Veterans finally managing to secure the plunder marker (which also counted as the Morgul Blades Fate), butcher two units of Easterlings, fight their way clear of the ruck and away to victory! Awesome stuff.

CAMPAIGN POINTS: Chris: 10, Tom: 10

Campaign Upgrades

So far in the campaign, players have been scoring campaign points, and while these serve as a useful measure to see which side is winning, their ultimate use is far more exciting. For the final battle, both teams will be able to spend their campaign points to purchase upgrades in the games to come. Here's the list:



Good Upgrades:

Trebuchet10 Campaign Points

This upgrade provides a Battlecry Trebuchet. It is deployed with the starting force, using the standard rules for deployment.

Bolt Thrower.....6 Campaign Points

This upgrade provides an Avenger Bolt Thrower. It is deployed with the starting force, using the standard rules for deployment.

Minas Tirith Reinforcements.....8 Campaign Points

This upgrade provides 12 Warriors of Minas Tirith (4 with shields, 4 with shields & spears, 4 with bows). They are deployed with the starting force, using the standard rules for deployment.

Evil Upgrades:

Corsair Reinforcements8 Campaign Points

This upgrade provides 12 Corsair Raiders (4 with bows, 4 with shields and 4 with spears). They may enter the board in the Evil Move phase on any turn of the game from Turn 3 onwards.

Corsair Arbalesters6 Campaign Points

This upgrade provides 6 Corsair Arbalesters. They must be deployed on the walls of the city.

Haradrim Raiders8 Campaign Points

This upgrade provides 6 Haradrim Raiders (4 with lances, 2 with bows). They may enter the board (from any board edge) in the Evil Move phase on any turn of the game from Turn 5 onwards.



Good Upgrades:

Artillery.....5 Campaign Points

(+5 for each additional Trebuchet)

This upgrade provides a formation of 1 Gondor Battlecry Trebuchet. For every additional 5 campaign points, include an additional Trebuchet. This formation must be deployed with the rest of the Good force at the start of the game.

Court of the Dead King.....10 Campaign Points

(+3 for each additional company)

This upgrade provides a formation of 1 company of the Court of the Dead King. For every additional 3 points spent, you may include an additional company in the formation. This formation must be deployed with the Good army at the start of the battle.

Minas Tirith Cohort6 Campaign Points

(+2 for each additional company)

This upgrade provides a formation of 1 company of Warriors of Minas Tirith (complete with any desired command upgrades). For each further 2 campaign points spent, an additional company is added to the formation. This formation must be deployed with the Good army at the start of the battle.

Allies from Rohan6 Campaign Points

(+2 for each additional company)

This upgrade provides a formation of 1 company of Riders of Rohan (complete with any desired command upgrades). For each additional 2 campaign points spent, an additional company is added to the formation. This formation will enter play from any board edge, during the Good Move phase of Turn 3.

Fortunes1+ Campaign Points

Each Campaign Point that you spend on Fortunes allows you to spend 25 points on additional Fortunes for the army. These Fortunes can be assigned as usual.

Evil Upgrades:

Abrakhân Guard10 Campaign Points

This upgrade provides a formation of 3 companies of Abrakhân Guard, including full command. They must be positioned with the Evil force at the start of the game. Haradrim Warhost: 6 Campaign Points (+2 for each additional company).

This upgrade provides a formation of a single company of Haradrim Warriors (complete with any desired command upgrades). For every 2 further campaign points spent, an additional company is added to the formation. They must be positioned with the Evil force at the start of the game.

The Knight of Umbar8 Campaign Points

(+3 for Fell Beast)

This upgrade provides the Knight of Umbar. For an extra 3 campaign points he can be mounted upon a Fell Beast (in which case use the Winged Nazgûl profile).

Mahud Raiders Warband 12 Campaign Points

This formation provides a formation of 3 companies of Mahud Raiders. They will enter play from either long board edge during the Evil Move phase of Turn 3.

Fates1+ Campaign Points

Each campaign point that you spend on Fates allows you to spend 25 points on additional Fates for the army. These Fates can be assigned in the usual manner.



The Assault on the East Gate

THE LORD OF THE RINGS STRATEGY BATTLE GAME

SCENARIO

Objectives

The wall has four towers spaced along its length. The winner of the scenario is the player who controls the most of these towers at the end of 15 turns. If both players control an equal number of towers, the result is a draw.

Game Length

The game lasts 15 turns or until one team surrenders.

Good Force

- Boromir of Gondor on horse
- Manhir, Captain of Minas Tirith
- Bergil, Captain of Minas Tirith on horse
- 36 Warriors of Minas Tirith (with banner)
- 10 Rangers of Gondor
- 7 Knights of Minas Tirith
- Upgrade: Avenger Bolt Thrower

Evil Force

- Amdûr, Lord of Blades
- 24 Easterling Warriors
- Upgrade: 6 Corsair Arbalesters
- Upgrade: 12 Corsairs of Umbar

The Lord of Blades



Tom chose Amdûr to lead his force, knowing he was the best possible Hero to face Boromir. As Boromir scaled the ladder, Tom made sure it was the Lord of Blades who met him.

The first battle to be fought was the skirmish encounter. The Good players nominated Dom for siege duties, largely because he had taken a massive 750pt force as his skirmish army. The Evil players chose Tom Webster-Deakin to defend the walls, reasoning that his Easterlings, with their high Defence values, had the best chances of staving off Dom's attack.

However, no sooner had the battle begun then the management duo were whisked away to a meeting, as management types are wont to do (no doubt some beans needed counting urgently)! Luckily there's no shortage of players hereabouts, and we quickly rounded up some stand-ins.

The attackers commenced the battle by racing forwards as quickly as possible. While the Warriors of Minas Tirith carried

their scaling ladders towards the walls, the Rangers of Gondor, supported by the Avenger Bolt Thrower unleashed a flurry of arrows at the waiting defenders. For their part the Easterlings and Corsairs manning the walls fired back. The shooting took a heavy toll, both on the Easterlings and Warriors of Minas Tirith, but the worst of the casualties came once the scaling ladders were raised and the fighting began in earnest. On the left, Boromir dismounted his horse and led the charge up a ladder, only to be met in combat by Amdûr. As these two mighty Heroes duelled on the battlements, their warriors added to the death toll. In the end, though, Boromir proved unlucky and Amdûr bested him, casting the Hero of Gondor from the walls. In the third turn, twelve Corsairs of Umbar rushed on to the board, entering play from



the right flank. Although they were outnumbered, the Evil players hoped to use them as a decoy to draw off as many of the attackers as possible.

Undeterred, however, the Warriors of Minas Tirith continued to swarm up the walls, and soon Manhir, one of Boromir's Captains, had not only forced his way onto the battlements but had quickly captured a tower too. While Manhir and his warriors quickly spread out and captured the second central tower, Amdûr almost singlehandedly protected the leftmost one. Likewise, on the right flank a vigilant band of Easterling archers and a lone Corsair Arbalester scythed down any Warriors of Minas Tirith who dared rush them in their tower. In the end, the battle was a bloody and hard-fought draw! This meant that neither side would receive any reinforcements in the following battle, something that stirred both disappointment and relief in Good and Evil players alike.



Chris and Duncan team up to fight Adam and Nick for control of the East Gate. What followed was a bloody defence of the walls as the players vied for control.



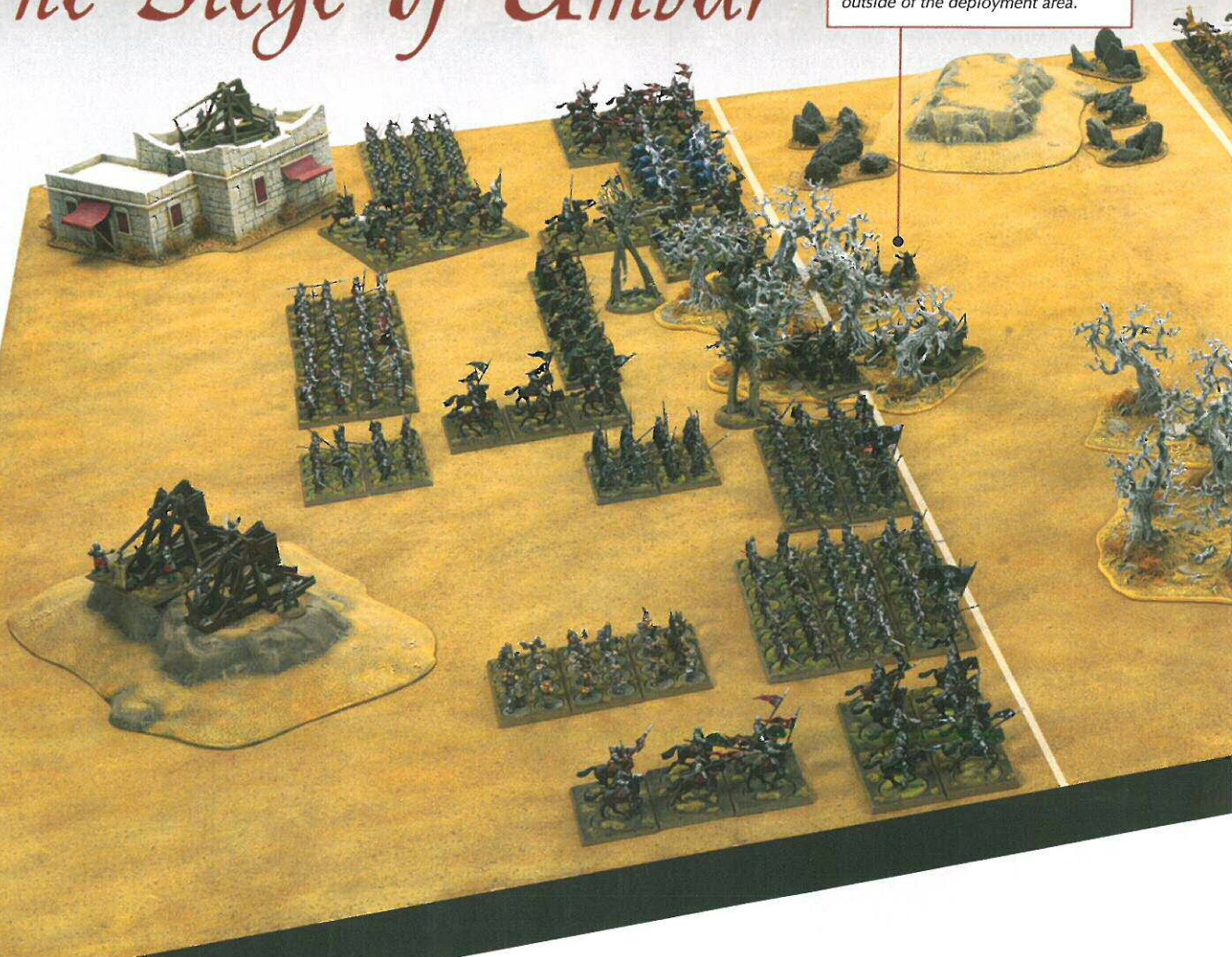
Heroic Assault



Manhir and his warriors quickly secured a foothold on the walls and stormed the central towers, eliminating all resistance.

The Siege of Umbar

Due to the positioning of the scenery, both sides agreed that it would be OK to place units slightly outside of the deployment area.



WAR OF THE RING SCENARIO

Objectives

This battle is played using the Field of Swords objectives (all of them). In addition, at the end of the game, the side that controls the gate (control is determined by having the only unit within 6" of the gate at the end of the game) scores an additional 10 victory points.

Special Rules

Defending the Walls: Formations armed with missile weapons can be placed along the city walls. Such formations are not driven back by shooting and cannot control the gate.

Reinforcements: Reinforcements will be available for both sides throughout this game. They will enter play in the manner described on page 81 of the War of The Ring rulebook.

The Skirmish Battle: In Turn 4, there is also the possibility of reinforcements from the two armies not yet on the table entering play. The number of these reinforcements will be determined as follows:

Each of the players involved in the skirmish game divides their War of The Ring army into four roughly equal value portions. The winning player will receive one of these portions for each tower controlled at the end of the skirmish game. Good reinforcements can enter anywhere from their starting edges. Reinforcements for the Evil side enter from anywhere along the northern board edge.

Game Length

Both armies seek to crush the enemy as quickly as possible. This game will last for 6 turns.





DEPLOYMENT

MAP KEY

① Gandalf	Knights of Minas Tirith	Denethor's Guard	⑤ The Betrayer	Haradrim Archers	Khandish
② Faramir	Warriors of Minas Tirith	Osgiliath Veterans	⑥ Dalamyr	Haradrim	Abrakhân Guard
③ Imrahil	Archers of Minas Tirith	Rangers	⑦ Khamûl	Half Trolls	Spectral Legion
④ Éomer	Knights of Dol Amroth	Rangers of Ithilien	Knight of Umbar	Corsairs	Black Númenóreans
Ents	Riders of Rohan	Clansmen	Mordor Troll	Corsair Arbalesters	Mûmak
Trebuchet		Court of the Dead King	Khandish Chariots	Easterling Archers	Shade
		Khazâd Guard	Khandish Raiders	Easterling Cohort	
			Serpent Riders		
			Haradrim Raiders		

THE ARMY OF GONDOR



Duncan and Chris are controlling the mighty army of Gondor. Old friends who, before joining the Studio, worked together in the Games Workshop Derby store, Duncan and Chris form a well-honed fighting machine, determined to thwart the plans of Mat and Nick once and for all.



Duncan: Chris and I have a lot of cavalry in our army, so it makes sense to nominate Prince Imrahil as our overall army leader. He's incredibly tough and powerful, and backed up by the Knights of Dol Amroth (supported by Éomer and the Riders of Rohan) he should be able to crash into the enemy without serious risk of injury. With that in mind, we plan to exploit our massive wedge of heavy cavalry by watching where Mat and Nick deploy their own army, hopefully forcing a charge down one of the flanks. There's no way they'll be able to stand in the way of such a glorious charge!

We've got three Gondor Trebuchets, that we can use to soften up those enemy units that our cavalry might struggle with (I'm thinking of Easterling Pikemen, specifically). If targets of opportunity arise, we'll divert fire onto those instead, but our goal with three deadly war machines such as these is to concentrate all our firepower onto one, very unlucky, victim each turn.

The bulk of our army is formed from big blocks of infantry. Chris and I both have a massive formation of six companies of Warriors of Minas Tirith each, and while our cavalry thrust punches through one flank, our infantry will hold the other. Chris has Gandalf in that portion of the army too, so we should be able to deal out some damage with magic as well.

We decided to spend some of our hard-earned campaign points on the Court of the Dead King. Not only are they an



appropriate choice for a Gondor army (they'll look great waltzing onto the board halfway through the battle, just as they do at the Pelennor Fields) but they'll also be brilliant for tackling any of Mat and Nick's

“Once we've got the Evil men of the Southlands on the ropes, we'll advance mob-handed on the gates and win the day.”

heavily armoured units. If we can, we'll set the Court of the Dead King up so as to fight Mat's Mûmakil, which can take a lot of killing. There's also the chance to make a Shadowstride, if we can, and go racing towards the town gates! The remainder of

our campaign points were spent on a Mithril Coat for Imrahil and Galadhrim Bows for the Rangers of Ithilien. We did consider taking a fourth Battlery Trebuchet for a while, but in the end we decided that

three should be enough to enact our plan.

So, the tactic we're going to employ is a bit of a hammer and anvil, with Imrahil and his knights, plus the Rohirrim

all bludgeoning through the enemy on the flank and ramming them up against our – infantry in the centre. Once we've got the Evil men of the Southlands on the ropes, we'll advance mob-handed on the gates and win the day. At least, that's the plan.

EPIC HEROES

- ① Gandalf the Grey
- ② Faramir
- ③ Éomer, Marshal of the Riddermark
- ④ Prince Imrahil of Dol Amroth

COMMON FORMATIONS

- Warriors of Minas Tirith (6 Companies)
Captain, Banner Bearer, and Hornblower.
- Warriors of Minas Tirith (6 Companies)
Captain and Banner Bearer.
- Warriors of Minas Tirith (2 Companies)
- Minas Tirith Archers (4 Companies)
- Minas Tirith Knights (6 Companies)
Captain.
- Minas Tirith Knights (4 Companies)
Banner Bearer.
- Minas Tirith Knights (4 Companies)
- Minas Tirith Knights (3 Companies)
Captain.
- Minas Tirith Knights (3 Companies)
- Rangers of Gondor (3 Companies)
Captain.
- Riders of Rohan Éored (6 Companies)
- 2 Ents

RARE FORMATIONS

- Knights of Dol Amroth (4 Companies)
Champion and Banner Bearer.
- Clansmen of Lamedon (2 Companies)
- 3 Battlery Trebuchets
- Khâzad Guard Kinband (3 Companies)
Captain and Banner Bearer.

LEGENDARY FORMATION

- Osgiliath Veterans (2 Companies)
Cirion and Banner Bearer.
- Rangers of Ithilien (4 Companies)
Madril and Damrod.
- Denethor's Guard (2 Companies)
Denethor and Beregond.
- Court of the Dead King (3 Companies)
King of the Dead and Banner Bearer.

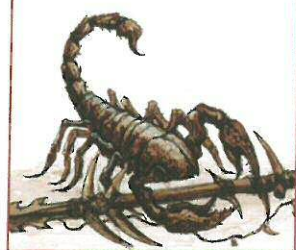
FORTUNES

- Desperate Heroics
- Galadhrim Bows
- Mithril Coat (Prince Imrahil)

THE FALLEN REALMS



Nick and Mat make for a powerful duo on the War of The Ring battlefield. Not only is Nick an avid War of The Ring gamer, with a slew of victories under his belt, but Mat is the game's author and can always be relied on for dirty tactics and devious ploys!



Nick: After the very closely fought skirmish game at the gates of the city, it falls to Mat and I to protect the gates alone. Defence was clearly the order of the day, and so our tactics will have to focus entirely on holding off the attackers of the Good army until the sun set on the sixth turn. Large infantry blocks are almost immovable in War of The Ring, and are great for slowing an enemy advance. With that in mind, we will place a large central core of Black Númenóreans and Easterling Pikemen in the centre of the field – these high-Defence troops should be able to take most of what the enemy has to

throw at us. We also had a sizable cavalry contingent of two formations of Harad Raiders and one of Serpent Riders. These low-Defence shock troopers will have to pull off a charge to make their best use, and if we were lucky, they will be able to punch their way through the enemy's left flank and make a beeline for their dreaded Battlecry Trebuchets.

On the walls of the city, we'll place one formation of Harad archers and one formation of Arbalesters, waiting to rain down long-range death on any of the Good forces lucky enough to get close to walls. But perhaps most frightening for the attackers, we bolstered our left flank with 3 Khandish Chariots, a Ghostly Legion, Half Trolls and, most imposing of all, a Mûmak. This group of models will surge forwards and decimate the right flank of the enemy, and work their way round the back of the



their remaining forces and envelop their central infantry blocks while they fought to break through. If we can pull off this classic 'bull's horns' manoeuvre, we can finish off the invaders and end their hopes of Harad occupation with one fell swoop.

To lead our army, we've got three of the most powerful Ringwraiths in War of The Ring – Khamûl the Easterling (whose Essence Leech special rule can protect his formation from harm), the Knight of Umbar (who is a match for any Hero in a duel) and our chosen general, the Betrayer (who allows his formation to reroll all failed hits). With a Mastery level of 3, the Nazgûl bring such a terrifying amount of offensive magic to the table.

No enemy Hero will be safe, and knowing the resolve of the common soldiery of Gondor will be broken with the death of their leaders, our plan of defence centres on their demise. I've played Peachy

“To lead our army, we would have three of the most powerful Ringwraiths in War of The Ring.”

and Duncan too often and seen the destructive powers of Gandalf, Faramir, Éomer and Prince Imrahil too often to let them live for long. Mat and I have a few sneaky tricks up our black-cloth sleeves to ensure their speedy deaths...

EPIC HEROES

- ⑤ Dalamyr, Fleetmaster of Umbar
- ⑥ Ringwraith, Khamûl the Easterling
- ⑦ Ringwraith, The Betrayer

COMMON FORMATIONS

- ✠ Corsair Raiding Party (3 Companies)
- ✠ Haradrim Warband (3 Companies)
Bows.
- ✠ Haradrim Warband (3 Companies)
Chieftain and Banner Bearer.
- ✠ Haradrim Warband (6 Companies)
Chieftain, Banner Bearer, Taskmaster, Hornblower, Taskmaster and Hâsharin.
- ✠ Haradrim Raider Warband (6 Companies)
Chieftain.
- ✠ Haradrim Raider Warband (6 Companies)
- ✠ Serpent Rider Warband (4 Companies)
- ✠ Khandish Mercenary Warband (4 Companies)
Chieftain and Banner Bearer.
- ✠ Khandish Mercenary Raiders (2 Companies)
- ✠ Easterling Archer Cohort (4 Companies)
Captain and Drummer.
- ✠ Easterling Cohort (6 Companies)
Pikes, Captain and Banner Bearer.
- ✠ Ghostly Legion (3 Companies)

RARE FORMATIONS

- ✠ Mordor Troll
- ✠ Half Troll Warband (1 Company)
- ✠ Black Númenórean Regiment (4 Companies)
Captain.
- ✠ Black Númenórean Regiment (4 Companies)
- ✠ Corsair Arbalesters (2 Companies)
- ✠ 3 Khandish Chariots
Khandish King.
- ✠ Shade
- ✠ War Mûmak of Harad

LEGENDARY FORMATIONS

- ✠ Winged Nazgûl, The Knight of Umbar
- ✠ Abrahkân Guard (3 Companies)
Golden King and Banner Bearer.

Turn One

The battle commenced with the Evil side winning priority, and choosing to move first. To the tramp of hundreds of marching feet, the combined armies of Harad, Khand and the East advanced, eagerly closing in on the invaders from Gondor. Nick moved hordes of Haradrim Raiders and Serpent Riders along the north edge of the board, three large formations of light cavalry that cautiously eyed Prince Imrahil and the Knights of Dol Amroth. In the centre of the board, Mat moved his formation of Black Númenóreans into the large woods – such a dominating position had the potential to stymie the Good army's advance and provide his already well-armoured warriors with even more protection.

For their part the Good players wasted no time either, closing into charge range with several formations on either flank. On the southern board edge Faramir, leading a wedge of Knights of Minas Tirith, advanced on Mat's Ghostly Legion, while Imrahil and the formations of knights around him closed in on the Serpent Riders. Whatever happened in the Fight phase, it was going to be explosive! Gandalf, holding the centre of the battlefield with a formation of

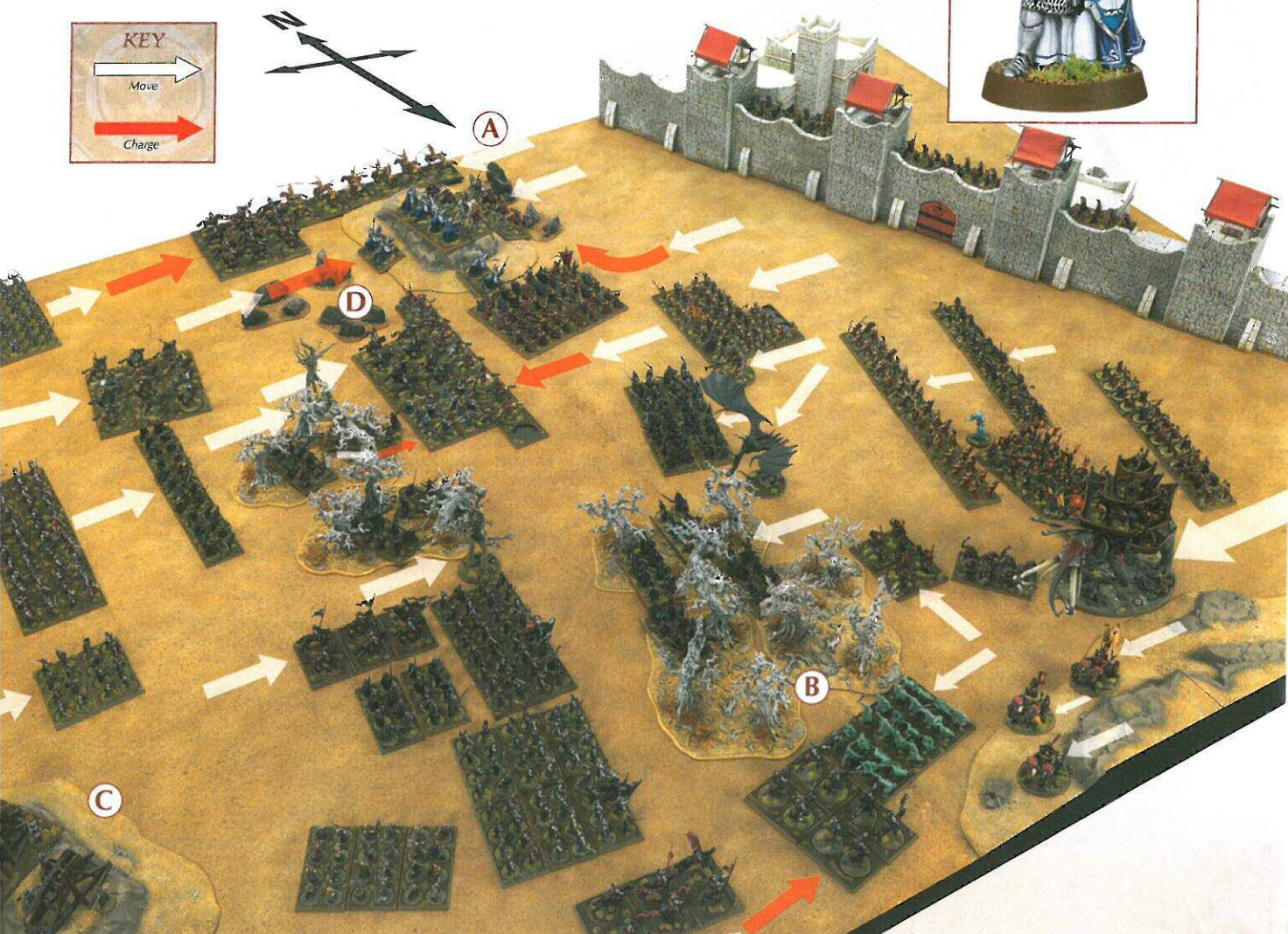
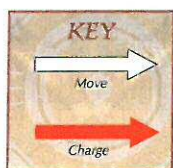
Warriors of Minas Tirith, attempted to beleaguer the Black Númenóreans with *Visions of Woe*, but Chris' dice rolls proved to be terrible, and the spell had no effect.

The Evil Shoot phase was poor, with only a few formations able to fire, and none doing any real damage. By contrast the Good Shoot phase was devastating. The Battlecry Trebuchets hammered Nick's Easterling Phalanx, slaughtering eleven warriors, and driving them back 2". Chris' Rangers of Ithilien then chanced a long-range volley at some of Nick's Haradrim Raiders, killing three with their deadly fire.

The Charge phase saw units, along the whole length of the board, hurl themselves against the foe. In the north and south respectively Imrahil and Faramir declared Heroic Charges and, winning the roll off, smashed into their foes. Imrahil and his Knights singled out the Serpent Riders, while Faramir boldly charged the Ghostly Legion. Elsewhere Duncan's Knights of Minas Tirith also made a Heroic charge against a unit of Haradrim Raiders. In return for this bevy of Heroic Charges, Khamûl the Easterling led his Haradrim Warband into the flank of Prince Imrahil

Points of Interest

- (A)** Imrahil and the Knights of Dol Amroth fight off the Haradrim Warband and wipe out the Serpent Riders in a single Fight phase.
- (B)** Faramir and his Knights wipe out more than half of the Ghostly Legion!
- (C)** The Trebuchets combine their fire to kill off eleven Easterling Pikemen.
- (D)** The Clansmen of Lamedon and Knights of Minas Tirith are driven off after suffering grievous casualties.





and his Knights of Dol Amroth. Finally, a unit of Haradrim Raiders charged into another formation of Knights of Minas Tirith, however the Clansmen of Lamedon counter charged them in return.

The first Fight phase was a bloody and tense affair that saw plenty of casualties on both sides. Prince Imrahil and his Knights fought first. A Hâsharin, concealed within the ranks of the Haradrim, leapt out to try and slay the noble Prince of Dol Amroth, but his skill was sadly lacking (thanks in part to Duncan using Epic Strike, which made Prince Imrahil Fight value 10 for the turn). Not only did Imrahil kill the would-be assassin, but he also slew three members of the Haradrim unit in the process. Despite having a unit in their flank, which took away three attacks, the Knights of Dol Amroth still won the combat, killing five Serpent Riders, though they suffered four losses of their own, caused by the Haradrim Warband. Best of all, Duncan rolled a 6 following the combat, allowing an Earth-shaking Charge

which enabled his unit to charge and fight again. The remaining Serpent Riders were wiped out in the carnage that followed.

The fight between the Knights of Minas Tirith, the Clansmen of Lamedon and the Haradrim Raiders went well for the Southrons, who slew two Knights and ten

“A Hâsharin, concealed within the ranks of the Haradrim, leapt out to try and slay the noble Prince...”

Clansmen for a mere four casualties in return. They too managed to roll a 6 for an Earth-shaking Charge, smashing into the now disordered Knights of Minas Tirith once again and causing two more kills.

Faramir's Knights utterly trounced the Ghostly Legion in the south, snuffing out fifteen of the Ghostly Legionnaires for only a single loss in return – although the restless dead remained steadfast.

Turn Two

Turn 2 started with a ploy so devious that it left the Good side reeling. No sooner had the Evil players won priority than they commenced a magical barrage that wiped out all of the remaining Knights of Dol Amroth and slew Prince Imrahil! First, the Betrayer moved to join Khamûl inside the Haradrim Warband, then the Knight of Umbar flew towards the scene whereupon the three Nazgûl bombarded Imrahil's formation with *Sunder Spirit*, *Transfix* and *Strength from Corruption* twice. Increasing the Strength of the unit by using that spell might sound strange, but since the formation was transfixed it wasn't able to charge, and *Strength from Corruption* also causes D6 hits on the target unit – in this case enough to completely destroy the formation and Imrahil along with it!

Elsewhere the Evil army advanced aggressively, hoping to put as many of their formations into charge range as possible. The Good players responded by redressing their lines. Faramir and his Knights withdrew, ready to charge again safely next turn, while Duncan and Chris pushed forwards their formations of infantry. Gandalf cast *Sunder Spirit* on the Black Númenóreans approaching his formation, and attempted to follow up by casting *Blinding Light* on the same unit, but the Black Númenóreans resisted the power by spending a Might point.

Again the Evil Shoot phase was less than impressive, with only a single Knight of Minas Tirith falling (shot down by Nick's Khandish Chariots on the southern edge of the board). This poor showing was starkly contrasted by the thrashing the Good players administered. Éomer's Riders of Rohan and the Rangers of Ithilien wiped out the formation of Haradrim Raiders in the centre of the board with a blistering volley, while the Trebuchets killed a whopping nine more Easterlings from the rapidly diminishing phalanx. One of the Ents smashed two Black Númenóreans with a thrown boulder and even the formation of Minas Tirith Archers managed to slay three Haradrim Raiders. Indifferent to their losses, the Evil players eagerly pressed on to the Charge phase.

Several units charged into battle this turn, led by the Haradrim Raiders on the northern board edge, who lowered their lances and thundered into the Knights of Minas Tirith. In the centre the Black Númenóreans charged against Gandalf and the Osgiliath Veterans, and the Easterling Phalanx charged the Clansmen of Lamedon. The two Ents also charged, one engaging the Easterling Phalanx to the front, the other Ent joining a formation of Knights of Minas Tirith in charging the flanks of the Black Númenóreans.



The Fight phase was a bloody brawl once again and began with another blow to the forces of Good. In the fight involving Gandalf, the Osgiliath Veterans and the Black Númenóreans, Mat, realising that his formation was woefully outnumbered, decided to try his luck and had the Black Númenórean Marshal declare a Heroic Duel against Gandalf. With a little jammy dice rolling, Mat not only beat Chris' score for Gandalf by four, but was able to score well enough on the Heroic Duel table, killing the Grey Wizard outright and inflicting four further casualties on his formation! In reply the Ent, Knights of Minas Tirith and Osgiliath Veterans killed twelve Black Númenóreans between them, for only one additional casualty suffered in return. The Black Númenóreans were utterly beaten, in spite of Gandalf's demise, and lost a further four of their number when they failed the resultant Courage test.

The Easterling Phalanx found itself hard-pressed against an Ent and the Clansmen of Lamedon, and though the Phalanx managed to wipe out the fiefdom warriors, they suffered nine casualties in the effort and ended up disordered. The fight between the Raiders and the Knights of Minas Tirith saw the Knights lose by two kills to one, although they were undaunted by their losses and remained stalwart.

Points of Interest

- A** Imrahil is assassinated by the concerted efforts of the Nazgûl.
- B** Gandalf is slain in a duel against a Black Númenórean Marshal.
- C** The Gondor Battlecry Trebuchets continue to pummel the large Easterling Phalanx.
- D** The Rangers of Ithilien and Éomer's Riders wipe out a company of Haradrim Raiders.



Although Imrahil and his Knights control the hill, the Nazgûl are approaching, and their victory may be short lived



TURN 2

KEY

Move

Charge

MAP KEY

1 Gandalf
2 Faramir
3 Imrahil
4 Eomer

Ents

Knights of Dol Amroth
Riders of Rohan

Trebuchet
Knights of Minas Tirith
Warriors of Minas Tirith
Archers of Minas Tirith

Denethor's Guard
Osgiliath Veterans
Rangers
Rangers of Ithilien
Clansmen
Court of the Dead King
Khazâd Guard

The Betrayer
Dalamy
Khamûl
Knight of Umbar
Mordor Troll
Khandish Chariots
Khandish Raiders
Serpent Riders
Haradrim Raiders

Haradrim Archers
Haradrim
Half Trolls
Corsairs
Corsair Arbalesters
Easterling Archers
Easterling Cohort

Khandish
Abrakhân Guard
Spectral Legion
Black Númenóreans
Mûmak
Shade

PRIORITY

Good

Evil

Turns Three and Four

Turns three and four saw the battle in the centre of the board intensify as the two armies ground one another down.

The Court of the Dead King entered play from the southern board edge, squaring off against the Ghostly Legion and the advancing Mûmak. The Evil players worked various antics with their Ringwraiths, including casting *Pall of Night* on both of the Ents, stopping them from moving or charging this turn.

Losses were heavy in the Shoot phase. First the Good side unleashed a series of furious volleys, felling five Easterlings, two Black Númenóreans and four Haradrim warriors. The Trebuchets also lent their power to the proceedings, and while only a single Easterling was killed by the hurled boulders, two struck the Mûmak, causing carnage. Chunks of jagged masonry smashed into the Mûmak's howdah, six

crew fell to their deaths and the Mûmak suffered two wounds!

The Evil retaliation was brutal and swift, as the large formation of Easterling archers, now joined by the Betrayer, loosed a hail of arrows at one of the Ents. Because the Betrayer enables formations to re-roll failed hits, the Easterlings inflicted a preposterously large number of wounds on the unfortunate Ent and slew it outright. Nearby Nick's Mordor Troll hurled rocks into the Knights of Minas Tirith, smashing one from the saddle.

In the Charge phase the Good players commenced proceedings by hurling Faramir's Knights against the Ghostly Legion once again and the large unit of Knights in the north against the remaining Haradrim Raiders. In reply Nick and Mat made a series of countercharges; perhaps most impressive was the charge of the

Points of Interest

- A** The Mûmak crushes the Ghostly Legion in its haste to get to Faramir's Knights (who it also crushes).
- B** The Court of The Dead King arrive on the southern board edge.



PRIORITY

Good

Evil

KEY

Move

Charge

2 Gandalf		Knights of Minas Tirith		Denethor's Guard	5 The Betrayer		Haradrim Archers		Khandish
3 Faramir				Osgiliath Veterans	7 Dalamyr		Haradrim		Abrahkân Guard
4 Imrahil				Rangers					Ghostly Legion
4 Éomer				Rangers of Ithilien					Black Númenóreans
Ents				Clansmen					
Knights of Dol Amroth				Court of the Dead King					
Riders of Rohan				Khazâd Guard					
Trebuchet									
									
									
									
									
									
									
									
									
									
									
									
									
									
									
									
									
									

Mûmak, which stormed straight through the Ghostly Legion in an effort to get to grips with Faramir's Knights. Because the Mûmak came to a halt on top of the Ghostly Legion, they were forced to fall back. Unable to move far enough to escape, the spirits were destroyed. Mat shrugged off the casualties as acceptable losses. If Chris was worried about having Faramir charged by a Mûmak, he positively blanched as Nick sent two Khandish Chariots into the fray too, ensuring Faramir's demise. Nick also launched a series of charges with his Black Númenóreans, his Troll and the remnant of the Easterling Phalanx. Mat also moved the formation of Haradrim infantry against the Riders of Rohan, and the Knight of Umbar into the flanks of the Osgiliath Veterans.

The Fight phase started with the Hāsharin in Khamûl's formation going berserk and killing two Riders of Rohan. Not to be outdone, Éomer declared a Heroic Duel against Dalamyr and slew him outright, cutting down six Haradrim warriors too. In spite of these casualties, and the seven warriors slain by the Riders of Rohan, a combination of the hits reflected back onto their unit by Khamûl's Essence Leech special rule and the sheer volume of attacks thrown at the outnumbered Rohirrim saw them utterly wiped out. In the south the Mûmak devastated Faramir's formation, with the survivors being slaughtered to a man by the charging chariots. In the centre the situation looked similarly bleak as the Knight of Umbar and Black Númenóreans hammered the Osgiliath Veterans, killing nine for only two casualties in return.

Thankfully, not everything went the way of Nick and Mat. Duncan's Knights of Minas Tirith in the north finished off the Haradrim Raiders they were fighting, and looked poised to break through the enemy lines. The Ent in the centre of the board flailed about with his massive branch-limbs, and killed off the remaining Easterlings armed with pikes.

With the Good side on the ropes, things continued to go against Duncan and Chris. Although Damrod was able to use the Desperate Heroics Fortune, giving the hard-pressed Cirion his full store of Might back, the tide continued to favour the Evil players as the Betrayer slew the remaining Ent, using *Strength from Corruption*. The Knight of Umbar soared over the battlines and into charge range of the Trebuchets and the Mûmak once again sounded the advance. The massive beast stomped across the Khazād Guard towards the Court of the Dead King, killing three Dwarves and forcing them to fall back.

Lastly, the Abrahkân Guard arrived, bringing three companies of fresh reinforcements to the battle, directly behind the Good players' lines.

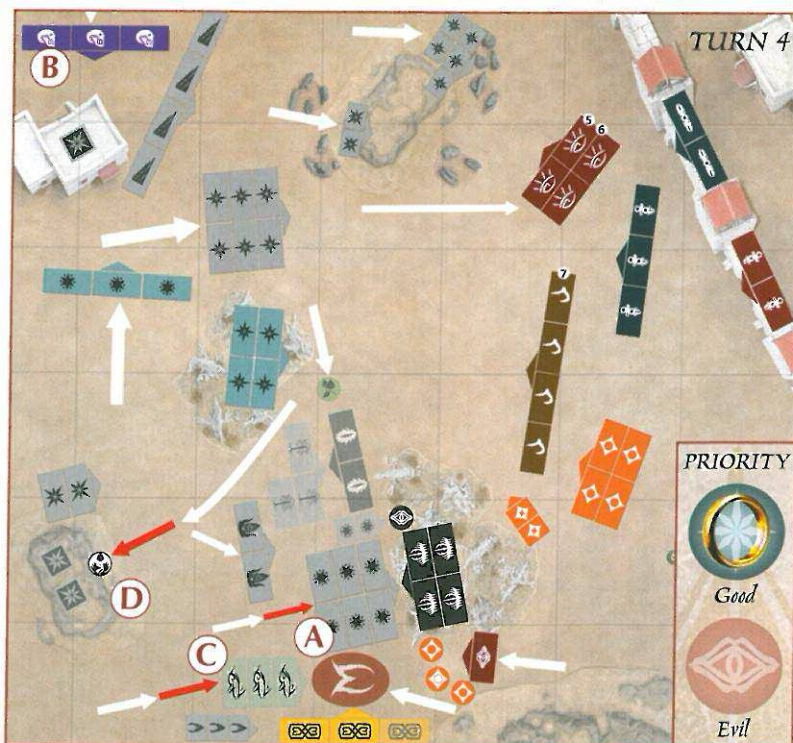
In the Shoot phase Duncan and Chris tried hard to kill off some of the threats to their forces, with the Ithilien Rangers loosing their arrows at the Knight of Umbar, while the Trebuchets targeted the Mûmak. The Rangers caused two wounds on their Nazgûl target, while the Gondor artillery was less lucky – actually killing three of the Army of The Dead instead of their intended target. The Osgiliath Veterans fired into the Black Númenóreans, killing them all, but then faced return fire from the Easterling Archers who destroyed them in turn. The Corsair Arbalesters targeted the Knights of Minas Tirith riding towards the town gates with all haste.

Several new fights broke out, including a bloody melee between the Dead King and the Mûmak. Although the towering Mûmak was able to trample four of the warriors into the dust, they caused six wounds in return and wiped out all of the crew – at the end of the turn the Mûmak would stampede! The Khâzad Guard suffered nine casualties as the Khandish Chariots charged into their flanks, disordering their formation. In the woods Mat's formation of Black Númenóreans (who until now had been sat unmolested in the woodland) found themselves locked in battle with a formation of Warriors of Minas Tirith, killing four Men of Gondor for only two losses in return. Finally, the Knight of Umbar swooped on the Battlecry Trebuchets and slaughtered both crews.

Finally, the Mûmak rampaged out of control, careened into a nearby wood and died in a splintering explosion of branches and wrecked howdah.

Points of Interest

- A** The Mûmak storms through the Khâzad Guard, forcing them to fall back in disarray.
- B** The Abrahkân Guard move onto the board, advancing behind the Good battlines.
- C** The Army of the Dead avenge Faramir, severely wounding the Mûmak and causing it to stampede and die.
- D** The Knight of Umbar soars over the Good army to destroy the Trebuchets on the hill.



Turn Five

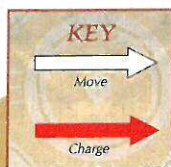
With only two turns of the game left to play, Duncan and Chris wasted no time getting on with their moves when they won priority. While the Good players advanced with their warriors, hoping to close in on the gate, they both realised that the only formations that had a strong chance of making it into contact with the gate (to score a bonus 10 victory points) were the Knights of Minas Tirith in the north and the Court of the Dead King in the south (whose Shadowstride special rule allowed them to travel 24" in a single Move phase, if they could roll a 4+). Although Chris was unlucky when rolling for his the Court of the Dead King's special move, Duncan pressed on undeterred with his Knights of Minas Tirith. In reaction, Mat and Nick positioned their warriors to take best advantages of the oncoming combats, confident that their archers stationed on the fortress walls, along with the large block of

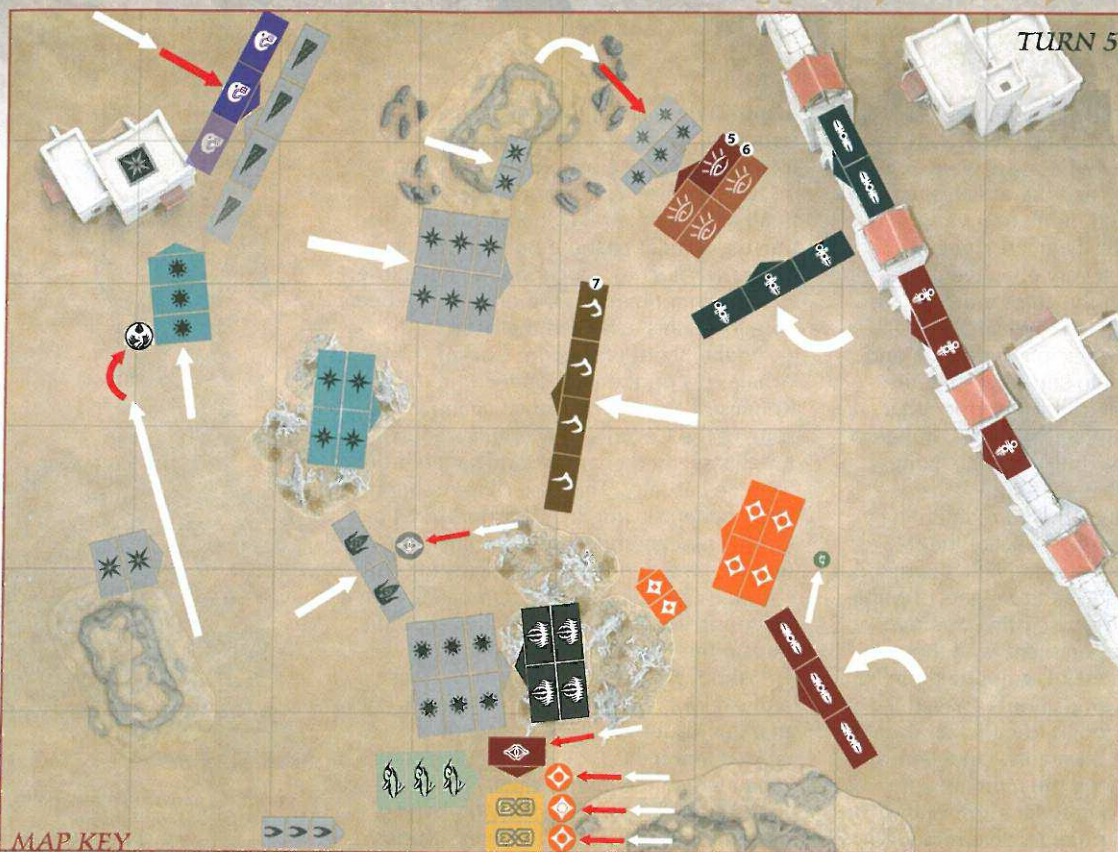
Haradrim infantry led by Khamûl, could hold off Duncan's Knights. In the north, the Merchant Guard of Abrahkân suddenly found themselves staring down the arrows of a sizable formation of Minas Tirith Archers along with Duncan's formation of Rangers of Gondor, so Mat sent the Knight of Umbar flying to their rescue, using *Pall of Night* to prevent them from shooting at the newly arrived reinforcements.

In the Shoot phase both sides traded fire. Duncan's Rangers of Gondor slew four of the Abrahkân Guard with speculative volley (undaunted by the presence of the Nazgûl looming large behind them), while the Rangers of Ithilien loosed a flurry of arrows at the Knight of Umbar towering over their comrades – although their shots had to no lasting effect. The only remaining Battlery Trebuchet killed four more of Khamûl's Haradrim formation, signalling the end of the Good effort. The

Points of Interest

- A** The Abrahkân Guards and Minas Tirith archers inflict horrific casualties on one another in melee.
- B** The Khandish Chariots wipe out Chris' Khazâd Guard allies.
- C** The Knights of Minas Tirith defeat the Warriors of Harad, and follow up with an Earthshaking Charge!

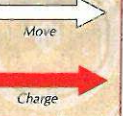




PRIORITY



KEY



MAP KEY

1 Gandalf	Knights of Minas Tirith	Denethor's Guard	5 The Betrayer Dalamyr	Haradrim Archers	Khandish
2 Faramir	Warriors of Minas Tirith	Osgiliath Veterans	6 Khamûl	Haradrim	Abrahkân Guard
3 Imrahil	Ents	Rangers	7 Knight of Umbar	Half Trolls	Ghostly Legion
4 Eomer	Knights of Dol Amroth	Rangers of Ithilien	Mordor Troll	Corsairs	Black Númenóreans
	Riders of Rohan	Clansmen	Khandish Chariots	Corsair Arbalesters	Mûmak
	Trebuchet	Court of the Dead King	Khandish Raiders	Easterling Archers	Shade
	Archers of Minas Tirith	Khazâd Guard	Serpent Riders	Easterling Cohort	
			Haradrim Raiders		

Evil side caused less casualties overall, the Easterling Archers killing five Warriors of Minas Tirith, while the Corsair Arbalesters manning the walls, in what was a paltry display of dice rolling on Mat's part, felled only a single Knight of Minas Tirith.

A series of brutal close combats saw heavy casualties on both sides of the battlefield as the Good players launched a spirited counter-attack. Denethor led his bodyguard into a daring fight with Nick's Mordor Troll, killing it for only three losses in return, while the Warriors of Minas Tirith fighting against the Black Númenóreans in the woods managed to inflict four hits, drawing against their treacherous kin in a fight that was proving to be surprisingly evenly matched. Elsewhere things went awry for the Good players, however, as the Knight of Umbar slaughtered six Rangers of Gondor, leaving their formation disordered. The Khandish Chariots wiped out the remaining Dwarves in a brutal flank charge, that saw all the Dwarves slain for no reply. The Merchant Guard of Abrahkân

and the Minas Tirith Archers set about one another in a welter of blood that left both formations badly mauled, although the Haradrim were triumphant, having killed twelve Men of Gondor for eleven losses. The most exciting fight of the turn, however, was the clash between Duncan's Knights of Minas Tirith and the Haradrim under Khamûl's command. Not only did the Knights kill eight Haradrim infantry for two losses in return (one caused by Khamûl's Essence Leech special rule), but Duncan then managed to roll a 6, scoring an Earth-shaking Charge! With the Haradrim disordered the Knights slammed into them once more, killing seven more Haradrim Warriors for no losses in return!

With Khamûl's formation of Haradrim warriors so badly depleted, and Duncan's Knights rampaging towards the objective, it actually looked like the Good side might reach the gates and score the much-needed victory points! With only one turn of the game remaining, there was everything still to play for.

Turn Six

In the final turn both sides were a little nervy as to who would be the overall winner. While the Evil players were confident that they had the advantage when it came to the number of victory points scored so far, Duncan and Chris looked poised for a very effective turn and, if they could reach the gates unimpeded, they might well snatch the lead.

With those worries in mind, Nick and Mat didn't hesitate to seize the initiative when they won the roll for Priority. Mat started off by using the Knight of Umbar to Transfix the Minas Tirith Archers, fixing them in place, before casting Wings of Night on the Abrakhân Guard, enabling them to move into the flanks of the immobile Men of Gondor. Nick attempted to halt the rampage of the Knights of Minas Tirith near the gates by casting *Strength from Corruption* upon them, and though the spell was successful, granting them +2 Strength, the power also only caused a single hit – not enough to inflict a casualty on the Resilience 2 Knights. Undeterred, Nick and Mat placed the remnants of Khamûl's formation of Haradrim in the path of Duncan's Knights, determined to cut them off, even making sure to move the Corsairs up in support, blocking off the gate (and adding the betrayer into their ranks for good measure). In spite of their

manoeuvring, Duncan swept around their formation, passing an At the Double! roll to skirt around the Haradrim and close in on the Corsairs. The Army of the Dead finally passed their 4+ Shadowstride roll, moving straight past the bulk of Mat and Nick's warriors to appear alarmingly close to their final objective – if only they'd been able to do this earlier in the battle!

In the Shoot phase, the Corsair Arbalesters on the wall opened fire on the Knights of Minas Tirith once again, yet in spite of the Corsairs' powerful weapons the Knights seemed charmed and suffered only a single casualty. The Easterling Archers fared better, slaying five Warriors of Minas Tirith. Duncan and Chris combined their fire from the two units of Rangers of Gondor near the Knight of Umbar, and in a blistering volley inflicted eight wounding hits on the Nazgûl, easily killing him.

Although the Shoot phase was tense and exciting, however, all the players knew that the results of the charges and subsequent fights would determine the ultimate winners of the game. Nick and Mat started by charging the Abrakhân Guard into the flank of Duncan's Minas Tirith Archers and the Half Trolls into the flanks of the Warriors of Minas Tirith. The Khandish infantry and cavalry passed their Terror tests and charged into the Army of



While the Knights of Minas Tirith made a break for the gates, elsewhere on the battlefield both armies fought to secure as many extra victory points as possible. The Knight of Umbar's killing-spree behind the Good player's lines finally came to an end.



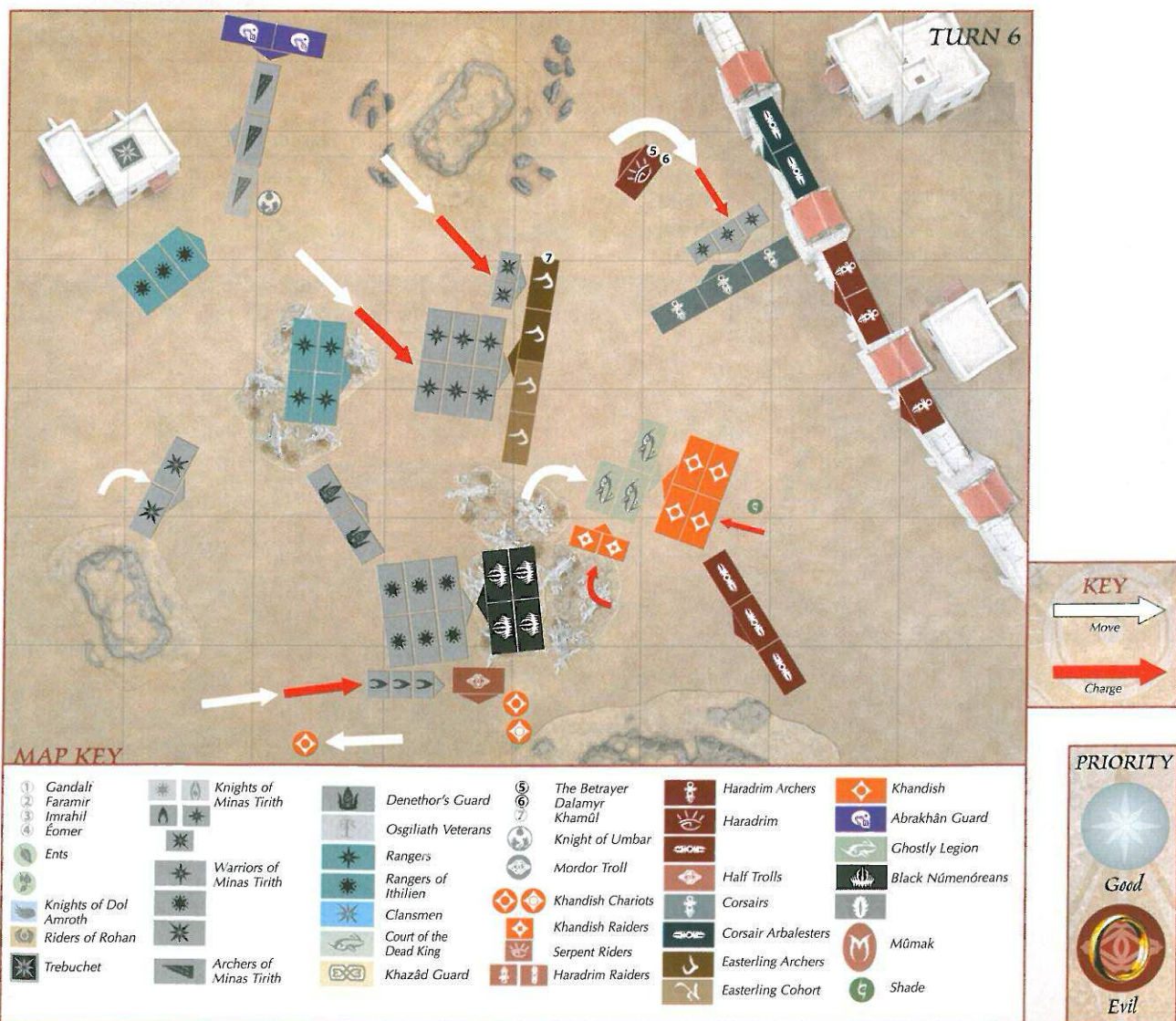
the Dead, with the cavalry taking the Court of the Dead King in the flanks. The Evil players also tried to charge the formation of Corsairs in front of the gates into the Knights of Minas Tirith in an effort to starve them of momentum, but rolled a 2 (Mat lamented their lack of a Bosun, who would have allowed the formation to re-roll the failed charge). Duncan, on the other hand, was delighted, since his Knights got to charge straight in against the waiting Corsairs, scoring a 6 on their charge roll and smashing into the piratical servants of Sauron. Chris and Duncan also charged a unit of Knights of Minas Tirith into the flank of the Half Trolls and a large unit of Warriors of Minas Tirith against the Easterling archers.

The result of the whole battle now came down to how the fighting went in this turn so Mat and Nick chose the order of the different combats carefully in case any could have a knock-on effect to other fights nearby. The first to be resolved was the Abrakhân Guards marauding through

the flanks of the Minas Tirith Archers. This fight was far enough away from harm's way that it wouldn't influence the action nearer the gate. The Abrakhân Guards inflicted a savage toll on the outmatched archers, killing five, and causing another four to perish when Duncan failed the resultant Courage test. The fight involving

“The results of the subsequent fights would determine the ultimate winners of the game.”

the Half Trolls was next, as the charging Knights smashed the powerful close combat unit apart with a devastating set of rolls. In the centre, the Warriors of Minas Tirith caused catastrophic damage to the large unit of Easterling archers, killing two warriors as the result of a duel between the unit Captains and a further fifteen in combat – the Easterlings in reply managed



a meagre four kills. Despite the sound thrashing they received, the Easterlings remained steadfast, however.

The Army of the Dead were soundly thrashed by the Khandish warriors who surrounded them and though they managed to kill off five of the Khandish infantry they were completely destroyed. There was just one fight left to resolve.

With every other combat on the tabletop resolved, it was time to resolve the final fight of the game – the deadly charge of the Knights of Minas Tirith against the nervously waiting Corsairs of Umbar. If this went well, there was a slim chance that the Good players could be victorious. Although there were only a handful of Knights remaining, they levelled their lances and delivered a thunderous twenty attacks (thanks in part to their unstoppable charge bonus). Because Mat and Nick had, perhaps foolishly, cast *Strength from Corruption* upon the Knights they were able to wound the Corsairs on the score of a 2+, including the +1 bonus provided by their lances. The results were, unsurprisingly, devastating as they inflicted a stunning seventeen wounds on the reeling Corsairs of Umbar. In reply, the remaining Corsairs struck back lamely, causing only a single hit, in spite of the Betrayer’s special rule.

The last desperate charge of the Knights of Minas Tirith smashes into the Corsairs of Umbar, killing handfuls and driving them back – the balance of the game rests on whether they score an Earth-shaking Charge...

After such a crushing defeat, the Corsairs were disordered, and – should the knights be able to unleash an Earth-shaking Charge, they could wipe out the Corsairs and be within range of the gate. Duncan held his breath as he threw the dice... alas it was only a 4 and not enough. The game was over. Now all that remained was to count the cost and determine the winner.

Once the dust had settled, and the players had a chance to make a fresh cup of tea and marvel at the carnage across the gaming table, it was time to work out the victory points. The final scores, you can see, turned out to be considerably closer than any of the players had guessed. While the Good players had only lost two more companies than the Evil side (making for a difference of just 1 victory point), they had lost their army leader as well as three more banners – making a total victory points difference of just 7! If the Knights of Minas Tirith had managed to get just a little closer to the gates, the whole battle could have been a completely different story. As it was, the game was a hard-fought, and exciting conclusion to a very enjoyable campaign!



Points surrendered:

PLAYER	Companies Lost	Heroes Lost	Banners Lost
DUNCAN	23	2 + Leader	1
CHRIS	20	5	3
NICK	30	2	1
MAT	11	5	0

RESULT: EVIL VICTORY!



When the Dust Settles



Duncan: Dang and blast it! That was a great initiation for my first 'proper' battle report, as Chris and I managed to bring the battle right down to the wire. To start with, everything was working fine. That is, until the three Nazgûl appeared on the scene and began harassing the Swan Knights and Prince Imrahil. Certainly our first glorious charge was enough to fill us with



confidence (just as the slaughtered Haradrim Serpent Riders filled Nick with disappointment), and at the end of the first turn it all seemed to be going our way. But then it went wrong, as one by one our Heroes were picked off. First Imrahil was magically mugged by the three Ringwraiths, then Gandalf was slain in an unlucky Heroic Duel. Even Éomer came off the worse for wear in a fight against a

formation of Haradrim. In short, things went from great to terrible in the space of two turns!

In spite of these early losses, our army held on very well and by the end of the game we were putting some real pressure on the defenders. Our second line filled the holes left by the early combats, and the large formations of infantry began to push through in the centre. Of course the Knights of Minas Tirith who pushed all the way round to the gate really gave us a feeling of hope, and had we been able to make that breakthrough even one turn earlier than we did, I think victory would have been ours!

Sadly, such things were not to be, and a cunning use of spells, a marauding Mûmak and some seriously devious defensive tactics saw the wicked Men of the South (and East, for that matter) victorious. Never mind though – the campaign was a great opportunity to play some cracking games of The Lord of The Rings, and there's always the chance for revenge on the horizon in a refight!



Enemy at the Gates



Nick: What a fantastic game that turned out to be! Not only have we finally put an end to the winning streak of the previously unstoppable Peachy, but we achieved almost everything we had set out to do – their best heroes all killed early on, and the gates remain unsullied by the lances of Gondor's finest. Our plan almost worked, but the remarkably early death of the Harad cavalry



contingent saw the envelopment idea fail, and the Trebuchets caused untold damage to our seemingly impenetrable infantry centre. But what a fight with so many great stories of glory! Most notable for me was the typically glorious charge of Duncan's Gondor Cavalry, which managed to break through everything we could throw at it and almost made it to the gates. We just couldn't kill them, and we had to resort to the very devious (or beardy!) use of all three Ringwraiths to ensure the death of

Prince Imrahil and the Dol Amroth Knights. We felt bad about that, but not for long, being evil and all. The arrival of the Abrakhân Guard at the rear gave the enemy a lot to think about, while the monstrous combo of the Mûmak and the Chariots put paid to the hopes of the Dwarfs with punishing charge after punishing charge. The Mûmak proved to be the biggest arrow-magnet on the table, and earned its 'ridiculously hard to kill' status by shunning Trebuchet shot after Trebuchet shot before stampeding across the Gondor army. Our Ringwraiths proved time and time again why they are the most feared of the Dark Lord's minions, by 'Transfixing', 'Black Darting' and 'Pall of Night-ing' everything in sight, while the Black Númenóreans put up a decent fight, long after they should have been killed. This was a great game against great opponents and a fitting end to a fun campaign which has seen all of us look at The Lord of The Rings gaming in a whole new light, which for veterans of the game is a very fun and refreshing concept. Right, I think that's my cue to get started on that new army, then...

Man of the Match

Heroic to the last, and always able to wrest victory away from the servants of Sauron, the humble Knights of Minas Tirith have to be considered for the accolade of Men of the Match! Not only did they slaughter their way through Nick's hordes of Haradrim Cavalry, they brutalised a large unit of Haradrim infantry and broke the back of the Corsairs unit too – heroic stuff indeed.



'Monster' of the Match

For sheer destruction, worry, and more importantly, fun created, the Mûmak gets this award. It just refused to die and put paid to many of the enemy before it stampeded away. Such an unpredictable element in a game where both players are trying to think hard about their plans resulted in a lot of enjoyment and a large number of very worried Men of Gondor!

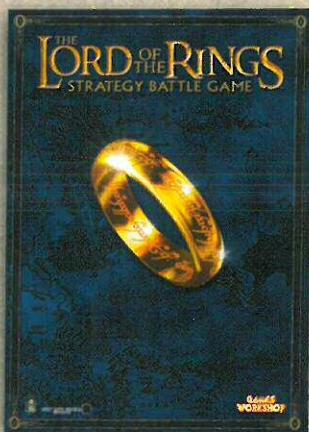


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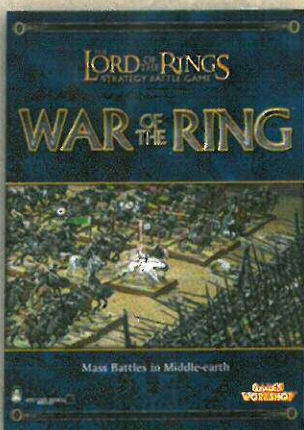


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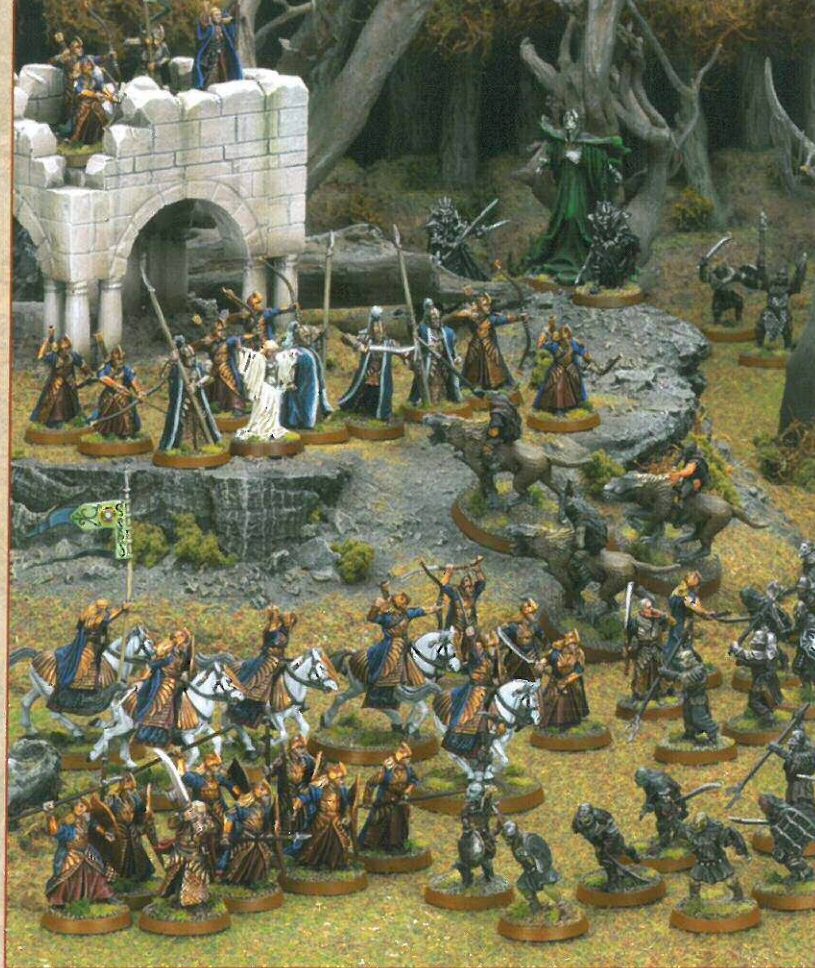
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BLANCHEITSU

Jervis is off 'finding himself' this month (although we're not quite sure how he lost himself in the first place), and John Blanche has returned to the pages of *White Dwarf* to talk about two of his favourite aspects of the hobby – modelling and painting...

I was in our Warhammer World store the other week (at our UK HQ). I had no agenda, I don't even think I went in to buy anything, I was just hanging around and taking in the atmosphere. As I strolled by the packed painting tables I had a bit of an epiphany.

The reason I love this hobby so much – and the reason why I'm still so enthused with it 30 years on – is that it's a hobby full of craftsmen. Unless this is your very first issue of *White Dwarf* then chances are you've assembled a model and painted it so I'm including you in this category as well; yes, you are an accomplished craftsman. I'm not being glib here – our skill levels may vary but what we are all doing is creating bespoke collections of miniatures. No two armies are ever alike and the way we go about building our collections differs in the same way that individual craftsmen in other professions will approach the same project in different ways. Some build and paint up armies for a specific tactical combination, so it performs well in games and at tournaments. Others grow their armies thematically over time, often years; such forces are never finished and contain models that range from the latest release to those that are decades old.

I have always taken a far more esoteric approach to my models. I want to explore all the different avenues that our worlds open up. These avenues go off on all sorts of mad tangents and I never know where they are going to end. Exploring these

creative offshoots tends to dominate my life if I'm not careful, I lose myself in what I can only describe as close to an obsession, thinking about it all waking hours of the day, whether I'm shopping, sleeping or doing any other mundane task.

I have to somehow express these concepts trapped in my head and, being an artist, a lot of this comes out in my drawing but, perhaps surprisingly, I actually find modelling and painting miniatures to be the more therapeutic medium. It's the outlet my consciousness needs to expel these notions and create tangible representations of them. I don't necessarily think of these concepts as actually existing in the Warhammer world or in the 41st Millennium, but the possibility is there; they're my interpretation of the settings.

My mutated Guardsmen are a great example; the idea of using Skaven Clanrats for their bodies came about while exploring those aforementioned avenues, so I knew I had to do a squad. Already my mind is starting to ponder the next step in this concept – merging a tank with a Plague Furnace is looking increasingly likely the more I think about it! I'm not the only one to use the new Skaven kits in bizarre and grotesque fashions. In fact, before I started my rodent-flavoured Guardsmen, I came upon Colin Grayson's fantastic Skaven army when passing through the Studio (*Colin is our Army Master next month – Ed*). Colin is, of course, well acquainted with the ratmen,



Some of John's stylised Bloodletters including a Herald of Khorne (centre left). Note the glossy finish on the hellblades and tongues, created by using Citadel Water Effects as a substitute gloss varnish.

Here are a couple of Colin Grayson's more disturbing conversions from his Skaven collection. We'll be featuring the whole of his army next issue; you have been warned!



paint and blend. Again, I take an approach somewhere between the two – I allow the sculpted surface to dictate what the technique should be. The more texture there is, the more likely I'll be to wash and drybrush. The flatter the area, the more likely I'll tend towards more blending techniques. I'm aware I may be preaching to the choir here but sometimes it's just worth stating the obvious, it helps clarify things and it is the thought process I go through when painting. I'll give you a good example: when painting the scales on my Bloodletters, I don't want to paint each scale individually – I don't work in 'Eavy Metal! – so I use a drybrush as a quick and effective way of getting them done. But some of the scales are a lot bigger, a lot spikier, so when I come to those I paint them, blending up the highlight.

Whichever route I take, I then give the whole figure a 1:1 wash of Gryphon Sepia and Devlan Mud. I'm already one of those painters that struggles to remember a time before Devlan Mud and would never do without it now. The wash ties the model together but what I will do is reapply a flat colour if it has been dulled down too much or even paint some pure Devlan Mud directly into a recess if I want to darken the area even further. I think it's this stage that really defines my style. It's not something I approach casually – I give a lot of thought to which areas need further shading or repainting. After this I apply a light drybrush of Skull White onto every raised surface. When I say light drybrush I mean an effect so subtle as to be almost imperceptible. There should be hardly any pigment on the brush at all; applied to the raised areas and edges of equipment, blades, belts and so on, I find it really lifts the miniature even though it's almost an invisible technique.

If there are any details or free-hand work needed for the miniature I then paint that on, be it icons or glinting effects on

gems, dotting pupils in the eyes, and so on. We then come to the weathering. Most people view this part as an afterthought, if they use it at all, but for me it's one of the (if not the most) defining parts of painting the model. I strive for a battlefield

“Our miniature collections represent a body of work we should all be proud of.”

patination. I want my paint scheme to suggest that the model isn't just off the parade ground but has been in the field of battle. I achieve this through the use of extensive weathering techniques. I always use Boltgun Metal for armour and blades, dulling it down with washes, so it looks like a bit of iron that's been exposed to the elements for years. I never use Mithril Silver, even for representing new and recent scratches I'll go no lighter than Chainmail. You can create rust and oxidation effects by adding brown to metal areas, and bluey-greens to copper or bronze surfaces.

Finally, I matt varnish my models, then apply Water Effects onto the figure, picking out certain areas to give a slimy or glossy look. For example, I carefully applied it to the eyes of my Skaven to give them a wicked gleam.

And that's it really. This isn't an exhaustive guide on how I paint my models but I never intended it to be, I just wanted to give some insight on how and why I paint the way I do. What I think is more important is to develop your own style – as I said at the start of this ramble, we're all craftsmen and as such our miniature collections represent a body of work we should all be proud to display.

John is often in Warhammer World on a weekend – if you see him, why not say hello! Don't forget you can write to John Blanche and, of course, Jervis Johnson at:

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

having been a key sculptor on some of the new kits. In fact it was seeing Colin's brilliant and disturbing collection that set my mind wandering on its current course.

It's not my only recent foray into the darker areas of my imagination. Along with my son, Christian, I've been working on a Chaos army that contains both Chaos

“I take, and always have done, a far more esoteric approach with my models.”



Here are more disturbing conversions from John's collection. A behorned female warrior of malevolent intent and another Skaven creation, with blades instead of claws.

Space Marines and Daemons with a heavy weighting towards Khorne. It's the Bloodletters I really like to play with here; they offer so many possibilities, from the different textures on the model to the many colour palettes you can use. I'm already thinking about having a legion of them emerging from lava, cutting the models in half horizontally at different levels as if they're charging out of a deep pool of hellish magma.

The 'Blanchian Style'

As much as I enjoy painting my own models, I love admiring other people's projects just as much. It is at events like Golden Demon where the craft of what we do really comes into its own and I always leave feeling inspired. It's also why I take pleasure in spending time in Warhammer World, watching hobbyists play games or paint miniatures and sharing the results of their painting with each other. One of the great joys of the hobby is to show off and be rightly proud of your work. I was doing just this with a fellow craftsman on the very same visit to Warhammer World as my earlier epiphany. He was showing me a rather wonderful Space Marine army and

so I showed him a Terminator I'd recently been painting in store that very day. 'Wow,' he said, 'You've painted that in the style of John Blanche.' After getting over the initial embarrassment of explaining that I was John Blanche and finding out that my name is now more synonymous with a style of painting than me in person, the hobbyist went on to ask me how I get my models looking the way they do.

Obviously it comes naturally to me to paint in this style but it's not the first time I've been asked this so it got me thinking exactly how I apply brush to miniature.

The first question I ask, albeit subconsciously, when I appraise a model for painting is whether to paint the model really neatly using blending and layering techniques or do I try to paint it more worn and decrepit – as a warrior that's been on the field of battle all its life so is scratched and grubby and dirty. I normally end up right in the middle of that scope. Depending on which bit of the figure I'm actually painting, I'll veer from one extreme to the other. Take my mutated Guardsmen, for instance – the heads and muzzles were painted very neatly but when it came to the fur and the armour I've used drybrushing and heavy weathering techniques to make them looked chipped, scratched and grimy. If the model is plastic you can really enhance this look before you even start painting by simply cutting small flecks and nick little bits of damage into the armour with your Hobby Knife.

I usually undercoat my models with Chaos Black and then paint flat colours on all the areas. I know a recent trend is to focus on one area until it's done but I'm more of a traditionalist, having a basecoat on every part of the model before progressing to the next stage. Another quandary I always ask myself around this stage is whether to wash and drybrush or

Showcase: John's Skaven

Here are some of the Skaven from John's collection, including some of the mutated Guardsmen he mentions above. Also included is a heretical Confessor, made from the Corpse Cart Necromancer alongside other bits.



CRIMSON FISTS



Pedro Kantor



Pedro Kantor is the Chapter Master of the Crimson Fists, a mighty warrior who has led his Chapter through their darkest hour. Not only is he a force to be reckoned with on the tabletop, but his presence in your army enables Sternguard Squads to count as scoring units.

The Crimson Fists have always been one of the most instantly recognisable armies in Warhammer 40,000 – ever since they adorned the front cover of *Rogue Trader*, the original Warhammer 40,000 rulebook.

For twenty years or more the Crimson Fists have stood as the benchmark for heroism and bravery in the face of overwhelming odds, a paragon of courage and discipline.

The strength of arms and unbreakable resolve of the Crimson Fists Chapter has brought them through the terrible crisis known as the Rynn's World Incident, a cataclysmic event that saw much of the Chapter's resources and fighting strength completely destroyed. With their fortress monastery obliterated and their existence hanging in the balance the Crimson Fists fought on with relentless bravery and undaunted spirits against the mighty Ork invasion that beset their home world.

The glories of the Crimson Fists Chapter do not lie solely within the events of the Rynn's World Incident, however, but rather stretch back almost ten thousand years, to the division of the mighty Imperial Fists

Legion at the end of the Horus Heresy. Theirs is a pedigree of fighting, and defeating many of the worst foes of humanity, be they alien or traitor. For ten long millennia the combat record of the Crimson Fists has been as glorious and unsullied as their noble progenitors and they have fought in many of the greatest campaigns and battles across the length and breadth of the Imperium.

For a long time now, we here in the Studio have been avid fans of the courageous Crimson Fists and, inspired by the breathtaking photographs of the Crimson Fists arrayed for battle in the Planetstrike expansion, expert sculptors Matt Holland and Neil Langdown took up the task to create a range of fantastic new Bitz Packs, enabling Crimson Fists collectors to represent the heraldry and iconography of their Chapter more effectively than ever before.

Crimson Fist fever continues on the Web this month as we provide a clear stage-by-stage painting guide for your Crimson Fist Space Marines, there is also a scenario taken from the proud history of the Crimson Fists and an Index Astartes, detailing their background and combat doctrine.

www.games-workshop.com

CRIMSON FISTS SHOWCASE

These Crimson Fists were painted by 'Eavy Metal's Keith Robertson. A basecoat of Regal Blue was used on the armour, with a thinned-down Chaos Black shade. A line highlight using a 1:1 mix of Regal Blue and Ice Blue was then applied, followed by a further highlight of pure Ice Blue. The red starts with a basecoat of Scab Red, layered with Red Gore. Highlights of Blood Red and Blazing Orange were built up, with a fine edge of Vomit Brown on the most prominent parts.



NEW! COMPONENTS OF WAR

The Crimson Fists parts were sculpted by Matt Holland and Neil Langdown. They have been split into five separate Bitz Packs, each tailored to a specific unit type – although you can, of course, find many other uses for them.

Crimson Fists Command Pack

The bitz in the Command Pack can all be used to enhance your Captain or Command Squad models.



Crimson Fists Assault Pack



Crimson Fists Shoulder Pads

The Shoulder Pad Bitz Pack contains a variant shoulder pad design, allowing you to vary the heraldry of your Space Marines.



Crimson Fists Tank Pack

The symbols on the Tank Pack can be used on your vehicles, bastions, or even banner tops!



Crimson Fists Tactical Pack



Available to Order

For more information on how to get hold of these Bitz Packs turn to the Available to Order section on page 119.



Imperial Fists



The fist symbol is a recurring motif in many a Chapter's iconography and so the new Bitz Packs are incredibly versatile. Matt Hutson has seized on them for his Imperial Fists Tactical Marines. The fist symbol is painted black with a white background. The shoulder pad has a red trim that contrasts well against the yellow. Matt's Imperial Fist yellow is a patented recipe he's not willing to divulge!



This month, our Modelling Workshop examines two impressive defensive structures – the towering Fortress of Redemption, and a sturdy Warhammer Fortified Manor.

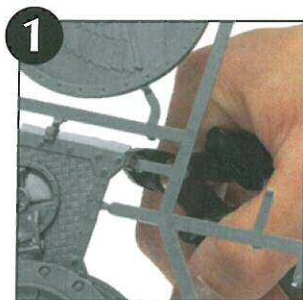


Every battlefield, from the shell-pocked warzones of an Imperial planet in the 41st Millennium to the blood-soaked fields of the Old World, benefits from some form of stronghold. Whether it's for a bespoke scenario, part of a game expansion such as Planetstrike, or just for adding extra excitement to your pitched battle, a stronghold can be the centrepiece of your game.

With this in mind, we tasked hobby-guru Chad Mierzwa with assembling and painting the new Fortress of Redemption and an Empire Fortified Manor. Over the following pages we'll show you how he got along, complete with clear, stage-by-stage instructions – so, if you're looking for advice on how to assemble your own strongholds, along with some great hobby advice, read on.

PREPARATION

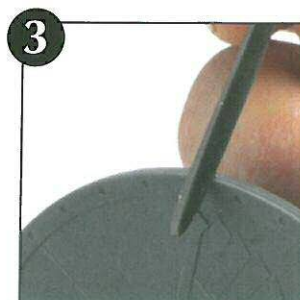
Before assembling and painting the Fortress of Redemption, or indeed any model, it's always worth taking the time to clean up the components and get them all ready for assembly. Not only does this ensure that your finished model looks just right, but it also helps to guarantee that the components will fit together seamlessly.



When it comes to removing the pieces from their frames, use a pair of Plastic Cutters to get the best results – by placing the flat edge of the Plastic Cutters against the component you can get a smooth cut that is easy to clean up, without risking damage to the parts.



Remove any mould lines or flash. Carefully use a Hobby Knife to slice away any plastic flashing, remembering to always cut away from yourself. Unsightly mould lines can also be scraped off by drawing the blade of the Hobby Knife across the seams.



Once you've cleaned away the worst of the mould lines and scars, the best way to ensure a smooth finish is to use a fine-toothed Hobby File. This will smooth away any remaining imperfections, leaving you with a crisp, clean starting point for assembly.

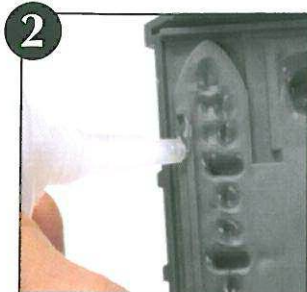
TOWER BASE ASSEMBLY

The first part of the Fortress of Redemption you'll need to assemble is the tower base. This four-walled box forms the foundation for the rest of the tower. Since you will need to

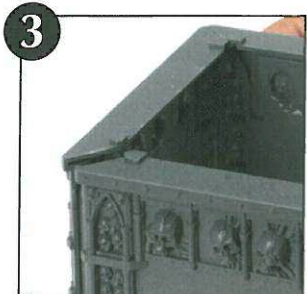
add the tower to the top of the base, it's worth building the base first, which will give your Plastic Glue enough time to set properly and form a strong bond.



Each of the pieces for the tower base fits together by the corners. Make sure you try the pieces first so you are comfortable with the fit.



When you are happy that the components will go together soundly, use Plastic Glue to give yourself the strongest bond.



The four walls of the base are stuck together to form a box, and then left to dry.



Attach both buttresses to one side of the tower base. At this point, it doesn't matter which side of the base you choose.



TOWER ASSEMBLY



Much like the tower base, the tower also fits together at the corners, hold them firmly together until the Plastic Glue sets.



With the first two tower walls fixed firmly together, attach the floor by slotting it into the grooves. Glue it in place, as shown.



Once the floor is fixed into place, you can add the remaining tower walls. Give them time to set properly once they are attached.



The completed tower fits on top of the tower base. Use the locator tabs on the top of the base to guide the tower into position.



SILO/GUN PLATFORMS

With the tower completely assembled, it's time to move on to the two platforms. These parts of the fortress plays host to a deadly arsenal of weapons and, if you refrain from

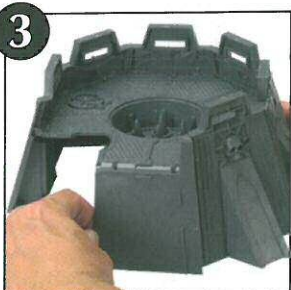
gluing the Dark Angels icon and the lascannon in place, you can switch the locations of your missile silo and lascannon from one game to the next.



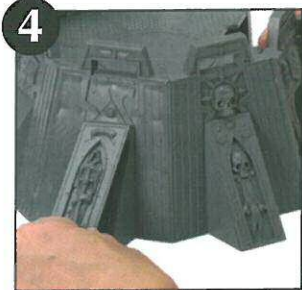
Take the platform floor and attach the first of the sidings to it, using Plastic Glue.



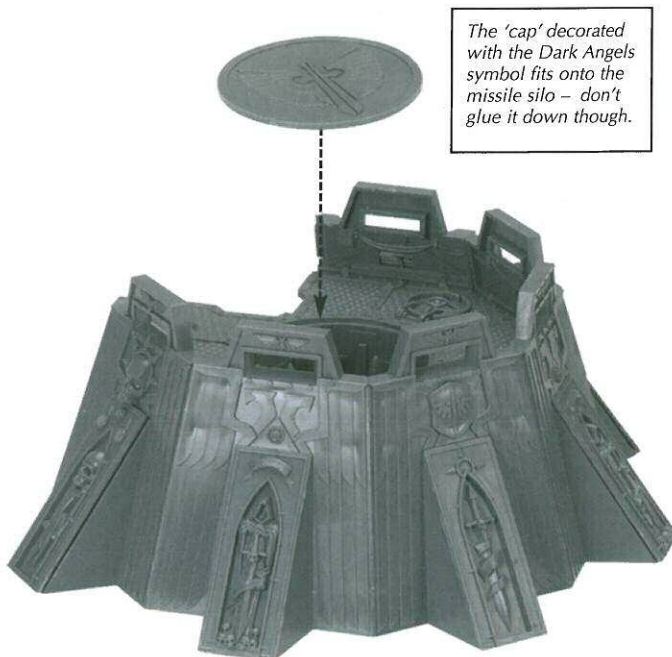
Continue adding the rest of the platform sides, ensuring a firm fit between the components.



Once all the sidings are in place, add the blanking plate to the inside of the platform.



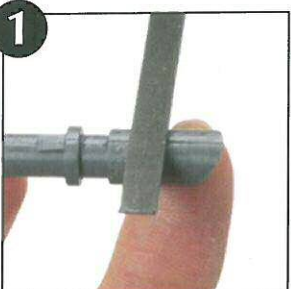
Finally, glue the details to the buttresses around the sides of the platform into place.



The 'cap' decorated with the Dark Angels symbol fits onto the missile silo – don't glue it down though.

ICARUS-PATTERN LASCANNON

An impressive twin-linked lascannon, capable of intercepting inbound enemy units in Planetstrike, forms one of the fortress's main defences.



Glue the barrels of the lascannon together and, once firmly set, file away any join marks.



Fix the two halves of the turret drum together – these will provide the housing for the lascannons.



Next, push the two lascannon barrels into their fixings on the turret drum.



The turret housing is built by first adding the front and rear plates. These fit into the slots as shown.



With the front and rear plates in position, place the turret drum inside and glue the halves together.

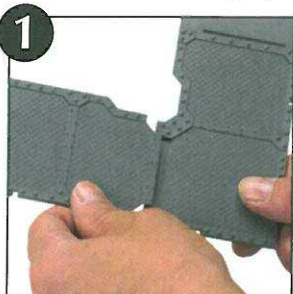


Finally, fix the bottom plate to the turret – the bottom plate has a fixture to connect to the platform.

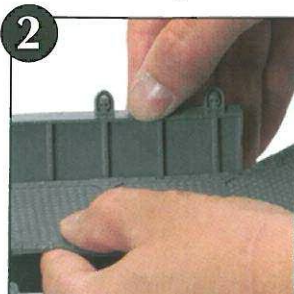
WALKWAYS AND WALLS

The two weapon platforms and the tower itself are linked together by a fortified walkway – an ideal vantage point from which defending squads can lend their firepower to

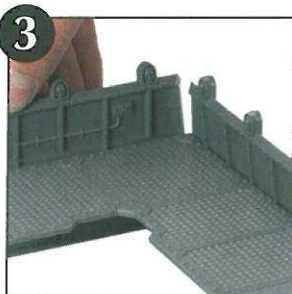
the fortress' own armament. The walkway is quickly assembled by joining the two walkway pieces and adding the walls and staircase.



1 Join the two halves of the walkway. Make sure you leave plenty of drying time before proceeding.



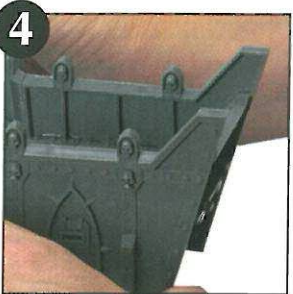
2 Fix the outer wall to the walkway. Use the photo of the finished piece, below, as reference.



3 Fix each of the outer walls onto the walkway in turn (do not attach the inner walls yet).



4 Attach the staircases to either end of the walkway – they fit flush against the rivets as shown.



4 With the stairs attached, fix the inner walls in place in the same manner as the outer ones.



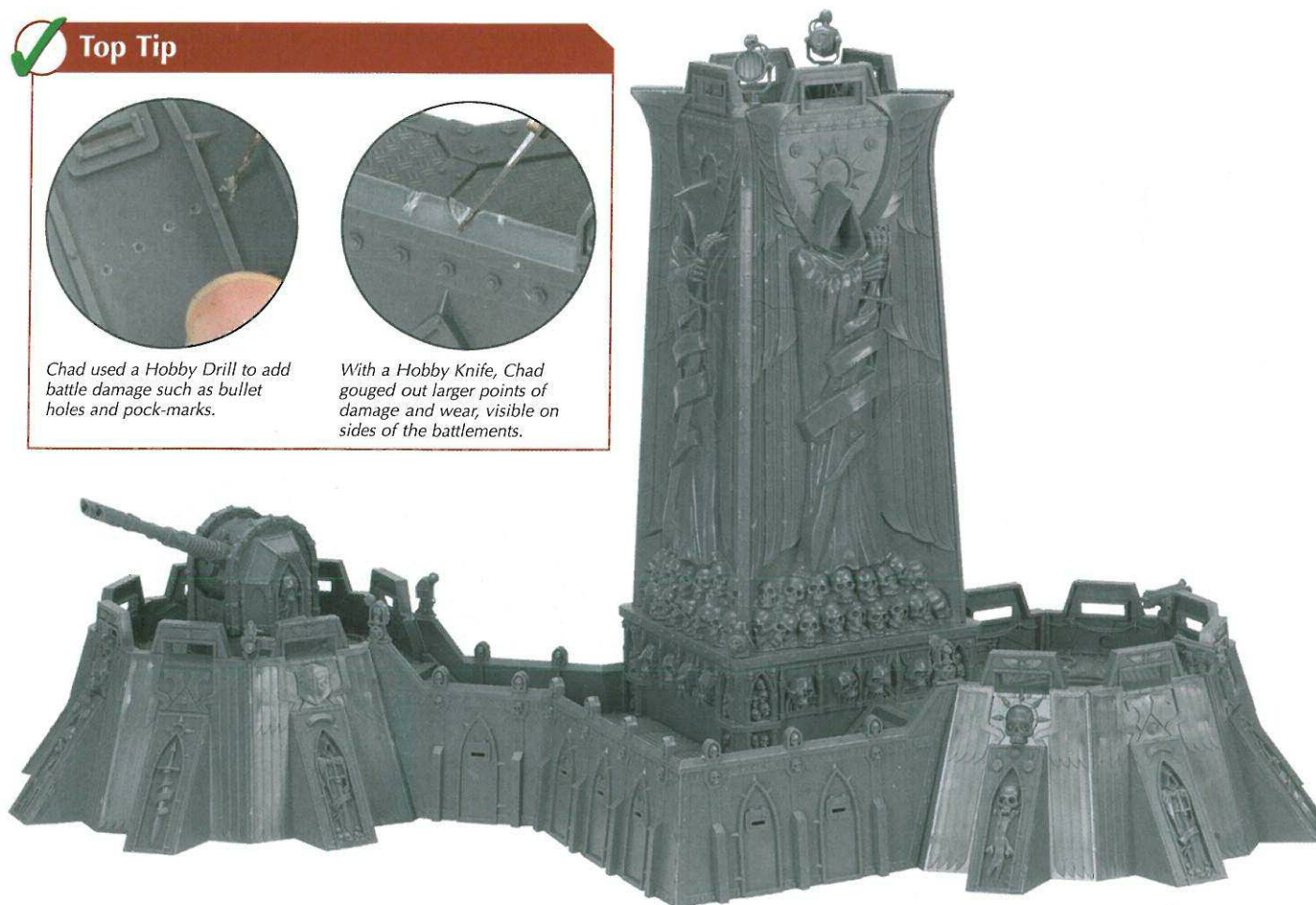
Top Tip



Chad used a Hobby Drill to add battle damage such as bullet holes and pock-marks.



With a Hobby Knife, Chad gouged out larger points of damage and wear, visible on sides of the battlements.



PAINTING THE FORTRESS

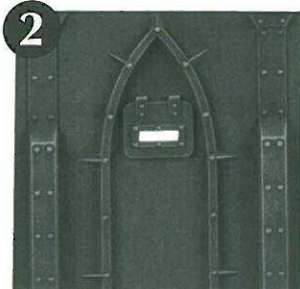
With free rein to paint the Fortress of Redemption however he fancied, Chad experimented with a series of different colour schemes before settling on the one shown here. As

he painted the different stages of the stronghold, we made sure to take some stage-by-stage photographs to show the techniques and steps he used.

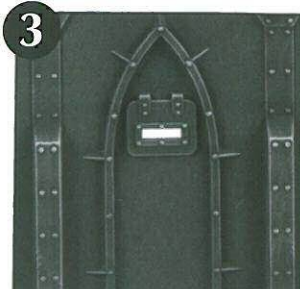
Black Areas



Chad drybrushed the black areas with Adeptus Battlegrey (using a Large Drybrush for speed).



The walls were highlighted with a drybrush of Codex Grey.



A lighter drybrush of Fortress Grey was used as a second highlight.



To make the fortress look weather-worn, Chad overbrushed the walls with Graveyard Earth.

Stone Areas



Chad overbrushed the stone areas with Bestial Brown.



Once the first coat was dry, Chad drybrushed the area liberally with Bubonic Brown.



Next, Chad used Bleached Bone to highlight the stonework, again applying the paint by drybrushing.

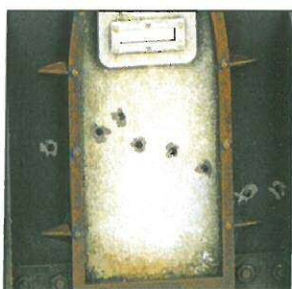


A final highlight of Skull White was drybrushed on, paying special attention to edges and details.

Battle Damage



Damage, such as the chips here, was painted with Boltgun Metal and highlighted with Chainmail.



The tarnished metalwork was painted with Tin Bitz, highlighted with Dwarf Bronze and weathered with Hawk Turquoise.





Green areas

1



Chad painted Orkhide Shade onto the green flooring, providing a strong basecoat.

2



To highlight the floor, Chad applied a drybrush of Knarloc Green.

3



Scorched Brown and Boltgun Metal were drybrushed onto the treadplates to show wear and tear.



Top Tip



When painting large areas, such as this, a Large Drybrush can make a great result a little less painstaking.

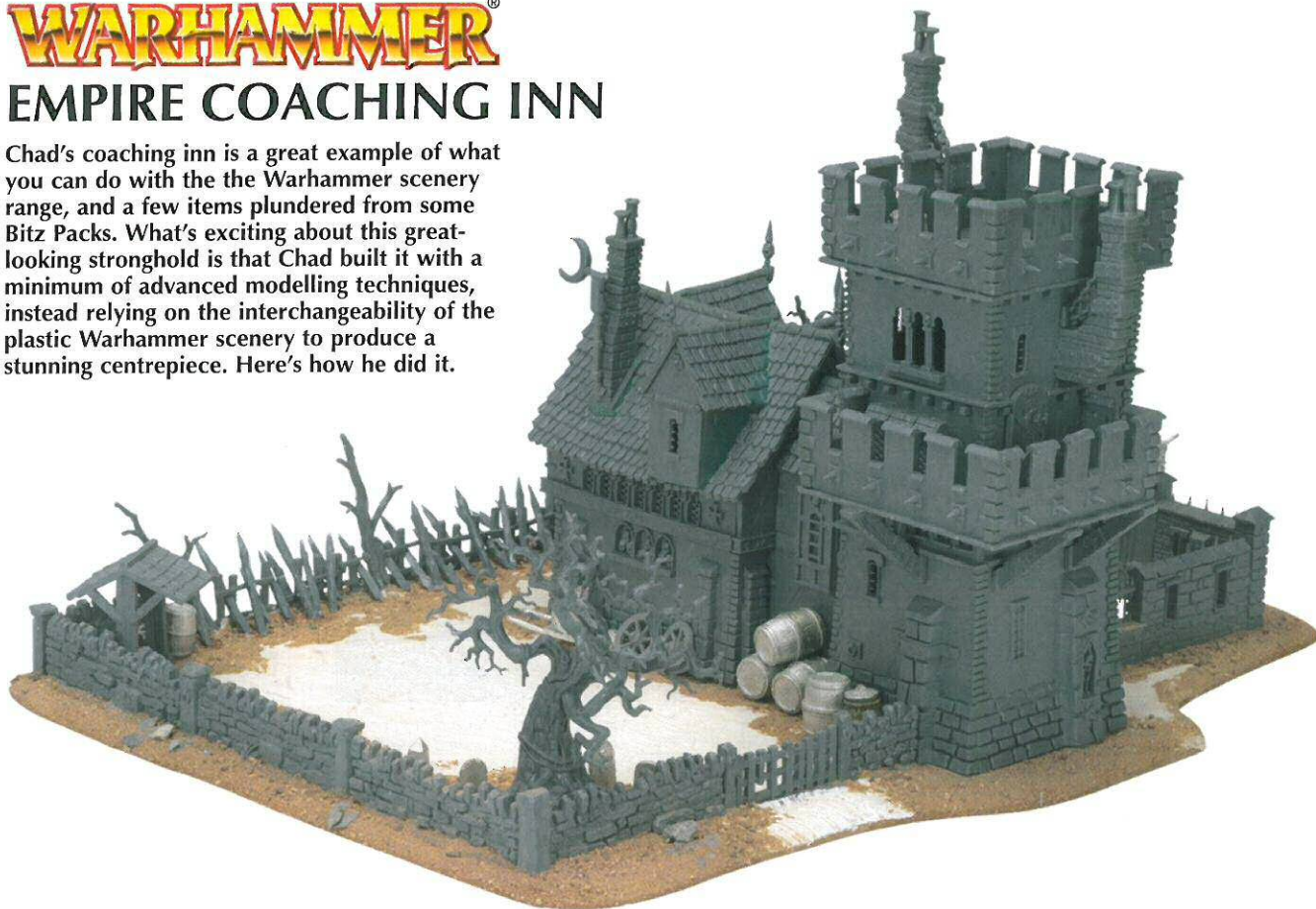
Bunker Hatch



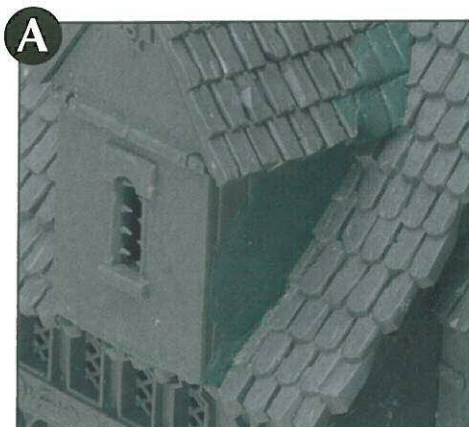
This vibrant red was achieved with a Scab Red basecoat, highlighted by adding Blood Red.

EMPIRE COACHING INN

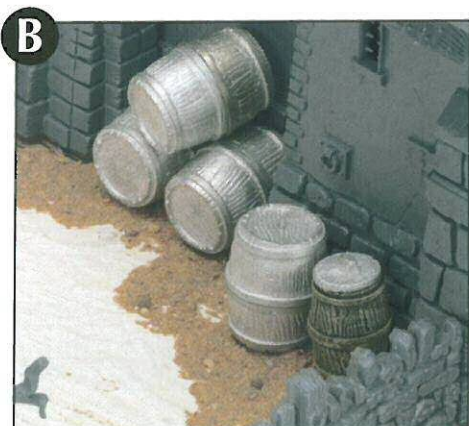
Chad's coaching inn is a great example of what you can do with the the Warhammer scenery range, and a few items plundered from some Bitz Packs. What's exciting about this great-looking stronghold is that Chad built it with a minimum of advanced modelling techniques, instead relying on the interchangeability of the plastic Warhammer scenery to produce a stunning centrepiece. Here's how he did it.



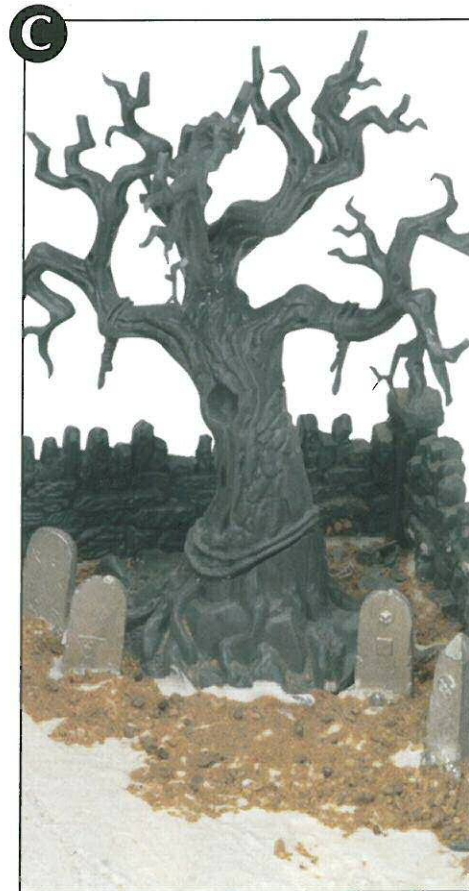
A Chad chopped the outhouse in half, and attached it to the inn roof, creating two dormer gables. Plastic is easy to cut to the right shape, but Chad used modelling putty to ensure that when the piece was painted the joins would be seamless.

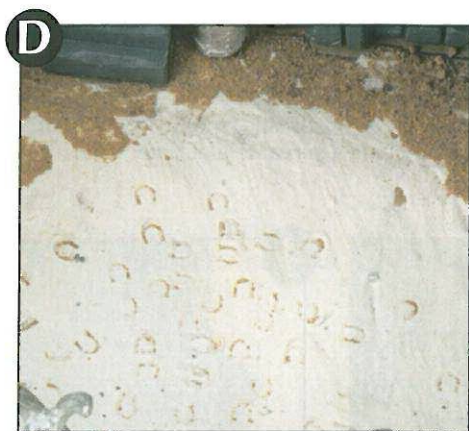


B Extra touches, such as these piles of barrels, lend character to the finished piece and really enhance the overall effect. These barrels came from a Bitz Pack, and aptly demonstrate how you can enhance your model without having to resort to advanced scratch-building.



C The gnarly old tree in the rear courtyard has been plundered from a Citadel Wood and blended into the ground using filler. It is surrounded by gravestones (perhaps the burial places of former owners, or patrons). These gravestones also come from a Bitz Pack and lend a macabre, 'Warhammer' feel to the model.





D To give it a sturdy base, Chad mounted the inn on a piece of MDF. Since Chad wanted the finished piece to resemble a busy coaching inn, he decided to feature a courtyard complete with churned up mud from the hooves of all the horses that have drawn up recently. He did this by coating the courtyard with a layer of filler, and inscribing horseshoe shapes into it.

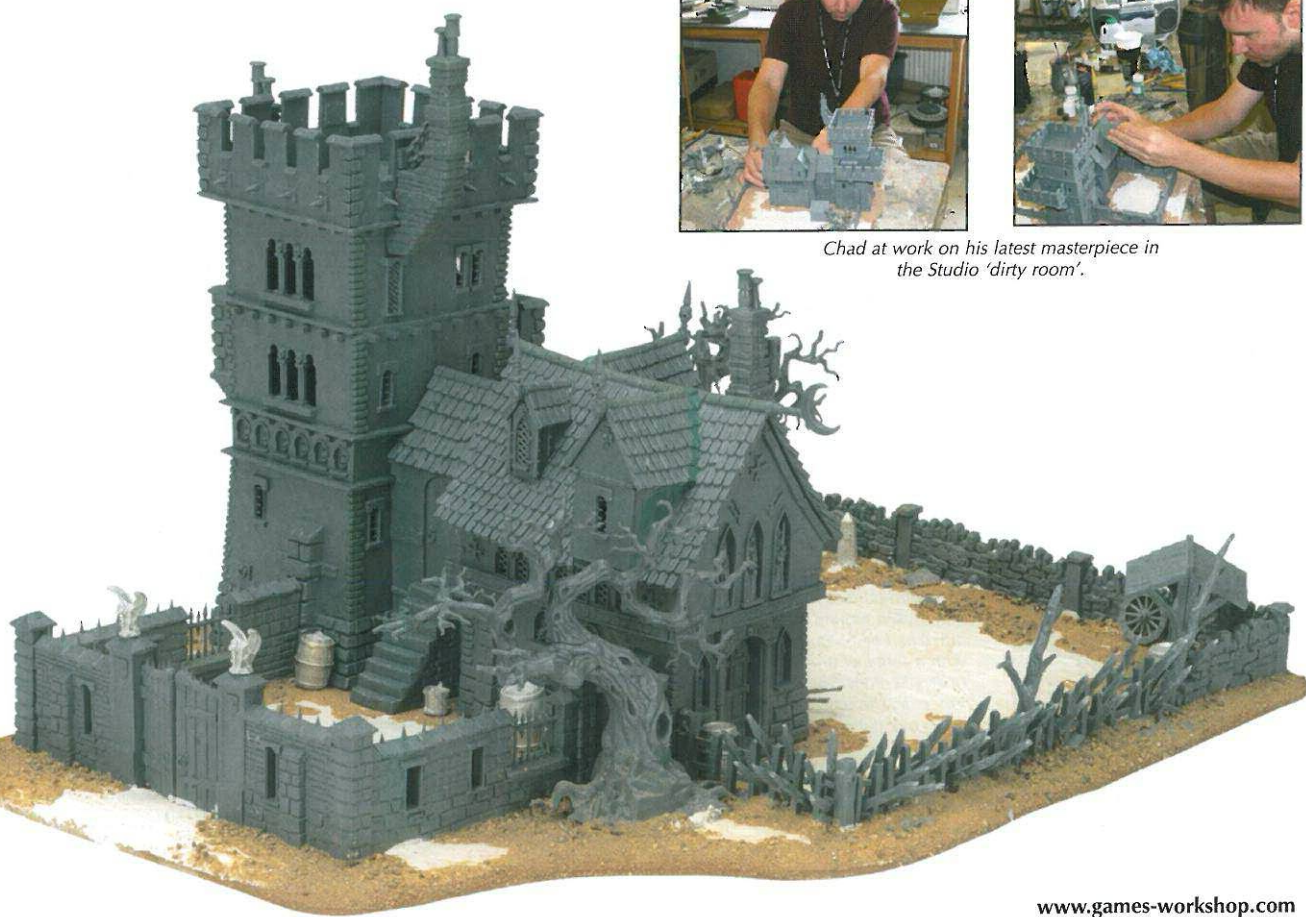
E The gates to the coaching inn are made all the more ominous with the addition of two gargoyles taken from the Gothic Scenery Bitz Pack.



F The Old World is a dangerous place, as the owners of this coaching inn well know. Chad has supplemented the fence found on the Warhammer Walls and Fences frame with the addition of a line of sharpened stakes. These are made from sprue offcuts, shaped and sharpened with a Hobby Knife.



Chad at work on his latest masterpiece in the Studio 'dirty room'.

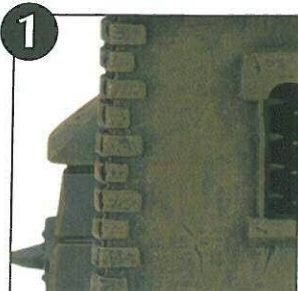


PAINTING THE COACHING INN

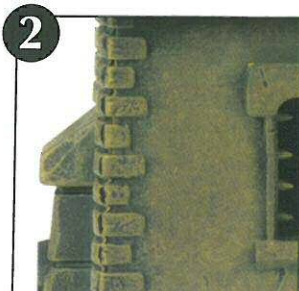
With the construction completed, Chad undercoated the whole model with Chaos Black Spray, and commenced painting it up. Chad made sure to jot down the stages

along the way – making a note of the colours you use in a notebook as you go can be invaluable, should you wish to replicate the colour scheme again at a later date.

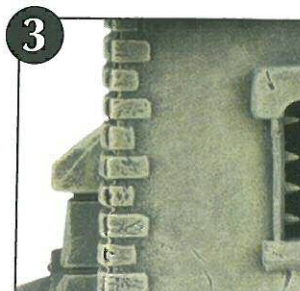
Walls



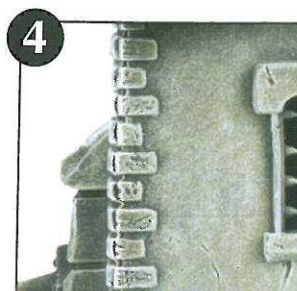
Chad began by overbrushing Bestial Brown directly over the black undercoat.



With the basecoat dry, Chad gave the walls a generous drybrush of Bubonic Brown.

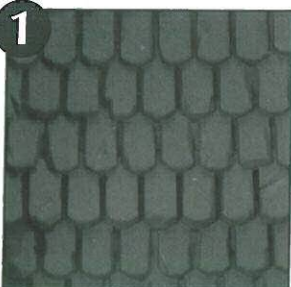


Next, Chad drybrushed the walls with Bleached Bone.

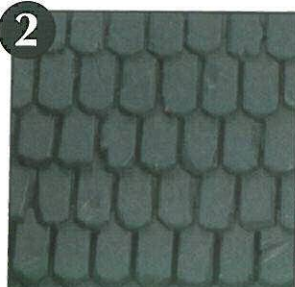


For a final highlight, the walls were given a very light drybrush of Skull White paint.

Roof



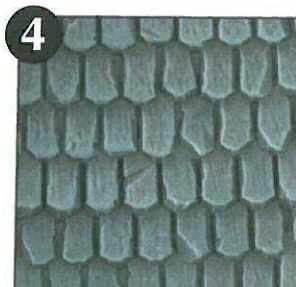
The slate roof was basecoated with a 50/50 mix of Dark Angels Green and Shadow Grey.



For the next stage, Chad added a little Fortress Grey into the mix and drybrushed it across the tiles.



More Fortress Grey was added into the previous mix and drybrushed over the roof.



A final, light drybrushing of pure Fortress Grey was applied to the edges of the tiles.

Stone



The stones around the windows, walls and doors were basecoated with Adeptus Battlegrey.



With the basecoat dry, the stones were washed with watered-down Devlan Mud.



Codex Grey was then drybrushed over the stonework, providing a subtle highlight.



A final highlight was added by drybrushing the stones with Fortress Grey.

Detailing

Chad decided to make his coaching inn look dilapidated and poorly maintained, with rusty metal and even bird poo!



The soggy, churned-up mud in the courtyard perfectly resembles the much-used ground of a coaching inn. Chad first painted the mud, with a series of browns drybrushed over a Scorched Brown basecoat. Once dry, he painted a couple of coats of Citadel Water Effects over the mud, with heavier coverage in the centre where it would be most heavily churned up by passing travellers and their steeds.



The rusty metal was painted by basecoating the metal areas with Dark Flesh, and then stippling it first with Bestial Brown, then with Blazing Orange.



The bird droppings were painted onto likely areas (such as the roof) with small spots of Rotting Flesh.

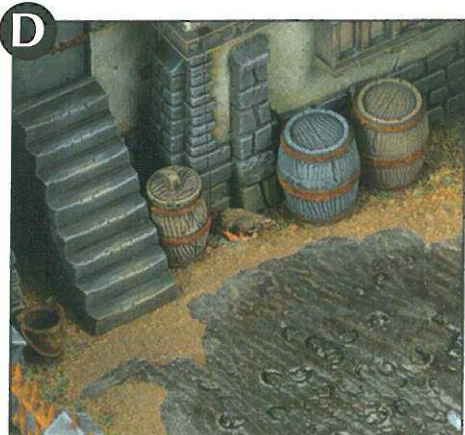
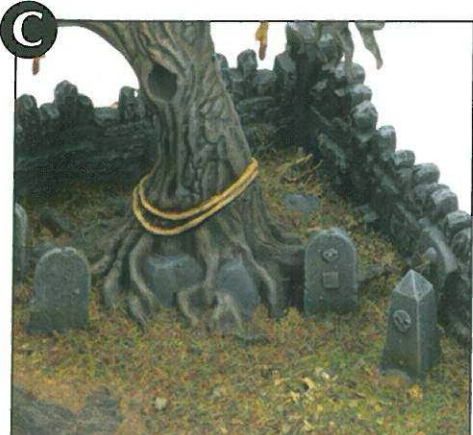
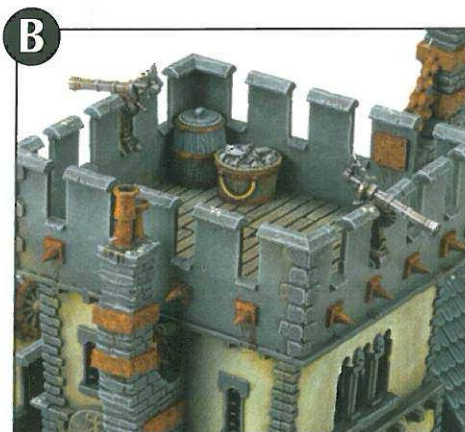
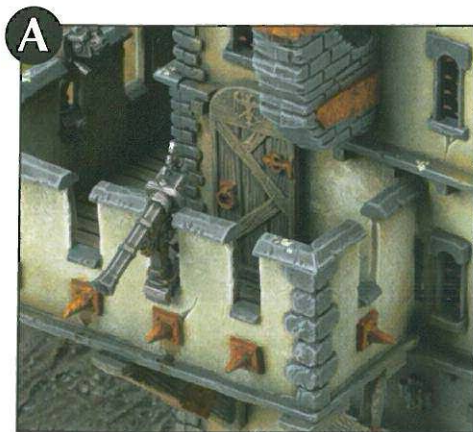


A The balcony on the tower is actually built from spare tower battlements and flooring. Chad cut these to the correct shape, and attached them to the ledges to create an impressive fortified position overseeing the gates and courtyard.

B The top level of the tower has a pair of wall guns and a basket of rocks. Such humble defences might not see off a concerted attack, but should deter speculative raids from small groups of bandits or wandering Beastmen.

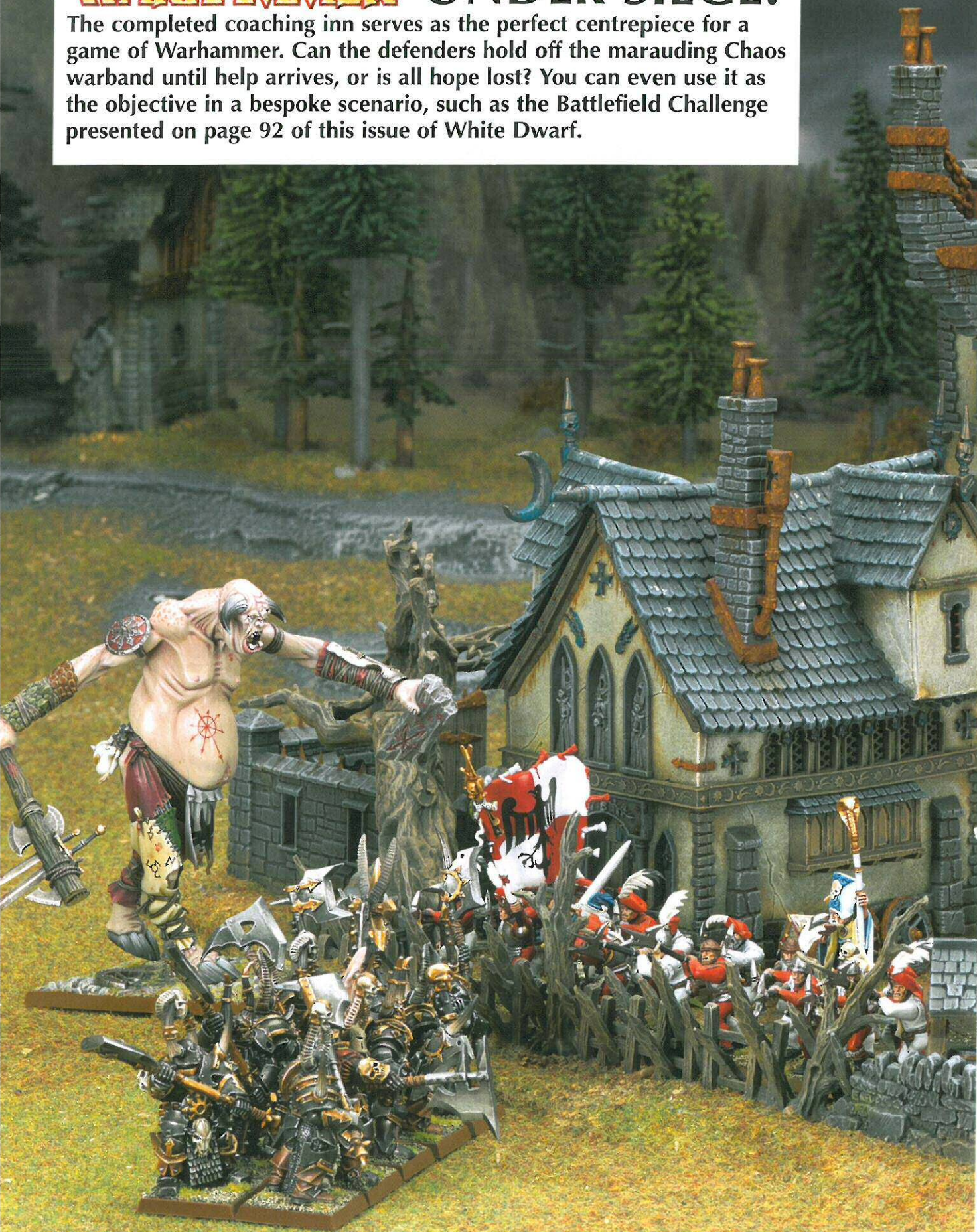
C The withered tree in the corner of the courtyard looks entirely naturally placed, once it has been blended in with some static grass. To represent leaf mould and detritus, Chad scattered a pinch of dried mixed herbs under the tree too.

D The whole piece is littered with small details such as the giant rat lurking near the barrels. Plundered from a plastic Skaven frame, the rat serves as a perfect example of how you can put spare parts that you find in your bitz box to good use when you are building scenery.



WARHAMMER® UNDER SIEGE!

The completed coaching inn serves as the perfect centrepiece for a game of Warhammer. Can the defenders hold off the marauding Chaos warband until help arrives, or is all hope lost? You can even use it as the objective in a bespoke scenario, such as the Battlefield Challenge presented on page 92 of this issue of White Dwarf.





CITADEL®

BATTLEFIELD TERRAIN

Nothing complements two armies of Citadel miniatures more than seeing them fight over a battlefield packed with exciting terrain. Our scenery range is full of evocative and detailed plastic kits to aid you in your quest for the perfect gaming experience.

Whether you're after impregnable space fortresses, weathered watchtowers or scenic woods, you can dress your battlefield accordingly with the wide range of plastic Citadel scenery kits. Any battlescape is possible, from a ruined and war-torn city in the far future to the undulating hills and blood-soaked fields of the Old World or the haunted forests of Middle-earth. Even the battlefield itself is available with the Realm of Battle Gameboards. The battle unfolding below is fought on an 8' by 4' playing area created by combining the Realm of Battle Gameboard with the new Gameboard extension.

CITADEL GAMING HILL

Product code: 99129999004

This set contains one plastic hill.

UK	£15†	Denmark	175dkr
Euro	€22.50	Swe/Nor	200skr/nkr

FORTRESS OF REDEMPTION

Product code: 99120101082

UK	£60†	Denmark	600dkr
Euro	€78	Swe/Nor	750skr/nkr

BATTLEFIELD ACCESSORIES SET

Product code: 99229999041

This plastic set is ideal for enhancing your Warhammer 40,000 tabletop and contains barricades, oil drums, ammo crates and tank traps.

UK	£7†	Denmark	85dkr
Euro	€11.50	Swe/Nor	100skr/nkr

CITADEL WOOD

Product code: 99129999002

This plastic set contains three trees and their scenic base.

UK	£15†	Denmark	175dkr
Euro	€22.50	Swe/Nor	200skr/nkr

Realm of Battle Gameboards

The Citadel Realm of Battle Gameboard is a highly detailed, sturdy playing surface designed with gaming in mind. Comprising six 2' by 2' plastic tiles designed by expert model-maker Dave Andrews, the Gameboard can be assembled in many different combinations.

The Gameboard Extension contains two flat tiles which, when combined with the full Gameboard, will allow you to create a 4' by 8' battlefield with many possible configurations.

IMPERIAL SECTOR

Product code: 99120199006

This plastic set contains enough parts to make three small buildings and one large building.

UK	£50+	Denmark	650dkr
Euro	€80	Swe/Nor	750skr/nkr

BASTION

Product code: 99120199018

This plastic set contains one complete Bastion and a comms relay node.

UK	£18+	Denmark	180dkr
Euro	€23.50	Swe/Nor	230skr/nkr

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This set contains six individual 2' by 2' gameboard tiles.

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Product code: 99120199015

This plastic set contains four double blast shield sections, four single blast shield sections and a twin-linked interceptor quad gun.

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Product code: 99220199037

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UK	£10+	Denmark	115dkr
Euro	€15	Swe/Nor	140skr/nkr

CITADEL MODULAR GAMING HILL

Product code: 99129999005

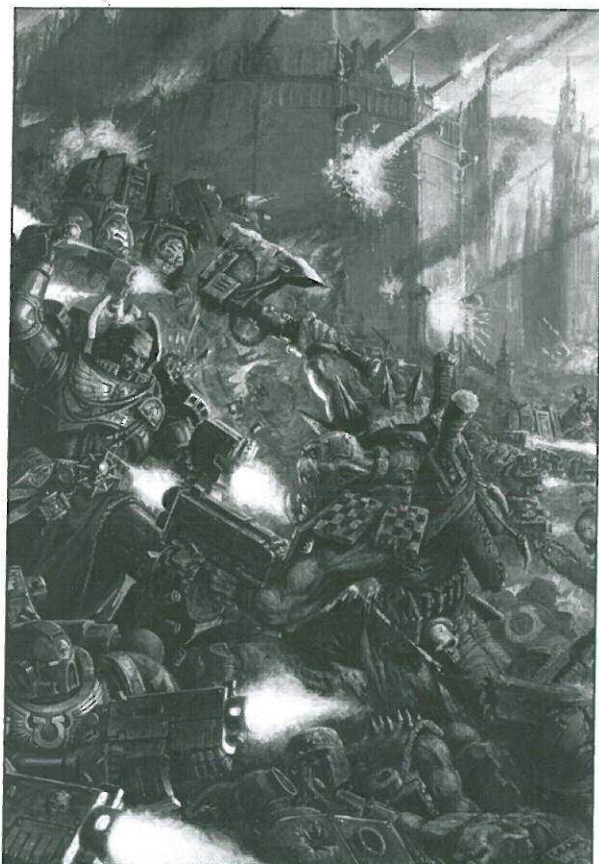
This plastic hill is made of two sections that can be configured either lengthways for a long rise that sits on a baseline, or can be connected with the shorter sides exposed to make a spur. Two modular hill sets can be combined to create a very large hill.

UK	£15+	Denmark	175dkr
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THE FORT

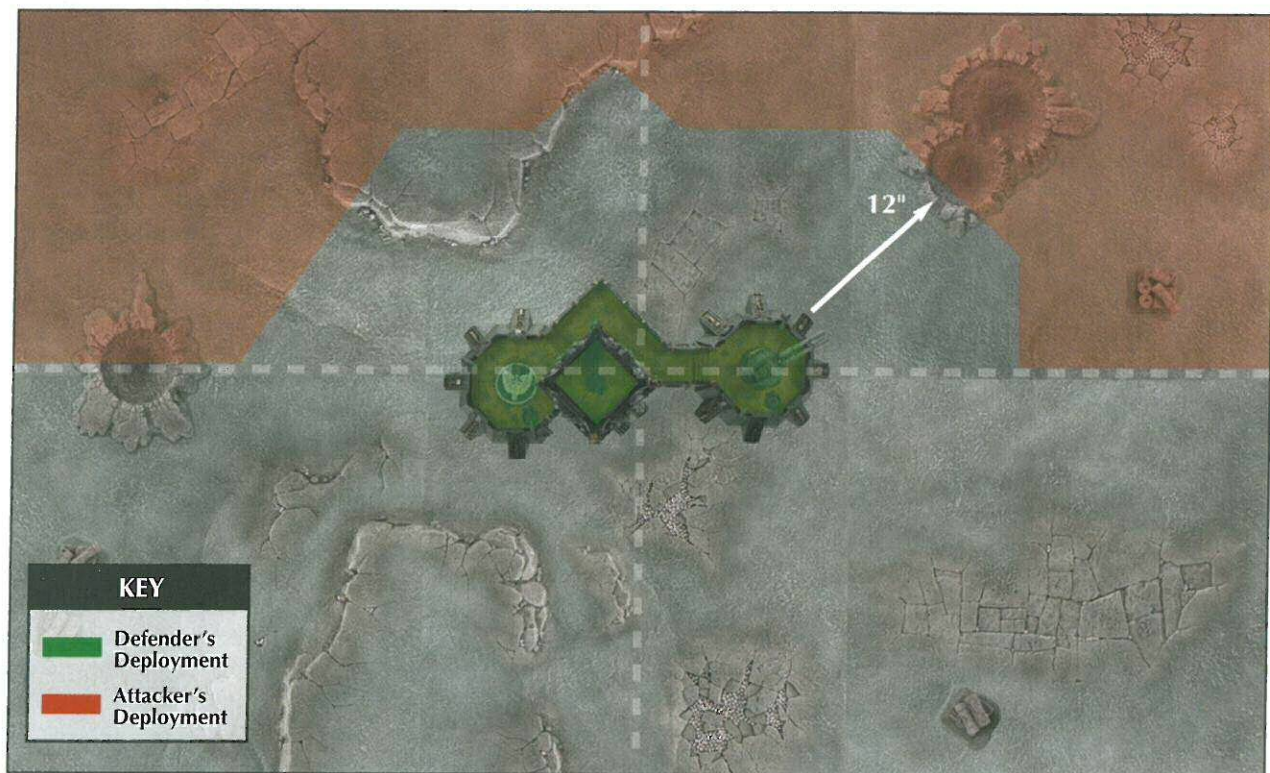
Ever since man has fought wars, he has attempted to defend his territory against attack by building fortifications in strategic locations. These forts will have a small garrison, whose duty is to watch out for enemy incursions and protect against any attack until an army can be mustered to march to their relief. Although not expected to hold out against a determined enemy, the garrison can usually survive long enough for the reinforcements to arrive and bring the enemy to battle.

THE ARMIES

Each player picks an army from a Warhammer army book or Warhammer 40,000 Codex army list, to a pre-agreed points total.

THE BATTLEFIELD

Set up a Fortress of Redemption if you are playing Warhammer 40,000, or a Fortified Manor if you are playing Warhammer. The building must be set up in such a way that it covers the centre point of the table, as shown on the deployment map. Set up any remaining terrain in a mutually agreeable manner. The fortress or manor will be referred to as 'the fort' from now on.



KEY

- Defender's Deployment
- Attacker's Deployment

DEPLOYMENT

Roll-off to see which player will be the attacker and which player the defender.

The defender is allowed to place up to one unit comprising no more than 15 models in the fort. The unit chosen must be one that is allowed to enter the building. In addition the player may deploy a single character in the fort with the unit. Again, in order to be chosen the character must be able to enter the building. All remaining defending units will enter play as 'the relief column' (see the special rules section below).

Next the defender must pick one long table edge as 'his' table edge. The opposite edge is the attacker's table edge.

The attacker must then pick a deployment zone and deploy his entire army. All units must be deployed more than 12" away from the fort. The attacker may not place any units in reserve or otherwise off the table unless the unit has special rules that say he must do so – where the attacker has a choice, every unit must be committed to the assault!

FIRST TURN

Roll a D6. On a 1-5 or more the attacker has the first turn. On a roll of 6 the defender seizes the initiative and goes first.

GAME LENGTH

Roll a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then roll the D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

VICTORY CONDITIONS

At the end of the game the side that occupies the fort wins the battle. If neither side occupies the fort then the battle is a draw.

SPECIAL RULES

The Relief Column: The defending player rolls 3D6 at the start of each of his turns, adding the scores together from turn to turn. Once the total reaches 20 or more then the relief column arrives. For example, you roll a total of 7 on the first turn, so the relief column does not arrive. On Turn 2 you roll total of 14; adding the 7 scored on the first turn means that you now have a total of 21, so the relief column arrives.

All of the units that make up the relief column must move on from the defending player's table edge on the turn of arrival. They may not charge or assault on the turn they arrive, but may shoot if otherwise allowed to do so.

DESIGNER'S NOTES

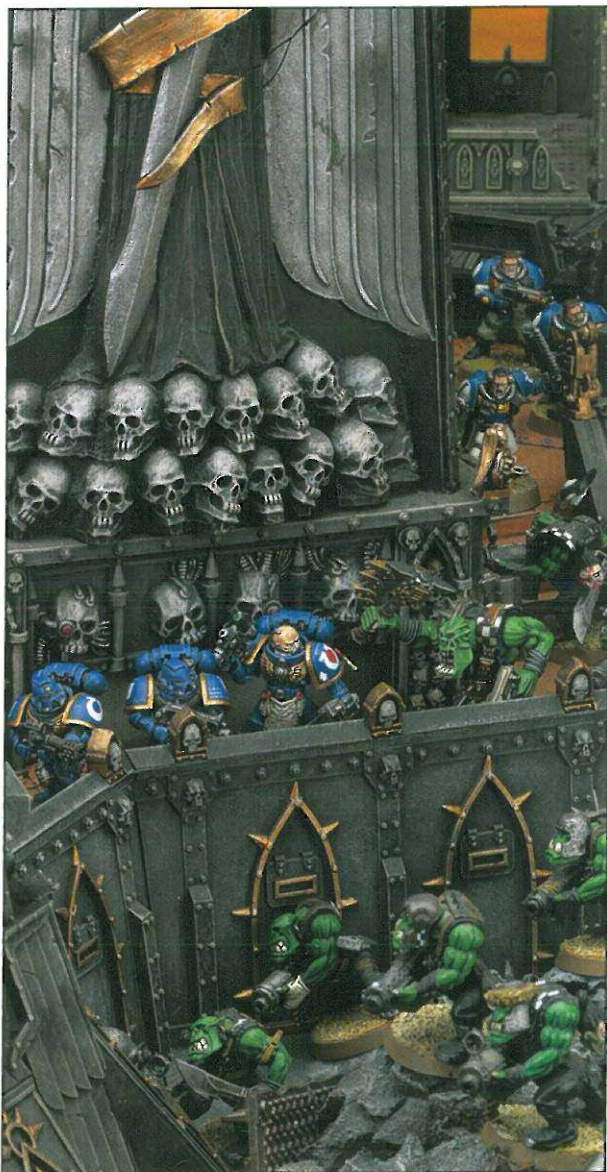
Jervis: This scenario is interesting because it can be played either as a Warhammer scenario or a Warhammer 40,000 scenario. This is because the situation it portrays is a classic one that is as old as war itself: the garrison of a beleaguered fortification must attempt to hold out until help arrives. Interestingly, the tactics used in either game are remarkably similar.

In either game it's important for the defender to garrison the fort with a force that is strong enough to force the attacker to use his best troops to capture the building. The chance of the garrison holding out against the attackers for the whole battle is 50-50 at best, and

there is a good chance that the building will fall. Don't get disheartened by this – just remember that it's the side that holds the fort at the end of the battle that will win. So, the reason you need a strong garrison is *not* to guarantee holding the fort, but rather to distract the attacker by forcing him to concentrate his attention on attacking the garrison. This will leave him much more vulnerable to your relief column when it arrives.

The attacker, on the other hand, needs to assign a strong enough force to crush the defenders and capture the fort, while leaving enough troops available to hold off and contain the relief column when it arrives. The attacker should consider pounding the defenders with ranged attacks before launching an assault, but needs to be careful not to take too long over the bombardment; waste too much time and the relief force will arrive, and this will make launching an assault considerably harder.

Finally, both the attacker and defender need to keep in mind that there is only one way to win this scenario, and that is to occupy the fort. Don't let anything distract you – *everything* you do should further this goal!



This month's 'Eavy Metal Masterclass features the Vermin Lord. In addition, we asked the talented Joe Tomaszewski to give us an in-depth tutorial on directional lighting. We really spoil you...

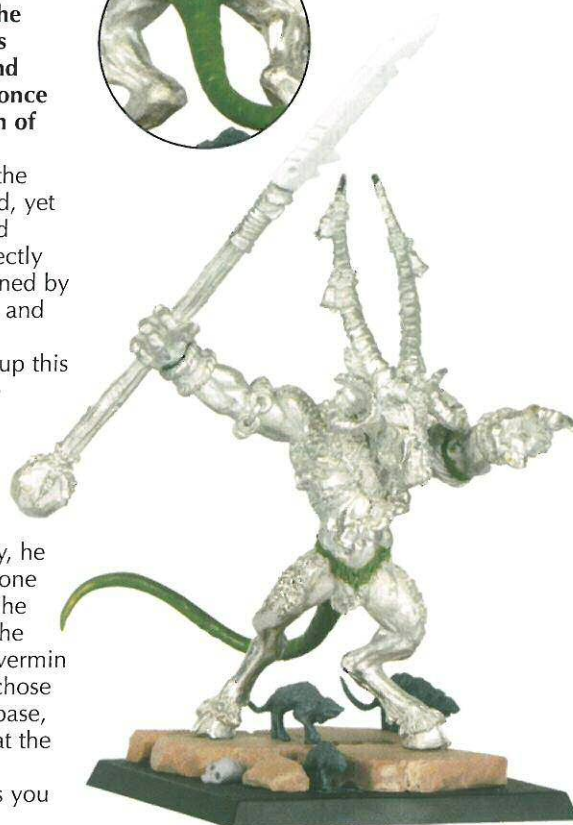
VERMIN LORD



There are few sights to terrify the enemies of the Skaven like a Vermin Lord, a Daemon incarnate of the Horned Rat. These horrific creatures exude an aura of malicious might and inscrutable knowledge. They are at once majestic and disgusting, a living icon of ruin and the ultimate scavenger.

Michael Perry's classic sculpt of the Vermin Lord is well over 15 years old, yet it retains a menacing appearance and characteristic silhouette that fits perfectly with the recent Skaven models designed by the likes of Brian Nelson, Seb Perbet and Colin Grayson.

We set the challenge of painting up this classic miniature to 'Eavy Metal's Joe Tomaszewski, a task he took to with relish. He began by assembling the model, pinning the metal components in place. Joe decided to make two conversions to this model, which you can see to the right. Firstly, he replaced the head of the glaive with one he's made out of plasticard, because he wanted the weapon blade to match the weapons from the new plastic Stormvermin more closely. Secondly, because he chose to put the model on a large (50mm) base, with rocks for extra height, he felt that the model was a bit unbalanced, so he extended the tail with Green Stuff. As you can see, Joe's quite the perfectionist!



Painting the Flesh and Fur

Joe gave the Vermin Lord a bit of extra height with the addition of some plasticard rocks, adding to the Vermin Lord's already impressive stature. To make the model even more imposing, Joe used a large monster base instead of the usual 40mm square one, and the rocks really helped to break up this larger base area. A couple of plastic rats gleaned from various kits grounded the model in a mini-narrative.

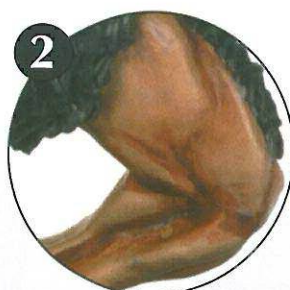
Once the base was finished, the model was undercoated with Chaos Black Spray. Joe started work by painting the flesh and fur. To get a definite contrast between the two areas, the flesh was painted in pale browns and the fur in a black tone with grey highlights. It's always best practice to paint models from the 'inside out,' so that there's less chance of making mistakes or splashing colours on areas that have already been painted. For this reason, Joe painted the flesh first before moving on to the fur. He painted the skin using the common method of applying a solid basecoat, followed by a wash to shade it, and then blending the highlights with continually lighter colours.



The Skin



Step 1. Joe started by applying a solid basecoat, using a 1:1 mix of Tallarn Flesh and Calthan Brown.



Step 2. A 1:1 mix of Scorched Brown and Chaos Black was thinned down and applied as a wash over the whole area, especially in the recesses.



Step 3. The basecoat mix was reapplied to all but the recessed areas. When dry this was followed by an application of pure Tallarn Flesh.



Step 4. A 1:1 mix of Tallarn Flesh and Bleached Bone was layered onto the area. Pure Bleached Bone was then applied in the same fashion.



Step 5. The final blend consisted of a 1:1 mix of Skull White and Bleached Bone, applied to the more prominent areas of the flesh.



Step 6. To add life and lustre to the skin, Scab Red and Liche Purple glazes were applied into some of the recesses, and mottled onto part of the skin.

The Fur



Step 1. A 1:1 mix of Codex Grey and Chaos Black was overbrushed onto the fur.



Step 2. Pure Codex Grey was carefully painted onto the raised clumps of hair.



Step 3. A final highlight using a 3:1 mix of Fortress Grey and Skull White was then applied.

Painting the Skull, Horns and Hooves

There are two common methods of blending highlights that the 'Eavy Metal team use time and time again. The first is to start with a dark basecoat and then blend the highlights progressively, before finishing off with a fine edge highlight. You can see this method used expertly on the Vermin Lord's hooves (on the next page). The other method has become more popular since the Foundation paints were released. Rather than starting with a dark colour and painting up to lighter tones, they sometimes start with a light Foundation colour, such as Dhenneb Stone. They then apply a shading wash before blending back to the mid-tone. This saves on numerous stages of blending and 'maps out' the shades from the wash stage onwards, making the mid-tone steps easier to apply. Joe has used this method on the horns and the skull.

The traditional dark-to-light blending method results in a darker overall finish, often with strong contrasts and a stark highlight. The basecoat and wash method leaves you with a lighter overall finish, which is perfect for large, smooth areas, or for any part of a miniature that you need to stand out with lighter tones such as, for example, the Vermin Lord's large skull face.



The Skull



Step 1. The exposed half of the skull was first painted with a 1:1 mix of Astronomican Grey and Dhenneb Stone.



Step 2. A heavy wash was then applied over the basecoat using a 3:1 mix of Devlan Mud and Asurmen Blue.



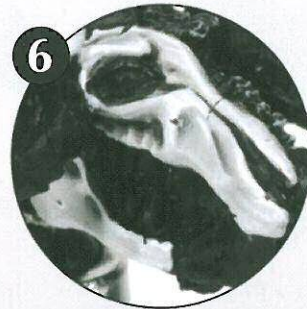
Step 3. The original 1:1 mix of Astronomican Grey and Dhenneb Stone was reapplied to all but the most recessed areas of the skull.



Step 4. The skull was then highlighted, first with a 1:1:2 mix of Astronomican Grey, Dhenneb Stone and Skull White.



Step 5. Pure Skull White was used as a fine highlight, applied to the most prominent areas of the exposed skull.

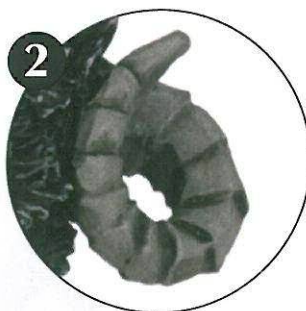


Step 6. Chips and cracks in the bone were carefully painted onto the skull using a 1:1 mix of Scorched Brown and Chaos Black, and accentuated with Skull White.

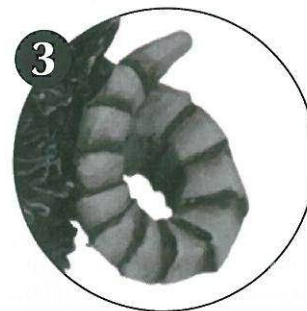
The Horns



Step 1. The horns of the Vermin Lord were given a basecoat of Astronomican Grey.



Step 2. A liberal wash of Badab Black was brushed all over the horns, concentrating on the recesses beneath the ridges.



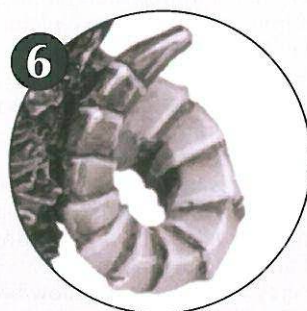
Step 3. A coat of Astronomican Grey was then reapplied, covering all but the recessed areas under the ridges.



Step 4. A Chaos Black glaze was brushed all over the horn. The glaze layer was then built up over subsequent coats, working towards the tip of the horn until that was a solid black.



Step 5. A hard edge highlight using a 1:1 mix of Astronomican Grey and Skull White was then applied to the prominent points of the horn.



Step 6. A few chips and cracks were carefully applied using a 1:1 mix of Scorched Brown and Chaos Black, before being underscored with Skull White.

The Hooves (and Claws)



Step 1. The hooves were basecoated with a 1:1:1 mix of Scorched Brown, Chaos Black and Dheneb Stone.



Step 2. Codex Grey was incrementally added to the previous mix and blended towards the outside of the hooves.



Step 3. Thin vertical lines were painted onto the hooves using a 1:1 mix of Codex Grey and Fortress Grey.



Step 4. The lines and the edges of the hooves were then highlighted with pure Fortress Grey.



Step 5. A 1:1 mix of Fortress Grey and Skull White was used to repeat the previous step, highlighting the vertical lines and edges.



Step 6. A 1:1 mix of Scorched Brown and Chaos Black was used to create a few grooves and chips in the hooves. These effects were accentuated with Skull White.

Painting Metal

The Vermin Lord is the very embodiment of the foul, pestilent race that is the Skaven, and Joe has used many of the techniques on this model that he developed while working on the Studio Skaven army. The metallic areas are a great case in point – most Skaven weapons are old, scavenged and corroded, and Joe paints them in a dull, dark metal colour, complete with oxidation and blemishes. Even the Vermin Lord's adornments look older and more worn than the decoration favoured by other races.

As is often the case, real world reference is always ideal for research purposes. Old bits of iron, or just reference pictures can really help when applying rust or weathering effects, as you can see how dull the metal becomes, and where spots of rust and verdigris form.

Careful use of washes can dull down metallic paints to give them an old and worn look, be careful of over-using this technique or else you will matt down the metal areas too much, and they will look more grey than silver, or yellow/brown rather than gold.



The Collar



Step 1. A basecoat of Dwarf Bronze was applied onto the collar in a solid coat.



Step 2. A Devlan Mud wash was then brushed over the whole area with extra shading applied close to raised details.



Step 3. A 1:1 mix of Chainmail and Dwarf Bronze was used as an initial highlight, painted onto the edges and around the scratches and nicks.



Step 4. Pure Chainmail was used as the final highlight as well as to paint chips onto the surface of the collar.



Step 5. To add depth to the area, a Liche Purple glaze was applied in random patches around the collar.



Step 6. A 3:1 glaze of Hawk Turquoise and Chaos Black was painted on in a similar style to the purple glaze.

The Bells



Step 1. The bell was first painted with Tin Bitz.



Step 2. The bell was then highlighted with a 1:1 mix of Tin Bitz and Chainmail.



Step 3. Finally, the bell was given a Devlan Mud wash and a Chainmail highlight.

Painting the Doomglaive

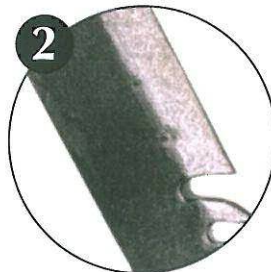


The original blade of the doomglaive was replaced with this one, carefully fashioned from plasticard.

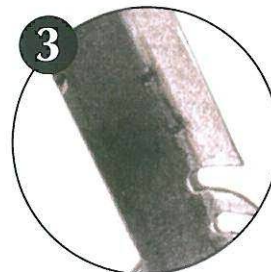
The Blade



Step 1. A basecoat using a 1:1 mix of Boltgun Metal and Chaos Black was painted on the blade.



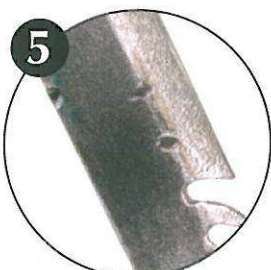
Step 2. This was blended up to pure Boltgun Metal over several thin coats.



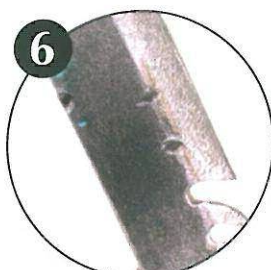
Step 3. Chainmail was blended onto the blade, and also applied as a hard highlight along the edge.



Step 4. The blade was dulled down with a mixture of Liche Purple and Chaos Black glazes.

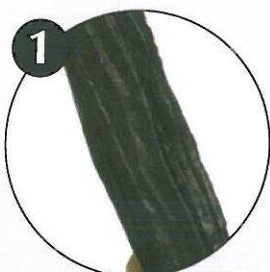


Step 5. To create an oxidisation effect, a 3:1 mixture of Hawk Turquoise and Chaos Black was stippled onto parts of the blade.

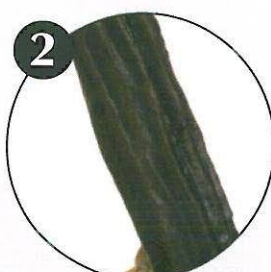


Step 6. Skull White was added to the previous mix and then applied in spots and mottled areas on certain parts of the blade.

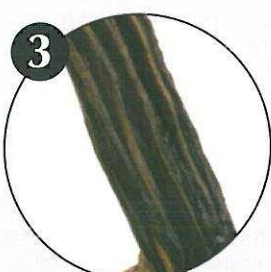
The Haft



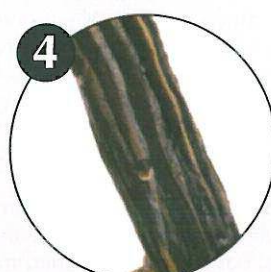
Step 1. The haft was basecoated with a 1:1 mix of Scorched Brown and Chaos Black.



Step 2. Pure Scorched Brown was applied along the wood grain, avoiding the troughs and recessed channels.



Step 3. A 1:1 mix of Scorched Brown and Vomit Brown was applied as a highlight to the raised areas of the haft.

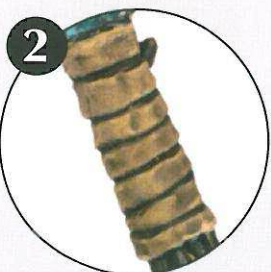


Step 4. Finally, a 1:1 mix of Vomit Brown and Bleached Bone was used on the most prominent parts of the grain.

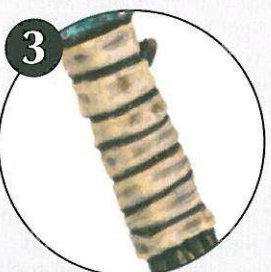
The Strapping



Step 1. The strapping on the handle was first basecoated with Bleached Bone.



Step 2. A Devlan Mud wash was then brushed over the area.



Step 3. Bleached Bone was reapplied to all but the recessed parts of the strapping.



Step 4. A 1:1 mix of Bleached Bone and Skull White was used as the final highlight.

Directional Lighting

What is Directional Lighting?

Directional lighting, also known as Object Source Lighting (or OSL in miniature painting circles), is an advanced technique that involves creating the illusion of an additional light source on a miniature as well as the natural light. The source of the effect can vary depending on the model. Naked flames, torches, LEDs, power weapons and magical items might all generate light.

What's the Theory?

Directional lighting is best applied after the model has been finished in all other respects, as the light will affect the colours it's painted onto. The source of the lighting (a flame or lamp, for example) should be the brightest part of the model with the hue it projects gradually fading the further away it radiates from the originating point.

How's it Done?

Because of their translucent nature, glazes are a good medium for painting reflected hues on top of existing colours. This is the method Joe used on the Vermin Lord, because it's a light colour shining onto pale surfaces.

Another option is to mix the primary colour of the light source into the paint mix used on the area the light is hitting. As the colour fades out the further it is from the source you add more of the original mix in. This is the best option when dealing with darker surfaces where glazes will not show up clearly. This can be a tricky procedure as the area you are applying the effect onto will already have been shaded and highlighted. Unfortunately, there are no hidden short cuts – you simply have to take the differing shades and highlights into consideration and adjust your light sourcing mix accordingly. For example, if you were to paint a red light effect onto green cloth you need to mix the red with the green mid-tone, the highlight mix and the shade mix, applying it wherever the light would spill across all three areas of the material.

It will take time and more than a little patience to apply this, depending on both the size of the light source and affected area, but when this is done you can work to making the effect more prominent. This is achieved by highlighting back towards the source, building on the hues you have already blended in. For instance, with a flame, you could go from a dark red to a mid-tone red, then orange, to yellow and finally white on the area right next to the light source. When dealing with the brightest hues, be careful not to make the effect brighter or more glaring than the actual light source as that can ruin the illusion.

Painting directional lighting onto dark colours will always look more convincing so you should consider this when planning what colour to paint your miniature with. For example, if you wish to have light from a burning brand spilling onto a shield, then you should think about painting the shield in a dark colour such as dark green or blue. That's not to say applying directional lighting onto light areas is inferior, but there is no denying that it is more difficult to pull off.

When painting this effect you need to always keep in mind the shape of the model and how the light will fall on these surfaces. Don't assume that light radiates out in an even circle from the source because it rarely reacts in such a neat manner. A good tip is to shine a small amount of light onto the model from a torch and take note of where light bounces off and which parts remain covered in shadow. A little practice will give you a convincing effect.



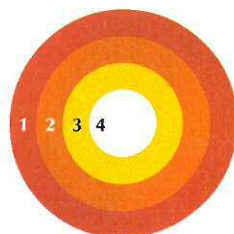
The sigils on the Vermin Lord's collar all glow with the menacing light of warpstone. Joe has used the method described on the next page to achieve this effect.



For the Wizard Painting Challenge back in White Dwarf 355 Fil Dunn used a very effective directional lighting technique on his Light Wizard. He actually shone a small torch directly down onto the miniature to see where the light would spill.

Light Hues

Here are a few suggestions of the highlight tones you could work through to get a convincing OSL effect. Start with the dark colours and work inwards, getting lighter towards the light source.



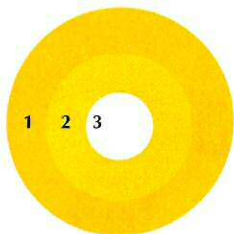
Red (flame)

1. Blood Red
2. Blazing Orange
3. Sunburst Yellow
4. Skull White



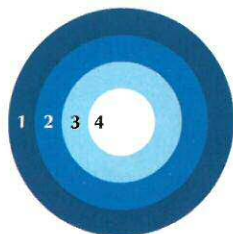
Green (eerie glow)

1. Dark Angels Green
2. Snot Green
3. Sunburst Yellow
4. Skull White



Yellow (searchlight)

1. Golden Yellow
2. Sunburst Yellow
3. Skull White



Blue (power weapon)

1. Regal Blue
2. Enchanted Blue
3. Ice Blue
4. Skull White

You can see some brilliant examples of Object Source Lighting on page 103.

Painting the Warpstone

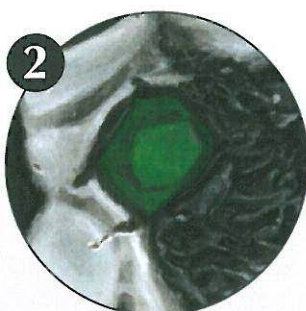
Joe used a directional lighting effect on the warpstone chunks embedded into the Vermin Lord. Joe was aiming for a more subtle, malignant glow than a bright flare of light caused by a flame or lantern and so used a series of glazes to prime the lighted areas rather than blending the light source with an existing mix. The light radius is kept deliberately small although the effect still looks striking due to the multiple shards and Joe's skill with the brush. As he is working from a green light source he used dark green on the areas furthest away, working through to a mid-tone up to yellow and white on the areas closest to the warpstone.



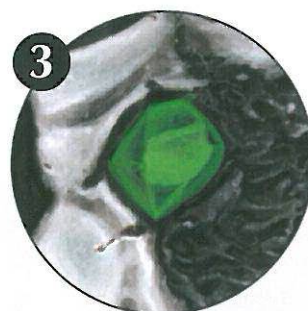
The Warpstone



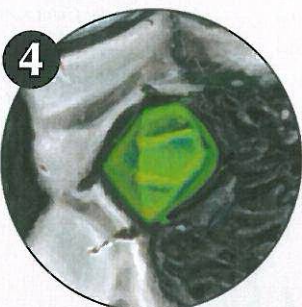
Step 1. The warpstone was basecoated with Orkhide Shade.



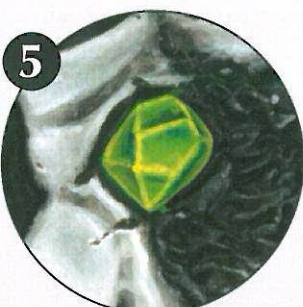
Step 2. Snot Green was then painted onto the warpstone over all but the most recessed areas, and underneath the corners and sharp edges.



Step 3. A 1:1 mix of Snot Green and Scorpion Green was applied to the raised areas and prominent edges of the shard.



Step 4. Pure Scorpion Green was carefully used along the many edges of the warpstone.



Step 5. A 1:1 mix of Scorpion Green and Sunburst Yellow was then applied along the same edges.

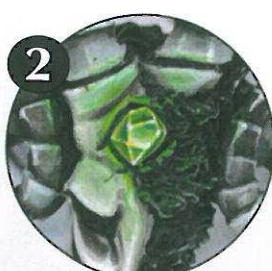


Step 6. Joe picked out the sharpest points of the warpstone with pure Skull White.

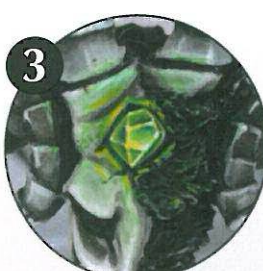
Warpstone Glow



Step 1. Several glazes of Snot Green were applied in a half centimetre radius from the warpstone shard, getting stronger towards the centre.



Step 2. Highlights were applied to the glazed area with the careful application of Scorpion Green.



Step 3. Sunburst Yellow highlights followed, which were applied more strongly closer to the shard.

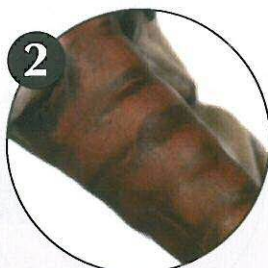


Step 4. Finally, the raised areas nearest the shard were highlighted with a fine edge of Skull White.

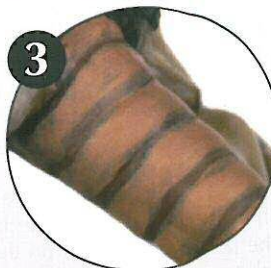
Painting the Tail



Step 1. A basecoat using a 1:1 mix of Tallarn Flesh and Scab Red was painted onto the tail.



Step 2. Devlan Mud was brushed over the area, concentrating on the dips between the ridges.



Step 3. A 3:1 mix of Tallarn Flesh and Scab Red was painted onto the tail leaving the channels uncovered.



Step 4. Lastly, a 1:1 mix of Tallarn Flesh and Bleached Bone was used to highlight the edges of the ridges.

Final Details



The small skulls dangling from the creature's chest were painted just like the exposed part of the Vermin Lord's skull. Joe used the metal effect as on the glaive for the chains.



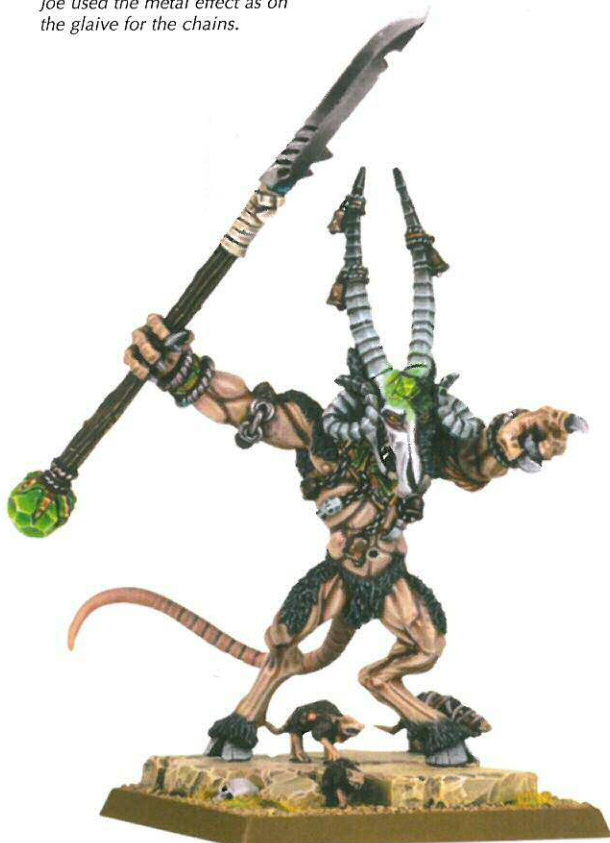
Once painted, you can't even tell that the tail was scratch-built by Joe.



The eye was painted first Scab Red, then highlighted Blood Red, Sunburst Yellow and finally Skull White.



The fur on the Giant Rat had a basecoat of Scorched Brown, followed by a Devlan Mud wash. A highlight using a 1:1 mix of Scorched Brown and Bleached Bone was then applied. Its flesh was painted in the same way as the Vermin Lord's.



DIRECTIONAL LIGHTING SHOWCASE



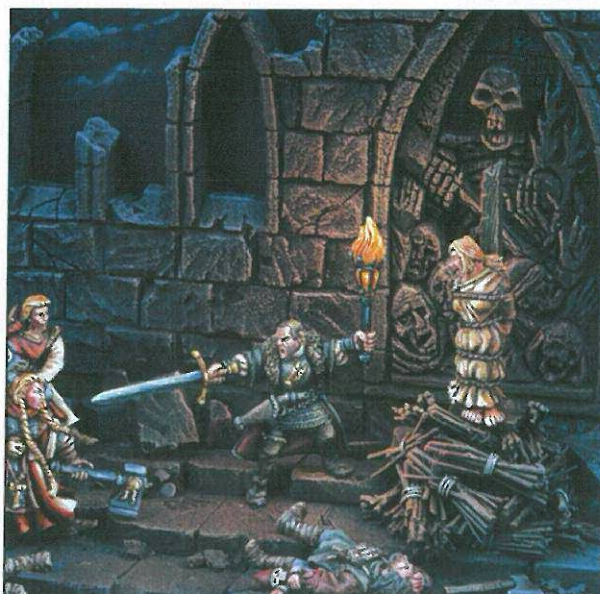
This Dark Elf Assassin, painted by Darren Latham, has a glowing phial hanging from his belt.



Another fine example of the technique is this dishevelled-looking Frodo by Luis Gomez Pradal.



David Rodriguez is a master of the technique, as this gold-winning Golden Demon entry proves.



This 2001 Diorama by Victoria Lamb is a real masterclass in how lighting plays off different surfaces.

ASK 'EAVY METAL™

The world's best miniature painters are always ready and willing to answer your queries. If you have a question or problem that needs solving then write to 'Eavy Metal at the address below:

White Dwarf,
Games Workshop,
Design Studio,
Willow Road, Lenton,
Nottingham, NG7 2WS
United Kingdom

Dominic Morgan of West Sussex, UK has written in to ask the 'Eavy Metal team what the best method is for painting parchments, paper and the ribbons on purity seals that often appear on our models.

Joe: I always start with either a Bleached Bone or Dheneb Stone basecoat and then wash it with Devlan Mud. You then reapply the basecoat colour. For ribbons on purity seals that is normally enough, but for parchment you can blend up to Skull White and then add a text effect by drawing squiggly lines of Chaos Black with a fine brush. You don't have to use Chaos Black for the text; in fact brown or dark red makes the ink look older and faded. Illuminated initials can look effective on parchments – large, single letters followed by your text lines.

To make the parchment itself more aged the general rule is to make it darker. A good way to do this is to use Badab Black instead of Devlan Mud or to replace Bleached Bone with Kommando Khaki.



**PREMIER
VENUE**

CHRISTMAS

**WARHAMMER
WORLD**

Warhammer World represents the very pinnacle of our hobby and, with it's Hobby Bar, Citadel Miniatures Hall and the legendary Bugman's Bar, it is *the* place to visit this Christmas.



The festive season cometh – whether you like it or not, and though we can't get rid of the stress or the relatives, we can offer a refuge at Warhammer World with plenty of things to see and do that can make your Christmas just that little bit easier.

The store is normally the first port of call for most visitors. The store staff are available to run introductory games, explaining rules and providing dramatic narration to events taking place on the gaming board. They also provide painting lessons where, with a miniature, equipment and some sound advice you can learn the foundations of painting then take your masterpiece home.

If already familiar with the rules or looking for a more involved activity, the Gaming Arena and Hobby Bar are your next stop. In the castle courtyard we've got numerous gaming tables as well as special feature tables – all free to reserve and play on. Give us a call and bring yourself, an opponent and your armies.

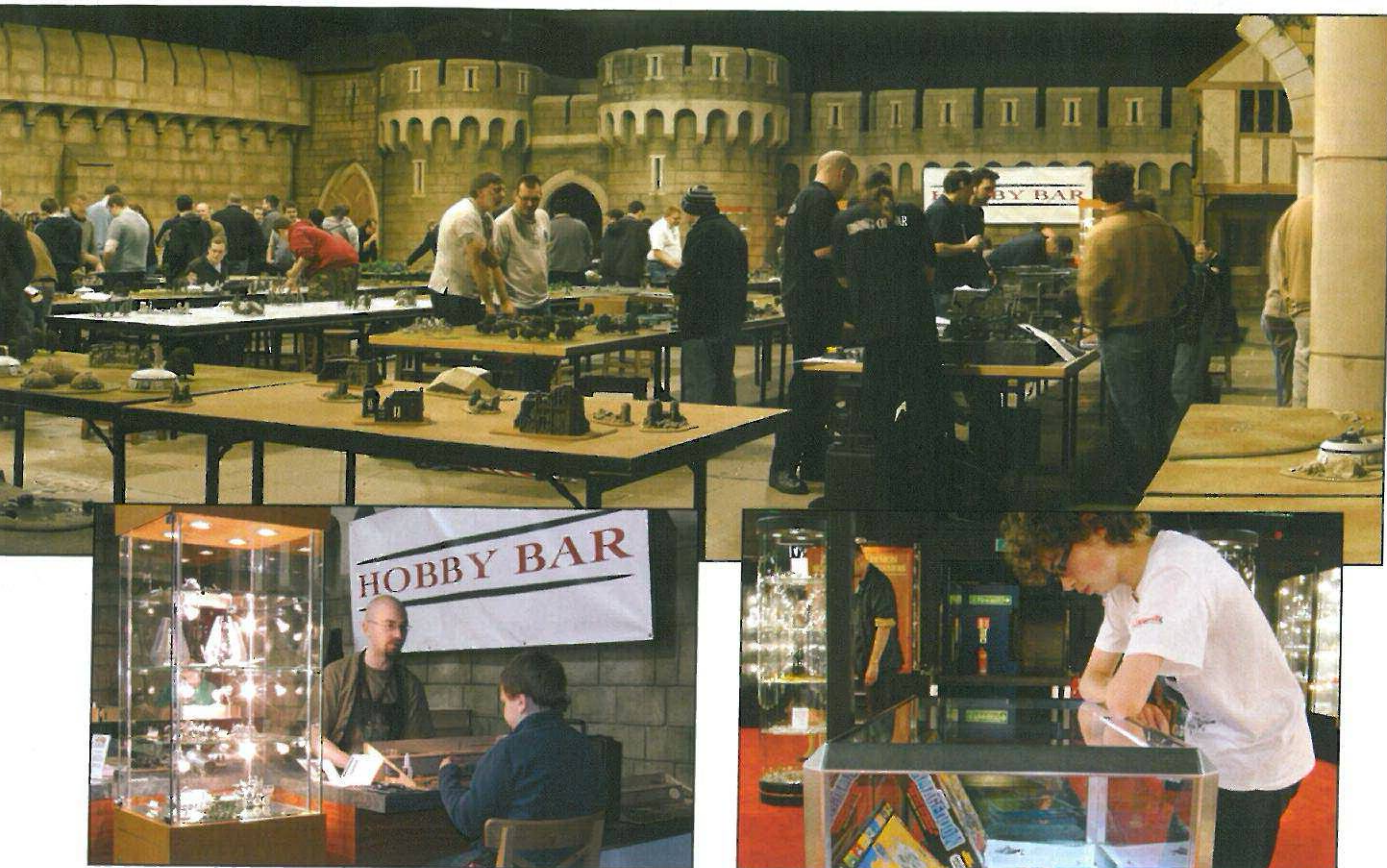
Following this year's UK Games Day we now have a new contender for most reserved feature table. If you didn't see it at Games Day, our Scenery Team went a bit mad and joined 13 tables into one mega gaming board. Now split into sections to allow more gamers access to it, parts of this mega table are great for Planetstrike, Apocalypse, normal 40K games or even taking atmospheric

photographs of your miniatures.

Building and painting miniatures may be more your thing, or you might fancy creating some scenery for gaming at home. Throughout December and January there are a variety of hobby events planned. Over a day or couple of hours we will help you complete a project and learn new skills. If you give us two to three weeks notice you can even pre-book sessions on the Hobby Bar for three or more people aged 12+. Parts, tools and tuition are all included in the price so it's a great idea if stuck for entertainment while off school or work.

Displays and Exhibitions

For escapism and inspiration you can spend quiet moments in the Citadel Miniatures Hall or around the Art and Design Exhibition. Even those who profess to having no interest in 'toy soldiers' find themselves drawn towards the cabinets of miniatures or displays of original artwork. There are iconic miniatures and armies recognisable from box covers and our publications, as well as dioramas and guest displays. Nothing compares to seeing the 'Eavy Metal team's miniatures for real in the Citadel Miniatures Hall. The details and techniques shine through in a way that photographs can never convey. The Art and Design Exhibition provides an insight into the work of our artists and explores



the different incarnations of products and imagery from our 30 year history.

From December 7th to January 11th we will be showing an exhibition of original Space Marine artwork and items from the archive. Having visited Games Days around the world this exhibition fills nine boards and three cabinets in Warhammer World. As a momento of this, for the duration of the exhibition we have selected framed prints of original art for sale, a good gift for the gamer that has everything for their armies.

Having mentioned the 'present' issue we know that it's not easy negotiating the minefield of what to get who, or deciding what you want yourself. Like all hobby centres our store can help you make a wish list and advise those purchasing on what may be well received. Unlike other stores Warhammer World has access to a limited range of Specialist Games miniatures and Forge World products. If not in stock, any Forge World items ordered here can be sent to any address with free postage and packaging. In addition, it's even possible to order something through the in-store mail order point and have it delivered to our store within a couple of short hours.

Finest Dwarfen Hospitality

To top the huge choice of miniatures, box sets and hobby goodies, we offer some things you can't get in any stores or

even by mail order – our range of unique merchandise in Bugman's Bar. A stocking filler of Josef Bugman wielding a barstool while yelling "who spilled my pint?!" should make any gamer grin and if you know granny wants to get you a nice warm jumper (again) asking for a Bugman's fleece will fit the bill.

Bugman's main draw is, of course, the food, drink and ambiance. Welcoming

“We can't get rid of the stress or the relatives, but we can offer a refuge at Warhammer World...”

everyone, it's a safe and relaxing environment where you can get out of the house but still feel at home. Avoid wrapping presents and have a drink with friends or bring the family to play the Bugman's board game rather than watch the kids run around the living room. The amount of food we get through over Christmas is scary, but at least in Bugman's you know there won't be arguments over who peels the veg and our staff will do the dishes afterwards.

So should you be travelling across county over the next few weeks, drop in. If you need a haven with like-minded people, easy shopping opportunities or something to keep the hobbyists entertained there's something for you.

Whether it's help with painting or modelling projects, inspiration for your next army, or a long refreshing drink, Warhammer World is the place to be this Christmas.

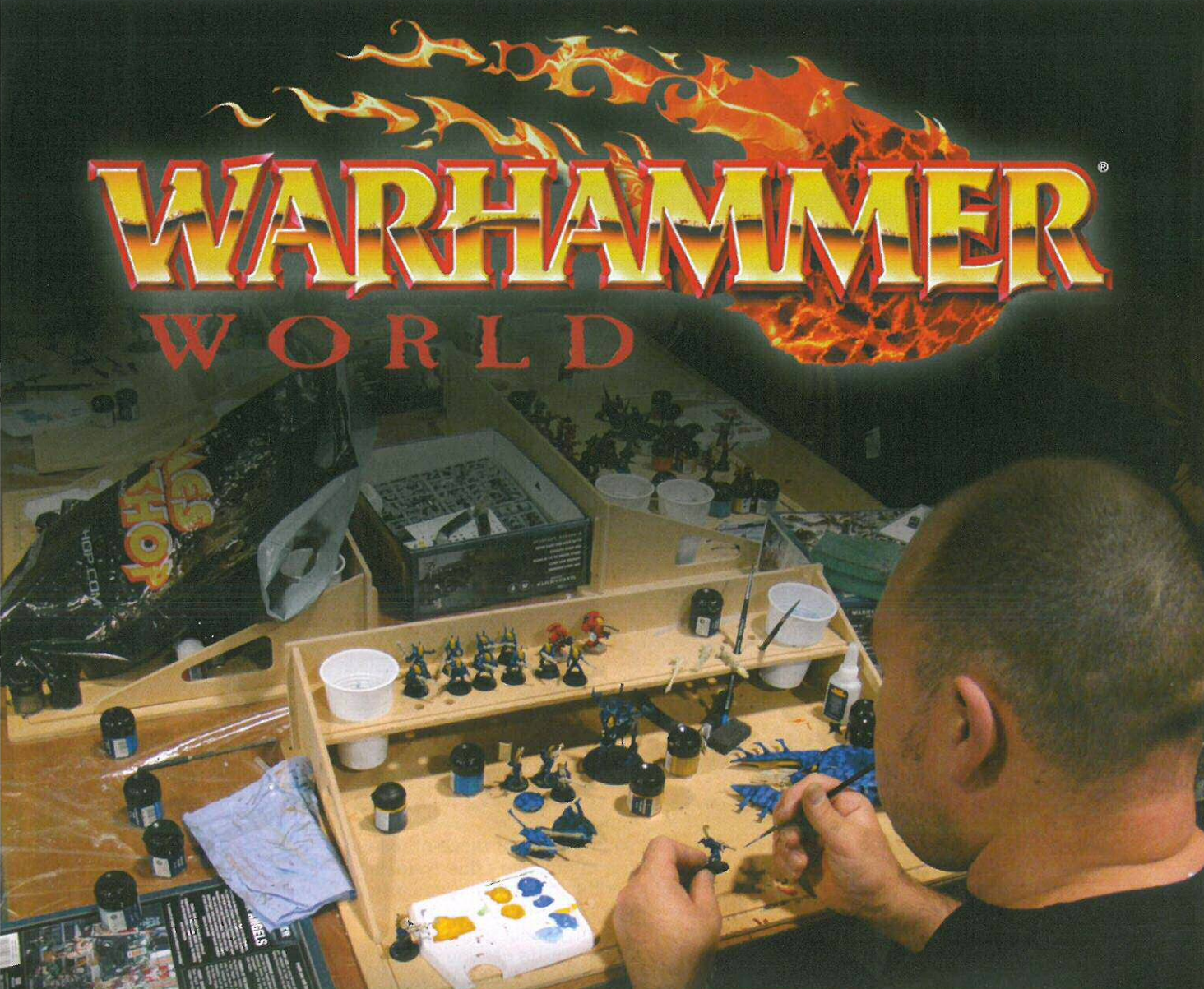
CONTACT DETAILS

To book a gaming table
call: 0115 916 8410

To book time at the
Hobby Bar call:
0115 900 4177

For all the latest
Warhammer World
news, go to:

www.warhammerworld.org

A photograph showing a person from the back, focused on painting a small Warhammer miniature. They are sitting at a wooden workbench cluttered with various hobby supplies: paint pots, brushes, glue, and several other miniatures in different stages of completion. In the background, there are boxes and more supplies, creating a workshop atmosphere.

WARHAMMER WORLD

HOBBY CAMPS

WHAT WILL YOU NEED TO ATTEND?

- Absolutely nothing!
- While you're with us you will be provided with all the tools, materials, paints and brushes you will need to model and paint your miniatures.
- You will also be provided with dice, rule books and all the gaming materials you'll need during the five days to play with your newly raised army.

WHAT DOES THE TICKET COVER?

- Five days of intense hobby activity at Warhammer World, Games Workshop's visitor and gaming venue.
- A Battalion or Battleforce of your choice.
- A Large Army Carry Case.
- Lunch each day including a main meal, dessert and drink.
- Access to Warhammer World's facilities including the Citadel Miniatures Hall.
- Tickets cost £186 each.

TICKETS AVAILABLE FROM DIRECT • 0115 91 40000

www.warhammerworld.org



GAMES WORKSHOP

DIRECTORY

A directory of everything you need to get involved in the Games Workshop hobby community, from events and activities in your local gaming club to what's going on at Warhammer World and in your GW Hobby Centre.

The Events Diary

108-109

- **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.

- **Club Information**

Find regular opponents, play campaigns, and get involved in a host of other hobby activities with like-minded gamers at your local club.

Store Information

110-117

- **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 territory 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.

Available to Order

118-119

- **Games Workshop Direct**

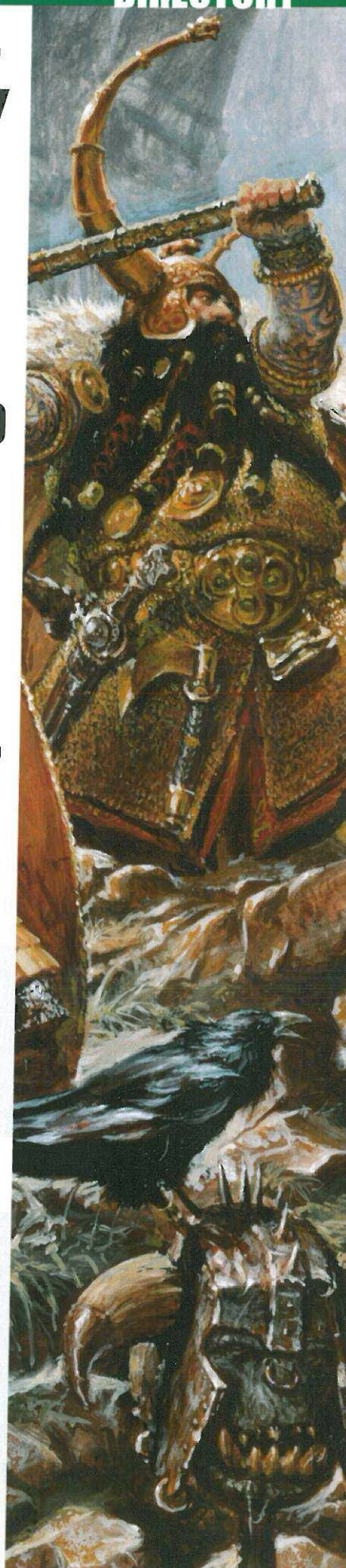
The full range of Games Workshop products are available from GW Direct, our premier on-line and telephone ordering service.

- **Christmas Gifts**

This month's releases for the Christmas are just the tip of the iceberg. Check out all the other great models in our range.

- **Advance Orders**

Order the newest miniatures now – so new they're not even out yet!



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. Events are the places to spend your weekends.

December 2009



SELECT YOUR IDEAL GIFT!

Make sure that you get just the right addition to your army by using our;

- Christmas Gift Guides
- Wish Lists
- Collectors Cards

HOBBY ACTIVITY ALL THROUGH DECEMBER!

All month we will continue to run the amazing activities for which we are renowned!

- Painting & Modelling Lessons
- Beginners Programmes
- Loads of great gaming!

WINTER CRUSADE!

Come into the store and plan all the fantastic activities in which you can take part throughout December, January and February, to become a Crusader!

- Begin by picking up your Winter Crusade Activity Flyer
- Fill in your flyer with the help of the staff
- Book yourself on to the activities in which you want to participate.
- Complete your flyer through December, January and February and become a Crusader!

Check page 20 for details of the Winter Crusade.

December 6th

BLOOD BOWL: WINTER BOWL

Date: Sunday 6th December, 2009

Venue: Wakefield Hobby Centre, England

Details: In the depths of winter far to the frozen north there is a brutal Blood Bowl tournament held by the Norsemen. It is called the Winter Bowl where only the toughest survive. To join this Blood Bowl tournament you will need a 1 million Gold Crown starting team with no star players.

Tickets: Tickets cost £10 per player.

Contact: 01924 369431

December 6th

GAMES-N-STUFF FANATIC

Date: Sunday 6th December, 2009

Venue: Broerenkerk - Zwolle, The Netherlands

Details: The Games-N-Stuff Fanatic is described as a mini version of Games Day. There are various tournaments, painting and terrain building workshops, demonstrations and a lot of other fun games to play. The tournaments which will be held are a Doubles 40K (750/750 pts) and a Doubles Warhammer (750/750 pts).

Tickets: All tournaments are €25 per team. Visitors can come in for free!

Contact: +31 (0)38-4216385 or info@games-n-us.com

Website: www.gamesnstuff.com

WARHAMMER 40,000 SPACE MARINES EXHIBITION

Date: 7th December, 2009–11th January, 2010

Venue: Warhammer World, Nottingham, England

Details: The Space Marines are the heroes of the Imperium. Forged through forgotten science and driven by their eternal duty, they are the most deadly fighting force of the 41st Millennium.

Paris, Baltimore, Toronto, Chicago, Birmingham and now, Warhammer World. Having toured the globe, our collection of Space Marines original art and archive product returns home for a final grand show.

Website: www.warhammerworld.org

www.games-workshop.com



January 2010

January 9th

WARHAMMER 40,000 DOUBLES TOURNAMENT

Date: Saturday 9th–10th January, 2010

Venue: Warhammer World, Nottingham, England

Age Limit: 12+

Details: If you fancy teaming up with a friend to take part in a fun and slightly chaotic weekend of gaming, then our Warhammer 40,000 Doubles Tournament is for you. Using a more relaxed format than our Grand Tournaments, players team up with a partner to field a combined force of allied armies in order to fight it out to see who is the Best Team.

Tickets: Tickets cost £85 per two player team and include lunch on both days, an evening meal on Saturday, tea and doughnuts.

Contact: Mail Order – 0115 91 40000

Website: www.games-workshop.com



January 23rd

THE LORD OF THE RINGS GRAND TOURNAMENT

Date: Saturday 23rd–24th January, 2010

Venue: Warhammer World, Nottingham, England

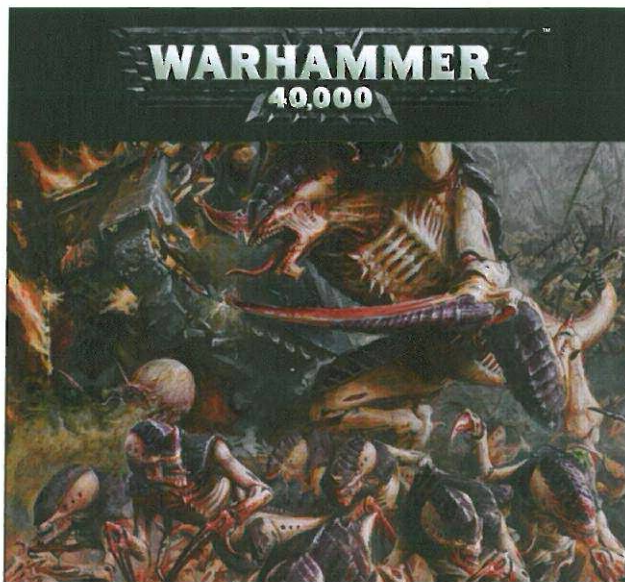
Age Limit: 16+

Details: Compete in eight games across the many battlefields of Middle-earth to become this year's The Lord of The Rings Champion. You will need two fully painted 700 point armies; one Good and one Evil, following the rulespack and the Legions of Middle-earth supplement.

Tickets: Tickets cost £55 per player and include lunch on both days, an evening meal on Saturday, tea and doughnuts.

Contact: Mail Order – 0115 91 40000

Website: www.games-workshop.com



TYRANIDS EXHIBITION

Date: 18th January–1st March, 2010

Venue: Warhammer World, Nottingham, England

Details: Explore the remorseless alien devourers through new and classic artwork and miniatures.

Website: www.warhammerworld.org



www.games-workshop.com

February 2010

February 4th

FULL TILT

Date: Saturday 4th February, 2010

Venue: Diestersteenweg 7, 3970 Leopoldsburg, Belgium

Details: Full Tilt is an annual tournament for Warhammer and Warhammer 40,000 organized by the White Knights gaming club. You will need a 1850 point army for the Warhammer 40,000 tournament and a 2000 point army for Warhammer. Both tournaments are part of the 'Ranking der Nederlanden'. Be there!

Tickets: Tickets cost €7 per player.

Contact: www.de-witte-ridder.be



February 27th

EMPTY SHELLS 2010

Date: Saturday 27th–Sunday 28th February, 2010

Venue: Royal British Legion (Portsmouth South), England

Age Limit: 16+

Details: Solent Wargamers are proud to announce their latest event, Empty Shells 2010. Players will be challenged to win the event by playing 3 missions of Warhammer 40,000, 1 Cities of Death scenario plus both an attacking and defending mission from Planetstrike. All games will be played with 1500 point armies.

Awards will be made for as many things as we can think of, including but not limited to Best Painted Army and Overall Winner.

Rules packs are available from our website.

Tickets: Tickets cost £10. For every ticket bought, the club will donate £5 to charity.

Contact: solentwargamers@gmail.com

Website: dev.solentwargamers.com

STORE FINDER



OPENING TIMES

Games Workshop stores can be found up and down the land, in cities and towns, on high streets and in shopping centres. Consequently, the opening hours of individual stores may vary greatly.

We therefore recommend you contact the relevant store for individual opening times before visiting.

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

www.games-workshop.com

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

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 our stores have a webstore order point through which you can choose from our entire range of Citadel miniatures, including the Specialist Games and Collectors ranges and the ever-expanding range of Bitz Packs which allow you to customise your armies.

What's more, if you have your order sent to the store, we'll send it POST FREE!

Free painting & modelling advice

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

Free gaming & tactics advice

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

Free Beginners programme

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

Gaming Rooms

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

GAMES WORKSHOP INDEPENDENT STOCKISTS

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

IN YOUR LOCAL AREA

With over 2000 locations worldwide 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 America, South Africa, the Middle East and Far 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



GAMES WORKSHOP PREMIUM STORES

Games Workshop Premium Stores are a select group of independent retailers located across the UK and Europe that offer a 'complete hobby experience', more akin to a GW Hobby Centre than a traditional independent stockist.

- Premium Stores offer a wide range of GW products.
- They also offer a Mail Order service giving you access to the entire Games Workshop range.
- The knowledgeable staff of these stores offer painting and modelling lessons and can help devise killer tactics for your armies.
- Premium Stores also have a number of gaming tables to hold in-store tournaments, bespoke mega battles or general open-play gaming

Check out the list below to find your local stockist!

If you are an independent retailer and you think you could be our next Premium Store, then why not give us a call?

FOR MORE INFORMATION, CALL: 08700 134411

STORE LISTING

December 2009/January 2010

STOREFINDER KEY

GAMES WORKSHOP HOBBY CENTRE
(*) Indicates Gaming Room facilities.

PREMIUM STORE
Stocks most of the product range.*

NEW STORE OPENING
Indicates new accounts

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

AVON

GW BRISTOL:
87 The Horsefair, B51 3JR
Tel: 0117 251 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS54 5LP
Tel: 0117 959 2520

BRISTOL, Area 51:
Tel: 0117 9244635
BRISTOL, HobbyCraft:
Tel: 0117 959 7100

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, MK40 1HP
Tel: 0123 427 3663
LUTON, Fantasy Wargames:
Tel: 01582 729 001

LUTON, Ottakors:
Tel: 01582 486 999

BERKSHIRE

* **GW MAIDENHEAD:**
Unit 2, 17 Market Street, SL6 8AA
Tel: 01628 863 1747
GW READING:
29 Oxford Road, RG1 7QA
Tel: 0118 959 2693

GW WINDSOR:
Unit 3, 6 George V Place, SL4 1QP
Tel: 01753 807007
BRACKNELL, Waterstones:
Tel: 01344 488124

NEWBURY, ToyCraft:
Tel: 01635 38072

READING, HobbyCraft:
Tel: 0118 592 8000

WINDSOR, WJ Daniels:
Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit 116, Building Link, B5 4BS
Tel: 0121 633 7193
GW DUDLEY:
Unit 16, Merry Hill Centre, DY3 1SP
Tel: 0138 448 1818

GW SOLIHULL:

690 Warwick Road, B91 3DX
Tel: 0121 705 7997
* **GW SUTTON COLDFIELD:**
45-47 Birmingham Road, B72 1RH
Tel: 0121 354 3174
GW WALSALL:
Unit 26, Old Square Shopping Centre, WS1 1QF
Tel: 0192 272 5207

GW WOLVERHAMPTON:
9 King Street, WV1 1ST
Tel: 0190 231 9466
BIRMINGHAM, Console Games:
Tel: 0121 477 9022

KIDDERMINSTER, TJ Models:
Tel: 01562 747002

WOLVERHAMPTON, HobbyCraft:
Tel: 0845 051 6543
BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
No 15 Eden Walk Gallery, Eden, HP11 3HT
Tel: 0149 453 1494
GW MILTON KEYNES:
Unit 2, 502 Silbury Boulevard, MK9 2AD
Tel: 01908 869 0457

AYLESBURY, Bear Necessities:
Tel: 01296 421080
FENNY STRATFORD, Maple Models:
Tel: 01908 367 508

MILTON KEYNES, HobbyCraft:
Tel: 01908 308 320
MILTON KEYNES, Jays Crafts:
Tel: 01908 365578

MILTON KEYNES, Maple Models:
Tel: 01908 367588
CAMBRIDGESHIRE

* **GW CAMBRIDGE:**
54 Regent Street, CB2 1DP
Tel: 0122 351 3350

GW PETERBOROUGH:
3 Wentworth Street, PE1 1DH
Tel: 01773 999 052

ELY, City Centre:
Tel: 01353 663131

HUNTINGDON, Sports & Fashions:
Tel: 01480 454541

PETERBOROUGH, The Rift:

Tel: 01773 341007
ST NEOTS, Gamers:
Tel: 01839 217 448
WISBECH, Poppycraft:
Tel: 01945 475596
WISBECH, Prams & Toys:
Tel: 01945 584142

CHANNEL ISLANDS

JERSEY, ST. HELIER, Imagination:
Tel: 0162 561 9020
JERSEY, ST. HELIER, The Little Shop:
Tel: 01554 732187
GUERNSEY, ST. PETERS PORT, Carousel:
Tel: 01481 227211

CHESHIRE
* **GW CHESTER:**
112 Foregate Street, CH1 1HB
Tel: 0124 451 1967
* **GW MACCLESFIELD:**
Unit 18, Chestergate Mall, Grosvenor Centre, SK11 5AB
Tel: 0162 561 9020

GW STOCKPORT:
32 Mersey Square, SK1 1RA
Tel: 0161 474 1427
GW WARRINGTON:
Unit 20, Bank Street, Time Square, WA1 2AP
Tel: 0192 565 1904

ALTRINCHAM, The Gaming Crypt:
Tel: 0161 929 9919
BIRKENHEAD, Kit Shop
Tel: 0151 647 9067

CHESTER, HobbyCraft:
Tel: 01244 659 110
CUNGLETON, Deans Toys & Cycles:
Tel: 01260 272277

CREWE, ABC Model Sport:
Tel: 01270 305 048
CREWE, Jac in a Box:
Tel: 01270 581 118

CREWE, Jac in a Box:
Tel: 01270 581 118
ELLESMEERE PORT, W Homer Cycles:
Tel: 0131 3552130

MARPLE, Marauder Games:

Tel: 0161 6274949
NANTWICH, HobbyCraft:
Tel: 0945 051 6537
NESTON, Carousel:
Tel: 0151 336 621

NORTHWICH, Level 1:
Tel: 01606 45053

NORTHWICH, The Model Shop:
Tel: 01606 477440

STALYBRIDGE, Hardcastles:
Tel: 0161 303 9402

STOCKPORT, HobbyCraft:
Tel: 0161 429 5400

STOCKPORT, Marauder Games:
Tel: 0161 427 2711

HYDE, Goslings Toymaster:
Tel: 0161 427 2099

WARRINGTON, HobbyCraft:
Tel: 0845 051 6541

WIDNES, The Hobby Shop:
Tel: 0151 465 9447

CLEVELAND

* **GW MIDDLESBROUGH:**
Unit 31, 39 Dundas Street, TS1 1HR
Tel: 0164 423 4091

HARTLEPOOL, Illusions:
Tel: 01429 243 136

NORMANBY, PC Tech:
Tel: 01642 461010

REDCAR, PC Tech:
Tel: 01642 481080

CORNWALL

GW TRURO:
Unit 1, Bridge House, New Bridge Street, TR1 2AA
Tel: 0187 232 0047

* **ST AUSTELL, Mad for Miniatures:**
Tel: 01752 722559

BODMIN, Bricknells:
Tel: 01208 70908

BUDE, More Value:
Tel: 01208 392 362

CALLINGTON, Zaggy Games:
Tel: 01209 484 807

CAMBORNE, Exit:
Tel: 01209 616254

FALMOUTH, Kernow Toymaster:

Tel: 01326 512 273
FRADDON, Kingsley Village:
Tel: 01752 565111
HAYLE, Blewett's of Hayle:
Tel: 01736 753 012

HELSTON, Exit:
Tel: 01526 565117

NEWLYN, Newlyn Post Office:
Tel: 01736 565592

NEWQUAY, Newquay Gaming:
Tel: 01752 954579

ST IVES, Dragon's Hoard:
Tel: 01736 79848

WADEBRIDGE, Bricknells:
Tel: 01208 813 274

COUNTY DURHAM

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

GW DARLINGTON:
78 Skimmergate, DL3 7LX
Tel: 01752 248 2463

BARNARD CASTLE, Toy Shop:
Tel: 01833 637 306

BISHOP AUCKLAND, Windsock Models:
Tel: 01388 609 746

CONSETT, Kwikpart:
Tel: 01207 581024

SEAHAM, Games of War:
Tel: 0191 812 112

STOCKTON ON TEES, HobbyCraft:
Tel: 0845 051 6559

STOCKTON ON TEES, Stockton Modeller:
Tel: 01642 616 600

CUMBRIA

* **GW CARLISLE:**
Unit 2, Earls Lane, CA1 1DP
Tel: 0122 859 8216

BARROW-IN-FURNESS, Heaths:
Tel: 01229 820 435

BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:
Tel: 01549 443 047

COCKERMOUTH, The Toy Shop:
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PENRITH, Harpers Cycles:
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GLOSSOP, Main Services:
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GW BARNSTAPLE:
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HONITON, Pressplay:

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TAVISTOCK, Kaleidoscope:

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Tel: 01703 262 252

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WATERLOOVILLE, Forever Toys Ltd:

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Tel: 01284 761 446
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Tel: 01473 728 535
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Tel: 01502 313477
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Tel: 01938 603 142
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Tel: 01449 771 015
STOWMARKET, Simpson & Sons:
Tel: 01449 612 014
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Tel: 01438 723108
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Tel: 0208 666 00710
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Tel: 01483 271 277
DORKING, Dorking Models:
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HASLEMERE, Enchanted Wood:
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Tel: 01273 355 2072
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Tel: 01323 364 1233
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Tel: 01444 267 724
CHICHESTER, Chichester Toys:
Tel: 01243 286 053
CRAWLEY, HobbyCraft:
Tel: 0845 051 6552
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Tel: 01223 723 388
EAST GRINSTEAD, Martells of Sutton
Tel: 01362 323303

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HAYWARD'S HEATH, Clarkes:
Tel: 01444 457551
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HOVE, Kids Dreams:
Tel: 01273 420 966
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Tel: 01903 816412
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GW SUNDERLAND:
2138 High Street West, Sunderland, SR1 3DH
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GATESHEAD, HobbyCraft:
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Tel: 0191 365 5790
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Unit 29, Upper Level, Cathedral Lanes Shopping Centre, CV1 1LL
Tel: 0247 622 7311
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32 Regent Street, CV32 5EG
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2 Bridge Street, CV11 4DZ
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HRADEC KRÁLOVÉ, Knihupectví Váhalha:

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OSTRAVA, Matrix (knihupectví):

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Tel: +4203224934811

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Tel: +420322312461

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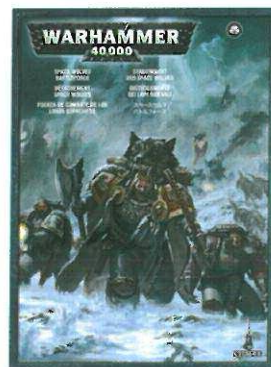
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Club Directory



Gaming clubs are groups of fellow gamers and hobbyists who meet regularly to enjoy the hobby together.

THE GAMES WORKSHOP CONNECTION

The Gaming Club Network (GCN) is a volunteer organisation which was started in 1999 to bring together like-minded clubs for lots of gaming fun.

GCN registered clubs work closely with Games Workshop on events like Games Day, Conflict events and Campaign Weekends, making them an integral part of the Games Workshop hobby. Use the club listing to find a GCN gaming club near you and get involved.

The GCN strives to meet the following objectives:

- Promote good communications between Gaming Clubs and Games Workshop.
- Assist in the running of local gaming events.
- Support other clubs' activities.
- Assist in the running of games at the national level.
- Provide a forum for Gaming Clubs.
- To facilitate club development and growth.
- To create a safe environment for people to play in.

THROW DOWN THE GAUNTLET!

Whether you are new to the hobby or a veteran gamer, GCN clubs are an ideal place to find and challenge new opponents. Play in campaigns, leagues and tournaments in a friendly environment with fantastic scenery, all created by dedicated hobbyists like you.

SETTING UP YOUR OWN GAMING CLUB

If you would like to set up your own Gaming Club please contact Bek Hawky, our Community Coordinator on 0115 900 4821, who will give you advice on the basics of setting up and running a club. This includes providing packs for schools, libraries, independent clubs and information on the GCN.

Please note, if you are want to set up a gaming club in a school we will need to speak to a teacher or member of staff before we can register your club.

VISIT THE GCN ONLINE AT WWW.GAMINGCLUBNETWORK.ORG

GCN membership guarantees the highest standard of customer service and safety. As part of our ongoing commitment to our customers, we do not promote any club outside of the Gaming Club Network.

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GCN BEDFORDSHIRE,
Bedford Gladiators Association:
Contact: David Wilkin
Tel: 0779 1539292
E-mail: gladiators4uk@yahoo.co.uk

BERKSHIRE

GCN BRACKNELL,
Bracknell Forest Gamers:
Contact: Dan Currey
E-mail: d.currey@bt.com

GCN READING,
The Spiky Club:
Contact: David Cole
E-mail: spikyclub@hotmail.co.uk

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The Immortals:
Contact: Geraint Osborn
Tel: 07854 623 152
E-mail: g.osborn@hotmail.com

GCN WOLVERHAMPTON,
Da Boyz Club:
Contact: Darren Pugh
Tel: 07798 582 551
E-mail: daboyzclub@gmail.com

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Middlesbrough Gamers Club:
Contact: Paul Crosby
Tel: 07909714774
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Exeter Inquisition:
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Tel: 0164 723 1528
E-mail: richard_e_n_deane@hotmail.co.uk

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Cross Swords Gaming Club:
Contact: Anthony Cross
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E-mail: enquiries@cross-swords.co.uk

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GCN POOLE,
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Contact: Paul Cleveland
Tel: 01202 385 632
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Contact: Amanda Rutter
Tel: 07769 707 995
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GCN PORTSMOUTH,
Shadowspawn:
Contact: Gary Donaldson
Tel: 07882 360659

GCN PORTSMOUTH,
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Contact: Ben Calvert-Lee
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GCN HERFORD,
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Contact: Tim Hill
Tel: 07748 18 9929
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Leicester Fat Kats:
Contact: Anthony Evans
Tel: 07903391222
E-mail: antons70@yahoo.co.uk

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Contact: Adam Hutchinson
Tel: 0797 050 7179
E-mail: ah154@leicester.ac.uk

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Loughborough 1st and Only:
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E-mail: twgc_contact@tanelornwg.org

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Tel: 07538 839 4496
E-mail: kalsabood2007@yahoo.co.uk

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Tel: 0115 916 7041
E-mail: paul.welsh194@btworld.com

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Tel: 079222 36600
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Newmarket Knights Wargames Society:
Contact: Mark Haynes
E-mail: mark.haynes@icapegemini.com

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Calne Gaming Club:
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GCN HALIFAX,
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Harrogate & Ripon District Gamers:
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Tel: 07810 317 456
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Contact: Richard Ambler
Tel: 07984 11 3974
E-mail: ubersquack@yahoo.co.uk

GCN LEEDS,
Night Owls:
Contact: Steve Nolan
Tel: 0113 225 0461

GCN LEEDS,
Leeds Games Club:
Contact: Bob McPherson
Tel: 0783 149 5512
E-mail: ranceph@bt.com

GCN OSSETT,
Ossett Wargames Club:
Tel: 0192 426 4064
E-mail: paulmrgc@btinternet.com

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GCN GLASGOW,
St Aiden's Warriors Club:
Contact: Alan Hobbs
E-mail: macdonald317@hotmail.com

GCN INVERNESS,
Da Klub:
Contact: Stephen Miller
Tel: 07876 371222
E-mail: stevedex@bt.com

GCN KIRRIEMUIR,
Kirkriemuir Wargames Club:
Contact: David Tulloch
E-mail: david.tulloch@bt.com

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See page 110 for the Store Directory

3 BY PHONE



Not near to a computer? Don't fancy a trip to the Hobby Centre today? That's okay – why not give our team of Hobby Specialists a call instead?

- Our experienced team will guide you through the ordering process and will answer any queries you may have. They are also on hand for any tips and advice you may require – just give them a call.

Call us now on: 0115 91 40000

4 TRADE STOCKISTS



Games Workshop has a vast number of independent stockists across the globe who carry our most popular ranges. Some of these are Premium Stores, who offer a greater range of services and can place orders for you from our catalogue.

- To find a Premium Store near you that carries the entire GW range, just call our Hobby Specialists team on 0044 (0) 115 91 40000, or log onto www.games-workshop.com

See page 110 for the Directory

Available to Order this Month...

This month we're showcasing the awesome new Bitz Packs and Collectors Range models that are out just in time for Christmas, as well as the handy new custom army cases. You can order (or advance order) any of these products right now – just go online, pop into your nearest stockist with an order point, or give us a call today!

Crimson Fists Bitz Packs



x10

Crimson Fists Shoulder Pads

The Crimson Fists Bitz Packs are completely compatible with all our multi-part plastic Space Marines, as this Tactical Space Marine demonstrates.



x4



Crimson Fists Command Pack



x5

x2

x5

Crimson Fists Assault Pack



x2

x5

x5

Crimson Fists Tactical Pack



x3

x5

Crimson Fists Tank Pack

CRIMSON FISTS SHOULDER PADS

Product code: 99060101437

£6†, €7.80, 60dkr, 75skr/nkr

CRIMSON FISTS COMMAND PACK

Product code: 99060101433

£6†, €7.80, 60dkr, 75skr/nkr

CRIMSON FISTS ASSAULT PACK

Product code: 9906010434

£8†, €10.50, 80dkr, 100skr/nkr

CRIMSON FISTS TACTICAL PACK

Product code: 99060101436

£7†, €9.10, 70dkr, 90skr/nkr

CRIMSON FISTS TANK PACK

Product code: 99060101435

£5†, €6.50, 50dkr, 65skr/nkr

ON SALE NOVEMBER 28th

ADVANCE ORDER

If you want to get the forthcoming releases delivered to your door the very day they're out, then why not drop us a line today and advance order them!



BABY DRAGONS

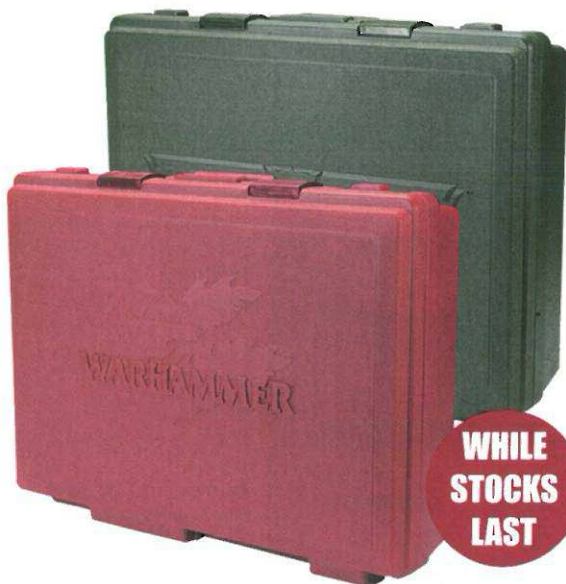
Product code: 99060299054

Sculpted by Trish Carden

UK £15† Denmark 150dkr

Euro €19.50 Swe/Nor 190skr/nkr

ON SALE DECEMBER 19th



WHILE STOCKS LAST

WARHAMMER ARMY FIGURE CASE

Product code: 99239999048

UK £60† Denmark 750dkr

Euro €95 Swe/Nor 850skr/nkr

ON SALE DECEMBER 5th

WARHAMMER 40,000 ARMY FIGURE CASE

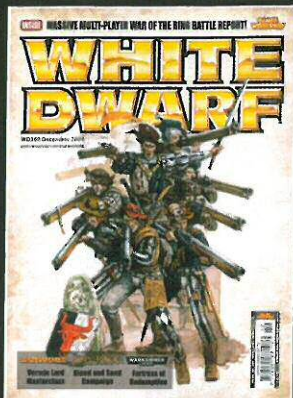
Product code: 99239999049

UK £60† Denmark 750dkr

Euro €95 Swe/Nor 850skr/nkr

ON SALE DECEMBER 5th

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.



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