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GAMES
WORKSHOP

WHITE DWARF

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD381 September 2011



WARHAMMER

OGRE KINGDOMS

READ ALL ABOUT THE NEW MINIATURES AND RULES

GAMES
WORKSHOP

0.9

ISSN 0265-8712

9 770265 871073

WD381 SEPTEMBER 2011 £4.50 WWW.GAMES-WORKSHOP.COM
UK £4.50, €7.50, DENMARK 60dk, SWEDEN/NORWAY 70skr/nkr, POLAND 22.50zł



Cover artwork by Kevin Chin

WHITE DWARF 381 September 2011

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EDITORIAL



What's that rumbling sound that I can hear in the distance? No, it's not Simon's belly grumbling in anticipation of lunch, but the thunderous tread of an army made up of monstrous infantry.

Yes, that's right, with a rumble like thunder and the warcry of great woolly beasts, the Ogre Kingdoms are marching to war this month. And how! I wouldn't want to be caught in the way of an Ogre army, that's for sure, for if the brutish Ogres don't squash you (or eat you, or squash you then eat you), then the monstrous new Thundertusk and Stonehorn assuredly will. Just look at the size of them! I've seen cats smaller than those two. And speaking of cats, there's something distinctly feline about the Mournfang Cavalry, which come pouncing into Warhammer as the heaviest cavalry in the game.

Rather appropriately, this issue is full of bursting with all manner of Ogre Kingdoms. We've got a jam-packed designers' notes,

talking to Seb Perbet, Jeremy Vetock and Jervis Johnson all about the new book and miniatures. It's skinnies vs. fatties in the battle report, as Robin's Tomb Kings try to reclaim a stolen gold artefact from Jeremy's Ogres.

And it's not just the Ogre Kingdoms who have had their fill – we've got the second part of Codex: Sisters of Battle, featuring the army list and wargear sections, giving you everything you need to field them in battle. Robin also has his second bite of the battle report cherry, fighting in a game that pits the Adepts Sororitas' finest against the ravenous hordes of Hive Fleet Leviathan, eager to consume his brave Battle Sisters.

Jervis has also written us a new Battlefield Challenge and we take a look at some of the cool Storm of Magic terrain that Dave Andrews and the hobby guys made. Those bloodthirsty Vampires are back too, as we revisit Chad's Vampire Counts Army Workshop to see what he's added recently.

~ Phew, all that talk of eating has made me rather hungry. To Bugman's, for an aptly named Belly Busta burger! Ogre and out!

Andrew Kenrick, Editor

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Product Code: 11249999381
ISSN: 0265-8712 09

OGRE KINGDOMS

The Mountains of Mourn are shaking to their core beneath the lumbering tread of monstrous beasts and Ogre tribes on the march. White Dwarf's extensive coverage begins on page 20, including designers' notes, a battle report and more!



FEATURES

20 GUTS AND GLORY

Andy Hall talks to the designers of the Ogre Kingdoms army book and the new kits. We also have an exclusive preview of the rules for the Stonehorn and Thundertusk.

32 ARENA OF DEATH

The Nurgle Chaos Lord and the Saurus Oldblood are amongst the most powerful characters in Warhammer. But which is harder? There's only one way to find out...

34 TACTICA: MONSTERS

In the second part of his series of tactics for The Lord of the Rings Strategy Battle Game, Simon Grant explains how to get the most out of your monsters.

40 THE COURT OF THE ARCHON

Dark Eldar Archons know better than to trust their protection to their own kind, surrounding themselves with mercenaries. Simon Grant takes a look at this potent unit.

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We present the second part of Codex: Sisters of Battle, giving you everything you need to take the Adepta Sororitas to war – the army list and wargear sections.

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The 'Eavy Metal team have been busy painting new Ogre Kingdoms miniatures – we ask them to talk us through some of their favourites.

68 TERRAIN SHOWCASE: STORM OF MAGIC

When it came to making terrain for Storm of Magic, the gloves well and truly came off. We take a look at the spectacular scenery the Hobby Team came up with.

76 ARMY WORKSHOP: RETURN OF THE LEGION OF DESPAIR

Last year we showed you how the Hobby Team painted their Vampire Counts army. Following last month's new releases, Chad has been inspired to return to the army.

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42 BLOODBATH AT THE BUBBLING PITS

Golgafag Maneater and his mercenaries have stolen a priceless artefact of Nehekara and the Tomb Kings want it back. Battle is joined at the Bubbling Pits.

96 FAITH VERSUS INSTINCT

Robin Cruddace's Sisters of Battle face off against the chattering hordes of Tom Hutchings' Tyranids in the second of this month's battle reports.



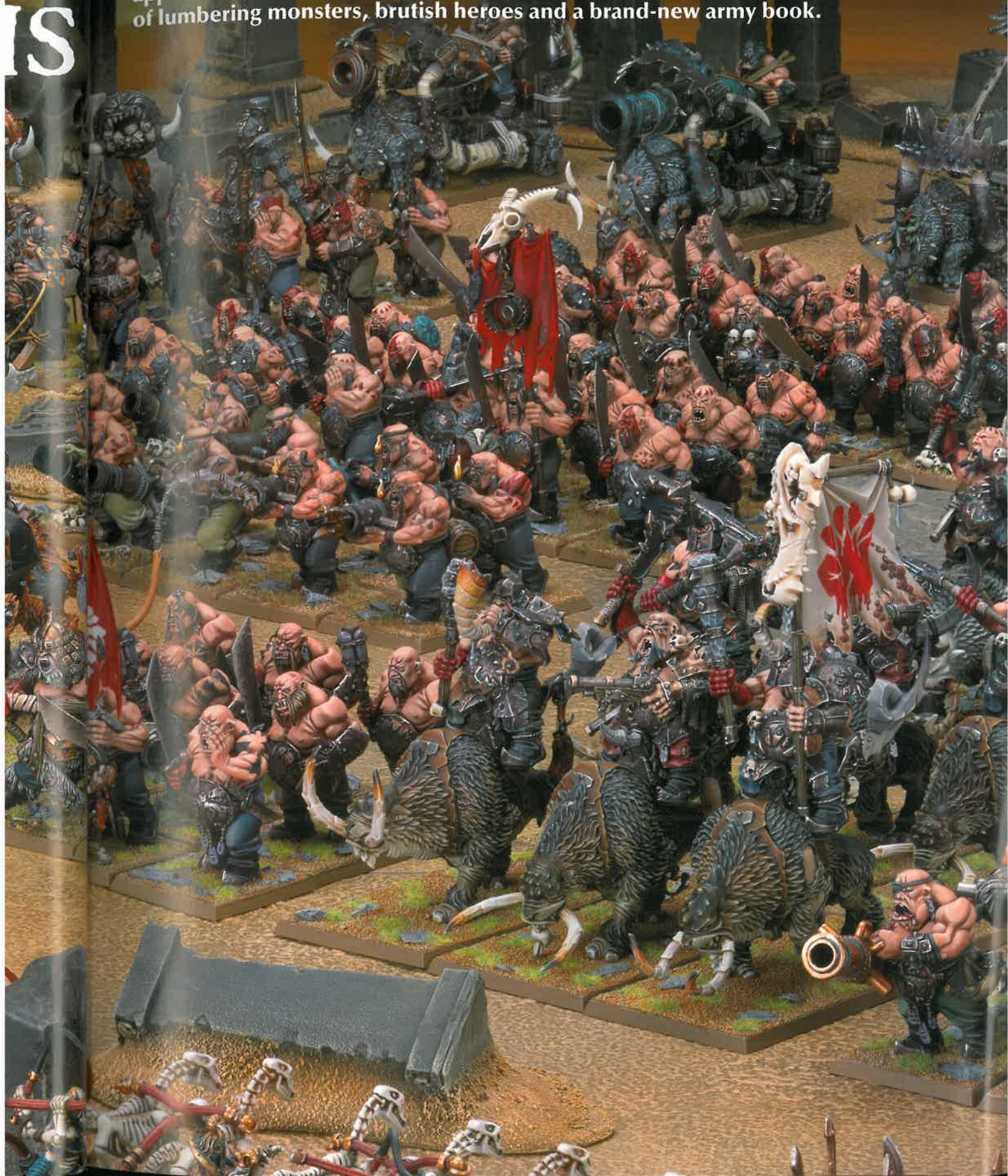
NEW RELEASES

WARHAMMER

OGRE KINGDOMS



S The Ogres of the Warhammer world are great hulking monstrosities with an appetite for violence. They march to war this month, accompanied by all manner of lumbering monsters, brutish heroes and a brand-new army book.



THUNDERTUSK AND STONEHORN

When the Ogre Kingdoms march to war, they are accompanied by huge beasts. The Thundertusk/Stonehorn kit makes either one of two new monsters, the earth-shaking footfalls of their approach inspiring terror in the foe.

THUNDERTUSK

This plastic kit can be assembled as a Thundertusk, a brand-new Ogre Kingdoms monster. The Thundertusk is ridden to battle by a pair of Ogre Beast Riders sitting upon its broad shoulders. Each rider is armed with different weapons, both included in the kit – one Ogre is armed with a chaintrap, a potent weapon that inflicts Killing Blow in close combat. The other totes a harpoon launcher, the wielder picking his teeth with the harpoon-tip before he loads it. The Thundertusk can be covered with all manner of optional little details, from frozen chickens and racks of meat to barrels of stolen ale and bound-up prisoners.



The Thundertusk is ridden to battle by a crew of two Ogres, one armed with a deadly chaintrap and the other with a harpoon launcher.



MULTI
PART
PLASTIC
KIT

The Thundertusk is swathed in an aura of icy cold, numbing foes so that they strike last.

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The frozen **corpse** of an unfortunate State Trooper highlights the **sheer** freezing effect of being so close to the shaggy **Thunderfist**.

sts.



a crew of
haintrap



ss, please
in prices.

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STONEHORN

The Thundertusk/Stonehorn kit can also be assembled as a Stonehorn, a new monster that can be included in your army as a mount for an Ogre Hunter, or as a Rare choice ridden by a Beast Rider. As well as a Beast Rider, the kit includes a plastic Hunter. It also contains all of the weapon options that the Hunter can take, such as a Blood Vulture, great weapon, harpoon launcher or ironfist. The Beast Rider has the option of exchanging his chaintrap for a harpoon launcher, and both options are included. The frame is filled with all manner of extra details too, such as trophy racks and skulls, as well as a bestial skeleton to decorate the base.

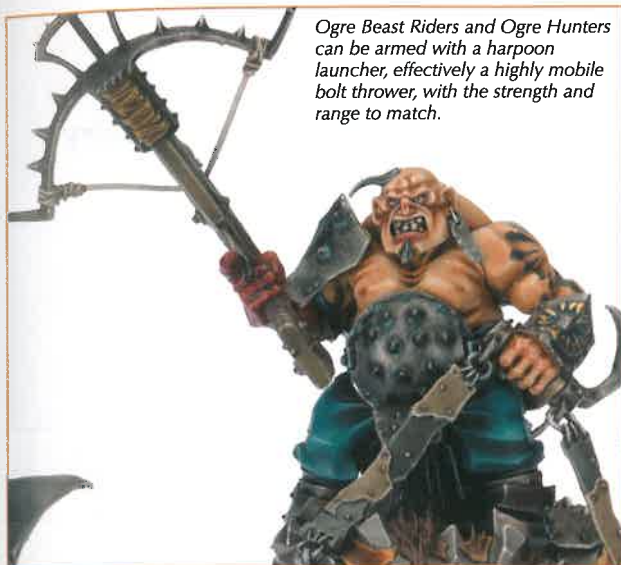


Ogre Hunters can take a Stonehorn as a mount. Upon the bloody fist of this hunter, perches a large vulture, keen to tackle its next meal.



The Stonehorn serves as a mount for an Ogre Hunter or can be ridden by a Beast Rider.

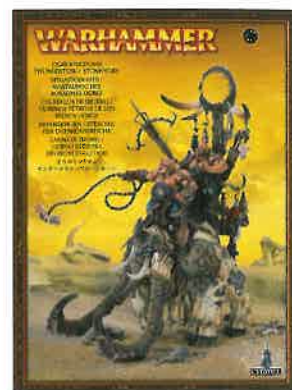
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Ogre Beast Riders and Ogre Hunters can be armed with a harpoon launcher, effectively a highly mobile bolt thrower, with the strength and range to match.

OGRE KINGDOMS AU\$96 NZ\$113
THUNDERTUSK/STONEHORN
 Product code: 99120213009
 Sculpted by Seb Perbet

ON SALE SEPTEMBER 3RD



**TURN TO PAGE
 19 TO SEE THE
 RULES FOR
 THIS HUGE
 MONSTER.**



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MOURNFANG CAVALRY

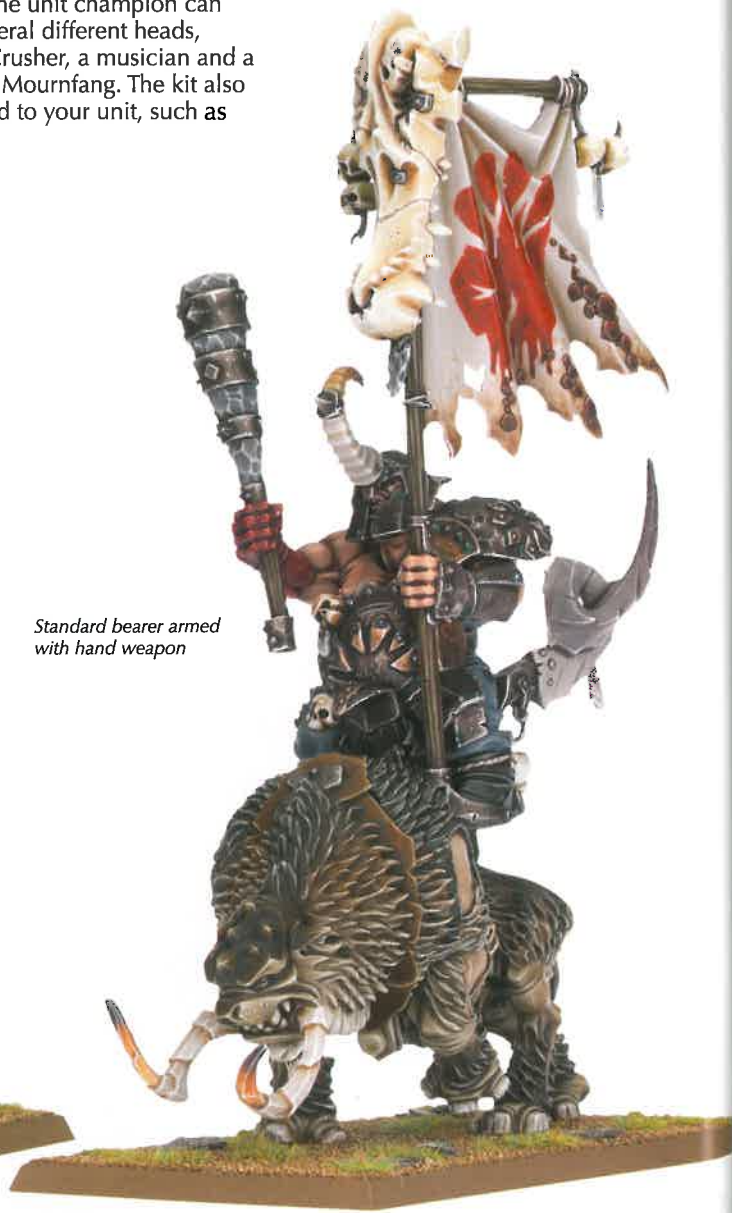
Roaring and snarling into battle come the Mournfang Cavalry, amongst the heaviest cavalry in Warhammer. This new box set of plastic monstrous cavalry allows you to make a unit of two Mournfang Cavalry.

Mournfang Cavalry are a unit of monstrous cavalry ridden by heavily armoured Ogres. This new box set makes two plastic Mournfang Cavalry, containing components to equip both with all the weapon options in the army list, including great weapons, ironfists and a brace of Ogre pistols that the unit champion can be upgraded to wield. The frame includes a choice of several different heads, parts to make all the members of a command group – a Crusher, a musician and a standard bearer – and options for five different designs of Mournfang. The kit also includes a variety of characterful details that can be added to your unit, such as skulls, horns and haunches of meat.

Crusher upgraded with a pair of Ogre pistols



Standard bearer armed with hand weapon



**JERVIS TALKS ABOUT
THE MOURNFANG
CAVALRY ON PAGE 23.**

**OGRE KINGDOMS
MOURNFANG CAVALRY**
AU\$61 NZ\$72
Product code: 99120213007
Sculpted by Mike Anderson and
Matt Holland

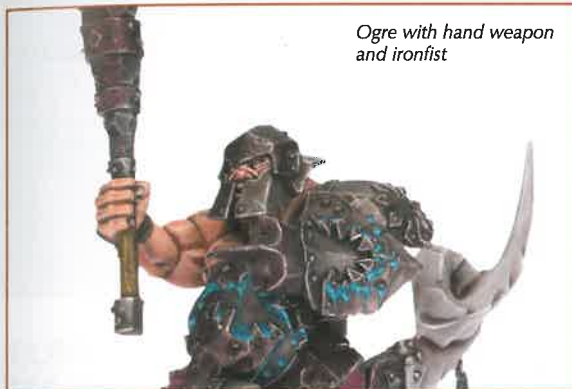
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Musician with hand weapon



Ogre with hand weapon and ironfist



The unit can be assembled to wield devastating great weapons instead of hand weapons.

The thunderous charge of the Mournfang Cavalry is powerful enough to break any unit.



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IRONBLASTER AND SCRAPLAUNCHER

The Ogres possess an innate knack for scrounging, crafting crude but effective war machines from scavenged battlefield detritus. The new Ironblaster/Scraplauncher kit allows you to make either one of these potent war machines.

GNOBLAR SCRAPLAUNCHER

This new kit allows you to make one of two different war machines. The Gnoblar Scraplauncher is a ramshackle stone thrower pulled into battle by a Rhinox and crewed by seven Gnoblar crew, each engaged in a variety of activities – amongst the Gnoblar Scrappers is one who has hit his thumb with a hammer and another firing his own, smaller catapult from the front of the Rhinox. The kit also contains plenty of other little details such as piles of scrap, hooks and a noose.



The Gnoblar Scraplauncher is pulled into battle by a Rhinox, as much a chariot as it is a war machine.



The Scraplauncher hurls a bundle of scavenged blades at the foe.



The crew of the Scraplauncher swarm over the war machine, engaging in various tasks.



The ramshackle chassis is festooned with all manner of stolen components, such as buckets of weapons, chests and millstones.

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The Gnoblar Scraplauncher can fire on the move, allowing it to keep pace with the Ogre army.



IRONBLASTER

The plastic kit can instead be assembled as an Ironblaster, a war machine built around a huge salvaged cannon. The massive cannon is pulled to battle by a young Rhinox and crewed by a Leadbelcher and his Gnoblar assistant. The cannon itself is highly detailed, engraved with a frieze depicting the War in Heaven, whilst the Ogres have added their own touches such as hooks laden with helmets, Sabretusk skins and other great details. The cart itself is packed with barrels of gunpowder.

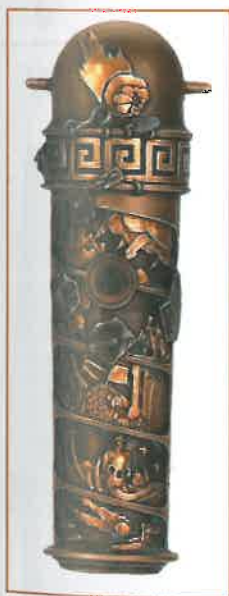
OGRE KINGDOMS AU\$55 NZ\$65
IRONBLASTER/SCRAPLAUNCHER
Product code: 99120213008
Sculpted by Martin Footitt and Colin Grayson

ON SALE SEPTEMBER 3RD



The Ironblaster is crude but effective, packed full of gunpowder and cannonballs.

MULTI
PART
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KIT



The cannon is purloined from the huge weapons of the Sky-titans' castles.



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WARHAMMER OGRE KINGDOMS

The Ogre Kingdoms march to battle with thunderous footfalls, stomping, crushing and eating anyone – and anything – that gets in their way.

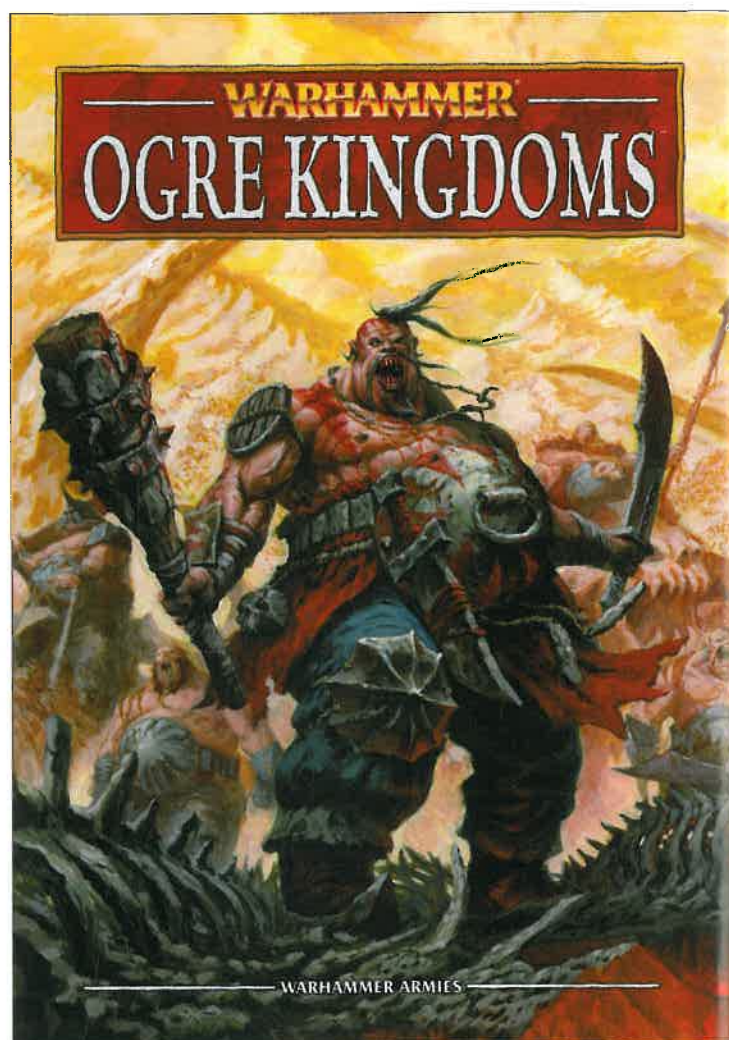
Warhammer: Ogre Kingdoms is the definitive guide to this army of brutish monsters, containing 96 pages packed with full-colour art, background and rules. The hardback book details the history, lands and wars of the Ogres, from the Big Migration and the Feast of the Sky-titans to the Great Battle at the Fire Mouth. You'll also find within its pages a map of the Ogre Kingdoms and a timeline of notable historic events.

Warhammer: Ogre Kingdoms also contains complete rules for all of the characters, units and monsters that make up the army, along with a new spell lore, the Lore of the Great Maw, magic items and the army list.

Finally, the book includes a showcase of beautifully painted Citadel miniatures by the 'Eavy Metal team.

WARHAMMER:
OGRE KINGDOMS
Product code: 60030213002
Written by Jervis Johnson and
Jeremy Vetock

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CO-AUTHORS JERVIS AND JEREMY TALK ABOUT THE BOOK ON PAGE 18.

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OGRE KINGDOMS BATTALION

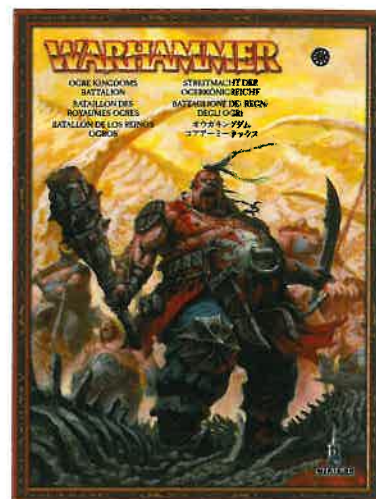
The Ogre Kingdoms Battalion is a great way to start a new army of Ogres, or bulk out (pun intended) an existing army. Packed with great multi-part plastic miniatures, it contains over 700 points. The box contains 6 Ogres, the mainstay of the force; 6 Ironguts, who are equipped with the best weapons and armour; and 4 Leadbelchers, Ogres armed with massive cannons.

OGRE KINGDOMS BATTALION
AU\$160 NZ\$190
Product code: 49120213010

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Ogre with ironfist



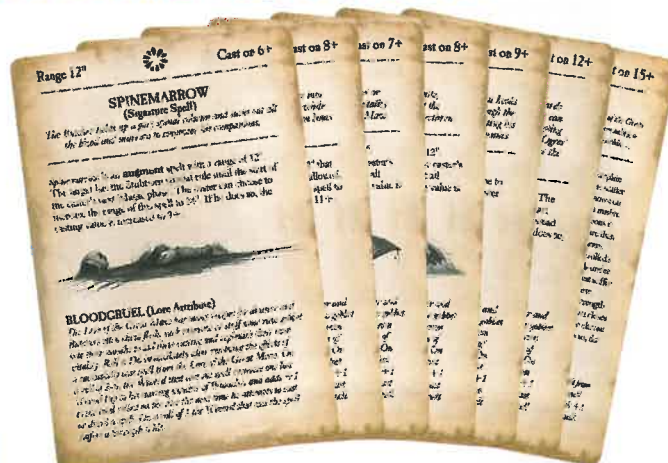
WARHAMMER BATTLE MAGIC: OGRE KINGDOMS



This pack contains all seven spells from the Lore of the Great Maw. Each card describes the rules for the spell, as well as detailing the Bloodgruel lore attribute. The new Ogre Kingdoms lore of magic is used by Butchers and Slaughtermasters, and provides powerful augment spells for the Ogre masses.

WARHAMMER BATTLE
MAGIC: OGRE KINGDOMS
AU\$8 NZ\$9.50
Product code: 60220213001

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WHILE STOCKS LAST



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CITADEL FINECAST™

The Citadel Finecast range of miniatures expands again this month, with a steady flow of new releases added to the range. In addition to the Ogre Kingdoms miniatures shown here, there are even more available in store and online.

FIREBELLY

The Firebelly is an Ogre Wizard who commands the Lore of Fire, available in Citadel Finecast. The model is depicted unleashing the Fire Breath for which he is rightly feared.

**OGRE KINGDOMS
FIREBELLY**
AU\$61 NZ\$73
Product code: 99810213004
Sculpted by Seb Perbet

ON SALE SEPTEMBER 3RD

CITADEL FINECAST



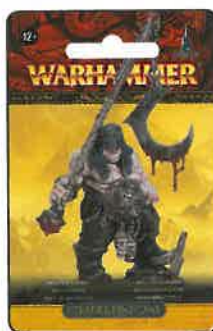
BRAGG THE GUTSMAN

A brand-new special character available in Citadel Finecast this month, Bragg the Gutsman is the most infamous executioner of the Ogre Kingdoms.

BRAGG THE GUTSMAN
AU\$61 NZ\$73
Product code: 99800213006
Sculpted by Seb Perbet

ON SALE SEPTEMBER 3RD

CITADEL FINECAST



GOLGFAG MANEATER

Ever since the release of the first Regiments of Renown box sets in the mid 80s, Golgfag Maneater has been the most famous Ogre hero in Warhammer. With this new incarnation of the renowned Ogre mercenary in Citadel Finecast, yet more famous deeds and exploits are sure to be added to Golgfag's reputation. Over the course of his long career, Golgfag has won and lost countless magic items, and he starts each game with a random amount of magical equipment. This is reflected on the miniature, which is covered in potions, blades and other talismans.



GOLGFAG MANEATER
AU\$61 NZ\$73
Product code: 99810213003
Sculpted by Seb Perbet

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CITADEL FINECAST



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DARK ELDAR SSLYTH



CITADEL FINECAST

DARK ELDAR SSLYTH
 AU\$26 NZ\$30
 Product code: 99800112013
 Sculpted by Jes Goodwin

ON SALE SEPTEMBER 10TH

DARK ELDAR LHAMAEAN



CITADEL FINECAST

DARK ELDAR LHAMAEAN
 AU\$26 NZ\$30
 Product code: 99800112012
 Sculpted by Juan Diaz

ON SALE SEPTEMBER 10TH

This month the Court of the Archon is completed with the addition of the Sslyth and Lhamaeon. The serpentine Sslyth is now available in Citadel Finecast, and each of his four limbs is compatible with plastic Dark Eldar arms and armaments, allowing you to assemble it with different weaponry. You can include up to three Sslyth in each Archon's Court, adding some muscle to his retinue.

The second addition to the Court of the Archon is the Lhamaeon, a seductive yet deadly courtesan from the sisterhood of Lhilitu. The Lhamaeon is armed with a variety of wickedly sharp blades dripping with venom or inscribed with eldritch sigils. She even has a knife in her hair. The Lhamaeon is available in Citadel Finecast, and up to two can be included in each Court.



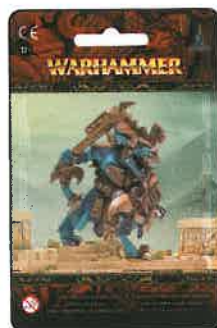
TURN TO PAGE 40 TO FIND OUT ABOUT THE COURT OF THE ARCHON.

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WARHAMMER

This month two of the most powerful characters in Warhammer are released as brand-new plastic miniatures – the Saurus Oldblood and Nurgle Chaos Lord. Covered with intricate detail, these Lords make for characterful generals.

SAURUS OLDBLOOD



LIZARDMEN AU\$22 NZ\$25.50
SAURUS OLDBLOOD
Product code: 99070208001
Sculpted by Aly Morrison

ON SALE SEPTEMBER 10TH

Available in plastic for the first time, the Lizardmen Saurus Oldblood is released this month. The Oldblood is armed with a highly ornate hand weapon and shield, and is bedecked in ceremonial armour. The base of the model is highly detailed as well, decorated with Lizardmen glyphs and the stone steps of a temple. The Saurus Oldblood is a fantastic hero to lead your Lizardmen army to war.

NURGLE CHAOS LORD



NURGLE CHAOS LORD
AU\$22 NZ\$25.50
Product code: 99070201003
Sculpted by Brian Nelson

ON SALE SEPTEMBER 10TH

Chaos Lords often swear allegiance to one of the Chaos Gods above all others, their very flesh warping to reflect their devotion to their master. This is very much the case with the bloated and pustulent form of the new Nurgle Chaos Lord, swollen with disease and decay and armed with a huge rusted blade. So inured to pain is he that his guts can be seen through the gaping wound in his belly.



TURN TO PAGE 19 TO SEE HOW THESE TWO FARE IN THE ARENA OF DEATH.

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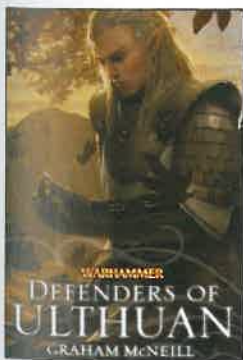
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CITADEL FINECAST™

OGRES
EVERYWHERE

Butcher



Ogre Tyrant



Yhetee

As well as all the new plastic kits and the existing plastic Ogre box sets, the Ogre Kingdoms will be making a grand entrance into the Citadel Finecast range this month. New box sets for the Ogre Tyrant, Ogre Butcher and the Yhetees are all premiering in highly detailed Citadel Finecast resin at your local Games Workshop Hobby Centre, whilst the rest of the range is

available to order now. Head to the Games Workshop website to see the full Citadel Finecast range of Ogre Kingdoms miniatures or turn to page 118 to find out how to get hold of them:

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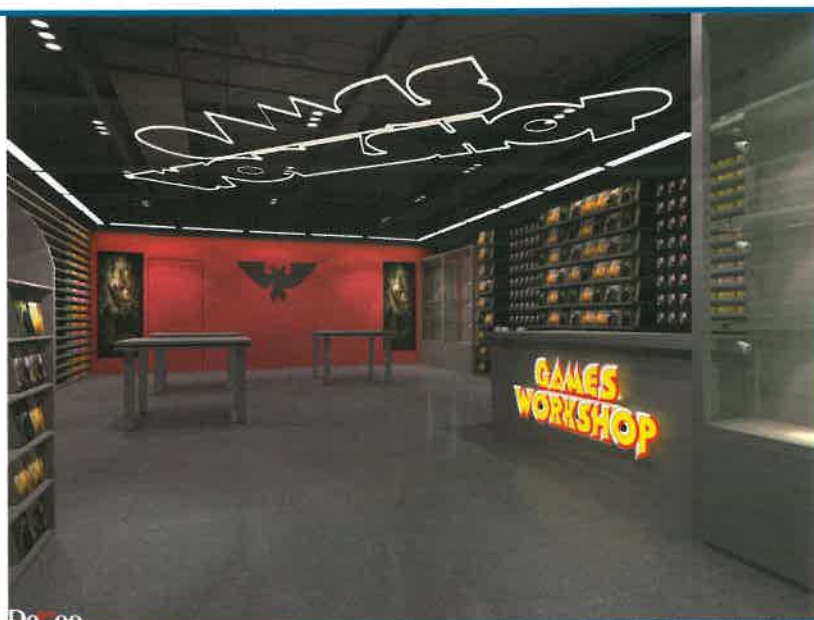
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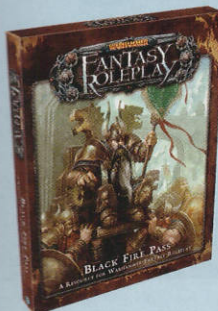
Kill Team

Warhammer 40,000: Kill Team is now available to download on Xbox LIVE and PlayStation Network. This fast-paced arcade style shooter allows the player to team up with a friend to take on Ork and Tyranid forces aboard a giant Kill Kroozer.

Featuring fan-favourite Chapters like the Ultramarines, Space Wolves, Blood Ravens, and more as well as four selectable classes to choose from Kill Team promises to be an exciting play for Warhammer 40,000 fans.

Purchasing Kill Team will also unlock the power sword weapon for the Assault and Raptor classes in multi-player in Space Marine. There is no other way to get this weapon.

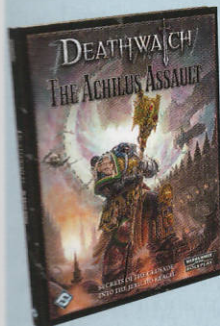
WFRP: Black Fire Pass



Black Fire Pass is an exciting supplement for Warhammer Fantasy Roleplay, with a wealth of new information concerning Dwarfs, the hold of Karak Azgaraz, and Black Fire Pass itself.

There are rules for runesmithing, Dwarf engineering, ten brand-new Dwarf-specific careers, and much more; a must-have addition for anyone who plans to play a Dwarf!

Deathwatch: The Achilus Assault



This new sourcebook includes descriptions of the Jericho Reach's most significant warzones. Learn about the major threats to the Crusade's advance, including foes that can be reasoned with and those that must be annihilated. With new player options, the Achilus Assault brings your campaign to the front lines. Choose which worlds shall be saved... and which shall burn!

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WARHAMMER

GUTS AND GLORY



What is an Ogre?

The first thing anyone notices about Ogres is how big and ugly they truly are. A full-grown Ogre stands nearly twice as tall as a man and several times as wide. They are hulking creatures with large overlapping teeth that can easily bite through the bark of a Drakwald Oak. In fact there is a little that an Ogre can't – and won't – eat and their large guts attest to this.

In a world ravaged by constant war and dominated by battle-hungry races, the Ogres have carved themselves a kingdom of their own high up in the Mountains of Mourn – a chain of ice-capped mountains to the east of the Dark Lands. This was no easy task, forced from the grasslands in the east by the meteoric impact that birthed their god, the Great Maw, the Ogres migrated west. They conquered as they went – pursuing the ancient Sky-titans to extinction and laying claim to the whole mountainous region. Even so, Ogres are nomadic and led by a lust for war and the need to constantly fill their bellies. While the Mountains of Mourn are now the Ogres' homeland, the creatures wander fourth, striding across the

world either on their lonesome, as part of a mercenary band, or, most terrifying of all, as a tribal warhost intent on consuming everything in their path.

An Ogre horde is a fearsome thing, made up of not just the Ogres themselves but primeval creatures of varying sizes, starting from big and ranging to enormous! It is, to all intents, an army of monsters.

To prepare the Ogres for their latest Warhammer army book Jervis Johnson stepped forward to design the rules while Jeremy Vetock wrote the background and all the bestiary entries. 'My goal when writing anything Ogrey was, first and foremost, to present the energy and character the big lugs have,' explains Jeremy. 'Ogres are ferocious, brutal and merciless – but they

Y The biggest bruisers in the Warhammer world barge their way into the pages of White Dwarf. Hoping to gain his own gut plate, Andy Hall talks to the designers of the new miniatures and army book to find out more about the Ogre Kingdoms.



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aren't necessarily bad guys. Sure, they don't frown upon cannibalism and will gladly eat you alive – although it is more out of need than from cruelty or conscious evil. If you can pay them enough money (or food) then Ogres will gladly look elsewhere for their next meal. At least for a while anyway...'

Ogres are far from the most sophisticated of races, with their motives rarely going beyond searching for their next meal. On the face of it, writing a grand history for a race that seems to lack complexity may seem a challenge. But Jeremy, who, let's not forget, is also the author of Warhammer: Orcs & Goblins, knows how to turn a crude and simplistic reputation into an advantage. 'Ogres are steeped in legend – mostly raw tales

about eating and fighting, but mythic in proportion nonetheless. They are a race of crude cave paintings with stories of Ogres eating mountains or swallowing the sun. They live to devour and to accumulate. We wanted to give Ogre fans new stuff to dig into and devour – more information about the tribes and their nomadic travels, insight into the culture, a further glance at the horrible (and always hungry) Ogre deity the Great Maw, and lots more details on the harsh, primordial land Ogres call home – the fantastical ice age realm known as the Mountains of Mourn. This land of peaks and valleys has always been filled with all manner of hairy beasts competing for dominance, and now you can include them in your army.'

“They are a race of crude cave paintings with stories of Ogres eating mountains or swallowing the sun.”

STONEHORN



Stonehorns are massive beasts of muscle and violence, each several times the size of a Rhinox and – if it can be believed – several times as dense. Intelligence is of little import to these great beasts, however, for each Stonehorn is a living fossil, its skeleton hardened by the same rock as the mountains where it makes its home. As legendary as their hardiness is their belligerence; in fact it is said that a Stonehorn will take any opportunity to headbutt something to death and trample its corpse into paste. Even the most stubborn of enemies cannot hope to stand against a Stonehorn's charge. Such is its colossal mass that the impact of its charge is like a boulder plummeting from a mountaintop, a deadly combination of weight and a bad temper.

	M	WS	BS	S	T	W	I	A	Ld
Stonehorn	7	3	0	6	6	6	2	5	5
Ogre Beast Rider	-	3	3	4	-	-	2	3	7

Troop Type: Monster.

Special Rules:

Frenzy, Large Target, Terror.

Beast Rider: Unless taken as a mount for a Hunter, a Stonehorn and its rider have their own characteristics, but are treated as a single model. If the Stonehorn is removed as a casualty, then its rider is removed too. When moving, the model always uses the Movement of the Stonehorn. The Stonehorn and Beast Rider use their own Weapon Skill, Strength, Initiative and Attacks characteristics when they attack. Each can attack any opponent that the model is in base contact with. The rider uses its own Ballistic Skill when making shooting attacks. All hits upon the model are resolved using the Stonehorn's Toughness and Wounds. In close combat, enemy models attacking the model compare their Weapon Skill to the Stonehorn's Weapon Skill when rolling To Hit. The Stonehorn's Leadership is never used. It is treated as a monster in all other respects.

Earth-shattering Charge: If a Stonehorn makes a successful charge, it inflicts 3D3 Impact Hits instead of making its normal close combat attacks. In addition, if when calculating the charge range, the two highest dice score a total of 10 or more, then 1 is added to each dice roll, for a total of 3D3+3 Impact Hits. This doesn't prevent the Stonehorn from using its Thunderstomp later in the same turn. Also note that the Beast Rider attacks normally.

Hunting Beast: A Stonehorn may be included in an army as a mount for a Hunter, in which case the Hunter replaces the rider, and any shooting attacks against the model will hit the Stonehorn on a D6 roll of 1-4, and the Hunter on a roll of 5+.

Natural Armour (4+): The Stonehorn has a 4+ armour save.

Stone Skeleton: If an Attack with the Multiple Wounds special rule successfully wounds a Stonehorn, halve the number of Wounds inflicted (rounding fractions up).

THUNDERTUSK



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Thundertusks are creatures of ice and doom, ancient monsters that strode the darkest ages long ago. Retreating from the sudden warming of the sun, the forefathers of these mammoth beasts headed to the northern plains where they became saturated in the magic that was unleashed in those same strange lands. Imbued by those unnatural winds, the Thundertusks became living embodiments of cruel and ever-enduring winter – primordial things from a long-forgotten past. Their hulking mass exudes a subzero blast of icy chill air so cold it congeals blood and freezes their prey. Thundertusks advance as relentlessly as a winter storm, using their numbing chill to slow their victims down, allowing the beasts to bring their crushing mass to bear.

	M	WS	BS	S	T	W	I	A	Ld
Thundertusk	6	3	0	6	6	6	2	4	5
Ogre Beast Rider	-	3	3	4	-	-	2	3	7

Troop Type: Monster.

Special Rules:

Large Target, Terror.

Beast Rider: The Thundertusk is ridden by two Ogre Beast Riders, and follows the Beast Rider special rule on page 53.

Natural Armour (5+): The Thundertusk is protected by its thick, furry hide, granting it an armour save of 5+.



Numbing Chill: Any enemy model within 6" of a Thundertusk has the Always Strikes Last special rule.

Smooth Ride: The Thundertusk's Beast Riders ignore the To Hit modifier for Moving and Shooting.

Sphere of Frost-wreathed Ice: The Thundertusk can make a stone thrower shooting attack with the following profile. This attack may be made even if the Thundertusk moves, but not if it marches.

Range	Strength	Special
6-24"	3 (6)	Multiple Wounds (D3)

Do not use the Stone Thrower Misfire chart if the sphere of frost-wreathed ice suffers a misfire. Instead, a misfire means that the sphere does not fire this turn, though it may still fire as normal next turn.

Miniatures designer Seb Perbet not only sculpted the mighty Stonehorn and Thundertusk kit, he also had a steady hand in the design of all the new Ogre miniatures, making him the one to talk to on all things 'Ogrey'.

Bragg the Gutsman

The hulking scarred mound of flesh known as Bragg the Gutsman is the executioner writ large. He uses a bespoke poleaxe to disembowel the foe. As removing the gut is the one thing that will strike fear into his fellow Ogres, Bragg has become a sinister figure amongst his kin.



For Seb, taking on the Ogres was a project that really got his creative muse working. 'When we first started talking about it, the word "prehistoric" kept getting used and that was very interesting as it conjured up an aesthetic we haven't really explored in Warhammer,' says Seb.

'The image of Ogres riding or fighting alongside big prehistoric creatures instantly gave the Ogres a strong visual appeal,' he adds. Whilst Seb set to work on the monstrous Stonehorn, Martin Footitt and Colin Grayson designed the Ironblaster and Scraplauncher, working from sketches drawn by Seb. 'Tusks and horns were very prominent not just as things protruding from the creatures but as a working material the Ogres used in their prehistoric contraptions. I thought wood would be relatively rare for an Ogre, in its raw form at any rate, although they'd happily scavenge it from defeated enemies, which meant that the Ogre contraptions should be made from parts that were blatantly fashioned for something else, such as a cart jury-rigged with animal bits – tusks and bones.'

The other centrepiece kit was the Stonehorn and Thundertusk. Two big

monsters that can give the Arachnarok Spider a run for its money in size stakes. 'Not only did we want to have some imposing monsters,' continues Seb, 'But I wanted both to be distinct even though they were made from the same kit and used some communal parts. My solution was to make sure the silhouettes of both monsters were easily discernible by making the Stonehorn "short" at the front with a lengthy tail and the Thundertusk "long" at the front with its big tusks.' The kit is also covered with a plethora of parts. 'I imagine that as the Ogres migrate, they take all their belongings with them, so the models are adorned with everything from barrels and scavenged weaponry, to racks of meat, plucked chickens and even a bound prisoner (a snack for later perchance? – Ed),' says Seb.

With such a plethora of parts you're going to have some spares but Seb is keen to stress none need go to waste. A great example is the Hunter. If you make the Thundertusk, you'll have the Ogre Hunter parts left over. From there it's a simple combine some spare Ogre legs with the Hunter parts to give you a complete model.



THE IRONBLASTER

When deployed in battle, the Ironblaster is hauled into a good shooting position before blasting out a fiery tongue of flame and a thunderous boom. The multiple cannonballs it fires are able to tear apart a whole

regiment in a maelstrom of noise and violence. Should the enemy survive that terrifying fusillade he will still have to deal with a charging Rhinoceros pulling a large mass of iron and wood shortly afterwards.

THE GNOBLAR SCRAPLAUNCHER

For all of its ramshackle appearance, the Gnoblar Scraplauncher is a devastating engine of destruction. Gnoblars swarm all over the contraption, packing the launcher cup with bundles of weapons that they have

accrued during the battle. These loose-knit bundles of nastiness are then catapulted high into the air to land amongst the enemy in a deadly rainfall, lopping off limbs and imbedding into the heads of unfortunate victims.



We've already spoken to the 'mouth' of the operation so it was time to talk to the 'guts'. Veteran rules-smith Jervis Johnson was in charge of bringing the Ogres to life on the Warhammer tabletop.

Andy: So, Jervis, how do you make an army of monsters work in Warhammer?

Jervis: I suppose it depends on what you call a monster, really. Ogres can be seen as 'big' infantry, although, I'm assuming most people would term a hulking creature that is ten feet high and eight feet across a monster! Nevertheless, the idea was to make an army of 'big things' work as one coherent force and be a powerful but balanced army.

Andy: When you begin a project like this, where do you start?

Jervis: Well you're obviously influenced by what's gone before. I also start by using the background to influence the rules. You should always commence with the cool imagery and let that inform how you write the rules. For the Ogres, I saw in my mind's eye a prehistoric lumbering horde marching through a primordial wilderness. You'd have Ogres on foot as well as riders on huge, hairy shaggy creatures. That was certainly the direction the models were going in, so I made sure they fitted that aesthetic.

Andy: Taking the army as a whole, how would you summarise the Ogres' abilities?

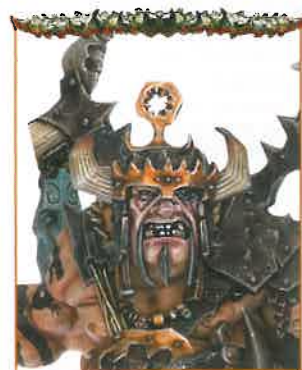
Jervis: The Ogre Kingdoms army comprises regiments of monstrous infantry supported by large creatures. They're the big guys – it's intimidating enough just to look at an Ogre army, so I've given them rules to back that feeling up.

Andy: So everything in the army is going to cause Fear and have a Stomp attack then?

Jervis: Yeah, well, the Gnoblars are an obvious exception, but otherwise you are looking at a lot of Stomps. This, in conjunction with the Ogre Charge makes a unit of Ogres extremely powerful on the initial combat turn.

Andy: How does the Ogre Charge work?

Jervis: A charging Ogre, especially a group of charging Ogres, gathers an enormous amount of momentum behind it. To stand in front of an Ogre regiment charging at full pelt you're either tremendously powerful or tremendously stupid! So a charging Ogre that successfully collides with an enemy



Golfag Maneater

The name of Golgfag Maneater is forever linked with the Ogres' propensity for hiring themselves out to the highest bidder. This is evidenced by the wealth of Golgfag's worldly accoutrements on display and dangling from his great bulk.

The Tyrant

To claim rulership over a group of Ogres requires a mighty brawler, a creature powerful enough to wrestle a Giant to the ground or smash his way through a fortified gate using only his bare fists. An Ogre Tyrant uses his tremendous size and brawn to dominate, earning the right to command the tribe by displaying prodigious feats of what the Ogres respect the most – strength, violence, girth and a healthy, all-consuming appetite.



gains an Impact Hit on the foe, which will already be familiar to existing Ogre players. However, when rolling for charge distance, if the number is 10 or more then each Ogre in the unit gets D3 Impact Hits instead of just 1. Additionally, you add the rank bonus to the Strength of the Impact Hit. Not only does that encourage you to have big units of Ogres, it makes them absolutely devastating on the charge!

Andy: Big units of Ogres have traditionally been very expensive, so having such large units would leave you little points to spend anywhere else.

Jervis: There's no point having this grand image of the army if no one can afford to recreate that vision on the tabletop. And so Ogres are cheaper now, which will encourage you to have larger units and still give you points for the more exotic elements of the army.

Andy: The Mournfang Cavalry certainly fall into that 'more exotic' category.

Jervis: Very much so. They're kind of a curve ball. Most people would have expected to see Rhinox Riders, as that was the only beast we'd alluded to before. But the Rhinox is more of a beast of burden and the Ogres would clearly choose to ride something more aggressive. Thus came the big cat-like Mournfangs. These are the heaviest cavalry in the game and always do D3 Impact hits on the charge. What's more, the enemy will then not only have to deal with the creature but the Ogre sat atop it. They're extremely fast as well. But that's a wider point about

the army as a whole. I know I've used the word lumbering earlier, but Ogres are fast; they have big legs allowing them to stride forward 6" a turn, so march 12".

Andy: Another new addition to the Ogre roster is the Firebelly.

Jervis: This model is a great example of adding in more variety to the army. This is only the second time we've done an Ogre army book, after all. When you first do an army book, you spend a lot of effort laying down the ground work, and when you come to revise the army, you have the chance to explore the background in more depth and bring that to the tabletop. The Firebelly is just one example of that, a potent Wizard with access to the Lore of Fire and a Breath Weapon that he can unleash in combat.

Andy: Although it's not as though the Lore of the Great Maw is one you want to avoid.

Jervis: Very true, it complements the Ogre army well. You have a few magic missiles and can even summon a version of the Great Maw down on the enemy, but the majority of spells are there to augment your Ogre units. None more so than the signature spell *Spinemarrow*, which will give the target unit Stubborn. This is really useful when you consider that the Ogres will more often than not be facing units that are Steadfast. So giving an Ogre unit Stubborn will help them stay in the fight once the initial devastation caused by the charge has subsided.

Andy: But this isn't the only Lore that Butchers can use is it?

Firebellies

Firebellies are the roaring, blazing priests of the Ogre deity known as the Fire Mouth. Quick to mirth and anger alike, Firebellies are garrulous and vital individuals who are readily welcomed into any Ogre tribe. Fire burns within these larger-than-life prophets in a literal as well as metaphorical sense. Bald and broad, their ruddy skin glows from within, and their bare chests are tattooed extensively with symbols of destruction. When a Firebelly's wrath is roused, he can breathe out a cloud of billowing flame so fierce that it can melt through chainmail in seconds. He can harness fire and control flames, wielding it as a weapon.



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MOURNFANG CAVALRY

Powered by thick haunches of purest muscle, Mournfangs surge towards the foe at a speed faster than their bulked frames would suggest, not slowed in the least by the large Ogre atop their hairy backs. Protected by thick skin and coarse shaggy hair, enemy arrows bounce off the oncoming beast or ping off the Ogre's

armour as harmless as hailstones. When they do smash into an enemy, the powerful Mournfangs chomp, slash and stamp the foe whilst the Ogres lay about them, swinging ponderous clubs to bludgeon their quarry. The results are devastating, with the fallen not just slain, but utterly pulverised.

Jervis: At least one Butcher/Slaughtermaster must use the Lore of the Great Maw, however, additional Ogre Magic users may use the Lore of Heavens, the Lore of Beasts or the Lore of Death. These represents sub-cultures within the Ogre Kingdoms, shamanic figures who practise arts that represent different aspects of the Great Maw. Again, it's all about taking the rich background of the Ogre Kingdoms and allowing you to field that in your army.

Andy: So, lets talk about the monsters. At the beginning of our chat you alluded that big creatures are an important aspect of an Ogre Kingdoms army, so how do players incorporate them into their force?

Jervis: Seb's done a brilliant job bringing the Stonehorn and Thundertusk to life. They evoke the primordial, ice age theme and yet are fantastical creatures that are clearly found in the Warhammer world.

Andy: How did you keep the two monsters distinct, without making one or the other the most obvious choice when it comes to building an army?

Jervis: Each monster, whilst intimidating to face in its own right, offers very different tactical choices for the player. The Stonehorn is your all-out bruiser – a woolly fist designed to smash through the enemy line and cause untold carnage. It packs one hell of a punch on the charge, replacing its attacks with 3D3 Impact Hits.

The Thundertusk has more of a support function. With four Strength 6 Attacks and two Ogre Riders, the Thundertusk can hold its own in a fight but it's best off surrounded by close-supporting Ogre units as its key ability is a Numbing Chill, which means all enemy models within 6" have the Always Strikes Last special rule. This can have a devastating effect on the enemy unit, especially if they are also in combat with a

Ogre Lores

The Battle Magic deck contains the Lores of Fire, Death, Beasts and the Heavens, all of which can be taken by the Ogres.



Butchers

Practitioners of Gastromancy, the Butchers and Slaughtermasters of an Ogre tribe are not only emissaries of the Great Maw but also channel a portion of their deity's fearsome hunger into feats of magic. Some show an inclination towards magics other than the Great Maw, taking power from the animals they slaughter or by reading the stars.



group of Ogres. The Thundertusk is also an awesome shooting platform – effectively a mobile bolt thrower and stone thrower all in one monstrous package.

Andy: Which one is your favourite?

Jervis: I think there's room for both monsters in your army, as they are both indispensable. If you want pure visceral power then go for the Stonehorn. Personally, for my own playing style, I think the Thundertusk just edges it, thanks to its tactical flexibility.

Andy: Both monsters are found in the Rare section, (although, interestingly, the Stonehorn can be used as a mount for a Hunter) but they are not the only creatures in this part of the army list. There's also the Gnoblar Scraplauncher and the Ironblaster.

Jervis: Yeah, it's perhaps surprising that an army with such a feral bent has a couple of war machines, but then again Ogres are very enterprising and have no qualms about adapting what the enemy has left behind. While they may lack the ability to smelt things, they'll happily take a giant cannon – stolen from the now extinct Sky-titans – and shove it on a captured wagon pulled by a Rhinox to create an Ironblaster.

Andy: I imagine that's suitably devastating.

Jervis: Absolutely. The benefit of having

multiple cannonballs is that you're virtually guaranteed to get a good, long bounce. However, if it misfires... well, you don't want to be close!

Andy: You mentioned just now that Ogres can be very enterprising both in terms of scavenging and in fighting far and wide.

Jervis: The Maneaters encapsulate that. They are the ultimate mercenaries, and none more so than Golgfag. So they have this 'Been There, Done That' rule, which allows you to pick any two special rules from a list, in any combination. For example, you could have them Immune to Psychology with Poisoned Attacks, or Stubborn with Swiftstride. I'm looking forward to seeing what combos Ogre Kingdoms players up with!

Andy: What else are you looking forward to when the Ogres are finally unleashed?

Jervis: Like I said earlier, it's the overall feel of the army that excites me most. This force from a dark, magical ice age holding their own against armies of knights, highly disciplined Elves or chattering hordes of rat-men. It's going to be interesting to see how they fare against all these different armies. But then, that's what Ogres do. The Ogres Kingdoms may be their home, but they like nothing better than roaming the world, leaving carnage in their wake!



THE GUTSIEST OF THEM ALL

The core of any Ogre Kingdoms army are the Ogres themselves. They are powerful foot soldiers, especially when formed into regiments they are walls of solid muscle and fat girded with massive belly plates.

Ogres excel at fighting and this, along with their greed and lack of concern about right or wrong, means

that an Ogre army is always ready for a battle against anyone, anywhere. History is replete with examples of Ogres being paid to fight. When they do enter combat, they make frightening opponents, for Ogres are savage and can sometimes devour the fallen where they lie. In battle this horrifies their opponents, who must fight the blood-splattered vanquisher of their former comrades.



Resident artist Kevin Chin has been tearing up the Studio gaming area of late waging war with the Ogre Kingdoms. We asked if he'd mind sharing some of his tactical secrets with us.



Kevin: This army list highlights how large units of monstrous Ogre infantry work well when supplemented with even larger monsters and a smattering of the strange. It has a very frosty theme, what with the Yhetees, the Thundertusk and the Ironguts with the Dragonhide Banner, which was taken from a fearsome ice drake.

The magic banner is very powerful and gives the nine Ironguts the ability to re-roll to hit, to wound and armour saves of 1 on the turn they charge! Not only that but the standard bearer can use it to unleash an icy blast on the foe – a Strength 3 breath weapon and will also cause the unit hit to gain the Always Strikes Last rule until the end of the next turn!

This means that the Thundertusk can be positioned close to the Luggers, whose proximity to the Thundertusk will give them a similar effect, allowing them to not only charge in with their Strength 6 Impact Hits but then strike first in the combat itself. All the while the Thundertusk will be firing its

deadly Sphere of Frost-Wreathed Ice (which shoots like a moving stone thrower) and the beast riders will fire their harpoon launcher – which is surprisingly accurate due to the smooth ride upon the back of the monster.

The army is led by a Level 4 Slaughtermaster. A powerful magic user, who can cause the Great Maw to appear on the battlefield and target heavily armoured units with the devastating *Bonecrusher* spell (only Strength 2 but no armour saves are allowed). However, it's the Bruiser that enemies should be really wary of as he has the Giantbreaker big name that gives him +1 Strength. This, in combination with his great weapon, means that Cragus will be cleaving the enemy with an impressive Strength of 8!

Finally, the Yhetees and Leadbelchers add an element of the unpredictable. Each Leadbelcher can unleash D6 Strength 4 Armour Piercing hits a turn, so aim them at the enemy elites and watch them disappear in cloud of black smoke!

LORDS

The Big Mawler

Level 4 Slaughtermaster with Talisman of Endurance and the Lore of the Maw.

315 points

HEROES

Cragus Giantbreaker

Bruiser with heavy armour, great weapon, Dragonhelm and Giantbreaker big name.

155 points

TROOPS

The Luggers

12 Ogres with additional hand weapons, Bellow, standard bearer with Look-out Gnoblar and Crusher.

407 points

Frost Smashers

9 Ironguts with Bellow, standard bearer with Look-out Gnoblar and Dragonhide banner, and Gutlord.

472 points

SPECIAL

The Soot Bellies

3 Leadbelchers.

129 points

The Abominables

3 Yhetees with Greyback.

142 points

RARE

Thinling Flinger

Gnoblar Scraplauncher

130 points

Roar Horn

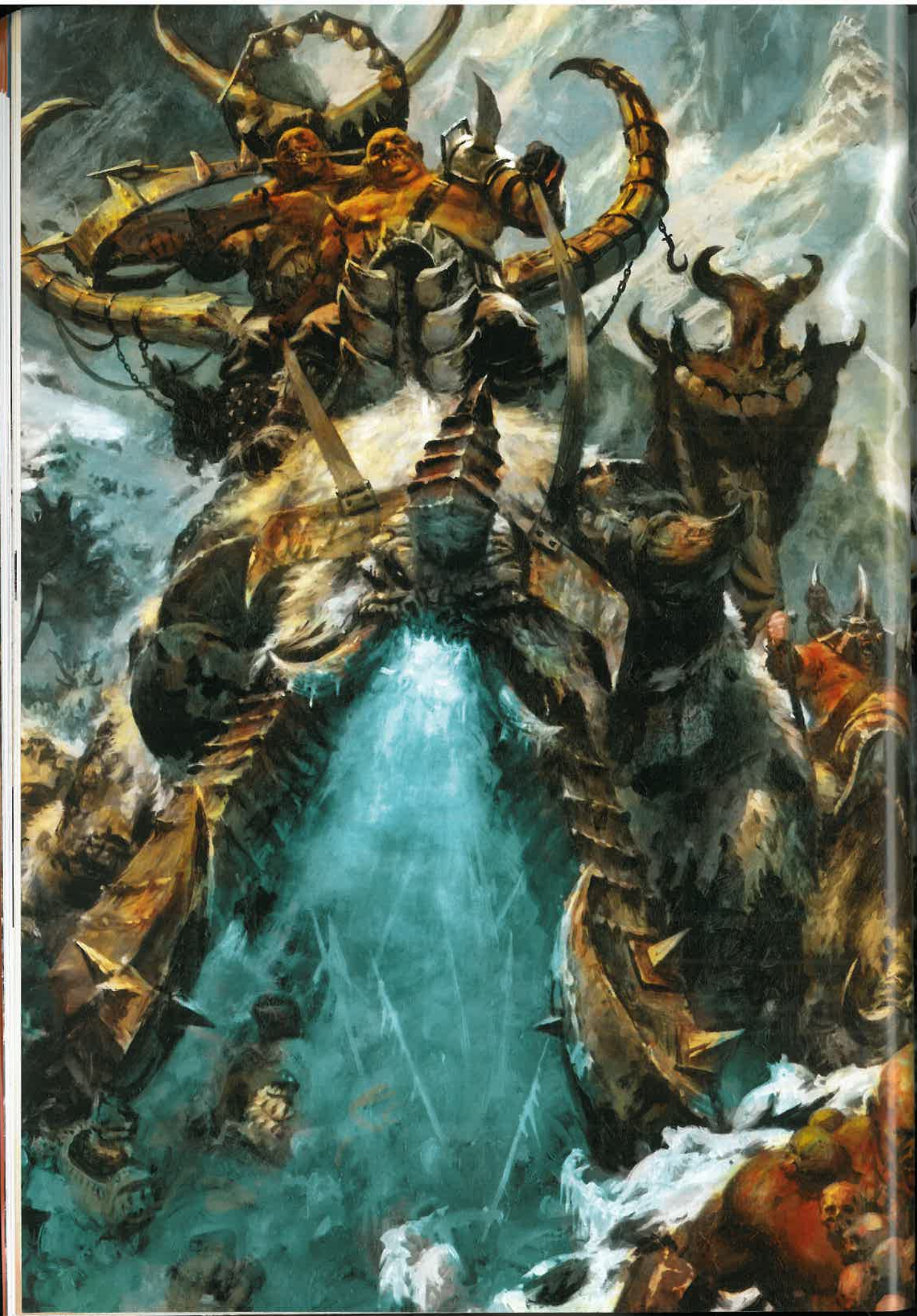
Thundertusk

250 points

TOTAL:

2000 points





MIGHT MAKES RIGHT IN-STORE THIS MONTH

Accompanied by the sound of thunder, the armies of the Ogre Kingdoms once again set out from the Mountains of Mourn, descending upon Hobby Centres across the land in search of food and a fight.

Pre-historic Reinforcements

This month a brand new wave of enormous Ogre Kingdoms miniatures is released, emerging from their primordial realm in the mountains. Get down to your local Hobby Centre and find out how you can add the monstrous new creatures, including the immense Stonehorn, Thundertusk and Mournfang Cavalry to your army of Ogres.

Raising your own Kingdom

If you've ever been tempted to start collecting an army of behemoths, this is the perfect opportunity. With a fantastic range of miniatures to choose from – being the first all-plastic and Citadel Finecast range – have a chat with the staff at your local store to find out how you can become a follower of the Great Maw!

Hunting the Hunters

Alternatively, if facing a lumbering mass of muscle, fur, horns and teeth fills you with dread, talk to your local Hobby Centre staff about how you can combat the armies of the Ogre Kingdoms. They'll be more than happy to show you how you can make use of war machines and elite regiments, powerful magic and battle tactics to bring the brutes crashing to the ground.

Battle amongst the Mountains of Mourn

All this month your local Hobby Centre will be running a host of modelling, painting and scenery workshops, not to mention loads of exciting skirmish scenarios and megabattles for you to take part in. Just bring along your armies and discover the lands and forces of the Ogre Kingdoms for yourself.

CONTACT YOUR LOCAL STORE FOR DETAILS!

www.games-workshop.com



WARHAMMER

ARENA OF DEATH

This month sees the release of the Nurgle Chaos Lord and the Saurus Oldblood. This prompted some disagreement here in the White Dwarf bunker about which was harder, so we decided to settle it the only way we know how... with dice.



Nurgle Chaos Lord VS Saurus Oldblood



Andrew: There can be no denying, a Chaos Lord and a Saurus Oldblood are in the top tier of Warhammer characters, warriors able to slay any foe.

A Chaos Lord has a scarily high Weapon Skill and Initiative, is clad in Chaos armour and can be armed with all manner of horrible magic items and Gifts of Chaos. The Saurus Oldblood, on the other hand, is decked up like a tank with its thick scales, heavy armour and high Toughness, and also has the armoury of the Old Ones to plunder for battle. So there's no question about them both being hard as nails.

What is up for debate is which is better? This very question sparked a heated argument in the team, so I picked the Chaos Lord, Matt grabbed the Oldblood and we set off to the gaming area for a good old Arena of Death.

The Arena of Death is a one-on-one Warhammer showdown between two characters – think of it as a glorified challenge. We agreed a points limit of 300 points each and thought it would be fun to come up with three different load outs, then randomly draw them against each other.

Just one more thing: FIGHT!!!



Death in the Jungle



Bubous Plaguespittle

Chaos Lord with Mark of Nurgle, great weapon, Armour of Damnation and Necrotic Phylactery.



Chaka-Taq

Saurus Oldblood with the Blade of Realities, Gambler's Armour, shield and Potion of Speed.

The first leg of the Arena of Death was in the jungles of Lustria. The Chaos Lord took the first turn and charged, even as the Oldblood downed his Potion of Speed.

The Saurus Oldblood struck out with his Blade of Realities, which would have removed the Chaos Lord but Andrew passed his Leadership test.

The Chaos Lord caused three wounds, and Matt only saved one. The next round went much the same way, as Matt struck once but the Chaos Lord survived. The Saurus Oldblood was not so lucky, as the Chaos Lord hit once, wounded once and Matt failed to save.

Round 1 to the Chaos Lord.





War in the North



Pusbelly

Chaos Lord with Mark of Nurgle, Father of Blades, Stream of Corruption and Seed of Rebirth.



Kroqmar

Saurus Oldblood with the Sword of Anti-heroes, shield, Aura of Quetzl and Glittering Scales.

Round 2 was the return leg, taking place beneath the pus-encrusted ruins of the Realm of Chaos.

Once again Andrew won the roll-off to go first, charging into the Oldblood. This time the Chaos Lord struck first, vomiting forth his Stream of Corruption. He only caused four hits, however, and failed to wound. His regular attacks were not much better, as Matt's combination of the Aura of Quetzl and the Glittering Scales meant he was at -2 to hit. He still managed to hit twice and wounded once.

In return, however, the Saurus Oldblood was far more ferocious. Matt hit and wound four times, and Andrew failed all his saves!

Round 2 belonged to the Saurus.

The End Times



Squamous Hess, the Bloated Lord

Chaos Lord with Mark of Nurgle, Warrior Bane, Talisman of Preservation and Potion of Toughness.



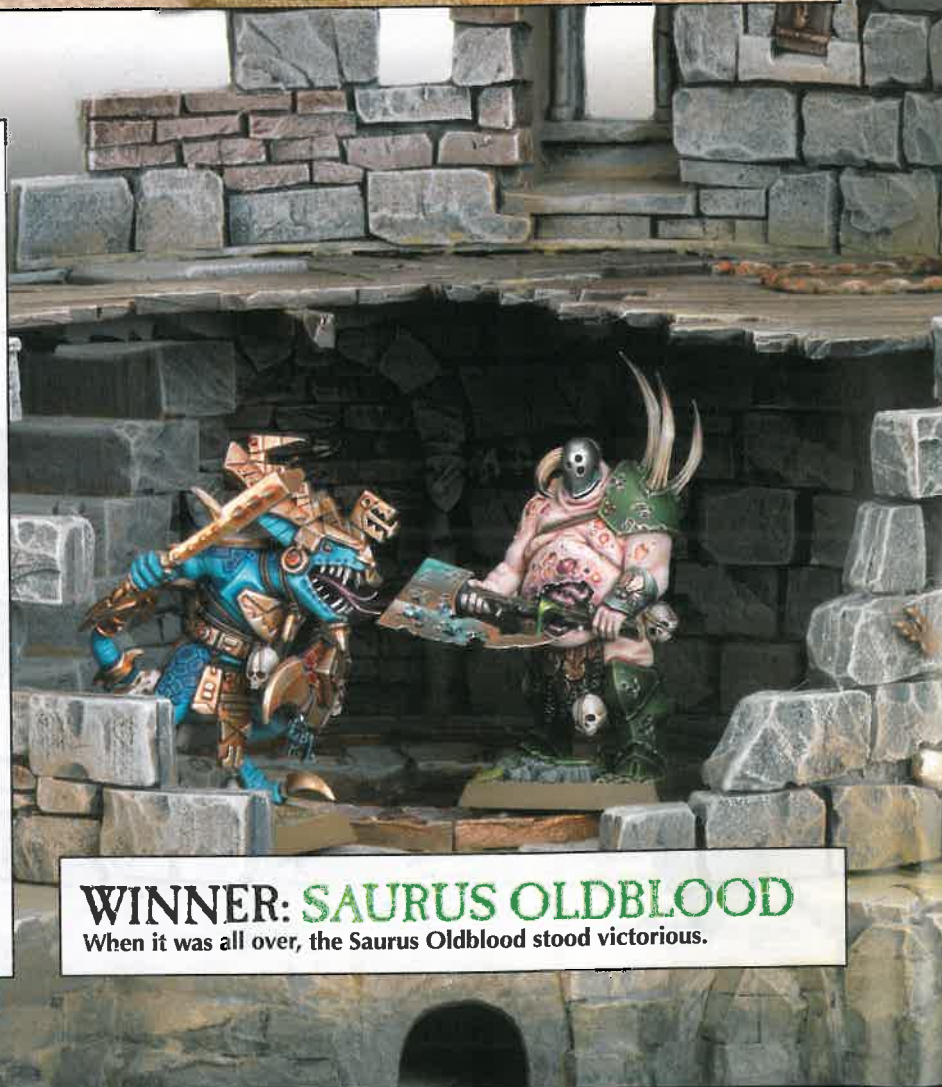
Gor Boq

Saurus Oldblood with Armour of Destiny, shield, Dawnstone and Potion of Strength.

With a single victory apiece, Round 3 would be the decider, fought in the neutral ground of Dreadstone Blight.

This time, Matt won the roll-off and charged the bloated lord. The Saurus swigged from his Potion of Strength as the Nurgle Lord drank his Potion of Toughness. The Chaos Lord struck first, hitting three times but failing to wound. The Oldblood then struck back twice, but also failed to wound!

For seven combat rounds the battle raged, swinging back and forth as the Chaos Lord's Warrior Bane rang off the Saurus' magical armour, and vice versa. Eventually the Oldblood found an opening and caused a wound at last, and from then on the Chaos Lord was on the ropes. The Saurus leapt at him anew, cutting him down one wound at a time.



WINNER: SAURUS OLDBLOOD

When it was all over, the Saurus Oldblood stood victorious.

MONSTERS



One of the Wise

Simon Grant, emissary of the Valar, returns this month with more words of wisdom for the Lord of the Rings Strategy Battle Game. This article follows on from last issue's Cavalry Tactica, so be sure to catch up if you missed out!



The monsters of Middle-earth come in all shapes and sizes, but what they have in common is their deadly ability in battle. Simon Grant shows how to make them even more dangerous.

Almost every iconic scene from The Lord of the Rings films features at least one of Middle-earth's myriad monsters or beasts. Whether your favourite moment is when Gandalf faces off with the Balrog on the precarious Bridge of Khazad-dûm or Legolas bringing down the Mûmak at the Battle of Pelennor Fields only to be humbled by a withering retort from Gimli, there can be no doubt that it was the monsters that made those scenes so memorable. And so too can you help games of The Lord of the Rings look as impressive by including monsters. In this article, we'll be discussing how to use such dread creatures on the battlefield, and also how to keep them in one piece long enough for them to do what they do best – namely smash the enemy army to pieces.

They Come in Pints?

No, not really, but to my mind, there are four categories of monster: **Bulwarks**, **Monstrous Heroes**, **Flyers** and **Monstrous Mounts** and I'll shortly be discussing each in turn. As I'm sure many of you have already noticed, there are some monsters in The Lord of the Rings that fit into more than one of these categories. However, this is far from a bad thing, as it simply means that by using one of these powerful monsters, you will have more tactical options available to you on the battlefield.

A quick note for all you Good players out there. I know that the bad guys have most of the fun when it comes to fielding big, gribbly monsters, but don't worry – I've compiled a number of sneaky tricks with which to counter them, so read on.

BULWARKS

These guys are the biggest and meanest of the bunch, able to engage a huge section of the enemy battleline and crush it completely unless your opponent can find a way to stop them (or is just very lucky). Obvious examples of Bulwarks are Cave Drakes, Ents and Trolls. A strong characteristic line is the key here, with high Fight, Strength and Defence values, usually boasting a good number of Attacks and Wounds as well. Bulwarks are never happier than when they're ploughing into the enemy ranks, crushing heads and breaking bodies with each powerful blow.

But these monsters are far from just a blunt weapon to throw recklessly at the enemy. Bulwarks will serve your purposes much better if you work to protect them as you unleash them on the enemy. If used correctly, your monster can spearhead an attack on the enemy battleline, strengthen a vulnerable section of your own lines, or even hunt enemy Heroes by using their superior Fight value to overwhelm them. Bulwarks are arguably the most straightforward to use in this manner, but it's imperative that you do the following:

Protect their Flanks

Regardless of the specific role you have in mind for your Bulwarks, it's essential that you guard their flanks so that your enemy is never in a position to trap them. You'd be unpleasantly surprised to learn how quickly

even a Defence 8 Isengard Troll can buckle and fall if left exposed and surrounded by enough enemies. You can't roll 6s to win the fight all the time! To prevent this from happening, you should always ensure that you have some models either side of them to stop the enemy from lapping around. If your Bulwark is only ever fighting against two or three enemy models at a time in this way, they're almost unstoppable.

No Might Points? Have Mine!

OK, so this doesn't work in the literal sense, but remember that there are a number of ways that Heroes can use their Might points to affect others around them. There are few better choices to receive this aid than your pet monster, whose damage output can be multiplied tremendously by being part of a successful heroic combat or getting the charge against the order of Priority. Cheap Heroes such as a lowly Orc or Goblin Captains are exceptionally useful when used in this manner. Move to attack an enemy model (even an enemy Hero if you're feeling confident) with your Bulwark and supporting Hero, but be sure to block your enemy from breaking either model off from the fight by throwing your warriors into any enemies nearby. The next move is to call a heroic combat with your Hero and watch as your Bulwark makes a bloody mess out of your victim. Both of your models can now move and fight again.

As Tough as Wood

Ents are one of only two monsters available to the enemies of Sauron, but don't let this fool you. With a staggering Strength and Defence value of 8, Ents are exceptional Bulwarks and enormously difficult to kill.

A Fight value of 7 raises Ents to a level where only the enormous Mordor Trolls can match them, and even then, to risk such a confrontation would be a gamble that few Evil players would dare to make.



HERO HUNTERS

The picture to the left is an example of how to use your Bulwark monster to engage an enemy Hero without putting it in unnecessary danger.

With his Mordor Troll's Fight 7 and 3 Attacks, the Evil player can be justifiably confident of victory in the fight. But to ensure that the Elves cannot then surround and trap his prized asset when they move, he must now move his supporting Orcs to protect the Troll.

Even though the Elves are too far away for his Orcs to charge, he can still move them to take up a defensive position either side of the Troll. In this way, the Elves can be held at bay while the Troll attempts to slay the Hero.

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Shadow and Flame

Simply put, a Balrog is nigh unstoppable. At first, you might think that you should just send it off on its own and watch it kill everything. However, your opponent will likely try to attack it with a single model every time he wins priority, wasting your damage potential. A Balrog may be a Monstrous Hero, but treat it as a Bulwark. If you support your main attack with a Balrog, then it will unleash carnage.

MONSTROUS HEROES

What makes Monstrous Heroes so effective is that they are more than capable of looking after themselves even if when they're out on their own. However, this freedom often comes at a price – the burning of Might and Fate points. There are some exceptions to this, but I'm a firm believer that unless it is absolutely necessary, you should try to use your Monstrous Heroes in the same way as your Bulwarks. The advantage they have in Might, Will and Fate points simply makes them better at the task in hand than a standard Bulwark. However, the very fact that they are Heroes does still open up a few other options on the battlefield.

Heroic Duels

Whereas Bulwark monsters should target lesser enemy Heroes by preference, your Monstrous Heroes should go out of their way to engage and cut down any enemy Hero they can get their over-sized hands/talons/claws on. Remember that even King Elessar himself will struggle to defeat a Fight 7 Mordor Troll Chieftain, as any fans of *The Return of the King* will attest. Take advantage of any edge in that all-important Fight value characteristic, but for this reason, stay well away from Gil-Galad!

"I'm 'arder than you!"

Take a quick moment to look at Treebeard's outrageous characteristics values, then consider how much fun it would be to see him pick up a Cave Troll and break it across his knee. Are you picturing the same mental image as me? I thought so, though I hope for your sake that it's not quite as visceral as it is in my head! Monstrous Heroes often weigh in with improved Fight and Defence values over others of their kind, so take advantage of this fact and use them against enemy monsters to counter their effectiveness against you. But don't forget to protect your Monstrous Hero's flanks though, as you want it to be a fair(ish) fight.

Magical Mastery

Some Monstrous Heroes have access to a variety of Magical Powers, such as Sauron, Ringwraiths on Fell Beast, and a Dragon with the Wyrmtongue upgrade. The best use of this magic is to make it easier for your Monstrous Hero to perform his individual role rather than helping other models out. Having problems dealing with that pesky Fight 9 Gil-Galad? Try casting *Transfix* on him first, and you'll find he's suddenly a lot more partial to having his head forcefully removed. Very kind of him I think.

THE NINE

Nazgûl on Fell Beasts make for peerless assassins. They combine the abilities of Flyers and Monstrous Mounts with access to Might points and a variety of Magical Powers.

To the right, Faramir leads a contingent of cavalry, where his Might points and Fight value are incredibly useful assets. But one successful casting of *Compel* later and he'll be a sitting duck 5"/12cm nearer to the Ringwraiths, who can finish their move into combat and make short work of the Captain of Gondor. With Faramir dead, the Ringwraiths can guarantee a charge next turn by calling a Heroic move if required. The significance of this is that, as Monstrous Mounts, the Knights of Minas Tirith will then be robbed of their steeds even if they survive.



FLYERS

Unlike their ground-walking brethren, Flyers have much greater freedom when it comes to how they move and fight. This manifests in their enormous Move of 12"/28cm and ability to fly over the top of any models or terrain without penalty. Many Flyers also count as Monstrous Mounts and therefore hit particularly hard on the charge, but more on that later. And so to the first tactic:

Assassination!

Their speed and ability to attack anyone skulking behind the enemy battleline makes Flyers exceptional assassins. Targets of choice here are models equipped with banners or fragile Heroes (possibly with Magical Powers) who are supporting the main attack but not actively engaging in combat... until you viciously attack them with your menacing beastie of course.

If your Flyer happens to be Monstrous Hero as well, then consider calling a heroic combat. This will enable you to escape to safety after your swooping attack or you even press the attack into the rear of the enemy lines (though this is incredibly risky unless you can break through and support them or escape with your Flyer next turn).

Heroes with Magical Powers should be a top priority here – an enemy such as a Goblin Shaman with the *Fury* spell activated can be a real nuisance, so you should always consider picking them off if the opportunity presents itself. Remember though, that more powerful Heroes such as Gandalf and Saruman are much harder to kill off in this way, so take great care when choosing your moment to strike lest you end up throwing away your prized monster.

Strike Hard, Strike Fast

Some Flyers, such as the Knight of Umbar or the Undying riding Fell Beasts, or a Dragon with the Fly upgrade are notoriously hard to kill off and capable of dishing out a lot of damage. These monsters are unusual in that they are well suited to going solo, taking advantage of their speed and hitting power to rapidly close with the enemy and devastate an element of your opponent's army whilst you engage their main host with the rest of your army. Small contingents of cavalry or groups of archers or are choice targets here, as they are unlikely to be able to inflict enough damage on your speeding Flyer before you can get in amongst them and start the killing. With these more resilient Flyers, you should be able to remain in combat, even though you may be outnumbered and surrounded, safe in the knowledge that you are far more likely to be the one doing the damage. But pick off enemy Heroes first just to be sure!



EARNING YOUR WINGS

Even without any of their four optional upgrades, Dragons are incredibly powerful monsters. But by giving them the Fly upgrade, your Dragon gains access to a whole new way of fighting.

In the example above, the Dragon is more than powerful enough to engage the Gondor infantry with little fear of reprisal, but the Banner at the rear of their lines could still prove a thorn in his side. By swooping over their heads to attack the warrior with banner, the Dragon can call a heroic combat to sweep into their ranks afterwards.



GHÛLAVAR

This fell demon from the ruins of Arnor is a dangerous proposition for both Good and Evil players. There is no doubt that Ghûlavar hits like a meteor, but his powers diminish for every injury he sustains. More so than any other Flyer, Ghûlavar needs to be manoeuvred very carefully or he could become near useless or even die before reaching the enemy. Cling to terrain as you advance to avoid the worst effects of archery. If you get him to the enemy safe and sound, he's fantastic.



Make Them Angry!

Drûzhag the Beastcaller is a menace. Not only can he grant Shelob and the Spider Queen the ability to ignore wounds on the roll of a 6 with *Bestial Fury*, but they will automatically pass Courage tests as well – great for countering Shelob's Hunting Instinct, where she may flee if she takes a wound. But just imagine one of them with a +3 bonus to their Fight, Strength and Attacks for a turn courtesy of his *Enrage Beast* spell...

MONSTROUS MOUNTS

Without doubt, the greatest strength of a Monstrous Mount is its ability to knock both enemy infantry and cavalry to the ground on the turn it charges. I cannot overstate quite how horrible this effect is, as it can tear the heart out of a cavalry charge before it has even begun. This fantastic benefit is, of course, in addition to the extra Attack that a mounted model receives on the turn it charges. When you consider that most Monstrous Mounts have a respectable number of Attacks already, these models become ruinous if they get the jump on their opponents. And I don't need to tell you how horrible a charging Mûmak is, do I?

Get Off Your High Horse!

If your opponent has any cavalry, then you should always be looking to attack them with your Monstrous Mounts. The reason for this is that even if you fail to kill your target, they will be forced to fight on foot for the remainder of the battle. This is especially important when it comes to countering powerful mounted Heroes.

Arachnophobia

Two highly effective Monstrous Mounts are the Spider Queen and her ancient cousin,

Shelob. Though not strictly Monstrous Mounts, their Pounce special rule grants them the same aforementioned benefits on the turn that they... well, pounce. The reason that I have picked these enormous Spiders out for a special mention is that they also both share the Venom special rule, enabling you to re-roll the dice should you fail to wound your target. Add these effects together and you can see why they are so rightly feared – should you win, you will knock your opponents to the ground and inflict lots of high-Strength Attacks, re-rolling any failed attempts to wound. Ouch.

A Helping Khand

If you're having trouble dealing with your opponent's cavalry army, then why not look to the mercenaries of Khand for aid. For a mere 25-point investment, you can field a Khandish Charioteer, who also shares the charging bonuses of Monstrous Mounts and will happily ride down any cavalry models that are ruining your day. In fact, at that price, why not field a whole bunch of them! But if Fight value 4 opponents are still causing you problems, try taking a Khandish King instead, as he'll claim back the advantage with his Fight 5 and 3 Attacks on the charge.

MUMAKIL

Oh, go on then, I will talk about how nasty a rampaging Mûmak is! In fact, the reason I will do so is because there is a lot more to planning a Mûmak charge than you might think. Recklessly hurling your titanic beast into the enemy can indeed be effective, but always check your aim first!

In the picture here, Dáin stands defiant before the Mûmak, ready to receive the charge. His enormous Defence value and Fate store means he will likely halt the giant beast's charge dead in its tracks. Instead of aiming straight for him and hoping for the best, try crushing the Dwarfs next to him, where they are much less likely to withstand your Trample attack. The Tusk Weapons upgrade is also great for helping to keep its momentum going.



TS

MONSTER HUNTING

That's more than enough for you fans of all things big and scary. Now it's time for the little guys to get some advice. I'll not lie to you – attempting to stop a rampaging Mûmak with a shield wall or asking a Dragon to sit still so that you can shoot at it properly is not easy. No, dealing with enemy monsters is not for the faint-hearted, but it is possible.

There are two main considerations when faced with monsters. We all know that nothing is more satisfying than finally bringing down a giant monster such as a Balrog, but was it necessary to do so to complete the scenario objective? If not, then the chances are that you wasted a lot of your men and resources to do so. It's much easier said than done to stick to a plan in the heat of battle, but if you don't need to kill the enemy monster, then consider ignoring it, or trying to hold it up, whilst you get on with winning the game.

Of course, should you be in a position where you have no choice but to slay an enemy monster to achieve victory, then consider the following methods of doing so:

Arrow Fodder

Shooting a monster dead usually requires some good luck, but nonetheless, you should never miss an opportunity to do so. Shooting costs your army nothing, as there is no risk to your own men. If the Valar smile upon you, then your enemy's pride and joy won't reach your lines, but even if it does, it will hopefully have suffered a wound or two on the way.

Weight of Numbers

Bogging down the enemy monster with as many models as you can throw at them is a rather desperate tactic, but one that is surprisingly effective. The risk here is that you have no control over how many casualties you take before you finally get the opportunity to make the killing blow, but if you can, try to fight your way past the monster's flanking models and trap it.

Go Back to the Shadow!

A final sneaky option is to go all-out to break the enemy army as soon as possible, ignoring their monsters as best you can to concentrate on their weaker minions. Monsters rarely have a good Courage value and they may end up fleeing the battle!

Well, that's enough from me for the moment. I'll see you next time, when I'll be discussing how to use the foot-slogging infantry. Until then, as Gandalf wisely stated, 'Shoot the Trolls!'



SET THEM UP AND KNOCK THEM DOWN!

If your army features a Hero with the *Immobilise/Transfix* Magical Power, then you will certainly find it a lot easier to deal with enemy monsters than it would be otherwise. Even the scariest beast isn't so tough when he's been reduced to a single Attack at Fight value 1!

As you can see above, Buhrdur is in real trouble. Gandalf will *Immobilise* the Troll Hero before the Knights of Minas Tirith charge. By trapping him and using their lances, the Knights can slay him easily.



LAYING TRAPS

This unscrupulous tactic, courtesy of Adam Troke, is extremely sneaky. As you can see above, Aragorn has engaged the Witch-king, and should be confident of winning the combat. But the Lord of the Nazgûl is unnaturally resilient, so Aragorn could use a bit of help. To avoid failing any Courage tests, (made harder by the Witch-king's -1 Courage penalty), Adam suggests moving the supporting models to trap him, but without actually engaging and therefore needing to test.

THE COURT OF THE ARCHON



September sees the Kabals of the Dark Eldar in ascendancy once more as the Court of the Archon is unveiled in all its dark majesty. With the Lhamaean and Sslyth now available, Simon Grant muses on the role of the Archon's retainers.



DARK ELDAR ARCHON

Undisputed rulers of the Kabals that form the backbone of Dark Eldar society, the Archons reign over their minions like the tyrannical monarchs of ancient Terra. To retain their lofty perch at the apex of such a treacherous civilisation hones an Archon into both a master of intrigue and a warrior without peer. These Kabalite lords surround themselves with favoured retainers and pets, many of which are alien in origin – the Archons know much better than to trust others of their kind to protect them. The more power and influence an Archon has, the larger his entourage of bodyguards and retainers is likely to be. As the supreme master of Commorragh, Asdrubael Vect is rumoured to have an entire warrior-caste of Sslyths at his command, and a palatial residence for his harem of Lhamaean concubines.

The Court of the Archon lends itself well to two different styles of play. The first is to select the minimum squad size, featuring one of each courtier, and lead them with the Archon himself from the back of a Venom transport to create a deadly rapid-assault force. The second is to take a ten-model squad mounted in a Raider for extra hitting power and survivability.

DARK ELDAR LHAMAEAN

An Archon's courtesans will take many strange forms, however the mysterious sisterhood of Lhilitu are desired above all others, for they are not only extremely imaginative lovers but also poisoners without equal. Descending from the original Cult of Lhamaea, they draw from the knowledge of Shaimesh, Father of Poisons. The presence of a Lhamaeian can ensure a supply of the most virulent toxins, which she will share with her Archon before each realspace raid. It is said that even a kiss blown upon the wind by a Lhamaeian can kill in seconds.

A Lhamaeian need not even be in the same squad as your Archon to prove her worth – her ranged and close combat weapons are poisoned (2+), but so too are those of the Archon she serves, wherever he may be.



DARK ELDAR MEDUSAE

The visored slave-beings that Archons use to record the roiling emotions of the battlefield are hosts to strange creatures of the webway, known as Medusae. These hybrid creatures are highly valuable in Commorragh, for they absorb and store extreme sensations in brain-fruits, the consumption of which brings back all the vivid and anarchic emotions of a raid as if they were happening there and then.

Medusae are the Court's support units, capable of unleashing template attacks of devastating potential. With a random Strength of D6+1 and AP of D6 giving it a maximum value of Strength 7 and AP 1, a single Eyeburst attack can cut a swathe through any enemy, softening them up for the Sslyths and Ur-Ghuls to finish them with a brutal assault moments later.



DARK ELDAR SSLYTH

True Dark Eldar make rather dubious bodyguards due to their treacherous nature. Instead, Archons employ the more reliable alien mercenaries that inhabit Commorragh to protect them from the inevitable coup. Though these bodyguards hail from all across the galaxy, favoured amongst them are the Sslyth, hulking serpent-bodied warrior-fiends whose race fell to the temptations of unbridled excess millennia ago. Having two sets of arms, Sslyth mercenaries sport enough guns and jag-sharp blades to easily make a mess of any assassin or would-be usurper.

Sslyths are the real powerhouses of the Court of the Archon. Not only are they able to withstand horrendous punishment with 2 Wounds each, Toughness 5 and Feel no Pain, but they are well equipped to dish out a lot of damage as well. Armed with a shardcarbine for ranged attacks, yet still with arms spare to wield a close combat weapon and splinter pistol, a squad with three of these mercenary aliens is rightfully feared.



DARK ELDAR UR-GHUL

There are innumerable species of atavistic bloodbeasts that prowl Commorragh, but it is perhaps the Ur-Ghul that is the most hideous of all; a sightless but agile troglodyte that hails from the labyrinthine ziggurats of Shaa-dom. Once one of these whip-thin horrors has smelt you out with its rows of quivering scent-pits there is no escape.

A Court of the Archon can feature five of these creatures, and for a mere 15 points each, Ur-ghuls unleash 4 Attacks at Strength 5 on the turn they assault, usually striking first with an Initiative of 6. They also begin the game with the Feel no Pain special rule, making them surprisingly durable.

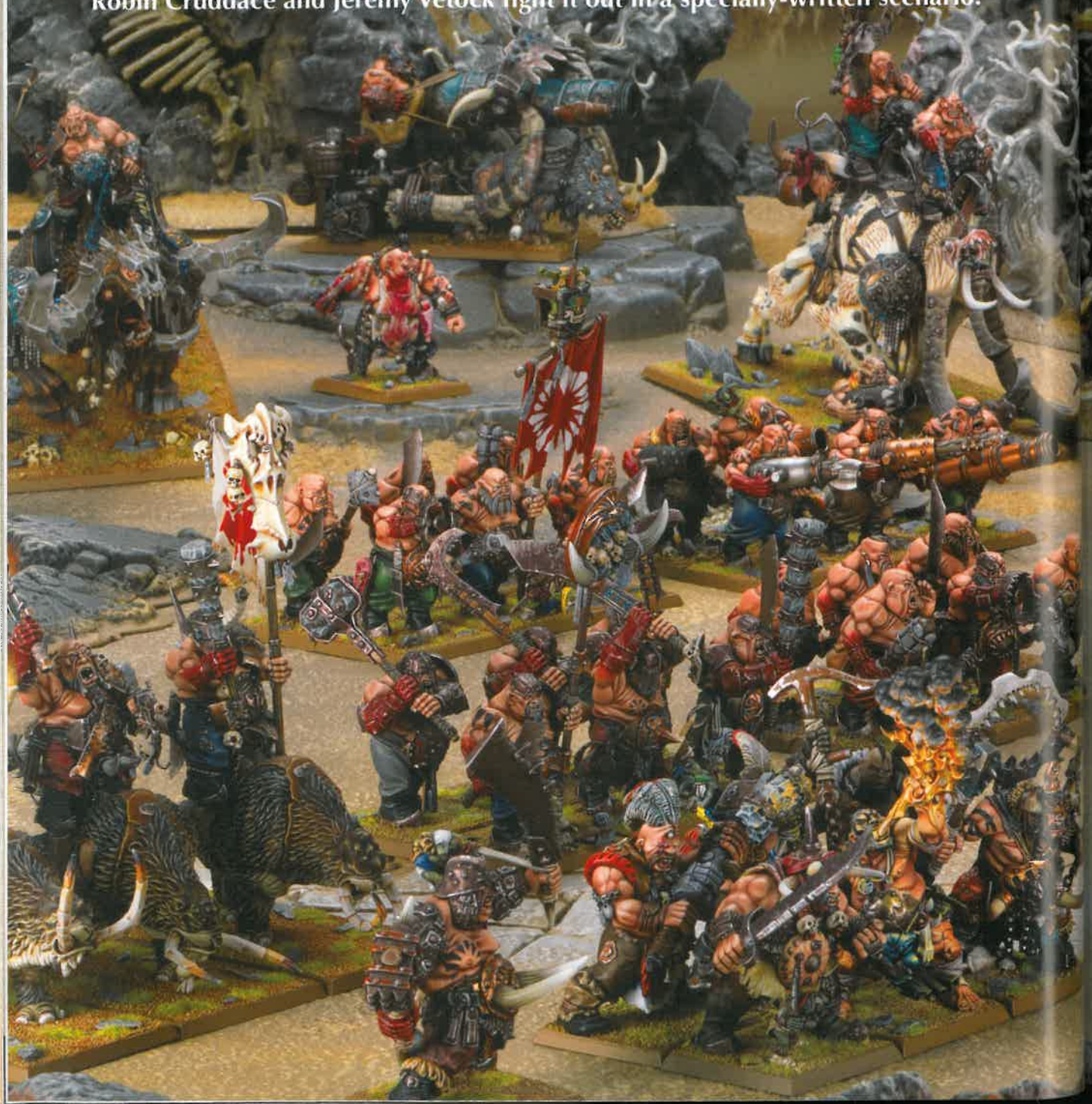


WARHAMMER

BATTLE REPORT

BLOODBATH AT THE BUBBLING PITS

It's bones versus brawn in this month's battle report, as an army of Tomb Kings seek to reclaim a revered artefact inadvertently stolen by one of Golgfag's Maneaters. Robin Cruddace and Jeremy Vetock fight it out in a specially-written scenario.



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Battle Facts

Scenario: The Bubbling Pits
Forces: Tomb Kings vs. Ogre Kingdoms
Size: 3000 points
Players: Robin Cruddace vs. Jeremy Vetock
Scribe: Simon Grant

Inspired by the rivalry between the Tomb Kings and the Ogre Kingdoms touched upon by Duncan Rhodes' Army Workshop in May's issue, we couldn't resist pitting these two forces against one another in a full-on battle report. In fact, when we asked Ogre Kingdoms co-author Jeremy Vetock if he would like to play, he was so excited that he wrote a brand-new scenario just for the occasion!

For his opponent, we looked to none other than the Tomb Kings' own author, Robin Cruddace, who was victorious against an army of High Elves last time he used the scions of Nehekhara in a battle report. This time, however, he will be facing an army of brutal Ogres, whose extraordinary resilience and devastating hitting power will ensure that they are wildly different opponents to face. How will he cope with these thuggish brutes?

Jeremy was determined to include as many of the fantastic new models in his army as possible, so we decided upon a 3000-point limit for the game. This would also allow Robin to include some war statuary with which to play the Ogres at their own 'squishing' game and take on the giant behemoths that are the Stonehorn and Thundertusk. We were salivating at the thought of such mighty beasts clashing in mortal combat, but would the Necrosphinx's Heroic Killing Blow cut such a confrontation short?

As we expected, Jeremy's scenario was characteristically entertaining, featuring exploding lava pits and a mischievous Ogre Maneater. The implacable legions of the Tomb Kings have marched forth from their lands seeking a revered artefact looted from their ancient halls. Oblivious they may be as to why they are being attacked, but the Ogres are always up for a good scrap, so the game promises to be a lot of fun. Bones will be ground and snapped (even used as tooth picks), and the foetid contents of oversized guts spilled from torn flesh. A feast of violence awiaats...

THE LEGION OF KING PHARAKH





We can now confirm that Robin Cruddace is in possession of one of the dreaded Books of Nagash, and has been studying it for some time. If a zombie apocalypse breaks out, we know who we're blaming.

Robin: Not only have some dirty, smelly Ogres dared to trespass into the Land of the Dead, but they've had the temerity to steal from King Pharakh the Ever-vengeful. So it is that I command the legions of the Tomb Kings once more to reclaim what is rightfully mine.

There's no two ways about it, an Ogre is somewhat more formidable than your average Skeleton Warrior. However, I'll have a legion of troops for every rank of Ogres Jeremy can field. I'll be taking two hordes of Skeleton Warriors, several units of Undead Archers, a regiment of halberd-wielding Tomb Guard, and of course, Skeleton Chariots (in my opinion, no Tomb Kings army is complete without at least one unit of these gilded war machines).

But I'll not be departing Khemri without some heavy hitters of my own though. A Khemrian Warsphinx, a Necrosphinx and some Ushabti should be able to hold their own against all but the most formidable Ogre Charge. A unit of Necropolis Knights, with their Poisoned Attacks, should make

even Ogre Maneaters think twice. I'm equipping my Ushabti with great bows; having a few Strength 6 shots to add to my Skeleton Archers' volleys could prove invaluable, especially as I expect Jeremy will be fielding a Stonehorn or two. My plan is to turn them into pin-cushions long before they can start charging.

In order to hold my own against the Ogres, I'm going to have to bolster my troops and resurrect fallen warriors with magic. To that end I'll be taking both a Liche High Priest and a Liche Priest. My Hierophant will be going into battle with a decent ward save, but whilst I'll try my utmost to save him, I'm going to have a Tomb Herald Battle Standard Bearer as a contingency. Between King Pharakh's Inspiring Presence and the magical properties of the battle standard, the destruction of my Hierophant need not spell the end for my eternal legions.

With my last lot of points I've decided to get a Casket of Souls, some Sepulchral Stalkers and a Necrotect. The Casket will greatly bolster my Magic phase and allow me to suck the life out of Jeremy's Ogres. The Sepulchral Stalkers' Transmogrifying Gaze will also prove exceptionally deadly to Ogres, whose average Initiative is a lowly 2 (Ogres aren't half as scary once they've been turned into pillars of sand). I should also be able to position some animated constructs near my Necrotect, thereby giving them a 6+ ward save, which is better than nothing when there are Leadbelchers and Ironblasters about.

Keep an eye out for... Sakhmet's Wrath

In my opinion there is no better monster killer in Warhammer than a Necrosphinx. Its Decapitating Strike has the Heroic Killing Blow special rule, meaning that it can, with a little luck of course, cut an Ogre in half or take the head clean off a Thundertusk with a single swipe of its claws.

If that's not enough, a Necrosphinx also has the durability of a mountain. This unyielding construct has a Toughness of 8, meaning even Ironguts will need a 6 to wound it. By battle's end, I fully expect Sakhmet's Wrath to have carved its way through several ranks of Ogres.

I hope to be able lend my Necrosphinx aid by casting Neru's Incantation of Protection, granting it a 5+ ward save with the added benefit of healing it with the Restless Dead lore attribute.



LORDS

- ① **King Pharakh the Ever-vengeful**
Tomb King with Dragonhelm and shield. 183 points
- ② **High Priest Ankhtep**
Level 3 Liche High Priest with Talisman of Endurance, using the Lore of Nehekhara. 205 points

HEROES

- ④ **Kha-ramon the Scribe**
Level 2 Liche Priest using the Lore of Nehekhara. 105 points
- ⑤ **Amun-ranut**
Battle Standard Bearer. 85 points
- ③ **Nehekesmet the Artisan**
Necrotect with Ironcurse Icon. 65 points

CORE

- The Scorpion Legion**
40 Skeleton Warriors with spears, shields, musician, standard bearer and Master of Arms. 230 points
- The Cobra Legion**
40 Skeleton Warriors with shields, musician, standard bearer and Master of Arms. 190 points
- The Skull Legion**
20 Skeleton Archers. 120 points
- Pharakh's Arrows**
10 Skeleton Archers. 60 points
- The Eyes of Pharakh**
5 Skeleton Horse Archers. 70 points
- Heralds of Conquest**
5 Skeleton Horse Archers. 70 points
- The Gilded Death**
3 Skeleton Chariots with musician, standard bearer and Master of Chariots. 195 points

SPECIAL

- The Khemri Goldshields**
20 Tomb Guard with halberds, musician, standard bearer and Tomb Captain. 290 points
- Riders of the Dunes**
3 Necropolis Knights with musician, standard bearer and Necropolis Captain. 225 points
- The Chosen of Ptra**
3 Ushabti with great bows. 150 points
- The Guardian of Oblivion**
Khemrian Warsphinx with Fiery Roar. 230 points
- The Desert's Vengeance**
3 Sepulchral Stalkers. 165 points

RARE

- Sakhmet's Wrath**
Necrosphinx. 225 points
- Djaf's Curse**
Casket of Souls. 135 points

TOTAL: 2998 points

THE FIREPIT TRIBE





Jeremy Vetock is simply not right in the head. Not even slightly. In fact, we were told that he ate a horse before recording the battle report just to 'get in character'. Brace yourself for the ride.

Jeremy: Choosing my Ogre army was an enjoyable task, though not without many gut-wrenching (some Ogre humour there) choices. Even at 3000 points, I could not cram it all in – no Scraplauncher, Gorgers or Battle Standard Bearer to steady my line. But enough bellyaching – the force I did select was plenty big and nasty!

The core of my Ogre army is made of two units of eight Ogres each. With monstrous infantry needing just three models to qualify for a rank, and able to make up to three attacks instead of the normal one when making supporting attacks, I find units of six models work well, and eight being even better. I always start off taking full command, but often find I need the points elsewhere, so you'll notice some core units are missing a musician. With Leadbelchers for fire support, Ironguts for hitting power, and Mournfang Cavalry to smash a flank, I had a formidable force. To lead my army I chose a Tyrant with magical support from a Butcher and a Firebelly.

Keep an eye out for... Mountain-eater

My army boasts plenty of heavy-hitters and I expect great things from a number of my units. But when asked who to keep an eye on before the battle I had to go with my gut – the Stonehorn. This mammoth beast is nigh-unstoppable on the charge, swapping its normal attacks for a load of Impact Hits, even before its Thunderstomp!

Golgfag Maneater would be a close second choice. Although he is a special character, his Easy Come, Easy Go rule allows for his Magic Items to be customised for each match and I've really loaded him up! I chose the Fencer's Blades to give him WS 10, combined with Glittering Scales (which make him -1 to be hit in close combat). In all likelihood this means that Golgfag will only be hit on rolls of 6! A Potion of Strength will also turn him into a super monster-killer.



I've always been a big fan of the legendary story of Golgfag Maneater. Now, with Seb's fantastic new model and shiny new rules from Jervis, I got to bring the merciless myth-making mercenary captain onto the battlefield! To represent Golgfag's penchant for picking up magical swag as part of his plunder, there is a random dice roll before each battle that determines how many points you can spend on Common Magic Items. I rolled an 8, meaning I could spend 80 points on shiny loot. As he was guarding the scenario's main objective, I figured Golgfag needed some defensive gear (see below).

Now was time to add in some monsters of my own. The BIG new additions to the Ogre army come in the form of the gargantuan Stonehorn and Thundertusk. These mammoth centrepieces tower over the rest of my army – no mean feat with Ogres. The Stonehorn is made of pure smash-'em-up, a frenzied powerhouse that was looking to lumber straight into the foe. The Thundertusk is mighty in its own right, but adds some ranged attacks and a freezing aura which causes nearby foes to suffer the Always Strikes Last rule. I've found this handy given the low Initiative of Ogres, allowing even the great weapons of the Ironguts to strike simultaneously against foes caught in the cold! Finally I added the Ironblaster, as its Sky-titan cannon can reduce even the mightiest living statue into mere rubble. That's my army ready. Now it's time to grind some bones for my bread.

LORDS

- ① **Ubbslab Deathcheater, Tyrant of the Firepit Tribe**
Ogre Tyrant with Armour of Destiny, additional hand weapon and Deathcheater Big Name.
283 points

HEROES

- ② **Golgfag Maneater**
With Fencer's Blades, Glittering Scales and Potion of Strength.
260 points
- ③ **Kramie Swallower**
Level 2 Butcher using the Lore of the Great Maw.
135 points
- ④ **Slagger Pitchbreath**
Firebelly with great weapon, using the Lore of Fire.
129 points

CORE

-  **Ubbslab's Own**
8 Ogres with additional hand weapons, Bellow, standard bearer and Crusher.
278 points
-  **Firepit Boulderers**
8 Ogres with additional hand weapons, standard bearer and Crusher.
268 points
-  **Ironsmashers**
6 Ironguts with standard bearer and Gutlord.
278 points

SPECIAL

-  **Blasters**
6 Leadbelchers
258 points
-  **Firepit Stalkers**
3 Mournfang Cavalry with ironfists, standard bearer and Crusher.
215 points
-  **Golgfag's Maneaters**
4 Maneaters with 2 additional hand weapons, a great weapon and Maneater Captain,
225 points
-  **RARE**
Mountain-eater
Stonehorn
250 points
-  **Ol' Reliable**
Ironblaster
170 points
-  **Frozen Death**
Thundertusk
250 points

TOTAL: 2999 points

Alternative Armies

There is no reason why this scenario can't be modified for use with any other Warhammer armies, even though Jeremy wrote it with this battle report in mind

First of all, decide which player has made off with the sacred relic. That player must include a Hero in their army that will assume the role of Dolgrum Offaleater and therefore begin the game carrying the objective. This Hero may not be a special character, though you should definitely come up with a suitable name for the villainous protagonist involved!

As with the Ogres, the player with the objective deploys first and will get the first turn unless their opponent rolls a 6.

THE GOLDEN TOOTH

After many battles and with more loot than even the greediest Ogre could imagine, Golgfag Maneater and his mercenary band were headed back to the Mountains of Mourn. But as they crossed the treacherous gloom of the Dark Lands, Golgfag grew suspicious that they were being followed...

Golfag's Maneater Captain, the somewhat blunt, but nonetheless dangerous Dolgrum Offaleater, had unknowingly acquired a treasured artefact from the Tombs of King Pharaoh. It just so happened that the sacred dagger of Imophrak the Great was made of gold, and Dolgrum, having recently lost a tooth, found the soft metal just malleable enough to smush into shape and jab into his gums. Thus, the once sacred ceremonial blade, an item symbolic of the very Kingdom of Pharaoh, was now firmly wedged into Dolgrum's mouth.

Although now misshapen, the Dagger of Imophrak still held the ancient spells that were woven onto sacred items, allowing the thieving bandits to be tracked. The Undead had marched far to recover the dagger, and had been commanded not to return without it.

Golfag, being both cunning and opportunistic, did not turn to face the oncoming horde until he had reached the Kingdom of the Firepit tribe. Using his last few precious baubles, Golfag paid the toll to use the only path through the deadly Bubbling Pits. Yet before he and his lads could cross that treacherous pit-marked land, an army of the Tomb Kings strode out of the gloom. Never one to back down from a fight, the Firepit tribe eagerly spread out for battle amidst the magma-spewing craters. What followed has become known as the Bloodbath at the Bubbling Pits.

THE BUBBLING PITS

THE BATTLEFIELD

Set up terrain as described on page 142 of Warhammer, but the first five terrain pieces are automatically lava pits. Treat these lava pits as impassable terrain.

DEPLOYMENT

The Ogre Kingdoms player picks the half of the table they will deploy in and sets up first. The Tomb Kings player then deploys in the opposite half. Units may be placed anywhere in their deployment zone that is more than 12" from the centre line.

FIRST TURN

After deployment, the Tomb Kings player rolls a dice. On the roll of a 6, he can choose who has the first turn. On the roll of a 1-5 the Ogre Kingdoms player has the first turn.

GAME LENGTH

The battle will last for six game turns, or until a time limit agreed by the players is reached, whichever comes first.

VICTORY CONDITIONS

Use victory points to determine the winner of the battle, as described on page 143 of Warhammer. However, an extra 500 victory points is awarded to whichever side has the objective at the end of the game.

SCENARIO SPECIAL RULES

Lava Pits

The surface of this region is marred with craters that bubble with magma and periodically vent, causing glowing hot blobs of molten death to erupt outwards.

At the start of each player turn, roll a D6. The number rolled will be the particular lava pit that erupts (see map), but on the roll of a 6, the player whose turn it is can choose which pit he would like to erupt. The eruption itself is a small template that will travel 2D6 inches from the centre of the selected lava pit in the direction determined by a scatter dice. Any models touched by the template suffer a S4 hit with the Flaming Attacks special rule.

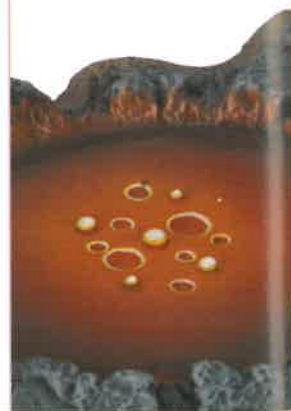
The Golden Tooth

The objective begins the game as 'claimed' by the Ogres and will remain so as long as the Maneater Captain known as Dolgrum Offaleater is alive. Should Dolgrum be slain, his model is replaced with a suitable objective marker. Any model that touches the objective can claim it, or, if Dolgrum falls in combat, the side that won that round gains control. Should Dolgrum break and flee off the gaming table neither side gains the objective. Should any other model besides Dolgrum break while holding the objective they will drop it before fleeing.

Making Lava Pits

To make some lava pits, all you need to do is paint up a Warhammer 40,000 Moonscape set in suitably volcanic colours. Chad Mierzwa made the lava pits featured on this board by using filler to represent the bubbling lava inside the crater.

As the filler was still drying, Chad pressed paintbrush handles of different sizes into the hardening surface near the centre of each crater. He then used half-beads from a modelling shop to help create the effect of bubbles ready to burst. When dry, he painted the craters in volcanic colours as normal.

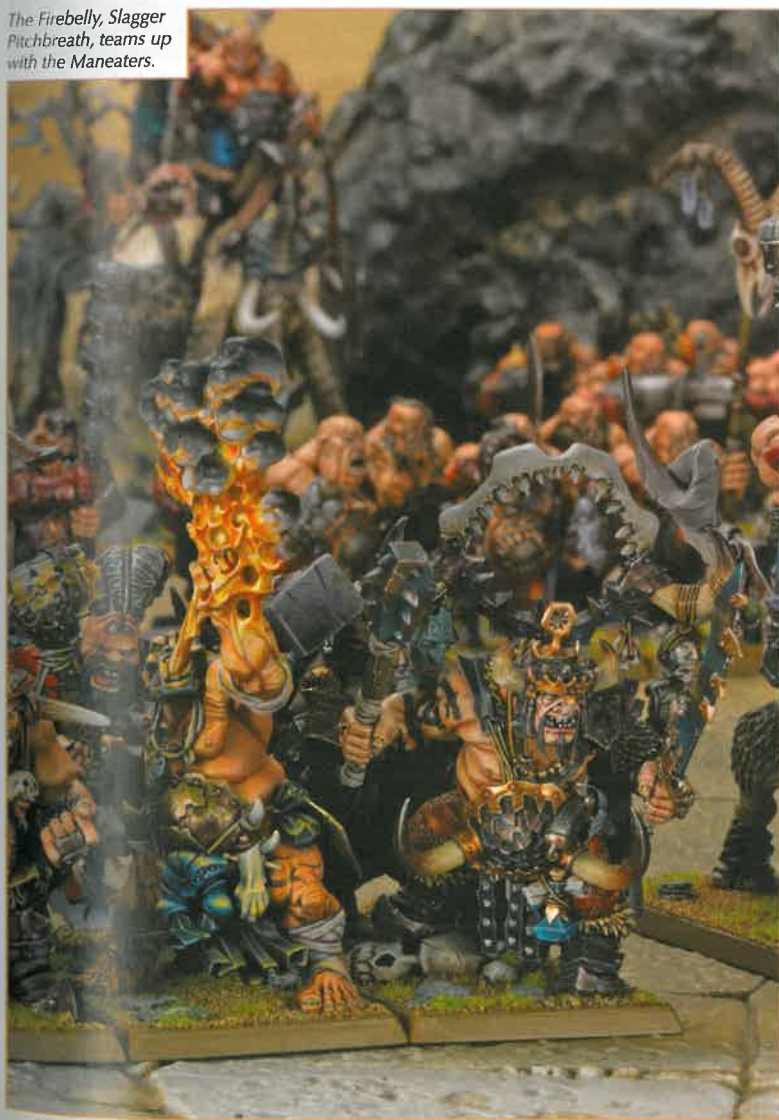




Annotations

- (A)** Golgfag and his Maneaters deploy next to the Tyrant and his Ogres in the centre, but make a Vanguard move in a bid to tempt the Tomb Kings into making a rash attack.
- (B)** Robin's Hierophant joined the Skeleton Archers, who would surely now become a choice target for Jeremy's Ogres.
- (C)** The elite Tomb Guard are further strengthened by the inclusion of the Tomb Herald and wrathful Necrotect.

The Firebelly, Slagger Pitchbreath, teams up with the Maneaters.



DEPLOYMENT

Rolling for spells, Jeremy's Butcher would be able to augment the already-considerable Strength of his units with *Bullgorger*, or make them Stubborn with the Lore of the Great Maw's signature spell, *Spinemarrow*. The Firebelly would lend his army some magical firepower with the Lore of Fire's signature spell, *Fireball*.

Jeremy deployed Golgfag and his Maneaters in the centre of his lines, the better to protect Dolgrum Offaleater. They were supported by a large unit of Leadbelchers and the Ironblaster who were deployed on the hill nearby. Ubbslab, the Ogre Tyrant, led his unit of Ogres flanked by Ironguts to Golgfag's left. The Stonehorn and Mournfang Cavalry would form Jeremy's right pincer, with another unit of Ogres and the Thundertusk forming the left.

Robin rolled for his two Liche Priests, ending up with the *Incantations of the Desert Wind*, *Protection*, *Righteous Smiting*, *Desiccation* and *Vengeance* between them.

He deployed with a strong central battleline – two large blocks of Skeleton Warriors, supported by his Warsphinx and Necrosphinx. His Skeleton Chariots and Horse Archers would seek to attack the left flank, whilst his right flank was more defensive, with another unit of Skeleton Archers, the Ushabti with great bows and the Casket of Souls, protected by the Tomb Guard at the foot of the hill.

After the initial deployment was completed, both players made their Vanguard moves, Golgfag's Ogres and a unit of Skeleton Horse Archers stealing an extra move before the game began. Robin then took Jeremy by surprise, cheekily rolling a 6 to steal the first turn!

A CLASH OF GIANTS

TURN 1

Fire Support

Firebellies are the wandering priests of the Fire Mouth, the largest and most powerful volcano in the Mountains of Mourn. These fire-breathing nomads provide the Ogres Kingdoms army with access to the highly aggressive ranged spells from of the Lore of Fire. As if that wasn't useful enough, they can also unleash a Strength 4 Breath Weapon and have the Flaming Attacks special rule.



The start of the battle was announced by a gout of molten lava bursting from lava pit number 2, but it scattered far away from danger. Robin advanced his two units of Skeleton Horse Archers, clinging to the board edge 'like cowardly dogs,' Jeremy mocked. His main infantry line slowly advanced in the centre, though the Necrosphinx moved to threaten the Stonehorn and Golgfag's Maneaters. On the right flank, Robin's forces held their ground, happy to let their bows do the talking for the moment.

Robin opened the Magic phase by successfully casting *Ptra's Incantation of Righteous Smiting* on the Ushabti with his Liche Priest, giving them two shots each this turn. Jeremy let the spell through in order to prevent *Neru's Incantation of Protection* being cast on the Necrosphinx and deny it a 5+ ward save. Robin then tried to unleash *Light of Death* from his Casket of Souls, but Jeremy dispelled that too.

The opening Shooting phase began well for Robin, with the Maneaters and Mournfang Cavalry both suffering a wound from his bow fire. Taking three wounds, the Firepit Boulderers lost one of their number to the Skeleton Archers and great bows of the Ushabti.

Cursing Robin again for stealing the first turn, Jeremy was appeased somewhat as he

also managed to avoid any magma-related incidents this turn. Unable to resist the urge to see two giant monsters locked in a titanic clash so early in the game, Jeremy gleefully sent his Stonehorn hurtling into combat with the Necrosphinx. His remaining Ogres tore towards Robin's line at full speed, but the Leadbelchers and Ironblaster held back, reshuffling their positions only slightly to face their targets.

The Ogre Magic phase left a lot to be desired. The Firebelly hurled a *Fireball* at the Hierophant's Skeleton Archers with irresistible force, incinerating five in an instant, but a Maneater was killed by the ensuing miscast, or 'fiery flatulence', as Jeremy put it with a mischievous chuckle.

'That's not 'ow ya' shoot. BOOM!' roared Jeremy as his Leadbelchers opened fire. 17 shots later and the Eyes of Pharakh were obliterated amid a roiling cloud of smoke. Despite this initial blow, Robin's smile soon returned. Firstly, he rolled a 6 to regenerate a wound on a Necropolis Knight from an Ogre Beast Rider's harpoon launcher – Robin's Necrotect in the unit of Tomb Guard nearby used his Stone Shaper special rule to negate the potentially fatal attack. As if that wasn't fortunate enough, however, his luck didn't end there. Jeremy wounded the Warsphinx with his Ironblaster, but Robin regenerated that too!

End of Ogre Kingdoms Turn 1



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A Rock and a Hard Place

Powered by its thunderous charge, the enormous, razor-sharp horns of Mountain-eater crashed into the Necrosphinx's solid marble hide with a deafening crack.

The seismic impact of the Stonehorn's Earth-shattering Charge caused a brutal seven hits, inflicting two wounds on the Necrosphinx, despite needing 6s to wound its Toughness 8 hide. The enraged war statue

struck back, hitting the Stonehorn twice, but more importantly, also making contact with its Decapitating Strike. The normal hits failed to do any damage, but the Necrosphinx did inflict a wound with its special attack. Much to Jeremy's relief, Robin failed to cause a Heroic Killing Blow so didn't slay the Stonehorn instantly.

The epic confrontation would continue, but the Necrosphinx took a wound from combat resolution.



Annotations

- A** The Skeleton Archers and magically-augmented Ushabti fell an Ogre with a volley of arrows.
- B** With a mighty bellow, the Stonetusk charges into combat with the Necrosphinx.
- C** Despite immolating 5 Skeleton Archers, the Firebelly also causes the death of a Maneater with a 'miscast' of sorts.
- D** The Leadbelchers annihilate a unit of Skeleton Horse Archers with a fearsome volley.

THE BIGGER THEY ARE... TURN 2

Hard Choices

Taking advantage of a hex spell's ability to target units already engaged in combat, Robin cast *Usekhp's Incantation of Desiccation* on the Mournfang Cavalry, having charged them in the previous phase with his Skeleton Chariots. Jeremy now had the unenviable decision to make: use all his dispel dice to prevent the spell's debilitating effects, or risk sacrificing his beloved cavalry, who would receive the charge at a lowly Toughness 3.

Lava pit number 4 erupted this turn, but it scattered to land just behind the Tomb Guard. Robin sent his Skeleton Chariots rattling into the Mournfang Cavalry that had moved to protect the charging Stonehorn's flank last turn. The Firepit Boulder-eaters found themselves assailed by the Necropolis Knights, though Robin's supporting charge from the Khemrian Warsphinx fell short. 'Back it up, Boneboy, back it up,' came the cheeky response from Jeremy as Robin made a tactical retreat with his units in the centre to finish his moves.

Rolling the maximum 12 power dice this turn, Robin began by cursing the Mournfang Cavalry with a casting roll of 18 (see left). After much deliberation, Jeremy decided to let the spell through. Robin was then able to bolster the Riders of the Dunes with *Ptra's Incantation of Righteous Smiting*, but Jeremy dispelled his attempt to cast an augmented *Incantation of the Desert*

Wind. Robin used his last few dice to give the Necrosphinx a 5+ ward save, healing a wound with his lore attribute as well.

The Tomb Kings Shooting phase was consistent once again. The Chosen of Ptra inflicted a wound on the Thundertusk with their great bows, whilst the Hierophant's archers slew one of Ubbslab's Own. A Leadbelcher was also wounded by an arrow from the vengeful Heralds of Conquest.

The Gilded Death rolled no less than 17 Impact Hits on the Firepit Stalkers. Jeremy passed six armour saves, but his prized Mournfang Cavalry still took five wounds from the devastating charge. The Crusher and Mournfang both wounded a chariot but the combat was already lost and they fled, barely escaping the pursuing chariots. Fortune was reversed from the previous turn, with the Stonehorn taking two wounds to the Necrosphinx's one. Jeremy passed his Leadership test, and the fight continued.

The Skeleton Chariots thunder into the mountains of muscle that are the Mournfang Cavalry.



Never ones to miss out on a good scrap, Golgfag's Maneaters pile into the towering Necrosphinx.



Despite his extra Attacks this turn, Robin rolled poorly with his Necropolis Knights, only causing seven wounds on the Ogres. They fought back ferociously, killing two of Robin's Knights, but this time a poor Leadership roll saw the Ogres ridden down.

Jeremy's turn began with a chunk of molten rock landing between the Mournfang and Gilded Death, wounding each once and wrecking a chariot. 'Burn baby,' said Jeremy, cheerily. Golgfag's Maneaters piled into the flank of the Necrosphinx and the Ironguts made a huge 17" charge against the Tomb Guard, and would now inflict D3 Impact Hits this turn.

With a paltry 3 rolled for the Winds of Magic, all Jeremy could do was make his Ironguts Stubborn with *Spinemarrow*. His Shooting phase saw the Leadbelchers inflict four wounds on the Skeleton Chariots.

Quaffing his Potion of Strength, Golgfag inflicted a whopping five wounds on the Necrosphinx, and it fell to pieces beneath his onslaught, despite its ward save. The rampaging Ironguts crushed seven Tomb Guard with Impact Hits, though they fought back hard, inflicting as many wounds in return. But Jeremy would not be denied, and unleashed such carnage that all the remaining Tomb Guard crumbled to dust.



Annotations

- (A)** Weakened by magic, the Mournfang Cavalry are all but destroyed by the charging chariots.
- (B)** The Necropolis Knight Captain survives a brutal combat to cut down the fleeing Ogres.
- (C)** The Ironblaster misfires as the Rhinox bucks wildly, spinning it in a random direction.
- (D)** Golgfag overwhelms the Necrosphinx and turns to face Robin's Hierophant, flanked by the Stonehorn.

TURN 3

Robin knew that they would be vulnerable to the Transmogrifying Gaze of the Sepulchral Stalkers, who would roll to wound against the Leadbelchers' Initiative of 2. And so it proved, the attack causing seven wounds on the Ogres, though a misfire cost the Stalkers two wounds from seeing their own reflection a gun barrel.

The Warsphinx crashed into the Ironguts, inflicting four wounds between

Safe from any raining lava, Jeremy sent his Thundertusk ploughing into the Skeleton Archers sheltering the Liche Priest. He resisted the urge to flank the Scorpion Legion with the Stonehorn, confident that



URN 3

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the Maneaters could repeat last turn's carnage, and moved it around the combat where he could threaten the Hierophant next turn. The last Mournfang fled the board but, much to Jeremy's relief, he rallied Ubbslab and his unit.

Having kept his Ironguts alive by casting *Spinemarrow* on them last turn, Jeremy repeated the trick, though Robin dispelled his attempt to increase their Strength value by one with *Bullgorger*.

Jeremy's poor luck with the Ironblaster continued – having turned to fire grapeshot at the Sepulchral Stalkers, he completely failed to hit. His decision not to charge the Skeleton Chariots with his remaining Leadbelchers proved costly, as Jeremy only caused a single wound. 'I should have gone with my "gut" instinct, like a good Ogre,' he said ruefully.

The Maneaters soon cheered Jeremy up as they proceeded to annihilate the remaining Scorpion Legion for only a single wound lost, reforming to face the Hierophant and his Skeleton Archers.

The Thundertusk smashed apart the Liche Priest and his bodyguard of archers in a frenzy of destruction before charging up the hill towards the Casket of Souls.



Of Stone and Iron

The Warsphinx continued to pound the Ironguts, causing another four wounds and receiving no damage in return. Once again, the Ogres held their nerve only because they were Stubborn.

End of Ogre Kingdoms Turn 3

Annotations

- (A) The Sepulchral Stalkers emerge and turn two Leadbelchers into sand statues.
- (B) Ubbslab and his Ogres are defeated in combat and driven off, but they manage to escape.
- (C) The raging Thundertusk ploughs through the Liche Priest and his Skeleton Archers without even breaking its stride.



KNOCKOUT BLOWS

TURN 4

Supercharged Ogres

To be attacked by a bunch of burly Ogres is unhealthy at the best of times, but if they manage to pick up enough speed first, even the most stoic enemy unit is in for a world of pain.

The Ogre Charge special rule enables each charging model to inflict a single Impact Hit on the turn it charges, which increases in Strength according to their Rank Bonus. However, if the total dice score when calculating the charge range is 10 or more, each Ogre inflicts D3 Impact Hits instead as the Maneaters did this turn.



The Stonehorn narrowly avoided some exploding magma as Robin once again launched his units into combat across the battlefield. The Necropolis Knight Captain swept in behind the Ironguts in a bid to finish them and free up the Warsphinx, whilst Robin's Tomb King and Skeleton Warriors charged the rallied Ogre Tyrant. Not wishing to risk another volley from the Leadbelchers, Robin sent his Skeleton Chariots crashing into them.

Robin spent most of his power dice casting *Khsar's Incantation of the Desert Wind*, recovering three models and retreating with the Skull Legion, so Jeremy easily dispelled the ensuing *Light of Death*.

The Ushabti maintained their consistency, claiming yet another wound from Jeremy's enraged Thundertusk with their great bows, but the surprise of the Shooting phase came when the Skull Legion wounded the embattled Stonehorn with a lucky arrow. 'Take that, you ugly beast!' Robin cheered. 'Are you talking about me or the Stonehorn?' asked Jeremy in response, but Robin refused to be drawn on the matter. The Sepulchral Stalkers failed to repeat their previous success, seemingly unable to harm the Ironblaster due to its Initiative 3 Gnoblar Scrapper crew.

The Leadbelchers only took three wounds from the charging Skeleton Chariots, but the battered Ogres could only wound the chariots once in return and were run down as they fled from combat.

The destructive intervention of the Necropolis Knight Captain was just what the Warsphinx needed to help finish off the Ironguts, and the Butcher too was slain beneath the crushing hooves of the leonine statue. Robin's victorious units reformed to face the rampaging Thundertusk.

The two Army Generals fought head-to-head in the big combat at the centre of the board. Robin's Tomb King lashed out and caused a wound on Jeremy's Tyrant, but he passed his armour save. King Pharakh took a wound from a savage return blow, but next to them, the Crusher smashed the Master of Arms to pieces in a challenge. Augmented by their King's will, the Cobra Legion caused an impressive nine wounds, though two of these were saved. The Ogres only succeeded in striking down four of the King's skeletal bodyguards, but Ubbslab's presence in the unit ensured that they passed their Break test this time.

The numbing chill exuded by the Thundertusk obviously helped it to emerge unscathed when it was struck directly by a ball of molten lava at the outset of Jeremy's turn. In a bid to settle the beast down again, Jeremy sent it charging up the hill into the Casket of Souls, hoping to be rid of the threat posed by its *Light of Death*. The only other moves Jeremy made were to charge Golgfag's Ogres and the Stonehorn into Robin's Hierophant and Skeleton Archers.

With Jeremy's magic missile-wielding Firebelly and the Ironblaster now involved



Golfag's Legend Grows

In their combat with the Maneaters and Stonehorn, the Skull Legion would at least benefit from Regeneration courtesy of the Hierophant... that is, until Jeremy's Firebelly inflicted a Flaming Attack Impact Hit! What followed was a massacre, with 12 Skeleton Archers smashed apart.

Resigned to losing his Hierophant this turn, Robin had accepted Golfag's challenge with his Liche High Priest in a bid to at least reduce the number of models that could attack him directly. Of course, Golfag was less than concerned with this turn of events and promptly tore the hapless Hierophant in half!

TURN 4

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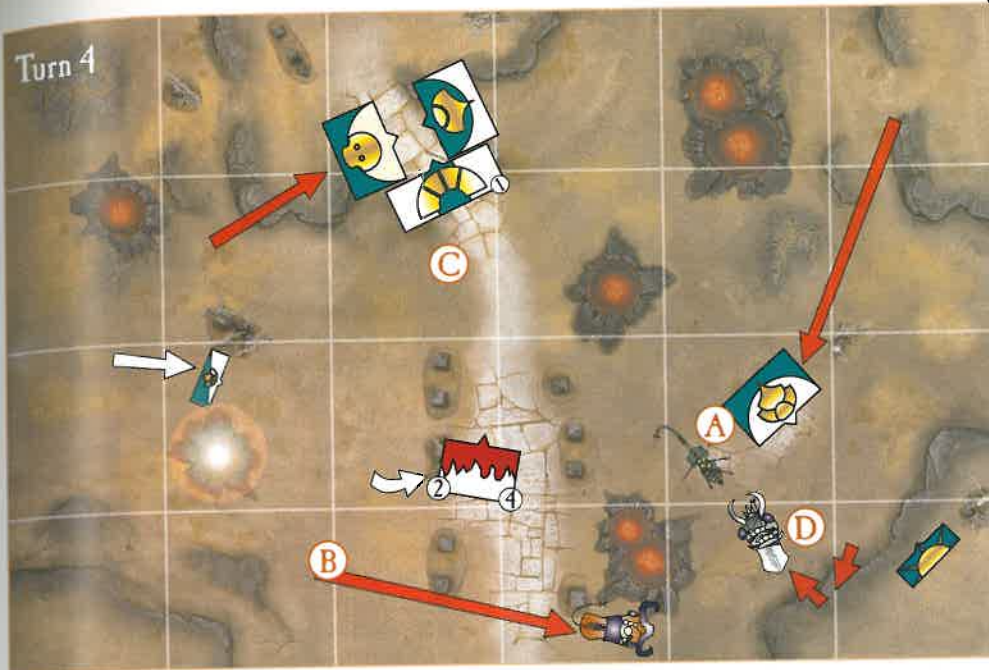
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Turn 4



Annotations

- A** With the help of the Necropolis Knight Captain, the Warsphinx finishes off the Ironguts.
- B** Robin's Hierophant is slain by Golgag as the Stonehorn tramples over his Skeleton Archers.
- C** Having triumphed over the Tyrant and his Ogres, King Pharakh is felled mere moments later!
- D** The Thundertusk smashes the Casket of Souls apart, but weathers the storm of unleashed souls.

in combat, the latter with the overrunning Skeleton Chariots, Jeremy's Magic and Shooting phases were effectively nonexistent this turn.

Kicking off the Close Combat phase with his Thundertusk, Jeremy's mammoth creature trampled over the Casket Guards and flipped over the cursed altar, causing a storm of trapped souls to burst forth around it. Caught in the eye of the storm, the Thundertusk emerged unscathed, but the nearby Ushabti were not so fortunate, suffering a wound from the wrathful souls.

The climactic battle in the centre saw Jeremy's Tyrant declare a challenge that Robin duly accepted with his Tomb King – it was time to officially settle their differences. King Pharakh caused a single wound as before, but this time, he successfully breached Ubbbslab's Armour of Destiny. The Ogre fought back, wounding Robin's commander before inflicting another wound with a Stomp. Sadly for Jeremy, his remaining Ogres failed to match Ubbbslab's performance and were cut down by the Cobra Legion as they turned to flee.

Victory Points
End of
Turn 4

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2085

Pride before a Fall

Despite Ubbbslab almost defeating King Pharakh, he was slain by the Cobra Legion as he fled with his unit. The victorious unit overran straight into the combat with the Ironblaster, and as that combat had yet to be fought this turn, they would be free to take part in that fight too.

Robin was rightfully confident of victory, and although he succeeded in destroying the Ironblaster as planned, the cost proved to be far greater than he could have anticipated. Not only did the dying Rhinox wreck a Skeleton Chariot, but a particularly ferocious blow from the Leadbelcher gunner wounded the Tomb King, killing Robin's General!



FALLING APART

URNS 5&6



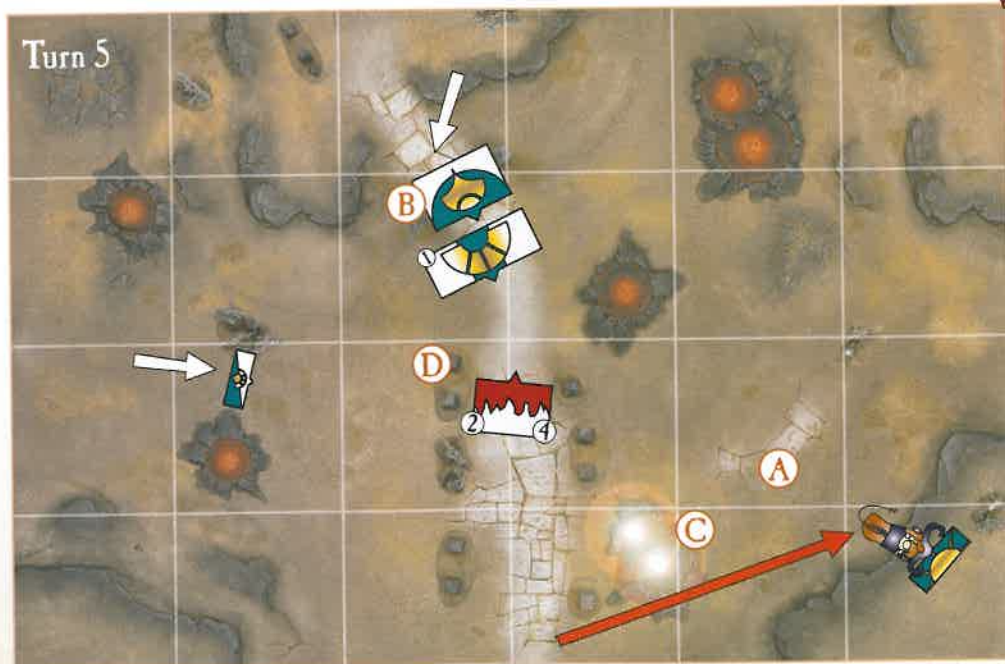
The Thundertusk finally meets its match in the Khemrian Warsphinx and Ushabti.

Losing both his Hierophant and General in the same turn had proved very costly for Robin, and it was now essential for him to claim the objective (and 500 victory points) to stand any chance of winning. But first of all, his units had to contend with two consecutive Leadership tests for the destruction of his Hierophant – one at the end of the phase and one at the beginning of his next turn. Some bad rolling saw ten of Robin's Cobra Legion crumble to dust, along with the last Necropolis Knight and three Skeleton Horse Archers, but a Skeleton Chariot survived on one wound.

A lava eruption struck the Thundertusk once more, but once again failed to damage the icy behemoth. Shrugging with indifference, Robin decided to slay the great beast the old fashioned way, and charged it with the Ushabti and Warsphinx. Jeremy hit one of the Chosen of Ptra with his Beast Rider's harpoon launcher as they charged, but he rolled a 1 to wound.

With his Hierophant slain, Robin had no remaining spellcasters to call upon, so moved straight to the Shooting phase. Despite loosing a handful of arrows, he missed his mark with all of his attacks.

Wondering if his luck had finally run out, Robin hacked away at the Thundertusk, with his Ushabti, but failed to land any telling blows. One of the constructs was wounded in return, and despite the Warsphinx also rolling poorly to wound, Robin managed to roll a double-6 to wound the Thundertusk with the Tomb Guard howdah crew, bringing down the giant beast at last!



Annotations

- (A) The last of the Necropolis Knights crumbles to dust.
- (B) With no Hierophant, Robin is helpless to prevent the Cobra Legion from rapidly falling apart.
- (C) The Thundertusk's rampage is finally halted by the combined efforts of the Ushabti and the Warsphinx.
- (D) Golgfag Maneater proves his skills as a marksman by finishing off the last Skeleton Chariot with his Ogre pistol.

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Jeremy immediately retaliated, evading a blast of lava nearby with his Stonehorn to crash into the Warsphinx, hoping to roll enough Impact Hits for it to buckle beneath Mountain-eater's devastating charge.

Despite managing to cast an augmented, 3D6 hit *Fireball*, Jeremy's Firebelly only succeeded in roasting four Skeleton Warriors, Robin having just failed in his attempt to dispel it.

Golgafag then proved his formidable skills weren't just limited to close combat by destroying the Skeleton Chariot with a long range shot from his Ogre pistol!

Jeremy whooped in delight as his Stonehorn piled into the Warsphinx. His Impact Hits caused two wounds, before the Ogre Beast Rider dealt it a third. Robin caused no damage with his wounded war statue, and it succumbed to combat resolution. Jeremy kept up the momentum, crashing into the Ushabti further behind.

As if their situation wasn't grim enough already, the Chosen of Ptra lost one of

their number from Robin having lost his Hierophant, along with another three more Skeletons from the Cobra Legion.

Unable to reach the Maneaters with numbers enough to defeat them in combat, Robin was determined at least to deny Jeremy the objective by killing them at range. His Sepulchral Stalkers drew close enough for their Transmogriying Gaze, but they only managed to cause a single wound. The Skeleton Horse Archers fared no better, hitting once but failing to wound.

The Stonehorn trampled over the diminished Ushabti in short order, inflicting five wounds and tearing them apart.

Jeremy's final turn saw Golgfag and his Maneaters bear down on the Sepulchral Stalkers and brutally pound them back into the sand whence they came.

With the objective still unwittingly in Dolgrum Offaleater's hands (or should that be mouth?), and with Robin's few surviving models crumbling at an ever-increasing rate, it was clear that the battle was over.

Earth-shattering Charge

When a Stonehorn is roused to wrath (which is difficult *not* to achieve), it will charge headlong at its tormentor or hapless victim and pummel them with its mighty horns.

Should a Stonehorn make a successful charge, it inflicts 3D3 Impact Hits instead of making its normal close combat attacks that turn, representing its ferocious nature and momentum as it ploughs into the foe.

With Mountain-eater having charged on four separate occasions, this ability proved to be highly effective throughout the game.



The Stonehorn eyes up the Khemrian Warsphinx before lowering its head for the charge.



Dolgrum Offaleater, Jeremy's incorrigible Maneater Captain.



BIGGER AND BETTER!

Jeremy: Smash, stomp, grind, pound, and pulverise – what a bloodbath! This was a battle royale, a true slugfest that featured crushing charges, brutal melees, and some titanic clashes between gargantuan creatures. There was heroism, slaughter, cowardice and blasting volcanic gouts of burning-hot magma. What more could you ask for from a game of Warhammer?

I have to say that before the game started I felt supremely confident – but then with an army of rock-hard monstrous infantry and mammoth monsters from some fantastical ice age, it is pretty easy to feel self-assured. My swagger was tested when Robin 'stole' the first turn from me – a large advantage as he got to set up his entire army to counter my deployment and then he could go first. Given the Ogres' tough, multi-Wound nature, I had planned on ignoring (if not outright scoffing at) Robin's shooting. BS 2 Skeletons firing Strength 3 bows? Laughable until Robin's ability to continue rolling 6s scattered wounds across my yet-to-advance battleline.

I have to say that by the time Robin rolled a 6 to Regenerate the Ironblaster's cannon shot with his Khemrian Warsphinx (negating its devastating D6 wounds) and his Necrosphinx withstood my thunderous Stonehorn charge, I was thinking that perhaps this was not to be my day. But Ogres, unlike myself, are not self-doubters, and so despite the rough early going, I stuck with my 'charge and crush 'em' battle

plan. After all, how long could Robin's good fortune last? A bit longer it seemed when his three Chariots rolled a 17 for their Impact Hits against my Mournfang Cavalry!

Amidst my bad dice, such as my Turn 1 miscast or lamentable Turn 2 Ironblaster misfire, there was plenty of awe-inspiring Ogre action to keep me going: Golgfag downing his Potion of Strength and carving through the Necrosphinx like it was made of sand; the Leadbelchers blowing away a unit of Skeleton Horsemen with such force it left only a cloud of dust; the Ironguts working over some Tomb Guard with overwhelming power. These successes kept the battle seesawing back and forth and it really felt like the game hung in the balance. Rather surprisingly, Robin had not really come after Golgfag and his Maneaters (with the 500 extra victory point objective brazenly smiling from the front rank!). But then again, maybe he did try, but Golgfag simply smashed each wave of attacks down. He was that awesome.

The Tomb Kings were formidable and Robin was the kind of fun, friendly and sporting opponent you'd go out of your way to play again, but when the dust settled, it was all about the Ogres. Sure, I only had my massive beasts and Golgfag and his Maneaters left on the tabletop, but Robin's army almost ended up crumbling away in its entirety. As Golgfag always says, 'All's well that ends up in my belly'. Or something to that effect.



Man(eater) of the Match

I have to say the Stonehorn was a hairy, stompy beast of death and the Ogre that finally crushed Robin's Tomb King deserves a mention – but Golgfag was the superstar. My only complaint was that he hacked through three combats so quickly no foe lived long enough to get a chance to hit him back. My wicked Magic Item combo wasn't really needed after all! Doubtlessly it was Golgfag's plan all along to foist all the casualties off on the Firepit tribe, allowing his mercenary crew to claim the battlefield treasures and trundle off on another adventure. A typical mercenary as usual!

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Robin: Ouch, when Ogres hit, they hit hard. First of all you have to contend with their Impact Hits, before the Ogres unleash their normal attacks – inflicting no small amount of carnage in the process – and then, just when you think the dust and powdered bone has settled, they go ahead and stomp on you. That's three worlds of hurt, and if they roll a 10 or more when charging in, it is much akin to getting run over by a fleet of monster trucks. The Legion of King Pharakh was truly pulverised, and Jeremy won a brutal, if bloody game. However, I take solace in the fact that there wasn't much left of Jeremy's army either. Alas, I had failed to reclaim my golden artefact, and so could not claim the moral victory. Well done Jeremy, I'll get you next time.

Golgfag Maneater was, simply put, awesome. I seriously underestimated the sheer destructive output of him and his unit and, in hindsight, it cost me the game. Aside from Golgfag's legendary exploits, there were several other notable highlights that stick in my mind. I made two 6+ ward saves in the same turn courtesy of my Necrotect's Stone Shaper rule, saving the Guardian of Oblivion from a potentially lethal Ironblaster shot and a Necropolis Knight from a rather nasty harpoon hit. But my luck didn't end there. The Gilded Death's impressive charge against the Mournfang Cavalry was spectacular; in a glorious stroke of fortune I rolled 17

Impact Hits and run roughshod over one of Jeremy's most elite units. At one point mid-game I was going from one jammy roll to another and I couldn't believe it when King Pharakh and the Cobra Legion defeated Jeremy's Ogre Tyrant, caught and killed him as he broke from combat, and then rolled up into the Ironblaster before it had fought. This stroke of fortune was, however, to prove my undoing. With only a single Wound remaining King Pharakh fell to a brutal smack on the chops, and although the Ironblaster was destroyed, my Army General was no more. With the destruction of my Hierophant, this meant that my surviving warriors would now need to test on their rather less-than-grand Leadership to avoid being reclaimed by the Realm of Souls. Even Amun-ranut, my Battle Standard Bearer, was little more than a pile of broken bones at this point, and so, bit by bit, my army began to crumble.

No doubt King Pharakh's form is even now slowly regenerating within his ancient sarcophagus, and one day he will awaken again and exact his vengeance upon the Ogre Kingdoms. Until then, though, I have to suffer the ignominy of defeat (*Which is situation as normal, isn't it? – Ed*). However, I'll have a chance to salvage some measure of pride soon, as I take on Tom Hutchings and his Tyranid Swarm with the Sisters of Battle on page 86. If I lose two battle reports in the same issue though, I don't expect I'll ever live it down...

Jeremy's bit on the Scenario

Designing your own scenario can be a lot of fun. For this battle report we wanted a straight up fight, but with a few twists. The volcano pits stemmed from the great terrain supplied by the Hobby Team. Although the volcanic eruptions never played a major part of the battle, they added some tense moments (and really, who'd have guessed the Thundertusk would get hit twice – obviously just angering the great frozen beast immensely!).

As much as a simple addition to a standard scenario can work very effectively, you shouldn't be afraid to try some additional victory conditions too. In this scenario, the extra victory points objective seemed like a logical storyline, fitting in nicely with the Maneater's travels, their penchant for nabbing stolen goods, and the Tomb Kings methodical war marches to reclaim their lost property. Why not try giving it a go yourself?

Mummy of the Match

My nomination goes to King Pharakh the Ever-vengeful. There aren't many characters out there that can go head-to-head with an Ogre Tyrant and emerge alive, let alone victorious. However, it was the Tomb King's My Will Be Done special rule that really wins him the accolade. As a result, Pharakh's Cobra Legion was fighting at an impressive Weapon Skill of 6. Without his presence, I've little doubt that the Tyrant's unit would have ground through the Skeleton horde in short order. As it was, a mob of very angry Ogres was thwarted, keeping the Legions of King Pharakh in the fight.



'EAVY METAL

OGRE KINGDOMS

The Ogre Kingdoms are back, with more units and beautifully sculpted models than ever before, and the 'Eavy Metal team have produced a stunning array of painted miniatures. Here is a showcase selection for your viewing pleasure.

The feral, brutal feel of the Ogre Kingdoms army is prevalent in every aspect of their imagery. Perhaps it's their penchant for wielding weapons so vast that even the largest Black Orc would struggle to lift it, but what cannot be denied is that the Ogres represent savageness and barbarity personified.

When they set about painting the new Ogre Kingdoms army, the 'Eavy Metal team wanted to exaggerate their brutish aspect as much as possible. They took every opportunity to paint rusty weapons and armour on the Ogres, and mark their flesh with crude tribal tattoos to signify their devotion to the Great Maw. As infamous wanderers and scavengers, the Ogres also feature lots of equipment from other races.

The Ogres' insatiable hunger was the final, crucial aspect of the army's character as a whole. Many of the models were therefore modelled and painted to display the bloody remnants of their last meal, or with snacks of raw meat hanging from their belts (or even carried by their pet Gnoblars!).



Butcher

Joe Tomaszewski painted this Butcher, and spent a lot of time making sure that the torn skin of the model's many crude piercings looked as realistic as possible. He lavished the model with details, and took great care to paint the hunks of meat and flesh hanging from its belt in such a way as to look all rotten and decrepit.

The warm, pale-blue colour of the Butcher's apron helped the blood stains spattered all over it to really stand out. Joe then painted the smaller cloth hanging from its belt in a lighter, beige tone before adding a layer of dirt and blood to finish it.

As this model was due to be part of the main 'Eavy Metal Ogre Kingdoms army, Joe made sure that the Butcher featured a red hand in the same way as the rest of the army. In this way, the Ogres would look more unified as if belonging to a single tribe.



Firebelly

Anja Wettergren first painted the Firebelly as normal, but exaggerated the highlighting nearer the flame. Having completed this stage, she looked at the model from the direction of the blast of flame to see where the light would fall and also which areas would remain in shadow and be unaffected.

She used the same colours that she applied to the flame when highlighting these areas, but spent more time layering any details that she had identified as being more reflective, such as the fire beetle head on its belt.



Butcher

'Eavy Metal's second Butcher was painted to contrast with Joe's model. Intending to make the apron the model's focal point, Mark Holmes chose to paint it in a light colour, but specifically wanted this Butcher's apron to be dripping with gore, not just flecked with blood.



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Irongut

Anja painted this Irongut as an experiment to try out a different shade of Ogre skin and also demonstrate an alternative way of painting rust.



Ogre Standard Bearer

Neil Green painted this Ogre as a way of showcasing how a regiment's banner design can be replicated on the model itself. He has cleverly mirrored the design on the standard bearer's gut plate.



Ogre Standard Bearer

This model, also painted by Joe Tomaszewski, was given a vibrant red banner to draw the eye. The clear white design of the Great Maw that is the main feature of the banner also helps with this overall effect.



Models with lots of character like this suit bright colours.



Ogre Icons

All of the Ogre Kingdoms iconography is influenced by the Great Maw, defining their culture and who they are. Neil Hodgson's artwork demonstrates this admirably.

Leadbelcher

This Leadbelcher sports some clever details, such as powder burns on its fingers and a Great Maw design around the gun barrel.



Ogre

Neil used an unusual tattoo design on this Ogre. The stylised swirls on the model's upper left arm lead into a full sleeve tattoo beneath its ironfist.

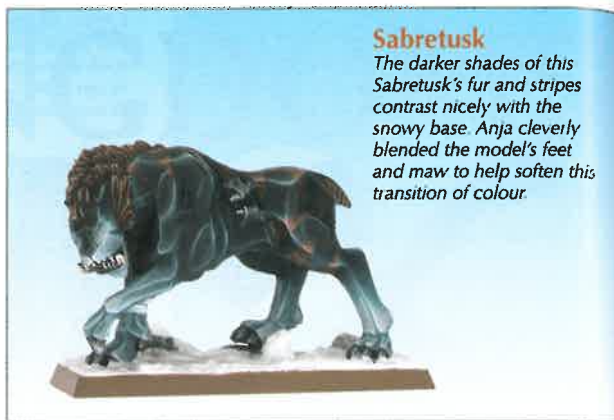
Yhettee

This Yhettee was painted by Mark Holmes as an experiment in painting a realistic ice effect on the model's weapon. He carefully shaded each section of ice so that you can see the wooden core around which the ice has formed. Suffice to say that he took great pains to hold the model at the correct angle as he was painting it or the finished effect would be ruined.



Sabretusk

The darker shades of this Sabretusk's fur and stripes contrast nicely with the snowy base. Anja cleverly blended the model's feet and maw to help soften this transition of colour.



Ogre

Another of Neil's Ogres that he painted to try out different tattoo styles. Taking inspiration from an icon in the Ogre Kingdoms book, he extended the design from the gut plate onto the Ogre's chest.



Ironblaster

Darren Latham painted the Ironblaster's Cannon of the Sky-titans in bronze and gold, deliberately avoiding silver as this colour would clash with the grey fur of the Rhinox. He then weathered the enormous weapon by adding verdigris to show its great age. As a clever final touch, he painted the skinned animal coat on the cannon's barrel in the same colour as the 'Eavy Metal Sabretusks, as if the Ogres have put the pelt of one of their fallen beasts to good use.



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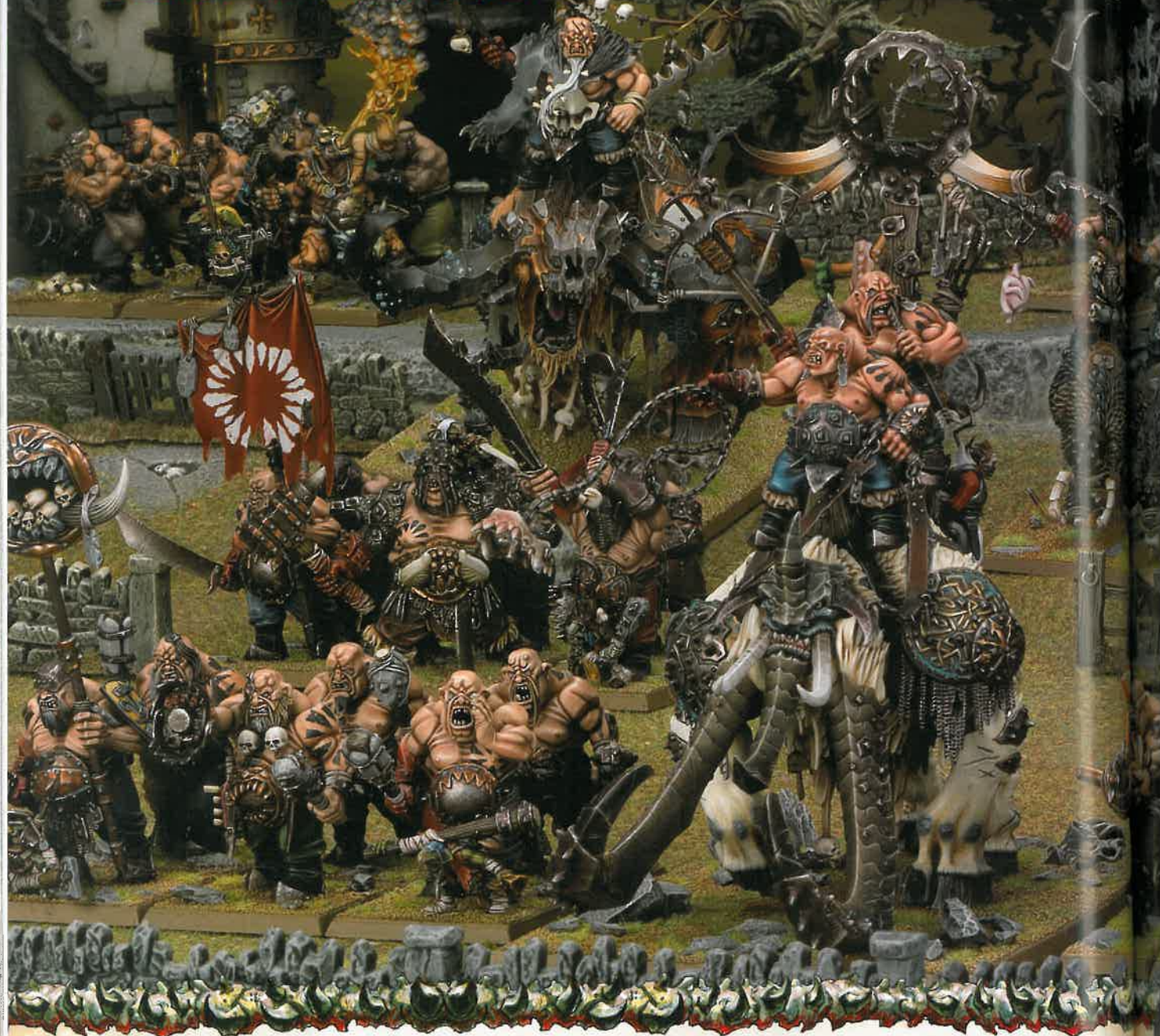
Stonehorn

Inspired by Kevin Chin's artwork in the Stonehorn's bestiary entry, Neil Green matched his choice of fiery red fur when painting the miniature. Stonehorns are notoriously belligerent and aggressive, and this shade seemed to play well to that theme in a similar manner to the Fire Wizards of the Bright College.

Beneath its shaggy fur coat, the Stonehorn's endoskeleton of iron-hard rock is clearly visible. Incredibly clumsy beasts, Stonehorns regularly sport missing patches of fur from bumps and scrapes, and Neil meticulously picked out these details, including a carving of the Great Maw on a large exposed area. The glittering gems that gradually form on each Stonehorn's mighty frame have been painted in a light blue spot colour to provide a nice contrast to the stone's darker shade.



WARHAMMER OGRE KINGDOMS



The OGRE Kingdoms lie far to the east of the Old World, yet armies of OGres can be found the world over, vast tides of monstrous humanoids and huge shaggy beasts. Headstrong OGres launch unstoppable charges, whilst even bolder comrades ride savage Mournfangs into the heart of the enemy lines. Larger monsters stride beside the OGres, Thundertusks and Stonehorns whose earth-shaking tread fills the enemy with terror.

These pages show just a selection of OGRE Kingdoms miniatures. The full range can be found online:

games-workshop.com



Leadbelchers

99120213013

AU\$60 NZ\$72

Those OGres who wield looted artillery pieces, lugging cannons to battle as men might wield a handgun, are known as Leadbelchers. They are a potent addition to any OGRE Kingdoms army, their Leadbelcher guns unleashing a hail of armour-piercing shots even when on the move. This box set contains four Leadbelchers.



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 Games Workshop prices. 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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Ironguts

99120213014

AL\$60 NZ\$72

Ogre Ironguts are the Ogres of a tribe that have the highest status and the pick of the biggest weapons and best armour. They wield enormous hammers, clubs and scimitars, able to decapitate an entire front rank with a single swing. Ironguts are a Core choice in an Ogre army, and this box contains four of the big brutes.



Ogres

99120213011

AL\$60 NZ\$72

Ogres are monstrously big humanoids, standing ten-feet high and almost as wide. Ogres are as brutish as they are big, with a ferocious appetite to match their propensity for violence. Ogres make up the Core for any Ogre Kingdoms army, so any Tyrant will need plenty of these box sets. This box contains six Ogres



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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 Games Workshop prices. 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.



WARHAMMER® TERRAIN SHOWCASE

TORTURED EARTH



Storm of Magic

Warhammer's latest Expansion, Storm of Magic sees the embattled inhabitants of the Warhammer world subjected to the Winds of Magic blowing with unparalleled ferocity.

Armies march forth accompanied by ancient beasts to do battle amid the roiling magical hurricane and lay claim to the infinite power that will be theirs if they can but master the storm.

A Storm of Magic is a time of great upheaval and magical turmoil, with Arcane Fulcrums of all description bursting forth from the tortured ground where the storm is at its fiercest. Buildings are torn from their foundations and architecture warped and irrevocably changed by the chaotic energies unleashed across the land.

There has been a similarly sorcerous gale blowing through the Studio for a number of months now, and it seems that each time we walk past the paint-stained lair of the Hobby Team, they've come up with another fantastic piece of scenery to show us. We thought that all this hard work deserved a Terrain Showcase in this month's issue, so here it is in all its glory.

The launch of the Arcane Fulcrums that are so integral to Storm of Magic have inspired a whole new wave of terrain ideas, and the interchangeable nature of the plastic kits has made it even easier to realise them. But this kit-bashing extravaganza was far from limited to the Arcane Fulcrum kits alone, as there are plenty of other Citadel Scenery sets that are well suited to getting a Storm of Magic makeover.

Over the next few pages, we'll be taking a look at some shining examples of the magical and fantastical terrain that the Hobby Team have produced. Many of the terrain pieces shown here are fairly simple to replicate at home, so why not give them a go if they inspire you?

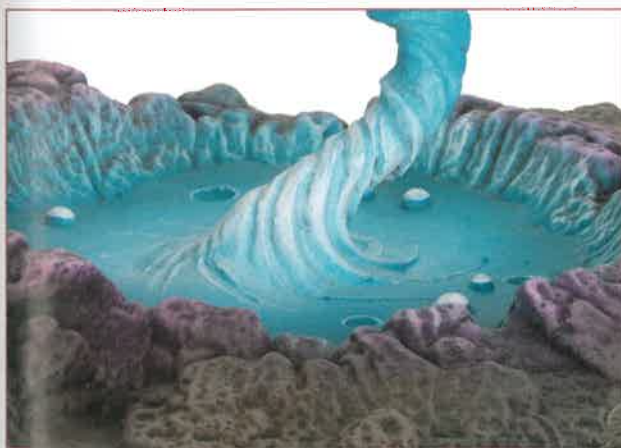


DREADFIRE THRONE

Featuring elements from both the Magewrath Throne and Dreadfire Portal kits, this Arcane Fulcrum makes for a suitably awe-inspiring platform from which a wizard can work his magic. A Gothic stairway, replete with the imagery of skulls and spectral attendants, leads up to a raised, circular platform dominated by an imposing throne of otherworldly origin. Two skulls sit atop small columns, burning furiously and bathing the surrounding area with flickering light.



EMERGING BALEWIND VORTEX



The combination of a Warhammer 40,000 Moonscape crater and a Balewind Vortex Arcane Fulcrum is a simple but effective one in this example. The symbolic eight-pointed star of the Chaos Gods has torn itself free from the ground's embrace atop a swirling maelstrom of baleful sorcerous energy. The tortured earth beneath the fulcrum itself still bears the scars of this unnatural upheaval.



IMPOSSIBLE MADE POSSIBLE

Arcane Fulcrums are structures of infinite variation, and there is no limit to their size, shape and height, other than what will be practical on the tabletop. The two examples on this page were designed with exactly that in mind.

The double-height Eternity Stair looks incredibly imposing, dominating any battlefield. If you wish to experiment with ideas such as this, why not invent some rules for it as well? Perhaps the side that controls this Arcane Fulcrum generates an extra power and dispel dice each turn.

The ascending throne below has burst forth from an Arcane Ruin, possibly using the rules for one as well as counting as a fulcrum.





SHATTERED TEMPLE RUINS

The terrain pieces on this page represent a Temple of Skulls that has been ripped apart by the magical tornado devastating the area. Latent energy still flickers across the broken masonry in the aftermath of the storm's wrath, and even the eye

sockets of the large skull harbour an eerie glow in the wake of the magic that infused it with unnatural power.

Using a combination of Arcane Ruins and Temple of Skulls kits, this terrain set is a simple but clever idea.



TEMPLE OF SKULLS

This Temple of Skulls, normally featuring rows of columns or statues of fallen champions, has been scoured clean by the magical storm. The canny use of a couple of spare braziers from the Skaven Screaming Bell kit reinforces the feel of the howling winds that are whipping over the temple's surface. Again, the Chaos rune and eye sockets have been picked out to display the hint of latent energy.





WHEN THE STORM HITS

This magnificent board was the product of Chris Peach's fevered imagination, who must have found Jervis' stash of warpstone snuff before starting work on this project. Whatever inspired Chris' insane but hugely impressive vision of a Storm of Magic battlefield, there can be no doubt that the first thing any hobbyist would want to do is to get playing on it! On that note, where's my army book?

At first glance, it is easy to miss that there are only four Arcane Fulcrums on the board. But with an abundance of other suitably impressive terrain to choose from, it would be easy enough to represent additional Arcane Fulcrums if required. The Magic Circle, the two Dreadstone Blight ruins or even the vast, majestic towers that stand sentinel over the battlefield would be more than adequate for this purpose – they certainly look impressive enough.



MAGIC CIRCLE

In the middle of the battlefield, a Magic Circle sits amid a broken ring of standing stones. Chris used components from a Dreadstone Blight kit to make it. Offering units within 6" Magic Resistance (2), these Mystical Monuments are highly sought after in Storm of Magic games.





The Towers of Screaming Death

- A** This crumbling tower required a combination of parts from two Dreadstone Blights and a Witchfate Tor kit. Chris used two inverted stairs to balance the tower's battlements on.
- B** Still intact (for the moment) the right-hand tower was made using several Witchfate Tor kits stacked together.
- C** The courtyard features wall sections from the Garden of Morr.
- D** The right-hand tower includes a section from the Fortified Manor as a firing platform.

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games.



Jervis Johnson Presents...
BATTLEFIELD CHALLENGES

WARHAMMER

THE GARDEN OF MORR

The cult of Morr maintains friendly relations with the other major religions of the Old World, but has no close allies. Its principle enemies are the Vampire Counts, other practitioners of the dark Necromantic arts and followers of the forbidden cult of Morr's brother, Khaine, the god of murder. These enemies will often try to break through the protective wards that protect the graveyards dedicated to Morr, so that they can desecrate the grounds, or raise up the people buried there to fight as part of their Undead legions.

THE ARMIES

Each player picks an army from a Warhammer army book to a pre-agreed points total.

One army represents the forces dedicated to defending the Garden of Morr, and the other army represents the forces wishing to desecrate the temple. Typically the defenders would be an Empire army and the attackers Vampire Counts, but as Gardens of Morr can be found all across the Old World, any two armies can be used.

The players should either agree who will be the attacker and the defender, based on the armies they are using, or if they can't agree they can simply roll-off.

THE BATTLEFIELD

Set up a Garden of Morr so that it is 12" away from the centre point of the defender's table edge, as shown on the deployment map. Set up any remaining terrain in a mutually agreeable manner.

DEPLOYMENT

Divide the table into two halves, as shown below. The defender deploys in the half of the table with the Garden of Morr. The attacker deploys in the other half.

The defender must deploy their army first. Before deploying each unit, roll a dice. On a roll of 3 or more the unit is deployed normally, but on a roll of 1 or 2 it must be held back as a reinforcement. Units with the Scouts rule do not roll, and deploy as normal after deployment. Characters may either deploy on their own, rolling like any other unit, or deploy as part of a unit (state that the character will join the unit before rolling to see if it deploys on the table).

Once the defender has deployed, the attacker deploys his entire army within 12" of his board edge. Note that the entire attacking army deploys on the table at the start of the battle – the attacker does not need to roll.

FIRST TURN

After deployment, the attacker rolls a dice. On a roll of 6 he can choose who has the first turn. On a roll of 1-5 the defender can choose who has the first turn.

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 turn 7.

Designer's Note: This scenario is designed to be played with the Garden of Morr. If you don't have one in your collection, you can still play the scenario by substituting a suitable model from your collection.



VICTORY CONDITIONS

At the end of the game the side that has the most models inside the Garden of Morr wins the battle.

SPECIAL RULES

Defender's Reinforcements: The defender must roll a dice at the start of each turn to see if any of his reinforcing units arrive. Roll separately for each unit (characters that were assigned to a unit during deployment will arrive with it – don't roll for them unless they were on their own). Refer to the table below to see if and where each unit arrives:

D6	Result
1-4	Still marching. Roll again next turn.
5	Left flank. The unit arrives on the defender's table edge to the left of the Garden of Morr (see diagram below).
6	Right flank. The unit arrives on the defender's table edge to the right of the Garden of Morr (see diagram below).

The Garden of Morr: Set up the Garden of Morr is a single fully enclosed terrain piece. Players that have two or more sets should feel free to combine them together to create a larger set-up. Remember that the Garden of Morr needs to be located 12" in from the centre point of the defender's table edge, as shown on the deployment map.

In this battle the Garden of Morr uses all of the suggested rules for 'Playing in the Garden' in last month's White Dwarf (see page 30). So the entire feature counts as a piece of Mysterious Terrain, while the individual parts will count as Ghost Fences, Blessed Bulwarks, Sinister Statues and Grail Chapels. Note that only one roll is made on the Mysterious Terrain table on page 30, no matter how large the Garden of Morr actually is.

The God of the Dead: Priests of Morr and Wizards using the Lore of Death or the Lore of Vampires are able to draw upon the mystical energies in the Garden of Morr to enhance their spell casting abilities. To represent this they will channel dice on a D6 roll of 4+, rather than only on a roll of 6+. In addition, if the Raise Dead spell is used to create a unit that appears within the Garden of Morr, then the unit includes an extra D6 Zombies.

Priest of Morr: The Garden is tended by a Priest of Morr. The priest counts as part of the defending army, but does not cost any points. Represent him with a suitable spare model from your collection (an Empire Warrior Priest is ideal, all the more so if he is painted to have black robes).

The Priest of Morr is a special character with the following characteristics and special rules:

	M	WS	BS	S	T	W	I	A	Ld
Priest of Morr	4	4	4	4	4	2	4	2	8

TROOP TYPE: Infantry (Character)

EQUIPMENT: Hand weapon and light armour.

SPECIAL RULES:

Divine Power: Priests of Morr can channel power and dispel dice as if they were Wizards. If they are in the Garden of Morr they will channel on a D6 roll of 4+, as described above.

Indefatigable: A Priest of Morr, and any unit he is currently in, has the Stubborn special rule.

Death Prayers: A Priest of Morr can use the *Caress of Laniph*, *Soulblight* and *Doom and Darkness* spells from the Lore of Death. Death Prayers are innate bound spells, with a power level that is three points less than that listed for the spells in the Warhammer rulebook (i.e. 3, 6 and 7 respectively).

Designer's Note: This scenario is all about getting as many models as possible into the Garden of Morr. The defender has a decided advantage in this regard, as they start off in possession of the graveyard. Unfortunately, about a third of their army will not be available at the start of the battle, and some units may not even arrive at all.

The attacker will have to take advantage of his superior numbers, and launch a vigorous assault as quickly as they possibly can. Don't dawdle or you will lose! In addition, don't let the difficulties you will face early on to put you off – keep bashing away and soon your greater strength will start to tell.

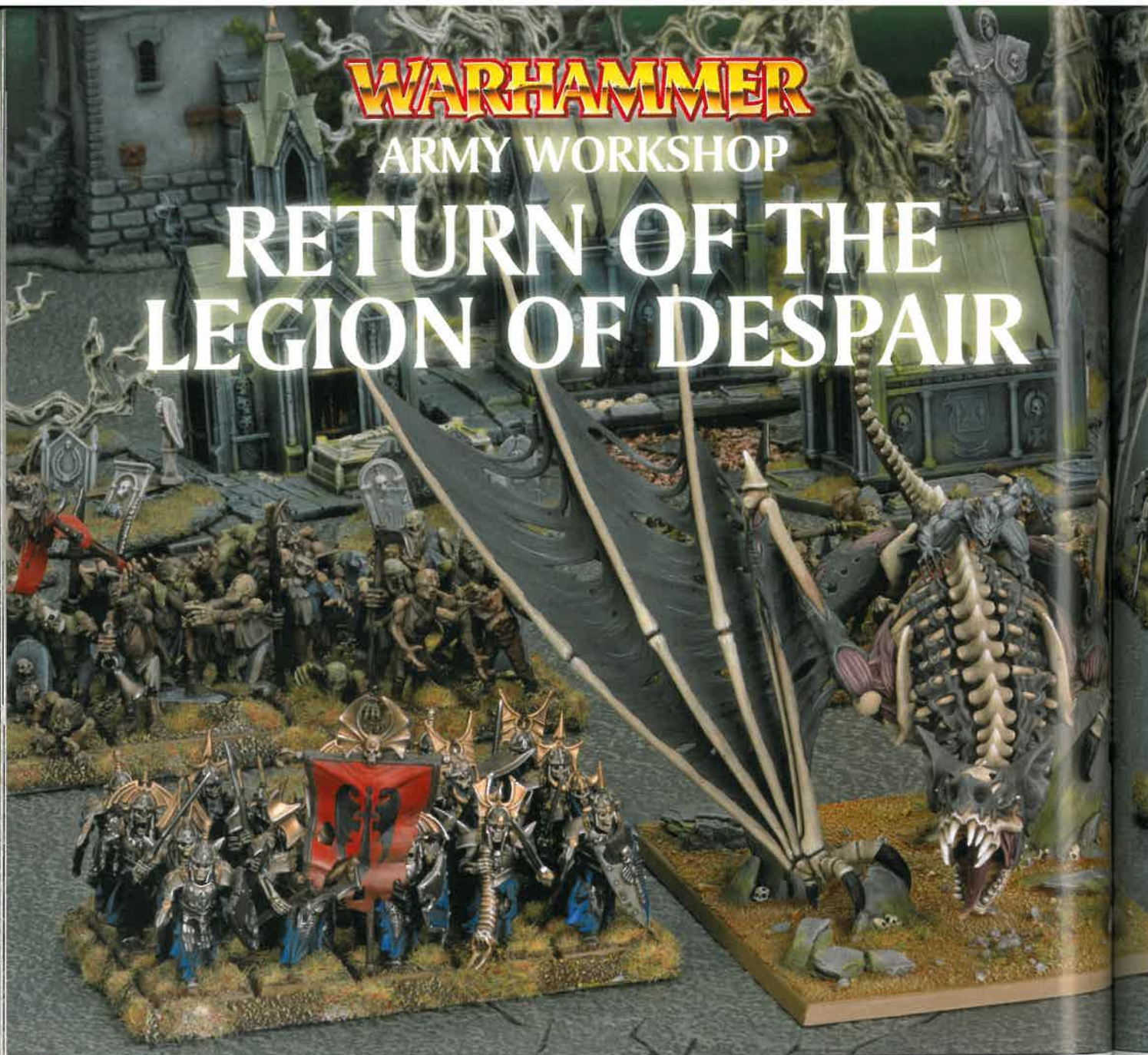
The defender on the other hand needs to hang on in there, hoping against hope that help will arrive early enough to stem the attacker's onslaught. Do everything you can to slow the attackers down and keep them out of the graveyards, even if you have to sacrifice some troops to do so. Use any late-arriving reinforcements to bolster the troops you have in the garden, or launch flank and rear charges against the attackers troops. With luck you will be able to inflict such heavy casualties on the attackers that they won't have enough troops left to capture the Garden of Morr from you.



WARHAMMER

ARMY WORKSHOP

RETURN OF THE LEGION OF DESPAIR



Chad Mierzwa is our brush-toting hobby hero and veteran converter who has painted much of the brilliant Vampire Counts army you can see above and on the following pages.

The fact that an army is never finished is true of all Warhammer armies, so in this Army Workshop we return to the Vampire Counts that the Hobby Team painted last year.

The thing about Warhammer armies is that they are never definitively finished. Oh sure, you can get it to a satisfying points total, be it 2000 points, 3000 points and so on, but there is always that extra unit to add or regiment to bolster. This is especially true when a new release for the army hits the shelves. And so, with last month's Vampire Counts releases unleashed on the world of the living, our very own Chad found himself itching to paint the new models and augment the hobby team's impressive Vampire Counts army first featured in last July's issue. Yes, the Legion of Despair is back!

The obvious new addition to the Undead force is the Terrorgheist and his Ghoul King rider but Chad has also supplemented the shambling hordes with four Cairn Wraiths and a Tomb Banshee.

If you cast your mind back to the original article, you'll recall that Chad, Nick Bayton and Duncan Rhodes started by picking a Vampire Counts Battalion, the Winged Vampire Lord, and a couple of Grave Guard boxes. Battalion sets are a great way to start a new collection, since they each contain a goodly amount of Core troops to get your army off (or should that be out) of the ground.

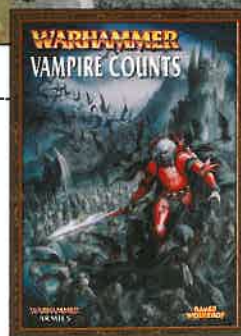


One of the hallmarks of Malochai the Bloody's army is the extravagant multi-basing going on amidst the regiments. This is something that Chad and the other Studio hobby modellers like to do, as it adds a very distinctive element to their armies, and is great for spectators as they are rewarded for studying the units when they come across a mini-diorama hidden in the ranks. The Crypt Ghouls have particularly inventive basing, using a wide selection of components. All that's needed to achieve a similar look with your own units is a bit of planning and a few Bitz Packs.

Since the first muster of troops the Undead force has inevitably grown with more Skeleton and Zombie box sets and the addition of a Varghulf. Fast forward to the present day and the inclusion of the new monster kit and plastic character models expands the army in a hearty-sized chunk,

continuing the force in the same vein as the rest of the models.

To ensure a seamless blend between the old and new, Chad has closely followed the colour scheme he and the other members of the Hobby Team introduced when they began painting the army last year. As before, Chad used the Vampire Counts army book cover as inspiration. The picture (you can see the image just to the right) is dominated by a powerful Vampire in dark red armour amidst a blue and grey horde of Zombies, Skeletons and bats. To reflect this, Chad has limited his palette to pale grey and light blue with contrasting red on the exposed musculature of the Terrorgheist. He has used the same accents on the Cairn Wraiths and Tomb Banshees, giving them either dark grey rags or lighter blue garments. You can see these in more detail over the page.



For more inspiration and all the rules and information you need to field your own Vampire Counts army, there's the army book. The rules for the Terrorgheist and new rules for the Cairn Wraith and Tomb Banshee can be found in last month's White Dwarf.

THE TERRORGHEIST

The centrepiece of the army is the Terrorgheist. We asked Chad to show us how he painted the large areas of bone.



The Ghoul King was painted using a Graveyard Earth basecoat built up with a Fortress Grey mix.



Step 1. Chad basecoated the area using Khemri Brown, building up a solid coat using thin layers.



Step 2. He then layered on thin coats, using a 3:1 mix of Khemri Brown and Bleached Bone.



Step 3. Chad continued to build up the layers, with a 1:1 mix of Khemri Brown and Bleached Bone.



Step 4. He then applied a 1:1 wash mix of Ogryn Flesh and Devlan Mud directly into the recesses.



Step 5. Using thinned Bleached Bone, Chad applied fine lines along the length of the bone.



Step 6. With a 1:1 mix of Bleached Bone and Skull White, Chad recovered the lines from Step 5.



You can see how effective the white-lining technique is on the spine of the Terrorgheist.



The claw has been painted using the same technique, but given jet black nails for contrast.



CAIRN WRAITHS

For the Cairn Wraiths, Chad created a very deep black that is offset with blue highlights. The bright bone of the skull gives a nice, stark contrast to the dark cowl.

THE CLOAK AND SKULL



Step 1. From a Chaos Black undercoat, Chad applied a Shadow Grey line-highlight.



Step 2. He then layered on a 1:1 mix of Shadow Grey and Space Wolves Grey to the same highlight.



Step 3. Pure Space Wolves Grey was then applied, and Badab Black washed into the recesses.



Step 4. The lining around the hood was painted with a layer of Charadon Granite.



Step 5. Chad then dotted on Dwarf Bronze to the studs and highlighted the hood with Codex Grey.



Step 6. The skull hidden under the cowl of the cloak was first painted with Bleached Bone.



Step 7. It was then given a liberal wash of Ogryn Flesh, keeping the eye and nose sockets clear.



Step 8. Finally, the skull was highlighted with a 1:1 mix of Bleached Bone and Skull White.

RUST-ENCRUSTED WEAPON



Step 1. To get a corroded look on the blade, Chad basecoated it with Scorched Brown.



Step 2. Using a Stippling Brush, Chad applied a rough and uneven coat of Bestial Brown.



Step 3. He then stippled on a 1:1 mix of Bestial Brown and Blazing Orange to the same area.



Step 4. With Mithril Silver, Chad applied a line-highlight around the edges and depressions of the blade.



The bony hands of the Wraith were painted using the same technique as used for the skull.



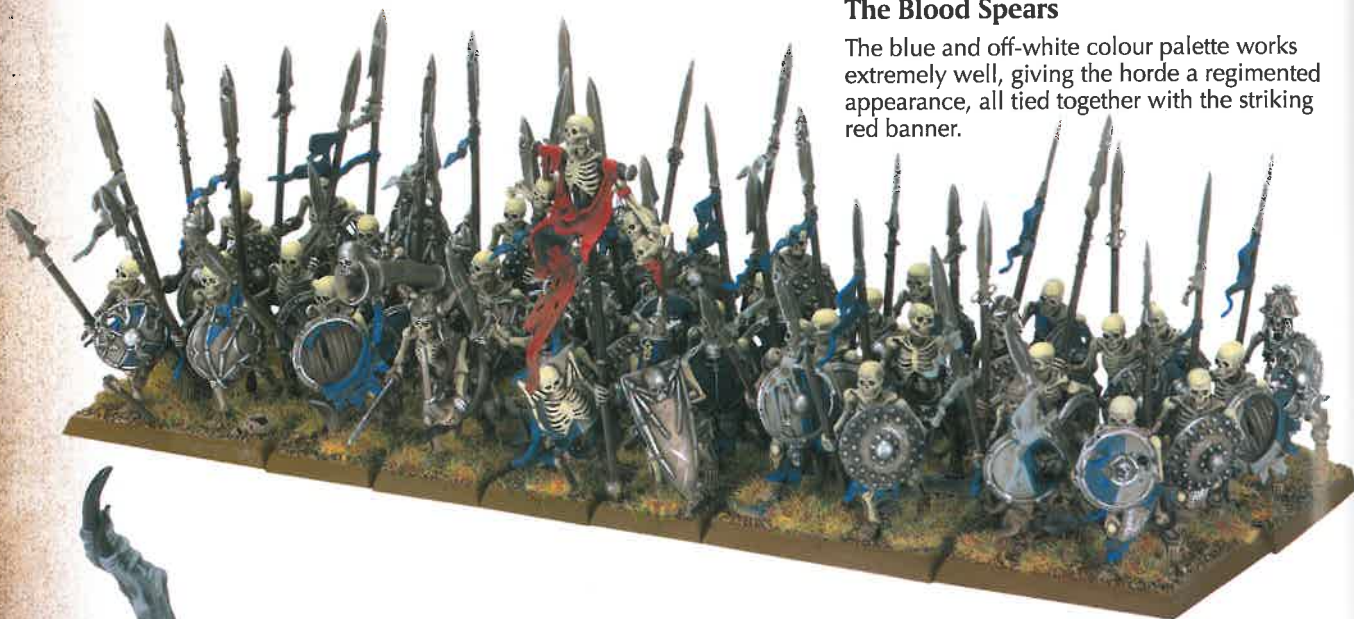
The staff of the scythe has been layered up using Charadon Granite as a basecoat.

THE DARK HEART OF THE ARMY

At the core of the army are the hordes, of which the Skeletons are an indispensable lynchpin. After all, every Vampire needs some bony minions to order about!

The Blood Spears

The blue and off-white colour palette works extremely well, giving the horde a regimented appearance, all tied together with the striking red banner.



Koen Goremad

Formerly the largest model in the army, before the arrival of the Terrorgheist, the Varghulf remains a powerful addition to any flank in a battle. The blue and grey theme continues even on this monster, with the eyes giving a flash of contrasting red amidst his dark features.



Malochai the Bloody

To make him stand out, the Vampire has a strong red palette, which contrasts against the predominant blue and greys in the rest of the army.



The Screamer

The lighter tones on the Tomb Banshee hint at a more feminine caste, although her best days lie firmly in the past!



BRAELLION'S LEGION OF DESPAIR

Chad's Vampire Counts army, swollen to its new size with additional units.



LORDS

Braellion the Usurper
Level 2 Vampire Lord with Ghoulkin, Sword of Kings and riding a Terrorgheist with rancid maw.
495 points

HEROES

Malochai the Bloody
Vampire with Flying Horror and Walach's Bloody Hauberk.
175 points

Byron the Black
Necromancer with *Invocation of Nehek*, *Vanhel's Danse Macabre*, Black Periapt and Corpse Cart.
160 points

The Screamer
Tomb Banshee
95 points

CORE

The Blood Spears
40 Skeleton Warriors with spears, musician, standard bearer and Champion.
380 points

Dieter Soulbane's Direwatch
20 Skeleton Warriors with musician, standard bearer and Champion.
180 points

The Gorefeasters
10 Crypt Ghouls with Crypt Ghast.
88 points

Latchek's Crypt Pack
10 Crypt Ghouls with Crypt Ghast.
88 points

The Shamblers
40 Zombies with musician and standard bearer.
172 points

The Flesh Puppets
20 Zombies with musician and standard bearer.
92 points

Malochai's Hounds
10 Dire Wolves with Doom Wolf.
90 points

SPECIAL

Malochai's Bloodwing Guard
20 Grave Guard with musician, standard bearer and Seneschal.
270 points

RARE

Koen Goremad
Varghulf
175 points

The Silence
4 Cairn Wraiths.
200 points

TOTAL 2660 points



When we first featured the army back in July 2010 it was led by Malochai the Bloody. However, Chad's additions have led to some necessary rearranging of the army list, as he now has more than 2500 points to call upon when playing a game. Most notably, the appearance of Terrorgheist-riding Ghoul King meant there was not enough room for two Vampire Lords in the Lords section of the army list, the results of which saw Malochai 'demoted' to a mere Vampire. We liked the narrative consequences of this, and so named the Ghoul King Braellion the Usurper. Clearly a more powerful Vampire has come along and laid claim to Malochai's horde (no doubt helped by his fearsome mount). This also explains why Malochai is no longer as powerful, in thrall

to the Ghoul King, some of his life force has been leached away. And to add further insult it is Braellion that now wields the Sword of Kings instead of Malochai

Hanging your army around such a narrative not only gives your force character but it's also a fun way of collecting and can even inform what models to get for your next batch of painting.

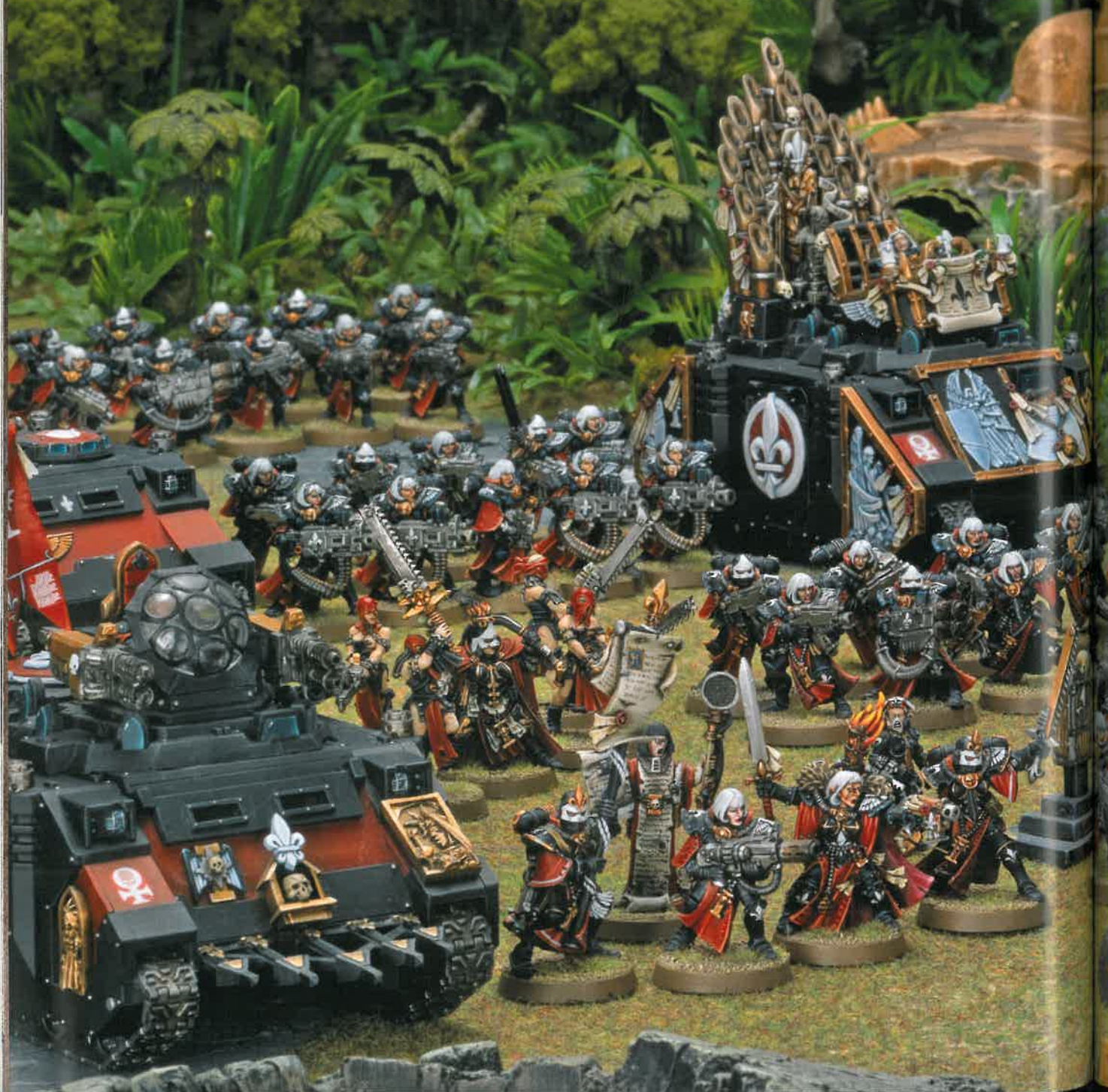
Chad's already thinking about a unit of Blood Knights, and asking himself whether these more martial Vampires will secretly ally with Malochai so he could wrest the horde back from the Ghoul King? Or, maybe Chad could paint some more Crypt Ghouls who would no doubt gather and be drawn in greater numbers as the Ghoul King's dominion exerts itself far and wide across the land.

OFFICIAL
RULES

WARHAMMER
40,000

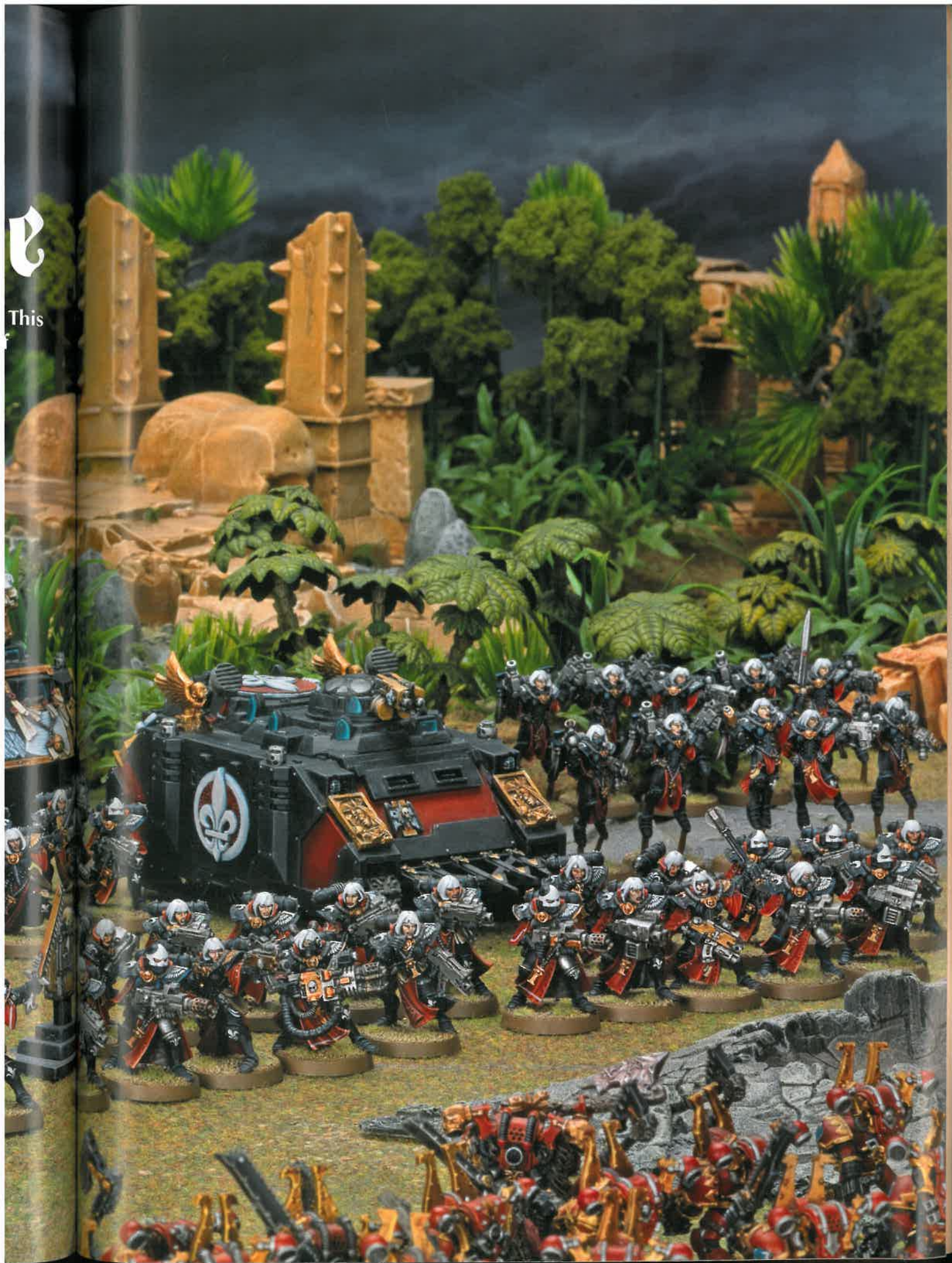
Sisters of Battle

Last issue we introduced the first part of the brand-new Codex: Sisters of Battle. This month we present everything you need to be able to field your army of Sisters of Battle in Warhammer 40,000, with a complete army list and wargear section.



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SISTERS OF BATTLE ARMY LIST

The following army list enables you to field an army of Sisters of Battle and fight battles using the scenarios included in the Warhammer 40,000 rulebook.

Using the Army List

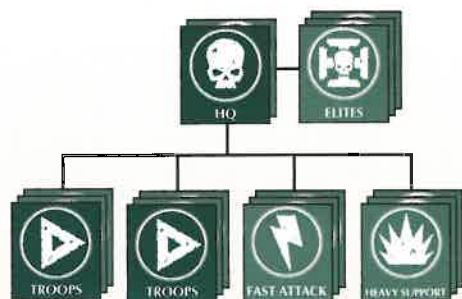
The Sisters of Battle army list is split into five sections: HQ, Elites, Troops, Fast Attack and Heavy Support. All of the squads, vehicles and characters in the army are placed into one of these sections depending upon their role on the battlefield. Each model is also given a points value that varies depending on how effective that model is in battle.

Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and the maximum total number of points each of you will spend. Then you can proceed to pick your army.

Using a Force Organisation Chart

The army list is used in conjunction with the Force Organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each grey-toned box indicates that you may make one choice from that section of the army list, while a dark-toned box indicates a compulsory selection.

Standard Missions



COMPULSORY

1 HQ
2 Troops

OPTIONAL

1 HQ
4 Troops
3 Elites

OPTIONAL

3 Fast Attack
3 Heavy Support



Army List Entries

Each entry in the army list represents a different unit. More information about the background and rules for the Sisters of Battle and their options can be found in Part 1, which was in last month's White Dwarf (issue 380).

Each unit entry in the Sisters of Battle army list is split into several sections:

Name: At the start of each army list entry you will find the name of the unit alongside the point's cost of the unit without any upgrades.

Profile: This section will show the characteristics profile of any models the unit can include.

Composition: Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken. If the Unit Composition includes the word 'Unique', then you may only include one of this unit in your army.

Unit Type: This refers to the Unit Type Rules chapter of the Warhammer 40,000 rulebook. For example, a unit may be classed as infantry, vehicle or cavalry, which will subject it to a number of rules regarding movement, shooting, assault, etc.

Wargear: This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit name.

Special Rules: Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail in either Part 1 of the Codex or the Warhammer 40,000 rulebook.

Dedicated Transport: Where applicable, this section refers to any transport vehicles the unit may take. These have their own army list entry on page 91. Dedicated transports do not use up any Force Organisation chart selections, but otherwise function as separate units. The Transport Vehicles section of the Warhammer 40,000 rulebook, and their entry in this book, explains how these dedicated transport vehicles work.

Options: This section lists all of the upgrades you may add to the unit, should you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either, neither or both, provided you pay the points cost listed.

“The Emperor is our Father and our Guardian, but we must also guard the Emperor.”

- The Sermons of Sebastian Thor, Vol. XVI, Ch. 1

HQ

Saint Celestine 115 points

	WS	BS	S	T	W	I	A	Ld	Sv
Saint Celestine	7	7	3	3	3	7	5	10	2+

Composition:

- 1 (Unique)

Unit Type:

- Jump Infantry (character)

Wargear:

- Armour of Saint Katherine
- The Ardent Blade
- Frag grenades
- Krak grenades
- Jump pack

Special Rules:

- Acts of Faith
- Fearless
- Miraculous Intervention
- Shield of Faith

Canoness 65 points

	WS	BS	S	T	W	I	A	Ld	Sv
Canoness	5	5	3	3	3	4	3	10	3+

Unit Composition:

- 1 Canoness

Unit Type:

- Infantry (character)

Wargear:

- Power armour
- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades

Special Rules:

- Acts of Faith
- Independent Character
- Shield of Faith
- Stubborn
- The Passion

Options:

- May replace boltgun and/or bolt pistol with:
 - Chainsword free
 - Storm bolter 3 points
 - Power sword, combi-flamer, -melta or -plasma 10 points
 - Condemnor boltgun, plasma pistol or inferno pistol 15 points
 - Eviscerator 25 points
- May take rosarius 25 points
- May take melta bombs 5 points

“These heretics refute the Emperor’s holy right to rule. Let them argue with the barrel of a gun.”
Canoness Sabine, Order of Our Martyred Lady

Sororitas Command Squad 115 points

You can take one Sororitas Command Squad for every Canoness you have included in your army. Units of Sororitas Command Squads do not themselves take up an HQ choice.

	WS	BS	S	T	W	I	A	Ld	Sv
Hospitaler	3	4	3	3	1	3	1	9	3+
Celestian	4	4	3	3	1	3	2	9	3+
Dialogus	3	4	3	3	1	3	1	9	3+

Unit Composition:

- 3 Celestians
- 1 Dialogus
- 1 Hospitaler

Unit Type:

- Infantry

Special Rules:

- Acts of Faith
- Endless Crusade
- Shield of Faith

Wargear:

- Power armour
- Boltgun (Celestians only)
- Bolt pistol
- Frag grenades
- Krak grenades
- Chirurgeon’s tools (Hospitaler only)
- Loud hailer (Dialogus only)

Dedicated Transport:

- The squad can select any dedicated transport (see page 89).

Options:

- One Celestian may take either:
 - Simulacrum Imperialis 20 points
 - Blessed banner 15 points
- Any Celestian may replace her boltgun with:
 - Chainsword free
 - Storm bolter 3 points per model
 - Heavy bolter or flamer 5 points per model
 - Multi-melta or meltagun 10 points per model
 - Heavy flamer 20 points per model

HQ

Arch-Confessor Kyrinov 90 points

	WS	BS	S	T	W	I	A	Ld	Sv
Kyrinov	5	5	3	3	3	4	3	10	5+

Composition:

- 1 (Unique)

Unit Type:

- Infantry (character)

Wargear:

- Flak armour
- Bolt pistol
- Mace of Valaan
- Frag grenades
- Krak grenades
- Icon of Chiros
- Rosarius

Special Rules:

- Acts of Faith
- Fearless
- Heightened Fervour
- Independent Character
- Righteous Rage
- Shield of Faith

Uriah Jacobus, Protector of the Faith 90 points

	WS	BS	S	T	W	I	A	Ld	Sv
Uriah Jacobus	5	5	3	3	3	4	3	10	5+

Composition:

- 1 (Unique)

Unit Type:

- Infantry (character)

Wargear:

- Flak armour
- Bolt pistol
- The Redeemer
- Chainsword
- Frag grenades
- Krak grenades
- Banner of Sanctity
- Rosarius

Special Rules:

- Acts of Faith
- Independent Character
- Protector of the Faith
- Righteous Rage
- Shield of Faith
- Stubborn



Uriah Jacobus leads his Battle Conclave against a force of Daemons.

HQ

Ecclesiarchy Confessor 75 points

	WS	BS	S	T	W	I	A	Ld	Sv
Confessor	5	5	3	3	3	4	3	10	5+

Unit Composition:
• 1 Ecclesiarchy Confessor

Unit Type:
• Infantry (character)

Special Rules:
• Acts of Faith
• Independent Character
• Righteous Rage
• Shield of Faith

Wargear:
• Flak armour
• Laspistol
• Chainsword
• Frag grenades
• Krak grenades
• Rosarius

Options:

- May replace laspistol and/or chainsword with:
 - Shotgun, bolt pistol or boltgun 2 points
 - Storm bolter 3 points
 - Power sword, combi-flamer, -melta or -plasma 10 points
 - Condemnor boltgun or plasma pistol 15 points
 - Eviscerator 25 points
- May take a plasma gun 15 points
- May take melta bombs 5 points

Battle Conclave

For each Ecclesiarchy Confessor, Confessor Kyrinov or Uriah Jacobus in your army you may also include a Battle Conclave 3-10 models in size, in any combination. Battle Conclave Squads do not themselves take up an HQ choice.

	WS	BS	S	T	W	I	A	Ld	Sv
Death Cult Assassin	5	3	4	3	1	6	2	8	5+
Arco-flagellant	5	1	5	3	1	3	4	8	-
Crusader	4	3	3	3	1	3	1	8	5+

Wargear:
Death Cult Assassin:
• Flak armour
• 2 power weapons

Crusader:
• Flak armour
• Power weapon
• Storm shield

Arco-flagellant:
• Arco-flails (close combat weapon)

Special Rules:

- Feel No Pain (Arco-flagellants only)
- Uncanny Reflexes (Death Cult Assassins only)

Options:

- Arco-flagellant 15 points per model
- Crusader 15 points per model
- Death Cult Assassin 15 points per model

Dedicated Transport:

- The Battle Conclave can select any dedicated transport (see page 89).

ELITES

Ecclesiarchy Priest 45 points

A Sisters of Battle army can include 0-5 Ecclesiarchy Priests per detachment. Priests do not use up any Force Organisation chart selections, but are otherwise treated as separate Elite units.

	WS	BS	S	T	W	I	A	Ld	Sv
Priest	3	3	3	3	1	4	2	7	5+

Unit Composition:
• 1 Ecclesiarchy Priest

Unit Type:
• Infantry (character)

Special Rules:
• Acts of Faith
• Independent Character
• Righteous Rage
• Shield of Faith

Wargear:
• Flak armour
• Laspistol
• Chainsword
• Frag grenades
• Krak grenades
• Rosarius

Options:

- Each Ecclesiarchy Priest may replace his laspistol and/or chainsword with:
- Shotgun, bolt pistol or boltgun 2 points
 - Storm bolter 3 points
 - Power sword, combi-flamer, -melta or -plasma 10 points
 - Condemnor boltgun or plasma pistol 15 points
 - Eviscerator 25 points
- May take melta bombs 5 points

ELITES

Celestian Squad 80 points

	WS	BS	S	T	W	I	A	Ld	Sv
Celestian	4	4	3	3	1	3	2	9	3+
Celestian Superior	4	4	3	3	1	3	2	9	3+

Composition:

- 4 Celestians
- 1 Celestian Superior

Unit Type:

- Infantry



Wargear:

- Power armour
- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades

Special Rules:

- Acts of Faith
- Hand of the Emperor
- Shield of Faith

Dedicated Transport:

- The squad can select any dedicated transport (see opposite page).

Options:

- Include up to five additional Celestians: 15 points per model
- One Celestian may replace her boltgun with one of the following:
 - Storm bolter 3 points per model
 - Heavy bolter or flamer 5 points per model
 - Multi-melta or meltagun 10 points per model
 - Heavy flamer 20 points per model
- Up to one Celestian may replace her boltgun with one of the following:
 - Storm bolter 3 points per model
 - Flamer 5 points per model
 - Meltagun 10 points per model
- One Celestian may take a Simulacrum Imperialis 20 points
- The Celestian Superior may replace her boltgun and/or boltpistol with:
 - Chainsword free
 - Storm bolter 3 points
 - Power sword or combi-flamer, combi-melta or -plasma 10 points
 - Condemnor boltgun or plasma pistol 15 points
- The Celestian Superior may take melta bombs 5 points

Repentia Squad 90 points

	WS	BS	S	T	W	I	A	Ld	Sv
Sister Repentia	4	4	3	3	1	3	2	8	-
Mistress of Repentance	4	4	3	3	1	3	2	9	3+

Composition:

- 4 Sisters Repentia
- 1 Mistress of Repentance

Unit Type:

- Infantry

“Prayer may cleanse the soul, but pain cleanses the body. Both are necessary for the survival of humanity.”

—Confessor Ganinimus

Wargear:

- Sisters Repentia
- Eviscerator

Mistress of Repentance:

- Power armour
- 2 neural whips
- Frag grenades
- Krak grenades

Special Rules:

- Acts of Faith
- Fearless
- Feel No Pain
- Fleet
- Rage
- Shield of Faith
- Spirit of the Martyr

Options:

- Include up to five additional Sisters Repentia: 17 points per model
- The Mistress of Repentance may take melta bombs 5 points



TROOPS

Battle Sister Squad 125 points

	WS	BS	S	T	W	I	A	Ld	Sv
Battle Sister	3	4	3	3	1	3	1	8	3+
Sister Superior	3	4	3	3	1	3	2	9	3+

Composition:

- 9 Battle Sisters
- 1 Sister Superior

Unit Type:

- Infantry

Wargear:

- Power armour
- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades

Special Rules:

- Acts of Faith
- Light of the Emperor
- Shield of Faith

Dedicated Transport:

- The squad can select any dedicated transport (see below).



Options:

- May include up to ten additional Battle Sisters: 12 points per model
- Up to one Battle Sister may replace her boltgun with one of the following:
 - Storm bolter 3 points per model
 - Heavy bolter or flamer 5 points per model
 - Multi-melta or meltagun 10 points per model
 - Heavy flamer 20 points per model
- Up to one Battle Sister may replace her boltgun with one of the following:
 - Storm bolter 3 points per model
 - Flamer 5 points per model
 - Meltagun 10 points per model
- One Battle Sister can take a simulacrum imperialis 20 points
- The Sister Superior may replace her boltgun and/or bolt pistol with:
 - Chainsword free
 - Storm bolter 3 points
 - Power sword or combi-flamer, combi-melta or -plasma 10 points
 - Condemnor boltgun or plasma pistol 15 points
- The Sister Superior may take melta bombs 5 points

DEDICATED TRANSPORTS

Rhino 35 points

	BS	F	S	R
Rhino	4	11	11	10

Unit Composition:

- 1 Rhino

Unit Type:

- Vehicle (Tank)

Transport Capacity:

- Ten models

Wargear:

- Storm bolter
- Smoke launchers

Special Rules:

- Repair
- Shield of Faith

Options:

- May take any of the following:
 - Searchlight 1 points
 - Dozer blade 5 points
 - Storm bolter 10 points
 - Hunter-killer missile 10 points
 - Extra armour 15 points

Immolator 65 points

	BS	F	S	R
Immolator	4	11	11	10

Unit Composition:

- 1 Immolator

Unit Type:

- Vehicle (Tank)

Transport Capacity:

- Six models

Wargear:

- Twin-linked heavy flamer
- Smoke launchers

Special Rules:

- Shield of Faith

Options:

- May replace twin-linked heavy flamer for one of the following:
 - Twin-linked heavy bolter and inferno bolts free
 - Twin-linked multi-melta 15 points
- May take any of the following:
 - Searchlight 1 points
 - Dozer blade 5 points
 - Storm bolter 10 points
 - Hunter-killer missile 10 points
 - Extra armour 15 points

FAST ATTACK

Seraphim Squad..... 80 points

	WS	BS	S	T	W	I	A	Ld	Sv
Seraphim	4	4	3	3	1	3	1	8	3+
Seraphim Superior	4	4	3	3	1	3	2	9	3+

Composition:

- 4 Seraphim
- 1 Seraphim Superior

Unit Type:

- Jump Infantry

Wargear:

- Power armour
- Two bolt pistols
- Frag grenades
- Krak grenades
- Jump pack

Special Rules:

- Acts of Faith
- Angelic Visage
- Hit and Run
- Seraphim Pistols
- Shield of Faith
- The Emperor's Deliverance

Options:

- May include up to five additional Seraphim: 15 points per model
- Up to two Seraphim may replace both their bolt pistols with one of the following:
 - Two hand flammers 20 points per model
 - Two inferno pistols 30 points per model
- The Seraphim Superior may replace one of her bolt pistols with:
 - Chainsword free
 - Power sword 10 points
 - Eviscerator 25 points
- The Seraphim Superior may replace her other bolt pistol with a plasma pistol 15 points
- The Seraphim Superior may take melta bombs 5 points

Dominion Squad..... 70 points

	WS	BS	S	T	W	I	A	Ld	Sv
Dominion	3	4	3	3	1	3	1	8	3+
Dominion Superior	3	4	3	3	1	3	2	9	3+

Composition:

- 4 Dominions
- 1 Dominion Superior

Unit Type:

- Infantry

Wargear:

- Power armour
- Boltgun
- Frag grenades
- Krak grenades
- Bolt pistol

Special Rules:

- Acts of Faith
- Holy Fusillade
- Scouts
- Shield of Faith

Dedicated Transport:

- The squad can select any dedicated transport (see page 89).

Options:

- Include up to five additional Dominions: 13 points per model
- For every five models in the squad, up to two Dominions may replace their boltgun with one of the following:
 - Storm bolter 3 points per model
 - Flamer 5 points per model
 - Meltagun 10 points per model
- One Dominion can take a Simulacrum Imperialis 20 points
- The Dominion Superior may replace her boltgun and/or bolt pistol with:
 - Chainsword free
 - Storm bolter 3 points
 - Power sword or combi-flamer, combi-melta or -plasma 10 points
 - Condemnor boltgun or plasma pistol 15 points
- The Dominion Superior may take melta bombs 5 points



“We are beset by many terrible foes in these dark times, but we walk in the light of the Emperor, and we shall not let a single foe stay us from our duty. We are the Sisters of the great Ecclesiarchy, and we will fight to the bitter end.”

- Canoness Palmiro, Order of the Ebon Chalice

HEAVY SUPPORT

Retributor Squad..... 65 points

	WS	BS	S	T	W	I	A	Ld	Sv
Retributor	3	4	3	3	1	3	1	8	3+
Retributor Superior	3	4	3	3	1	3	2	9	3+

Composition:

- 4 Retributors
- 1 Retributor Superior

Unit Type:

- Infantry

Wargear:

- Power armour
- Boltgun
- Bolt pistol
- Frag grenades
- Krak grenades

Special Rules:

- Acts of Faith
- Divine Guidance
- Shield of Faith

Dedicated Transport:

- The squad can select any dedicated transport (see page 89).

Options:

- Include up to five additional Retributors: 12 points per model
- Up to four Retributors may replace their boltguns with one of the following:
 - Heavy bolter 5 points per model
 - Multi-melta 10 points per model
 - Heavy flamer 20 points per model
- One Retributor may take a Simulacrum Imperialis 20 points
- The Retributor Superior may replace her boltgun and/or bolt pistol with:
 - Chainsword free
 - Storm bolter 3 points
 - Power sword or combi-flamer, combi-melta or -plasma 10 points
 - Condemnor boltgun or plasma pistol 15 points
- The Retributor Superior may take melta bombs 5 points

Exorcist..... 135 points

	BS	F	S	R
Exorcist	4	13	11	10

Unit Composition:

- 1 Exorcist

Unit Type:

- Vehicle (Tank)

Wargear:

- Exorcist launcher
- Smoke launchers

Special Rules:

- Shield of Faith

Options:

- May take any of the following:
 - Searchlight 1 points
 - Dozer blade 5 points
 - Storm bolter 10 points
 - Hunter-killer missile 10 points
 - Extra armour 15 points

Penitent Engine..... 85 points

	WS	BS	S	I	A	F	S	R
Penitent Engine	4	2	5(10)	3	D6+1	11	11	10

Unit Composition:

- 1 Penitent Engine

Unit Type:

- Vehicle (Walker, Open Topped)

Wargear:

- Two Dreadnought close combat weapons (with built in heavy flamers)

Special Rules:

- Rage
- Battle Frenzy
- Unstoppable Rampage
- Shield of Faith



WARGEAR

Blessed Banner

Any Sisters of Battle unit within 12" of the Banner Bearer re-rolls failed Morale and Pinning tests. In addition, while the Banner Bearer is still alive, the Sororitas Command Squad counts as having scored one extra wound in close combat for the purposes of calculating the assault result.

Chainsword

Chainswords are close combat weapons, as described in the Assault Phase chapter of the Warhammer 40,000 rulebook.

Chirurgion's Tools

Implements of both torture and salvation, the Chirurgion's Tools can restore the fallen so that they might fight once more.

As long as the Sister Hospitaler is alive, her unit has the Feel No Pain special rule.

Combi-Weapons

A model armed with a combi-weapon (combi-meltagun, combi-plasma gun or combi-flamer) can choose to fire either the bolter or the secondary weapon, each with the profile listed elsewhere in this section. The bolter can be fired every turn, but the secondary weapon can only be fired once per battle (a combi-plasma gun can, of course, rapid fire). You cannot fire both weapons in the same turn.

Condemnor Boltgun

The condemnor boltgun is a highly specialised combi-weapon used almost exclusively by the operatives of the Ecclesiarchy and combines a boltgun with a single-shot crossbow armature. Though archaic-seeming, the crossbow fires a silver stake engraved with sigils of disruption that destabilise a psyker's connection with the Warp. A direct hit from the crossbow will therefore not only deal a severe wound to a psyker, it will also send his power spiralling out of control to consume its user.

The condemnor boltgun follows all the rules for combi-weapons given above – it comprises a boltgun and a stake-crossbow. The stake-crossbow can be fired once per game and has the following profile:

Range	Strength	AP	Type
24"	5	-	Assault 1, Psi-shock*

* Any psyker that takes an unsaved wound from the stake-crossbow shot suffers the Perils of the Warp in addition to any other effects.

Eviscerator

An Eviscerator is a grotesquely large double-handed chainsword.

Eviscerators follow all the rules for power fists, and roll an additional D6 for armour penetration.

Frag Grenade

Frag grenades are assault grenades, as described in the Assault Phase chapter of the Warhammer 40,000 rulebook.

Laud Hailer

Proclaiming the power of the Emperor in heavenly tones, Laud Hailers bolster the spirits of the faithful.

When any Sisters of Battle unit within 12" of a model with a Laud Hailer successfully makes an Act of Faith, roll a D6 straight away. On a 6, your army immediately gains a single Faith Point.

Neural Whip

Neural whips follow the rules for power weapons. In addition, Hits caused by a neural whip against non-vehicle units strike at Strength 8 and roll To Wound against the opponent's unmodified Leadership characteristic instead of their Toughness.

Rosarius

A Rosarius is a gorget or amulet incorporating a force field, worn by members of the Ecclesiarchy to protect them from physical and spiritual harm.

A Rosarius confers a 4+ invulnerable save.

Simulacrum Imperialis

These holy symbols of the Ecclesiarchy were once carried by one of the Imperium's many saints, or may even be wrought from their bones.

A unit with a Simulacrum Imperialis re-rolls failed Acts of Faith tests.

Storm Shield

A model with storm shield has a 3+ invulnerable save. A model equipped with a storm shield can never claim the +1 Attack bonus for being armed with two close combat weapons in an assault.



Vehicle Upgrades

Dozer Blade

Vehicles equipped with dozer blades can re-roll a failed Difficult Terrain test.

Extra Armour

Vehicles equipped with extra armour count Crew Stunned results on the Vehicle Damage tables as a Crew Shaken result instead.

Hunter-killer Missile

A hunter-killer missile has the following profile and can only be used once per battle.

Range	Strength	AP	Type
Unlimited 8		3	Heavy 1

A hunter-killer missile is fired at Ballistic Skill 4 and treated as an additional weapon.

Inferno Bolts

A heavy bolter equipped with inferno bolts re-rolls any failed To Wound rolls.

Storm Bolter

Pintle-mounted storm bolters are treated as an additional defensive weapon, with the profile of a normal storm bolter. See the storm bolter entry for details.

Searchlight

Searchlights are used where the Night Fighting rule is in effect. If a vehicle has a searchlight it must still use the Night Fighting rules to pick a target but, having acquired a target, may illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit does not use the night fighting special rule. However, a vehicle that uses a searchlight can be targeted during the following enemy turn as if the Night Fighting rules were not in effect, as the enemy can see the searchlight.

SUMMARY

Model

	WS	BS	S	T	W	I	A	Ld	Sv
Battle Sister	3	4	3	3	1	3	1	8	3+
Sister Superior	3	4	3	3	1	3	2	9	3+
Battle Conclave									
Arco-flagellant	5	1	5	3	1	3	4	8	-
Crusader	4	3	3	3	1	3	1	8	5+
Death Cult Assassin	5	3	4	3	1	6	2	8	5+
Canoness	5	5	3	3	3	4	3	10	3+
Celestian	4	4	3	3	1	3	2	9	3+
Celestian Superior	4	4	3	3	1	3	2	9	3+
Confessor	5	5	3	3	3	4	3	10	5+
Dialogus	3	4	3	3	1	3	1	9	3+
Dominion	3	4	3	3	1	3	1	8	3+
Dominion Superior	3	4	3	3	1	3	2	9	3+
Kyrinov	5	5	3	3	3	4	3	10	5+
Hospitaler	3	4	3	3	1	3	1	9	3+
Priest	3	3	3	3	1	4	2	7	5+
Retributor	3	4	3	3	1	3	1	8	3+
Retributor Superior	3	4	3	3	1	3	2	9	3+
Saint Celestine	7	7	3	3	3	7	5	10	2+
Seraphim	4	4	3	3	1	3	1	8	3+
Seraphim Superior	4	4	3	3	1	3	2	9	3+
Sister Repentia	4	4	3	3	1	3	2	8	-
Mistress of Repentance	4	4	3	3	1	3	2	9	3+
Uriah Jacobus	5	5	3	3	3	4	3	10	5+

Weapon

Weapon	Range	Strength	AP	Type
Bolt Pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Condemnor				
Boltgun	24"	5	-	Assault 1, Psi-shock
Exorcist Missile Launcher	48"	8	1	Heavy D6
Flamer	Template	4	5	Assault 1
Hand Flamer	Template	3	6	Pistol
Heavy Bolter	36"	5	4	Heavy 3
Heavy Flamer	Template	5	4	Assault 1
Inferno Pistol	6"	8	1	Pistol, Melta
Laspistol	12"	3	-	Pistol
Meltagun	12"	8	1	Assault 1, Melta
Multi-melta	24"	8	1	Heavy 1, Melta
Plasma Pistol	12"	7	2	Pistol, Gets Hot!
Plasma Gun	24"	7	2	Rapid Fire, Gets Hot!
Shotgun	12"	3	-	Assault 2
Storm Bolter	24"	4	5	Assault 2

Vehicles

	Armour			
	BS	F	S	R
Exorcist	4	13	11	10
Immolator	4	11	11	10
Rhino	4	11	11	10

	WS	BS	S	I	A	Armour		
						F	S	R
Penitent Engine	4	2	5(10)	3	D6+1	11	11	10



Adepta Sororitas from the Order of the Sacred Rose prepare to launch their attack.

Forge World

www.forgeworld.co.uk



Forge World make a huge array of highly detailed large resin models, upgrade kits and accessories designed to complement our range of Citadel miniatures. Amongst their products is a range of tanks, conversion kits and icons for the Sisters of Battle.

Repressor

The Repressor is a long-ordained variant of the Rhino STC whose role has been reserved for paramilitary and civil enforcement forces by Imperial edict. Both the Adeptus Arbites and the Sisters of Battle make use of the Repressor in this capacity, using it in specialist situations such as the escort of high-value Ecclesiarchy members or suppression operations on shrine worlds.

The Repressor is not just valuable in policing operations, as the Adepta Sororitas have been known to deploy it alongside their warriors in theatres of war too. With a capacity of ten multiple firepoints and a turret-mounted heavy flamer, not to mention its assault ramps, the Repressor is designed to deliver a squad of Battle Sisters right into the thick of the enemy's battlelines.

The Repressor is a plastic and resin kit available from the Forge World website, along with new rules and an army list entry.



Sisters of Battle Rhino door



Sisters of Battle Rhino front plate



Exorcist

The Exorcist is the premier artillery piece of the Adepta Sororitas, a mobile weapons platform that can unleash a barrage of firepower. Toting the deadly Exorcist missile launcher, a potent weapon that fires anywhere up to six missiles at a time, the Exorcist provides the Sisters of Battle with incredible firepower no matter where their wars of faith take them.

Although many Exorcists in a Sisters of Battle army serve as both a shrine and a mobile artillery piece, they still field weapons that are altogether more practical, and Forge World's Exorcist kit allows you to represent just such a vehicle in your army. You can even combine it with the various Sisters of Battle accessories, such as the Rhino doors, front plate and purity seals if you like, to add Sigil Sororitas symbols and other iconography to your vehicle.

You can find the whole range on the Forge World website.



The Exorcist missile launcher



Battle Report

Faith Versus Instinct



This month's second battle report sees Robin Cruddace return to the tabletop but this time at the head of a Sisters of Battle army, taking on the predatory might of a Tyranid horde led by White Dwarf's Tom Hutchings.

Battle Stats

Game size – 1500pts

Forces/players –
Sisters of Battle
(Robin Cruddace) vs.
Tyranids
(Tom Hutchings)

Deployment –
Dawn of War

Mission – Seize Ground
(4 objectives rolled)

Scrivener – Andy Hall



You may have noticed that we've been keeping Robin Cruddace quite busy of late. Not only has he been fighting with the Tomb Kings in this very issue but we also tasked him to write the new Sisters of Battle Codex and then play a battle report with them against the Tyranids – a Codex he also authored.

Nevertheless, Robin was up for taking the Battle Sisters for a test run and even felt confident he could take on the many gribbly present in the Tyranid army list. Step forward Tom Hutchings, our resident link to the Hive Mind and someone who takes particular joy in reducing his opponent's army to their constituent genomes so they're ready to be consumed by the bio-fleets. With our two players in place we set up the table, going for a traditional 40K tabletop that was dominated by the impressive Fortress of Redemption. Ideally, from a narrative perspective, we wanted the Sisters occupying the fortress as that would lead nicely into a classic 'base under siege' scenario, but we let the dice decide. It just happened that the dice

agreed with us, as a Seize Ground mission and a Dawn of War deployment type was rolled, with Robin winning the roll and placing a Battle Sisters squad in one of the three fortress annexes.

For the Fortress of Redemption we used the rules found in the December 2009 issue of White Dwarf, but if you haven't got that issue to hand then the rules in Planetstrike are very easy to modify. Basically, the three sections of the Fortress all counted as Armour 14 Buildings (with free movement between each annex), and the occupying player could surrender his squad's normal fire to shoot with the fortress weaponry instead, whether that was with the turret-mounted heavy bolters, the Heavy 1 (Ordnance) Strength 8 AP3 missile silo or the twin-linked lascannon.

With the players fully briefed, it was time for the Sisters to ready their weapons and for the Tyranids to glisten their teeth. That the battle would be fierce there was no doubt but would instinct or faith prevail? There was only one way to find out – let battle commence...



Robin: The Sisters of Battle excel at short-range firefights, but getting up-close to a Tyranid swarm is not usually a recipe for long-term survival. However, my army will be led by none other than Uriah Jacobus, and

if anyone can help me win the day, it'll be this crazy old man, who should not be underestimated at any point.

With three squads of Battle Sisters (Squads Athena, Bethuda and Cythinion), a Dominion Squad and Seraphim Squad, I'll have enough firepower (and flamers) to deal with anything from Termagants to Tyranid Warriors. I'll need some heavier weapons to blast apart any Carnifexes and Hive Tyrants (shoot the big ones!) before they stampede into my lines, a job I'm going to task to a Retributor Squad and an Exorcist. The power of the Exorcist comes from the devastating potential of its missiles. However it has a notoriously temperamental machine spirit, which means it could bless me with six missiles or just one when I need it most. Many devotions to the Emperor will be said before battle commences.

Just in case any Tyranids do survive though, I'll be taking a Penitent Engine and a Battle Conclave of Arco-flagellants – just the thing to mount a heroic counter-charge. With my army chosen there's nothing left but to pray to the Emperor and burn some foul xenos.



Tom: Well, a chance to unleash the Tyranid swarm upon its creator is clearly not one I'd want to pass up...

I always start off by adding a strong Synapse backbone to my Tyranid army, so the first choice was obviously a Hive Tyrant, ably defended by a pair of Tyrant Guard. Two units of Tyranid Warriors give me some backup for the big fella, and a bit of ranged power to boot.

As Sisters are wont to bring plenty of Rhinos and other pesky metal contraptions along with them, I added in a pair each of Hive Guard and Zoanthropes for some serious anti-tank firepower.

At this point I noticed I didn't have many bodies in the army yet, so I went a big fat unit of Termagants and an only slightly smaller unit of poisonous Hormagaunts (re-rolling to wound is always great fun, especially when the targets are wearing power armour, I'll need all the help I can get!).

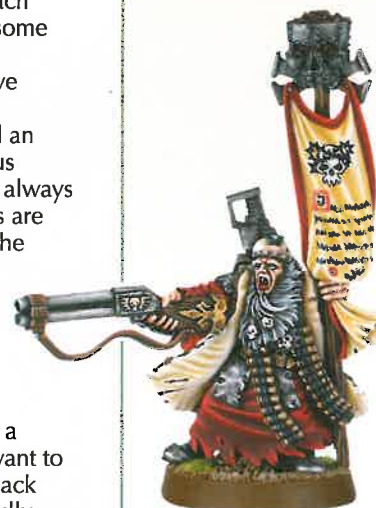
A bit of sneakiness and speed never goes amiss, so I went some outflanking Genestealers, and some speedy Gargoyles and Raveners.

Finally, I picked a Trygon for real impact. A Carnifex would have been a lovely thing to include, but I didn't want to skimp on sheer mass, so he got left back on the bio-ship. My force was now fully assembled, and enemy organisms had been located – it was time to devour...

Watch out for...

Including Uriah Jacobus will not only allow Robin to re-roll the dice to determine Faith Points, but the unit he accompanies into battle will gain Feel No Pain and +1 Attack.

As for Tom's Tyranids, with the Fortress of Redemption to breach, Tom's Zoanthropes may well come into their own due to their devastating Strength 10 Warp Lance psychic power.



Uriah Jacobus

The swarms of Hive Fleet Leviathan skitter, stride and burrow towards their prey



Enemy Sighted

Turns 1-2

Annotations

A All the Seraphim survive the difficult landing amongst the crater in no small part to their Shield of Faith special rule and some good rolling by Robin. Even so, they are then assaulted by the Raveners. The fearsome xenos slay three Battle Sisters, who flee from the carnage but are consumed by the pursuing Tyranids.

B The Retributors aim at the Hive Tyrant and score two wounds both of which are taken by the Tyrant Guard.

C The Exorcist also targets the Hive Tyrant but only fires one missile. The wound is taken on the Tyrant Guard once again.

D The Penitent Engine is drawn towards the closest enemy, striding northwards, followed by Uriah and his attendant Arco-flagellants.

E The Gargoyles fly along the east flank trying to close down the Retributors but it will be another turn before the Battle Sisters are within assault range.

F The surviving Zoanthrope powers its deadly Warp Lance and a bolt of energy arcs across the battlefield to strike and destroy the missile silo although the annex itself remains intact.

G Squad Athena takes control of the southern objective, despite the presence of a Trygon.



Objective

Squad Bethuda was already ensconced in the fortress and with no sign of the Tyranids for the moment, the remainder of Robin's army tentatively moved onto the battlefield. The exception was the Seraphim, who were kept in reserve, ready to Deep Strike in when the enemy had revealed themselves. In the Shooting phase Robin moved his squads further on to the table to maximise fields of fire in preparation for the Tyranids' eventual appearance.

As expected, Tom started his first turn by swarming his models on from the north and advancing even further by running in the Shooting phase to reduce the distance to their prey. Tom's force was separated into roughly two parts, with the two broods of Tyranid Warriors and the Raveners approaching from the north-west and the Gaunts, Gargoyles and Hive Tyrant advancing from the north-east.

The second turn saw the Seraphim flying down from upon high and attempting a daring landing in the north of the battlefield, behind the Termagant swarms. Unfortunately, Robin's roll scattered them wide, causing a Deep Strike Mishap. Tom was given the choice of where to place the Seraphim and elected to stick them in a crater to the west, which was dangerous terrain and also conveniently in assault range of the Raveners.

Unperturbed, Robin moved onto his other models. Squad Athena disembarked from their Rhino and occupied the lascannon annex of the fortress, the Immolator drove northwards, and prepared to spurt promethium on the encroaching Tyranid Warriors but remained out of range for now. Meanwhile, the Retributor Squad had already taken up a strong firing position in the east and brought their heavy bolters to bear on the swarms.

In the Shooting phase, Robin used one of his four Acts of Faith on the Retributors to give their weapons the rending ability, they unleashed their holy bolts upon the Hive Tyrant, but the creature's bodyguards intervened to prevent serious damage. Robin spent another Faith point on Squad Bethuda in the Fortress, who fired at the Zoanthropes, killing one outright and wounding another.

In Tom's turn, the Tyranids advanced upon the fortress. The Raveners and Tyranid Warriors struck westwards, towards the fallen Seraphim and Uriah Jacobus. But while the Raveners were fully committed to the assault, the Tyranid Warriors held back and fired their venom cannon at the Penitent Engine. The walker was hit but shrugged off the effects, refusing to be shaken by the attack. Nevertheless, the Tyranids were left in a strong position for the following turns.

1-2

End of Turn 2



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Trygon Eruption

Just to the south of the fortress, the ground erupted and a Trygon emerged, crackling with energy. The monster directed the bio-electric pulse at the Immolator and glanced the vehicle, preventing it from firing in the next

turn as energy rippled around the hull. More importantly, the creature was in the heart of Robin's defence and could easily strike at the Sisters themselves or the fortress in the following turns.

Fire and Fury!

Turns 3-4



The Dominion Squad prepare to engulf the gigantic Trygon in burning promethium

Leading Astray

The role of a Venomthrope is usually to shroud friendly units in a dense spore cloud thus giving them a measure of protection. However, Tom's Venomthrope took the role of bait, leading the deadly Penitent Engine away to keep it from attacking the majority of his army.



Robin started the turn with a healthy 5 Faith Points, none of which would go to waste considering how close the enemy was. First and foremost was the serious matter of the Trygon that stood ready to rip apart the Fortress of Redemption. Robin had kept Canoness Helena and her accompanying Dominion Squad in reserve for just such an instance, they sped forward in their Rhino and disembarked, bringing flamers and meltaguns to bear. In the west the Penitent Engine was forced to advance on the Ravensers, as the nearest enemy, followed by Uriah and the Arco-Flagellants. To further bolster the west flank, Squad Cythinion approached in their Rhino and alighted with weapons ready, the Ravensers firmly in their sights and revenge for the Seraphim in mind.

Robin began his Shooting phase with the Dominion Squad firing on the Trygon. An Act of Faith was successfully granted, giving Robin twin-linked heavy flamers. Three wounds were caused, but Tom made all his saves. However, the Trygon didn't survive the fusillade totally unscathed as the Dominion Superior's plasma pistol did take off a wound. Squad Cythinion called upon their Act of Faith and fired upon the Ravensers. Even with the ability to re-roll

1s to hit, Robin's Battle Sisters proved to be deadly accurate and all three Ravensers were slain in a hail of holy firepower.

Squad Athena were next to shoot and took aim at the Trygon from the rampart of the fortress. Bolter fire reverberated around the battlefield and the Trygon was hit an impressive 15 times, but the beast's dense carapace proved tough to break and so the creature was only wounded twice before Tom made both his saves to increase Robin's ire even further. This left him with no other option but to fire the Exorcist at the same target. The maximum six missiles were launched, all of which wounded the Trygon, reducing the creature to purple goo! There was some debate around the table as to whether Robin should have used the Exorcist against the Trygon in the first place, but its innate unpredictability would have made this a risky ploy to say the least! Tom may have lost a powerful creature before its true destructive might could have been utilised, but it had soaked up a tremendous amount of Robin's firepower.

Robin finished his Shooting phase with the Retributors, bringing down four of the rapidly-approaching Gargoyles and Squad Bethuda took aim at the Tyrant but failed to wound it or even force the Tyrant Guard to shield their master.

3-4

The advent of Tom's third turn meant he was finally in a position to strike, although his Genestealer reserves had yet to arrive. The Gargoyles flew into the Retributors, while the Hive Tyrant moved in on the fortress. The Venomthrope backed up to lure the Penitent Engine away from the action. Otherwise, Tom's forces advanced but kept two of the objectives within claiming distance of his Troops.

In the shooting phase, the Hive Guard temporarily prevented the Exorcist from firing. The Zoanthrope unleashed its *Warp Lance* on the missile silo annex again, this time destroying the heavy bolters, much to Tom's annoyance. Back in the west, the Tyranid Warriors fired their venom cannon at the Battle Conclave. The shot was accurate and slew every member of the unit except for Uriah Jacobus; the old missionary was not ready to die at the hands of the Emperor's enemies just yet.

It was then time for the Assault phase. The Gargoyles swarmed around the Retributors and wiped out the Battle Sisters with relative ease. The Hive Tyrant charged the missile silo annex and breached the plascrete walls with its massive blades. The resulting explosion slew a Tyrant Guard, a Gargoyle and two Battle Sisters of Squad Bethuda in the blast.

It was still anyone's battle and Turn 4 saw the most intense fighting so far. With

the death of the Trygon, Robin rearranged his firing lines, by bringing the Dominators back to the fore via their Rhino and moved Squad Bethuda back into the intact part of the fortress. In the Shooting phase the Immolator finally unleashed its twin-linked heavy flamer on the Tyranid Warriors but only managed to wound one. Squad Athena fired upon the same target and was more successful, reducing the unit to one lone Tyranid Warrior. Squad Bethuda targeted the Gargoyles and utterly destroyed them – another Battle Sister unit avenged!

Tom's fourth turn saw him gnashing his incisors in frustration as the Genestealers failed to appear yet again, they were proving to be either slow or just lazy – either way the Hive Mind was not impressed. The Termagants moved forward to take the south-east objective and the other swarm of Gaunts kept the northern objective firmly in Tyranid control. The lone Tyranid Warrior advanced forward in a sacrificial move to occupy the Penitent Engine. In the Shooting phase the Zoanthrope initially targeted the accursed Exorcist but it was actually out of range. This forced the Hive Tyrant to fire on it (and thus prevent it from setting about the rest of the fortress). But to further frustrate Tom, the Hive Tyrant missed by several inches, leaving Robin's most powerful weapon free to fire in the coming turn...

Acts of Faith

Such is their strength of faith that Battle Sisters can gain a divine boon when in dire need. The nature of the Act of Faith will depend on the unit, for example the Dominion Squad successfully gained an Act of Faith making their weapons twin-linked. The inclusion of the Canoness was useful as it gained Robin a further +1 bonus when rolling to see if the Act of Faith was successfully implemented.



Rather than risk another barrage of Exorcist missiles, the Hive Tyrant fires on the Sister's tank – but misses!

The Fortress Stands

Turns 5-6

Late for Supper

Tom's highly elite and ferocious Genestealers proved extremely tardy by not making an appearance until the fifth turn of the battle. To add insult to injury, they then arrived on the wrong flank (from Tom's perspective at any rate) and then were promptly beaten in combat and wiped out by the Battle Sisters of Squad Cythinion. Not a good day for the usually dependable Genestealers.



After a weak fourth turn by Tom, it was Robin's chance to capitalise and claim victory for the Sisters. Things didn't start off too well as he rolled 3 for his Acts of Faith and then chose to re-roll but only ended up with a 2! In the east the Dominator Squad disembarked from their Rhino and used their Act of Faith to gun down and burn the Hormagaunts – it was late into the game now, and Robin wisely wanted to make sure that Tom had no Troop broods to control any objectives. 14 Tyranids died in the ensuing inferno. Squad Bethuda continued the fusillade, slaying a further two and just leaving a solitary Hormagaunt. If this creature reverted to its instinctive behaviour it would leave the objective to go and feed, which was Robin's hope. Squad Athena turned to the fortress weapons and fired the lascannon at the Tyranid Warriors, leaving just one, which was engulfed in Immolator fire. The Exorcist targeted the Hive Tyrant much to Tom's horror. Three missiles struck the creature, leaving it on a single wound. Finally, the Tyranid Warrior from the second brood was assaulted by the Penitent Engine.

Tom had to quickly bring things back on side in the fifth turn, or else lose the battle. The Genestealers finally turned

up in the west; they charged straight into Squad Cythinion who were taking cover in the crater. This allowed the Sisters to strike first and, with the help of Jacobus, they overcame the alien threat and wiped them all out! Also in Tom's turn, the lone Hormagaunt fell back to protect the north objective and let the more numerous Termagants advance to take the south-eastern one. The Hive Tyrant assaulted the Canoness and Dominator Squad. The Canoness was slain, along with two more Sisters, but the squad remained in the fight.

Turn 6 saw Robin strike out and claim another objective behind the fortress securing two in total; he just had to shake Tom off one to gain the upper hand. A Rhino was sent off to contest one of Tom's tenuously held objectives and Squad Bethuda advanced from the safety of the tower annex to contest the objective in the south east. It was a gamble as there was no guarantee the game would end on Turn 6. However, it proved to be a very wise move as too many Tyranids had been burnt or were full of bolter holes. Tom's attack had been blunted and the Sisters were victorious, holding two objectives to the Tyranids one. In this battle, at least, faith had overcome instinct.



Time for Penitence!

After being 'led by the nose' for the majority of the battle by Ravens and then a cheeky Venomthrope, the Penitent Engine finally caught some prey. Tyranid Warriors are not used to being hunted down, if

anything, it is they who are normally chasing quarry. In this instance the lone Tyranid Warrior was definitely prey and the Penitent Engine fell upon the creature with righteous fury, destroying it utterly.

End of Game

Final Score

SISTERS OF BATTLE 2 TYRANIDS 1



A The Zoanthrope tries to unleash its *Warp Lance* again but rolls a double-6 for its *Perils of the Warp* test and explodes!

B The Penitent Engine, having gotten a taste for Tyranid Warriors, seeks out the last surviving creature, although the game ends before it can close with its prey.

C The Hive Tyrant remains locked in combat with the stubborn Sisters of the Dominator Squad, who are keen for vengeance due to the loss of their beloved Canoness.

D The Termagants swarm around Squad Bethuda but it is too little, too late – victory belongs to the Sisters of Battle!

Victor's Lament

Robin: Thanks to their faith in the Emperor, and some very jammy dice rolls, the Sisters of Battle have salvaged a little pride for me after having lost to Jeremy earlier on with my Tomb Kings. However, it was by no means a certain victory.

Winning the dice roll to deploy first in this game gave me a huge advantage, as it meant I could deploy my squads in the fortress from the very start. Until Tom's horde breached the fortress' formidable armour there was no way his swarms could get to the Battle Sisters inside. This gave Tom all sorts of headaches, because those broods that had the ability to get through that armour, like his Zoanthropes and Hive Guard, also had to contend with my own firebase units, such as the Exorcist and Retributor Squad. I think Tom split his fire well but was let down only by his abysmal damage rolls. It seemed that for every 6 I rolled for my *Shield of Faith*, he rolled a 1 when trying to inflict damage. Tom was also unlucky with his reserves. I think his Trygon appeared too early – and got hammered back into the ground as a result – whilst his Genestealers arrived too late. By the time they appeared, Uriah Jacobus and Squad Cythinian had secured their objective, and with the advantage of cover they managed to fend off the dreaded xenos. Had they arrived earlier, I doubt even Jacobus' mightiest heroics would have prevented them from being ripped to pieces.

However, I didn't have everything my own way. My Seraphim were unceremoniously torn apart by Tom's Ravens before they got a single shot off, and the Battle Conclave was annihilated in a single round of bio-weapons fire. However, when I needed those 6s the most, they were there. Truly the Emperor protects.

To join the Ecclesiarch and field a mighty Sisters of Battle army of your own then visit the Games Workshop website where you'll find the entire range of models and kits.



THE FINAL CRUSADE OF VRAN HYCHAX

PLANETARY EMPIRES CAMPAIGN WEEKEND



Come and take part in this unique Warhammer 40,000 gaming experience, as you fight as a member of a team of four to conquer the Galaxy! Can your team conquer enough planets and collect enough resources to claim victory?

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Warhammer World, Nottingham

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- You must be at least 12 years of age to participate in this event. Players under 16 must be accompanied by an adult.
- You will fight in a team of four - either arrange to come up with three friends or simply join a team on the day!
- Full events pack available online at Games-workshop.com
- Tickets go on sale 17th August 2011, available from www.games-workshop.com or Game Workshop customer service on 0115 9140000.

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- Five great games of Warhammer 40,000, using lots of unique special campaign rules.
- A hot lunch with dessert on Saturday and Sunday and an evening meal on Saturday.
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- Organised entertainment on both the Friday and Saturday nights including a Warhammer 40,000 themed quiz!
- Access to all of Warhammer World's facilities including the Miniatures and Exhibitions Hall.
- Tickets cost £57 per player.

GAMES WORKSHOP

THE AUGURY

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.

Events & Community 106-111

● UK Games Day 2011

In the last in the series of preview articles before the big day, Rik Turner takes one last wander around Head Office, sniffing out the latest news about what's going on at Games Day 2011.

● 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 112-117

● 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 Finder

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

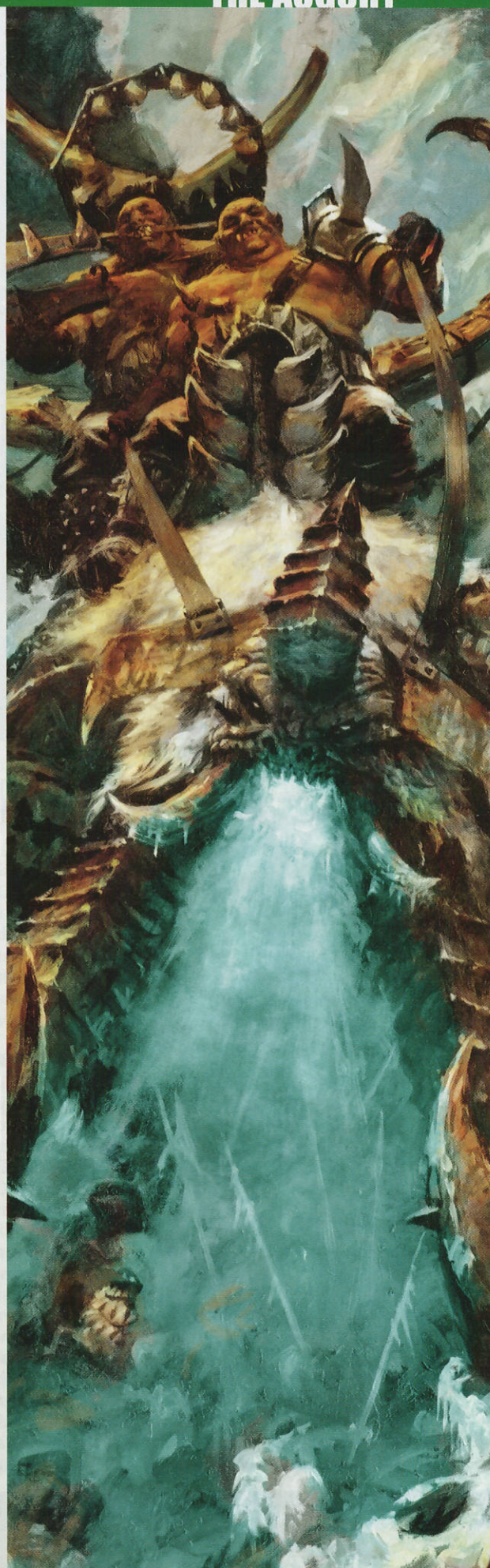
Available to Order 120-121

● Games Workshop Direct

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

● Available to Order

This month we continue to release new miniatures in Citadel Finecast. To accompany the release of Warhammer: Ogre Kingdoms, the existing range will be released in Citadel Finecast, making it the first range of miniatures to be available entirely in plastic and Citadel Finecast. The Ogre Kingdoms range contains a wide variety of great miniatures, many of which are exclusively available to order, from the characterful Ogre Maneaters to special characters such as Greasus Goldtooth.



GAMES DAY & GOLDEN DEMON 2011



With less than a month to go until the big day, Rik Turner sets out one last time in search of the very latest news about what's going on at Games Day 2011.

This month I thought I'd take a wander over to Warhammer World and find out what the team there have in store for this year's Games Day. However, before I could get very far, I was intercepted by a very excited Graeme Lyon with the latest Black Library news.

Black Library Redux

Graeme: 'Black Library's presence this year will be our best yet. We'll be bringing loads of authors, including – deep breath! – Dan Abnett, Graham McNeill, Aaron Dembski-Bowden, Sarah Cawkwell, Chris Wraight, James Swallow, Gav Thorpe, Nick Kyme and many others. I'm very excited that William King will be joining us for the first time in eight years, and signing copies of *Blood of Aenarion*, the first book in the brand new Tyrion and Teclis series.

'*Blood of Aenarion* will be available to buy a whole two months early, along with huge amounts of other great books, including *Salvation's Reach*, *The Outcast Dead*, *The Gildar Rift*, *Nocturne*, *The Red Duke*, *Hammer & Anvil*, *Thanquol's Doom* and *Thorn and Talon*, a compilation of Dan Abnett-penned audio dramas featuring

Inquisitors Eisenhorn and Ravenor.

'We're making our annual Games Day book bigger and better than ever. The Games Day Anthology is fully three times the size of previous years, with no less than six (yes, six!) brand new short stories from top authors Graham McNeill, C.L. Werner, Gav Thorpe, Andy Chambers, Chris Wraight and Nick Kyme, with tie-ins to Black Library series old and new. It's also a gorgeous hardback, which will look great on any bookshelf – not that it'll ever see your bookshelf, as you'll be too busy reading it!

'Speaking of hardbacks, we'll also have one hundred copies of the limited edition Horus Heresy novella *Promethean Sun* for sale on the day. This handsome tome is bound in faux-lizard hide, with a fold-out colour insert and marker ribbon. Oh, and did I mention that every copy is numbered and personally signed by the author?

'We'll have some other cool exclusives as well, like posters and gorgeous A3 prints of artwork from some of our most popular novels. You'll also be able to check out samples of our website-exclusive ranges, like our Print On Demand books and our wide – and ever-growing – range of



This year we will be celebrating the winners of the Golden Demon painting competition along with the winner of the Scrap Demon conversion competition and, for the first time ever, *Armies on Parade*.

eBooks and audio downloads. We'll also be revealing an exciting new digital product...

'Finally, I can announce that this year, you'll be able to interact with the authors in a brand new way. We can't reveal any more at this stage – there will be full details in the Games Day programme – but this is something we're very excited about, and we're sure you will be too!

'Check out www.blacklibrary.com and our Facebook page – or subscribe to our Twitter feed (@blacklibrary) to keep up to date with all the latest news and information.'

And with that, Graeme was off, leaving me to continue on to Warhammer World where I caught up with the custodians of the Gaming Hall, Ray Dranfield, Adam Snook and Lise Ward.

Art Competition

Lise: 'Each year Games Day hosts the prestigious Art Competition; a fantastic opportunity to bring your visions from your sketchbooks and hard drives, to where they can be truly appreciated – in front of thousands of hobbyists. For 2011 the theme 'Storm of Magic' provides plenty of choice with magic users, sweeping battles, unworldly architecture, rampaging monsters, the effects of spells... Wherever your imagination takes you!

'Entering the competition is easy. We have two categories, 12 to 15 years and 16 plus. You can enter one piece of your own work, completed before Games Day, and no larger than A4. This can be in any medium; inks, pencil, computer graphics, acrylics, pen – whatever you like. Simply bring your piece of art to Games Day, register it with the Art Competition staff before 12.00, and wait for the results!

'As well as receiving a framed art print, we'll take the two winning pieces to Warhammer World, and display them over a few months to be seen by thousands of visitors from around the world.'

Quick Draw Competition

'There's also a Quick Draw art competition on the day. Spaces are limited so start thinking now. Will you draw a character, a duel or a battle scene? With only a sheet of A4 paper and a pencil, you'll have just 20 minutes to share your vision of Warhammer or Warhammer 40,000, which will then be judged by Games Workshop's own artists!'

Bring and Battle

Adam: 'At the Bring and Battle area Warhammer World will be bringing along loads of gaming tables, including some of our exclusive Feature Tables, built by our scenery experts! Just bring along your army and play on these truly great boards. You'll also get to try out brand new scenarios, written for our events, and have your battle

count towards the huge campaigns which we'll be running on the day – your game could help decide the fate of millions!

Warhammer World Demos

'Our team is running a stage where you can observe the experts in fifteen minute hobby demonstrations, and pick up a whole range of quick tips. Taken from Warhammer World's new monthly workshop events, these are run by experts from areas such as Forge World, 'Eavy Metal and the Warhammer World Scenery Team. See what the workshops offer and learn something from these masters that you can then use in your own hobby.

'If all that isn't enough, you can also secure limited pre-release tickets for our popular workshops and gaming events, including January's 'Eavy Metal Masterclass and the Storm of Magic: Shadows Over Albion Campaign Weekend.'

Scrap Demon Competition

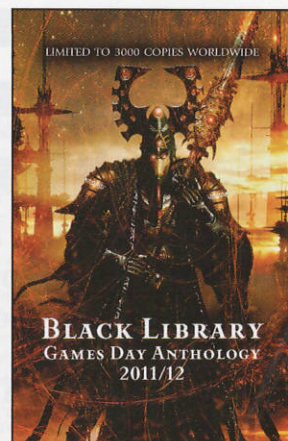
Ray: 'The Scrap Demon conversion competition is always popular, and to increase the challenge, this year there's a time limit – what can you build in 20 minutes? With Storm of Magic as the theme, you can ferret through mounds of plastic sprues, then clip and glue together your own converted Wizard, Shaman, Sorcerer, Necromancer... Anything, as long as it looks like it can blast magic. The only limit to your miniature is your imagination.'

Games Workshop Archives

Lise: 'The Games Workshop Archives contain miniatures, products and artwork from over 30 years and at Games Day you can enjoy highlights from 2011's exhibitions at Warhammer World. Original artwork for Orcs & Goblins, classic Undead miniatures that inspired Tomb Kings, memorabilia from previous Games Days and much more. What will you recognise or discover for the first time?'

On the way back to my desk, I decided to stop by the guys who work with our licensing partners, and I'm glad that I did. Although getting details from them was like getting blood from the proverbial stone, I was able to discover that Fantasy Flight Games (publishers of *Warhammer Fantasy Roleplay*, *Deathwatch* and many more), and THQ (creators of the critically acclaimed *Dawn of War* series and *Space Marine* – released this month) will be in attendance, showing off their latest products for you to immerse yourselves in.

And finally, I have just enough room to tell you that the guys from the website will also be at Games Day to talk to you about your hobby and photograph your miniatures for the blog. So, if you have something you'd like to share (or have any cake to offer – Ed), don't forget to bring it along.



This year's exclusive Black Library Games Day Anthology is bigger than ever and strictly limited to just 3,000 copies.



Licensed Partners including Fantasy Flight Games and THQ will be at this year's Games Day, showcasing their latest releases including *Space Marine*, pictured above.

GAMES DAY TICKET £30
Product code: 60139999136
€39, 300dkr, 380skr/nkr, 150zl

GAMES DAY PARENT TICKET £6*
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September 2011

September 3rd



COMMAND CENTRE WORKSHOP

Date: 3rd September, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Spend the whole day with our Warhammer World Scenery Team experts, where they will teach you how to build an awe-inspiring Warhammer 40,000 centerpiece to take home for your gaming table. Over the course of the day you will build up your command centre using all the materials provided as the experts show you all the skills and techniques needed.

Your ticket includes entry for one person into the Command Centre Workshop where you'll get a Shrine of the Aquila boxed set and three Basilica Administratum boxed sets to build from. You also get lunch in the legendary Bugman's Bar and access to all of Warhammer World's available facilities including the Gaming Arena and Exhibition Hall.

Tickets: £122.50 per person, available from Customer Services on 0115 91 40000 and from www.games-workshop.com

Contact: 0115 900 4994 or email the Warhammer World Events Team at: whworldevents@games-workshop.co.uk

September 10th



WARHAMMER 40,000 DOUBLES WEEKEND

Date: 10th–11th September, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 12+ (Under 16s must be accompanied by an adult)

Details: Come along with your gaming partner and spend the weekend at Warhammer World playing great games, meeting new opponents and swapping your best war-stories.

You will need two fully painted and based 875 point armies. The Doubles Rules Pack and Event Guide are available to download from www.games-workshop.com under the Warhammer World section.

You will take part in five games over the weekend with early registration and open gaming on Friday evening. Lunch on Saturday and Sunday and evening meal on Saturday are included in the ticket price. There will be organised entertainment activities on Saturday evening including a quiz!

Tickets: £87 per two player team, available from Customer Services on 0115 91 40000 and from www.games-workshop.com

Contact: 0115 900 4994 or email the Warhammer World Events Team at: whworldevents@games-workshop.co.uk

GAMESDAY & GOLDEN DEMON 2011

25TH SEPTEMBER 2011, BIRMINGHAM NEC LG ARENA



October 2011

October 1st



PAINTING WORKSHOP: SPACE MARINES

Date: Saturday 1st October, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 12+ (Under 16s must be accompanied by an adult)

Details: If you're looking to learn the techniques you need to paint Space Marines quickly and effectively, who better to teach you than Chris Peach and Duncan Rhodes from the Design Studio's Hobby Team! Spend a fantastic day with them painting a Space Marine Assault Squad in the Chapter colours of your choice, and learn how to paint your miniatures to a high standard in no time at all.

Tickets: £102, available by calling 0115 91 40000 and from www.games-workshop.com

Contact: Warhammer World Events Team at whworldevents@games-workshop.co.uk

Website: www.games-workshop.com

October 8th



AUTUMN THRONE OF SKULLS

Date: Warhammer 8th–9th Oct
Warhammer 40,000 15th–16th Oct

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Spend a weekend fighting great battles, seeing wonderful-looking armies, making new friends, and swapping war stories at this year's Autumn Throne of Skulls event. Here's your chance to spend two days playing your favourite game and testing your skill against a wide range of opponents. Could you walk away as the winner with one of the coveted Throne of Skulls trophies?

Tickets: £56, available by calling 0115 91 40000 and from www.games-workshop.com

Contact: Warhammer World Events Team at whworldevents@games-workshop.co.uk

Website: www.games-workshop.com

October 15th

TURKU FANATIC 2011

Date: 15th–16th October, 2011

Venue: T-Talo, Vanha Hämeentie 29, Turku, Finland

Age Limit: No limit

Details: The Gaming Club Ordo Aboensis is proud to present the Turku Fanatic 2011 Warhammer and Warhammer 40,000 tournaments – the biggest annual Warhammer tournament in Finland!

Tickets: Tickets cost €25 for the weekend, available from 1st August. Order by e-mail from teemaro@gmail.com.

Contact: teemaro@gmail.com

Website: www.ordoaboensis.net

November 2011

November 5th



APOCALYPSE – TITANICUS: THE LIBERATION OF ORESTES

Date: 5th November, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 12+ (Under 16s must be accompanied by an adult)

Details: Take part in the defence of Orestes – an epic all-day battle featuring the Forge World Studio Titans! Join the massed ranks of either the Imperium of Mankind or the dreaded Traitor Legions, as the battle that will decide the fate of the sector is fought!

Tickets include entry into the biggest game Warhammer World has ever held, and a number of exclusive extras including the opportunity to meet Dan Abnett, author of *Titanicus*, and Forge World's Will Hayes, sculptor of the Eldar Reaver Titan. Tickets also include a hot dinner provided in the restaurant and access to all the Warhammer World facilities.

Tickets: £25 per person, available from Customer Services on 0115 91 40000 and from www.games-workshop.com

Contact: 0115 900 4994 or email the Warhammer World Events Team at whworldevents@games-workshop.co.uk

November 12th



THRONE OF SKULLS: WAR OF THE RING

Date: 12th–13th November, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 12+ (Under 16s must be accompanied by an adult)

Details: Spend a weekend fighting great battles, seeing wonderful-looking armies, making new friends and swapping war stories! Here's your chance to spend two days playing your favourite game and testing your skill against a wide range of opponents – could you walk away the winner of one of the coveted Throne of Skulls trophies?

You will need a 1500 point painted War of the Ring army, taken from the War of the Ring Rulebook. You will play 5 games of War of the Ring over the weekend against opponents matched to your ability, as well as take part in organised evening entertainment on the Saturday night (including the infamous War of the Ring Quiz...).

Tickets: £56 per person, available from Customer Services on 0115 91 40000 and from www.games-workshop.com

Contact: 0115 900 4994 or email the Warhammer World Events Team at whworldevents@games-workshop.co.uk

November 19th



WARHAMMER DOUBLES WEEKEND

Date: 19th–20th November, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 12+ (Under 16s must be accompanied by an adult)

Details: Come along with your gaming partner and spend the weekend at Warhammer World playing great games, meeting new opponents and swapping your best war-stories.

You will need two fully painted and based 1000 point armies. The Doubles Rules Pack and Event Guide are available to download from www.games-workshop.com under the Warhammer World section.

You will take part in five games over the weekend with early registration and open gaming on Friday evening. Lunch on Saturday and Sunday and evening meal on Saturday are included in the ticket price. There will be organised entertainment activities on Saturday evening including a quiz!

Tickets: £87 per two player team, available from Customer Services on 0115 91 40000 and from www.games-workshop.com

Contact: 0115 900 4994 or email the Warhammer World Events Team at whworldevents@games-workshop.co.uk

November 26th



PLANETARY EMPIRES CAMPAIGN WEEKEND: THE FINAL CRUSADE OF VRAN HYCHAX

Date: 26th–27th November, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: The renegade Vran Hychax intends to control all trade routes in the Veiled Region and has amassed a mighty army. But word of Vran's corruption has reached the Ordo Hereticus and Inquisitor Talmec, who immediately despatches his own armies to bring the traitor to justice...

Fight in teams of four players using armies of varying sizes. Play five games, either singles or team battles, in order to claim victory, fighting for control of the Pleuric system!

Tickets include lunch on both days, an evening meal provided in the restaurant and access to all the Warhammer World facilities.

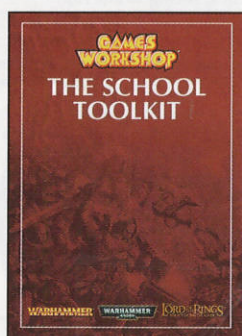
Tickets: £56 per person, available from Customer Services on 0115 91 40000 and from www.games-workshop.com

Contact: 0115 900 4994 or email the Warhammer World Events Team at whworldevents@games-workshop.co.uk

NATIONAL FINAL 2011



Bek Hawky reviews this year's School League National Final, celebrates the champions of 2011, and explains how you can take part in the 2012 season, which starts now!



Getting Started

If you have joined a new school this September check out if they have a club that you can join so that you too can take part in this fantastic tournament. If you don't have a club at your school – don't despair, download the School Toolkit from our website for your teacher and get them to phone Bek Hawky on 0115 900 4821 and register now.

www.games-workshop.com

The School League National Final took place on 29th June and a fantastic day was had by all. Twenty-seven schools arrived to fight for the glory of being crowned the best players in the country. With the top teams from across the country meeting to fight to claim the victory it was always going to be a day full of hard-fought battles.

The Warhammer 40,000 tournament saw the fiercest battle – there being only one point difference in the final scores between first, second and third place. Boston Grammar school carried the victory with the help of Kye Hammond, a player kindly loaned by De Lisle Catholic Science College. Boston gained that vital point to secure victory, as one of their players, Phillip Peris also received a nomination for the Best Painted Army Award with his beautifully painted Grey Knights. However, the award went to Michael Free of Northgate School for his fabulous Dark Eldar army, with galaxies and star systems painted across the hulls and blades of his force.

Slough Grammar school carried the day in both the Warhammer and War of the Ring tournaments, going on to win the Warhammer Best Painted Army and Most

Sporting Player awards as well! The Best Painted Army was won by James Foster with his great Morr-themed Empire army. Nathan Young was awarded the Most Sporting Player after coaching his opponents on how best to use their armies – even if it turned the battles against him!

Finally, the War of the Ring team from Homewood School valiantly stepped up to the mark when they replaced another team who couldn't attend, painting their armies and learning to play in just five weeks to then take the win – a truly epic effort!

2012, just around the corner

The School League 2012 season has begun so make sure you visit your local Games Workshop Hobby Centre and get practicing for the Heats! Your store will be able to help you plan, build and paint your armies and can even give you great tactical advice to give you the best chance of winning and leaving your name in School League history.

The Heats take place in February – locations and dates can be found on our website, and places have been filling up fast so get your teacher to book now to secure your place and chance for glory.



WARHAMMER

1st Place: Slough Grammar School
2nd Place: East Norfolk Sixth Form College
3rd Place: Priestnall School



WARHAMMER 40,000

1st Place: Boston Grammar School
2nd Place: King Edward IV School
3rd Place: Park House School



WAR OF THE RING

1st Place: Slough Grammar School
2nd Place: Kings School Grantham
3rd Place: Homewood School



WARHAMMER BEST PAINTED ARMY

James Foster, Slough Grammar



WARHAMMER 40,000 BEST PAINTED ARMY

Michael Free, Northgate School



MOST SPORTING PLAYER

Nathan Young, Slough Grammar

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 Hobby 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 Hobby Centres also 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 further customise and add character to your armies.

What's more, if you have your order sent to your local Hobby Centre, 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. All you need to do is come along.

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

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Full listings 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.

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



GAMES WORKSHOP

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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 Games Workshop 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 full store listings to find your local Premium Store!

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

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BS7 8BA Tel: 01179 244655
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SO23 8RY Tel: 0196 286 0199
ALDERSHOT, The Game Shop:
GU11 1DZ Tel: 01252 311 443
ALTON, Alton Model Centre:
GU34 1DD Tel: 01420 542 244
ANDOVER, Andover Toys:
SP10 1LX Tel: 01264 352 263
BASINGSTOKE, HobbyCraft:
RG22 6HN Tel: 0845 051 6571
EASTLEIGH, Eastleigh Wargames:
SO50 9JA Tel: 01908 644 779
FARNBOROUGH, Dark Star:
GU14 0EN Tel: 01252 545019
FLEET, Fleet Toys:
GU15 3BL Tel: 01252 615949
GOSPORT, TD Books and Wargames:
PO12 1LR Tel: 07969 494855
HAVANT, HobbyCraft:
PO9 1ND Tel: 0845 051 6554
LYMINGTON, HE Figures:
SO41 9AQ Tel: 01590 672002
MILFORD ON SEA, Milford Models and Hobbies:
SO41 0GD Tel: 01590 642 112
NEW MILTON, Toys of New Milton:
BH25 6HY Tel: 01425 617 805
NORTHEND, Fun Toys and Games:
PO2 0LH Tel: 01292 696734
PETERSFIELD, Folly Models:
GU24 4AD Tel: 01730 267 932
RINGWOOD, Toys of Ringwood:
BH24 1AT Tel: 01425 479 444
ROMSEY, Roundabout:
SO15 8GD Tel: 01794 512 145
SOUTHAMPTON, HobbyCraft:
SO18 3HV Tel: 0845 051 6521
SOUTHSEA, Solent Wargames:
PO4 0JP Tel: 02392 363575
SOUTHSEA, Southsea Models:
PO5 2SC Tel: 02392 733 208

HEREFORDSHIRE

GW HERFORD:
40 Elgin Gate,
HR4 0AB Tel: 01432 355 040
HEREFORD, Weobley Bookshop:
HR4 8SA Tel: 01544 319292
LEDGERY, Little Shop of Wonders:
HR8 2AA Tel: 01531 632206
LEOMINSTER, Marlin's Models & Crafts:
HR6 8ES Tel: 01568 613 782
LEITCHWORTH GARDEN CITY, Cuthbert's Toys:
SG6 3DA Tel: 01462 486030
ROSS ON WYE, Revolutions:
HR9 7DY Tel: 01989 562 639

HERTFORDSHIRE

GW HEMEL HEMPSTEAD:
16 Bridge Street,
HP1 1EP Tel: 0144 224 9752
GW ST ALBANS:
18 Heritage Close,
AL3 4EB Tel: 0172 786 1193
GW STEVENAGE:
5 Queensway,
SG1 1DA Tel: 01438 355044
BRINKHAMSTEAD, Hamlets:
HP4 2AB Tel: 01442 864 642
CHESHUNT, Creative Thinking:
EN8 9NU Tel: 01992 622333

HITCHIN, Mainly Models:
SG5 1DB Tel: 01462 422 204
LEITCHWORTH, Rowells Toy Emporium:
SG6 3DN Tel: 01462 640 712
STEVENAGE, HobbyCraft:
SG1 1XN Tel: 0845 051 6553
STEVENAGE, KS Models:
SG1 3AW Tel: 01438 746 616
WELWYN GARDEN CITY, Fun House Toy Store:
AL8 6HA Tel: 01787 391 319
WATFORD, HobbyCraft:
WD17 2SF Tel: 0845 051 6538

ISLE OF WIGHT

NEWPORT, Cheap Thrills:
PO30 1JP Tel: 01983 530 570
NEWPORT, Toy & Models:
PO30 1BQ Tel: 01983 528 258
RYDE, The Sports & Model Shop:
PO33 2DT Tel: 01983 862 454

KENT

GW BLUEWATER:
Unit 052B, Upper Thames Walk, Bluewater,
DA9 9SQ Tel: 0132 242 7880
GW CANTERBURY:
Unit 5, Iron Bar Lane,
CT1 2HN Tel: 0122 745 2880
GW MAIDSTONE:
7a Pudding Lane,
ME14 1PA Tel: 0162 267 7435
GW TUNBRIDGE WELLS:
36 Grosvenor Road,
TN11 2AP Tel: 0189 252 5783
ASHFORD, Kid's Stuff:
TN23 1AB Tel: 01233 610200
ASHFORD, Xpress Games:
TN14 8JN Tel: 01233 621710
BEXLEY HEATH, Kit Krazy:
DA6 8BT Tel: 0208 298 7177
BROADSTAIRS, Time & Space:
CT10 1LP Tel: 01843 866 006
CHATHAM, Maynes:
ME4 4BP Tel: 01634 400 031
CRAYFORD, HobbyCraft:
DA1 4DL Tel: 0845 051 6535
DEAL, John Roper:
CT14 4TE Tel: 01304 361404
DOVER, Turners Models:
CT17 0ST Tel: 01304 203 711
DOVER, Xpress Games:
CT16 1BU Tel: 07809 201704

FOLKESTONE, Penkarts:
CT19 4DP Tel: 01303 279292
GRAVESEND, Steve's Collectables and Toys:
DA12 2QE Tel: 01474 564 465
GRAVESEND, The Stamp Centre:
DA11 0AY Tel: 01474 534 166
HERNE BAY, Spearings:
CT16 3EB Tel: 01227 374 049
HYTHE, Apple Jax:
CT21 5JU Tel: 01303 262 602
MAIDSTONE, HobbyCraft:
ME16 0SN Tel: 0845 051 6539
MAIDSTONE, Model World:
ME14 5LH Tel: 01622 758855
ROCHESTER, Rochester Games:
ME1 1JT Tel: 07952230818
SEVENOAKS, JH Lorimer:
TN13 1JR Tel: 01732 452 840
SEVENOAKS, Mankovics:
TN14 5AR Tel: 01322 454 952
SITTINGBOURNE, F1 Hobbies:
ME10 3TB Tel: 0845 2602622
SITTINGBOURNE, Nickel Books:
ME10 4PD Tel: 01795 429 546
THANET, HobbyCraft:
CT10 2BF Tel: 0845 051 6564
TUNBRIDGE WELLS, HobbyCraft:
TN2 3UR Tel: 0845 051 6568

LANCASHIRE

GW BLACKPOOL:
8 Birley Street,
FY1 1DU Tel: 0125 375 2056
GW BOLTON:
Unit 14 (1st floor), Crompton Place,
BL1 1DF Tel: 0120 436 2131
GW BURY:
16 Crompton Street,
BS9 6AD Tel: 0161 797 6540
GW PRESTON:
15 Miller Arcade,
PR1 2QY Tel: 0177 282 1855
GW WIGAN:
12 Crompton Street,
WN1 1YP Tel: 01942 829121
ASHTON UNDER LYNE, Roundabout Toys:
OL6 6AJ Tel: 01613 432 344
BLACKBURN, Batcave:
BB2 1JL Tel: 01254 667 488
BLACKBURN, Mercers Toys:
BB2 2BL Tel: 01254 681401
BLACKPOOL, Collectables:
FY4 1BW Tel: 01253 403839
BOLTON, HobbyCraft:
BL1 2SL Tel: 0845 051 6531
BOLTON, Portcullis Wargames Emporium:
BL1 4AD Tel: 07528 722365
BURMLEY, Compendium:
BB12 0BQ Tel: 01282 457 060
CHORLEY, Hampsons Toys & Nursey World:
PR7 2SQ Tel: 01257 263045
CLITHEROE, Cowgills of Clitheroe Ltd:
BB7 2DA Tel: 01200 423 587
COLNE, West End Model Centre:
BB9 0BT Tel: 01282 867711
LEIGH, Storktown Ltd:
WN7 1AW Tel: 01942 671 116
ORMSKIRK, Taylors:
L39 2AA Tel: 01695 573516

PRESTON, HobbyCraft:
PR1 6AF Tel: 0845 051 6529
THORNTON, Toys 2 Save:
FY5 4TZ Tel: 01253 855 905

LEICESTERSHIRE
GW LEICESTER:
Unit 2, 216/20 Silver Street,
LE1 5ET Tel: 0116 253 0510

GW LOUGHBOROUGH:
22 Biggin Street,
LE11 1UA Tel: 01509 293 8107

LEICESTER, Table Top Tyrant:
LE1 3JR Tel: 01162 533 954

ASHBY-DE-LA-ZOUCH, Steve's Models:
LE65 1HP Tel: 01530 416 827

LOUGHBOROUGH, Wargames Inc:
LE11 1JA Tel: 01509 235505

LUTTERWORTH, Ace Connections:
LE17 4EJ Tel: 01455 558335

MELTON MOWBRAY, Cobwebs:
LE13 1XA Tel: 01664 500700

LINCOLNSHIRE AREA

GW BOSTON:
45 Wide Bargate,
PE21 6SH Tel: 01205 356596

GW GRIMSBY:
9 West St Mary's Gate,
DN31 1LB Tel: 0147 234 7757

GW LINCOLN:
Unit S1A, Sallergate, (outside of Waterside Centre),
LN2 1AP Tel: 0152 254 8027

GRANTHAM, At Hobbies:
NG41 9SE Tel: 01476 565899

LOUTH, Castaline:
LN11 9ET Tel: 01507 602 149

MABLETHORPE, Belas Toymaster:
LN12 1AD Tel: 01507 473 328

SCUNTHORPE, Shermans Model Shop:
DN15 6LD Tel: 01773 842 439

SKEGNESS, The Model Shop:
PE25 3NY Tel: 01754 763 429

SKEGNESS, Warlords of the Coast:
PE25 1RY Tel: 01754 763886

SPALDING, Mason's Models:
PE11 1DQ Tel: 01773 722 456

STAMFORD, Stamford Models and Hobbies:
PE9 2AN Tel: 01780 767934

LONDON

GW ANGEL:
36-37 Middleton Street, Angel Islington,
EC1R 1UA Tel: 0207 7130835

GW BRENT CROSS:
Unit F9, Lower Mall, Brent Cross Shopping Centre,
NW4 3FE Tel: 0208 202 4979

GW BROMLEY:
Unit 24, The Mall, Bromley,
BR1 1TS Tel: 0208 466 0678

GW COVENT GARDEN:
Unit 33, The Market,
WC2E 8BF Tel: 0207 240 5106

GW CROYDON:
Unit 35, Centaur Shopping Centre, Kewley Road,
CR0 1TF Tel: 0208 680 4600

GW EPSOM:
8 High Street,
KT19 8AD Tel: 01372 751881

GW KENSINGTON:
Shop 7, Lancer Square, Kensington Church Street,
W8 4EH Tel: 0207 937 7011

GW KINGSTON ON THAMES:
33 Fife Road,
KT1 1SF Tel: 0208 549 5224

GW OXFORD ST:
Unit F10, The Plaza Shopping Centre,
W1D 1LT Tel: 0207 436 0839

GW MUSWELL HILL:
117 Alexandra Park Road,
N10 2DP Tel: 0208 883 9901

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

GW STAINES:
8 Clarence Street,
TW18 4SP Tel: 01784 446 0675

GW SUTTON:
Unit 26, Times Square Shopping Centre,
SM1 1HF Tel: 0208 770 9454

GW UXBRIDGE:
Unit 32, Chequers Mall, The Pavilions Shopping Centre,
UB8 1LN Tel: 0189 525 2800

GW WATERFORD:
Unit G, 1A Queen Street, Harlequin Centre,
W1D 2TB Tel: 01923 245388

GW WOOD GREEN:
Unit 93, The Mall Wood Green, High Street,
N22 6BA Tel: 0208 8891079

BARNET, Toys Toys Toys:
EN5 3RQ Tel: 0208 449 8966

BECKENHAM, Beckenham Toys:
BR3 1EN Tel: 02086 505 355

BLACKHEATH, 2nd Impressions:
SE3 0TA Tel: 0208 852 6192

CHISHWICK, Turnham Arts and Crafts:
W4 1TS Tel: 0208 9952872

CLAPHAM, Russ:
SW11 1HW Tel: 0207 228 6319

CROYDON, HobbyCraft:
CR0 4XU Tel: 0845 051 6570

DULWICH, The Art Stationers:
SE21 7BN Tel: 0208 693 5938

EALING, Northfields Models:
W13 9QU Tel: 0208 299 3444

EAST SHEPPEN, Pandemonium:
SW14 8AE Tel: 0208 878 0866

ENFIELD, Pearsons:
EN2 6J Tel: 0208 373 4200

FINCHLEY, Leisure Games:
N3 2DN Tel: 0208 346 2327

FULHAM, Patrick's Toys:
SW6 7SX Tel: 0207 3859864

GREENFORD, HobbyCraft:
UB6 0UV Tel: 0845 051 6528

HAMPSTEAD, Happy Returns:
NW3 1NH Tel: 0207 435 2431

HARROW, Toy Galaxy:
HA1 2RH Tel: 0208 424 0300

HERNE HILL, Just Williams:
SE24 9HL Tel: 0207 733 9955

HORNCHURCH, Modellers World:
RM12 5RX Tel: 01708 630633

KINGSTON, The Print Gallery:
W11 3HL Tel: 020 7221 8805

MUSWELL HILL, Art For Art's Sake:
N10 1DJ Tel: 020 8442 0512

LONDON, 4D Modelshop:
E1 6EL Tel: 020 7264 1288

ORPINGTON, Chips:
BR6 0JR Tel: 01642 227348

ORPINGTON, HobbyCraft:
BR5 3RP Tel: 0845 0516576

PUTNEY, Toyshop:
SW15 1TV Tel: 0208 785 9955

ROMFORD, HobbyCraft:
RM1 1AU Tel: 0845 051 6545

RUISLIP, John Sanders:
HA4 8JB Tel: 01895 634 848

SOUTH WOODFORD, South Woodford Library:
E18 2GS Tel: 0208 708 9067

VICTORIA PARK, The Toybox:
E9 7HD Tel: 0208 533 2879

LUTTERWORTH, Dark Sphere Retail:
SE1 7NJ Tel: 0207 928 7220

WEST DRAYTON, The Aviation Hobby Shop:
UB7 8EA Tel: 01895 442123

MANCHESTER AREA

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

GW MANCHESTER:
Unit R35, Marsden Way South, Arndale Centre,
M4 3AT Tel: 0161 834 6871

MANCHESTER, Fanboy 3:
M1 1FZ Tel: 01422 370 532

MANCHESTER, Hub Retail Manchester:
M4 3AQ Tel: 0161 839 7602

MERSEYSIDE AREA

GW LIVERPOOL:
13b Central Shopping Centre, Ranelagh Street,
L1 1QE Tel: 0151 703 0963

GW SOUTHPORT:
Unit 2, The Edge, 7 High Street,
PR9 0TE Tel: 0170 450 1255

BRIMSTAGE, Wargames Store:
CH63 6JA Tel: 01523 421 233

ST HELENS, Scott Rock Hobbies:
WA9 3JN Tel: 07312 098742

ST HELENS, Rennies Arts and Crafts:
WA10 1NW Tel: 01744 739660

NORFOLK

GW KINGS LYNN:
23 Norfolk Street,
PE30 1AN Tel: 01553 777 920

GW NORWICH:
12-14 Exchange Street,
NR2 1AT Tel: 0160 376 7656

CROMER, Cromer Furniture:
NR27 9HT Tel: 01263 515153

GREAT YARMOUTH, Kerrisons:
NR40 2NZ Tel: 01493 851 891

HOLT, Starlings Toymaster:
NR25 6BN Tel: 01263 713 101

HUNSTANTON, Pavilion Toymaster:
PE16 5AH Tel: 01485 533 108

NORWICH, HobbyCraft:
NR1 1WR Tel: 0845 051 6573

NORWICH, Kerrisons:
NR3 2RX Tel: 01603 494 008

NORWICH, Starwinn Games:
NR2 1DE Tel: 01603 631920

STERRINGHAM, Starlings Toymaster:
NR26 8DS Tel: 01263 922 568

NORTHAMPTONSHIRE

GW KETTERING:
4 Lower Street,
NN16 3DH Tel: 01536 411114

GW NORTHAMPTON:
24-26 Abington Square,
NN1 4AA Tel: 01604 636 687

DAVENTRY, The Games Vault:
NN11 4AA Tel: 01327 310541

NORTHAMPTON, HobbyCraft:
NN5 5AF Tel: 0845 051 6523

NORTHAMPTON, Wargames Workshop:
NN1 4AE Tel: 07931 775263

PETERBOROUGH, HobbyCraft:
PE1 4YZ Tel: 0845 051 6563

RUSHDEN, Osborne Sports & Toys:
NN10 0PE Tel: 01938 312 415

WELLINGBOROUGH, Software Seller:
NN8 1BQ Tel: 01933 440 861

NORTHUMBERLAND

COBBIDGE, The Village Square:
NE45 5AW Tel: 01334 634 056

MORPETH, TG Allan:
NE61 1BA Tel: 01670 515 136

NOTTINGHAMSHIRE

GW NOTTINGHAM (Central):
NG1 6DQ Tel: 0115 948 0651

GW WARHAMMER WORLD:
Willow Road, Lenton,
NG7 2WS Tel: 0115 916 8410

MANSFIELD, Eye of the Storm:
NG18 3BU Tel: 01623 238919

BESTON, Chimera Leisure:
NG9 2LH Tel: 01159 229880

MANSFIELD, TC Painting Studios:
NG21 9DA Tel: 01623 480841

MANSFIELD, The Games Emporium:
NG18 2NQ Tel: 01623 640 822

NEWARK, Access Models:
NG24 1BE Tel: 01636 673 116

NEWTORPE, Calver Books:
NG16 2DP Tel: 01159 382111

NOTTINGHAM, Foundry Miniatures:
NG3 1DN Tel: 0115 8413000

NOTTINGHAM, HobbyCraft:
NG2 3GZ Tel: 0845 051 6249

NOTTINGHAM, Vague Connections:
NG1 5FP Tel: 07816 978848

RETFOOD, Bookworms:
DN22 4EA Tel: 01773 869224

WEST BRIDGFORD, Inspirations:
NG2 5GR Tel: 0115 982 1200

WORSWOP, Model Base:
S80 1DY Tel: 01909 501 752

OXFORDSHIRE

GW OXFORD:
1A Bush House, New Inn Hall Street,
OX1 2DH Tel: 01865 242 182

BANBURY, Trinder Bros:
OX16 5BN Tel: 01295 262 546

BICESTER, HobbyCraft:
OX25 2NY Tel: 01491 874200

CARTERTON, Giles Sports:
OX18 3JL Tel: 01993 842 396

DIDCOT, Toys-UK:
OX11 8RJ Tel: 01235 759450

GORING ON THAMES, Goring Hardware:
RG6 9HG Tel: 01491 874200

OXFORD, Boswells Toymaster:
OX1 3AG Tel: 01865 241 244

WALLINGFORD, Key's Toyshop:
OX10 0EW Tel: 01491 825136

WITNEY, Dentons:
OX28 6HW Tel: 01993 704 979

SHROPSHIRE

GW SHREWSBURY:
6 Market Street,
SY1 1LE Tel: 0174 336 2007

WELLINGTON, Questing Knight Games:
TF1 1PS Tel: 01952 417 747

JACKFIELD, Robert Harrop Designs Ltd:
TF8 7JL Tel: 01952 884804

OSWESTRY, Totally Games:
SY11 2SZ Tel: 01691 688 994

DONNINGTON, Sanda Games:
TF4 8AT Tel: 01952 676 722

SOMERSET

GW BATH:
15 St James Parade,
BA1 1UE Tel: 0122 533 4044

BRIDGWATER, Inscane Games:
TA6 3BW Tel: 01278 433554

BURNHAM ON SEA, GW Hurley:
TA8 1PA Tel: 01278 789 281

CLEVEDON, Inscane Games:
BS21 8ND Tel: 01275 871632

FROME, The Elboway Press:
BA11 1BS Tel: 01753 462 139

FROME, Frome Model Centre:
BA11 1DA Tel: 01373 465295

MIDSOMER NORTON, Signals:
BA3 2DB Tel: 01761 402044

SOMERTON, Somerton Hobbies:
TA11 6QQ Tel: 01458 273755

STREET, Inscane Games:
BA16 0HP Tel: 01458 441443

TAUNTON, Krackers:
TA1 4ER Tel: 01823 335 057

TAUNTON, Hatcher & Sons:
TA2 8RX Tel: 01823 272 277

WESTON SUPER MARE, The Games Banker:
BS23 1RH Tel: 01934 622141

WIRRAL PARK, Pedalers Toymaster:
B46 9XE Tel: 01458 834 562

RECOVIL, Witch Engine:
BA29 1BH Tel: 01935 427077

STAFFORDSHIRE

GW BURTON ON TRENT:
Unit B, Union Court, Union Street,
DE14 1AA Tel: 0128 353 5865

GW STOKE:
27 Stafford St,
ST1 1JU Tel: 0178 220 5287

BURTON ON TRENT, Midco Toys:
DE14 1JE Tel: 01332 347714

FENTON, Guys That Game:
ST4 2QJ Tel: 02081 338048

LEEK, Old-S-Kool:
ST13 5DS Tel: 07516 643600

LICHFIELD, Digital Dragons:
WS13 6DT Tel: 07941 637793

STAFFORD, HobbyCraft:
ST17 4SU Tel: 0845 051 6569

STAFFORD, Midlands Co-op Society:
ST16 2BP Tel: 01785 224341

STAFFORD, Stafford Games:
ST16 2HS Tel: 01785 255577

STAFFORD, Too Fat Goblins:
ST16 2NQ Tel: 01785 744 409

STOKE-ON-TRENT, Slatts Gaming:
ST3 2NN Tel: 0780 530 8213

TAMWORTH, HobbyCraft:
B78 3HB Tel: 0845 051 6525

SUFFOLK

GW IPSWICH:
63 Westgate Street,
IP1 3DZ Tel: 01473 210 031

BECLES, Toy Box:
NR24 9HE Tel: 01502 712 785

BURY ST EDMUNDS, Apocalypse Miniature Wargaming:
IP33 3AA Tel: 01284 747363

BURY ST EDMUNDS, Starlings Toyshop:
IP33 1BE Tel: 01284 761 646

FELIXSTOWE, Wizards Workshop:
IP11 2AV Tel: 01394 277 233

LOWESTOFT, Annatar:
NR32 1HB Tel: 01502 513477

NEWMARKET, Moons Toyland:
CB8 8UG Tel: 01638 663 147

STOWMARKET, D J Collectables:
IP14 1AH Tel: 01449 771 015

STOWMARKET, Simpsons & Sons:
IP14 1HA Tel: 01449 612 914

SUDBURY, Tinnetty's Toys:
CO10 1JL Tel: 01787 372238

WOODBIDGE, Toytown:
IP12 1DH Tel: 01394 383 170

SURREY

GW GUILDFORD:
Unit 1, 9/12 Tunsange,
GU1 3QT Tel: 0148 345 1793

GW WOKING:
Unit 1, Cleary Court, 169 Church Street East,
GU21 6HJ Tel: 0148 377 1675

ADDESTONE, Addestone Model Centre:
KT15 2BE Tel: 01932 845440

CAMBERLEY, Morning Star:
GU15 3SG Tel: 01276 685160

COBHAM, Funtasia:
KT11 2LR Tel: 01932 867374

DORKING, Dorking Models:
RH4 1BL Tel: 01306 881 747

FARNHAM, Enchanted Wood:
GU9 7RX Tel: 01252 722222

GOUDALMING, The Toy Box:
GU7 1NN Tel: 01483 424379

HASLEMERE, Enchanted Wood:
GU27 2HR Tel: 01428 648900

OXTEAD, JH Lorimer:
RH8 0QA Tel: 01883 715 305

REDHILL, Gamers Guild:
RH11 1BB Tel: 01293 789 123

REIGATE, The Toy Shop:
RH2 9AE Tel: 01737 245 300

RICHMOND, Toy Station:
TW9 1EE Tel: 0208 940 4896

SURBITON, Heroes and Legends Games:
KT6 7AA Tel: 0203 238 0054

WORKING, HobbyCraft:
GU22 8BD Tel: 0845 051 6556

SUSSEX AREA

GW BRIGHTON:
Unit 7, Nile Pavilions,
BN1 1HW Tel: 0127 320 3333

GW CRAWLEY:
11 Broadway,
RH10 1DX Tel: 0129 355 2072

GW EASTBOURNE:
33 Cornfield Road,
BN21 4QG Tel: 0132 364 1423

GW WORTHING:
2 Bath Place, Worthing,
BN11 3BA Tel: 01903 213 930

BEXHILL ON SEA, Tiddys Tackle:
BN40 1UN Tel: 01424 222024

BILLINGHURST, Aurora Gaming:
GU14 0JL Tel: 01403 701 991

BOGNOR REGIS, Trains Models and Hobbies:
PO21 1EH Tel: 01243 864 727

BRIGHTON, Brighton Toy and Model Museum:
BN1 1AD Tel: 01273 749494

BURGESS HILL, Kid's Stuff:
RH15 9NP Tel: 01444 257 724

CHICHESTER, Toywizz:
PO19 1DS Tel: 01243 788 055

CRAWLEY, HobbyCraft:
RH11 7ST Tel: 0845 051 6552

EAST CRINSTEAD, Martells of Sutton:
RH19 1BE Tel: 01342 321303

EAST WITTERING, Shell Toys and Gifts:
PO20 8BL Tel: 01243 672353

HASTINGS, Hastings Hobbies:
TN34 1HL Tel: 01424 200021

HAYWARDS HEATH, Clarke's:
RH16 4LL Tel: 01444 457531

HORSHAM, Battleguest Games:
RH13 5AA Tel: 01403 242003

HOVE, Kids Dreams:
BN3 5TD Tel: 01273 420 666

LEWES, Tashtor! Arts and Crafts:
BN9 2DB Tel: 01273 487676

SEAFORED, Toytown:
BN25 1PL Tel: 01323 895 681

ST LEONARDS ON SEA, Silverhill Models and Toys:
TN37 6PA Tel: 01424 431 133

STERNING, The Dollhouse Shop:
BN44 3RD Tel: 01903 016812

UCKFIELD, Kid's Stuff:

TYNE AND WEAR AREA

GW NEWCASTLE (Central):
Unit 6, Newgate Shopping Centre,
NE1 3PY Tel: 0191 232 2418

GW METRO (Metro Centre):
Unit 3, First Floor, The Metro Centre,
(near the Mediterranean Village),
NE11 9YL Tel: 0191 461 0950

GW SUNDERLAND:
253B High Street West, Sunderland,
SR1 3DH Tel: 01915 100 434

HOUGHTON LE SPRING, The Games Outpost:
DH4 4HW Tel: 0191 385 2030

GATESHEAD, HobbyCraft:
NE11 0BD Tel: 0845 051 6547

NEWCASTLE UPON TYNE, Fantastic Toys:
NE1 5QE Tel: 07812 511001

NORTH SHIELDS, SR Gladston & Son:
NE28 6ED Tel: 0191 570 335

PELAW, Graham's Wuerkshops:
NE10 0HW Tel: 01914 560822

SOUTH SHIELDS, Hawthorn Arts:
NE31 4LU Tel: 01914 560822

SUNDERLAND, Toy and Computer Store:
SR1 3DH Tel: 0191 565 5196

WARWICKSHIRE

GW COVENTRY:
Unit 39, Upper Level, Cathedral Lanes Shopping Centre,
CV1 1HL Tel: 0247 622 7311

GW LEAMINGTON SPA:
32 Regent Street,
CV32 5EG Tel: 01926 435771

GW NUNEATON:
3 Bridge Street,
CV1 4DZ Tel: 02476 325754

GW STRATFORD:
Unit 1, 27 Windsor Street,
CV37 6NL Tel: 01789 297 262

COVENTRY, Alan Tyndall Ltd:
CV1 1FS Tel: 02476 551155

COVENTRY, HobbyCraft:
CV1 1HL Tel: 0845 051 6534

NUNEATON, Heart of England Co-op:
CV11 6JX Tel: 02476 382 331

RUGBY, Joto Railways & Models:
CV22 3EJ Tel: 01788 562 372

SOLIHULL, HobbyCraft:
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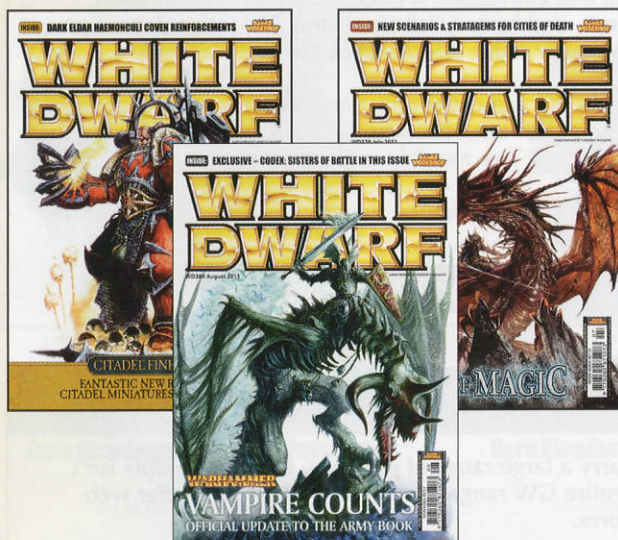
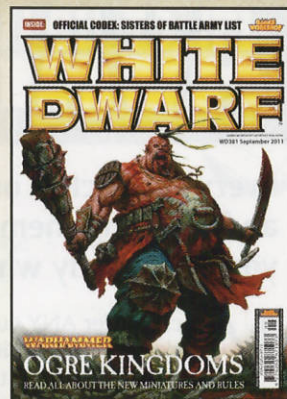
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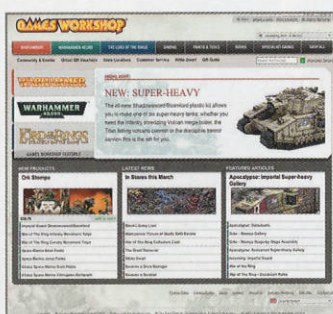
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