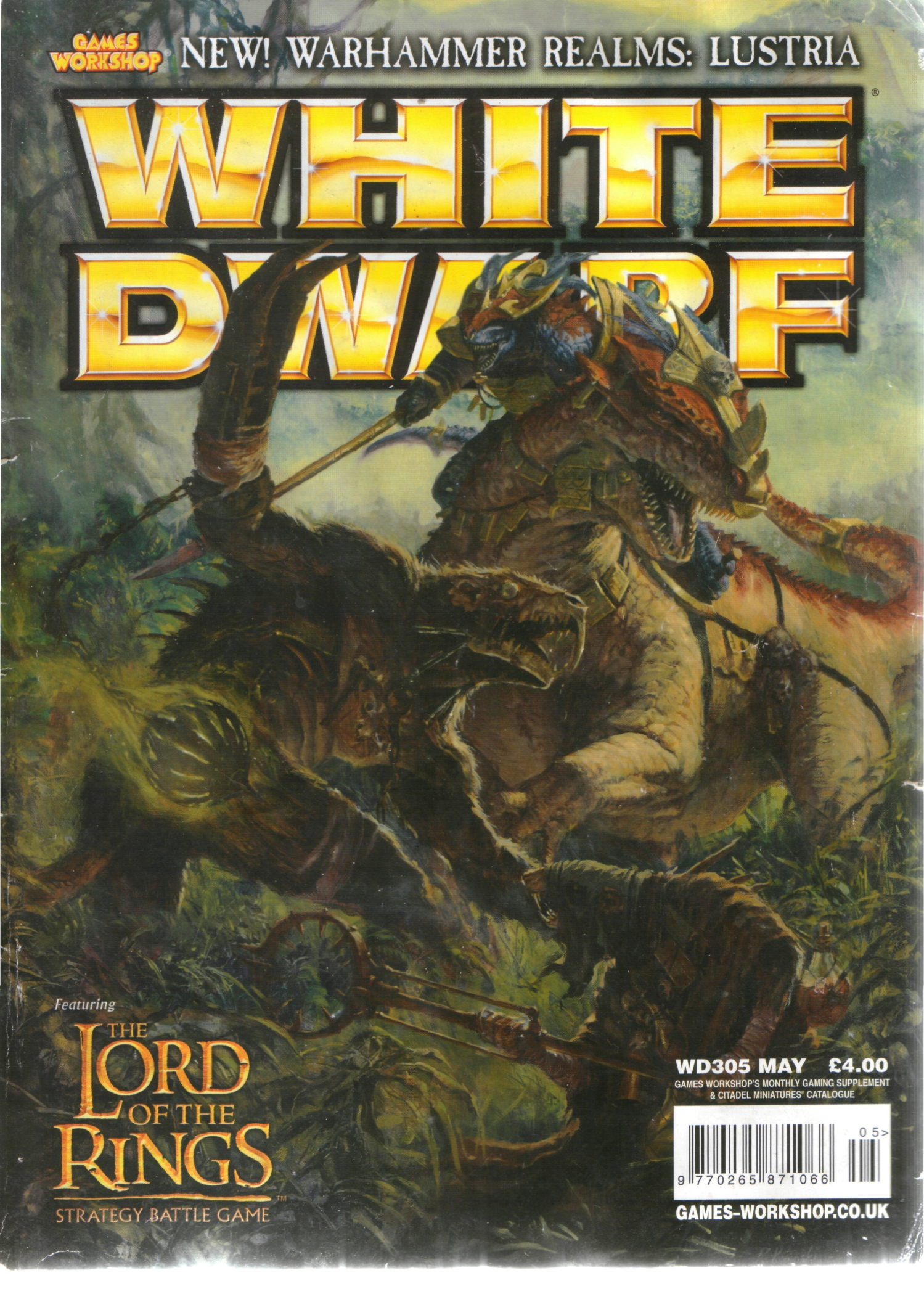
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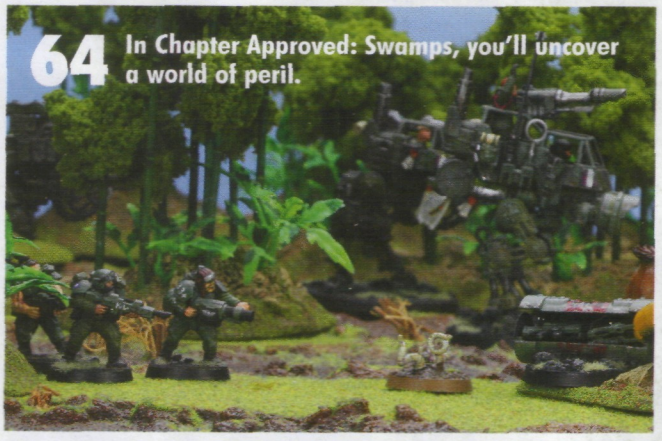
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CALL OF THE WILD

If you go down to the woods of Athel Loren today, you're sure of several big surprises. The Wood Elves are returning with a new army book and a whole new range of models and new units. And as White Dwarf found out, they're a lot darker and nastier than ever before.

"We approached the Wood Elves in the same way as the Bretonnians, by bringing them closer into line with the grim nature of the Warhammer world," says Mat Ward, who co-authored the forthcoming Wood Elf army book with Anthony Reynolds.

Gone it seems are the airy-fairy Wood Elves of sun-bathed glades, who help wayward travellers lost in the forest. In their place is a much meaner variety, given equally to slaying intruders as to aiding them.

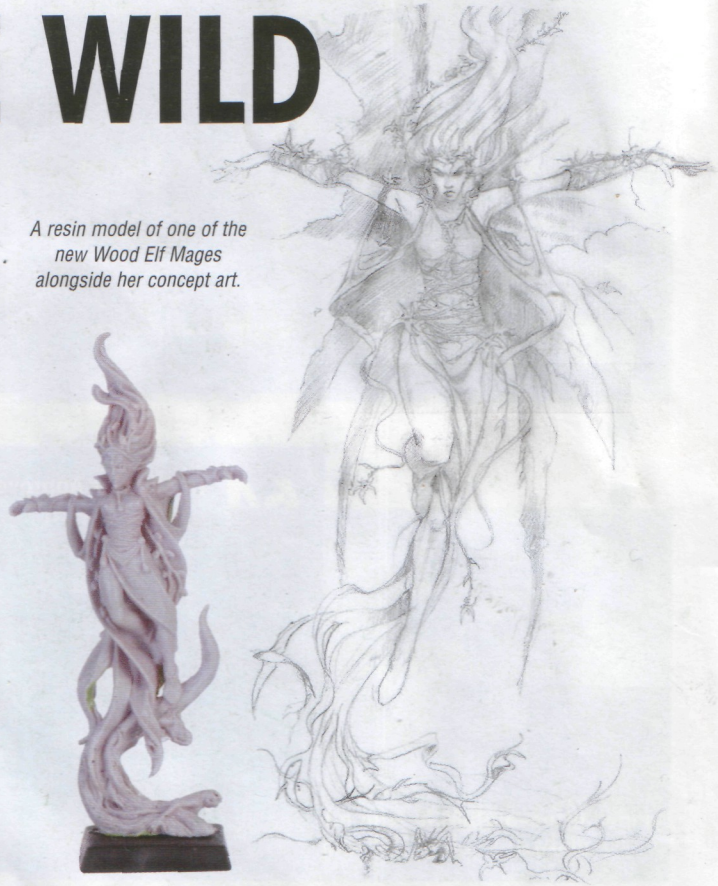
"I would describe them as capricious," Mat says. "You have High Elves who are thought of as noble and good, whereas Dark Elves are seen as malicious and evil. The Wood Elves fit somewhere in the middle, but not because they are neither – it's because they are both.

The relationship of the Wood Elves with Loren is played up in this latest incarnation. "The fate of Athel Loren and the Wood Elves is linked. Their existence is tied to the survival of the forest," Mat says.

The forest as an entity is reflected in the spirit creatures that inhabit it, sharing their realm with the Elves. They are a vital part of the army and a force in their own right. "The spirits of the forest effectively co-exist with the Wood Elves and while there is a solid alliance between them, there are occasions when they disagree." Both Treemen and Dryads are described in more detail in the book, and have been given a more important role in Wood Elf culture. Mat regards the Dryads in particular as, "Athel Loren's white blood cells, searching out intruders and expelling or slaying them".

Perhaps the biggest change in the new list is the way the Wood Elf army plays, or rather can be played. "With some new units and rules tweaks they can stand and fight like a conventional Warhammer army, whereas in the past they tended to manifest as an almost purely skirmishing force," Mat explains. Subtle rules tweaks make fighting it out in close combat a more attractive option than previously. The new spell lore that the Wood Elves use has a predominance of short-range spells that enhance the combat ability of units, while the rules for Wood Elf archery have been changed to encourage players to engage with the enemy.

These changes were very important in achieving a balance within the list, one of the trickiest obstacles as for Mat. "The thing we were aiming for was to make everything work together, synergy is important. There are a lot of options available to players in the list and we wanted to ensure that these options were all attractive. It was tough to get right and hopefully we've done that."



A resin model of one of the new Wood Elf Mages alongside her concept art.

SWORDWIND PRICE

In White Dwarf 303 the price for Epic: Swordwind was given as £8. This is incorrect. The actual price of the supplement is £12. Our apologies for any confusion this may have caused.

ONLINE NEWS

THE WAR OF THE RING™

Registration for The War of The Ring™ campaign begins on 1st May, the campaign begins in June. You'll find full details of how to get involved and a lavish interactive map on the UK website. Make sure you check out our huge collection of hobby articles and Good and Evil forums while you're there! See page 116 for our build up.

www.thewarofthering.co.uk

WD WALLPAPER

Wallpapers based upon the White Dwarf comic strip in issue 300 have now been made downloadable for your computer. You'll find a new wallpaper uploaded each month, available on the same day as the next issue of White Dwarf is previewed.

www.games-workshop.co.uk/whitedwarf

EVERY SINGLE WEEK...

There's always something new on the UK website – with weekly updates of news, hobby articles, and more. For more, sign up to the Inquisitor Newsletter at:

www.gamesworkshop.co.uk/inquisitornewsletter

Check out page 143 for the latest from the UK Web Team.

www.games-workshop.co.uk/news

A NEW DAWN

The first supplement for the Dawn of War computer game has been announced. Dawn of War: Winter Assault introduces the Imperial Guard as a new race to the game, and boasts a deeper single player experience. Pictured below is a screenshot of a massive Baneblade from the game. Keep your eyes peeled on White Dwarf for more details as they emerge!



THE WHITE DWARF'S TREASURE HOARD WINNER!

The results are in. The winner of the White Dwarf's Treasure Hoard competition has been decided. They knew that the correct answer to the question: 'Before Grombrindal became the White Dwarf, what was his name?' was Snorri Whitebeard.

Alas, disaster has struck. Although we have the winning tie-breaker character and answer to the question, the winner's contact details have become separated from their entry. We felt it was only right that this person be given a chance to claim the prize.

The winning special character is given opposite. We would like the author to contact us so we can send them their prize. For us to ensure you are the author, please tell us the precise name of your winning High Priestess. Either send a letter to the address on page 142, or e-mail:

NickK@games-workshop.co.uk

HIGH PRIESTESS OF VALAYA

Cost: 288 points
Equipment: Gromril armour with *Rune of Stone* and rune hammer.

Can be taken as a Lord choice in a Dwarf army.

SPECIAL RULE

Valaya's Touch: The High Priestess gives the Dwarf player two extra Dispel dice in the enemy magic phase.

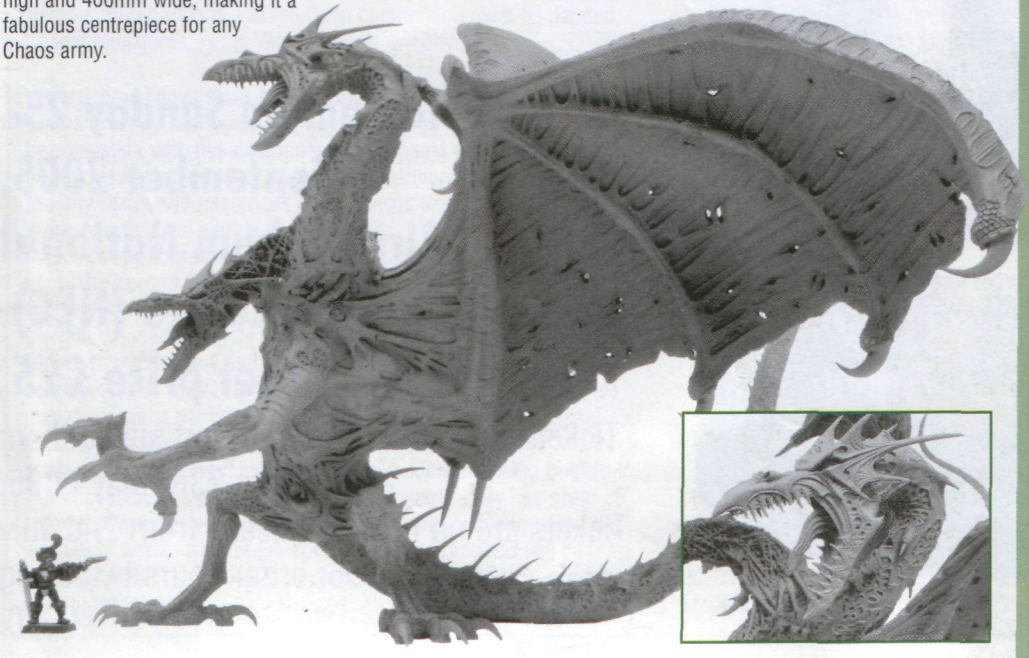
MAGIC ITEMS

Hammer of Smiting: This weapon was forged for Valaya by Grungni himself and is wielded by all High Priestesses. It is a magical great weapon that inflicts D3 wounds per wounding hit in hand-to-hand combat.

Book of Valaya: An ancient tome presented to the High Priestess at her coronation, its powerful magics protect her from harm, giving her a 4+ Ward save and Magic resistance (2).

THERE BE DRAGONS

Foes of Chaos tremble, a mighty new beast looms large on the horizon. From the talented hands of Daniel Cockersell comes this new Chaos Dragon. Released by Forgeworld, this impressive two-headed brute is a massive 280mm high and 400mm wide, making it a fabulous centrepiece for any Chaos army.



THE CITADEL MINIATURES HALL

Warhammer World's Exhibition Hall is currently closed as we transform it into a world-class display of the painted miniature. This new and exciting project will be completed by the end of May. The rest of Warhammer World remains open for business. For more details, visit:

uk.games-workshop.com/warhammer world

GAMING CLUB

Games Workshop welcomes the following clubs to the GCN:

Northumbrian Adventures Guild
Jersey Privateers
Watford Wargames Club
Portbury Knights
Battlescar
Battlenet
That Dam Gaming Club
Swindon and District Wargamers
St Aidans Wargames Club
Suffolk and Essex Gamers

For more GCN news, see page 123.

ANCIENT BATTLES

Warmaster Ancients, which allows you to play large-scale battles set in the past, will be released at the end of May by Warhammer Historical at £20.

For further details about this and other Warhammer Historical products log on to:

www.warhammer-historical.com



AIR TATTOO COMPETITION!



The Royal International Air Tattoo (RIAT) in Gloucestershire is the world's largest military air show, featuring over 300 aircraft. And White Dwarf has 15 pairs of adult tickets to give away!

This year the show is held on 16th and 17th July at RAF Fairford and will include some of the greatest aerobic display teams in the world. The theme for this year's event is 'Surveillance 05 – Eyes in the Sky', lifting the lid on the secretive world of aerial espionage with a wide variety of rarely seen reconnaissance aircraft.

There is also a gathering of 'Tiger' and 'Big Cat' squadrons and some special displays marking the 60th Anniversary of the end of WW2 and the birth of the United Nations. Add to this a range of ground-based attractions including flight simulators, interactive exhibitions and an outdoor concert and you've got an event with something for everyone.

You can purchase tickets at:
www.airtattoo.com
Or by calling: 0870 758 1918

To win a pair of adult tickets simply answer the question below correctly:

What is the largest front line RAF fighter?

Then fill in the form below and send it to the address given.

RIAT M015
Royal International Air tattoo 2005 Competition, RAF Charitable Trust Enterprises, PO Box 1940, Fairford, Glos, GL7 4NA.

Answer .....

Name (Mr/Mrs/Miss) .....

Address .....

.....

Postcode .....

Data Protection Act 1998: From time to time the RAF Charitable Trust Enterprises may wish to send you details of other events and services which they feel may be of interest to you. Please tick if you do not wish to receive this information.

GAMESDAY & GOLDEN DEMON 2005



Golden Demon is Games Workshop's premier painting event. Every year thousands of entrants take part, all hoping to win a highly prized Golden Demon statuette. Only the very best succeed and for the ultimate winner there is the coveted Slayer Sword, a uniquely forged trophy bestowed upon whoever is deemed to have the best entry of the competition. Fame and glory are but a paintbrush away...

This year Golden Demon is changing venue, moving from the National Indoor Arena to the National Exhibition Centre (NEC) in Birmingham. The NEC is a much larger staging ground for this prestigious event and should guarantee unparalleled access to the miniature cabinets in which the entries are displayed. It also allows us to have a separate entrance for all Golden Demon entrants. The categories though, remain the same as last year. In all cases, the judges will be looking for well painted and well presented models. In addition, we will look at how well the model or models fit in with the published concept of our game backgrounds. That isn't to say that we won't reward innovation and creativity, but this must be demonstrated within the spirit of the worlds we present in our games.

Remember that all entries must be Citadel miniatures, Forge World models or Imperial Armour vehicles. Conversions in all our categories are welcome! Warhammer 40,000 categories include entries for Necromunda, Epic and Battlefleet Gothic. Warhammer includes Mordheim, Warmaster and Blood Bowl.



10am to 4pm on Sunday 25th September 2005.
Birmingham National Exhibition Centre (NEC).
Ticket price £25.

Tickets on sale for White Dwarf subscribers from 23rd May 2005.
Tickets are on general release from 2nd July 2005, order yours by calling 0115 91 40000.

CATEGORIES

There are ten main categories of Golden Demon, together with two extra categories, the Open Competition and Young Bloods. The Open Competition is a special tournament. Anyone can enter, even Games Workshop staff so expect the standard to be very high. The Young Bloods showcases the finest efforts of our young, aspiring painters and is open to entrants 14 years and under.

LORD OF THE RINGS MODELS

There are three Golden Demon Categories open to all The Lord of The Rings entrants; Duel, Diorama and Single Miniature. You may also enter The Lord of The Rings models into the Open Competition too. However, please note that you may not mix models or model components from our The Lord of The Rings ranges with models from our other ranges in any of the categories. For example, if you are entering the Diorama, Duel, The Lord of The Rings Single Miniature or Open category based on The Lord of The Rings background you must use models or components from Games Workshop's The Lord of The Rings range only, you may not include models or components from any other range. Similarly you may not mix The Lord of The Rings models or components into any category entries based on the Warhammer or Warhammer 40,000 backgrounds. Entries which mix models or model components in this way will be disqualified.

BASES

When describing what bases you may use we have used the term, "appropriately-sized gaming base" in some instances. The intention here is to allow a little flexibility whilst keeping to the spirit of the competition. So, if you want to mount your Terminator on a 40mm square base for aesthetic purposes, you can still enter it in the Warhammer 40,000 single model category. Similarly if you prefer to base your fantasy model on a round base instead of a square one you will not be penalised. However, please note the judges reserve the right to move models that are not on appropriate bases into a category they deem more fitting.

SCENIC DISPLAY BASES

Many people like to mount their models upon large scenic display bases or plinths. This is permitted providing the individual model can be removed and stand upon an appropriately sized gaming base. If the scenic base is integral to the model your entry will only be eligible for the Diorama category. Although display bases can add to the impact of a unit, our judges do not take such bases into consideration when making their decisions. In fact, models on display bases are usually removed from the base when being judged.

ARTEFACTS

Golden Demon is all about painting Citadel miniatures. As a result we no longer permit the inclusion of artefacts based on our games in the competition.

JUDGES' DECISIONS

The judges' decisions are final. All the judges we employ are experienced employees and know exactly what they are looking for. The judges reserve the right to move models into a different category if it is entered inappropriately or disqualify a model if they feel it breaches the rules of the competition. We will not enter into discussion about the judges' decisions.

GOLDEN DEMON CATEGORIES

Further details as to what type of model qualifies for each category will be given in issue 307 of White Dwarf.

CATEGORY 1
Warhammer 40,000 Single Miniature

CATEGORY 2
Warhammer 40,000 Squad

CATEGORY 3
Warhammer 40,000 Vehicle

CATEGORY 4
Warhammer 40,000 Monster

CATEGORY 5
Warhammer Single Miniature

CATEGORY 6
Warhammer Regiment

CATEGORY 7
Warhammer Monster

CATEGORY 8
Duel!

CATEGORY 9
Diorama

CATEGORY 10
The Lord of The Rings Single Miniature

YOUNG BLOODS
Models by painters aged 14 and under.

OPEN COMPETITION

COMPETITORS' GUIDELINES

You can only enter once in each category, and all entries to Golden Demon, Young Bloods and the Open competition must be painted Citadel Miniatures, Forge World models or conversions.

We welcome conversions based upon our Warhammer and Warhammer 40,000 game worlds in all categories, but these should be consistent with the atmosphere of the game worlds and spirit of the miniatures ranges that we produce. Furthermore, please do not use any real-world references or references to other non-Games Workshop fictional worlds in your entries. At this time, due to the nature of our license, we cannot accept scratch built models based upon The Lord of The Rings intellectual property. Conversions made exclusively from our The Lord of The Rings range are acceptable. Overall, the judges will be looking for well-painted models that adhere to the imagery and ethos of the worlds represented in our fictional worlds of Warhammer and Warhammer 40,000. All single miniatures must be mounted on the appropriate gaming bases. Read the category descriptions carefully. It is your responsibility to enter a miniature in the correct category. When models are being booked in, it is impossible for us to check that every single entry has been entered correctly. Whilst judging, we may spot such anomalies but we simply won't have time to correct these and models will be marked down or excluded accordingly as we see fit. We reserve the right to refuse entry.

All entries must be personally handed in and registered at the National Exhibition Centre, Birmingham, on 25/09/05. All entries must be collected from the show stands at specified times by the entrant in person. These times will be published in the Games Day programme and will be announced over the PA system on the day. All competitors will be fully responsible for the transport of their own entries to and from the competition, and for storing their own transport and packing materials on the day. Please don't ask us to look after carrying cases and giant cardboard boxes. We simply will not have the room behind the stands to store these nor the staff to look after them. We will all be busy looking after the entries themselves.

Once entries are booked in we will, of course, undertake to look after them as carefully as we can. However, we can accept no responsibility for loss or damage to individual entries. Models are entered at the competitor's own risk.

Entry to any of the competitions gives Games Workshop the right to photograph and publish details of models entered as we see fit. Finally, remember the point of the tournament is to showcase the efforts of our hobbists and to have some fun. You may not agree with the final outcome, but please bear in mind that the judges' decisions are final and we will not enter into any correspondence regarding them.

EDITORIAL



Guy Haley

Guy: This month's subject is: green. Yes. Green. Goblins are green. Green is the colour of plants, of fresh dewy mornings. Of trees abud in spring. It is the colour of mother nature, and her cool, loving embrace is tinged all through with green. Ahhhh…

I forget myself. Yes, green is good. Mostly. Unfortunately it is the predominant colour of far too many gaming tables. The colour of our pleasant land may be green, but the far future is not green, it is the GREY! of terrible, haunted dead worlds. It is the WHITE! of frigid planets, where blizzards sweep in off treacherous ice sheets to shroud isolated research stations. It is the sickening PEUCE! of poisonous ash wastes. And every other colour in between. Likewise the Warhammer world is equally blessed with a variety of unpleasant environments, from the lurid and worrying Chaos Wastes, to the endless, volcanic drabness of the blighted Dark Lands, while Tolkien's Middle-earth is a huge continent of geographically distinct regions.

You don't have to go mad to add to your games, nor do you need a dozen different tables. My good friend Jes and I had a fantastic battle simply by putting some industrial scenery on the WD gaming board, bits and bobs made by Rudgie for Inquisitor. Immediately we had a refinery. Even though the table was still green, these dozen pieces of themed scenery changed our experience totally. Not only did it make us feel in a more Warhammer 40,000 mood, but the scenery also gave us new tactical challenges, as we had a multi-level battlefield. (I lost, but that's irrelevant).



Rudgie's scenery. Looks great, and is quite easy to make.

YOU CAN TOO!

'I can't make that,' you may say. Nonsense! Rudgie's scenery is indeed mighty fine, but at the heart of it it's just a bunch of cardboard fashioned into interesting shapes, some tubes and the odd creatively used coffee cup lid. Even if you don't go the whole hog, and add all Rudgie's special details, just getting some old tins and spraying them grey gives you something different to fight over. So dig out WD304 and re-read Middle-earth in Winter. Turn to page 54 and check out our swamps feature in this issue. Although you may not play these games systems often (why not?) all the scenery tips work for all wargames. Why, with only these two articles as your guide, you could add the lustrous hues of white and brown to your gaming table.

Okay, so the swamps are green and brown, but I am trying to work to a theme here, run with me.

GOBLINS ARE MY FRIENDS

Other than that I had shocking disappointment the other day in our office Warhammer campaign. My fluff-heavy Goblins, though proud of their detailed theming, tired of defeat and got in some Boar Boyz, and as many chariots as the campaign rules would allow (and, er, a couple extra). But still I was forced to choke upon the spiky nugget of defeat! I am compelled to look into that most horrible of truths: Maybe I am rubbish at Warhammer! No, it can't be. I'm just having a run of bad luck. Yes, that's it. One that's lasted about 20 years…

May you roll higher than I (though not if you're playing me, thanks),

Guy Haley
Editor



Christian Byrne

Christian: If you've become sick and tired of hearing me talk about Space Marines in the last few months, then never fear. I've taken a break to return to my first passion – Chaos, for both Warhammer and Warhammer 40,000. Recently I sat down and brainstormed an army list for my Chaos Undivided for Warhammer. It consists of numerous units of hounds that screen heavy hitting units like Chaos Knights, Chaos Warriors and Chaos Ogres. I had a quick look at what I had managed to paint so far and realised that apart from the odd model most of the big units and characters had been done. With some Marauder Horsemen, a Chariot and 10 or so Chaos Hounds I'll have quite a diverse army, so I'm now working on these.

I also have some big games of Warhammer 40,000 coming up, so I want to complete a few straggling models for my Black Legion. This includes finishing off my Raptors and second Defiler, adding three more Chosen Noise Marines and painting a new Chaos Lord (with twin lightning claws). I have a month to get them done and after that I think I may finally leave them alone for a while (until I see something new that I just have to include, that is). Anyway, here's a picture of one of my Chaos Warriors, and there are plenty more where he came from.



THE WHITE DWARF TEAM





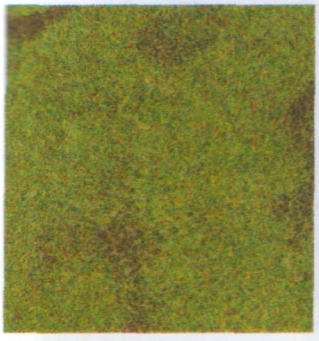
Paul Rudge

Rudgie: Due to an accident I found myself having to repair one of my 2'x 2' modular terrain boards. A corner of one of the tiles had been damaged, revealing an area of white polystyrene. It was while repairing it I noticed how well the surrounding flock and static grass took the paint and it got me thinking! So I did a little test to see what I could achieve with a bit of drybrushing. I used Bleached Bone, Kommando Khaki, a little Skull White, some autumn gold static grass and some clump foliage from my local model store to create an arid landscape. Hopefully the pictures below will explain further.

On the painting front I have finished my first Easterling. Why an Easterling? Turn to page 118 To find out more.

On a similar subject I received a letter and pictures today from a trio of ladies who are quite simply mad about anything to do with The Lord of The Rings. To say their Gaming room is awesome is an understatement, everyone here at the bunker was simply amazed by the huge amounts of terrain, 14 Mûmaks and the amount of related merchandise. They even have a life-size Aragorn!

So to Elaine, Teagan and Cherish I say thank you and we shall hopefully be showing the readers of White Dwarf what I am talking about sometime in the near future.



Before



After



Greg MacGregor

Greg: I made up for a defeat to Rudgie this month with a solid victory in a game of Warhammer 40,000. A force of Eldar supported by Catachan Guardsmen (led by Colonel Paul 'Mad as a Scottish Badger' Foulkes – you may remember him from articles such as 'Necromunda', and 'Help, the Tyranids require Haggis') embarked on a rescue mission to recover a downed Eldar ambassador. His captors were a downright despicable legion of Tau, led by Commander Pinyo Gulashart, also of recent Necromunda notoriety.

After a scrappy affair, the greater mobility afforded by my Eldar and the Imperial Guard's ability to act as cannon fodder… uh, I mean reliable ground support, helped us to recapture the objective. My Seer Council seared through Pinyo's Pathfinders, a Crisis Battlesuit and a Stealth team too, in true unit-of-the-match style. Not bad for five old crinklies, out to collect their wraithbone pension.

My Eldar objective marker is downed Ulthwéan brother Y'url Flighter. After being shot in the midriff, he has managed to crawl behind some cover before sensing the nearest Farseer and arranging a lift back home. "Taxi!"





Nick Kyme

Nick: It all started when my ancestor was chatting up his ancestor's sister. In all fairness she wasn't exactly an oil painting, more like a cave scrawling, but it was 2am in the Dwarf bar and Thordgrim's ale goggles were misting over by now… So it was that the Dwarfs of Karak-Kyme clashed with those of a rival clan, as Ben Ward, from the UK studio here, and I threw down in our first Border Princes campaign game.

This is the first of two office campaigns I'm taking part in at the moment and a battle against my kin was certainly a challenge. I rocked up with a shed load of war machines whilst Ben took the foot-slogging option with lots of Warriors. Ben's was looking the wiser choice in the early stages as my lacklustre war machines had little impact on the game. In the end though, a flank attack led by my Thane won the day for the Dwarfs of Karak-Kyme and a grudge was left to fester between our clans, even though Ben and I had a great game. The Dwarf on Dwarf action (don't snigger Byrne) was a curious battle, but next it's Chaos and I know how my bread's buttered against those suckers.

It's to Mordheim for my second campaign and where better to recruit my merciless sell-swords than the Reikland. I'm currently painting up and modelling these guys at the moment and you'll see more of them in the coming months.

Aside from this, I've been painting an army of my flash Gondorians for a mighty game of The Lord of The Rings with my Battle Company at the core. It seems Greg and I will be pitted against Rudge and Byrne. Last time I crossed paths with those two I ended up with a thick ear and fat lip. I think this time I'm just gonna take a really big stick…



Boromir leads Nick's army into battle.

SUBMISSION GUIDELINES

If you would like to write an article for White Dwarf, why don't you try? Many of our articles are about or by hobbyists, and we're looking for more. We want your ideas!

In time, we'll be putting full guidelines on:
www.games-workshop.co.uk/whitedwarf

However, until then, follow these general pointers:

- When submitting an article to us, you need to provide a synopsis of no more than 400 words, and a sample of your writing of around 300 words.
- Remember to tell us if you'll need photography, models and so forth.
- Most photography we prefer to do ourselves. You may have to make several versions of a model and be prepared to travel to Nottingham.
- You do not have to write your article yourself. We frequently feature gamers' models and interview them.
- We are looking mainly for Tactica-type articles and exceptional models.
- If you wish to have your models in the magazine then we will need digital pictures so we may assess them.
- Make sure your work is neatly presented. If you post it, it must be typed. If you e-mail it, please send it in Microsoft Word.
- Before sending anything, make sure you read it through at least once.
- Do not send army lists or ideas for new races. NO FICTION! Contact the Black Library for that.
- Do not submit entire articles, only synopses and samples.

Please send any submissions or letters to Guy Haley at our postal address: Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS

Alternatively you can e-mail Guy at:
guyh@games-workshop.co.uk

If we are interested in your idea, we will contact you, if not then I'm afraid you will not hear from us. All material submitted becomes the property of Games Workshop. Please go to the following for our terms of use:
www.games-workshop.co.uk/legal/terms_of_use.htm

ALIEN INVASION!

TYRANID ARMY DEAL

The Tyranids are the most rapidly evolving race in the galaxy, super-predators destined to hunt all others to extinction. From the cold darkness of the void comes a race of ravenous aliens, a numberless horde governed only by the instincts to hunt, kill and feed.

This boxed set contains 1 Codex: Tyranids, 1 Tyranid Hive Tyrant, 1 Tyranid Zoanthrope, 16 Tyranid Gaunts, 16 Tyranid Hormagaunts, 4 Ripper Swarms, 6 Tyranid Warriors, 8 Tyranid Genestealers, 3 Tyranid Raveners and 1 special edition Lictor, sculpted by Mark Harrison and Jes Goodwin.

These models require assembly.



TYRANID ARMY SET.....£150.00



HIGH ELF REPEATER BOLT THROWER

The 'Eagle's Claw' Bolt Thrower, as the Repeater is usually called, is a versatile weapon. It is lightly made, though sturdy, and easily portable. This makes it highly adaptable and it is widely used both on ship and on shore. In fact, they are designed so that they can be taken from their mountings and carried by the Sea Patrol as they venture forth.

This multi-part boxed set contains 1 High Elf Bolt Thrower and 2 crewmen, sculpted by Tim Adcock and Martin Footitt.

These models require assembly.



HIGH ELF REPEATER BOLT THROWER.....£12.00

Denmark	kr	125.00	Sweden	kr 150.00
Euro	€	17.50	Norway	kr 150.00



Bolt rack and equipment.

GOLDEN DEMON 2004 WINNERS

See all the beautifully painted winning models from last year's Golden Demon painting competition.

Also featuring interviews with a selection of the judges, revealing what it takes to win one of the coveted statuettes, and winners, on the secrets to their success.

GOLDEN DEMON BOOK.....£6.00

Denmark	kr	90.00	Sweden	kr 100.00
Euro	€	11.00	Norway	kr 100.00



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HIGH ELF HEROES

Taught the ancient art of warfare from a young age, the High Elves are masters of the sword and bow. A highly elite force, they are skilful and well led, though few in number.

This blister pack contains 1 High Elf Hero, sculpted by Martin Footitt.

This model requires assembly.

HIGH ELF HERO				
Denmark	kr	75.00	Sweden	kr 85.00
Euro	€	10.00	Norway	kr 85.00



High Elf Hero with axe.



High Elf Hero with sword.



High Elf Hero with bow.



Three High Elf Mages equipped with various magic items.

HIGH ELF MAGE

High Elf Mages can use either High Magic or any of the eight lores of magic described in the Warhammer rulebook. They are far better attuned to the ebb and flow of the winds of magic than other races and can sense dangerous changes before they happen.

This blister pack contains 1 High Elf Mage, sculpted by Martin Footitt.

These models require assembly.

HIGH ELF MAGE				
Denmark	kr	100.00	Sweden	kr 120.00
Euro	€	13.00	Norway	kr 120.00

HIGH ELF BATTALION

An ancient and proud race, the High Elves have honed their martial skills and magical prowess over the centuries. As the primitive tribes of Man fought amongst themselves, the High Elves navigated the oceans and mapped the heavens. They have watched empires rise and fall, and ferociously repel all who seek to conquer their homeland.

This Battalion set contains 8 High Elf Silver Helms, 16 High Elf Warriors, 16 High Elf Archers and 1 High Elf Bolt Thrower, sculpted by Martin Foottit, Jüan Diaz, Tim Adcock, Aly Morrison, Colin Grayson, Mark Harrison, Gary Morley and Alex Hedström.

These models require assembly.

HIGH ELF BATTALION				
Denmark	kr	650.00	Sweden	kr 750.00
Euro	€	80.00	Norway	kr 750.00





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NEW RELEASES

SKAVEN BATTALION

The Skaven are a race of evil rat-men who inhabit the underground of the Warhammer world. They gnaw at the roots of civilisation, eternally scheming and preparing for the day when their uncountable hordes will overrun the surface world. The only thing that keeps them in check is the constant internal strife between the clans that make up their society. But one day the Grey Seers, who speak for the Horned Rat himself, will unify them and lead them to inevitable victory.

This Battalion set contains 40 Clanrats, 20 Plague Monks, 2 Rat Ogres with 2 Handlers and 6 Rats with 1 Handler, sculpted by Aly Morrison, Colin Dixon, Colin Grayson and Martin Footitt.

These models require assembly.



SKAVEN BATTALION	£50.00		
Denmark	kr 650.00	Sweden	kr 750.00
Euro	€ 80.00	Norway	kr 750.00





PLAGUE CENSER BEARERS

These disciples of Clan Pestilens are deadly foes in combat. Their disease-encrusted censers emit noxious gases capable of felling the hardiest opponents or seeping through the thickest armour. Frenzied, they throw themselves into battle with crazed abandon with flail, tooth and claw.

This blister pack contains 2 Skaven Plague Censer Bearers, sculpted by Colin Grayson.

PLAGUE CENSER BEARERS	£5.00		
Denmark	kr 60.00	Sweden	kr 70.00
Euro	€ 8.00	Norway	kr 70.00

CLAN PESTILENS PLAGUE LORD

Centuries ago a Skaven expedition ventured into the jungles of Lustria, only to be decimated by virulent tropical diseases. Hiding in a ruined temple, the Skaven uncovered ancient secrets. They began to revere the very diseases that were destroying them and became immune to their effects. Such cults of disease, the devotees of Clan Pestilens are led by powerful Plague Lords. Malodourous, wretched creatures, Plague Lords fight in a frothing frenzy and their various diseases make them immune to all but the strongest blows.

This blister pack contains 1 Skaven Plague Lord, sculpted by Colin Grayson.

This model requires assembly.



CLAN PESTILENS SKAVEN PLAGUE LORD	£6.00		
Denmark	kr 75.00	Sweden	kr 85.00
Euro	€ 10.00	Norway	kr 85.00

ALSO RELEASED THIS MONTH

Textured Movement Trays for manoevering your Warhammer armies around the battlefield are also available (not shown).

TEXTURED MOVEMENT TRAYS	£4.00		
Denmark	kr 50.00	Sweden	kr 60.00
Euro	€ 6.50	Norway	kr 60.00

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LUSTRIA		£12.00		
Denmark	kr	150.00	Sweden	kr 180.00
Euro	€	20.00	Norway	kr 180.00

WARHAMMER REALMS: LUSTRIA

The mysterious continent of Lustria has remained hidden from the races of the known world for millennia, untouched by the misfortunes, plagues and wars which have ravaged other lands. Even the taint of Chaos has remained a distant threat. Only iduring the last few centuries have significant numbers of outsiders, intent on plunder or settlement, penetrated the dense jungles.

JUNGLE FIGHTING RULES AND SCENARIOS

Featuring rules allowing any Warhammer army to fight in the depths of the jungle. Also included are six new scenarios, each epitomising the high-adventure and peril inherent in games set in Lustria.

CAMPAIGNING IN LUSTRIA

A complete system for playing map-based campaigns is given, including details for advancing your units and characters as their experience and prowess grows.

THE RISE OF SOTEK

Discover the history of this tumultuous period in the annals of the Lizardmen. Included is a campaign section and special characters, and army lists for the Red Host of Tehenhauin and the Bubonic Court of Nurglitch.

PAINTING AND MODELLING

Guides will show you how to create themed jungle terrain, as well as how to paint and model the featured armies, including conversions and a stunning showcase.

JUNGLE PLANTS

This pack contains a variety of jungle plants for use in constructing jungle terrain for Warhammer and Warhammer 40,000.

Each pack contains 4 blocks of Jungle Plants from the three variations shown below. Contents may vary.

Items shown at 40% of original size.

JUNGLE PLANTS		£20.00		
Denmark	kr	250.00	Sweden	kr 300.00
Euro	€	35.00	Norway	kr 300.00





Ruffians

Sculpted by Michael Perry, this blister pack contains 3 Ruffians.

RUFFIANS		£6.00
Denmark	kr	75.00
Sweden	kr	85.00
Norway	kr	85.00
Euro	€	10.00

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NEW RELEASES

FANATIC





ELDAR VOID SPINNER SUPER HEAVY GRAV TANK....£8.00

Sculpted by Will Hayes. This blister contains 1 Void Spinner Super Heavy Grav Tank.

This model requires assembly.



ELDAR STORM SERPENT SUPER HEAVY GRAV TANK.....£8.00

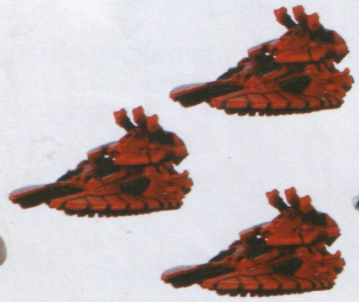
Sculpted by Will Hayes. This blister contains 1 Storm Serpent Super Heavy Grav Tank.

This model requires assembly.

ELDAR WARLOCK TITAN £18.00

Sculpted by Jes Goodwin. This boxed set contains enough components to make 1 Warlock Titan.

This model requires assembly.



ELDAR FIRESTORMS £8.00

Sculpted by Tim Adcock. This blister contains 3 Firestorms.

These models require assembly.



ELDAR PHOENIX BOMBERS £9.00

Sculpted by Tim Adcock. This blister contains 3 Phoenix Bombers.

These models require assembly.

ALSO RELEASED THIS MONTH

The Inquisitor Las Weapon Booster Pack is also released this month (not shown).

LAS WEAPON BOOSTER PACK.....£6.00



Human Catcher



Human Catcher



Human Thrower



Human Catcher



Human Thrower



Human Catcher



Human Blitzer



Human Blitzer

HUMAN BLOOD BOWL TEAM £30.00

Sculpted by Mark Bedford. This boxed set contains 16 Human Blood Bowl players including 4 Catchers, 2 Throwers, 3 Blitzers, 7 Linemen and 2 balls (Linemen and balls not shown).

HUMAN LINEMAN BOOSTER PACK £7.00

Sculpted by Mark Bedford. This blister contains 3 random Human Blood Bowl Linemen (not shown).

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WARHAMMER



Jungle Fever
The Designers' Notes for the new Lustria book.

The Folly of Prince Rodrik
A Battle Report set in the jungle.

Seeing Double
Andy Smillie continues his quest for Wood Elf glory.

A Tale of Four Gamers
The Gamers prepare for a holiday!

JUNGLE FEVER

Learn to survive the undergrowth by reading these Designers' Notes!

"Help, I'm a Games Developer, get me out of here!" Phil Kelly dons a pith helmet and heads into the depths of the jungle in search of Andy Hoare and Graham McNeill, the bold explorers responsible for the new Lustria book.

Lustria. At first it may sound like a top holiday resort for the man-at-arms about town with a few sovereigns to spare, but the reality (as ever in the world of Warhammer) is somewhat different. A plastic picnic knife just doesn't cut it with primordial jungle, boots will not save you from burrowing bloodworms or constricting leeches, and a hanky with knots tied in the corners is no real protection against having your head bitten off by a gigantic carnivorous plant.

Warhammer Realms: Lustria is a real first; it details a realm rather than a race, giving you rules for a particular environment much as Cityfight did for Warhammer 40,000 *(or indeed this month's swamps article, see page 64 – Guy)*. Presented in the book is a whole new way to play Warhammer, allowing you to transform your normal games – usually taking place in something akin to parkland – into a bloody close-quarter struggle set in hostile jungle terrain. The emphasis is on the word 'hostile' – the terrain will actually rack up a kill count of its own as the game goes on.

Warhammer Realms: Lustria also contains a complete campaign system for those wanting to take the fight to this green and unpleasant land (see page overleaf), and two variant army lists: one for the Lizardmen and one for the Skaven, the main protagonists in the millenium-spanning war known as the Rise of Sotek.

MR HOARE, I PRESUME?

After a long hard search, I tracked down Andy Hoare, the Games Developer responsible for the project, in the murky depths of Bugman's. Bribed with coffee, Andy talked me through the Lustria project.

"Warhammer Realms is about taking your favourite armies somewhere they've never fought before, loading up the baggage train and seeing how well they fare in a new environment," says Andy. "One that is as deadly to them as the enemy." Sounds intriguing. "Not only that, but it allows us to revisit and refresh the model ranges of the races native to each realm we write about." A good excuse to release a couple of new boxed sets, then? "Yes indeed. Two of the major releases for this project are the Skaven Plague Monks plastic kit and the Lizardmen Saurus cavalry". Music to the ears of Lizardmen players everywhere – the Saurus cavalry



includes new-look Cold Ones and draws heavily on ancient Inca design, whereas the Plague Monks are by far the most disgusting and pustulent plastics we have produced yet. Not to mention the new Rat Ogres and Giant Rats boxed set, but more on that later.

"The chance to refresh these ranges also gave us an opportunity to work up some top quality metal miniatures." continues Andy. "We have some new Censer Bearers to accompany our Plague Monks, and more Hero models for each of the races involved than you can shake a Staff of the Old Ones at."

But the driving force behind the book was not the desire to develop these two races, Andy explains. "The Warhammer game is unlikely to have a lot of new army books added to its repertoire – we'd rather go back to the earlier army books and make sure they are as good as they can possibly be," he says, which will no doubt come as bad news to Fishmen fans. "But Warhammer Realms has the potential to produce a different type of supplement, keeping things fresh for all armies whilst we work our way through the existing army books." This enables players to use forces that they might otherwise retire. "Simply by introducing a lot of scenery, we end up with a different style of game."

OUT OF THIS WORLD

Despite the book's title the new rules needn't be restricted to battles in Lustria. They can also be applied to other inhospitable jungles and forests across the Warhammer world, and can show you how to fight battles there with a few simple tweaks to the Lustria jungle fighting rules. This means that you can play your games beneath the eaves of Athel Loren, the Beastmen-infested Drakwald, the Great Forest, the Forest of Shadows, of Arden, of Châlons, of Naggaroth... the list goes on.

With revised Event tables and special rules to tailor your game to each location, plus tips on building the terrain involved, this little lot will add a new dimension to your campaigns even if you decide not to take part in the struggle for the New World. We'll be exploring these dark, inhospitable places a lot more within the pages of White Dwarf over the next few issues.

IT'S A JUNGLE OUT THERE

The more astute readers out there may well be thinking that the introduction of a jungle-load of scenery would result in a slow, congested game. This was one of the main challenges that Andy and the team faced.

"At first we looked at the rules presented in the Warhammer rulebook for buildings, but we found they needed a bit of work," says Andy. The idea of skirmishing minotaurs roaming around the jungle sounds a bit scary too. "It stopped looking like a game of Warhammer, with skirmishers all over the place. We were also finding that there was no physical way to get movement bases through dense jungle scenery. So we introduced the formation of Loose Order, available to large blocks of infantry."

Loose Order helps your men negotiate all that nasty flora and fauna. "It has similarities to skirmish formation in that a unit in Loose Order can move through difficult terrain without penalty, but units in Loose Order must keep a tighter formation," elaborates Andy, "they do not impose a -1 to enemy shooting, for instance". And, of course, they lose their rank bonus. This means that you get more unit-on-unit combat, instead of the complex multi-unit struggles common to the standard Warhammer battlefield.



A horde of Skaven overwhelm the Empire defenders of the ruins of Xahutec.

"You don't get so many clusters of units," says Andy. "We tweaked the rules so that generals face an interesting tactical dilemma – enter Loose Order formation to get into the action quickly and get the charge, or instead move in cautiously with a decent rank bonus and hope the enemy comes to you!"

SUPERB SCENERY

Don't worry if all this talk of new terrain starts to give you a headache. We can't all be top-flight scenery makers and a lot of us just prefer painting models. "We didn't want players to have to spend weeks making terrain and then only use it for a couple of games," says Andy. This led to Games Workshop producing a new range of jungle plants, which accompany the release of the Lustria book. The jungle plants provide a quick and easy way to create a dense tropical jungle on the tabletop. "A couple of packets of this stuff and hey presto, you have an instant jungle!" explains Andy. *(These are released this month – Guy).*

However, for those who prefer the personal touch, Warhammer Realms: Lustria has a complete section talking players through how best to make their own jungle terrain quickly and efficiently, and also how to make your own markers to represent Encounters.

CLOSE ENCOUNTERS OF THE LUSTRIAN KIND

Perhaps the most appealing aspect of the Lustrian rules set is the introduction of an entirely new phase. The Encounters phase, within which all manner of jungle gribbliness can be inflicted on your unfortunate opponent, nestles snugly between the Magic and Shooting phases. It's a real bonus for those of us who field close combat armies, as it lends some of the fun of the Magic and Shooting phases to those who would otherwise skip straight to the hack and slash.

The Encounters phase operates on a simple premise. "There is a strong story element encouraged within the book. I wanted to get across a feeling of peril," Andy continues, "in order to promote this, we came up with a system of Encounter Points – each player gets a random number before the game starts, and they are used to target certain areas of jungle". Sounds like a great way to nail those Lore of Heavens wizards skulking at the back of the table.



Here are some of the initial concepts Andy made for the Encounter markers. Note the use of the carnivorous plant from the Catachan Heavy Weapons sprue, the lashworms made from Skaven tails and the simplicity of his quicksand marker – nothing more than a couple of boots clipped off a spare model and glued upside down to a sand-covered base!

"Throughout the battle the jungle slowly comes alive," explains Andy, "like it's reacting to the battle around it". Bad news for the participants, but both sides get an equal amount of jungly doom landing in their laps. "These encounters, played upon various areas of jungle by each general, stay in play and continue to affect units near them," explains Andy, "a classic example is the carnivorous plant: a big nasty beastie that inflicts D3 Strength 4 hits on any unit near it." Andy recommends starting small with your Lustria games, and working up to full-scale engagements as players get used to this extra game phase.

BEST CASE SCENARIOS

Amongst the Warhammer players of the Design Studio there has been a fair bit of talk about the new batch of scenarios published within Warhammer Realms: Lustria. Andy, always a fan of the themed game, was happy to explain the thinking behind these narrative-driven shenanigans.

"Almost all of the scenarios are inspired by existing background in the Warhammer world. The Rise of Clan Pestilens (a scenario where one side must defile sacred ground in the enemy deployment zone) was developed from a piece of colour text in the Skaven book, where agents of Clan Pestilens poison a Lizardmen spawning pool," says Andy, warming to this topic, "whereas the Battle of the Obsidian Column was taken from the mention of El Cadavo in Warhammer Armies: Lizardmen – a pirate king who went a-plundering and actually managed to escape the jungle shores, but was later killed by a mysterious storm."

Film buffs will notice that Andy's inspiration did not only come from the background of the Warhammer world. "We capitalised on archetypical jungle fights from the movies – the Folly of Prince Rodrik has been written to have the same feel as the scene in Raiders of the Lost Ark, where Indy escapes all manner of native traps, running away from boulders, blowpipes and pygmies." And in Lustria, there is an awful lot of that sort of thing.

KING OF THE JUNGLE

Although there are two new armies in the book, neither has been particularly designed to triumph over all comers at jungle warfare.

"We deliberately avoided Catachan syndrome, where one type of army excels in a particular environment above all others," says Andy. "There is no king of the jungle. There are a couple of armies out there who do well but you'll have to find out who they are by

(Continued overleaf.)

EVENTS, MISHAPS AND POISONOUS MONKEYS

It's not only lashworm attacks and quicksand that the would-be explorer has to deal with. Before each game begins, the players roll on a special table to see what events have befallen their troops. This could be anything from a beautiful native guide to a tropical storm, and each event has a significant game effect – it could allow you a free move, halve all missile ranges, or impose a movement penalty on heavily armoured units. This, combined with the Encounters chart, means that any game set in the jungle poses interesting challenges that would normally never grace the battlefield.

WEIRD SCIENCE

Skaven plastics sculptor Colin Grayson shows us round the lab



Colin Grayson

Colin has been with Games Workshop for over 15 years. Having produced the majority of the Tomb Kings plastics and the plastic Bretonnian Knights of the Realm boxed set, he's no stranger to the elaborate process by which plastic sprues are produced. Now, along with sculptors Alex Hedström and Tim Adcock, Colin is at the forefront of a new type of technology – one that replaces traditional tools with computers.

"3D design software excels at geometric shapes, and there are a fair few Skaven icons that are quite tidy to do on computer. Chains are really difficult to sculpt in Green Stuff, but we can produce a computer generated chain in a single part with far less effort. Computers are ideal for doing wheels, for example. We're only really exploring the technology now, just doing little bits at a time rather than whole projects."

> "It's really satisfying to see a unit you've sculpted all fitting together en masse."

We're all pretty familiar with virtual constructs created on PCs from the special effects industry – it's amazing what you can do with a computer these days – but how in the name of the Horned Rat do the sculptors convert these computer-generated shapes into physical form? Images of groaning bellows, hissing vats and warp-lightning arrays spring to mind. Colin puts us straight – it's (wait for it) a freakin' laser! Sort of.

"The design is broken down into thousands of precise coordinates, which are then processed by another piece of software," explains Colin, "this then controls a high intensity beam of light that is fired with pinpoint accuracy into a photosensitive resin. The resin responds to the beam, and hardens at the points it is fired into, whilst the rest remains soft gel. In this way the physical object is formed."

Aha, I knew there would be a bubbling vat involved somewhere.



Skaven plague monks in plastic. You get 20 in the box (left).

The new plastic Skaven Rat Ogres. There are two of these, and they come with three packmasters and six Giant Rats!





Some of the three-up prototype parts for the new Rat Ogres.

GO FORTH AND CONQUER

On the campaign trail with Graham McNeill

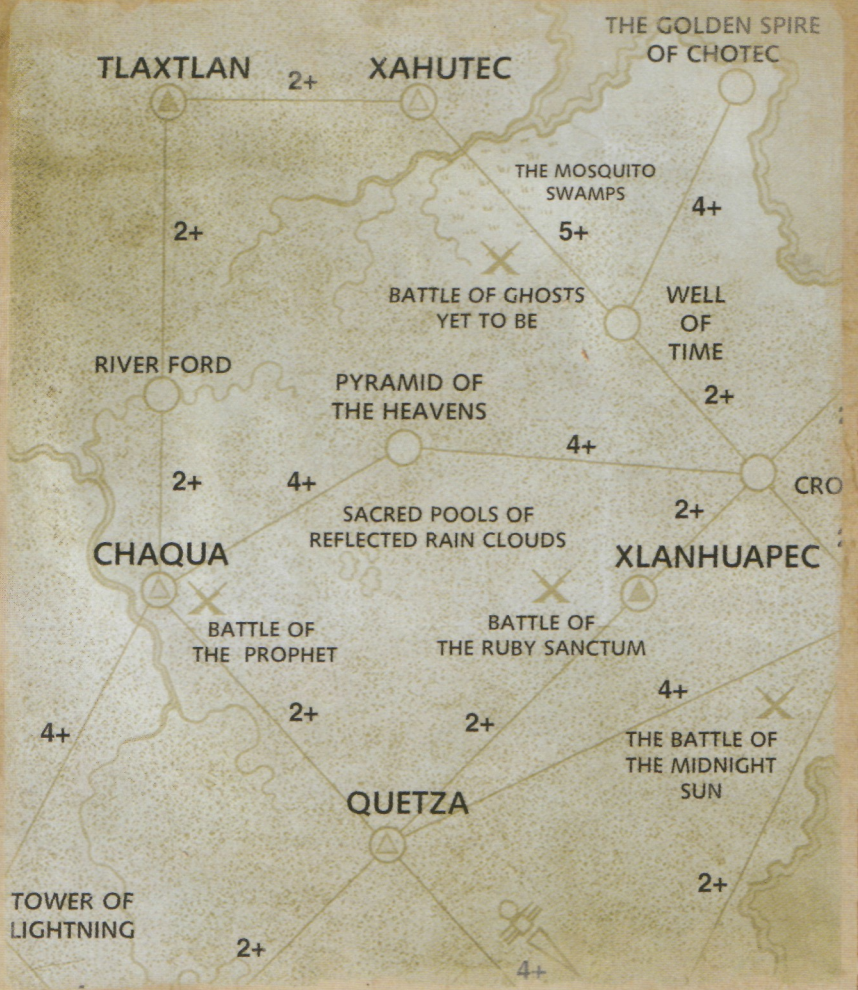
All this talk of a campaign system that was customisable seemed very promising, so I chased up Games Development's resident haggis-botherer Graham McNeill, the author of the campaign section of Warhammer Realms: Lustria, for the inside info.

"The campaign in the book is map-based," he explains, "allowing you to re-fight the Rise of Sotek and devise campaigns of your own making."

This does not only cater for Lustria either. "Far from it," agrees Graham, "you can use the generic system for wherever you want in the Old World and beyond. It allows you to generate your own map and play a game set within that map."

Gamers can use the campaign system to build a narrative around their own scenery collection even if there is not a leaf in sight.

Graham has been involved with almost all of the Studio campaigns over the last five years, running several of them himself. However, he modestly dismisses my suggestion that he has written the ultimate campaign system. "I doubt it," says Graham, "this system is designed for small level play, with between four and seven players being the ideal number. It's simple and versatile enough for any club or group of friends to play, but has enough complexity to throw up interesting strategic challenges within the campaign, as well as the tactical ones in the battle itself."



A section of the Rise of Sotek campaign map upon which much blood, and possibly coffee, will be spilt over this summer.

yourself!" says Andy, the big spoilsport. Though I am left with a sneaking suspicion they either have pointy ears or scaly hides… "The Loose Order rules ensure that no army is unfairly penalised. They present an entirely new challenge. You can even revisit an old army and learn new tricks and tactics," he adds. The tease! Oh, come on, Andy, give us a hint of something that intrepid explorers could use to their advantage. "Okay," he laughs, "the Lore of Life is pretty damn good."

RISE SOTEK RISE

Campaigns form a significant part of Warhammer Realms: Lustria The latter sections of the book focus on the Rise of Sotek, a continent-spanning war between the native Lizardmen and the invading Skaven who seek to defile the sacred places of the jungle and use them for their own twisted ends. "This is the big fight!" explains Andy, "the daddy of all Lustrian battles." He's not kidding – this war spanned millennia and culminated in the birth of a god. A far cry from the movies.

Andy has a few things things to add to this. "We wanted to present a very definite campaign system," he says. "In the past we've been kind of vague about the specifics of our campaigns, so this time we've put our money where our mouth is and provided a full campaign from start to finish."

DUST OFF THE MACHETE AND GET INVOLVED

Featured in this issue of White Dwarf are rules for another complete campaign. For those who want to pit their wits against new opponents in a jungle setting The Conquest of the New World is a campaign you can play in small gaming groups using the Lustria rules. On the back of this there will be unique web support (more details of which can be found on page 143) and summer activities in Games Workshop stores in which you can get involved. Smells like this concerns more than just the Lizardmen and Skaven Clan Pestilens to me…

"It's a campaign that will be run over the summer months, the idea being that each club or group plays through the campaign, registers the winner of each campaign on the website, and from that we will get a league table up on the web. It's largely left to the players to get stuck in and coordinate their own games," explains Andy.

All races can play in the campaign, in which a mad gold rush sees many armies heading to the New World.

"The Conquest of the New World is set during the time of Marco Columbo's second voyage to Lustria, after he made it back to the Empire and told everyone about it," Graham McNeill reveals. "Now absolutely everyone's heading over there; everyone has gold fever – they've heard about the riches, slaves and magical treasure that are just lying around for the taking.

IS THIS THE END?

We're not looking at another worldwide gamefest like the Eye of Terror or Storm of Chaos campaigns launched off the back of this book. "We wanted to give a setting for gaming groups around the world to have a damn good scrap with the Lustria rules, but without enacting the end of the known world. Again," says Andy.

"This way we encourage more power to the single player," Andy continues, referring to the mechanics of the last few campaigns where a player's victory was but a drop in an ocean of worldwide games. "Those pins on the map will really mean something!"

DINOSAURS WITH GUNS

So that's Lustria. Almost. You can't have a fantasy jungle without a few dinosaurs. These giant monsters are a firm favourite of Mr Hoare's.

"When we were looking at the armies that take part in the Rise of Sotek, Dave Gallagher produced some spectacular concept work, my favourite being the Old One war machine we called The Engine of the Gods (a gigantic prismatic array of Aztec weirdness that can call down comets, mounted on the back of a dinosaur that makes a Stegadon look small) that was too big for us to make! Still, we couldn't help ourselves and put it in the Red Host of Tehenhauin army list anyway".

Nobody could ever accuse the Lustria design team of not thinking big. After all this talk of adventure, perilous quests and hidden gold I'm off to get my malaria jabs and see if I can't bag a dinosaur or two for myself...





Dave Gallagher's concept drawing of the huge Engine of the Gods.

CONQUEST OF

This complete node campaign for Warhammer uses the Ideal for groups of four or more players, you can play it

The year is 1492 by the Imperial Calendar, and a Tilean merchant prince by the name of Marco Colombo has recently discovered the land of Lustria. Of course, the Norse were the first Men to truly discover the distant continent, and indeed established their first colony there centuries earlier, but Marco isn't prepared to let that detail stop him taking full advantage of the boundless wealth on offer and full credit for his 'discovery'.

Marco has risen in fame and fortune in his homeland and he decides to lead a second expedition to Lustria, intent upon opening up a southern sea route so his family can monopolise trade with the so-called New World.

But covetous rivals discover Marco's plans and become jealous of his achievements. They now gather to contest his monopoly and a race to plunder the riches of the New World is in the offing. Across the world, armies are boarding vessels and navigators are consulting crumbling charts and maps (often of dubious origin and purchased from inebriated old sea dogs). In other lands, some look towards the approaching invasion with dread, for they know that the young races were never meant to tread the realms of the Old Ones. And all the while, the denizens of the jungle stir their defences, for they sense a new era dawning – a time of invasion and desecration – but they will not sit idly by and see their work of millennia cast down and ruined.

PERILS APLENTY

Waiting for the multitude of invaders are the perils of the Lustrian jungle. Few races have any knowledge of such an environment, and many would-be plunderers will perish within days. Waiting for them are insects whose bites carry poisons that can quickly reduce a man's blood to pus, acidic algae that sears skin on contact and all manner of foul disease and infection. There are carnivorous plants capable of eviscerating the mightiest warrior, and such creatures as the brainfluke, the bladder maggot and the bile wyrm, all of which have gruesome ways of killing and consuming their victim (not necessarily in that order) that would turn the stomach of the most seasoned campaigner.

And then, of course, there are the larger beasts that stalk the depths of the jungle.

> Lizard-stone tumble, and dead grey-meat my supper, the names of the Eldest spill from my lips, my love. Axlotl. The City of Lizard no more. Its secret places' secrets abhorred.
>
> But now High-Lizard cares. Cares to curse. Curse him thrice in payment shall I...
>
> Now strangers heed the song of the Brine-Maid, and glimmer they seek as all Men may. Multitudes and Legions land on sacred shore, and make for Lizard-home. I shall steer them to riches beyond dreaming, and do mischief to High-Lizard Lordling aplenty.
>
> Luthor Harkon



THE NEW WORLD

rules for campaigns and jungle fighting in Warhammer Realms: Lustria. in store or at home!

Mighty reptiles from prehistory can be heard as they issue roaring challenges to their rivals, the ground trembling and the canopy thrashing as they approach. These beasts are huge, and their taste for blood is insatiable.

Other unusual ways of dying are to be found within the ruins scattered throughout the New World. Though much declined since the coming of Chaos, the fallen empire of the Old Ones is much in evidence, in the form of crumbling temples, ziggurats, crypts and all manner of arcane structures. Though most are unoccupied, none are undefended, for their creators knew well that the day would come when the 'young races' would seek to uncover their secrets, and set all manner of traps to guard against intrusion.

Finally there are the dwellers in the jungle – the Lizardmen, the Children of the Gods. Though many of their temples and cities have fallen to ruin, the Lizardmen still command a mighty host, and are expert in fighting within their own environment. The Lizardmen care little for the most extreme humidity, are all but immune to the most virulent of tropical diseases, and they know well how best to avoid the attentions of the jungle's many predators.

THE ROOT OF ALL EVILS

Perhaps, if they were of a mind, those who would brave the dangers of the jungles would be best served were they to stand together and conquer it as one. But, to heap woe upon woe, the invaders are divided, for they have come from every corner of the world, and bring with them bitter enmities and racial hatreds stretching back millennia.

And so it is that each invading army is at war the moment it sets foot upon the New World; at war with the Lizardmen, the jungle and, not least, with its rivals.

Some may have the wisdom to attempt alliances, but history teaches that when such prizes as gold are at stake, such arrangements are likely to prove temporary at best...

> Now I issa returning to da Lustria an I only hope that there is as much to see as what I said I seen last time. They say that there are many who lissen to the stories I tell and wanna see for themselves about thissa land of gold. I issa for the hot water ifa they don' find nothing...
>
> Marco Colombo

THE PATH TO RICHES

And so the scene is set. As the ships make landfall and warriors disembark onto unknown shores, commanders make their plans. Territory must be secured without delay so that the secrets of the jungle may be uncovered, and gold, or other more obscure but equally valuable assets, must be accrued and shipped to safety before envious rivals learn of its existence. With the riches flowing back to each army's benefactors, so more warriors will be dispatched to aid the conquest, and thereby secure more territory, and even more riches.

Only the cunning, the wise or the ruthless will prevail – for those that fail, only death and ignominy await within the depths of the perilous jungles of the New World...

conquest.uk.games-workshop.com



PLAYING THE CONQUEST OF THE NEW WORLD

Take your armies across the sea and carve out your empire in the uncharted territories of Lustria. There are untold riches and perils in this dangerous part of the world: gold, magical artefacts, ancient secrets of the Old Ones, gold, glory, fame (did we mention gold?) awaiting those who survive the horrors of this land.

To play Conquest of the New World, you'll need to read the rules on Campaigns given in the Warhammer Realms: Lustria book. It might be an idea to try playing either a few one-off games or your own campaign before plunging into Conquest, but once you're ready, use the map on the page opposite to take your army to the distant shores of Lustria in a fight for fortune and glory (and gold). The campaign is fought between all the armies of the Warhammer world and follows the standard rules for setting up a campaign, though the ultimate victor is decided differently as you'll see later.

PLUNDER POINTS

During the Conquest of the New World campaign, each force is attempting to secure for itself the glory and riches to be found in the depths of the jungles of Lustria. Of course, not all armies measure riches the same way, and one man's gold is another man's worthless bauble. In order to represent the different things that the various armies might be after in Lustria, we use Plunder Points. Each Plunder Point can represent a multitude of things, from gold, slaves, magical artefacts, holy relics, fresh meat or anything else that you think your army is after. Different locations on the map offer differing values of Plunder Points and certain activities in certain territories will allow you to accrue more Plunder Points. Each territory description tells you how many Plunder Points you get for capturing it, and the more Plunder Points you have, the more Campaign Points you can generate, the closer you are to victory. At the end of each Resolve Battles phase, calculate how many Plunder Points you have by adding up the value of all the territories you control. If you lose a territory, then you also lose the Plunder Points associated with it (eg, 20 for a temple-city) and the new owner of the territory claims them. You may never have less than 0 Plunder Points.

CONQUEST OF THE NEW WORLD TIMELINE

876 The Vampire Luthor Harkon arrives upon the shores of Lustria. Using his dark arts to raise the corpses of drowned seamen, he sets about establishing his own empire of the unliving, which comes to be known as the Vampire Coast.

c880 The Norse adventurer Erik the Lost learns of a land full of gold across the Great Ocean from High Elf captives, and sets out to find it. Instead he ends up in the Southlands, but his son Losteriksson is inspired to attempt the passage to Lustria.

888 Losteriksson lands upon the shores of the New World, and establishes the colony of Skeggi, beginning an era of Norse raiding throughout Lustria.

891 Norse Valkyries are expelled from Skeggi and disappear into the jungle, giving rise to the legend of the Amazons.

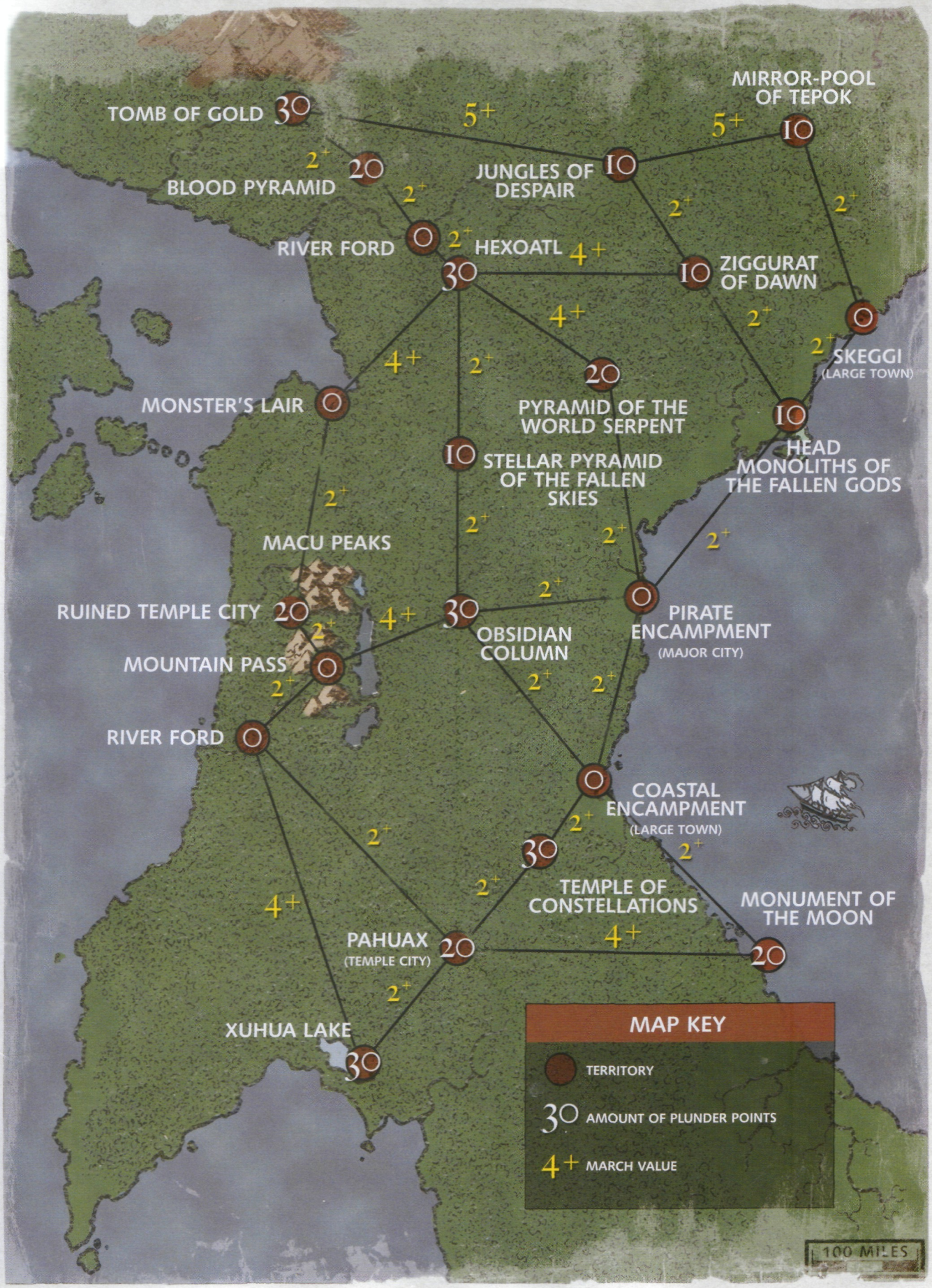
930 Lord Xltep of Itxa tires of the presence of the unnatural occupants of the Vampire Coast as Harkon attempts to expand his realm into the interior. The Mage-Priest orders his cohorts to march against them, comprehensively defeating Luthor Harkon's Undead horde at the Battle of the Eclipse.

1011 Luthor Harkon thirsts for vengeance against the Lizardmen, and so orchestrates a dread enchantment to draw vessels sailing the Great Ocean off course with its siren-wail to be shipwrecked upon the Vampire Coast. Over the course of several centuries he amasses a sizeable horde of Undead warriors by reanimating the corpses of his victims.

1127 Harkon dispatches his Undead warriors aboard the decaying hulks of shipwrecked vessels. The so-called Zombie Pirates of the Vampire Coast strike fear into already superstitious mariners across the oceans of the world, bringing yet more victims back to join Harkon's armies.

1351 Harkon mobilises a vast horde of Zombie Pirates, marching out of the foetid swamps of the Vampire Coast enveloped by a dank, stinking mist that seems to creep along with their advance. Despite heroic rearguard actions by desperate Skink sentinels, the horde falls upon the temple-city of Axlotl, slaughtering its defenders and casting it down so completely that it is said that no stone now stands upon another. Though the Skink Priests evacuated the most precious of artefacts, Harkon returns to his lair with countless items of arcane power.

1492 Marco Colombo 'discovers' Lustria. Upon his return, his ships laden with gold, he is lauded across Tilea. Word of his discovery soon spreads, swiftly followed by a veritable armada of treasure seekers setting sail for the New World, intent on following his example.


TOMB OF GOLD 30
5+
MIRROR-POOL OF TEPOK
10
5+
2+
BLOOD PYRAMID 20
JUNGLES OF DESPAIR 10
2+
2+
2+
RIVER FORD
2+
HEXOATL 4+
30
10 ZIGGURAT OF DAWN
4+
2+
2+
SKEGGI (LARGE TOWN)
4+
2+
20
MONSTER'S LAIR
PYRAMID OF THE WORLD SERPENT
10
10 STELLAR PYRAMID OF THE FALLEN SKIES
HEAD MONOLITHS OF THE FALLEN GODS
2+
2+
2+
2+
MACU PEAKS
2+
RUINED TEMPLE CITY 20
4+
30
OBSIDIAN COLUMN
PIRATE ENCAMPMENT (MAJOR CITY)
2+
MOUNTAIN PASS
2+
2+
2+
RIVER FORD
COASTAL ENCAMPMENT (LARGE TOWN)
2+
2+
30
2+
TEMPLE OF CONSTELLATIONS
MONUMENT OF THE MOON
4+
4+
PAHUAX (TEMPLE CITY) 20
20
2+
XUHUA LAKE
30
MAP KEY
TERRITORY
30 AMOUNT OF PLUNDER POINTS
4+ MARCH VALUE
100 MILES

NEW LOCATIONS

Most of the locations on the map function exactly as described in the Warhammer Realms: Lustria campaign rules, albeit with the addition of exotic sounding Lustrian names, but some locations on this map are unique to this campaign and have special rules attached to them as described below.

Ruined Temple-city

Defence Value 2, Plunder Points 20

Temple-cities are ancient, sprawling cities sacred to the Lizardmen, steeped in magical lore and brimming with gold and arcane artefacts.

Armies that successfully Dig for Gold (see New Rules section on page 26) in a temple-city will find an additional 2D6 Plunder Points.

Enemy army present: Play one of the following scenarios:

D6	SCENARIO
1	Pitched Battle from the Warhammer rulebook.
2-4	The Rise of Clan Pestilens from Warhammer Realms: Lustria.
5-6	Breakthrough from the Warhammer rulebook.

Ziggurat of Dawn

Defence Value 1, Plunder Points 10

This mighty and imposing ziggurat pierces the forest canopy, its summit a great, fiery beacon visible for miles around. It is said that those who touch the fire and live are gifted with the power of the sun itself.

So long as you control the Ziggurat of Dawn, any Wizards in your army may cast the spell Pha's Illumination in addition to any other spells they have (see page 149 of the Warhammer rulebook).

Enemy army present: Play one of the following scenarios:

D6	SCENARIO
1-2	Pitched Battle from the Warhammer rulebook.
3-4	Capture from the Warhammer rulebook, with the Ziggurat as the objective.
5-6	Fortune and Glory from the Conquest of the New World campaign rules.

Head Monoliths of the Fallen Gods

Defence Value 0, Plunder Points 10

The power of ancient gods is said to reside in the hulking stone statues that dot this coastal region, but whether this is true remains a mystery. What is known is that those who partake of the waters flowing through this place become invigorated and filled with fresh purpose and energy.

So long as you hold the Head Monoliths of the Fallen Gods, you gain +1 to your Campaign Points total in the Generate Campaign Points phase. However, each turn you will lose D6 Plunder Points as items of treasure are removed from your camp as offerings to appease the great stone heads.

Enemy army present: Play one of the following scenarios:

D6	SCENARIO
1-2	Pitched Battle from the Warhammer rulebook.
3-4	Lord Melchin's Grand Adventure from Warhammer Realms: Lustria.
5-6	Flank Attack from the Warhammer rulebook.

The Jungles of Despair

Defence Value 0, Plunder Points 10

This region of the jungle is particularly dense and impenetrable, though there are rumoured to be great caches of treasure buried in ancient barrows deep within. Battles that are fought in the Jungles of Despair are particularly fraught with peril, as the very vegetation itself seems to come alive, seeking to repel all who disturb the resting places of the long forgotten dead.

Regardless of scenario specific rules, both armies are subject to Events and Encounters when fighting battles in the Jungles of Despair. In addition, before the game, both players roll a D6 and add that to their total of Encounter Points.

Enemy army present: Play one of the following scenarios:

D6	SCENARIO
1-2	Pitched Battle from the Warhammer rulebook.
3-4	Battle of the Obsidian Column from Warhammer Realms: Lustria.
5-6	Fortune and Glory from the Conquest of the New World campaign rules.

THE ENEMY OF MY ENEMY IS MY ALLY

Later on you'll find rules for a number of Regiments of Renown – allies that can be used in the Conquest of the New World campaign, and also in normal games. These are Tichi Huichi's Raiders, Pirazzo's Lost Legion, and the Zombie Pirates of the Vampire Coast. Which armies can make use of these allies is explained later in the book. For the purposes of this campaign, the Warhammer armies have been divided into Good, Neutral and Evil races. The description of each ally states what type of army they may be allied to. If you are using a variant army list, simply apply the 'parent' army list's allegiance.

GOOD ARMIES

Lizardmen; High Elves; Wood Elves; Dwarfs; Bretonnians; Empire

NEUTRAL ARMIES

Dogs of War; Ogre Kingdoms

EVIL ARMIES

Orcs & Goblins; Skaven; Hordes of Chaos; Beasts of Chaos; Tomb Kings; Vampire Counts; Dark Elves; Chaos Dwarfs

Stellar Pyramids of the Southern Skies

Defence Value 0, Plunder Points 10

These strange, wierdly-carved buildings are said to give those skilled in the arts of divination a better understanding of the future through the reading of the stars. Wizards and students of arcana may learn of things to come if they dedicate themselves to studying these structures.

So long as you control the Stellar Pyramids of the Southern Skies, you may re-roll your dice when determining who takes the first turn in any games of Warhammer. If the scenario predetermines this, then this has no effect.

Enemy army present: Play one of the following scenarios:

D6	SCENARIO
1-2	Pitched Battle from the Warhammer rulebook.
3-4	The Rise of Clan Pestilens from Warhammer Realms: Lustria.
5-6	Ambush from the Warhammer rulebook.

Pyramid of the World Serpent

Defence Value 0, Plunder Points 20

This great pyramid is sacred to the god Sotek and is a place of holy pilgrimage for the cold-blooded inhabitants of Lustria. Each year, great heaps of treasure and magical artefacts are offered to the Serpent God, and legend has it that the pyramid contains an artefact rumoured to give the bearer power over the beasts of the jungle.

So long as you control the Pyramid of the World Serpent, any Wizards in your army may cast the spells The Eagle's Cry and The Beast Cowers in addition to any other spells they have (see page 147 of the Warhammer rulebook).

Enemy army present: Play one of the following scenarios:

D6	SCENARIO
1-2	Pitched Battle from the Warhammer rulebook.
3-4	Battle of the Obsidian Column from Warhammer Realms: Lustria.
5-6	The Folly of Prince Rodrik from Warhammer Realms: Lustria.

Tomb of Gold

Defence Value 0, Plunder Points 30

This is a vast repository of ancient knowledge stored on golden plaques sacred to the Lizardmen. The secrets of the Old Ones may be inscribed on these plaques, which, let's not forget, are carved on solid gold.

Armies that successfully Dig for Gold in the Tomb of Gold will find an additional 4D6 Plunder Points. All units in any Lizardmen army that fight in this territory are subject to hatred, even if they are normally Immune to Psychology.

Enemy army present: Play one of the following scenarios:

D6	SCENARIO
1-4	Pitched Battle from the Warhammer rulebook.
5-6	Battle of the Obsidian Column from Warhammer Realms: Lustria.

Hexoatl

Defence Value 4, Plunder Points 30

A temple-city of great wealth, Hexoatl is well defended by deadly traps and smaller, fortified cities that lie just beyond its edge. Many armies have tried to capture it, for surely a place so well defended must contain riches and secrets beyond imagination. Hexoatl counts as a temple-city and a fortress and all the rules for these territories apply as normal.

Enemy army present: Play the siege scenario from the Warhammer rulebook with the modifications to the scenario as described in the rules for Fortress territories in the Warhammer Realms: Lustria campaign rules.

Blood Pyramid

Defence Value 0, Plunder Points 20

This dread place of sacrifice is a grim reminder of the fate of all who would despoil Lustria. All the treasure that is taken from victims sacrificed here is thrown into the pyramid's central chamber. Armies that advance into this region do so at their peril, knowing that they are easy meat for attackers.

If you control Blood Pyramid, then you may choose which scenario to play (and whether to be the attacker or defender if such an option exists in the scenario) if any of your armies are attacked while in this territory.

Mirror Pool of Tepok

Defence Value 0, Plunder Points 10

It is said that the future can be read in this glittering pool, and many would-be scryers have met their deaths attempting to discover the truth of this.

So long as you control the Mirror Pool of Tepok you may, once per game, cause an enemy Wizard's spell to affect the Wizard himself. You may declare this after the enemy Wizard's Casting dice have been rolled and the spell has been successfully cast. The affected Wizard must now take a Leadership test. If the test is passed then the spell is cast as normal, but if the Wizard fails the Leadership test then the spell will be cast on himself. If he has any Power dice remaining, then he may attempt to dispel his own spell immediately using the Power dice as Dispel dice. Or, if he has a Dispel Scroll, he may use that to prevent the spell from taking effect.

Enemy army present: Play one of the following scenarios:

D6	SCENARIO
1-2	Pitched Battle from the Warhammer rulebook.
3-4	The Fall of Kjell Red Fist from Warhammer Realms: Lustria.
5-6	Fortune and Glory from the Conquest of the New World campaign rules.

Xuhua Lake

Defence Value 0, Plunder Points 30

Xuhua Lake is said to have risen over an ancient temple-city that was drowned by the gods for the obscene wealth of its populace. While armies work out how to retrieve the treasure beneath the placid waters, they are vulnerable.

If you hold this territory and fight a battle here, your army will always go second, even if who goes first is predetermined by the scenario.

Enemy army present: Play one of the following scenarios:

D6	SCENARIO
1-2	Ambush from the Warhammer rulebook.
3-4	The Fall of Kjell Red Fist from Warhammer Realms: Lustria.
5-6	The Serpent God's Due from Warhammer Realms: Lustria.

Monument of the Moon

Defence Value 0, Plunder Points 20

Rearing up from the coast of Lustria, this tall monument is a dread icon of fear, said to be built atop a long-dead necromancer's tomb. What riches or perils await beneath the deathly spire and in the catacombs will only be found by those with the courage to face their worst nightmares. Such an atmosphere of terror saturates this place that every battle in this territory is fought in near darkness. At the beginning of each game turn roll the Artillery dice and multiply the result by 3; this is the distance in inches that troops can see. If you roll a misfire then the dark shadows fade and everyone can see normally. You cannot shoot, charge or cast spells that require line of sight to targets you cannot see.

Enemy army present: Play one of the following scenarios:

D6	SCENARIO
1-2	Pitched Battle from the Warhammer rulebook.
3-4	Breakthrough from the Warhammer rulebook.
5-6	Meeting Engagement from the Warhammer rulebook.

The Obsidian Column

Defence Value 0, Plunder Points 30

This is a stark monument to the folly of seeking treasure in the realm of the Lizardmen. The true purpose of this gigantic column is unknown, though there is no shortage of steaming cracks in the earth surrounding it that spew forth valuable deposits of metals for the forge. So long as you hold the Obsidian Column you may upgrade one Core unit and its Champion to have any non-magical weapons and armour upgrades normally available to them for free. You can change which units you upgrade between battles.

Enemy army present: Play one of the following scenarios:

D6	SCENARIO
1-2	Pitched Battle from the Warhammer rulebook.
3-4	Battle of the Obsidian Column from Warhammer Realms: Lustria.
5-6	Capture from the Warhammer rulebook, with the Obsidian Column as the objective.

Temple of Constellations

Defence Value 0, Plunder Points 30

This mysterious temple has all manner of arcane and mystical symbols carved into its walls. Battles fought here are particularly perilous for combatants due to incessant lightning storms that surround the temple.

Once per Shooting phase in every battle fought in this territory, one unit of each player's army will be struck by lightning. The player who controls this territory chooses one unit in his opponent's army and rolls a D6. On a 4+ the unit is struck by a bolt of lightning. If the unit isn't hit, keep going until one unit is struck. Once this is resolved, his opponent gets to do the same to him... Units struck by a thunderbolt suffer D6 Strength 4 hits, with no Armour Save possible. These hits are distributed exactly like hits from shooting, and casualties caused by lightning strikes may cause Panic tests. A unit that flees as a result of a lightning strike will do so towards the nearest table edge of its deployment zone.

Enemy army present: Play one of the following scenarios:

D6	SCENARIO
1-2	Lord Melchin's Grand Adventure from Warhammer Realms: Lustria.
3-4	Battle of the Obsidian Column from Warhammer Realms: Lustria.
5-6	The folly of Prince Rodrik from Warhammer Realms: Lustria.

NEW CAMPAIGN RULES

There are a few special rules that apply specifically to Conquest of the New World. These new actions can be undertaken during the campaign turn. Conquest of the New World is unique in that you can also spend Plunder Points on some of these activities.

(Not) Fortifying Territories

In a normal campaign, you'd be able to fortify the places you capture, erecting walls and digging ditches, getting (or forcing) the local populace to help. In the Conquest of the New World, there aren't that many locals, and your armies haven't been able to bring the supplies they'd need to undertake this kind of work, so for this campaign no territories can be fortified.

Dig for Gold

Just because an army has taken all the plunder that's obvious in a territory, that's no guarantee that they've managed to get all of it. Perhaps there are buried treasures or tombs yet to be discovered in the depths of a crypt or uncovered from the writings on a dusty scroll. It costs 1 Campaign Point to Dig for Gold and this can only be done if an army finishes its move on a territory and does not move further. At the end of the Spend Campaign Points phase, but before the Resolve Battles phase, roll a D6. If you score a 4+ you have found 2D6 Plunder Points worth of treasure. If the army that finds this treasure is beaten in that Resolve Battles phase, then any such Plunder Points are awarded to the army that bested it. You can Dig for Gold any number of times in a territory.

Spread the Wealth

The plunder that's being collected by the army is precisely the reason why most of the warriors are in Lustria. A wise commander distributes some of that plunder from time to time to whet his soldiers' appetite for war. If you have more than 6 Plunder Points you may distribute D6 Plunder Points throughout your armies in the Generate Campaign Points phase. This motivates warriors to fight harder and to earn further rewards. For every Plunder Point spent, roll a D6, and on each roll of a 5+, you immediately generate another Campaign Point.

Hire Mercenaries

Lustria attracts all manner of unsavoury mercenaries in search of gainful employment. You can use your Plunder Points to hire them to fight for your armies in the time between campaign turns by spending up to 30 Plunder Points. For every 10 Plunder Points you spend, you may include any one permitted Dogs of War unit in any of your armies, with it counting as a Core choice in any battles you fight in the next Resolve Battles phase. You still need to pay the points for these units.

Victory!

To secure victory, you must have secured enough Plunder that you are able to head back to the Old World with your fortune assured. If, at the end of any Resolve Battles phase, any player has accumulated a total of 150 Plunder Points or more, they are the victor.

If you only have a limited time available, then the winner is the player with the most Plunder Points at the end of the Resolve Battles phase when you reach the end of your time limit.

THE ZOMBIE PIRATES OF THE VAMPIRE COAST

0-1 Zombie Pirates of the Vampire Coast

	M	WS	BS	S	T	W	I	A	Ld
Zombie Pirate	4	3	0	3	3	1	0	1	2

Unit Size: 20, including Musician and Standard Bearer. The Zombie Pirates may have their numbers increased by using the Invocation of Nehek spell.

Points cost: 150

Equipment: Hand weapons.

For Hire: The Zombie Pirates count as a Special choice in Evil and Neutral armies playing in the Conquest of the New World campaign, or as a Rare choice in a Vampire Counts army in any other type of game.

The Zombie Pirates may never be joined by any characters and never benefit from the effects of the army standard of the army in which they fight.

SPECIAL RULES

Aquatic: Perhaps unsurprisingly, the Zombie Pirates are Aquatic (see the Warhammer rulebook).

Braindead: Zombies are so slow that their opponents always anticipate their clumsy attacks. To represent this, Zombies always strike last in close combat (even when they charge and even after opponents armed with great weapons). If Zombies are fighting other Zombies, roll a dice every turn, with the person rolling highest winning, to determine which unit attacks first.

Undead: Common with all Undead, Zombie Pirates cannot be broken, but when beaten in combat they suffer one additional wound for every point they lose the combat by. If wiped out by combat resolution in the first turn of a combat, the enemy gets the option to make an overrun move as normal. The Zombie Pirates are Immune to Psychology (see the Warhammer rulebook). The Zombie Pirates may not make a march move. The Zombie Pirates cause *fear* (see the Warhammer rulebook).

The Ebony Skulls: The Zombie Pirates do not start the game deployed on the table. Instead, they are summoned using the spell bound within the Ebony Skulls. These may be taken by any one character in the army, at a cost of 50 points taken from their magic items allowance. If successfully cast, choose any point within 18" of the caster, or any water feature on the table, and place one model on it. Then form the rest of the models around it. The Zombie Pirates must be deployed at least 1" away from any enemy, but may be in any formation and facing any direction. So fearful is the sight of the undead seamen rising from the deep that they cause *terror* on the game turn they are summoned, providing they are summoned in a water feature.

Vampire Lord Luthor Harkon has plagued the eastern regions of Lustria for centuries, and his sacking of the temple-city of Axotl has made the eradication of his realm of utmost importance to the Slann Mage-Priests. With the coming of the new races to Lustria, Harkon has hatched a scheme, no matter the consequences of the invasion. He has dispatched emissaries to the more black-hearted invaders, messengers bearing gifts – gilded, ebony skulls containing the power to call forth Harkon's servants. With these allies the invaders further Harkon's power with every battle.

From dark-place I came, and to darker places still I travel. Wyrm-midden and filth my crib, man-flesh and dead-thing my down. To the coast of far away land I sailed, to delve in dusty place. Not for glimmer, nor spark, but for Lizard-wyrd and age-crusted name.

Luthor Harkon

ARCANE ITEM

THE EBONY SKULLS **50 points**
One successful use only.
Bound Spell. Power Level 6.
The Ebony Skulls are gifts from Harkon, carried by his emissaries to be presented to potential allies. These unholy artefacts must be cast to the ground to unlock the dark powers within. Once broken, the owner may call upon the services of Luthor's servants, and will be eternally in his debt…



Secrets and lies, from the birth of time, so all that is hidden be mine, my dear.

Slime-thing lovers call sailors to salty death in my name. With a touch, he rises once more, brine-blood vigour her delight. Her kiss is clammy little death. Her song calls men from every land, and my servants walk the land of swamp, doing death for all time.

Luthor Harkon

PIRAZZO'S LOST LEGION

Fernando Pirazzo of Tobaro was hired to command part of an expedition to Lustria. Though young, he was already an experienced mercenary captain.

After being betrayed by the ships' captains as soon as they arrived in Lustria, Pirazzo was elected leader. Calling themselves the 'Lost Legion', the mercenaries formed into a single regiment under his command. After a gruelling march inland, the Lost Legion came upon Lizardmen ruins, where they found gold and gems. As they marched out laden with treasures, the Lizardmen launched a series of ambushes on the causeways amid the spawning ponds of the ruined city, but the enemy could not prevail. The first ambush was met with a hail of crossbow bolts, while the second ran into ranks of massed pikes and the ponds were choked with scaly corpses.

In a pause between attacks, Pirazzo found himself considering a deal with the Lizardmen. He ordered his men to put down their loot and retreat along the causeway. Though it broke the men's hearts, his order was obeyed and the regiment marched back into the ruins.

When the sun rose, the sentries were amazed to see not only piles of returned treasure but also heaps of food and great gourds of refreshing water. The plaza was lined with Saurus Warriors, permitting only one way out of the ruins; to the south. The Lost Legion knew that this would be their only chance to escape, so took the loot, the supplies and the road appointed for them. The legion marched for weeks, fighting the Zombie hordes of the Vampire Coast before reaching the sea.

0-1 Pirazzo's Lost Legion

Pirazzo and four troopers including Standard Bearer and Musician (all armed with crossbows), plus five troopers armed with pikes costs a total of 160 points. This is the minimum size of unit you can hire. The regiment may be increased by adding extra Crossbowmen to the front rank at a cost of 9 points each and extra Pikemen to the rear ranks at a cost of 10 points each.

	M	WS	BS	S	T	W	I	A	Ld
Pirazzo	4	4	4	4	3	1	4	2	8
Lost Legionnaire	4	3	3	3	3	1	3	1	7

Unit Size: 10+

Equipment: Pirazzo's troopers are either armed with sword, crossbow and light armour or are armed with sword, pike and light armour. Pirazzo is armed with heavy armour and a sword.

For Hire: The Lost Legion counts as a Special choice in Good armies, or a Core choice in Neutral armies playing in the Conquest of the New World campaign. They are a Special choice in any army (except Vampire Counts and Bretonnians, who may not employ them) in any other type of game, or a Core choice in a Dogs of War army.

SPECIAL RULES

Mixed Formation: Forseeing the conditions they would encounter in Lustria, Pirazzo wisely equipped his men with both the pike and crossbow, the traditional tools of the Tilean mercenary, before he even set sail.

The first rank of the unit is always made up of crossbow-armed figures, and all Crossbowmen must be placed in the first rank. All other ranks are made up of Pikemen. Casualties are removed from the back as normal, and only when all Pikemen are dead can casualties be taken from the front rank.

Pikes: Fight in four ranks; require two hands.

Pike-armed models aways strike first in the initial round of close combat, even before enemies that have charged. Enemies who strike first because of a special ability or magic will still strike first. Pike-armed models receive +1 Strength in the turn they are charged by cavalry units, chariots or monsters. This only applies to attacks against the above charging units, not against other units. None of these special rules may be used against an enemy fighting the pikemen's flank or rear.

All mercenary models are soon to be re-released in new sets. These will be available from next month, exclusively from Direct. Ring 0115 91 40000 or see White Dwarf 306 for more details.



TICHI HUICHI'S RAIDERS

0-1 Tichi Huichi's Raiders

Tichi Huichi's Raiders are a Regiment of Renown. Huichi plus four Raiders, including a Standard Bearer and Musician, cost a total of 250 points. This is the minimum unit you can hire. The regiment may be increased at a cost of +22 points *per additional model. These rules supersede all earlier rules.*

	M	WS	BS	S	T	W	I	A	Ld
Tichi Huichi	6	4	4	4	3	2	5	3	7
Skink Raider	6	2	3	3	2	1	4	1	6
Horned One	8	3	0	4	4	1	1(3)	2	3

Unit Size: 5-20, including Huichi.

Equipment: Hand weapons, spears and shields.

For Hire: Tichi Huichi's Raiders count as a Special choice in Good and Neutral armies playing in the Conquest of the New World campaign. Outside of the Conquest of the New World campaign, they can be hired as a Rare choice in Dogs of War armies, or as a Special choice in Lizardmen armies, or as a Rare choice in other Warhammer armies (except Bretonnian, Chaos, Chaos Dwarfs, Skaven, Vampire Counts and Tomb Kings, who may not employ them).

SPECIAL RULES

Cause *fear*, Fast Cavalry, Cold Blooded, Scaly Skin (6+).

Horned Ones: Horned Ones cause *fear*, are subject to *stupidity* and give their riders +2 to their Armour Save in place of the usual +1 for mounted troops.

Blessed by the Old Ones: *Huichi and his Raiders enjoy the special favour of the* Old Ones. They belong to a portentous spawning, brought forth for a mission devised millennia ago, and consequently a mysterious aura of protection pervades the regiment. To represent this, close combat opponents may never pursue Tichi Huichi's Raiders if they beat them in combat, even if the unit in question must always pursue. A strange, tropical fugue descends upon the Raiders' enemies, preventing them from pressing home any advantage they may have gained.

On a Mission from the Gods: In coming to Lustria, Tichi Huichi is pursuing a vital mission placed upon him by the Serpent God Sotek. Consequently, whilst playing in the Conquest of the New World campaign, the Horned Ones are not subject to *stupidity*, and have an Initiative of 3. In addition, the unit benefits from the Sacred Spawning of Sotek, granting each rider +1 Attack on the turn they charge.

Tichi Huichi was, for many cycles of the sun, considered the last child of the ruined city of Enxilada. For decades he would enact his lonely daily ritual, greeting the rising sun each morning and standing guard over the city's long-barren spawning pools.

Then, one day, Huichi witnessed a sight that no prophecy had predicted. The spawning pools brought forth life in the form of a spawning of Skinks. Peering into the murky depths, Huichi saw that the young sported the beginnings of elaborate head crests, marking them out, unusually for Skinks, as favoured by the Lizardmen god of beasts, Itzl, and therefore predestined to ride the mighty Horned Ones – a variety of Cold One normally native only to the Southlands. Furthermore, the Skinks' skin was covered in vermillion markings, undoubtedly a sign that the will of Sotek was at work.

Huichi then received a revelation. He descended to the ancient caverns beneath the ruins of Enxilada, and found his instinct correct. A symbiotic spawning had occurred within the cold, murky waters, a spawning of rare Horned Ones, and these too sported *vermillion patches upon their skin.* Truly, the plans of the Old Ones were unfolding before Huichi's eyes!

Huichi saw that it was his calling to lead the new spawning, and was granted a glimpse of his destiny in fevered dreams. Leading the new spawning, he would embark upon a mission to recover the treasures of the Old Ones, and he would travel to the very ends of the world, guided by voices from the beginning of history, to fulfil his calling.



We makea de good time across de big seas an I think we get to de land of jungles before those silly people who follow us. Last night, we see de sails of many boats behind us an I think we not only ones who come dis way.

Marco Colombo

GET OFF MY LAND!

The invaders have landed a small force upon the golden shores of Lustria and must push up the beach and into the jungle to secure a beachhead so that the remainder of their army may safely land. But others have claimed the area, and react quickly to the landing, determined not to allow the attackers to set one foot upon their territory.

At last we land on de land, a big beach that look like my old home. I get the wistful for it and wanna see it again, but I still don' see no Skeggi! Twice I come to find it and still I come to da wrong place. Issa tricky place to find, eh?

Marco Colombo

Overview

The attackers must gain as much ground as possible in order to secure a beachhead for subsequent waves of warriors. The defenders seek to repel them at all costs.

This scenario is ideal as the first battle fought in a campaign, or in any campaign turn in which a coastal territory is being attacked. Players should feel free to use it in place of any of the other scenarios where appropriate.

Armies

Both armies are chosen using the Warhammer army lists. The attacker may not deploy any war machines.

Battlefield

The battlefield is divided into four zones, as indicated on the map. Each should feature a predominant terrain type, with the terrain being set up in a manner agreeable by both players.

Deployment

1. The players roll a dice; the highest scorer may choose whether to start deploying first or second.

2. Taking it in turns, each player deploys one unit at a time within his deployment zone until both armies are deployed.

3. Characters are deployed after all other units, each player deploying their characters at the same time.

4. Only the attacker may make use of the Scouts rule, deploying any scouting units after both armies are deployed, as described in the Warhammer rulebook.

Who Goes First?

Both players roll a dice; the player who finished deploying first (not including Scouts) may add +1 to their dice roll. The player who scores highest may choose whether to go first or second.

Length of game

The game lasts for six turns.

Special Rules

Both attacker and defender are subject to events and encounters.

Victory Conditions

At the end of the game, players calculate Victory Points using the Victory Points table in the Warhammer rulebook.

In addition, bonus Victory Points are earned as follows:

Attacker

100 VPs For each unit or character in the Undergrowth Zone

200 VPs For each unit or character in the Light Jungle Zone

300 VPs For each unit or character in the Dense Jungle Zone

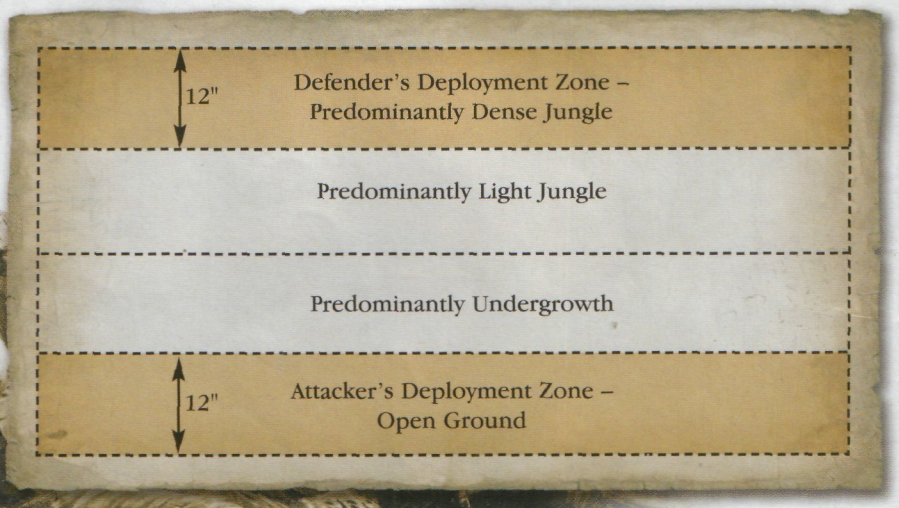
Defender

100 VPs For each unit or character in the Light Jungle Zone

200 VPs For each unit or character in the Undergrowth Zone

300 VPs For each unit or character in the Open Ground Zone

In order to earn the bonus Victory Points, the unit or character must be wholly within the relevant zone, not fleeing and either above half strength or Wounds.





FORTUNE AND GLORY

As the fighting in Lustria rages and the armies of the Old World slaughter each other in search of gold and the arcane treasures of this mysterious continent, two armies close on a find of immeasurable value. Whoever captures this treasure will have succeeded beyond their wildest dreams of avarice and knowledge, and can rightly claim to be the conqueror of the New World. But as the armies close in on their prize, a magical storm builds above the battlefield and bolts of lightning fork towards the ground...

Overview

Two armies close on a find that will make their fortune and fulfil their ambitions on the continent of Lustria. This scenario is ideally suited for games towards the end of your campaign, with this being the final, apocalyptic clash of armies when victory will mean that one player has won the Conquest of the New World Campaign. In this case, simply substitute this scenario for whichever one you roll up for the territory the battle is fought in.

Armies

Both armies are chosen using the Warhammer army lists to an agreed points value.

Battlefield

Lay out the terrain for the battle in any mutually agreeable manner, though you should have a suitably evocative terrain piece to represent the objective both players are fighting for. This should be roughly 6" x 6" and should be placed in the exact centre of the board.

Deployment

1. Both players roll a dice; the highest scorer can choose which deployment zone to deploy his forces in.

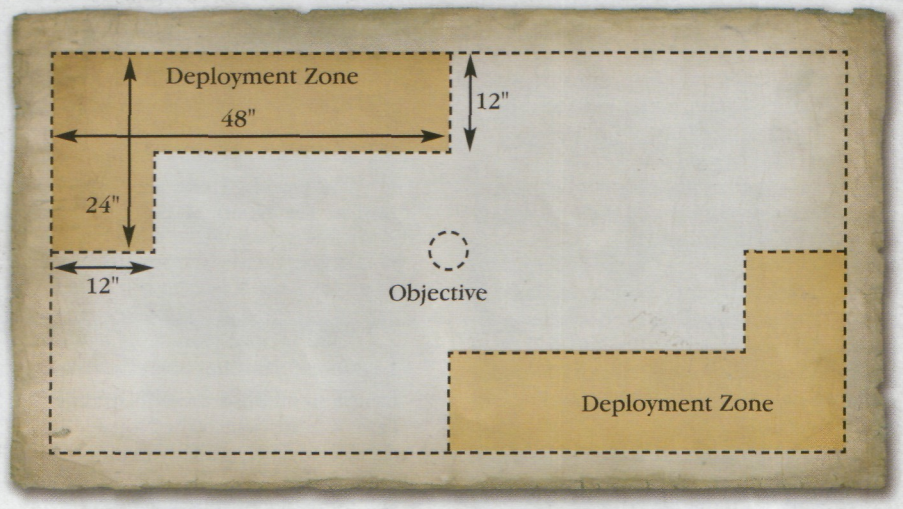
2. The players roll a dice; the highest scorer may choose whether to start deploying first or second.

3. Taking it in turns, each player deploys one unit at a time within his deployment zone until both armies are deployed.

4. All war machines are deployed at the same time, though they can be deployed in different parts of the battlefield.

5. Characters are deployed after all other units, each player deploying their characters at the same time.

6. Scouting units are not deployed with the rest of the units. Instead they are placed on the table after all the other units from both armies have been deployed, as described in the rules for Scouts from the Warhammer rulebook.



Who goes first?

Both players roll a dice; the player who finished deploying first (ignoring Scouts) may add +1 to their dice roll. The player who scores highest may choose whether to go first or second (re-roll ties).

Length of game

The game lasts for six turns.

Special Rules

A magical storm builds as the battle begins, dark clouds threatening deadly bolts of lightning with every passing second. At the beginning of each game turn roll a D6. On the first turn, bolts of lightning strike both armies at the same time and in the same manner as described in the Temple of Constellations territory, though units will be hit on a 6+. On the second turn the lightning will strike on a 5+, on the third turn it will strike on a 4+ and so on until the end of the game.

Victory Conditions

The army with a unit closest to the objective at the end of the battle wins. Fleeing units, monsters and characters can't capture the objective. If both players have a unit able to capture the objective equidistant from the objective then the player whose unit has the greatest Unit Strength is the winner. If both units have the same Unit Strength, then the battle is a draw.



BEST OF FOES

The Conquest of the New World campaign has been designed so that it can be played with any Warhammer army, and there are many story lines that imaginative players can concoct in order to give a strong narrative context to their games. However, on occasion it may be harder to explain why a particular army is fighting in the New World, and so we've put together some narrative hooks in order to offer further inspiration for your own games, as well as a little bit of an explanation of what each race might seek to gain from the Conquest of the New World.

The Empire

With the Empire suffering a prolonged period of civil wars, some look to the New World as a means of unifying warring rivals. Others seek to use the gold and other riches plundered there as a means to underwrite their own political machinations.

- The already wealthy merchant classes of the Empire are forever on the look out for yet more wealth, and will be quick to react to the tales of unlimited gold on offer in the New World.

- Some will outfit entire armies in an effort to plunder the new lands and strip them of their wealth.

Bretonnia

Bretonnia's knights have been engaged upon a series of crusades to free the land of Estalia from the grip of the Prince of Araby, the Sultan of Jaffar, and have even launched attacks upon the Sultan's homeland, capturing land there. But the coffers are running low, and wars cost money…

- Many Bretonnians will set out for the New World with the same intentions as the Men of the Empire.

- Many knights will make for Lustria intent upon earning glory and fame in combat against savage jungle beasts.

Chaos

With the lands north of the Chaos Wastes relatively quiet, the followers of Chaos are abroad, setting sail for the corners of the globe in order to win glory for their dread masters.

- Norse pirates may attack ships of other races at sea, or they may wait until they have landed upon the shores of Lustria to ambush them in strange lands – lands which the Norse themselves have already explored.

- The followers of Chaos will find many rewards in Lustria, from gold, captives, magical artefacts and even the many extracts of exotic plants which are particularly attractive to the followers of Slaanesh.

High Elves and Wood Elves

It is a time of relative peace for the Asur, for their dark kin have turned their wicked attentions to lesser races. But, with the invasion of the New World, they must gather their armies and fight once more, lest more ignorant beings cause untold woe to the world.

- For ages, the High Elves of Ulthuan have sought to control the sea-lanes, guarding the Great Ocean from the incursions of the young races. They will seek to regain this control.

- More proactive High Elf commanders may seek to land forces on Lustria itself, aiming to establish control over sites which they know will attract the attention of the covetous invaders.

- Perhaps a long lost Wood Elf Vengeance kindred has appeared in Lustria, far away from home, intent upon protecting the ancient rainforests.

Dark Elves

For the Dark Elves, it is a time of conquest, for the weaker races are ripe for the plucking and the slave ships of the Druchii are weighed down with their rich cargoes.

- The Dark Elves launch regular attacks upon Lustria, seeking magical artefacts, poisonous plant extracts, slaves and any other plunder they can get their hands on.

Orcs and Goblins

With the Empire embroiled in internecine strife, the greenskins have grown fat and lazy. A number of warlords have risen to remind them of proper Orcish ways, and these see the coming fight in Lustria as a great opportunity to prove their strength.

- Orcs need no excuse for a good fight, and will be quite happy to follow the invaders to Lustria if it means they can instigate a good ruckus when they arrive.

- The Orcs will be more than eager to take prisoners, especially from the other races invading Lustria.

- Orcs need to eat, and Lustria is said to be full of meat – albeit huge, scaly, toothy and very much alive meat…

Dwarfs

For the Dwarfs too, it is a quiet time without immediate threat to their holds – a time when many younger and more

> Now Lizard-things tremble and strangers wreak mischief across the land of the Eldest. Glimmer-greed grips the hearts of some, while others seek words, and others seek blood.
>
> Who prevails, I care not. I shall endure. Lizard-thing shall die and green-flesh shall wither. The Names of the Eldest shall be mine, and all dead-things whisper my name, my love.
>
> Luthor Harkon

> Now we's in de jungle an issa not good. De insects and de beasties bite and itch. I no remember it being this bad before. Me and de men go far into de jungle and find lots of gold, so men is happy. I wonder if issa same big lizard boss here. He nice to me and maybe we canna makea de bargain again.
>
> Marco Colombo

reckless Dwarfs are drawn to explore the wider world beyond their mountain domains. Older Dwarfs will tell them such recklessness is inviting trouble, but the young never listen...

- There's plenty of gold in Lustria, and everybody knows that Dwarfs love gold...

Undead

With the Necropolis of Zandri so recently desecrated, the Tomb Kings seek revenge upon the mortals of the world. So too does the power of the Vampire Counts wax, for dark arts are practised openly in many parts of the Old World.

- The Undead occupants of the Vampire Coast will seek to expand their own borders in the face of the influx of invaders.

- To a Necromancer, there is surely no greater prize than the mummified remains of a long-dead Slann Mage-Priest.

- In ages past the Kings of Khemri sailed the world's oceans – perhaps some great seafaring Tomb King has risen once more, and mustered his ghostly fleet. Perhaps it is the fleet of Settra himself...

Lizardmen

The Lizardmen empire has stood for millennia, the last major challenge to its strength being the invasion by Clan Pestilens that ended when the Serpent God Sotek came into the world and destroyed the rat-spawn. With their empire much renewed since that time, the Mage-Priests must now face a new challenge.

- The Lizardmen fight for their domains, but they will also take the opportunity to regain territory lost to the occupants of the Vampire Coast.

- With their domains under threat, the Mage-Priests order long-abandoned and ruined temple-cities to be reoccupied, and held at all costs.

Skaven

Since the defeat of Clan Pestilens and the subsequent civil war that was brought about by their return to the Under-Empire, the Skaven have sought to consolidate their power. Now, the vile race is ready to rise once more, and is turning its attentions back towards Lustria.

- Clan Pestilens would take any chance it could to exact its revenge upon the Children of Sotek for their previous defeat.

- The Skaven seek to increase the extent of their sprawling Under-Empire, even to such faraway lands as Lustria.

Dogs of War

The city-states of Tilea are at constant war with one another, and such conflict costs money. Many such states make extensive use of mercenary armies, and these are being despatched to Lustria to establish a power base there, from which gold and other riches can be shipped back to the Old World to further the ambitions of the Tilean Princes.

- Many leaders of the nations of the Old World will employ mercenaries to do their dirty work for them, despatching entire armies to far-off lands. Indeed, the first such army to land upon Lustria was that led by the famous explorer, Marco Colombo.

- A Dogs of War army could represent a pirate horde from Sartosa, the City of Pirates, with each regiment representing the crew of a single pirate vessel.

Ogre Kingdoms

The brutish hordes of the Ogre Kingdoms are known for their wanderlust, and Ogres are to be found in the most unlikely corners of the world, where Maneaters sell their services to the highest bidder. With the invasion of the New World in full swing, these hireling warriors are in great demand indeed.

- The Ogres' wanderlust is likely to result in small warbands appearing in Lustria, but it is quite possible entire tribes will be hired as mercenaries by those with the gold.

- By adding a Dogs of War character to an Ogre Kingdoms army (or the other way around) you could field an entire tribe led by a very rich human explorer.

Oh, we all in de big soup now! I seen loadsa de armies all across de jungle, fighting and being all nasty to each other! De gold is here, lots anna lots of it, but all dey wanna to do is fight! Issa all gonna end in tears, I tell you dat for sure!

Marco Colombo

CONQUER THE NEW WORLD!

Join the scramble for plunder in this year's exciting in-store campaign!

The Conquest of the New World is a unique campaign experience that you can all take part in. Furthermore, it is supported by a website. This acts as an automated campaign tracker, allowing you to keep tabs on how your campaign is going without the need for pesky pens and paper!

Our Hobby Centres and Gaming Rooms are running loads of games and activities over the summer months connected with Warhammer Realms: Lustria and the Conquest of the New World Campaign. Whether you want to fight a jungle battle against a new foe, learn how to construct your own jungle or find fellow players to partake in The Conquest of the New World, our Hobby Centres are the place to go! See page 138 for the merest taster of what you can expect, as there's plenty more going on in every Games Workshop!

IN-STORE

MAY
The Land of the Gods
Get a handle on the new jungle rules before the campaign commences!

Jungle Terrain Classes
Learn how to construct your own tropical scenery with help from our in-store experts.

JUNE-AUGUST
The Conquest of the New World
Does your army have what it takes to win the most plunder? Find out by playing in-store!

There are more activities planned, ring your nearest Hobby Centre for details (see page 132).

conquest.uk.games-workshop.com

THE FOLLY OF

Having plundered the riches of Lustria, a band of Questing Knights commanded by Andy Hoare and Adam Troke must escape the temple-city of Xlanhuapec. They are pursued by a vengeful force of Lizardmen commanded by Graham McNeill. But it's not only the Skinks and Saurus Warriors the knights need worry about, for the jungle itself has awoken...

Andy: Warhammer Realms: Lustria is all about adventure. Perilous adventure. It's all about taking your army into an entirely new setting, one where the jungle itself is as dangerous as the enemy. Did I mention that it's perilous?

When we were writing the scenarios for the book, we kept to the format of those presented in the Warhammer rulebook – each presents a standard, archetypical scenario, such as a rescue, a night attack or a river crossing, but presents it in the context of a historical battle. This is an element of the setting that we wanted to play up, lending games set in Lustria a cinematic quality, ideally suited to narrative and campaign-based play, but equally suited to everyday gaming.

So, when it came to deciding which scenario we would play for this Battle Report, we went for one we felt would really show off the story-based side of the setting. We chose The Folly of Prince Rodrik, a scenario in which the exiled, illegitimate son of a Bretonnian Duke is cornered by the Lizardmen after having plundered his way across their lands. We used the rules presented in the Historical Re-fight entry for the scenario, allowing us to equip the knights with all manner of plundered Lizardmen magical items. This gave us plenty of opportunity for some conversion fun.



"This is your fault Pietre, your fault. Do you hear me?" Prince Rodrik hacked another clump of hanging vines from his path and rounded on his fellow knight, who stopped short, the suppressed urge to strike his liege writ large across his blood and grime-streaked noble features. The screams of the last of the Men-at-arms being butchered by the Saurus cohorts carried through the stifling jungle air, causing the eight knights who had survived the ambush to cast nervous glances over their shoulders.

"My lord, I only followed your father's orders. His wish was that you prove your courage in this place and return to him a man. A knight. It was not I, however, who chose to launch a raid upon a fully occupied and garrisoned temple city, with less than three score men-at-arms."

"Fool! Can't you see? My father sent us here to die! He wants me dead to protect my half-brother's precious succession. We are masterless men now, and we must seek our own fortune – however we may."

A final, blood-curdling scream echoed through the jungle, causing the small band to hurry down the vine-choked jungle path, each man struggling with his load of priceless artefacts plundered from the sacred vaults of the Lizardmen. Turning a bend, the knights found their way blocked by impenetrable undergrowth.

"Sacred... damn this cursed jungle. I will not die here! I simply will not!" Rodrik hacked impotently at the choking vines using a gleaming weapon plucked from a Lizardmen shrine, but to no avail. They were trapped, and would soon be cornered by their Saurus pursuers.

At that moment, a high-pitched whistle emanated from a nearby clump of bush. A pair of Wiaimen, diminutive, copper-skinned natives, emerged, and furtively gestured for the knights to follow.

"These creatures again?" spat Rodrik "Didn't we tell them to cease their endless begging?"

"You did my lord, but I believe we should listen to them this time. They appear to be indicating an escape route. Perhaps we may yet survive this cursed place."

"Fine! We'll follow them, but they're disgusting little commoners and I don't want them anywhere near me. You hear, Pietre?"

Pietre sighed as his liege pressed on. Perhaps Rodrik's father had the right idea...

PRINCE RODRIK

In the year 1847, the Bretonnian noble Duke Tudual of L'Anguille dispatched his much-loathed bastard son Prince Rodrik on an expedition deep into the jungle of Lustria, hoping, some say, that the obnoxious youth would not return.

Many tales are told of the young prince cutting a swathe through the eastern jungles, plundering Lizardmen ruins and even attempting an ill-advised assault upon Amazon Island. But he overstretched his luck when he launched an attack upon the temple-city of Xlanhuapec, not realising that it was in fact a fully functioning city and not some poorly guarded ruin.

The Lizardmen observed his nonchalant approach, and allowed the army to enter their city before launching a devastating ambush that wiped out the bulk of the invaders' forces in moments.

Prince Rodrik and his officers survived the slaughter, but still had to escape Xlanhuapec – and hundreds upon hundreds of enraged Lizardmen, intent on seeing their blood...

FLIGHT

Overview: Having penetrated deep within the enemy's realm, the invaders have plundered their most sacred places and are even now making good their escape. As the last survivors of the expedition flee, the enemy catch up with them, and aren't too happy.

Armies: Both armies are chosen using the Warhammer army lists. The attacker chooses his army as normal. The defender only chooses from the Characters section of their army list, ignoring all normal restrictions for choosing an army. They may choose the normal number of Heroes for the size of game being played, and as many Lords as the points allow, but no characters may be mounted or have the Flyer special rule.

***Note:** This represents the invaders' army having been whittled down to a few grizzled die-hards, the guys who always make it to the last scene of the movie, though only one or two of them generally make it to the very end. They have the choicest weapons and equipment having plundered both the bodies of fallen comrades and the vaults of the enemy.*

Battlefield: The battlefield should be set up in a manner agreeable to both players.

DEPLOYMENT

1 The defender places his models in the area shown on the map.

2 The attacker then deploys their army in the area shown on the map.

3 The attacker deploys their Scouts.

4 The defender may not deploy any Scouts – any models with this ability must be set up with the rest of his force.

Who Goes First? The attacker goes first.

Length of game. Until the defenders have all escaped, or are all dead.

SPECIAL RULES

Traps: The defenders are attempting to escape from the very heart of the attackers' realm, and must dodge all manner of cunning traps and hazards placed there to deter raiders such as themselves. Therefore, the attacker doubles the number of Encounters Points he receives. The attacker is not subject to events, but is subject to encounters. The defender is subject to both events and encounters.

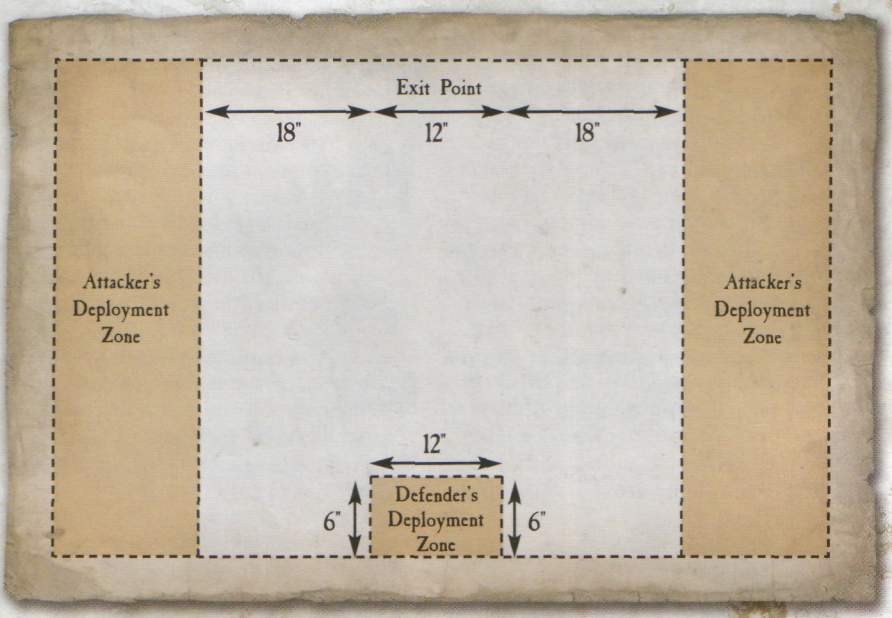
Victory Conditions: Victory Points are used to determine the winner of the battle. Defending characters that leave the table by the exit point marked on the map earn bonus Victory Points equal to their own points value for doing so.

HISTORICAL RE-FIGHT

To re-fight the attempted escape of Prince Rodrik, use the Bretonnian army list for the characters (excluding the Prophetess and Damsel of the Lady), making sure that none have any steeds or Virtues. To represent the fact that the prince and his cronies have spent months plundering the treasures of the Lizardmen, the Bretonnian player may choose to take magic weapons, magic armour, enchanted items and talismans, including Skink-only items, from the Lizardmen magic items list as well as his own. If this option is chosen, the Lizardmen will be so enraged by the blasphemies of the invaders that they will *hate* all models in the defender's force.

"We'd lost Carson three days earlier, but we found him soon enough, or part of him anyways... just his head, all shrunken, his eyes and lips all sewn up. The lads refused to go any further down that path, and I could hardly disagree..."







THE BLESSED ARMY OF XLANHUAPEC

HEROES

Tenqzlatotl Skink Priest 160 pts
Lvl 2 Upgrade
Rod of the Storm
Banehead
Scout

Kaihuan Skink Priest 130 pts
Lvl 2 Upgrade
Blood Statuette of Spite

Uaxtzaboq Skink Chief 94 pts
Piranha Blade
Light armour & shield

CORE

3 Jungle Swarms 180 pts

10 Skink Skirmishers 60 pts
Blowpipes

10 Skink Skirmishers 60 pts
Javelins

16 Saurus Warriors 222 pts
Full Command

SPECIAL

5 Saurus Cavalry 205 pts
Musician
Standard Bearer

10 Chameleon Skinks 156 pts
Stalker

RARE

Stegadon 235 pts

TOTAL 1,502 points





Graham McNeill
Graham has been busy writing another novel. Called The Guardians of the Forest, it features Wood Elves and should be available from Black Library in the not-too-distant future.



REPEL THE INVADERS!

Graham: *This promises to be fun. Some* hapless heroes wandering around in the backyard of the Lizardmen with nothing but a few stolen trinkets to help them get out. Should be easy, eh? Except it won't be. *Having played the Seven* Sigmarites scenario (featured in WD284) in the run-up to the Storm of Chaos campaign, I knew that taking on some fully tooled-up Lords would be no easy prospect. Even more so, since they were going to be raiding my magic item list as well as their own – the temerity!

It's all too easy to think that seven characters can't possibly stand up to an entire army, but with their superior manoeuvrability, rock-hard stats and cornucopia of magic items, they can run rings around the more unwieldy regiments that make up an army. The way round this, of course, is Skirmishers – more accurately Skink Skirmishers. Skink weapons are poisonous and, against individual characters, that's really dangerous. When you've an entire regiment's shooting directed at you, you tend to be a lot more careful about how often you show your face.

So I made sure I had a whole lot of Skink Skirmishers that could quickly close the gap the Bretonnian heroes were planning to use, with a bunch of Chameleon Skinks accompanied by a Skink Priest lurking in the centre that the guys wouldn't have a choice but to come near. I also picked some swarms, because I've been on the receiving end of swarms so many times in the past that I know how damn horrible they can be. A Stegadon was essential, pretty much because I love the idea of having a monster in my army (since, as an Empire player, I don't get much of a chance to play with big, toothy beasties!) and because its giant bow could potentially kill a hero in one shot.

All this was very well, but Skinks can't really stand up to a charge from Lord characters (despite doing just that in the practice game thanks to some awesome dice rolls) so I knew I'd need some real punch to deliver the killing blow to the heroes. Thus, Saurus Cavalry and a big block of Saurus Warriors stepped up to the plate and lent their not inconsiderable strength to the fray.

To lead my brave lizards, I took a Skink Chief with the Piranha Blade, hoping that – as in the practice game – he could chew through enemy heroes like a frenzied can-opener. Another Skink Priest, with the potentially character-killing Blood Statuette of Spite, rounded out my selection.



PRINCE RODRIK'S BAND OF KNIGHTS

1 **Prince Rodrik** 212 pts
Bretonnian Lord
Questing Vow
Heavy armour; hand weapon
Dagger of Sotek
Shield of the Mirrored Pool
Aura of Quetzl

2 **Edward the Enviable** 225 pts
Bretonnian Lord
Questing Vow
Heavy armour; shield
Blade of Revered Tzunki
Gleaming Pendant of Chotec

3 **Pietre, Beloved Of Yordane** 223 pts
Bretonnian Lord
Questing Vow
Shield
Scimitar of the Sun Resplendent
Armour of the Midsummer Sun

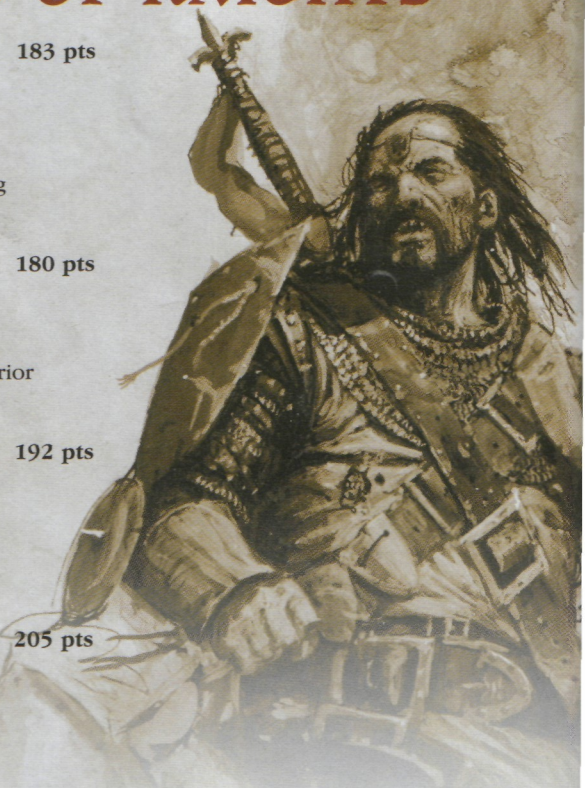
4 **Fabien the Sophist** 82 pts
Paladin
Questing Vow
Enchanted Shield

5 **Roland the Bold** 183 pts
Bretonnian Lord
Questing Vow
Great Weapon
Gauntlet of the Duel
Venom of the Firefly Frog
Gromril Great Helm

6 **Guido the Fox** 180 pts
Bretonnian Lord
Questing Vow
Morning Star
Charm of the Jaguar Warrior
Staff of the Lost Sun

7 **Florent the Deadly** 192 pts
Bretonnian Lord
Questing Vow
Armour of Agilulf
Sword of Battle
Mantle of Damsel Elena

8 **Harold the Filthy** 205 pts
Bretonnian Lord
Sword of the Hornet
The Maiming Shield
Sacred Stegadon Helm



THE GREAT ESCAPE

Andy: I love this type of game – one that gives me the chance to convert a few models for a specific scenario and to take options I wouldn't normally have access to. The opportunity of equipping a bunch of outcast sons of Bretonnian nobility with magical items taken from the sacred vaults of the Lizardmen was just too good to miss, so it was with no small amount of relish that I scoured the Lizardmen book for interesting kit.

Adam and myself each had 750 points to spend on Lords and Heroes, and on equipping them with some nasty gear. Reasoning that offence would be the best form of defence in this battle (and these particular noble sons are particularly offensive) I spread a good few magical weapons around, but made sure to add some defensive items in too, notably the Aura of Quetzl (for a 4+ Ward Save) for Prince Rodrik himself.

I terms of a battle plan, we had the (short and bloody) practice game to draw on. We knew that keeping all the characters together in one group would be a bad idea, as Graham's forces would have all the advantage of plenty of Skirmishers able to quickly redeploy en masse in response to our own deployment, bringing the entirety of his force to bear on ours very quickly. Instead, we would split up into two or more groups, in the hope that Graham would be forced into an uneven split of his own forces. At least then, if one of our groups took the brunt of the Lizardmen's vengeance then the others might prevail against the smaller portion of Graham's army.

TELL ME THY COMPANY, AND I'LL TELL THEE WHAT THOU ART

Adam: In the company of Prince Rodrik, my daring adventurers are bound to be miscreants of the highest order. It was with this thought in mind that Roland the Bold was born. Armed with the Gauntlet of the Duel (so that no challenge he issued could be refused), a great weapon and the Venom of the Firefly Frog, he should be able to deal out enough damage to lay almost any opponent low. By issuing challenges, he could pick on just one opponent and avoid being struck by a large unit.

Guido the Fox was created in a moment of temporary madness. I chose the Staff of the Lost Sun because of how amazing it would appear to a Bretonnian knight. Foolish perhaps, but it did seem very characterful! To make him more effective, I treated him to a morning star and the Charm of the Jaguar Warrior (giving him a 9" move and a good chance of escape).

Florent, the next member of my little party, is the very flower of Bretonnian chivalry and essentially encompasses all that is good about a knight.

The Armour of Agilulf (WS 10, and a 4+ Save) and the Sword of Battle made him look the part, and the Mantle of Damsel Elena not only meant he had the favour of a lady (which is nice), but was unaffected by poisoned attacks and Killing Blow – not bad! Quite how someone so apparently virtuous ended up in Rodrik's company is beyond me!

Harold the Filthy is a mirror image of Florent. Wearing the Sacred Stegadon Helm, bearing the Maiming Shield and armed with the Sword of the Hornet he's clearly a plunderer and thief of the highest order. Perfect company for Prince Rodrik then.

Deploying my four brave heroes was simple. Having learned a harsh lesson in the practice game, and deciding that splitting up was the thing to do, I placed my little band ready to make for the exit by cutting left. I was considering a run around the far side of the temple, thereby avoiding the worst of Graham's army. My plan? Simple. Let Rodrik and his chums take the heat while my lads fled like scolded schoolboys.



Left to right: *Guido, Florent. Roland, Harold, Rodrik, Edward, Pietre and Fabien.*

MODELLING PRINCE RODRIK AND HIS BAND

Andy: When we originally planned this Battle Report, I was eager to take the opportunity to convert some Bretonnian knights. Adam too was excited by this idea, and so we decided that we'd each take half of the band, dividing the modelling and playing duties between us.

I made Prince Rodrik from the torso of a Bretonnian Questing Knight and the legs of an archive Grail Knight hero on foot. I replaced the sword with a Lizardmen weapon, representing a Dagger of Sotek plundered from a sacred vault, and a shield from an old plastic Saurus Warrior to represent the Shield of the Mirrored Pool. In order to get the shield as reflective as its name suggests it should be, I applied a layer of chrome leaf (used for chrome detail by classic car modellers and available from specialist model shops). I coated this with Citadel PVA glue to provide a surface a layer of thinned down Black Ink would better adhere to.

The other models are all variants on this theme, using Questing Knights torsos, legs from the archive Grail Knight hero and Knight of the Realm on foot models. I used a variety of weapons and other bits, mostly from the Lizardmen range but also including a dip into the Mordheim Amazon range.

I painted the models in the heraldry of the L'Anguille family, using Ultramarines Blue and Skull White. I also added a good amount of dirt, in the form of splattered Brown Ink, to give the impression that the warriors have been trudging around the Lustrian jungle for quite some time.

Adam: Converting and painting one-off models is something I really enjoy, so I was keen to have some fun with my part of Rodrik's motley band.

Roland, the first of my conversions, is based on the Bretonnian Duke armed with an axe (my favourite Bretonnian model by far). I added his torso to a pair of legs severed from an archive foot knight, a Green Stuff backpack to conceal the joins, and some pouches from the Mordheim Accessory sprue to complete the look. Guido and Florent were made from plastic Bretonnian models (though Florent's legs are liberated from the Empire Command sprue).

Perhaps the most interesting feature of this pair is the Mordheim Amazon Staff of the Lost Sun wielded by Guido, and his morning star, which is made from various parts from my bitz box and a piece of fine metal chain.

Harold the Filthy was the most complex conversion, involving patient filing on the helmet of a Saurus Temple Guard, and scavenging around Andy's desk for Lizardmen bits. I festooned him with items, and finished him by sculpting a Saurus-hide cloak. Like Andy, I painted my models in the L'Anguille family colours, being sure to make my models look as muddy and weathered as I could. The result is a filthy band of miscreants. Excellent.



Adam Troke
Adam has been playing Warhammer a lot as he has been involved in a campaign called Warhammer Domination. Run by the Pre-Production studio, he has been using Lizardmen accompanied by a Truthsayer, as he tries to defend the realm of Albion.

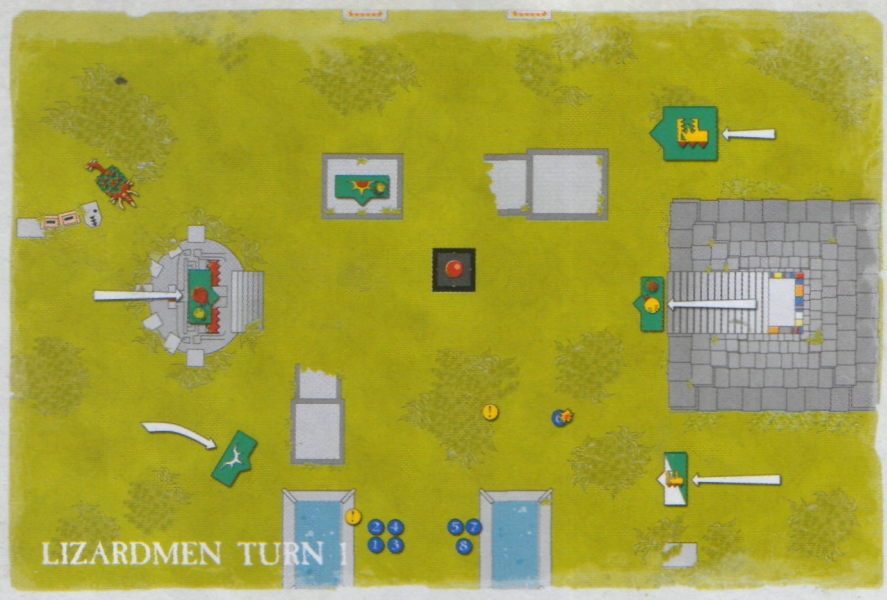


Andy Hoare
Andy tried to help out Adam in their Warhammer Domination campaign, after Adam found himself regularly being "slaughtered". In sailed his Lothern Sea Patrol force to try to repel Adam's enemies. Unfortunately, Andy was slaughtered by Matt Hutson's Dark Elves, and so both are now licking their wounds.

EVENTS

Adam: Some of the scenarios presented in the Lustria book require that one or both players roll 2D6 on the Events chart. This chart adds a layer of narrative to proceedings, giving the battle a context by imposing a number of potential pitfalls or advantages on the players. These range from 'Stifling Humidity', which limits the movement of heavily armoured warriors, to 'Native Guide', which represents a native lending the adventurers a hand – meaning that one unit may be redeployed after the initial set up.

When we rolled for events, Andy and I managed to roll Native Guide. Guido was nominated as our brave scout. With his high Movement value (thanks to the Charm of the Jaguar Warrior) there was a good chance he could range ahead and clear a path.



LIZARDMEN TURN 1

Graham: First things first, let's get everyone moving and herd these heroes exactly where I want them. The Skinks with javelins and the Skink Priest made their way swiftly down the side of the ziggurat towards the centre of the table while the two Saurus units either side made their way forward rather slowly.

The cavalry unit edged into the jungle before them, hoping that they could get through it quickly enough and trap the heroes between them and the Skinks. Closer to my own lines, the Saurus Warriors adopted Loose Order formation in order to move to block the exit for the heroes. I didn't expect them to do much more than that, since the heroes would be able to avoid them easily enough in the open field.

On the other flank, the Skinks with blowpipes clambered over the ruins while the slithering Jungle Swarms skirted around them and looked to prevent the heroes from going around the far side of my army.

Swarms are ideal for pinning fast-moving units in place and I hoped the psychological threat of these nasty beasties would keep Andy from moving in directions I didn't want.

The Stegadon took up position to use its giant bow and hunkered down beside the Chameleon Skinks and Priest, both awaiting the best time to strike. The Blood Statuette of Spite failed to do more than give one of the heroes a mild tummy bug, but Uranon's Thunderbolt wounded one of Adam's knights.

I wasn't in a position to really do any harm to the heroes just yet, but the jungle could be as much of a weapon for me if I used my Encounter Points correctly. Since the heroes were all bunched together (and probably wouldn't be for much longer) it seemed prudent to try and get them now.

I used two Encounter Points to play one on the pool beside Andy's heroes, and a lashworm rose from the water to attack, causing a Strength 6 attack on everyone within range. The creature inflicted a wound on three of Andy's heroes, and not wishing Adam to feel left out, I did the same on the pool next to his heroes.

Unfortunately, this time I rolled All is Well and nothing happened. Deciding to go for one more, I played an encounter on the jungle next to Guido who'd run recklessly away from his fellows... . This turned out to be quicksand, but the young fop managed to evade the danger.

All in all, not too shabby. None of the heroes were dead, but nearly all of them looked a little worse for wear already...

ENCOUNTERS

Andy: Another way in which the Lustria jungle-fighting rules place the game very firmly in the perilous Lustrian jungles is through the Encounters system. This introduces a new phase to the game, the Encounters phase, played between the Magic and Shooting phases. Players spend a number of points to target areas of terrain, in order to awaken all the nasties that may be lurking within. To play an encounter upon an area of jungle costs one Encounter Point, and to play one elsewhere costs two. Having declared the target piece of terrain, the player rolls 2D6 and consults the Encounters chart, which contains such results as 'Quicksand', 'Native Curse', 'Carnivorous Plant' and many more. Furthermore, on a result of '6' ('All is Well') an existing encounter may be removed.

As the battle rages, the jungle itself awakens, as though angered by the intrusion, to take its revenge upon the unwary. For this game, Adam and I had 8 Encounter Points at our disposal, while Graham had a mammoth 18!

LOOSE ORDER

Graham: Moving through the jungle is tough work and large blocks of infantry aren't suited for this kind of terrain. Infantry consisting of a Unit Strength of 1 may adopt a Loose Order formation to counter this. Each model repositions, staying within an inch of another model from the same unit. In appearance, it looks like skirmishing, but these troops are not Skirmishers and only gain the advantages of movement.

Adopting Loose Order is essential if you want your troops to move around the jungle and actually fight your opponent.

BRETONNIANS TURN 1

Andy: Ouch! Those encounters are harsh against individual models. Fortunately, my knights managed to absorb the wounds, but that lashworm was nasty…

Before moving my small band of outcasts, I took a moment to appraise the enemy forces arrayed in front of me. Ahead and to the left of my group was a Jungle Swarm, a unit of blowpipe-equipped Skink Skirmishers, a Stegadon, and some Chameleon Skinks with attached Skink Priest.

Of immediate concern were the Jungle Swarms – as a Lizardmen player myself I know how these wee beasties can keep units tied up for ages, so I determined to deal with them sooner rather than later, using all of my band to sort them out as quickly as possible. I'd need to accomplish this before the Skinks got too close and blowpiped me to death.

The Stegadon was, obviously, a concern, but one I'd have to worry about when the time came. I wasn't overly worried by its bow, as I doubted it could hit my guys, and I'd just have to hope to avoid it as best I could. Fortunately, Graham's Swarms were so fast they were just within range for my knights to charge them, who mustered a staggering number of Attacks between so few models. Not quite enough however, but I did manage to remove one base entirely, and reduce another to only one Wound remaining.

Finally, the Chameleon Skinks and their magical mate. These were set up to challenge both my and Adam's approaches to the exit, so I hoped we could use a good chunk of the eight



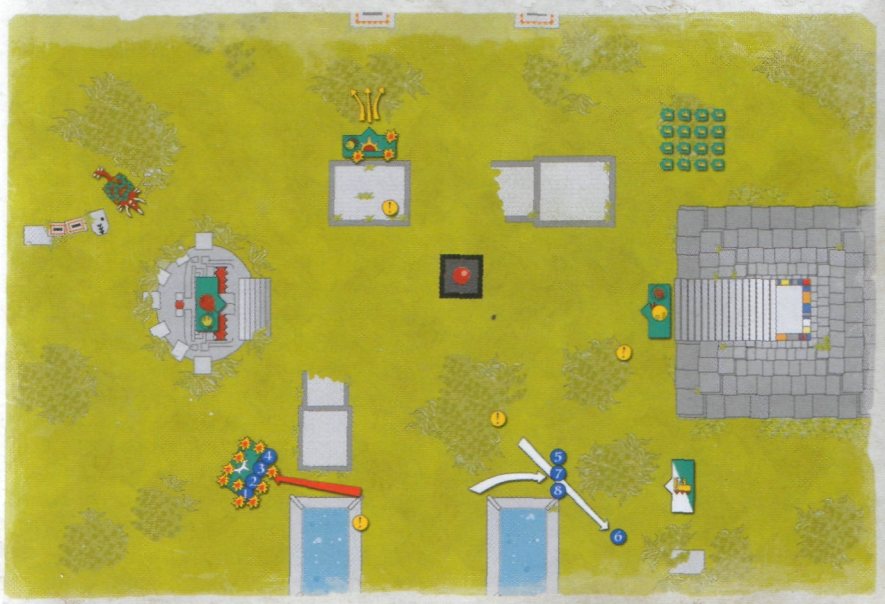
Erghh! Prince Rodrik's band of Knights is savaged by a lashworm lunging from the spawning pool.

Encounter Points we rolled up before the battle to discourage them from staying in that position too long.

Adam: With the Saurus Cavalry advancing through the wood on my flank, I decided to bring Guido back to cover his friends. The rest advanced as fast as their little feet could carry them. Making some serious progress was going to be the difference between getting home and being a hero, and being one of those shrunken heads the Lizardmen use as a 'keep off the grass' sign.

Our encounters were a mixed bag. Firstly we played an encounter close to the large unit of javelin-wielding Skinks lurking not too far from my column of heroes. Sadly, I rolled Native Curse, which would normally cause a Panic test, but bothered the Skinks about as much as a gentle breeze. Andy used two Encounter Points to try hassling the Chameleon Skinks who were skulking in a ruin on the other side of the board. He managed to roll up Jungle Swarm, meaning that the Skinks, and the Skink Shaman that had joined them, had disturbed a nest of dangerous jungle critters. The swarm inflicted five hits and killed three of the Chameleon Skinks, who promptly failed their Panic test and fled. What a great thing encounters can be when they go your way!

The only missile weapon in our force was the Staff of the Lost Sun, which Guido dutifully fired at the Saurus Cavalry. Though he scored a wound, the thick hide of the Cold One absorbed the blow and thwarted his efforts.



THE HOME TEAM ADVANTAGE

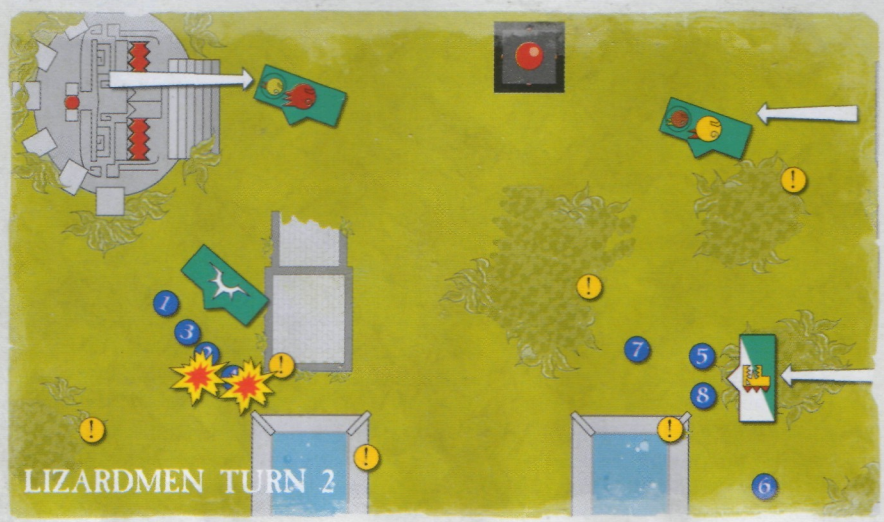
Andy: Some events and encounters have no effect upon Lizardmen. This is only fair, as they are fighting on home ground after all.

If you're playing a campaign or a scenario of your own devising that uses the Lustria jungle-fighting rules, but is not actually set in Lustria, it may be worthwhile designating one of the armies as 'natives', if it seems appropriate. For example, you could use these rules for fighting games set in Athel Loren, where you might like to count the Wood Elves as natives for the game instead.

LIZARDMEN TURN 2

Graham: My Chameleon Skinks fleeing from the swarms of creatures in the ruins was a real fly in the ointment for me last turn. I was confident I'd get them back, so was a bit put out when they refused to rally and carried on through the jungle – getting perilously close to the table edge.

The rest of my army continued to move into an encircling position, the Saurus Cavalry moving to the far side of the wood and the javelin-wielding Skinks closing off the gap Adam's heroes were making for. The Saurus Warriors continued their advance towards the table exit while the Skinks with blowpipes moved to take up the position vacated by the cowardly Chameleon Skinks, and the Stegadon stayed where it was.





Skink Skirmishers rush to encircle the Bretonnians as their Chameleon cousins flee.

I cast *Second Sign of Amul*, granting me a single re-roll, but that was it for magic this turn.

Once again, I was going to have to get the jungle to do my dirty work for me. I targeted the pool next to Adam's heroes once again, and this time rolled a Madcap fungi spore cloud. Both heroes had obviously gotten used to the foetid aroma of such things and neither succumbed to the narcotic plants. Andy's heroes fared less well, coming under attack from another lashworm lurking in the ruins that killed one hero, and then moving on to trigger some native traps that chopped another of his heroes in two in an impressive display of fiendish spike design!

The Stegadon's giant bow twanged and sent a huge shaft towards one of Andy's heroes, but Skink crewmen aren't exactly the most accurate shots in the world and the bolt flew wide of its target, even with the re-roll.

My Jungle Swarms had held up impressively under the weight of such a fearsome attack, and they managed to give a good account of themselves before being squished underfoot. Despite Andy's best attempts, his heroes couldn't quite finish off the Swarms and they remained tied up.

BRETONNIANS TURN 2

Andy: Another load of nasty encounters! Thanks to the order in which Graham removed the casualties from his Jungle Swarms, my knights now found themselves out of base contact, but with a single Swarm too close for comfort. I really had no choice other than to declare another charge on them, but fortunately, the angle of the charge set the knights up for a potential overrun into the nearby Skinks, providing I could roll high enough (and of course, win the combat).

My close combat saw the knights thoroughly wallop the Jungle Swarm, and (with an exuberant war cry) leap forward towards the Skinks. Unfortunately, the jungle heat was getting to the bold knights (that armour must really chafe!) as they ended up amid the ruins just in front of their foes.

This was the second best place they could have ended up, as the Lustria terrain rules treat such ruins as hard cover and obstacles. This meant that, should Graham choose to charge his



As his allies fight in earnest against the Saurus cavalry, Florent tackles yet more Skinks.

Skinks in, they'd only be hitting the knights on 6's, and if he chose to shoot the Stegadon's bow at them, he'd only be hitting on a 7, as the knights would count as individuals (-1 to hit) and in hard cover (-2 to hit).

In our Encounters phase we decided not to squander precious Encounter Points, choosing to target the jungle through which the Saurus were passing and the one in which the Chameleon Skinks were lurking. The Saurus set off a carnivorous plant, and one unfortunate servant of the Old Ones was dragged to a gory death by the hungry flora. The Chameleon Skinks got away scot-free however, as the encounter played on the terrain piece they occupied came up as a Madcap fungus spore cloud, the effects of which do not harm Lizardmen.

Adam: As I watched Graham's previous turn unfold I hatched a plan in my mind. I had withstood the terrible quicksand and the Madcap fungi; surely fortune was favouring me. All I needed to do was seize the advantage. Roland and Harold the Filthy hurled themselves at the Saurus Cavalry. With nine Attacks between them, I was confident of a quick, violent victory. Florent, realising that the Skinks armed with javelins were trying to cut off my escape, moved forward to draw their fire. The Mantle of the Damsel Elena would protect him from the worst (I hoped!). Guido, ever the cunning one, snuck up behind him ready to fire on the massed Skinks.

Guido (by now wishing he'd made a better choice from the vast treasure hoards of Lustria) once again fired his Staff. This time he failed to hit at all, leaving a unit of slightly dazzled but very angry looking Skinks staring him down – I imagine he was exceptionally glad to be sheltered behind Florent.

The Close Combat phase went very, very badly for me. Harold the Filthy only managed an embarrassing two hits on the Saurus, despite his five Attacks. One of those hits wounded, but made no impression. Roland brought his lethal axe down, hitting three times, and killing two of the Saurus. A poor showing for two so-called Lords.

In return Roland was wounded as the Saurus rained blows on him. The combat resolution left them beaten by one, which should have been no problem whatsoever, but in the cruellest twists of fate, both men turned and fled and were trampled into the mud by the raging Lizardmen and their savage steeds. To compound an already bad (very bad) situation, the Saurus Cavalry overran straight into Guido, who suddenly wasn't looking very fox-like.





The Chameleon Skinks rally and begin their return to the fray, as the Bretonnian Knights struggle to stave off the Lustrian threat.

Andy: At this stage in the game, Adam and myself took a quick moment to review the action. We'd lost a number of our brave band of knights, in no small part down to the effects of well-placed encounters, but also due to getting bogged down in early combats when we'd both rather have been legging it to the escape route.

Come on now, focus…

LIZARDMEN TURN 3

Graham: Things were getting a bit bloody now. Four heroes down and another freshly charged with an overrun. Another trapped by Skinks and two hiding out in some ruins. It was all going to plan.

The Chameleon Skinks finally rallied before they could desert the battle while the Saurus Warriors made it through their jungle surroundings and reformed back into a ranked formation. Once again the Stegadon prepared to fire its giant bow and the Skink Chief, deciding that the time was right to kill the two upstart knights hiding in the ruins, charged in with his warriors. That was pretty much it for movement, so it was on to the phases that hurt the enemy!



Second Sign of Amul granted me two re-rolls this turn and Adam's hero Florent, who stood before the Skinks, took a thunderbolt somewhere painful. Unfortunately, he survived this in defiance of all the laws of physics and probability, so it looked like he was going to be able to lay some serious smackdown in his own turn.

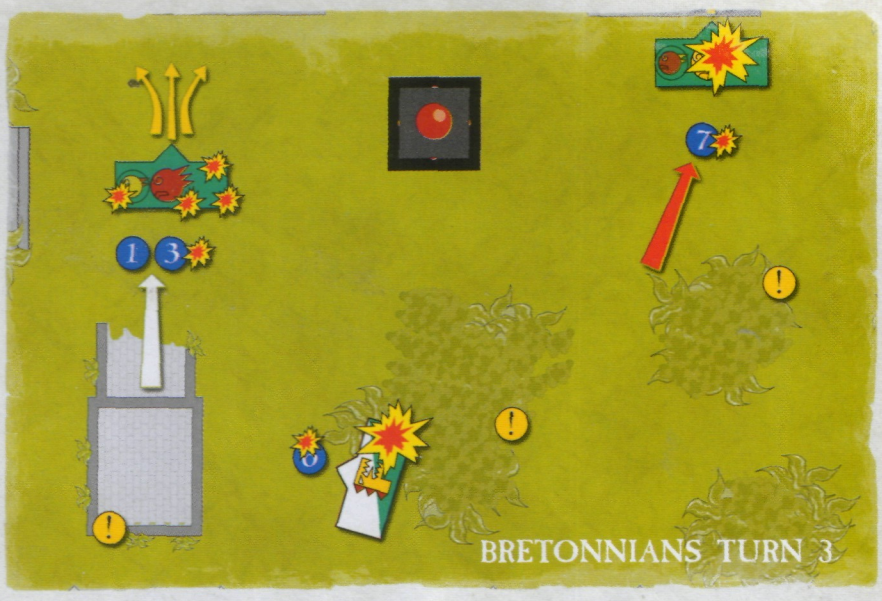
I then used another bunch of Encounter Points to try and stymie the Bretonnian's advance. Another lashworm took a further Wound from Pietre the Beloved and a native curse put the willies up Guido the Fox, but didn't get him to run screaming for the hills as I'd hoped. I was getting low on Encounter Points, but figured as I wasn't being paid to bring 'em home, I'd use another one to try and do for Florent, currently in front of the Skink javeliners. This one turned out to be an 'All is Well' result, which, if I wanted to spend another Encounter Point, meant I could get rid of an Encounter anywhere on the board. Since my Saurus Warriors were being picked off by a carnivorous plant (which is never fun) I used a further point to get rid of it.

Again the Skinks on the Stegadon proved their ineptitude and missed with their giant bow, so it was left to the ground-pounders to finish the work.

In the Close Combat phase, the Saurus Cavalry caused a Wound on their foe and suffered two in return, but still

managed to win the combat thanks to having a standard and outnumbering their foe. The Standard Bearer (the only survivor of the unit, who'd I'd only kept alive thanks to me needing the Combat Resolution bonus of his banner in the combat round to win it!) chased down the fleeing Guido, but he was obviously in no mood to fight on and managed to outpace the angry Saurus.

My Skink Chief was challenged by the dastardly Prince Rodrik and in the ensuing combat failed to hit (thanks to Rodrik being behind a defended obstacle), suffering a Wound in return. The fight was a draw thanks to the Skinks' numbers. With only one wound remaining, I wasn't too hopeful that my Skink Chief or his unit would survive the next Bretonnian turn.



BRETONNIANS TURN 3

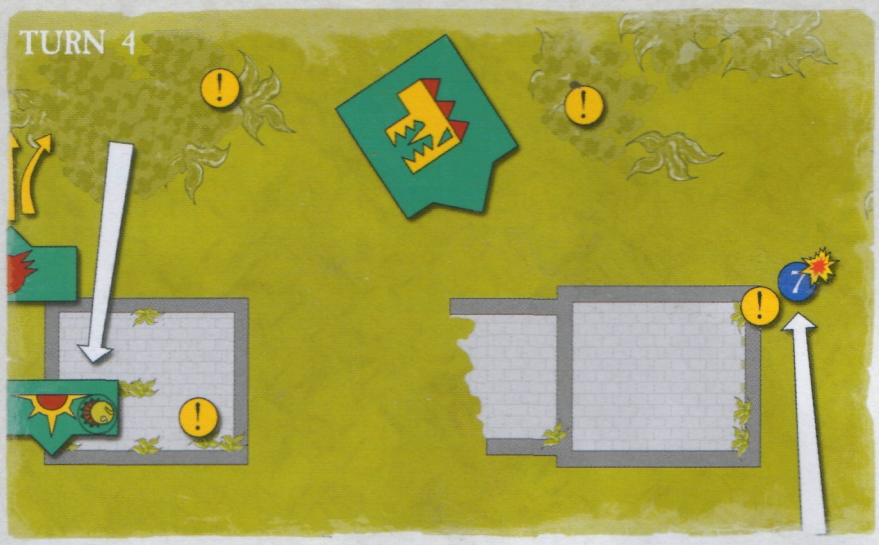
Adam: Guido, bless his running shoes, had managed to outpace the Saurus Cavalry, and, with typical Bretonnian courage rallied, turning to face them. Florent charged headlong into the unit of Skinks who had unsuccessfully tried to skewer him on their javelins. The Mantle of Damsel Elena was a good choice after all! Andy and I still had one Encounter marker remaining, which we agreed to play near the Saurus Cavalry chasing Guido. Imagine his relief as the last furious Lizardman was pulled down and devoured by a carnivorous plant. Huzzah! In combat Florent, setting a pristine example of Bretonnian chivalry, issued a challenge. The Skink Shaman lurking in the unit accepted and was duly cut to ribbons by the Bretonnian Lord. The Skinks lost the combat as a result of that and fled, being run down by the knight, who put on a burst of speed to catch them. Not a bad turn all in all, eh?

Andy: In the Close Combat phase Prince Rodrik and Pietre finally beat the Skink Chief and his unit. Of all the magic items I'd kitted the knights out with, it was Pietre's Scimitar of the Sun Resplendent that was proving most useful, with those two extra Attacks really helping.

Prince Rodrik's expensive wardrobe of robbed magical doo-dahs had yet to pay for itself, but I was sure there'd be more chances to put them to the test.



Bretonnian steel wins the day as Florent forces the Skinks into a hasty retreat.



LIZARDMEN TURN 4

Graham: So a unit of Skink Skirmishers had gone and another was fleeing, I could deal with that. I still had a whole block of Saurus Warriors, a Stegadon, some Chameleon Skinks (now freshly returned to the fray) and a Skink Priest with a rather nasty magic item…

The Chameleon Skinks and their Priest moved up to beside the Stegadon, ready to hunt down Andy's last two heroes, while the Saurus Warriors altered position to better block the exit and get ready to face the last survivors of Adam's band. There would be no escape for him if I had my way.

Andy's heroes were frantically trying to get around the ruins, but there was to be no escape that way as an arcing thunderbolt from the Skink Priest blasted the hapless Pietre to a cinder. One down, three to go. After the ignominy of having one of my ferocious Saurus Cavalry gobbled up by a carnivorous plant, I figured it was only good manners to return the favour and played an encounter behind Guido as he leaned against the wall of the ruins to catch his breath. In a fitting turn of fate, I also rolled a carnivorous plant and the Bretonnian noble was swallowed whole. Poor fool.

The Stegadon bow proved to be ineffective yet again – so glad I paid all those points for it! (Level 3 Sarcasm.)

BRETONNIANS TURN 4

Adam: With Guido having met his cruel fate at the teeth of the Lustrian foliage, all I had left was Florent. He had managed to get clear of most of the Lizardmen on the board, and found that only a single unit of Saurus Warriors blocked his path. All he had to do was avoid getting eaten by carnivorous plants, drowning in quicksand, inhaling the fumes of poisonous mushrooms and dodge past more than a dozen Lizardman warriors. That was quite some challenge.

Taking it one stage at a time, I simply moved him by the most direct route to the exit zone, staying clear of jungles, and thus reducing the risk in Graham's Encounter phase – I hoped. Meanwhile, Rodrik made a last dash for the exit too.



Guido is enveloped by the jungle, and meets a nasty end in the form of a carnivorous plant.



Prince Rodrik prepares to meet his maker as the Skink Priest unleashes the Rod of the Storm.

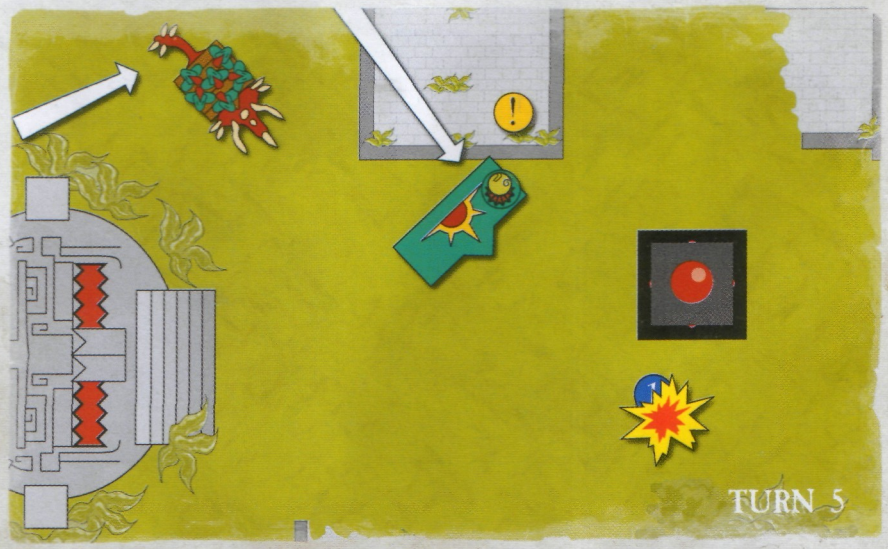
LIZARDMEN TURN 5

Graham: Two heroes left. With only a few Encounter Points left, it was going to be difficult to get both of them.

My blowpipe-armed Skinks rallied in the shadow of the Stegadon as the Chameleon Skinks and the Priest closed on Andy's last remaining hero – fittingly Prince Rodrik himself. He survived the first attack – Uranon's Thunderbolt – I threw at him, but I still had another trick up my sleeve…

Adam's last hero, Florent, had made the brave decision to forge a path through the jungle directly towards the exit. A brave, but reckless decision that saw him eaten by another carnivorous plant as I played an encounter right in front of him. Only Rodrik now remained and it looked grim for him as my Skink Priest levelled his Rod of the Storm at him. This Bound Item does 2D6 Strength 4 hits, and to a lone character on foot, it's truly deadly…

Needless to say, Rodrik was blown out of his socks by the magical blast, leaving only a smoking pair of boots behind. And, with that, the jungle was silent once more. The flower of Bretonnian chivalry lay dead.







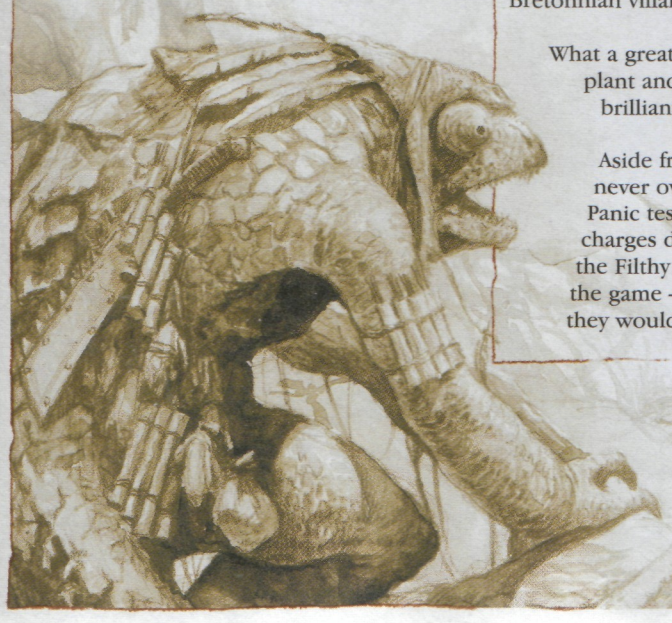
THERE'S SOMETHING OUT THERE...

Graham: That'll teach 'em! It always sounds like a madcap caper when you're sitting in a Bretonnian tavern, hearing tales of gold and wealth in the New World, but when you're on the business end of a lashworm or up to your ears in quicksand, it's quite something else...

My Lizards performed really well, doing everything I asked of them and shepherding the Bretonnians exactly where I wanted them. Though to be honest, my best ally in this game was the jungle itself.

What we wanted out of this game was the feeling akin to the scene in the movie where Indiana Jones is fleeing from the giant, rolling boulder and there's traps going off all around him, spears coming out of the walls, poisoned darts zipping towards his head, pits opening up in the ground and hostile natives just waiting to steal your treasure – and that's exactly what we got. I'd have preferred a few more units of missile troops, but I think that it might have made the game a little one-sided. As it was, some of the troops I chose didn't really get into the fight. The ones that did more than made up for it.

I think it's fair to say that I won this game thanks to a careful use of Encounter Points more than anything else, and that's the way we wanted it to play out. It's always hard to win a scenario where you have to face an army with only a few characters, even ones as tooled up as Lords, but the guys gave a sterling account of themselves, with Adam's hero Florent managing to get within sniffing distance of the exit before being cruelly chomped by a carnivorous plant. C'est la vie, eh?



THE LAW OF THE JUNGLE

Andy: Completely unwittingly, Adam and myself seem to have re-fought the Folly of Prince Rodrik exactly as it is supposed to have happened! When I wrote the background for the scenario, I pictured the Prince and his cronies making a mad dash for freedom through the overgrown temple-city, deadly traps going off all around and angry Lizardmen bursting from the undergrowth to cut them down one-by-one. And that's pretty much what happened in this game.

It's fair to say that we approached the game in a narrative fashion – more concerned with telling a good story than in the final result. Having said that, we were somewhat unfocused in the first few turns, though losing a couple of our warriors early on actually brought our minds to bear on the battle, and we fought back rather well.

In the end though, it just wasn't enough. We were bogged down in close combats and picked off by nasty encounters early on, to the extent that by mid-game, when we should have been closing on the escape route, all our models were on their last Wound and their numbers too few to challenge Graham's remaining forces.

For me, the highlights of the game were many, and definitely included the carnivorous plant dragging the Saurus Cold One rider to his death as Guido the Fox fled for his life (or cunningly evaded his pursuer, depending on your point of view). Other highlights were provided by Prince Rodrik issuing his challenge to the Skink Chief, and defeating him and his accompanying unit of Skirmishers, and then only just passing the Leadership test to restrain himself from chasing them down into the open, where he would have been charged by the Stegadon. All good stuff from a story-telling viewpoint.

And the lowlights? Something we found in playtesting the Lustria rules is that it's often quite entertaining when your own models end up dying in all manner of ways to the numerous encounters. Perhaps not so amusing when you've only got eight models, but it all contributed to a very cinematic game. Oh yeah, and if that Mirror Shield had only rolled a 4+ to deflect the Rod of the Storm's lightning that felled the Prince...

But the fun in playing historical re-fights is in trying to do better than the historical counterparts. In this case, we could hardly do worse, but I'm sure we'll give it another go, just for the challenge, and to see if we can get Prince Rodrik and his outcast cronies out of the jungle and deliver them from the clutches of the vengeful Lizardmen.

HOLDING OUT FOR A HERO

Adam: Dang and blast it! I was so close I could almost smell the freedom. Florent had avoided the worst of the Lizardmen antics, slain a Skink Priest, dodged a hail of javelins (with little more than a flesh wound) and was running for home. And then, he was attacked by an aggressive cactus on steroids – munch. The flower of Bretonnian villainy is now gone... eaten by the plants of Lustria.

What a great end to a game it was though. Florent eaten by a savage jungle plant and Prince Rodrik blasted apart by a devious Lizardmen magic item. A brilliant finish to a fun scenario.

Aside from 'don't be friends with Prince Rodrik', what did I learn? Well, never overestimate your own warriors. Never assume that you will pass Panic tests at Leadership 9, and don't trust hungry looking plants. My charges during the game were too impulsive, throwing Roland and Harold the Filthy to their deaths for no real reason. In reality these charges cost me the game – or at least their lives. Perhaps if I had played a bit more patiently they would have made it off the table and lived to tell the tale.



The eyes of the Skink Priest were cold and unforgiving as he squatted over the charred, smoking remains of the human thief that had tried to steal the artefacts of the gods. The burned tabard depicted some kind of sea dragon, but it was impossible to tell for sure, so badly burned was the body.

A shield wobbled slowly on the ground, its mirrored surface blackened and stained. The priest picked it up and handed it to a nearby Saurus that was gathering up the trespassers' corpses.

"Clean this and return it to the temple," he said, the warm, succulent aroma of seared human flesh filling its nostrils. The Skink leaned down to take a bite from the corpse, gulping down the soft meat in one go and relishing the tangy flavour.

It sensed the hungry scrutiny of the Saurus and said, "Worry not, there will be plenty of meat for everyone. The human army lies dead beyond the walls of Xlanhuapec and I am sure the gods would not begrudge us a few morsels for what we have done here."

The Saurus nodded, thick drool dripping from its fanged jaws at the thought of such a feast, and turned away to rejoin its fellow warriors.

The men had almost got away and, were it not for the wrath of the jungle rising up in answer to the call of the Old Ones, several ancient treasures might have been lost. The crackling staff in the Skink's hand hummed with power, its mysteries filling it with lightning once more and he pressed the combination of smooth gems that caused the weapon to become dormant. To allow it to continue to gain power would be unwise...

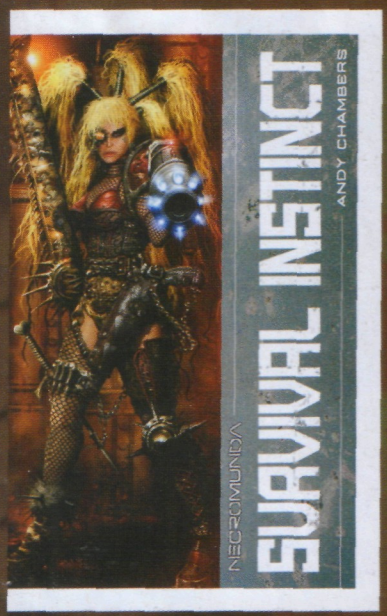
The Skink Priest scurried over the ruins, squatting atop a snarling effigy of Sotek, and cast its gaze over the battlefield. This was a dangerous place, even for the Children of the Gods, and the men had thought to escape their vengeance by coming this way. The Skink shook his head in disbelief; truly men were a stupid race, yet still they kept coming to this land of ancient gods and death. Let them come, thought the Skink, if they wish death, then he would ensure their wish was granted.

UNLEASHED THIS MONTH...

NECROMUNDA

DARK. BIZARRE. DANGEROUS AS HELL

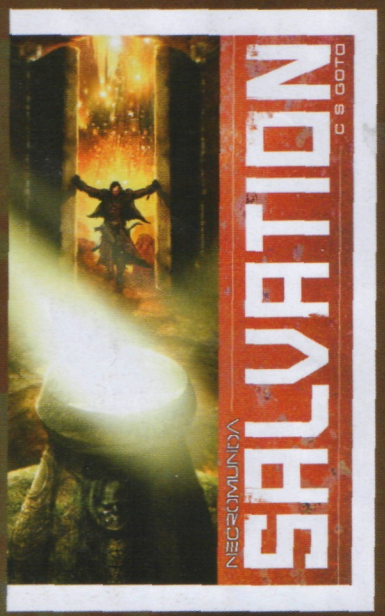
IN THE NIGHTMARE INDUSTRIAL UNDERWORLD OF NECROMUNDA, BRUTAL GANGS CLASH IN DESPERATE BATTLES TO INCREASE THEIR STANDING WITH THE RICH, DECADENT FAMILIES WHO OCCUPY THE UPPERMOST SPIRE OF THEIR TEEMING HIVE CITY. THE BLACK LIBRARY IS PROUD TO ANNOUNCE THE LAUNCH OF THE NECROMUNDA SERIES: DARK AND VIOLENT CYBERPUNK SCIENCE FICTION AT IT MEANEST!



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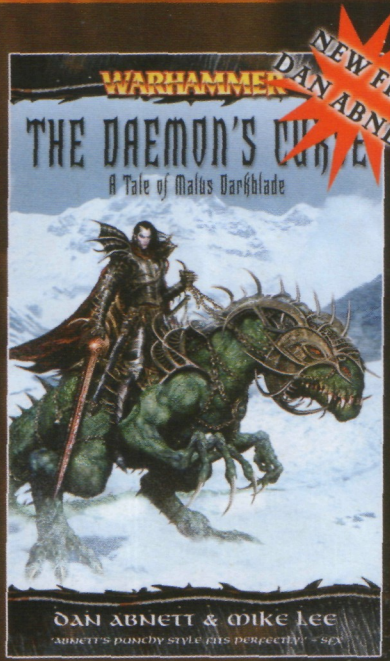
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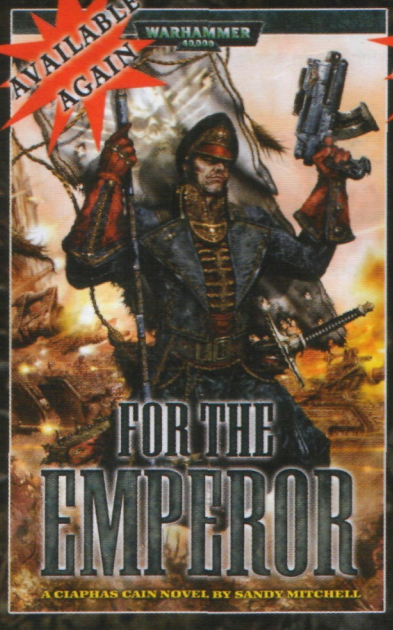


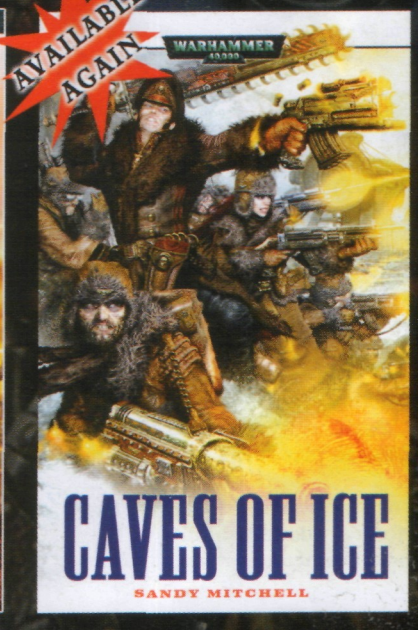


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A Tale of Four Gamers

The creativity of the Four Gamers knows no bounds – whether producing cool conversions, models or trying to bypass the guards who ensure they remain in their cells. We will get that copy on time this month, oh yes we will. Or it's back to the rack with you, sonny... Let's peruse their latest offerings.

CRUSTACEAN INFESTATION

Asger's Nurgle beasties are hatching plans for capturing some Lustrian loot.



More Nurgle nastiness from Asger's vivid imagination.



Asger Granerud

Since the last Tale of Four Gamers I've been playing some games with my army. The first battle was against a colleague's Ogre army. Boy was that a tough match. However, I have learned that Nurgle Daemons are fairly resistant to Ogre Gut magic, as I was able to dispel any remains in play spells at my leisure.

My newly-finished Nurgle Chariot performed admirably. I'm now in two minds on whether or not to buy an extra one. I find that on its own it performs excellently between two infantry units, whereas I might have trouble fitting two in there. However, I would like to try guarding the flanks of my army using two chariots. They should be able to beat off any light units regardless of who gets the charge.

On the subject of gaming, we in the Tale of Four Gamers are going to play each other in The Conquest of The New World campaign (see page 18). This means that we'll be using gaming boards with heavy terrain, so chariots will be of less use. On top of this, infantry with a Unit Strength of 1 can go into a restricted form of skirmish formation called Loose Order (see page 15 for more details). So my focus over the next couple of months may be better placed on more infantry – and maybe some extra Nurglings too. Plaguebearers running around Lustria, negotiating terrain fast and easily using the Loose Order formation must be a Warhammer general's dream.

It's a long time since I last played in a campaign – hopefully this will be just the one for me. I'm looking forward to bashing some other armies, and if any of them get too cocky, I'll bring forth my Lizardman army. The true masters of the jungle *(if you can't beat 'em, join 'em, hey Asger? – Greg)*.



THIS MONTH

£26 to spend (+£1 left over)

PURCHASED	COST
3 Hormagaunt Sprue	£15
2 Nurgling Bases	£7
2 25x100mm Bases	£1
TOTAL:	£23
Remainder:	£3

THE BOYZ IN BATTLE

By jove, dear old Dave is on the rampage.



Dave Allen

I've been playing more games, including one against Mike Mason from the Events team. He ran my boyz through with his Bretonnian Knights as they tried to negotiate a bottleneck in the terrain.

I would have done much better if I could have forced Mike to come to me, rather than allowing him to take the initiative. But I'm glad I bought a Rock Lobber last month. Next time we meet I'll drop some rocks on his knights! Ha hah! They'll just pray and avoid the worst of it with the Blessing of the Lady, won't they? Curses!

To make it easier as far as transport and movement on the gaming table goes I modelled the Rock Lobber and its Goblin crew onto a movement tray as a mini-diorama. As well as making the model more portable I think this approach looks better as well. It does mean that some proxy models must be employed when the war machine is engaged in combat, but I think this is a price well worth paying. The Orc Bully didn't fit very well on the movement tray, so I assembled him normally.

In my next game, I played GW regional manager Mark Chambers again, this time he had a fast-moving Chaos force and, despite a cheering first turn Rock Lobber shot that smashed a good number of Marauders into paste, within a depressingly short amount of time Mark's flying Daemons and galloping Warhounds surrounded and destroyed the 'Ardboyz unit by unit.

These defeats have left me with a stark choice if I want to win a game every now and then: either play Guy more often or get better at Warhammer.

I think the force as it stands suffers from a couple of problems; it hasn't got much in the way of manoeuvrable units and it is made of a few small, yet elite units which are vulnerable to being outflanked. This month's purchases should allay some of those problems.

I continued with my policy of assembling half of the plastic Orcs as Big 'Uns by giving them all the best weapons and armour. I also thought that I could improve the look of the Big 'Uns regiment by making their standard bearer a bit special. In order to do this I utilised some of the skills I learnt from Chris Straw. The resculpting I did on the standard was nowhere as complex as the work he undertakes, but was much more involved than anything I'd attempted previously and I'm pleased with the results. I wanted a different standard top to the ones I'd already used in the force, and so purchased the totem from the Savage Orc Command Group as the Big 'Uns banner.

I also used the Orc parts from the chariot crew to make my Big 'Uns even more unique. I assembled the chariot itself without any conversion work, although if I ever add a second machine to the force I'll make sure I give it a few more individual touches to help distinguish it.



Dave's standard shares a base with his musician to make the model more stable.

The 'Ard Boys will soon be taking to the seas to try and claim a bit of Lustria for themselves. As the armies involved have to be limited to 1,500 points I'll not be able to use Grimgor – I'll just say the army is led by a Black Orc Adventurer with a similar temperament and army composition.

THIS MONTH

£30 to spend (+£5 left over)

PURCHASED	COST
Orc Boyz Regiment	£18
Savage Orc Banner Top	£1
Orc Boar Chariot Sprue B	£6
TOTAL:	£25
Remainder:	£5



Watch out knights of a heroic disposition – Dave's got a little present for you... incoming!

JUNGLE JOLLIES

The Tomb Kings are packing their bags for a holiday in Lustria.



Steve Green

We have just been told that it is time to test our mettle against one another in a campaign. Not only that but we are going to be using the rules from the new Lustria book – and fighting in the Conquest of the New World campaign.

With this news, my Tomb King is packing his galleys and setting sail for the distant southern continent, offering him a chance to exact his revenge once more on the armies of the living.

This campaign will be a fresh experience for me. I have run the last three or four office campaigns so the chance to play in someone else's will not only be cool but hopefully give me some new ideas on running my own.

Campaigns add interest to games of Warhammer, as additional rules and restrictions provide an extra level of strategy. Usually when playing Warhammer I roll out my tailored 2,000 points force for a tournament style Pitched Battle. However, as The Conquest of the New World is a node campaign our armies will be trying to reach objectives, and not just crush each opponent one after the other in very similar scenarios and battles.

I may have made a small error in my purchases this month. The Bone Giant is an awesome addition to my army's combat abilities and its *terror*-causing effects can be devastating to low Leadership armies. But if we are only playing 1,200 to 1,500 points games this causes a problem. As both the Bone Giant and the Screaming Skull Catapult are Rare choices I am going to have some very hard decisions about who is in the team and who has to sit it out.

The other guys (who I have to confess are far more into their modelling and converting than me) do not yet have the models to play at 2,000 points, but I do. In higher points games the Tomb Kings really come into their own as their Lord choices can dominate Magic phases or bring Chariot units into the Core category. But at 1,500 points I won't be able to do that.

This means I will have to work out ways of dealing with Asger's Exalted Daemon and other nasties as I won't be able to magic them off the board. Maybe another e-mail to Master Scholey (see WD304) is in order.

For next month I am buying three Ushabti to give me some hard hitters to deal with knights and Daemonic beasts. All this time I have not mentioned the Orcs, but I am hoping that their poor Leadership and general disorganised nature will spare me. We will see.



Steve's Bone Giant is looking forward to a relaxing vacation.

THIS MONTH

£28.50 to spend (+£3.50 left over)

PURCHASED	COST
1 Bone Giant	£20
TOTAL:	£20
Remainder:	£8.50



THE CAVALRY TURNS UP

It's a case of Morr knights for Paul.



Paul Scott

After writing last month's feel good, no problems, Warhammer article, I went straight into making my Knights of Morr and a Death Cleric.



The Knights of Morr patrol Stirland's border with Sylvania.

I am a great advocate of using plastic components. Over the last few months I have been left with numerous spare parts from the Militia and Soldiers boxed sets that I have purchased. Using these bits has opened up the converting aspect of the hobby for me, providing plenty of options for changing characters and units. Now, I know that the Stirland Militia in theory is comprised only of peasants and plebeians, but what better place for a crusading band of knights to appear than the county of Stirland, on the border of Sylvania, a place infested with the undead? They are intended to accompany my Death Cleric as bodyguards as he hunts down the blasphemous unliving.

The box of Empire knights has enough to make eight of the Empire's finest. I only needed to make five, which left me with more spare parts. Making them was fairly easy too, as I used the standard parts of the kit.

I wanted to give them helmets, to add to their dark feel, but like the White Wolves, they carry cavalry hammers or maces. This gives them a warrior monk look. It also sets them apart from lance carrying Empire knight units.

I have always liked the image of the knights on the front cover of the Empire army book. In this picture the knights have purity seals and other similar items. I made my purity seals by cutting ribbons from the banner tops in the knights boxed set. I placed a little Green stuff on the top and pushed this in with a pen lid to make the wax seals. Hey presto, instant purity seals. These seals are quite big, however, and I needed quite a few. The Steam Tank pennants I bought last month are just right – being smaller and adding variety. The knights' purple sheened black armour gives them quite a mysterious look – just what I wanted.

My mighty Death Cleric wizard is made from an Empire Soldier, artillery crew pieces and a little plasti-card. Using plasti-card is a first for me. I thought that the Cleric deserved to carry a tome of death or grimoire. I made mine by sandwiching some Green Stuff in between two little rectangles of card. I intend to make a version of him on foot in the future. With the addition of this month's knights and Death Cleric, and the Mortar from last month, my army has some variety and tactical options.



Paul's Death Cleric with little black book..

Now that my shiny units are completed alas, it's back to painting peasants. Next up is the River Pirates – my River Patrol's arch enemies. Having a group of scurvy, gold lovin' dogs in my Stirland militia is great because it serves a double purpose. It allows me to start theming my army towards the games and campaign we'll be playing, set in the jungles of Lustria. Secondly, it gives me the chance to do some more involved, themed conversions. I think Asger's Nurgle army may soon feel my wrath!

THIS MONTH
£24.50 to spend

PURCHASED	COST
Empire Militia Boxed Set	£18
Empire Militia Sprue	£4
TOTAL:	£22.00
Remainder:	£2.50

Next Month: The Four Gamers continue to assemble their armies as they start preliminary battles in The Conquest of the New World. Who will show the tactical genius, canny tabletop stewardship, or outrageous luck needed to take home the bounties of Lustria?

Seeing Double

Andy and Adam head for the Warhammer doubles tournament

Only two days and nine games of Warhammer stand between Andy Smillie and Adam Hall and glory. This is the final chapter of their quest. Will they sup sweet victory from the chalice of triumph, or will their draught be tainted with the bitter tang of defeat? Here Andy recounts how their Edam-laden doubles force fared at the tournament.

Andy: Our preparation was good. With some fine practice games between us and sound lessons learned, Adam and I felt ready for the tournament. However, before we rushed to Bugman's for a pre-tournament drink to celebrate our assured victory, there were a few things still troubling us.

I was worried about how we would fare against large skirmishing armies (which there are a lot of in tournaments). With a -1 to hit, we might struggle to fell enough skirmishers. None of the scenarios in the doubles were pitched battles, so we'd get no free wood either. Against things like chariots and knights we would have to take them down as quickly as possible, even if that meant ignoring faster, weaker troops. Hopefully Weapon Skill 4 would see us through in small combats. Then there were Bretonnians and they just plain scared me, with their good Armour Save and a Ward Save, lots of knights and decent Leadership. But time was up. We could fret no more, we were going in...

Double's Benefits

With the doubles tournament you don't need a lot of models. This provides a number of benefits. You can quickly prepare your forces, meaning that if practice games suggest changes may be a good idea, you will have plenty of time to paint up a new unit or spend extra time on an interesting conversion to plug a vital tactical gap.

TACTICAL OBSERVATIONS

Andy parts with some of his sagely strategy.

Psychological warfare

In Warhammer morale and psychology play a huge part. Whether it be terrifying daemons or inspiring generals. Games are won and lost on the strength of your army's courage. Yet the impact of in-game events on your opponent's morale are just as important, if not more so. This holds particularly true for a tournament.

Watch their face drop as your first turn kills a huge portion of their force. Or your war machines obliterate their prized unit. The dismay at their best attempts failing to fell your own units. Once rattled your opponent will make mistakes, lose concentration and hasten his own demise. I may sound cruel, twisted even. But if it was good enough for Sun Tzu...

Warning arrows

These tactical pointers were be vital in ensuring we got the best from our combined force and maximised the efficiency of the army.

- Use the *Tree Singing* spell to conceal units and hamper the enemy's advance.
- Wood Elf Mages have Longbows, use them.
- Keeping the Mages, Waywatchers and Dryads alive is paramount.
- Set up as far away from the enemy as possible to maximise shooting.
- Use the Waywatchers to block marching.
- Concentrate firing to wipe out units.
- Remember the scenario conditions for every battle.
- Pay attention!

DAY ONE

Two copies of the army list, dice, tape measure, pen and paper, rulebook and ticket. Oh and my figure case. It was far too early for this level of organisation. We made it to Warhammer World and I devoured coffee and doughnuts, took a seat and waited. We had 15 minutes, not long. But would we win? Would it all go wrong and we'd finish last? With 160 voices in my head all singing from the same hymn sheet, 15 minutes felt like an eternity.

Game 1

Registered and equipped with our tournament passes we headed for our first game – Lizardmen and Empire. It was Flank Attack with us as attacker. Promising. The Lizardmen army was mostly Skinks but our biggest worry was a unit of Knights of the White Wolf. We'd need every bow we had to stop the Lizardmen, so deployed our full army.

The cunning Skinks all deployed as scouts but the knights set up really far back and wouldn't trouble us. First turn and a flanking Skink unit cut down 5 archers with their blowpipes. Their only decent spell was *Second Sign of Amul*. It was dispelled easily. Our turn. We shot everything we had at the Skinks, wiping out the flanking unit and thinning the other three. *Assault of Stone* and *Master of the Wood* depleted them further. Turn 2 saw their Skinks and knights advance slowly, while their Huntsmen moved into the woods to face the Waywatchers. All of our archers fired at the Skinks killing a mighty 5! Not good. The Waywatchers charged and drew the combat with their Huntsmen. In the Magic phase one mage killed the Skink Priest. Turn 3 and their entire army, bar the Huntsmen, advanced. In return we shot them up a bit with magic and bows. The knights, down to one man, fled and the rest of the Skinks were off too.

In the final turns the Waywatchers killed the Huntsmen, while our archers and magic finished off the Skinks and the rest – some Handgunners and a wizard.

Scenarios

Each game you play in the doubles tournament uses one of the following scenarios. To determine the scenario played, roll a dice and consult the following table:

D6	Result
1-2	Capture
3-4	Meeting Engagement
5-6	Flank Attack

The rules for all these scenarios can be found on pages 203-208 of the Warhammer rulebook.

Game 2

We won! Our glorious army had driven the foe before us. My bubble burst when Adam reminded me there was more than one game in the tournament.

Next up – Wood Elves and Lizardmen. Two armies I didn't want to play. The Bow of Loren and a Scar Veteran that could charge 18", ouch! Apart from that we weren't worried. We had more bows and would control the Magic phase.

We rolled Meeting Engagement, losing first turn again. Skinks and Saurus marched towards our line, the Scar Vet ahead of them, finishing his move on a hill. Of the Wood Elves, only the Scouts advanced to fire, killing a unit of our archers, the Skinks shot up another. Our first turn was equally as bloody. The Waywatchers wiped out their small unit of archers and zeroed in on their Glade Guardian for later. The Dryads wiped out the Skinks in combat. Most importantly, we cast *Assault of Stone* on the Scar Vet. Despite a 2+ save, we took him out. After that we pretty much dominated the game. The Waywatchers shot down their Glade Riders and our magic finished off what our shooting didn't. Although the Scouts proved a constant pain in our side, by Turns 5 and 6 we were grabbing quarters for extra points.

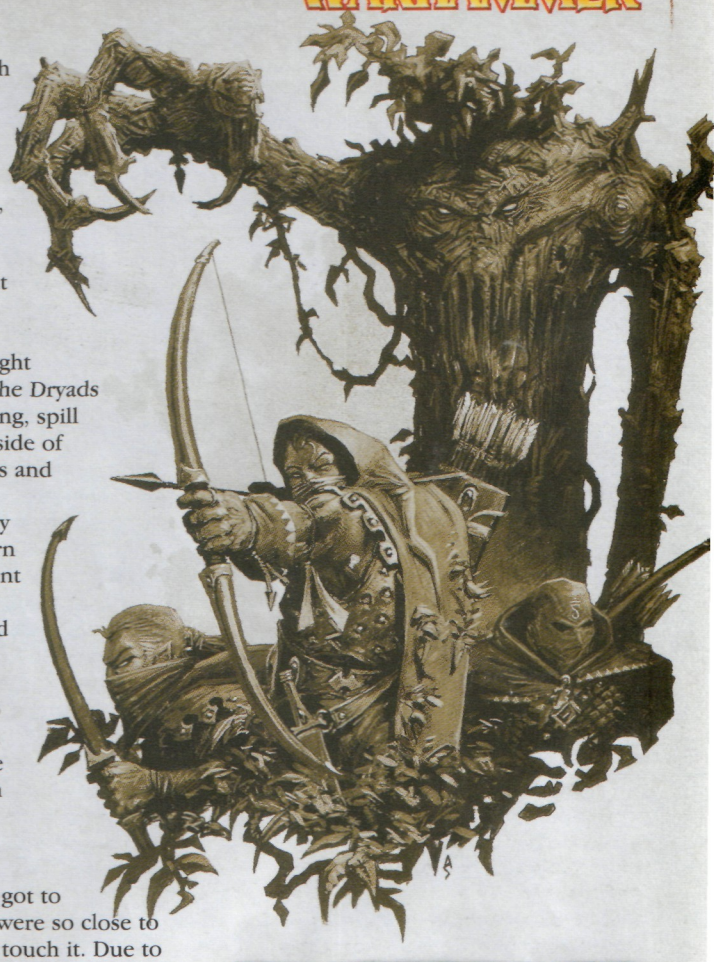


Game 3

With that victory we were ranked eighth. Undead with Orcs and Goblins and a Capture scenario next, an army that outnumbered us and could summon troops directly onto the objective.



Yet again we lost the role for first turn. Our opponents summoned a unit onto the objective. All our archers fired at a Night Goblin unit. It panicked and fled. The Waywatchers dealt with the newly arisen and magic wounded their chariot and wiped out their Dire Wolves. Turn 2, they advanced, our mages thwarting their spell attempts. Our shooting takes out the Wolf Riders. Our magic finished off the chariot. Turn 3, the Night Goblins, too close to the Dryads hiding behind a building, spill their Fanatics out the side of the unit. The Skeletons and Vampire sat on the objective. Things pretty much ended come Turn 4 when the Fanatic went through the Skeleton unit. Our archers killed the rest and the Waywatchers took out the Vampire. In Turn 5 we scored 20 hits with *Father of Thorn* on the last Goblin unit, which broke and fled.



Game 4

Ranked third, we now got to play on table two. We were so close to Table 1 I could almost touch it. Due to his longer arm span, Adam managed this with ease, mocking me. A Skaven and Demon alliance were poised to stop our advancement and it was another Capture scenario. First turn still eluded us.

Their Screamers and Spawn ran towards us. All in, we lost two units of archers and got a little worried. Desperate, the Waywatchers charged their Night Runners, breaking them. Turn 2, the archers were charged by the Screamers. The Waywatchers charged their Clanrats, attacking the Warlock Engineer. They just killed him before fleeing back through the woods. We managed to stop their magic in Turn 3 and the archers killed the Screamers. The Waywatchers rallied, closely pursued by the Clanrats. By Turn 4 we shot everything at their Horrors, felling them. In Turn 5 the Dryads killed their Spawn. In our last turn, the Daemonic Herald who'd done his best all game not to become a pincushion, moved towards the objective. We moved the Dryads between him and it and won the game.

DOUBLE TROUBLE

Due to a doubles force being made up of two entirely separate armies it allows you to double up on magic items.

In the case of our Undead practice list, we used the Book of Arkhan in both 500 point lists. This allows the Undead to cast *Vanhel's Danse Macabre* twice each turn for free! Added to the more than ample spell casting of the forces of Undeath and you have a scary prospect indeed. Other armies to beware of include the Skaven with two Storm Daemons. Storm Daemon unleashes D6 S5 warp lightning magic missiles. In such a small game, two of these will spell the end for most units.

Or Wood Elf forces with the Hail of Doom Arrow. A total of 6D6 S4 arrows hitting on 3s are enough to spoil anyone's day! These will dramatically thin out an army and dent an opponent's morale. It can also deal with pesky ethereal creatures.

Game 5

Table 1. Having won every game up until now I was sure we were in for a hard time. We faced two lots of Skaven with a scary amount of magic and a Warp Lightning Cannon. This game can be summed up in two words, Panic tests.

Finally winning the roll for first turn we shot everything at the Warlock Engineer's unit that fled the board, taking with it the Storm Daemon and vital Casting dice. The game continued with the Skaven advancing and the Elves using shooting and magic to Panic them. Those that made it were crushed by the Dryads. To be fair the Skaven had some terrible luck, especially with the Warp Lightning Cannon, which had been soaked by *The Rain Lord*. It was very tense, but in the end the Dryads waded in and did what they do best.

Day One Overview

A cool five wins from five games! We were joint top and clear. We could lose two games the next day and still have a shot. Our magic and shooting was devastating and we could outmanoeuvre most opponents. Feeling confident we headed to the bar to recount our victories.



Wood Elves doubles army

Andy

Level 2 Mage	105
5 Archers	65
5 Archers	65
5 Archers	65
10 Dryads	200
TOTAL	500

Adam

Level 2 Mage	105
10 Archers	130
8 Archers	104
8 Waywatchers	160
TOTAL	499
GRAND TOTAL	999

DAY TWO

After yesterday's awesome display we were looking forward to more of the same. How wrong could we be...

Game 6

Spending too much time in Bugman's the previous night we arrived late and under the weather for our first game, an Empire/High Elf alliance. We were confident we could take it in any scenario except Capture. Fate had other ideas and Capture it was, and we were going second again. Like it mattered.

We were outshot, outmanoeuvred and battered magically. Oh, and we also got a kicking in the Close Combat phase. Soundly beaten and a little bemused we awaited Game 7. It could only get better.

Game 7

The rude awakening of the previous game had done wonders for our hangovers. Two Undead hordes were our next opposition. We'd be playing Capture. Again.

A strange game, in that we killed their whole army bar a few Skeletons and two Necromancers. We even had the objective surrounded. We lost almost no models at all. Yet we still got massacred. I'll explain. At the start they moved a unit onto the objective and continued to summon Skeletons to swell its ranks. We crushed their army, reducing the big unit and had more than double their points within inches of the objective. But we didn't read the scenario properly. Only the closest unit counts.

So we lost. Such is the fickle nature of Capture. We should have charged the unit with some archers, the Skeletons hopefully pursuing after them off the objective when they lost, leaving us to claim the objective and victory.

Game 8

Capture! Argh! At this point I was ranting, Adam cried and then we both cried. But we weren't out yet and a good result would put us back on track.

Our main worries about the Wood Elf and Tomb King army we faced next were their chariots and Dryads. Finally winning the roll for first turn we opened fire and killed some Skeletons, wounding the chariots with magic. In return we lost some archers and the mounted elements of their army moved closer. Next we shot their Glade Riders, and they fled. In Turn 3 the chariots charged and killed an archer unit. Our Dryads got into combat with their Dryads and wiped them out. During this and the next turn we lost a few archers but killed all of the opposing Wood Elves except the Mage. It looked close until the sixth turn when the Waywatchers shot the Skeleton unit harbouring the Liche Priest. Luckily, he was slain and the whole army crumbled. We zapped the remaining enemy Mage in the Magic phase and won the game. We'd positioned the Waywatchers in exactly the right spot and picked our targets correctly. We'd even named them all. We'd also bought the dice a drink.

Game 9

Oh the pain. The Elves died, they fled and then died. What a bloody and close game. The Elves being killed and the Undead being close to losing no models at all! We rolled no offensive spells at all, they had as many magic users as us and their army was comprised of *fear*-causing, Toughness 4 skirmishers. They tied up our Dryads with Spirit Hosts and then sent everything else at our army. By Turn 4 it was all over. We did manage to console ourselves with the little grave marker they presented us with and went to Bugman's to drown our sorrows.

RESULT

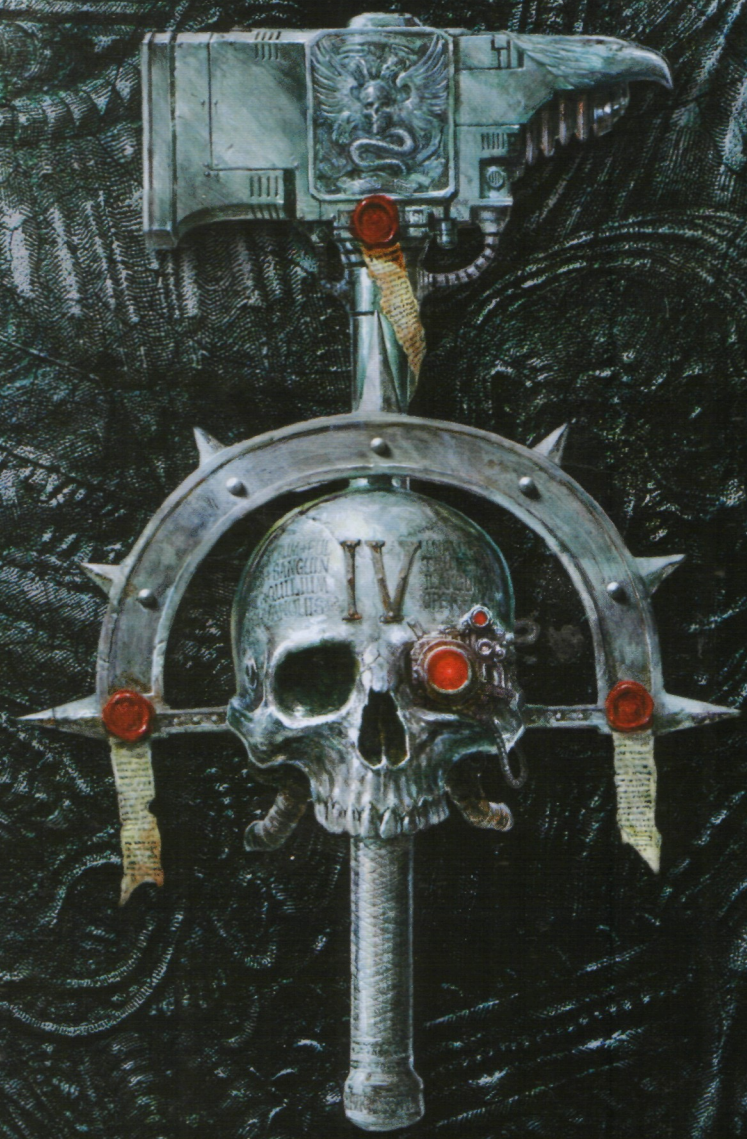
In the end we finished a mighty 12th. Even getting massacred three times we held on to the top three until the last game. Our first day was awesome and the second well, I wish the tournament had ended on Saturday night. But, I reached the dizzying heights of Table 1 and then got battered. My roller coaster ride was an eye-opener to some of the finer rules and points of Warhammer. All in all, I enjoyed my first tournament experience and Adam, like me, was fairly happy if a little disappointed at the result. Still, there's always next year. Maybe we'll see you there.



Andy Smillie
Andy has a keen sense of how to exploit an army list to the fullest extent. He is a canny general, and a man you want on your, not the other, side.

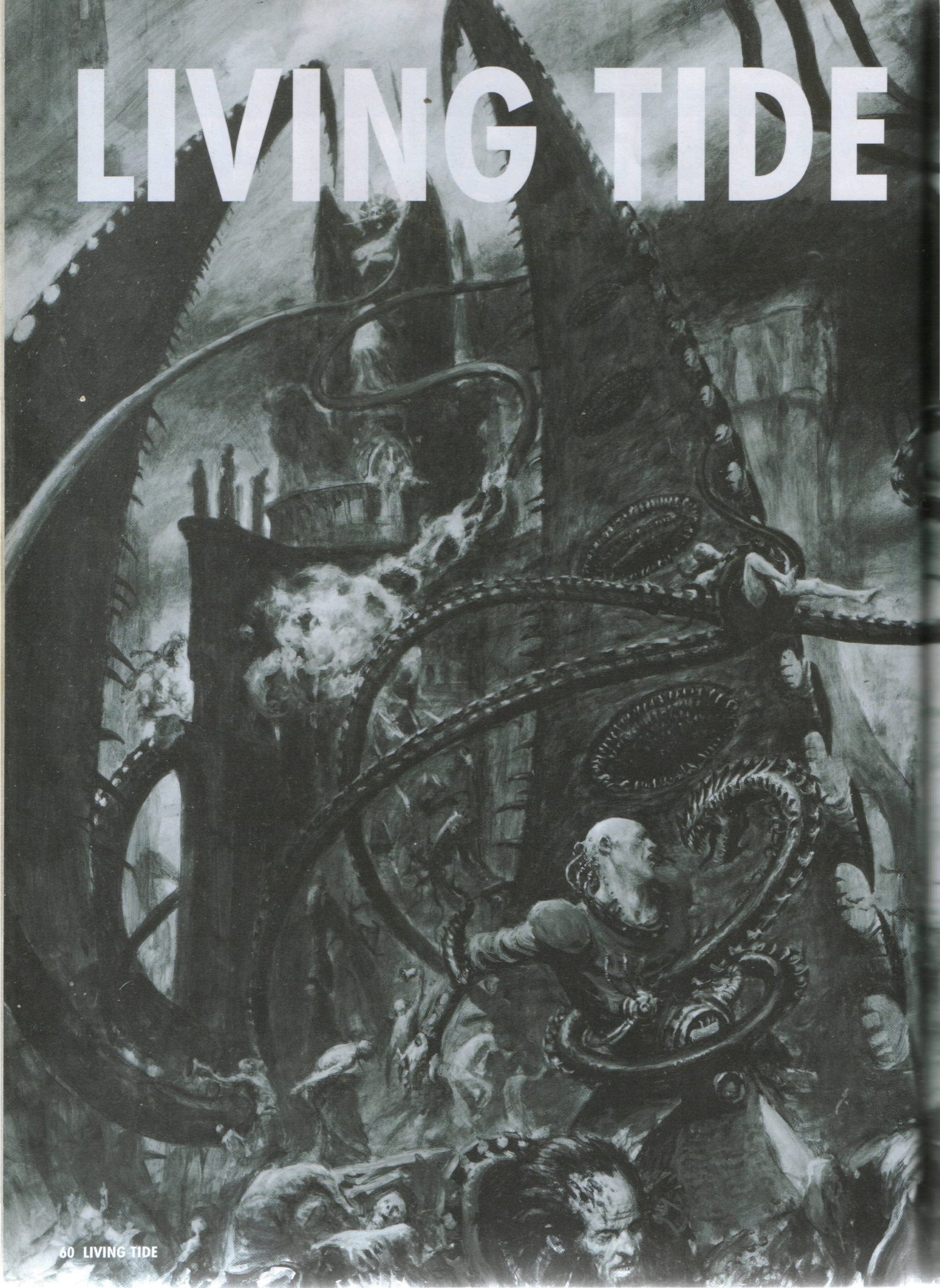
Find out more about tournaments in our Events Diary, page 122.

WARHAMMER® 40,000



- **Return of the Hive Mind**
  The Great Devourer is back!
- **Chapter Approved: Battle Zones**
  Rules for fighting on swamp worlds.
- **Tactica: Brute Force**
  Pete Haines offers advice on how to use your Terminators.
- **Crux Terminatus**
  Gamer's ideas on how to model the new Terminator models.

LIVING TIDE





Phil Kelly gives us a quick preview of the new Tyranids, the direst threat to the Imperium to emerge from the grim darkness of the Design Studio for a long, long time...

Tyranids. To those aware of the alien race that is eating away at the galaxy, the very word conjures images of a tide of killing machines drowning all in their path in an avalanche of tooth and claw. Images of fanged horrors from beyond the stars, of things that creep and crawl and slither and stab. But it is impossible for a man to truly comprehend the magnitude of the threat posed by these monsters to his race.

For each hive fleet the Tyranid unleash into the outskirts of the galaxy, a dozen more wait in the void, biding their time. For each warrior-beast destroyed by the defenders of Humanity, a hundred more are birthed on the vast bio-ships that drift through space. Even if every bullet in the arsenals of the Imperium were to find its mark and slay one of these implacable terrors it would still not be enough to hold them back.

But the fate of those who stand before the hive fleets does not end with death. With every fibre of their victims dissolved by the hive ships and reconstituted into yet more nightmare beasts, the Tyranids invade over and over again, until every single living thing in their path is absorbed and assimilated.

Each Tyranid is merely a single cell in a galaxy-spanning gestalt consciousness that guides every one of its constituent warrior-beasts with iron determination and sinister intelligence. Every costly defeat inflicted upon its swarms is as no more than a tiny flesh wound to this super-predator, a race that evolves so quickly each wave of beasts is deadlier than the next. The hive fleets are in position, and the shadow cast by their presence weighs heavily upon men's souls.

Only now, at the close of the 41st millennium, have the jaws of the Great Devourer begun to close.

The Tyranid army has been extensively reworked, with more biological weapons, psychic abilities, and troop choices than ever before. The sheer amount of biomorphs and weapon symbiotes available mean that a Tyranid player could play for years without exhausting the combinations available to him.

Perhaps your Hive Tyrant is a super-intelligent leader with acidic drool dripping from his prehensile tongue. Or maybe you would prefer to field a Carnifex tooled up to be a walking biological warfare factory, belching toxic fumes and spraying corrosive venom. But it is not only the big creatures that have been overhauled. There are new biomorphs for the little guys too, allowing them to scout or to push feeder tendrils into their enemy's brains, as well as a new Living Ammunition rule that means their flesh-beetle and maggot-like devourer projectiles crawl across their targets until they find nice, soft bits to burrow into.

Even the Tyranid hive mind has evolved, and is now so powerful that it can directly control the shattered bodies of Tyranids who otherwise would have been put down by heavy weapons fire! But that's not all. The old claim that Tyranid armies can be many and varied in style is now truer than ever. Here's a few of the hive mind army styles available.



THE HORDE

With a new HQ choice, the Broodlord, plus rules like Without Number to keep those Termagants recycling, the horde army is now very viable indeed for those generals who like to outnumber their foes two, three or even four to one. Not a big lummox in sight, just scores of critters to drown the opposition in a tide of bodies.



THE FLYING CIRCUS

Feel the need for speed? Try an all-winged army, led by a Flying Hive Tyrant and a few broods of winged Tyranid Warriors! With your Troops selections filled by flying Rippers and a Fast Attack allocation filled to the brim with lightning-fast Gargoyles, you need never get your claws dirty with anything other than the enemy's blood...



THE MIDDLEWEIGHTS

Tyranid Warriors finally take their place as the mainstay of the 'Nid forces with an extensively revised entry and a Synapse-based immunity against instant-kill weaponry! With some very nasty mid-range guns and a host of warrior variants such as Deep Striking Raveners and the new Lictor popping out of whichever piece of terrain suits you best, this army of middleweights can be a deadly prospect without a single Gaunt or monstrous creature to back it up.

THE GODZILLAS

What's that sound? It's two hundred tonnes of ground-shaking Tyranid monstrosity stomping across the battlefield through a carpet of voracious Rippers. With the new Shock Troops rule, Carnifexes under a certain points value can limbo their way into the Elites section of the Force Organisation chart. That means you can feasibly field six Carnifexes and two Hive Tyrants, no less than eight monstrous creatures, in a game of 1,500 points or more."Raaargh!"



THE BROODLORD

This is one tough customer – a Genestealer here with a sickeningly high Initiative and rending claws so powerful they count as power weapons. He's more than likely to rip off an enemy character's head and eat it before they've even switched on that bothersome power fist.

The first Genestealer to make planetfall in each invasion and therefore the biggest and baddest of them all, the Broodlord and his retinue of Genestealers can infiltrate into the thick of the enemy – either absorbing so much fire the rest of the Tyranid army can advance unmolested or simply slaughtering their way through whatever they can lay their claws upon.



THE NEW PLASTIC CARNIFEX

The Carnifex is back, and this time he is bigger and badder than ever. Lavishly sculpted by none other than Jes Goodwin, – the daddy of the Tyranid model range, the Carnifex has so many options that it can be put together in several thousand different ways.

With options for new head, carapace and tail biomorphs to accompany the traditional two sets of biomorphs for its arm sockets, it also has the ability to boost its Toughness with a bonded exoskeleton or its Wounds with reinforced chitin. In fact, it's quite feasible to field a fume-belching tusked Carnifex with Toughness 7, 5 Wounds, an acid maw, spine banks, crushing claws, a barbed strangler and a scythed tail! Don't even get us started on the regenerating ones...

Chapter Approved



BY ANDY HOARE

Battle Zone:

Greetings ever-faithful citizens and welcome once more to the Emperor's favourite column – Chapter Approved. This month Scrivener Hoare brings us details of fighting in the myriad swamp worlds of the 41st millenium.

Swamps make great terrain for Warhammer 40,000 games. Battles fought across dank and dangerous waterlogged ground add an extra tactical conundrum for a budding general to resolve. Bogs or marshland can also add some character to your games or battlefield. They aren't difficult to make but have a large impact on how your games turn out.

Codex: Catachans already provides players with special rules for fighting deep in the perilous jungles of that world. And Codex: Cityfight provides an entire variant of the Warhammer 40,000 game for fighting across the war-torn cityscapes of the far future.

Cityfight in particular has already inspired a huge number of players to leave behind the rolling plains, so frequently the setting of games, to partake in the highly characterful and challenging settings detailed in that codex of war-blasted buildings and urban wastelands. I always thought this idea could be expanded to provide rules and background for a plethora of settings, many of which are highly suited to warfare in the 41st millennium. Wars on our own world have been fought in every environment from polar wastes to deep jungle, so consider the possibilities offered by an entire galaxy of weird worlds!

With that thought in mind, we've come up with the idea of providing simple and fun rules for playing games in a variety of environments. We've got lots of ideas hoarded for future use, from Daemon worlds to hydro-carbon oceans. If this idea proves popular, we'll detail many more settings too.

SWAMP WORLDS

Of the million and more worlds claimed by the Imperium, many thousands feature vast



WHAT IS CHAPTER APPROVED?

Each month, Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing new scenarios, weapons, rules and army list entries of all types. It also acts as a forum for dedicated players of Warhammer 40,000 who have produced inspired, well thought out and just plain brilliant additions to the game. If you've got something good for Chapter Approved then write to us at the address given here.

Note: Please don't include rules queries etc, with your letters, as the volume of mail means that in most cases we won't be able to send individual replies.

Chapter Approved
Games Workshop
Willow Road, Lenton
Nottingham, UK
NG7 2WS

Swamp Worlds

tracts of nigh-impenetrable swamp. Some of these worlds conform to the major classifications used by the Adeptus Terra to define a world's type. For example, a hive world may feature vast regions of mist-shrouded quagmire, out of which the mile-high cities soar. Agri-worlds may feature large areas of swamp that may be harvestable, and vast populations of indentured workers may toil their entire lives within the depths to reap their fruits. Feral worlds may also harbour such an environment, and the population of such a world, hardened by their harsh environs, may prove ideal for the recruiting of aspirant Space Marines.

The most interesting form of swamp world, from our perspective, is the Death World type. On such worlds the marshes and quagmires will be home to all manner of perils, from carnivorous plants to deadly creatures. Some Explorators claim that Death Worlds are possessed of a sinister anima that seeks to entrap and murder any who trespass upon them. Such a philosophy as this can be understood in the case of worlds that feature endless expanses of treacherous swamp, home to every nightmare and hazard that an explorer can imagine.

WHY PLAY USING THESE RULES?

As with any specialised setting, playing your games in this environment provides a unique set of gaming challenges, as well as highly characterful modelling opportunities. In games set on such worlds, you'll find yourself playing against the environment as much as your opponent, and while your own travails may prove frustrating, watching your opponent's favourite unit getting bogged down and assaulted by tentacled swamp beasts will more than make up for it.

But the greatest reason to play in such a setting is that it broadens the Warhammer 40,000 universe enormously. The planets of the galaxy are rarely green and pleasant lands. They are deadly, treacherous places, and that's just how we like it.

These rules are intended to be played alongside those for a normal mission as described in the Warhammer 40,000 rulebook. They significantly change the nature of some of these missions, particularly for certain armies. Part of the challenge of using these rules is figuring out how best to overcome the environment you are battling over and still concentrate on pounding the enemy into the ground. If you can do both at the same time, you truly are a general worth your salt! Here are the rules then, followed by some top modelling advice for making your own swamps to fight in.

"Munitorum Swamp Warfare instructors may tell you the swamp is your friend. More realistic instructors may claim it's just neutral. Let me tell you; the swamp is not neutral and it most certainly is not your friend. It's your enemy, and you'll soon learn to hate it."

Rifleman Tyla, Scout Company, 34th Paludus





Imperial Guard Troopers find the route to their objective, an equipment canister, blocked by a deadly swamp creature.

SWAMP THING

You'll need to represent swamps in some way, the simplest being to scatter plain old sand to represent quicksand. However you can also build your own. Swamp areas should cover 50-75% of the table surface.

Try to avoid hills in this setting. Low mounds and the odd rocky outcrop are fine, but larger hills aren't really appropriate. Use buildings (half-submerged ruins and pre-fab habs are ideal) to block line of sight, but try to keep these from dominating.

Plenty of trees should be used, but they should be clumped in small groups. In this setting, lots of individual trees are far more appropriate than fewer, dense areas of forest.

Furthermore, you should try to ensure there are a number of clear routes across the table; causeways that transport vehicles and slower infantry can cross. You'll find this offers tactical choices, such as whether to cross the causeways risking a bottleneck, or to trudge through the swamp in a more dispersed formation, but at a slower pace.

NEW RULES

Warhammer 40,000 is written from the assumption that the table will be occupied by a certain amount of terrain, but that the terrain itself should not really interfere with the game. In this setting, however, the focus is much more upon the environment in which the battle is being fought. Therefore, there are a number of new rules to reflect this.

SWAMPS

Areas designated as swamps are as follows:

- They are considered difficult ground for both vehicle and non-vehicle models. Heavily armoured troops are at a distinct disadvantage, due to sinking in the mire, and so the maximum move possible for non-vehicle models moving on foot is the same as their Armour Save. Treat models whose Save is '-' and models whose normal save is Invulnerable (for example an Imperial Assassin with a Save of 4+) as 6. For example, an Imperial Guardsman with an Armour Save of 5+ can move up to 5". A Space Marine Terminator may only move up to 2". An Assassin can move up to 6".

- Swamps provide a Cover Save of 6+.

- By sacrificing its movement in the Movement phase, a non-vehicle unit may partially submerge itself in the swamp waters, increasing the Cover Save to 5+. Place a marker of some sort next to the unit to indicate it is 'submerged'. This does not count as movement for the purposes of firing heavy weapons etc.

- Vehicles are never counted as obscured when travelling through a swamp.

GETTING BOGGED DOWN

The most gruelling aspect of fighting in a swamp environment is the difficulty of moving through the thick sludge. Troopers quickly become tired, equipment slows them down, and they become unable to react quickly to enemy activity.

The effects on different models of getting bogged down is detailed as follows:

Non-vehicle models and Walkers: If two or more 1's are rolled on the unit's Difficult Terrain test, the models are 'bogged down' and may not make an Assault move this turn. Units that roll extra dice for Difficult Terrain tests may choose to roll fewer dice, representing them moving more carefully.

"Yup, I remember the Battle of Traitor's Moss. We had them recidivist scum cold. See, we tricked 'em into making their planetfall in a huge swamp area. Their transports floundered, the rebels jumped ship an' it was child's play to pick 'em off as they sunk into the muck. Highest kill ratio of any Fen Guard regiment, and the lootin' was pretty sweet too."

Mosstrooper Tayte, 24th Drookian Fen Guard

DANGEROUS TERRAIN MARKERS

Dangerous terrain markers are used to indicate the presence of Swamp Creatures, and so long as these are based on 25mm round bases, you can let your imagination run riot when constructing them. There are a great many components in the GW Direct archives that are ideal (see page 128 for a fine selection that we've picked out for you), from the various tentacles from the old Chaos Spawn, to the carnivorous plant found on the Catachan Heavy Weapons sprue.

This marker is made using tails from plastic Skaven. Use Green Stuff to fix the tails to the base. Apply Citadel PVA glue to the base and cover it in sand. Once the PVA is dry, undercoat your marker with Chaos Black spray. Paint the tentacles Rotting Flesh, then with a wash of Purple Ink. Drybrush the tentacles with Bleached Bone, then Skull White. Apply Brown and Green inks to finish them. Paint the base Scorched Brown, then drybrush with Graveyard Earth. You can apply a generous coat of Citadel varnish to the base and tentacles here, to give them a wet, glossy finish to make them fit in with any other swamp terrain you might have. Finally, paint the base rim Graveyard Earth.



Units that re-roll Difficult Terrain tests must accept the result of the second roll.

Vehicles: With the exception of Walkers and Skimmers, vehicles moving through swamps are in particular danger should they get bogged down.

A vehicle that has become Immobilised (for any reason) in a swamp must make a roll on the Glancing Hits table at the beginning of each of its turns (passengers may disembark first if they are able to). The result will be no higher than the number of turns the vehicle has been bogged-down, and any higher result is reduced to that number, (add +1 to the result for the vehicle being Open-topped as you would normally).

For example, the first turn after the vehicle is bogged down it will be Stunned. By the fourth turn it may suffer an Armament Destroyed result as it sinks further, and by the sixth turn it may be lost for good by suffering a Vehicle Destroyed result. A vehicle destroyed in this manner should be removed from the table, to represent it sinking beneath the surface.

Chimeras. Chimeras are considered amphibious, but this does not help them move any quicker through the sucking mire of a swamp. However, the vehicle does not need to roll for additional damage should it become Immobilised in a swamp.

SWAMP CREATURES

The swamps and fens of many Death Worlds are home to all manner of belligerent or just plain hungry critters. To represent these in your games you will need to construct some small terrain pieces on 25mm round bases. (take a look at the boxout opposite). There's also a variety of suitable components to inspire you on page 128, which can be used for both Lustrian jungle terrain or 41st millenium swamps.

Before the game begins, each player rolls a D6. This is the number of Swamp Creatures he may place on the table. Each player takes turns in placing a counter in an area of swamp, anywhere on the table. The other player then rolls a D6 and a Scatter Dice and moves the counter the distance and direction indicated. Should this movement take the counter out of the swamp or within 6" of any model it is placed as close as it can be without fulfilling either of the above criteria.

Any model that moves within 6" of one or more Swamp Creatures counts as moving through Dangerous terrain. Roll a dice for each model – for each roll of a 1, a model is removed as a casualty as it is dragged beneath the surface by some tentacled gribbly or other horror. Swamp Creature markers may not be targeted, harmed or removed in any way, they indicate hazardous areas rather than specific creatures.

CODEX SPECIAL RULES

Some troops have an affinity for swamps and marshes, regardless of whether they are considered experts in fighting in them. The following special rules apply to these units:

Tau and Kroot Mercenaries: Though the Kroot's Fieldcraft special rule does not help them in crossing areas of swamp, they do not count swampy ground within 6" of a Swamp Creature as dangerous.

Tyranids: Lictors may lie concealed in marshy ground as enemies patrol unawares nearby. The Lictor may use its Secret Deployment special rule in any of the swamp features on the table.

Genestealers that Infiltrate in swamp areas may begin the game submerged.

Necrons: Flayed Ones that Deep Strike or Infiltrate may begin the game submerged.

Orks: Kommandos that Infiltrate may begin the game submerged.

Dark Eldar: Dark Eldar Mandrakes use six models for the purposes of their Hidden Deployment rule, rather than three models.

Imperial Guard: New Doctrines
Swamp Fighters: This is a new Skills and Drills Doctrine. Any Guard infantry unit can be upgraded to Swamp Fighters at +10 points per unit. Swamp Fighters gain the following benefits:

Move through swamps like open terrain.

Treat movement within 6" of a Swamp Creature as movement through difficult terrain instead of dangerous terrain (even the experts have to be wary!)

Receive a 5+ Cover Save in swamps, 4+ when submerged.

May Infiltrate if the mission permits and they deploy in swamps, and may start the game submerged.

To facilitate movement through the dangerous marshes, Swamp Fighters must abandon cumbersome armour and equipment. The unit's Armour Save is reduced to 6+. They may not take any heavy weapons, but may take an extra special weapon instead, provided this weapon is a grenade launcher (in many cases the signature weapon of swamp fighter regiments).

For the purposes of determining which other Doctrines Swamp Fighters may be combined with, treat it as having the same restrictions as Jungle Fighters. Note that Swamp Fighters may be combined with Jungle Fighters for some truly elite Death World warriors.

Native Cavalry Squadron: The regiment makes use of beasts that are native to the warzone in which they are fighting, for example, the shaggy Rek Horn ridden by the Rough Riders of the Drookian Fen Guard regiment.

Cavalry native to swamp worlds treat swamps as open terrain, and areas within 6" of a Swamp Creature as Difficult rather than Dangerous terrain . Native Cavalry is a Special Equipment Doctrine that may be purchased by Rough Rider squadrons at +15 points per squad.

Catachans: Catachan Devils count as having the Swamp Fighters Doctrine at no additional cost.



Tyranid Hormagaunts swarm over the wreck of an Imperial Guard Chimera troop carrier.

Responding to a distress call from an Imperial listening post set deep within an overgrown swamp, the Imperial Fists discover they are too late and find the area overrun with Tau.

BUILDING SWAMP TERRAIN

The gorgeous swamp scenery you see on the battlefield above was created by hobby masters George Dellapina and Chris Straw. George is no stranger to the pages of White Dwarf, having dazzled us with his Speed Freeks in WD294, his Feral Orks in WD298 and his Orky cunning in the WD298 Battle Report. Talented modeller Chris works with George in Warhammer World, providing masterclass tutorials for the masses. Here Chris gives us the lowdown on how he and George created this evocative scenery set from readily available materials.

TREES

Chris: We used medium thickness garden wire as the basis for the trunks and main branches of the trees. This wire was twisted into the correct shape. Additional wire was twisted again and added into the existing frame to create extra branches and roots.

Once we had our basic shape, the wire was then fixed in place and bulked out with masking tape. This provided the shape of the trees. For some variety in the shapes we added knots to some of the trees. We made these by making a small ball of masking tape. Another layer of tape was then added over the top of this and indented with a pencil tip.

Textured paint and wood filler was then applied to the tree. We drybrushed this with Scorched Brown to emulate a bark effect.

The crowns were made from car sponges, dyed with food colouring (wear rubber gloves when doing this). These were torn into rough shapes. Using pliers we created interesting shapes for texture and depth.



"When you're fighting in a swamp you're fighting on two fronts. You've got the enemy ahead of you, and the swamp beneath you. Let me tell you gentlemen, you take your eye off either, just for an instant, and you're dead meat."

Staff Sergeant Lakorzst, Munitorum Adverse Terrain School, Kar Duniash



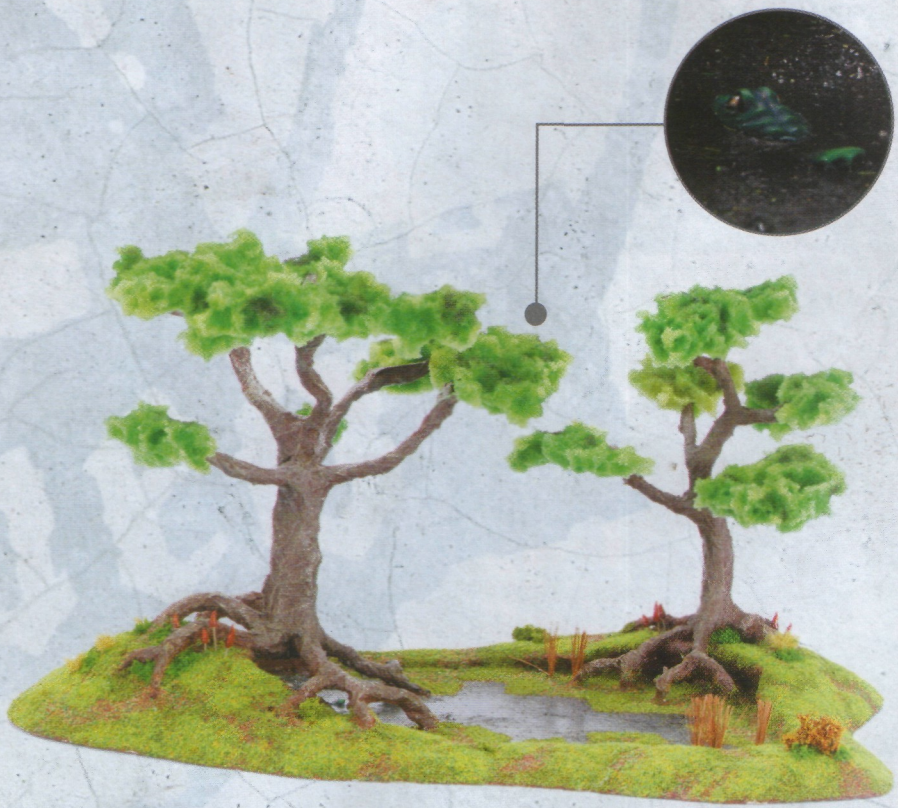
WATER

Chris: We painted the bases of each swamp section with a layer of textured paint, then with Scorched Brown.

With a sponge we stippled the bases with blacks, greens and browns. Some sections were left darker to indicate depth.

A water-based floor varnish produced the wet-effect on the swamps. We used around 2-3 coats for this.

George sculpted a crocodile in the corner from Green Stuff as a little characterful detail.



DETAILS

Chris: Most of the swamp sections have some cool details to make them interesting. In the one below we used the crow perched on the sign from the Nurgle Lord model. We modified the crow's head slightly so he was peering into the swamp.

We used coffee stirrers to create the pier. The edges were roughed up slightly to simulate weathering. The boots at the end are from a plastic Cadian bored out with a pin-drill.

We made bullrushes and long grasses for all of our swamp sections. The bullrushes were made using thin wire. The tops of these were made from sausage shapes of Green Stuff.

The grasses were made from an old sweeping brush. We drilled holes in the swamp base and filled them with PVA. We placed strands individually into the holes using tweezers to create clumps.





DESERTED RADIO SHACK

Chris: The radio shack is based on a Basilisk platform. We used corrugated plastic sheeting to form the sides of the shack itself.

We made the rails from plastic strips. I put in windows and sills using more plastic strips. The glazing was made with clear plastic sheet but you could substitute this with the plastic on discarded blister packs. The bloody hand print was painted on before the glazing was added to the shack.

Extra details, like the search light, Imperial eagle, aerial and camo netting were added. The first three are part of the Tank Accessory Sprue, the camo netting is aluminum mesh bent into shape. We scattered this with flock to represent camouflage.





CRASHED LAND SPEEDER

Chris: We built up one bank of the swamp with modelling clay here to create the impression that the Land Speeder had ploughed up loads of mud. We created rills of mud behind the model using the same material, scoring lines into it to make it look like the model had crash-landed.

We painted the mud using Scorched Brown, Bestial Brown and Vermin Brown. After we assembled the speeder, we bent its wings and distressed it with a modelling knife.



Hobby Tip

Instead of using metallic paint, you can achieve a good chipped metal effect with a silver pencil.



CHRIS AND GEORGE'S GUIDE TO BUILDING SWAMP SECTIONS



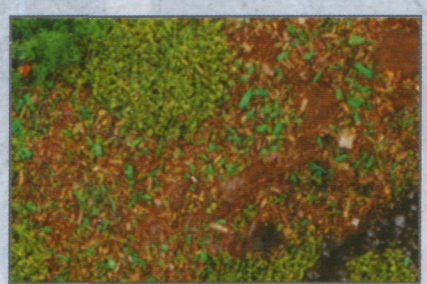
1 Glue polystyrene ceiling tiles to the base Shape these to create the banks of the swamp. Leave a void in the centre of the base for the water.



2 Use textured ceiling paint to fill the gaps and give the polystyrene banks texture.



3 Paint the swamp with Scorched Brown. Drybrush with Bestial Brown and then Vermin Brown.



4 We flocked our bases with a variety of different textures and colours of scatter to get a naturalistic effect. We glued the different colours on in patchy layers, making sure the previous layer of flock was dry first.

HOBBY TUTORIALS

If you've been inspired by the terrain in this article and would like some pointers on how to make it, or if there's any aspect of painting or modelling you'd like tuition for, then head over to Warhammer World in Nottingham and book a hobby tutorial. Maybe George or Chris will teach you themselves!

For more details about how to book a tutorial call **0115 916 8410** or e-mail **warhammerworld@games-workshop.co.uk** *making sure you leave your contact details.*



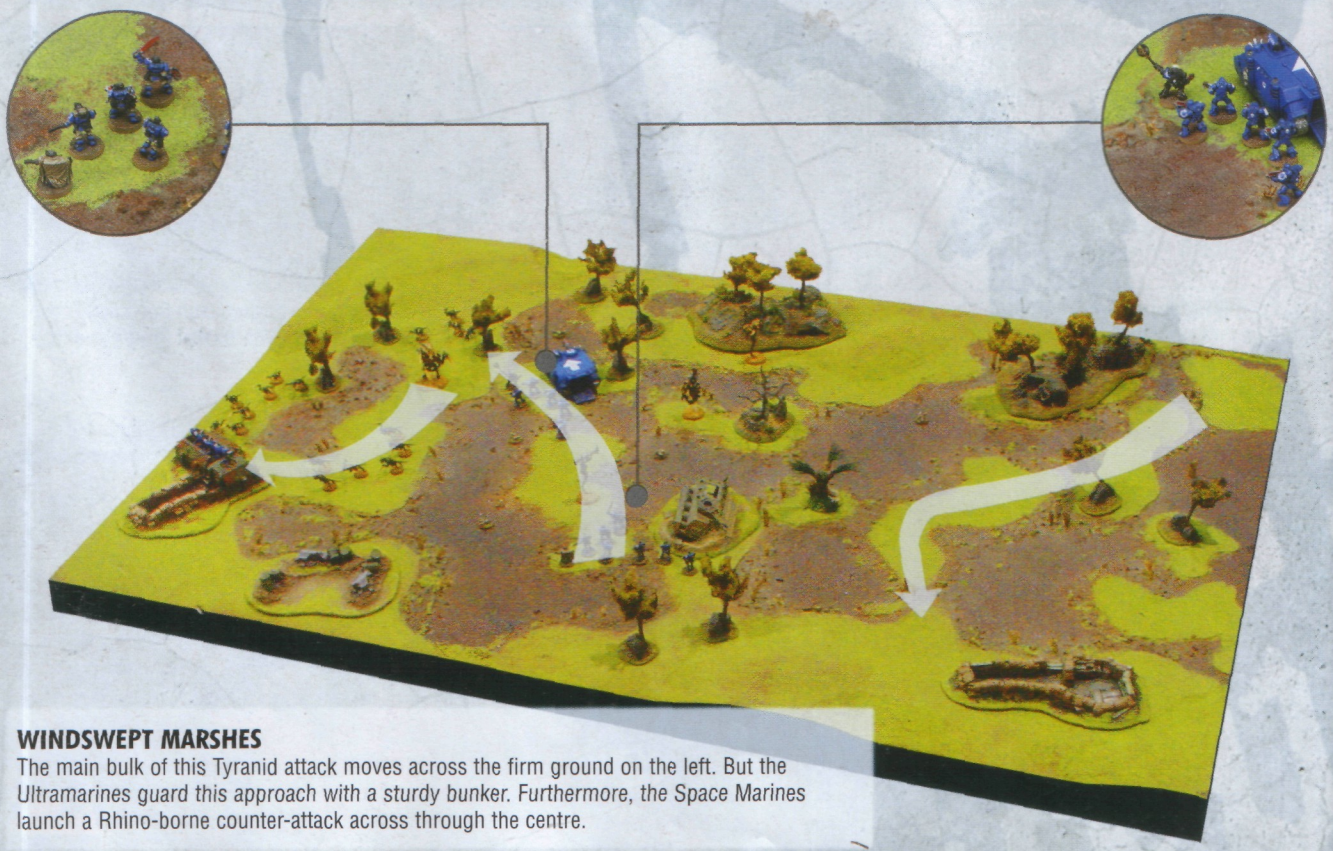
SWAMP BATTLEFIELDS

On these pages we've put together four examples of swamp world tables to give you a few hints on how they can be laid out. It's important that you include two or more routes through the swamp that infantry and vehicles can use, as the tactical challenge of capturing and controlling them, or of avoiding them altogether is all part of the fun. We've indicated these routes with arrows. On the first three tables the swamp has been modelled as part of the board.



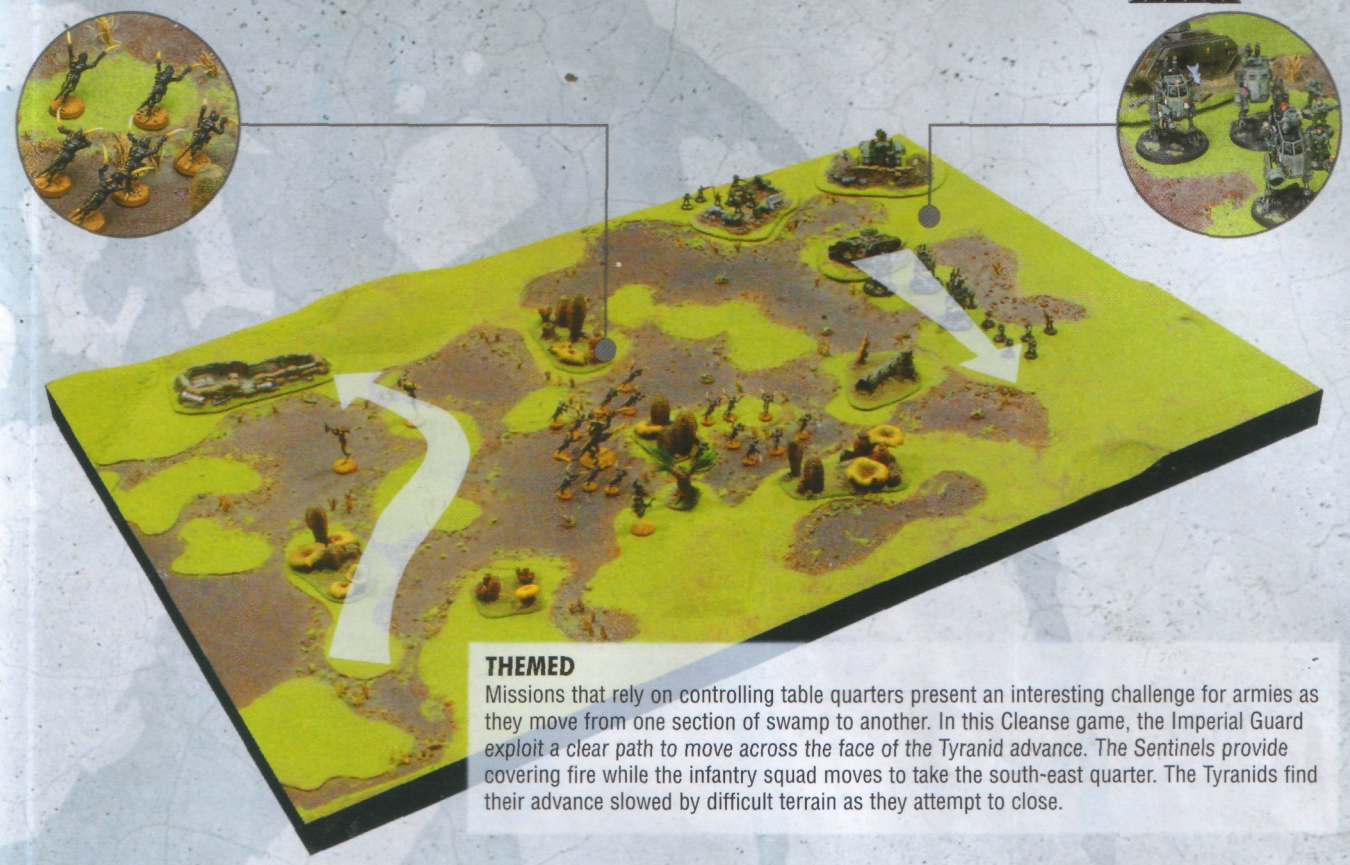
MANGROVES

On this table, the Ultramarines and the Word Bearers clash as the loyalists cross the causeway to the centre of the board. The Chaos Space Marines defend an area surrounded by swamps and full of Swamp Creature markers. This forces the Ultramarines to make a head-on assault in their Rhino across the causeway. Two more Ultramarine squads provide fire support.



WINDSWEPT MARSHES

The main bulk of this Tyranid attack moves across the firm ground on the left. But the Ultramarines guard this approach with a sturdy bunker. Furthermore, the Space Marines launch a Rhino-borne counter-attack across through the centre.



THEMED
Missions that rely on controlling table quarters present an interesting challenge for armies as they move from one section of swamp to another. In this Cleanse game, the Imperial Guard exploit a clear path to move across the face of the Tyranid advance. The Sentinels provide covering fire while the infantry squad moves to take the south-east quarter. The Tyranids find their advance slowed by difficult terrain as they attempt to close.



SIMPLISTIC
This board demonstrates that you don't need to model an entire table to play a game based on a swamp world. Simply scatter areas of sand to represent quicksand, and place jungle plants, trees and other terrain pieces in a manner agreeable to both players.



Andy Hoare:
Andy recently completed work on Warhammer Realms: Lustria with Graham McNeill. We asked him what his current project is, but he claimed he'd have to kill us if he told us.



TERMINATORS

Tactica is our regular series on how to get the best out of your army, written by the finest gamers around.
If you're a skilled general and have tricks you'd like to share, why not submit a Tactica to White Dwarf? Write to us at the address at the front of the magazine.

T·a·c·t·i·c·a

By Pete Haines

Brute

It's inevitable that the release of the new Terminators will prompt plenty of players to contemplate how they can use these superb models in their Space Marine armies. Pete Haines discusses how to get the most from the Emperor's Finest.

A Space Marine army is undoubtedly one of the most flexible forces in Warhammer 40,000. It has a wide range of powerful troop and vehicle types, any of which can be used to great effect by a skilled player. This diversity ensures that there are many different styles of Space Marine army.

But there is far more to picking a good Space Marine army than simply selecting a number of tough units. The trick is to build a balanced force with each unit having a purpose that contributes to the overall effect. Get the most from your Terminators by assigning them a role and ensuring they are part of a mutually supportive force.



ARMY TYPES

There are several different types of Space Marine army, and I'm not just referring to their chapter of origin.

Mechanised firepower. I've seen a good few of these, normally using multiple Predators or perhaps a Predator, a Whirlwind and a Vindicator. Elites are often Dreadnoughts and Tactical squads are often in Razorbacks.

Static firepower. This is a less fashionable mix these days and is based around Devastator squads backed up by lots of small Tactical squads. This army tries to use as many Space Marines, with as many large guns, as possible.

Mechanised assault. This is the traditional 'Rhino rush' army. Though not as easy to use under the revised rules as it once was, it is still formidable. Expect to see at least three Rhinos packed with Space Marines including a hard-as-nails Command squad or a couple of characters joining normal squads to boost their close combat potential.

Fast Assault. Rather than relying on transport vehicles many Space Marines will use bikes or jump packs. This army will have dangerous close-range firepower with its meltaguns and plasma pistols but is really hoping to get into good hand-to-hand match-ups.

Force

BALANCED OR NEMESIS?

This is just a sampling of the types of approach Space Marine players can take. Most other approaches are variants of these though. The question at this point is whether you want to go for a balanced army or a nemesis army.

A balanced army may include units that allow it to perform one or all of the above methods based on the opponent, their army, the terrain and most importantly the mission. A balanced army fears nothing – a good one will have the answer to any problem somewhere in its roster. The trick is (as ever) correctly diagnosing the problem before it's too late and then imposing the solution on the enemy.

The other approach is to maximise one troop type to the exclusion of all others. I tend to refer to these as nemesis armies because they will prove to be just the thing for beating some opponents. Inevitably though, some enemy armies are also ideally suited to beating them.

The nemesis army is often an all-or-nothing thing, ideal against the right opponent, but very disadvantaged against the wrong one. Most often a nemesis army is a one-trick pony but it's a very good trick. In some cases a nemesis army will simply be a very tightly themed army and it is unfair to decry them as being 'power gamer' armies.

I get to see a lot of tournaments and it is my observation that nemesis armies lose out to balanced armies over time. After all, once you have seen their trick you can have your counter measures ready. Balanced armies have room to evolve, nemesis armies don't.

MAKING THE MOST

The reason for the long preamble is that the type of army you select is going to make a big difference to the way you play. The beauty of Terminators is that whatever approach you take you will find they can be accommodated within the scheme. It's like introducing a really gifted player to a football team – his presence will bring the best out from the rest.

To illustrate what each army might look like, I have put together a 1,500 points sample list for each army type in order to give you a practical idea of what can be done.

TERMINATOR NEMESIS

As this is the simplest concept I'll deal with it first. In this army you balance Terminators with... more Terminators. You can actually have quite a few in the army. Remember that you can have two Terminator Command squads filling the HQ slots on the Force Organisation chart and another three filling the Elite slots. Given that a squad of Terminators can cost from 200 to 500 points based on numbers and equipment, that means that you could potentially fill about 2,500 points with Terminator units. Obviously you will have to include a couple of Troops selections (such a nuisance) but these could just be minimalist Scout squads leaving all the more points for even more Terminators (yay!), and even with a couple of Troops units there is still the option of including all the different variants of Terminator squad.

This ensemble brings 25 Terminators to the table. I included a teleport homer for the Scouts to permit an 'infiltrate into position and then phone for help' approach, which may not always be appropriate for the mission being played but is entertaining.



TERMINATOR NEMESIS SAMPLE ARMY

HQ

- **Captain** – Terminator armour, storm bolter and power weapon ..... 105 points
  Terminator Command squad – 4 Terminators, 2 assault cannons ..... 200 points

- **Chaplain Reclusiarch** – Terminator armour, storm bolter ..... 115 points
  Terminator Command squad – 4 Terminators, 2 heavy flamers ..... 180 points

ELITE

- **Terminator squad** – 5 Terminators, 2 Cyclone Missile launchers ..... 260 points

- **Terminator squad** – 5 Terminators, 2 assault cannons ..... 240 points

- **Terminator Assault squad** – 5 Terminators with lightning claws ..... 200 points

TROOPS

- **Scout squad** – 9 Scouts, Sergeant with Terminator Honours and teleport homer .. 135 points

- **Scout squad** – 5 Scouts ..... 65 points

TOTAL 1,500 points

STATIC FIREPOWER

A static firepower army is very difficult to beat without getting a face-full of lascannon, plasma cannon and heavy bolter for your trouble. In the early turns of the game you can expect to be taking big losses, quite often losses that add up to a lot of Victory Points.

It stands to reason therefore that you must use terrain and speed to reduce the amount of shooting you have to endure. Fortunately, the static firepower army has trouble dealing with fast manoeuvring opponents. Its points are all spent on guns that cannot move and shoot and it is going to be short of specialist hand-to-hand units. Terminators are therefore a good option for this type of army. By taking standard Terminator squads armed with cyclones and assault cannon you still have infantry firepower aplenty but you also have the counter-attacking threat of a fun-sized bundle of power fists.

In my opinion you are better off with a Terminator squad with two assault cannons than a Devastator squad armed with (for example) two plasma cannons and two heavy bolters. The Devastators need to deploy where they can see the enemy if they want to shoot on Turn 1. This means they can, in their turn, be shot at. By comparison a Terminator squad can deploy behind cover so that it is guaranteed to still be there when you get your go. It can then make a move to engage its target of choice. Moreover in a mission that uses the Escalation special rule, normal Devastator squads are pretty useless on the turn they arrive, as they cannot move and fire. Terminators on the other hand can not only move and fire but can also deploy by Deep Strike to either get shots at vehicle side and rear armour or appear at the point of decision in true Space Marine fashion.

With this combination you get 51 Space Marines and a very impressive 16 heavy weapons plus six plasma guns and six storm bolters. I pity the army that tries to charge in against that lot!





STATIC FIREPOWER SAMPLE ARMY

HQ

- **Captain** – Terminator Honours, combi-plasma gun and lightning claw ..... 115 points

ELITE

- **Terminator squad** – 5 Terminators, 2 Cyclone missile launchers ..... 260 points
- **Terminator squad** – 5 Terminators, 2 assault cannons ..... 240 points

TROOPS

- **Tactical squad** – 5 Space Marines, 1 plasma gun, 1 missile launcher ..... 95 points
- **Tactical squad** – 5 Space Marines, 1 plasma gun, 1 missile launcher ..... 95 points
- **Tactical squad** – 5 Space Marines, 1 plasma gun, 1 lascannon ..... 100 points
- **Tactical squad** – 5 Space Marines, 1 plasma gun, 1 plasma cannon ..... 105 points
- **Tactical squad** – 5 Space Marines, 1 plasma gun, 1 missile launcher ..... 95 points
- **Tactical squad** – 5 Space Marines, 1 plasma gun, 1 multi-melta ..... 95 points

HEAVY SUPPORT

- **Devastator squad** – 5 Space Marines, 4 heavy bolters ..... 135 points
- **Devastator squad** – 5 Space Marines, 2 lascannons, 1 missile launcher ..... 165 points

TOTAL 1,500 points

FAST ASSAULT

In most cases the main limitation on fast assaulting Space Marine armies is that you only have three Fast Attack selections to play with. You can remedy that with the right Chapter Traits, but for the purposes of this article I am assuming a Trait-free zone. Working out what else to include is therefore quite important. This is one of those times when the Deep Strike ability of a Terminator squad really comes into its own.

With the ability of a Bike squadron to turbo-boost a teleport homer across the battlefield on Turn 1 it is eminently possible that your Terminators can be in the enemy deployment zone on Turn 2. Bike squadrons and Assault squads can both engage the enemy on Turn 2 of the game, so the amount of shooting casualties you can expect to take will be quite small, especially if you plan your approach correctly. The trick will be in locating a bit of the enemy line where you can avoid being mobbed by vastly superior numbers, engage enough of the enemy to score good Victory Points, and avoid being exposed to enemy shooting by wiping out your immediate opponents on your own turn.

Judging the right point of attack can be difficult, especially if Terminator reserves are Deep Striking in. One virtue of Terminators is that they can either provide immediate fire support for the units about to assault (throwing five Bikes into a mob of 20 or more Orks is not such a good idea, but if you let rip with two assault cannons and a few storm bolters first their chance of survival increases) or provide a means of putting pressure on the enemy's supporting units.

After the initial assault your units can then perform a kind of leapfrog, with the Terminators engaging the closest enemy, while the Bikes and Assault squads zip past and tie up even more units. The main worry for a fast Space Marine army is running into an enemy who can outfight them in close combat. Orks and Tyranids come to mind. In such circumstances having some Terminators provides a dangerous firebase that will compel the enemy to come to you. Once this happens you will have lots of opportunities to fight a counter-attack, especially against the flanks of the advance, or bypass their front line and engage the softer, squidgier fire support units behind them.

A fast Space Marine army also has the option to make a lot more of Deep Strike than simply teleporting in its Terminators. Assault squads can Deep Strike too and Tactical squads can always turn up in drop pods. There are a couple of things to bear in mind when doing the Deep Strike thing though. First of all you have got to have something on the table at the start. This is because most missions include deep deployment zones that are only limited by the requirement that units cannot be deployed within 24" of the enemy. Not having any units on deprives you of holding key terrain or objectives early. It is relatively easy, though, to find places of concealment for two or three units so the initial deployment need not fear being shot up while they are heavily outnumbered.

The second thing to remember is that normally troops that Deep Strike arrive so that they can provide support to troops already engaged. With the Deep Strike army the emphasis changes – on-table troops have to be ready to support the incoming units. This actually makes quite a difference when you are planning arrival points for reserves and the moves for your on-table troops on Turn 1 and 2. In some cases you may even want to use your on-table troops as decoys to lure enemy units. At the simplest level, just giving a tank a good reason to face one of your decoys can open up its flank and rear. At the more sophisticated end you can try to break up enemy groupings to improve the chances of your units landing safely.



This is an army that really knows where it wants to be. Generally on the other side of the table doing damage! This is especially true if you have got your other units in position to charge whatever is left. If your Reserve rolls are unkind then you may suffer from piecemeal arrival but this is always going to be a worry. If it bothers you then one of the more predictable approaches might be more appropriate.



FAST ASSAULT SAMPLE ARMY

HQ

- **Chaplain Reclusiarch** – Terminator Honours on Bike ..... 130 points

- **Codicier** – Terminator armour, storm bolter and Fear of the Darkness ..... 110 points
  Terminator – Command- 4 Terminators, 2 assault cannons ..... 200 points

TROOPS

- **Scout squad** – 10 Scouts with bolt pistols and close combat weapons
  Sergeant with Terminator Honours, power fist and teleport homer ..... 183 points

- **Tactical squad** – 10 Space Marines, 1 plasma gun
  Sergeant with Terminator Honours and power fist ..... 190 points
  Drop pod with Deathwind launcher ..... 50 points

FAST ATTACK

- **Land Speeder squadron** – 3 Tornadoes with assault cannons and heavy bolters..240 points

- **Bike squadron** – 5 Space Marine Bikers, 2 with meltaguns,
  Sergeant with Terminator Honours and thunder hammer ..... 225 points

- **Assault squad** – 6 Assault Marines, 2 plasma pistols,
  Sergeant with Terminator Honours and power fist ..... 172 points

TOTAL 1,500 points



MECHANISED FIREPOWER SAMPLE ARMY

HQ

- **Captain** – Terminator armour, storm bolter and power weapon ..... 105 points

Terminator Command squad – 4 Terminators, 2 assault cannons ..... 200 points

ELITE

- **Terminator squad** – 5 Terminators, 2 Cyclones missile launchers ..... 260 points
- **Dreadnought** – Assault cannon ..... 105 points
- **Dreadnought** – Twin-linked lascannon and missile launcher ..... 135 points

TROOPS

- **Tactical squad** – 5 Space Marines, 1 plasma gun ..... 85 points

Razorback with twin-linked heavy bolters ..... 70 points

- **Tactical squad** – 5 Space Marines, 1 plasma gun ..... 85 points

Razorback with twin-linked lascannons ..... 90 points

HEAVY SUPPORT

- **Vindicator** ..... 125 points
- **Predator Annihilator** – Sponson heavy bolters ..... 130 points
- **Predator Destructor** – Sponson heavy bolters ..... 110 points

TOTAL 1,500 points

MECHANISED FIREPOWER

If you want a mechanised firepower army then you could provide your Terminators with Land Raider transports. Although you will have some impressive firepower, if the Land Raiders are not used to transport Terminators then a lot of their potential is wasted. There is a far broader question about how you use your Terminators – do they walk, ride or teleport? The choice is vital.

In this army you are looking to mass some serious firepower and you can get far more guns for your points with Predators, Whirlwinds and Vindicators. You could advance at a steady 6" using the tanks to block enemy line-of-sight to the Terminators while the Terminators choose their targets. More importantly, against some opponents you can back away shooting as quickly as you can advance! Rather than using Dreadnoughts to boost your firepower you are using the Terminators in the same role. Terminator armour is, after all, Tactical Dreadnought armour, and both have similar capabilities, notably mobile heavy weaponry and power fists. One good thing about presenting enough tanks to frighten the enemy is that they will have good reason to save their lascannon, rail guns and lances to fire at the rest of the army, rather than trying to mop up your Terminators.

This merits an aside – don't think your Terminators are totally invulnerable. If a gun can wreck a heavily armoured tank then Terminator armour isn't going to be invincible. To get the most out of Terminators you have to make sure your opponent either has other stuff to shoot at or nothing to shoot with.

This army includes five tanks, two Dreadnoughts and 10 Terminators. It can advance or retire shooting with equal facility and has plenty of power fists should the enemy actually engage it in assaults.



MECHANISED ASSAULT

In the revised Warhammer 40,000 rules you have to be a little bit more subtle about the way that you use transport vehicles such as Rhinos. This is not a major problem to the thinking player. The main thing to remember is to get to within 14" of the enemy on the turn before you dismount. Then, you can disembark 2" at the start of the turn, make a normal 6" move and assault 6". Before you go rushing into hand-to-hand though, consider this. A normal Space Marine can assault and get two WS4 S4 attacks with normal Armour Saves possible. The same Space Marine can rapid fire instead and get two BS4 S4 attacks at AP5 with the added virtue that the enemy do not get a chance to hit you back!

This opens up a whole new world of fire shock tactics for mechanised Space Marine armies. I will examine the full range of new options another time but for now let's just focus on the Terminator implications. There are two effective ways of using Terminators with this sort of army. Firstly you can include a Land Raider or a Land Raider Crusader and deliver a Terminator squad right into the heart of the enemy. Secondly you can keep them in reserve and include a teleport homer so that they can link up with the Rhino-mounted squads when they are disembarked and firing with their rapid firing bolters. Clearly the Land Raider option fits this list's theme better.

By including a mounted Terminator squad you have a unit that can assault on the turn it disembarks. If it is well supported by other mounted units it is the ideal thing to finish off enemy units that have been subjected to close range rapid fire from the support units.

It also enables you to engage the enemy unit that concerns you the most, thereby protecting your fire support units from counter-attack. There are few things that a fully equipped Terminator squad can't deal with one-to-one and having this option makes using such an army a lot easier. Don't feel you have to just charge with the unit – there will be times when the Terminator's firepower is more valuable. By the same token don't feel you have to stay embarked until you get really close. You will be in shooting range after one short move forward and might find it advantageous to use the Terminators as fire support, the Land Raider as a line-of-sight blocker (which it does very well) and anti-tank platform. The fact is that you have a very flexible unit.

This army is a fairly self-indulgent mix but is still likely to be fun to play. The Razorback squads are dropped off early to provide fire support, the Rhino mounted squads go into action next and finally the Chaplain and the Terminators supply the killer punch. It is important to use terrain wisely with such a small army as there is no point exposing yourself to all the enemy's firepower.



MECHANISED ASSAULT SAMPLE ARMY

HQ

- **Chaplain Reclusiarch** – Terminator armour with storm bolter ..... 120 points

ELITE

- **Terminator Assault squad** – 5 Terminators with lightning claws ..... 200 points

TROOPS

- **Tactical squad** – 10 Space Marines, 1 meltagun, 1 multi-melta, Sergeant with Terminator Honours, combi-melta gun and power fist ..... 210 points
  Rhino with extra armour and smoke launchers ..... 58 points

- **Tactical squad** – 10 Space Marines, 1 with plasma gun, 1 with plasma cannon, Sergeant- Terminator Honours, lightning claw and combi-plasma gun ..... 230 points
  Rhino with extra armour and smoke launchers ..... 58 points

- **Tactical squad** – 5 Space Marines, 1 plasma gun, 1 lascannon ..... 100 points
  Razorback- twin-linked lascannon and hunter-killer missile ..... 105 points

- **Tactical squad** – 5 Space Marines, 1 with heavy bolter ..... 80 points
  Razorback- twin-linked heavy bolter and pintle storm bolter ..... 80 points

HEAVY SUPPORT

- **Land Raider Crusader** ..... 255 points

TOTAL- 1,500 points

KEEP THE FAITH

There you have it, five very different ways of fighting with a Space Marine army, each method featuring Terminators in a way that adds something to the composition.

Obviously the sample armies I have worked out are little more than a starting point and just a little bit of fun. Once you start thinking about Chapter Traits to personalise your Space Marine army a lot of other options will occur to you. Similarly the wargear choices that I have made are personal ones.

Doubtless you will all have your own beloved character models with different equipment to incorporate. The main thing to remember is that with a bit of thought there are few Space Marine armies that Terminators with their heavily armoured presence will not make stronger. All you need to do is come up with a style of play that you like and an army composition that suits that style. And don't forget that the same principles hold true if you are a follower of Chaos too.



Pete Haines:
When Pete goes to battle with his Iron Warriors Terminators, he favours using a mechanised firepower approach. In his last game he Deep Striked behind a wood to shoot hidden indirect-firing Imperial Guard units.

Crux Terminatus

Blessed with suits of Tactical Dreadnought armour, the veterans of a chapter's First Company are amongst the Space Marines' most feared warriors, and as such they demand extra care and attention when you assemble and paint them. With this is mind, Matthew Hutson, Adrian Wood and Dominic Murray have taken the new plastic Terminators and built their own squads of these awesome fighters. Over the next few pages you will see examples of the diversity that the new kits allow, as well as finding out how Mark Bedford and Keith Robertson went about using them to create their own unique characters.

BLACK TEMPLARS by Matt Hutson



Matt: I've been looking for an excuse to start a second Crusade for my Black Templars for some time, so I was very happy to get my hands on the new kit.

The new multi-part Terminators provide lots of opportunity to create interesting and dynamic poses. This allows you to model a squad that fits a particular role, whether it is assault, shooting or a mix. As my new Black Templar Crusade is going to be infantry based, the Terminators will usually be deployed via Deep Strike. Because of this I wanted them to look as if they were clearing the area with gunfire.

One of the things that originally attracted me to the Black Templars was the simplicity of their colour scheme. Black and white form a strong contrast, and a limited palette means you can paint the bulk of the troops quickly, allowing you to concentrate on additional details. As the Terminators are Sword Brethren – Black Templar veterans – it seemed fitting to feature ornamental swords on their armour, while the addition of shoulder pauldrons to carry personal heraldry continues the theme of knightly heroes.

The Black Templars are zealots, and thus need appropriate iconography. Matt added plenty of religious elements to their armour to reflect their status as warrior monks. He took this so far that one of his battle brothers used all the purity seals from the Terminator sprue, so he had to raid his bitz box for more. He also painted scripture on the models. Do this yourself by painting fine white lines on the model, leaving random breaks to represent words.

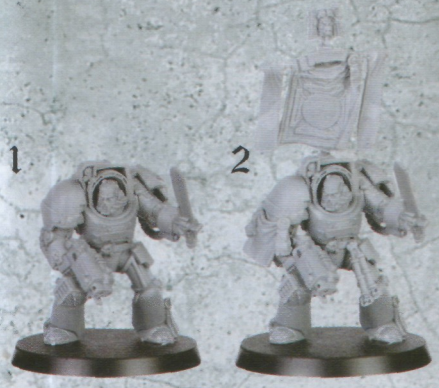


The Templar cross is a common feature that Matt painted onto the helmets. He went one step further with the Sergeant and painted one onto to his face to represent a tattoo showing the squad leader's absolute devotion to the Emperor.

This level of detail can be applied to any Black Templar, but it is especially appropriate on elite troops such as Terminators, where it acts as a reminder of the chapter's unshakeable faith.



ULTRAMARINES by Adi Wood



Adi posed his models (1) before adding all the extra detail (2), enabling him to get a truly martial stance.

Adrian: When I assembled my Terminators I split the modelling into two phases: posing and detailing. The models are all in fighting poses with the Sergeant and the trooper armed with a chainfist wielding their close combat weapons rather than their storm bolters. They've been posed as if they are already locked in mortal combat with the enemy. This was made all the easier by the versatile nature of the sprues; the ball and socket joint at the waist in particular allows you to get some movement into the model.

The gothic-nature of the Space Marines was something I was keen to emphasise when it came to detailing. To aid this I supplemented the purity seals and other details on the Terminators with parts from the Commander and Tactical sprues (as the Space Marine plastic range is all compatible, it makes converting and adding detail really easy). I had plenty of additional parts to detail the models with: purity seals, a couple of loincloths, extra honour badges, prayer cloths, banner tops and a range of flags. Rather than stick the pieces on randomly, I tried to layer the details. For example, I added purity seals to banners and placed a Crux Terminatus onto a prayer scroll. The sculpted heraldry on banners is really straightforward to paint, and helps to give a united look to your squad. I used one on my Sergeant, increasing its size by adding strips of cloth cut from a Command squad standard, and hung another banner off the right arm of the flamer.

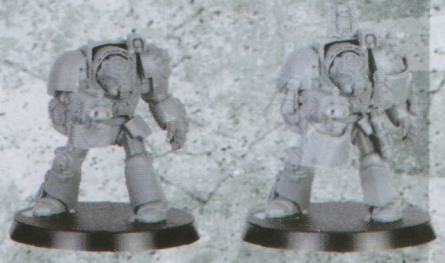
When painting a squad, even warriors modelled as individually as these, I always prefer to apply a single colour to the whole unit before moving onto the next shade. This approach gives a uniform appearance to the models. However, you do want them to look like individuals, so over this basic paint scheme I applied the kind of iconography you would expect these celebrated warriors to have.

Rather than use waterslide transfers, I decided to hand paint all the chapter iconography in a similar style to the Studio Ultramarines army. This allowed me the flexibility to vary the size and style of the chapter icon as I applied it to both shoulder pads and banners. Thin lines painted onto purity seals, banners, prayer cloths and motto plates represent devotional prayers.

Although it took a long time to paint the symbols, the end result was satisfying, and the final effect gives the whole unit a gothic look that makes the Space Marines look like devout warriors.



The ball and socket joint in the waist of the new Terminators enable dramatic posing.



Even the standard squad members have plenty of decoration, turning their armour into walking shrines.



For added realism, Adi drilled the barrels on all of his Terminators with a pin vice.



LEGION OF THE DAMNED by Dominic Murray



Dominic: As soon as I got my hands on the new Terminators I decided to do something different with them. For years I've been a huge fan of the Legion of the Damned. These mysterious Space Marines appear in times of great peril to the Imperium, materialising in the heart of battle and reaping a whirlwind of destruction. They are clad in black and bone armour, bearing images such as skulls and flames instead of standard insignia. The Legion of the Damned look like death incarnate – perfect for Terminators!

It's always worth thinking about what action the models are performing when assembling a unit, as this helps the squad look more unified on the battlefield. The new plastic Terminators allow a great deal of flexibility to help you achieve this. As the Legion of the Damned Deep Strike into the midst of the thickest fighting, I posed them as if they had just emerged from the warp. I split the squad into left and right halves which I arrange on the tabletop so they're flanking their squad leader, positioning them so that they appear to be laying down a hail of gunfire as he charges forward into the heart of the fray.

As he was the focal point of the squad, Dominic felt the Sergeant needed extra detail. He replaced his sword with one from a Tomb Kings Tomb Guard. He glued the hilt to his hand first, and once this was dry he attached the blade, ensuring that it lined up with the handle.

Like a lot of painters, Dominic glued sand to his base before spraying it. This helps it stick more effectively, and makes it easier to paint.



Dominic also added a rotting, two-headed eagle to his Sergeant to tie these enigmatic warriors to the Imperium and also to emphasise their diseased state. The aquila itself is a conversion of the undead vulture from the Tomb King Screaming Skull Catapult. He glued two vulture heads into place and sculpted Green Stuff feathers around the neck to cover the join. When he'd finished the modelling work, he attached the bird to the top of the Sergeant by pinning it.







I painted the armour Chaos Black and highlighted the edges in layers, gradually mixing more Codex Grey into the black. Details such as the flames, bone and metal I added once the armour had been highlighted. Finally, I drybrushed the model lightly with Bestial Brown, Vomit Brown and then Bleached Bone to make it look dusty.

FLAME PATTERNS



Paint on the outline in white. Paint the flames by building up from red to white through yellow. Blend the colours as you go.

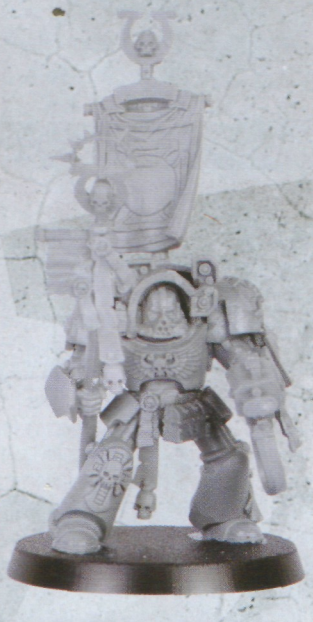
ULTRAMARINES LIBRARIAN by Mark Bedford

Mark: There were two main elements I wanted to give my Librarian: A force weapon and a psychic hood.

The hood is a Space Marine shoulder pad. I cut the trim off and glued it onto the existing cowl, then adorned it with details from the Terminator sprue. Finally, I added a Chaos Space Marine head which makes it look like the Librarian is strapped into his armour.

The staff is the banner handle from the Space Marine Command sprue, with a top made from the Iron Halo and Ultramarines symbol. The long parchments come from the the Tomb Kings plastic sprues.

With the amount of extra bits on the model it didn't require a complex colour scheme. The purity seals offer a strong contrast to the blue armour, while the liturgy gives the impression of reams of devotional prayers and blessings.





SONS OF ORAR LIBRARIAN by Keith Robertson





Green Stuff details on Keith's Librarian include the psychic hood and the fine power cables. These were made by rolling out the putty and leaving them to dry overnight before gluing them to the model.

Keith: My Sons of Orar chapter have a history of fighting Tyranids which I wanted to represent through the use of trophies. These take the form of the force axe – made from a Space Wolf power-axe with a plasti-card blade and topped with a hollowed-out ripper – and the Tyranid warrior head plate, blended into the shoulder pad with Green Stuff.

To make the model more imposing I increased its height by pinning the torso onto the legs leaving a small gap. This was filled with Green Stuff. I replaced the storm bolter with the one from the Space Marine Command sprue, whilst a head from the new Tactical squad frame provided a suitably battle-worn face.

ULTRAMARINES CHAPLAIN by Mark Bedford

Mark: As the spiritual leaders of the Space Marines, Chaplains require certain additional details. To build the crozius arcanum I took the eagle from the Space Marine Command sprue and glued it to a Chaos Warrior axe shaft. This was then glued to the Terminator Sergeant's sword arm. A purity seal finished the weapon off.

To help create a sense of movement I needed large purity seals. I took these from the Tomb Kings Command sprue. Finally, the crest of an Empire banner was attached to the top of his Terminator armour. As befits a Chaplain, I painted him in a simple colour scheme of gold and black. The Chapter symbol is a transfer. Once I'd applied it to the shoulder pad and it had dried, I gave it a coat of 'Ardcoat to ensure it blended into the model.





Mark's Chaplain uses pieces from many different plastic kits. The skull-masked helm, characteristic of Space Marine Chaplains, was taken from the Chaos Warrior sprue.

Index Astartes

KNOWLEDGE IS POWER

The Blood Ravens Space Marines Chapter

by Graham McNeill

A series focusing on the Imperium's finest warriors, the Space Marines of the Adeptus Astartes

Their origins shrouded in mystery, the Blood Ravens chapter are ever drawn to the pursuit of knowledge and the acquisition of ancient lore. Guided by their powerful Librarians, the chapter fights with a precision and calculated fury, able to predict an enemy's plans and thwart them before they come to fruition. These powers have led to great speculation about the chapter.

ORIGINS

Though the Blood Ravens have a long and glorious history fighting in the name of the Emperor, their exact origins and earliest days are clouded and ambiguous. Not even the mightiest Chapter Masters or revered Librarians can say with any certainty where the origin of their chapter lies. They are a proud and secretive order, obsessed with ritual, history, and the acquisition of knowledge – especially for the truth of their beginnings. The majority of the records on the chapter date back no further than early M37, though references to their service in the litanies of other chapters and Imperial organisations prove that they existed and fought the enemies of the Emperor for centuries before this. This gap in the Blood Ravens' history has led to endless speculation as to their origin, and what could have happened to expunge such a large and important portion of their history from the chapter's lore.

As a result, the Blood Ravens do not know from which Primarch or chapter they are descended from, and so revere no one as much as the Immortal Emperor, supreme master of all Space Marines. The current organisation of the Blood Ravens owes much to a Space Marine named Azariah Vidya, known to the members of the chapter through an ancient legend known as the Father Librarian, or Great Father.

The Legend of the Great Father tells that Azariah was the Master of the Blood Ravens' Chapter Librarium at a time when the chapter was still in its infancy. The legend states that the Blood Ravens suffered terrible losses in campaigns fought against a series of warp-spawned rebellions said to have taken place in the Gothic sector – though no corroborating records exist to confirm this. It is told that in the early days of the campaigns, the foul servants of Chaos were widespread and disorganised, with no hope of standing before the might of the Blood Ravens. But the machinations of Chaos are manifold and this impression proved to be horrifyingly false. The cult forces were far more organised than they at first appeared, and the centres of cult activity attacked by the Blood Ravens turned out to be fiendishly cunning traps. Many Blood Ravens were lost in these elaborate ambushes, and in a blow that could have proven fatal to the young chapter, the Chapter Master and the Master of Sanctity both fell defending the retreat of the remnants of the 1st Company. With their ranks depleted, the Blood Ravens turned to Azariah for guidance.

Azariah was an intelligent warrior who knew much of history and bore the burden of terrible knowledge of the Ruinous Powers. He was also blessed, some might say cursed, with tremendously powerful psychic powers. He spent months studying the enemy's movements, tactics and even their histories in an attempt to discern how they might be defeated. While keeping up the facade that the Blood Ravens were reeling from the previous attacks, he utilised his warriors and those of the Imperial Guard to probe the enemy to see how they reacted, gauging their response. To some it appeared that he wasted his time, that retreating to books rather than steel and courage was no way to fight the enemies of the Emperor.

Eventually, Azariah completed his divinations and studies, declaring that he possessed the knowledge to defeat their enemies utterly. The Blood Ravens launched a sweeping counter-offensive that at first seemed organised in a confusing and uninformed way, hitting areas that were virtually devoid of enemy activity. But each location proved to be a key point where the forces of Chaos were secreting large amounts of supplies and troops, massing for ambushes or raising dark idols to their blasphemous gods.

The attacks hit the Chaos forces with a supernatural prescience at their weakest points, smashing their resistance aside with ease. Feted with honours, Azariah insisted that the key lay in researching and dissecting the enemy's movements, but many believe that the powerful psyker was reading the minds of the enemy and gleaning the necessary information he needed to defeat them. After the crushing blow of the first offensive, the rest of the campaign was short and extremely bloody, with the forces of the Enemy melting before the Blood Ravens' relentless assaults. At the conclusion of the rebellion, Inquisitorial Purgatus teams discovered dark writings and abominable idols that pointed to the involvement of the traitorous Alpha Legion, a fact that did not surprise Azariah when he was informed.

After the resounding victory in the Gothic sector, legends tell of how Azariah took the chapter away to heal its wounds, mourn its dead and reflect on the battles it had just fought. At the insistence of his battle-brothers and the Secret Masters of the Chapter, Azariah took on the dual mantle of Chapter Master and Master of the Librarium, an uncommon occurrence, and one that was frowned upon by other Space Marine chapters who believed in a strict adherence to the Codex Astartes. Azariah served as

Chapter Approved. Access Level: Ω 7/a



Auto-reactive shoulder guard: Chapter Badge Iconography



Auto-reactive shoulder guard: Tactical Squad markings



Veteran Sergeants' Helmet





Blood Ravens Tactical Marine in Mk 7 Astartes Pattern Power Armour. Note chest plate bearing Blood Ravens chapter symbol



Blood Ravens Librarian wearing artificer-made armour with integral psychic hood, and welding a force staff with Chapter Iconography.

Thought for the day: Heresy Lies Beneath

Blood Ravens, Founding M37, further access restricted.

CHAPTER MASTER ANGELOS

Commander Gabriel Angelos hails from the planet of Cyrene, a pleasant, civilised world in the Korianis Sector. Cyrene was once a verdant world with an eclectic mixture of technologies, hydrofoil systems nestling alongside corrals for Sharaq's, local dray animals used for drawing carts and hauling bulky wagons. It had long been the tradition for the youth of Cyrene to enter the local Imperial Commander's household guard, the Planetary Defence Force, and earn their place in society through armed service. Angelos excelled in this, becoming a well-respected leader even before reaching his teenage years and eventually being selected for initiation into the Blood Ravens after completing the Blood Trials set by the Chapter Chaplains.

Some considered the Blood Ravens' practice for selecting youths from Cyrene unusual due to the markedly higher proportion of mutant births amongst the populace. Though such abominations were swiftly cleansed and burned, it soon became clear that these incidences of mutation were linked to a sudden rise in nascent psykers. Such a vast number of unprotected psykers could only lead to trouble and such was to prove the case when the Blood Ravens returned to Cyrene to sweep for new recruits. Now a respected and courageous captain in the Chapter, Gabriel Angelos descended to the planet's surface and began the selection process. The Blood Trials were cut short, however, when Angelos returned to his Strike Cruiser and transmitted a secure Astropathic communiqué to an unknown location.

The substance of this message will, in all likelihood, remain unknown, but within months of its sending, fleets of Naval and Inquisitorial vessels were anchored in high orbit. Almost immediately, the orbiting ships began pounding the surface of the planet to destruction with lance strikes, mass drivers and cyclonic torpedoes. The constant barrage continued for over a week until the entire planet had been reduced to a smouldering wasteland with nothing left alive. Inquisitorial records remain sealed on this incident, and only the Inquisition and Commander Gabriel Angelos will truly know what occurred on the planet of Cyrene.



Chapter Master for several centuries, and his heroic deeds are told in great prayers committed to the hearts and minds of every single Blood Raven.

While the Blood Ravens follow the Codex Astartes in spirit, if not letter, their passion for knowledge was instilled into the chapter through the Great Father's example. As a result, the Blood Ravens maintain one of the most extensive, well-organised and detailed archives ever seen in a Space Marine chapter, rivalling even the ancient records of many of the First Founding chapters. The Blood Ravens believe that information, alongside faith, is the greatest weapon available to them in the fight against the Emperor's enemies.

One of the most remarkable aspects of the Blood Ravens is the large number of Librarians within the chapter. The Librarians of the Blood Ravens are exceptionally powerful, but whether this is due to the Great Father or a result of the reverence the Blood Ravens hold him in, is unknown. However, neither explanation explains how the Blood Ravens manage to cultivate such a high number of psykers within their ranks, or how they develop their powers to such distinguished levels.

HOMEWORLD

The Blood Ravens do not have a specific homeworld, but whether this is due to its being expunged from their history or some darker reason is unknown. Their chapter fortress is a mighty Battle Barge known as Omnis Arcanum, and the rest of the chapter travels aboard a host of Strike Cruisers and Battle Barges that travel as its escorts. The Librarium Sanctorum is aboard the Omnis Arcanum and it is here that they maintain their records of heroic deeds, lore of vanquished enemies and various captured heretical information.

While there is no fixed base of operations for the Blood Ravens, there are a number of planets that they consistently draw their potential recruits from, ranging from feral worlds of club-wielding savages to sprawling hive worlds. There appears to be no rhyme or reason to this process, but there are a number of worlds in particular that the Blood Ravens favour over others. Why this should be the case is unknown, but it is speculated by some that these worlds have a higher incidence of psykers than is normal, though such speculation is, thus far, unsubstantiated.

COMBAT DOCTRINE

The Blood Ravens belief in studying the enemy and predicting their movements before launching any attacks, rather than using rampaging charges or spur of the moment, lightning assaults, has led to some friction between other, more headstrong chapters. Those who prefer a more straightforward approach to battle, and in particular one chapter, have branded the Blood Ravens cowards for their precise, methodical way of waging war, but this would be an unfair judgement. Once the Blood Ravens take to the field of battle, they fight with a fury and zeal the equal of any other chapter of the Adeptus Astartes.

Their battle plan never varies from initial concept to final execution, and is executed ruthlessly. Such is the depth of planning and thoroughness that every eventuality is planned for, thanks to their Librarians' uncanny ability to predict. As a result they have in the past warned or responded to enemy attacks or invasions well before most Imperial sources have even been aware of them. This has led some puritanical figures to make dark mention of the tale of the fallen Primarch, Magnus, and his ultimate fate – claiming that his path to damnation began with such warnings…

ORGANISATION

The Organisation of the Blood Ravens follows the standard practices laid down in the Codex Astartes, with ten companies, each of ten squads. The chapter consists of the prescribed mix of Battle Companies, Assault, Tactical and Devastator Companies, though the exact make up of these companies can vary quite extensively.

Due to the higher proportion of Librarians, it is rare, but not unknown, for them to lead companies into battle, though this usually only occurs when the chapter fights alone and unaided. The higher echelons of command within the Blood Ravens reflect the high proportion of psykers too and many of the Secret Masters of the Chapter are themselves psykers, leading powerful units of warriors chosen from the Librarium itself. These warriors obsessively study the ways of the Enemy to better fight the Ruinous Powers and are steeped in all manner of forbidden lore. Because of this, though, they are extensively monitored by the Chapter's Librarium for signs of corruption, as even the mightiest of psykers are not immune to the insidious lure of Chaos.

The chapter's Librarium Sanatorium is grim testament to this fact, filled with the mad souls who have proven too weak to complete the final transformation into a Librarian. Here, these unfortunates are put to final use by the chapter before being ritually executed as a danger to themselves and others. It is a place of great solemnity, with those who have made the ultimate sacrifice honoured before their deaths with a personal shriving from the chapter's Master of Sanctity himself.

BELIEFS

Like many Codex Chapters, the Blood Ravens do not venerate the Emperor as a god, but as the mightiest of men. This inevitably brings them into conflict with the Ministorum. This is allayed by the fact that they do not know the identity of their Primarch, which leads them to give praise to the Emperor with a fervour greater than almost any other chapter. As their quest for knowledge echoes many tenets of the Adeptus Mechanicus, the chapter maintains close ties with the Priests

of the Machine God, often joining forces with their fleets of Explorators in their conquest of the unknown quarters of the galaxy.

The Blood Ravens are often known to seek out sites of lost artefacts and ancient significance to deny what they hold to the Enemy. To achieve this, they rely heavily on their Librarians both to keep the secret archives in order and compile new records, as well as lead the continuing search for fresh information to bolster their precious archives.

It is not uncommon for groups of Librarians to be dispatched with an army of servitors and a number of squads of Space Marines to uncover a lost artefact whose location has been recently unearthed or revealed through ritual divination. This has brought the Blood Ravens into direct conflict with the Inquisition on several occasions, as many of the items they seek are touched by the Ruinous Powers. The Blood Ravens insist that it is their duty to hunt out and oppose the forces of Chaos wherever they may be and that by recovering and destroying the tools of Chaos they deny the Enemy their use. However, the Blood Ravens have been less than forthcoming regarding any proof of the destruction of any of the hundreds of artefacts they are said to have procured. Such actions do nothing to allay their critics.

GENESEED

The Blood Raven geneseed is relatively stable, though the high proportion of psykers has resulted in their geneseed tithe being tested on a more regular basis than most.

Thus far, there has been little evidence of mutation, and nothing that points to the geneseed as the source of the Blood Ravens' disproportionate number of psykers or the power they exhibit.

There has been much speculation regarding which of the Founding Chapters the Blood Raven's geneseed is derived from. Both the Blood Angels and Raven Guard have been suggested, but these are likely to be based simply on the similarity in names between the chapters. Rumour has also persisted that the Blood Ravens may be derived from the Dark Angels geneseed, but no facts have ever been presented to establish a definitive single



The Blood Ravens' 5th Company is known as the 'Fated', and though the reasons for this are unclear, it may hark back to an incident recorded in the annals of the Chapter's Librarium, but never spoken of openly. The 5th Company of M38 are recorded as having been lost in the warp, the great Bell of Souls tolling a hundred times for each lost Space Marine, but the truth of the matter is far darker. It is whispered that one of the company's Librarians was seduced by the lure of the Ruinous Powers and turned his brethren to evil, though of course this notion is dismissed by the Chapter today. No records exist as to the ultimate fate of this company or whether such a traitor was ever brought to justice. The Blood Ravens have an especial hatred for those who turn from the Emperor's light, and to this day, the Space Marines of the 5th Company wear badges of shame and penitence upon their armour, though none will reveal the reasons for this.

source of the genetic material that makes up the chapter. The fact that the Blood Ravens themselves have no record of the chapter they descended from implies that they could easily have been a chapter created in anticipation of some threat to the Imperium in centuries past that has since been met and defeated, but the truth of their origin is the one piece of information the Blood Ravens seek above all else.

BATTLECRY

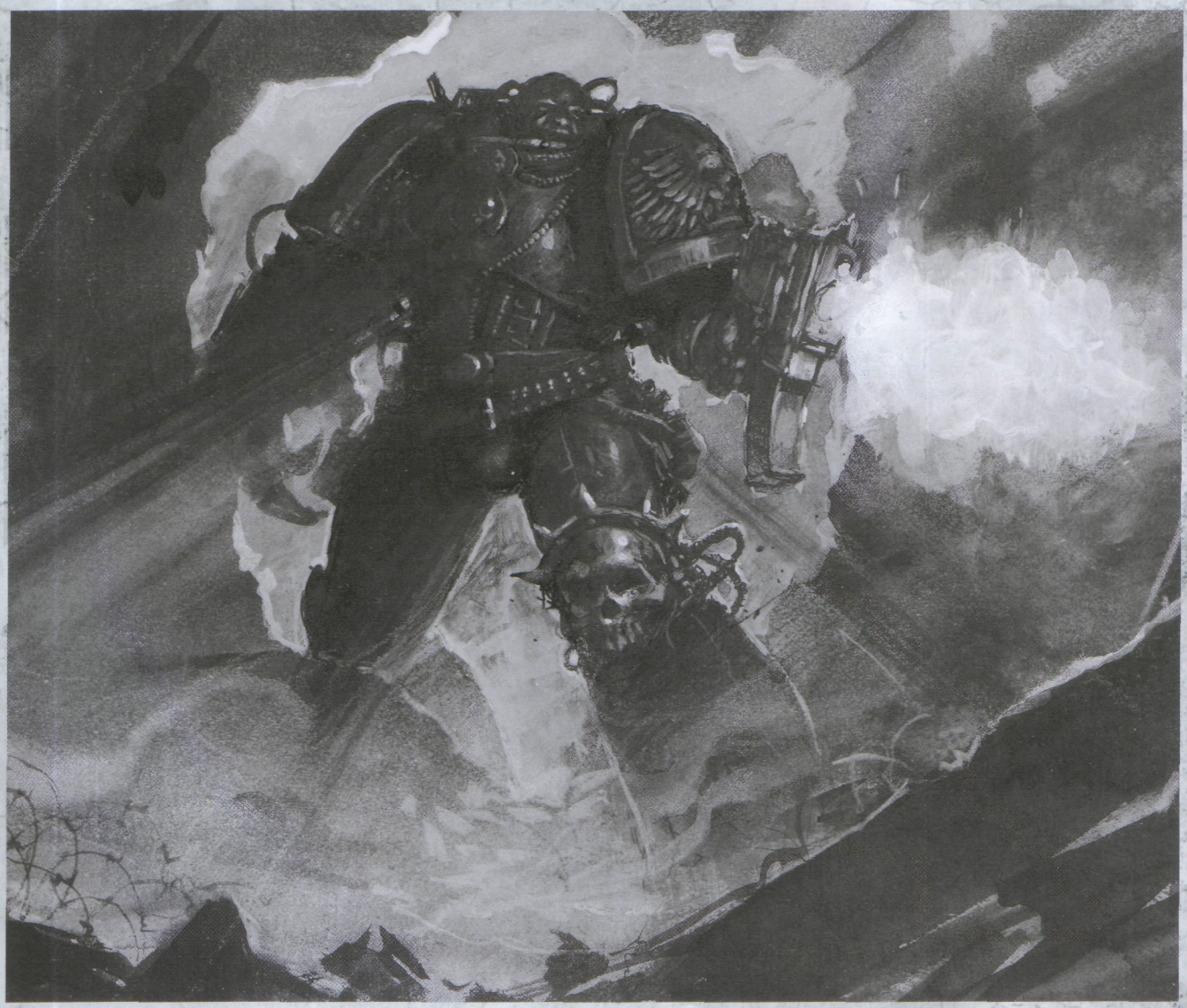
"Knowledge is power, guard it well!"



Graham McNeill
Graham has worked for GW for five years and has an unhealthy fascination for Buffy the Vampire Slayer, the books of David Gemmell and Clive Barker, as well as shooting things on his X-box from time to time.

The path to becoming a Space Marine is long, arduous and fraught with peril, but it is an easy path to tread when compared to the hardships an Aspirant must endure to become a Space Marine Librarian. Deadly trials and terrifying ordeals that test an Aspirant's strength of will, character and psychic resilience are necessarily harsh to ensure that the potential Librarian has the power to resist the predations of warp creatures and astral entities that inhabit the haunted depths of the empyrean. Most human psykers must undergo the agonising ritual of the Soul Binding to withstand such creatures, but Space Marine Librarians have to be strong enough to resist these horrors on their own.

Those who fail in such endeavours usually either die in agony during the testing or are swiftly executed as potential conduits for warp creatures. But there are others who fail in their testing, but are so ravaged by it that they are no longer sane or, in some cases, even humanoid anymore. These poor, unfortunate individuals are taken in pentagrammically warded chains to a shuttered, lonely place on the Omnis Arcanum known simply as 'The Tower', where they are studied by the chapter's Librarians to better understand what makes an Aspirant fail and how they might hone the minds of those who survive their trials. It is a horrifying place, echoing to the sounds of lunatic screams and shunned by all, save those who must brave the soul-destroying terror of those condemned to this place. What happens behind the locked and warded doors of the Tower is never spoken of, but there are dark tales of beasts conjured from beyond the veil and briefly allowed to manifest themselves in the flesh of those incarcerated within the Tower, before being banished back to the warp. The veracity of such tales is suspect – to say the least – but were they proven true, they could potentially be the chapter's undoing...



Modelling Blood Ravens



Rik Turner's army prepares to purge the unclean.

Blood Raven Combat Patrol

By Rik Turner



Rik's Librarian, left, and Veteran Sergeant from his Tactical squad.

Rik: This force originally started out as an army I could use in Combat Patrol games, being just shy of 400 points. This quickly expanded, however, when I started reading some of the Blood Ravens' background material, and decided to start collecting a number of Librarians to later lead the army. With the new codex, it is possible to field as many as four of these psychic warriors!

I took full advantage of the trait advantages available to the chapter. For an extra 6 points per model, I upgraded each Tactical Marine to take the Infiltrate, True Grit and Counter-attack special skills making them better than your average warrior in close combat. Each Tactical squad is led by a Sergeant with Terminator Honours and a power weapon. The Sergeants were both converted using the new Veteran Sergeant miniatures.

With the exception of the Librarians, who are not necessary in games of Combat Patrol, the entire force Infiltrates, taking on a guerrilla-warfare style of play. For my Heavy Support options, I plan to use five-man squads of Devastators armed with missile launchers and lascannons. With the Infiltrate ability, I can deploy after my opponent – allowing me to open lines of fire at key enemy units.

You can see more of Rik's Blood Ravens, including a painting guide, at the web address at the foot of the page.

BLOOD RAVEN COMMANDER

By Chris Straw

This version of Captain Angelos, the Dawn of War computer game's hero, was made by Warhammer World's Chris Straw (you can also see his swamps on pages 68-71). Though it may look like a production miniature, an indication of Chris's skill, it is in fact made of dozens of individual components taken from a wide variety of different sources!

If you want to learn how to create something like this, Chris is available for tutorials. Turn to page 122 for details.



'EAVY METAL SHOWCASE

Painter and modeller extraordinaire Chris Blair is a veteran of Golden Demon competitions. Here we take a look at his diverse model collection, a mere sample of his amazing handiwork.

If you ask Chris Blair how long he's been a painter and a modeller he'll say something like, "Lord that makes me feel old." For Chris has been producing exquisite models ever since the first Citadel Colour Paint Set was released, over eighteen years ago.

Although he likes to game, with so many other ideas crying out to be indulged Chris has no armies, despite the best of intentions. "I've never finished one, they tend to become Mordheim warbands instead!" Chris confesses. "But I like the idea of character development between battles, which makes the 'skirmish' style games the most enjoyable for me anyway – I'm playing with my Undead warband plays at the moment. I also find the Mordheim and Necromunda ranges to be very diverse and great fun to paint."

With such an eclectic collection of models Chris, like many painters, draws the inspiration for his creations from a variety of sources. "I tend to use anything and everything," he tells us, "Books, comics, films. I always paint with a movie playing next to me in the background. Many of my ideas come from the dark recesses of my mind too. Worryingly, I tend to come up with Nurgle-based projects."

An example of one of Chris's more unusual ideas are his Cathayans (*opposite*). Once a potential army, they too now feature in his Mordheim games. "I like the idea that the Warhammer world is vast, with many uncharted regions," he explains. "You don't see much of the Cathayans, so they piqued my interest."

This broad range of miniatures has helped Chris hone his skills, and the evidence of his prowess sits in his trophy cabinet. This is rammed with an impressive eighteen Golden Demon awards and a Slayer Sword. So numerous in fact are Chris's honours that six of his Demon statuettes are kept at his parents' house!

Chris attributes his many successes to the way in which he approaches his models. "When I first see a model I think, 'What could I do with that?' and 'How can I make it look different?' I think the most successful painters are those who think about the whole model, rather than just the paint job alone."

Empire Witch Hunter

"I created this model for a Mordheim campaign," Chris says, "he's a disillusioned Priest of Morr who picked up his scythe and went witch hunting."





Bretonnian Squire

This squire was painted straight from the blister for a Norse warband.



Classic Barbarian

This old Barbarian model is tied to the other Norse in his warband by his colour scheme.



Empire Engineer

This Engineer started life as a war machine crewman but was converted by adding a greatsword to his open right hand.



Bretonnian Man-at-Arms

Like the squire above, this Man-at-arms was destined for a Mordheim warband.



'EAVY METAL SHOWCASE FEATURES SOME OF THE FINEST PAINTED MINIATURES IN THE HOBBY. THIS MONTH WE PRESENT PART OF THE COLLECTION OF GOLDEN DEMON CHAMPION CHRIS BLAIR.

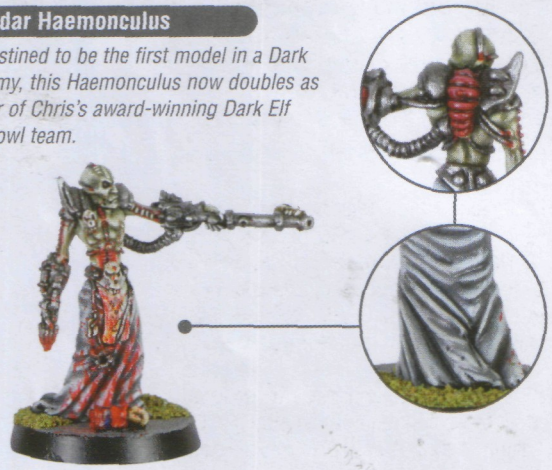
Beast Lord

This model was painted by Chris in 10 hours, a record for him!



Dark Eldar Haemonculus

Once destined to be the first model in a Dark Eldar army, this Haemonculus now doubles as manager of Chris's award-winning Dark Elf Blood Bowl team.



Nightbringer

"I made this mini-Nightbringer because I could," Chris tells us, "I don't like to take myself too seriously when I'm gaming."



Great Sword Champion

A test piece to try out a new technique for metals using an ink wash over bare metal.



Cathayan Handgunner

This unusual model is made from pieces out of the plastic Empire Militia and Soldiers kits.



Warmaster Tomb King

Chris created this model to prove he could do a fully converted Warmaster character stand.



Cathayan Priest

An Imperial Preacher forms the basis of this Priest, the second of Chris's Cathayans.



TYRANID INFESTATION!

The Great Devourer approaches, the end of the galaxy is nigh! Next month sees the pages of White Dwarf invaded by the Tyranids as we look deep into the horror of the hive mind. Every bit of intelligence is vital if the Imperium of Man is to defeat this terrible threat, and White Dwarf has plenty. We have a Battle Report, Designers' Notes and modelling articles concerning this most alien of horrors to aid you in your fight, either for or against them.





WARHAMMER 40,000

- Tyranid Designer's Notes – The lowdown on the new gribblies, dredged from the depths of Phil Kelly's tortured psyche.
- Battle Report: Kluctmeir's Last stand – The Granica Planetary Defence Force bravely hold out against the Tyranids.
- Index Astartes: Tyrannic War Veterans – Background on an unusual troop type, non-Codex Ultramarines.



WARHAMMER

- The Wayfarer's Companion – A guide to the Lizardmen temple city of Itza.
- Arrrrr! Brains – Zombie pirate mega-article. Rules, background and modelling tips for using these undead seadogs in your games.
- A Tale of Four Gamers – The gamers try out their armies in the field, by invading Lustria!



THE LORD OF THE RINGS

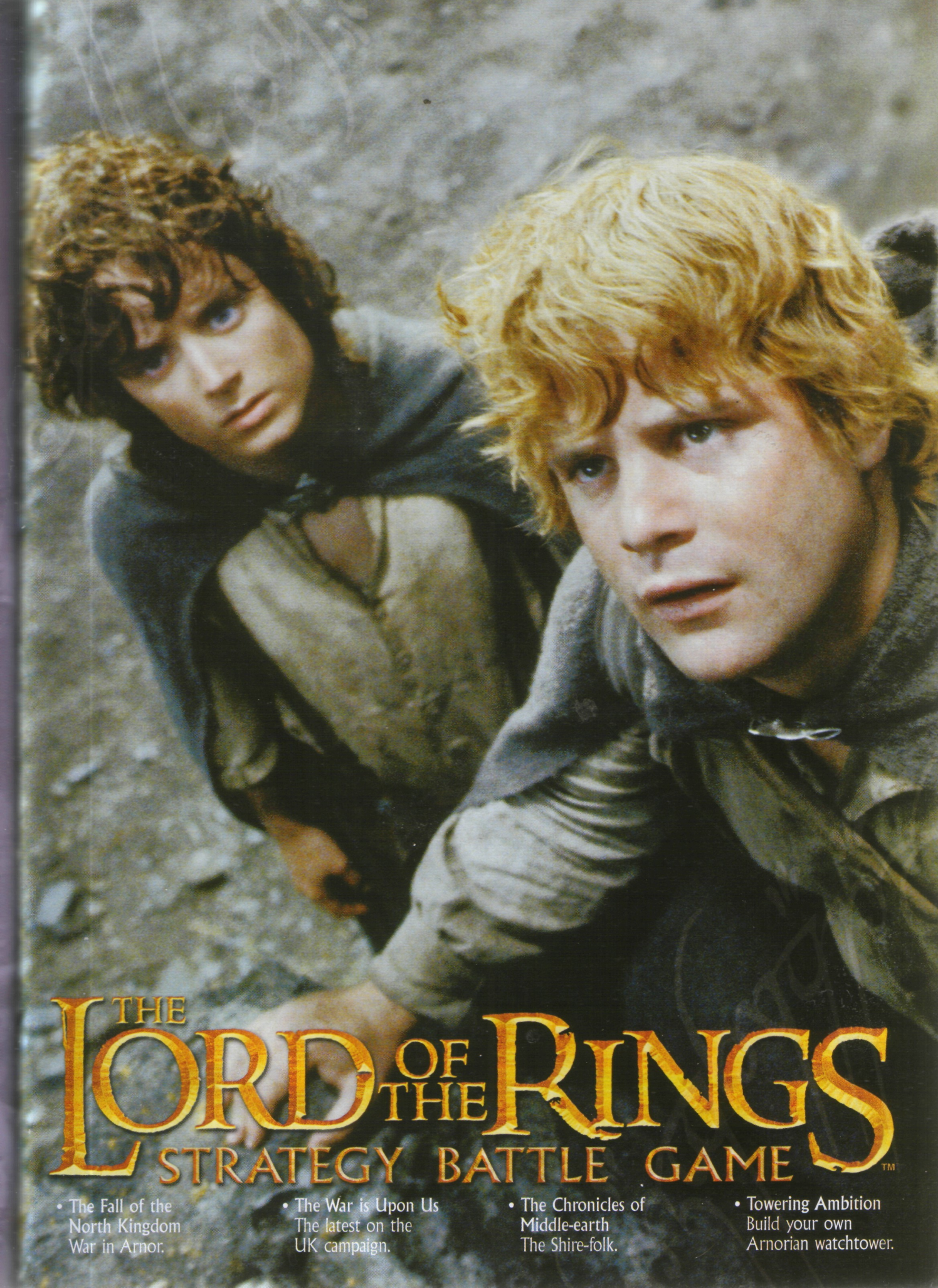
- The Last Alliance – A brand new campaign setting for The Lord of The Rings.
- The War of The Ring™ – Nick, Rudgie, Greg and Christian bring their Battle Companies to the table for this Battle Report.
- Corsairs of Umbar – Tips on building Corsairs and their ships for The War of The Ring™ campaign.



All information correct at time of going to press.

WHITE DWARF 306 GOES ON SALE 27TH MAY

Turn to the inside back cover to find out how to subscribe to every hobbyist's essential monthly supplement!


THE LORD OF THE RINGS
STRATEGY BATTLE GAME™
• The Fall of the North Kingdom War in Arnor.
• The War is Upon Us The latest on the UK campaign.
• The Chronicles of Middle-earth The Shire-folk.
• Towering Ambition Build your own Arnorian watchtower.



The Fall of the North Kingdom

Rules for playing games in the shattered realm of Arnor

The kingdom of Gondor was not always the only bastion of Men. A great kingdom in the north of Middle-earth mirrored its southern cousin. Mat Ward recounts the tale of Arnor, the land ruled by Elendil, which was split and turned by the Witch-king to his own ends.

At the time of Gondor's founding in the south of Middle-earth, a second kingdom arose in the north between the Misty Mountains and the Ered Luin. This was the kingdom of Arnor, over which Elendil ruled until his death at the final battle of the Last Alliance. From its capital of Annúminas, the north kingdom was governed; first by Elendil and thereafter by the line of Isildur. Elegant and beautiful cities were founded in the years of Arnor's prosperity, and the law of the kings applied to all from the Ered Luin to the Hithaeglir. Arnor was much alike to Gondor, yet its line of kings wavered much sooner and it found itself split into three realms; Arthedain, Cardolan and Rhudaur. These kingdoms were given to war amongst themselves, for they each desired the great sites of Arnor, chief amongst them the watchtower of Amon Sûl.

Such division was swiftly turned to evil ends for the Witch-king of Angmar, lord of a desolate realm that bordered upon the chill plains of Forodwaith and first amongst Sauron's servants, had long been gathering an army of foul creatures in the hills above the Ettenmoors. He now directed them to the destruction of the three kingdoms. By the time the Elves intervened to save the embattled Men and drive the Witch-king northwards, Rhudaur had sworn fealty to the Witch-king, Amon Sûl had been ruined and the people of Cardolan had been ravaged and scattered.

When the Witch-king re-emerged 500 years later, the power of Arnor's successor kingdoms was broken. Cardolan's remaining folk had fled to other realms or been slain by plague, and Rhudaur was an evil place, home only to the Nazgûl's vassals. Only Arthedain endured, and its armies could not stand against this new assault. The capital, Fornost, fell swiftly to the armies of Angmar. The Elves once more marched to their neighbour's aid and, joined by a mighty fleet from Gondor, broke the armies of the Witch-king forever. Sadly, it was an age too late for Arthedain, its people long fled and its ruling house all but annihilated.

The Armies of Arnor

Arnor once had great and powerful armies, armed and armoured with the same skill that could be found in its sister realm of Gondor. Here, as elsewhere, the blood of Númenor mingled with that of the lesser Men of Middle-earth, and though the population of Arnor swelled, the nobility of its line dwindled as the years went by. When Arnor fell, most of its folk were killed or scattered. Its armies faded away, with only ruined fortifications and tales of great battles to remind the world of their existence, while all that remains of the noble houses of Arnor are the valiant Rangers of the North.

The Rangers live within the valleys and hills of Eriador, continuing to defend the common folk from the evils that dwell in the ruins of Cardolan, Arthedain and Rhudaur. Since the fall of Arthedain, the Rangers have followed the leadership of chieftains, taciturn and steady-handed men who can trace their lineage back to Isildur himself, and thence to the blood of lost Númenor. Courageous and determined warriors, they are masters of all manner of woodcraft and fear neither man, beast nor unquiet spirit.

Of all the races of Men to remain in Middle-earth, it is the Rangers of the North who have earned the most respect from the Elvish peoples, for the Elves perceive the nobility of their calling for what it is. Indeed, several of the Elves of Rivendell, the sons of Elrond amongst them, have taken to spending time in the wilderness alongside the Rangers, lending what aid they can. Many believe that there will come a time when the descendants of Arnor will reclaim their birthright, yet until that day they continue their thankless task, guarding the villages of Eriador from evils unknown to all but them.



Defenders of the North

Rules for the heroes and warriors of Arnor



Arador, Chieftain of the Dúnedain (Man) — Points Value: 75

	F	S	D	A	W	C
Arador	6/3+	4	5	3	2	5

Might: 3
Will: 2
Fate: 0

Wargear

Arador wears armour. He carries a hand weapon and a dagger of Westernesse.

Special Rules

Lord of the Dúnedain. Born of the line of Elendil, Arador is a respected and noble leader, able to give courage to Men who would otherwise have lost the will to fight. The range of his Stand Fast! is 12"/28cm rather than 6"/14cm.

Aragorn's grandfather, Arador, was a great leader and a staunch defender of the innocent folk of Eriador. He led the Rangers of the North to countless victories over many years until in the end he died as he had lived, defending those who could not defend themselves.

Mat has represented Arador with a simple conversion of Aragorn from the Attack at Weathertop boxed set, equipping him with the dagger from the Amon Hen boxed set version of Aragorn. By giving him a different colour scheme and grey hair, he has created a look that suits the grandfather of the future king.



Arathorn, Chieftain of the Dúnedain (Man) — Points Value: 65

	F	S	D	A	W	C
Arathorn	5/3+	4	5	2	2	6

Might: 3
Will: 2
Fate: 0

Wargear

Arathorn wears armour and carries a hand weapon, a shield and a bow. He may be given the following items at additional cost:

Horse	*10pts*
Elven cloak	*10pts*

Well-respected by the Elves of Eriador and close friend to the sons of Elrond, Arathorn led the Dúnedain for a few short years after his father's death. Though a brave fighter, Arathorn was nonetheless doomed to die before his time, slain by an Orcish arrow within three years of assuming leadership of the Dúnedain.

Mat's Arathorn model is a conversion of Aragorn from the Amon Hen boxed set. By replacing his dagger with a bow, sculpting him a cloak from Green Stuff and giving him a new paint job Mat has created a suitable model to represent Aragorn's father.

Using Warriors of Arnor in games



The characters here represent those who played key roles in the conflicts between Arnor and Angmar. Some, like Eärnur, fought to preserve the realm against the Witch-king's aggression. Others, like Arador, represent the fading line of the North Kingdom. Though designed for use in the Fall of the North scenarios. Feel free to use them in other games – but get your opponent's permission!

For the basic warriors of Arnor, use the profile for Warriors of Gondor found in the main rules manual. These perfectly represent the soldiery of Arnor. For elite warriors use the Rangers of the North, found in the Pelennor Fields and the Scouring of the Shire rules manuals.



The Elves of Lindon were redoubtable allies to the realm of Arnor and work well alongside them in narrative or tournament scenarios. If you want to include the Elves of Lindon in your Arnor army, simply use the High Elf warrior profile from the main rules manual.





Even by Elven standards, Círdan is old, his tale of life stretching back far into the past. He has watched the passing of the Second and Third Ages from Mithlond, the Grey Havens from which the Elves set sail for Valinor, and is valued by others amongst the Wise for his insight and experience. After the passing of Gil-galad, Círdan took leadership of the Elves, as Elrond, whom some would say was Gil-galad's natural heir, had become settled in Rivendell many years previously. Unlike many of the Elven kingdoms, Lindon remained an active party in the events of later years. Under Círdan's leadership they became involved in the struggle between Arnor and Angmar, and it seems likely that Círdan's wisdom was a valued touchstone for the White Council.

Círdan, Keeper of the Havens (High Elf) — Points Value: 100

	F	S	D	A	W	C	
Círdan	6/-	4	4	1	3	6	**Might:** 3 **Will:** 3 **Fate:** 3

Wargear

Círdan carries a dagger.

Special Rules

Lineage of the Firstborn. Círdan is descended from the mightiest of Elvenkind – his aura of power is so great that his appearance causes *terror* in all Evil creatures.

Magical Powers

Renew. Range 12"/28cm. Dice score to use: 3+. Círdan can use this spell to restore one Wound on a single friendly model (including himself).

Aura of Command. Dice score to use: 2+. This spell enables Círdan to reveal a portion of his power, steadying the resolve of the forces around him. While this spell is in effect, all Good models within 6"/14cm of Círdan will automatically pass any Courage tests they are compelled to take. Once cast, this power lasts for the remainder of the game so long as Círdan has at least once point of Will remaining. Once Círdan's Will drops to zero, the aura fades away, extinguished.

To represent Círdan, Mat has simply painted this Celeborn model in different colours.



Eärnur was a great prince of Men, skilled beyond his peers in the ways of war, but he was also proud – a trait that would one day doom him. Though he strove to match blades with the Witch-king at the battle of Fornost, his horse was driven mad with fear and betrayed him. In the confusion, the Morgul-lord fled, leaving Ëarnur feeling cheated and humiliated. Though the crown of Gondor came to Eärnur not long after that, in the years after Fornost the memory of his shame continued to haunt him. In a moment of great folly, he rode unaccompanied to Minas Morgul to challenge the leader of The Nine and, once within the doomed city's walls, he was never seen again. So passed the last heir of Anárion.

Eärnur, Captain of the White Tower (Man) — Points Value: 65

	F	S	D	A	W	C	
Eärnur	5/-	4	6	2	2	6	**Might:**3 **Will:** 2 **Fate:** 1

Wargear

Eärnur wear heavy armour and carries a hand weapon. He may ride a horse at an additional cost:

Horse *10pts*

Special Rules

Fools Rush In. Eärnur strives to challenge himself against mighty foes, a trait that will one day bring about his death. Whenever Ëarnur moves, if he is able to charge an enemy Hero, he must do so.

Adam used the head from Isildur (the one from the Sauron boxed set), the sword from one of the Army of the Dead and a shield carefully cut from a Warrior of Minas Tirith. He added these to a spare Gondor siege engine crewman, finishing the model off with a fur-trimmed coat made from Green Stuff.



Vassals of the Witch-king

Rules and background for the fell servants of the lord of Angmar

The Ettenmoors

These wild and unruly hills and fens cover much of the land between Rivendell and the northern reaches of the Misty Mountains. However, their influence stretches even further afield for, though no great civilisation has ever arisen upon the Ettenmoors, its inhabitants are such that no sane being would stray within their reach. As in many wild places, Trolls, Orcs and Wargs abound, eking out their savage existence far from the vengeful steel of Elvish and Mannish realms, but dangerous as such creatures are, it is other, older evils which make the Ettenmoors a deadly place. The dead rest uneasily in many parts of Middle-earth, remnants of earlier wars. The Dead Marshes on the borders of Mordor are such a place, as are some parts of Fornost in modern days. How these places come to be cursed can only be guessed at, but some malign sorcery is seemingly possessed of enough might to enslave creatures long after their mortal bodies can endure no longer. Such entities vary greatly in power and malice – some are no more than ghostly forms who can do little but frighten the living, while others are great and terrible apparitions whose very touch is enough to corrupt flesh and spirit.

The tale of the Witch-king's domination of the northern lands ultimately ended in the Ettenmoors, for it was to here that he fled when he was defeated at the battle of Fornost, but the association goes back further than that. As an unliving creature himself, the Witch-king surrounded himself with many lesser wraiths, able to bend them to his will by his very nature. As Angmar rose to power, the undead of the blasted regions of Eriador became agents of terror sent forth amongst the realms of Men. Some, such as the Barrow-wights that dwell on the borders of the Old Forest, remain to this day – a malign and rotten echo of the glories of the Angmar that was.



You'll notice that there are several troops of a new racial type in this article: Spirits. I've used this term to group together all the undead creatures so that there is no confusion over their movement type.

All Spirits move 6"/14cm.



Revenants are ghostly creatures with little form or substance, but possessed of a malignant will and a cruel cunning. Where they walk, water freezes and breath frosts, as if the vigour of the air itself suffers in their presence. Few living warriors can stand against them, for their chill nature alone can freeze the heart and sap the courage of the boldest warrior. Many of these creatures dwell in the mountains north of Angmar, caring little for the wars of the lands below, visiting vicious rituals on any foolish enough to become entrapped by them. The only allegiance they know is to the Witch-king of Angmar, at whose command they once preyed upon the northern kingdoms of the Dunédain, bringing dismay and terror to the world of Men, and speeding the fall of Arnor.

EVIL HEROES

Revenant (Spirit)

Points value: 75

	F	S	D	A	W	C
Revenant	3/-	4	8	1	1	4

Might: 0
Will: 3
Fate: 2

Wargear

Revenants have no true equipment, being merely ghostly representations of the long dead – they have no need of such mortal trappings to slay their foes.

Special Rules

Chill Aura. A Revenant is a terrifying supernatural creature. Revenants cause *terror* in their enemies, as described in the Courage section of the main rules. In addition, if an enemy model is within 3"/8cm of one or more Revenants, they must roll an extra dice when taking a Courage test, using the two lowest rolls to determine whether or not they pass.

Ethereal Touch. Revenants are incapable of causing physical harm to their foes, and armour is no use against them – only a brave heart can save their victims. When determining the number a Revenant needs to wound its opponent, use the opponent's Courage rather than its Defence on the Wound chart. For example, when rolling to wound against a Warrior of Gondor, the Revenant's Strength of 4 is cross-referenced not with the Man's Defence of 4, but with his Courage of 3.

Spectral Curse. Such is the malign power of a Revenant that any foe slain by one joins it in the undeathly grasp of the spirit-world. If a Revenant kills a model in close combat, the Evil player may replace it with a Spectre. All Spectres created this way have the same profile as a basic Spectre and do not count towards the total number of models in the Evil force for Courage tests or victory conditions.



EVIL WARRIORS

Spectre (Spirit)

Points value: 5

	F	S	D	A	W	C
Spectre	2/-	2	4	1	1	2

At the end of the First Age of the world, many malign creatures perished with the overthrow of Sauron's master. Most passed over to whatever lies beyond, but a few, those to whom life was too dear a prize to easily relinquish, refused to give up their grasp. Bodiless and insubstantial, these creatures dwell throughout Middle-earth, neither living nor dead, their souls burning with hatred for the living. In many lands, the haunted places where Spectres dwell have passed into legend. In Gondor and Rohan, they speak of the Corpse Candles of the Dead Marshes, in Harad, of the Dhîmloki of the deep desert and the ruins of Kârna. Even in the north, within the safe borders of the Shire, Hobbits tell tales of Wisps that lure the unwary to their doom...

Wargear

Spectres have no true equipment, being merely ghostly representations of the long dead – they need no such mortal trappings to slay their foes.

Special Rules

Terror. A Spectre is a terrifying supernatural creature. Spectres cause terror in their enemies, as described in the Courage section of the main rules.

Ethereal Touch. Spectres are incapable of causing physical harm to their foes, and armour is no use against them – only a brave heart can save their victims. When determining the number a Spectre needs to wound its opponent, use the opponent's Courage rather than its Defence on the Wound chart. For example, when rolling to wound against a Warrior of Gondor, the Spectre's Strength of 2 is cross-referenced not with the Man's Defence of 4, but with his Courage of 3.





Spectral Warg

Points value: 8

	F	S	D	A	W	C
Spectral Warg	3/-	3	4	1	1	2

Not all of the restless spirits hold a form akin to Men. In the years of Angmar's dominance, and through the centuries since, tales have been told across Eriador of spectral Wargs, who strike without sound and leave neither blood nor flesh as trace of their passage.

Special Rules

Ethereal Touch. Spectral Wargs are incapable of causing physical harm to their foes, and armour is no use against them – only a brave heart can save their victims. When determining the number a Spectral Warg needs to wound its opponent, use the opponent's Courage rather than its Defence on the Wound chart. For example, when rolling to wound against a Warrior of Gondor, the Spectral Warg's Strength of 3 is cross-referenced not with the Man's Defence of 4, but with his Courage of 3.



You can use any model with a suitably regal look as Revenants in your games. Mat chose to use Kings of Men from The Fellowship of The Ring.

Carn Dûm

In the north climes of Eriador, past even Mount Gundabad, lived a race of Men now lost to the world. These days, little is known of them and, even in the days of their strength, there was little knowledge to be found of who they were. Bitter and mean-spirited, they were nonetheless an intelligent race and had mastered all the arts of stonework and forging. This they used to raise great fortresses of black stone and in their pillared halls were assembled armies clad in chain and scale. Where they came from is forgotten, perhaps deliberately so. Were they Black Númenóreans, lesser men who escaped the conflicts of an earlier age, or merely deserters from a dozen realms?

These men made their home hard against the Misty Mountains, those jagged peaks that form a spine to Middle-earth, and were ever a terror upon their neighbours, raiding and pillaging for nothing more than the love of war itself. The Dwarves of the northern Misty Mountains and the Men of Arnor lived in constant threat of their attacks for more than a thousand years. Whether the Witch-king had long known this land or had set his claws in it afresh is unknown. Whatever, when first he recovered from his master's fall, the Lord of the Nazgûl came to Carn Dûm and marshalled its peoples in his name, choosing the efficiency of Men over the fractious brawling and squabbling of the Orcs. Where before the Men of Carn Dûm were simply brigands and raiders, albeit highly skilled and organised ones, they were now the instrument of one of the greatest evils upon the face of Middle-earth. Some began to worship the Witch-king, begging him to share his power. Some feared him. All served him.

By the year 1300 of the Third Age, the kingdom of Carn Dûm was no more, now just part of the wider witch-realm of Angmar. In service to their dread lord, the men of Carn Dûm were more formidable than ever, driven onwards by the inhuman malice of their sorcerer-king. Whilst the spectral vassals of the Lord of the Nazgûl were his chief weapon of terror upon the northern kingdom of Arthedain and the Elf haven of Rivendell, it was the iron shod Men of Carn Dûm who would prove to be his invaluable tool of slaughter and conquest. It should never be forgotten that it was these warlike folk who toppled the great tower of Amon Sûl and brought the kingdoms of the north to their knees.

When Angmar finally fell, the Men of Carn Dûm were scattered, their power broken forever. Though the Witch-king escaped his pursuers his armies of mortal followers were hunted, ridden to ground and slain. No more do people cringe in fear at the mention of Carn Dûm, for it is now nothing more than a series of haunted and ruined halls, bereft of life.



The Warlords of Carn Dûm are formidable fighters. But they are not as great leaders as those of other realms of Men, caring little for tactics, and relying on personal might and martial prowess to win victory. This option has been included to allow you to field Warlords of Carn Dûm as part of your army. Though history does not record such men great enough for their legend to last across the years, they did exist – their names cursed by those they fought against.

EVIL HEROES

Warlord of Carn Dûm — Points Value: 55

	F	S	D	A	W	C
Warlord	5/4+	4	6	2	2	3

Might: 2
Will: 1
Fate: 1

Wargear

A Warlord of Carn Dûm wears armour and carries a hand weapon and shield. He may be given the following items at additional cost:

Throwing axes	*5 pts*

Mat made his warriors and warlord of Carn Dûm out of Army of the Dead miniatures. They only required painting in colours more appropriate to those alive to make them look like archaic warriors from another age.



Feared across Eriador for many centures, the Men of Carn Dûm were a force not to be taken lightly. Though undisciplined, they were hardy and resourceful raiders, each a match for the finest warriors that the realm of Arnor could muster.

EVIL WARRIORS

Warrior of Carn Dûm — Points Value: 8

	F	S	D	A	W	C
Warrior of Carn Dûm	4/4+	3	4	1	1	2

Wargear

A Warrior of Carn Dûm wears armour and carries a hand weapon. They may be given the following items at additional cost:

Shield	*1 pt*
Spear	*1 pt*
Throwing axes	*5 pts*
Banner	*30 pts*

(May include one Banner per Warlord)

The Mountains of Angmar

In the far north of Middle-earth, the Mountains of Angmar are amongst the darkest and most mysterious regions that yet remain in the world. Few beings have survived a journey there. The path is a long and hard one, haunted by all manner of foul creatures, from Orcs and Goblins through to massive winged drakes, with claws capable of tearing a man asunder with as little effort as splitting a rotten bough. Should a traveller even survive the attentions of those who would make a meal of them, the environs are dangerous enough. Chill winds and icy rain are all too ready to sweep the unwary from the precarious ledges of the high passes.

It is here, at the heart of these desolate mountains, that the kingdom of Angmar was first born. It will probably be forever unknown how long the Witch-king dwelt amongst these peaks, husbanding his power and gathering his armies, yet there can be little doubt that it took many centuries at the least. It is even possible that his plans for Arnor were laid before even the battle of the Last Alliance, almost certainly as part of one of Sauron's convoluted schemes or, possibly, an attempt to create his own power base, independent of the Dark Lord. Speculation, while interesting, is academic, for the actions of the Nazgûl have ever been in line with Sauron's goals (or so it would at least appear). Regardless of its origins, the realm of Angmar was made all but unassailable by its encircling mountains, and had its forces not been caught and crushed on the streets of Fornost, it may have endured as a blight upon the northern lands for many long years – possibly even until Sauron's fall.



Duskwraiths are the eyes and ears of the Witch-king, and the arbiters of his will. Long enslaved, they share a portion of his power, which can be drawn upon at any time. They differ from the Ringwraiths in that they are still on the border of mortality, so do not rely on their Will to survive. Where a Duskwraith walks, the Witch-king goes thither, his eye drawn to the focus of the Duskwraith's attention.

Mat made this Duskwraith from a Twilight Ringwraith by sculpting it a new cowl. He made another from the King of the Dead, and suggests Denethor and the Mouth of Sauron as alternatives.

EVIL HEROES

Duskwraith (Spirit) — Points value: 45

	F	S	D	A	W	C
Duskwraith	3/-	3	3	1	2	4

Might: 1
Will: 3
Fate: 1

Wargear

Duskwraiths carry swords or maces (hand weapon).

Special Rules

Terror. Duskwraiths are steeped in death and malice. They cause terror in all enemies.

Vassal. The Duskwraiths are inextricably joined to the Witch-king and he may use their energies as his own if he so chooses. When the Witch-king expends a point of Will, the Evil player may instead deduct a point of Will from any Duskwraith if he wishes. This ability cannot be used to take the Duskwraith below 0 Will.

Magic Powers

Drain Courage. Range 12"/28cm. Dice score to use: 3+. The victim loses 1 point of Courage from his characteristic profile. This penalty applies for the rest of the battle. This ability can take effect several times on the same target – reducing a model's Courage value each time.

Transfix. Range 12"/28cm. Dice score to use: 3+. The victim can do nothing further that turn. In combat his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat he will not strike. The victim can still use Might, Will and Fate but cannot make heroic actions. The effect lasts for the remainder of that turn.



Army of Angmar

For any of you interested in taking an Angmar force as part of a 'Points Match' game or scenario variant this is what you can include in a 'themed' army.

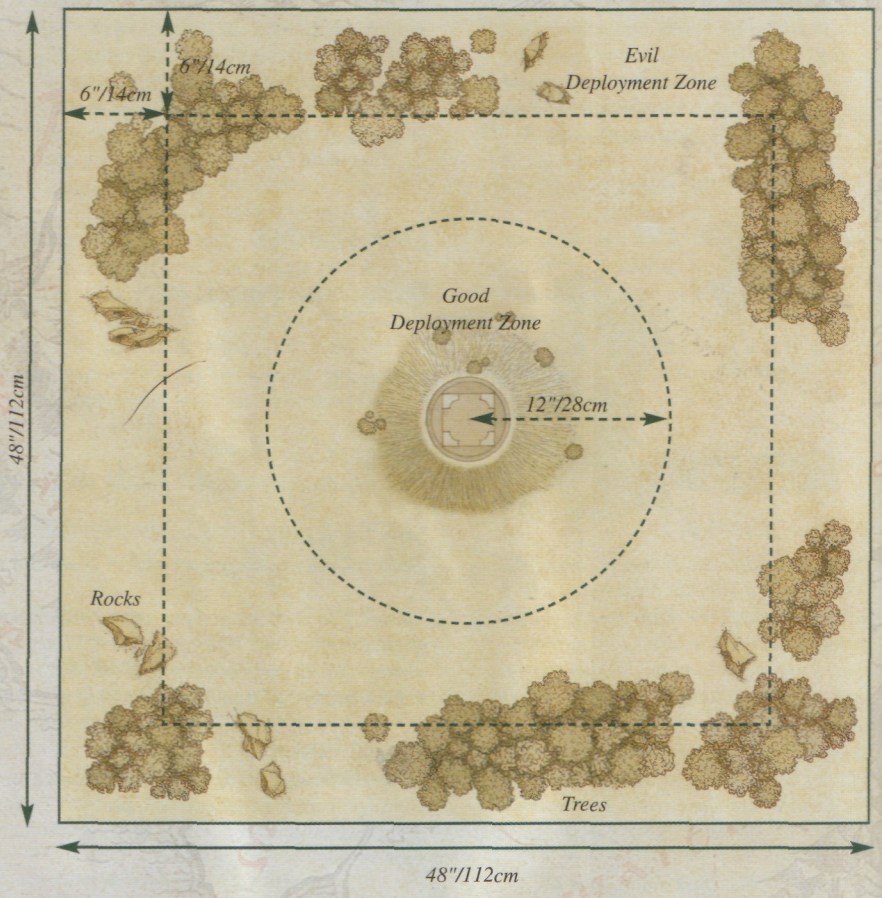
Heroes
The Witch-king of Angmar, Revenants, Duskwraiths, Warlords of Carn Dûm, Barrow-wights, Orc Captains, Warg Chieftains.

Warriors
Orc Warriors, Warg Riders, Warriors of Carn Dûm, Spectres, Spectral Wargs, Cave Trolls, Wild Wargs.

Scenario – The Fall of Amon Sûl

Defenders of Amon Sûl hold out against the forces of the Witch-king

In the days of Arnor's strength, the line of the Weather Hills stood within the very heart of Elendil's realm. The greatest of this line was called Amon Sûl (Weathertop in the common tongue) a hill that dominated the lands around it. It was doubtless for this reason that a great fortification was set upon the summit of Weathertop. From this point, the servants of the king could survey the surrounding lands for any sign of intrusion. If further aid was required, it could be summoned by way of the palantir, for one of the mystical seeing stones was set in the heart of the great watchtower. When Arnor divided into three realms, two of these – Rhudaur and Cardolan – claimed Weathertop as their own and much strife was had between the two kingdoms. Just as the presence of the palantir caused ruin to Cardolan and Rhudaur, it doubtless drew the Witch-king hither when his army was finally unleashed upon the world of Men. So it was that





while the desperate defenders of Arnor withdrew to Fornost and Tyrn Gorthad, the brunt of Angmar's assault fell upon Amon Sûl. In the ensuing battle the watchtower was all but destroyed, and the Witch-king's army was broken.

Participants

Good

1 King of Men
2 Rangers of the North
1 Captain of Gondor
12 Warriors of Gondor with spear and shield
12 Warriors of Gondor with bow
12 Warriors of Gondor with shield

Evil

The Witch-king of Angmar
(may not ride a Fell Beast)
1 Revenant
1 Barrow-wight
1 Warlord of Carn Dûm
6 Spectres
12 Warriors of Carn Dûm with shields
12 Spectral Wargs

Layout

This scenario is played on a board 48"/112cm by 48"/112cm. The game takes place atop Amon Sûl amongst the fortifications. A large hill (approximately 12"/28cm in diameter) sits in the exact centre of the board. The watchtower sits in the middle of the hill with walls and other fortifications spiralling outwards from this point. The outer edges of the board should be covered with trees and rocky outcrops to represent the rough country about Weathertop, though none should be placed closer than 18"/42cm to the hill.

Starting Positions

The Good player deploys his force within 12"/28cm of the centre of the board. The Evil player then deploys his entire force within 6"/14cm of any board edge.

Objectives

The Good player wins if he kills the Witch-king. The Evil player wins if he kills all of the Good Heroes. If both players achieve their objectives in the same turn, the game is a draw.

Special Rules

Reinforcements. There is a chance that while the defenders still fight they will be reinforced by scattered garrisons that the Witch-king's army has bypassed on the way to Amon Sûl. When a Good Warrior is slain the Good player may put it aside to use it as reinforcements. At the end of each of the Good player's Movement phases, he may roll a D6 for each Hero still in play. For each roll of a 6, one model from those set aside may move onto the board from any table edge. Newly arrived models may not charge in the turn that they arrive, but may otherwise act normally. Similarly, evil creatures are drawn to the battle by the Witch-king's presence. When an Evil warrior is slain the Evil player may put it aside to use it as reinforcements. At the end of each of the Evil player's Movement phases, the Evil player may move D3 Warriors put aside in this manner back onto the board from the east table edge. These models may not charge in the turn that they arrive, but otherwise act normally.

Points Match

To play this scenario with different forces, simply choose two forces of roughly equal points value. Neither side may arm more than 50% of its warriors with bows – no models may be mounted for the purposes of this scenario.



The Witch-king commands the attack on Amon Sûl.

Scenario – The Ettenmoors

Years after the collapse of Arnor, the Rangers protect men still

The Ettenmoors lie between the ancient borders of the corrupt kingdoms of Rhudaur and Angmar, a cluster of forbidding hills that rise out of the green plains of Eriador. Though both kingdoms have long fallen and their armies have been forevermore scattered, many evil and malign creatures prowl amongst the rocks and defiles of these hills.

Most common, save for the ubiquitous Orcs and Wargs who appear to be present in all the dark corners of the world, are the Trollish races. Many distinct species of Olog dwell in the Ettenmoors, from the common Cave Trolls to the ponderous Rock Trolls. For the most part, they are content to war with one another (and occasionally the Orcs) and trouble the villages to the south only rarely.

Only the leadership of a particularly strong and intelligent Troll can stir them to acts of more deliberate malice – something that happens only rarely. It is when one such Troll arises in the north that the Dúnedain find themselves compelled to brave the dangers of the Ettenmoors.

Even to these, the boldest and strongest of the race of Men, entering the forbidding hills is a dangerous business, yet if the vast Troll Chieftain is not slain, he will surely wreak havoc upon the lightly defended settlements that lie but a few days' journey away. With this in mind Arador, chieftain of the Dúnedain, gathers his boldest followers to him in the hills, leaving word to his son to follow him when circumstances allow – a decision that will cost the Ranger chieftain his life.

Participants

Good
Arador
Arathorn
12 Rangers of the North

Evil
1 Mordor Troll Chieftain
4 Mordor Trolls

Layout

This scenario is played on a board 48"/112cm by 48"/112cm. The game takes place deep with the hills of the Ettenmoors – the board should be covered with hills, trees, rocky outcrops, or other suitable terrain that blocks line-of-sight.

Starting Positions

The Good player places Arador and 6 Rangers of the North within 6"/14cm of the centre of the board – Arathorn and the remaining Rangers are kept to one side and may be available later in the game. The Evil player then places his force within 12"/28cm of any board edge.

Objectives

The Good player wins if he reduces the Evil side to 25% or less of its starting numbers. The Evil player wins if the Good side is reduced to 50% of its starting numbers and Arador is slain. If both conditions are met in the same turn, the game is a draw.

Special Rules

Reinforcements. From the fourth turn onwards, at the start of each of his Move phases, the Good player may roll a D6. On the roll of a 4+, the Good models that were not deployed at the start of the game may move onto the board from any edge (they must all arrive along the same edge). Newly arrived models may not charge on the turn they arrive, but may otherwise act normally.

Points Match

To play this scenario with different forces, simply choose two forces of roughly equal points value. Neither side may arm more than 50% of its warriors with bows. The most expensive model on the Good side takes the role of Arador.





Scenario – The Rise of Angmar

The Witch-king weakens the north with a host of unquiet dead

It is many centuries after the defeat of Sauron at the battle of the Last Alliance. Though Gondor is still pressed by invasions from the Eastern Realms, its twin kingdom of Arnor has known relative peace and prosperity under the rule of Isildur's line – yet things are soon to change. In the wild mountains of Angmar, a great army is mustering, a force whose number is legion and whose ranks are filled with all manner of evil and fell creatures. It is the chief of the Nazgûl who leads this army, intent on causing ruin to the northern sphere of the world. However, the time is not yet right to unveil the bulk of his forces – the kingdom of Arnor is a mighty realm in its own right and, furthermore, is closely allied with the Elves of Lindon. To weaken Arnor, The Witch-king unleashes many of the unquiet spirits in this service, sending them southwards to prey upon the living, spreading a blanket of dread which will make the forthcoming invasion all the easier. And so a small garrison in Arnor finds itself assailed in the dead of night. With no hope of reinforcement or retreat, they must endure until the sun rises and the unliving retreat once again.

Participants

Good
2 Rangers of the North
8 Warriors of Gondor with spear and shield
8 Warriors of Gondor with bow
8 Warriors of Gondor with shield

Evil
4 Revenants
16 Spectres

Layout

This scenario is played on a board 48"/112cm by 48"/112cm. The game takes place in the vales of eastern Arnor, around one of the many watchtowers maintained by the North Kingdom. A large hill (approximately 12"/28cm in diameter) sits in the exact centre of the board – the watchtower sits in the middle of this. The outer edges of the board should be covered with trees and rocky outcrops, though none should be placed closer than 12"/28cm to the hill.

Starting Positions

The Good player deploys his force anywhere on the hill. The Evil player then deploys his entire force within 6"/14cm of any board edge.

Objectives

The Good player wins if he reduces the Evil side to 25% or less of its starting numbers. The Evil player wins if the Good side is reduced to 25% of its starting numbers. If both players achieve their objectives in the same turn, the game ends as a draw.

Special Rules

The Dead of Night. It is a moonless night, and only the fires of the watchtower illuminate the land to any degree. Men can only see 12"/28cm into the darkness and may not charge or shoot at targets outside this distance. The Evil force, being entirely spirit creatures, can see at any distance.

Points Match

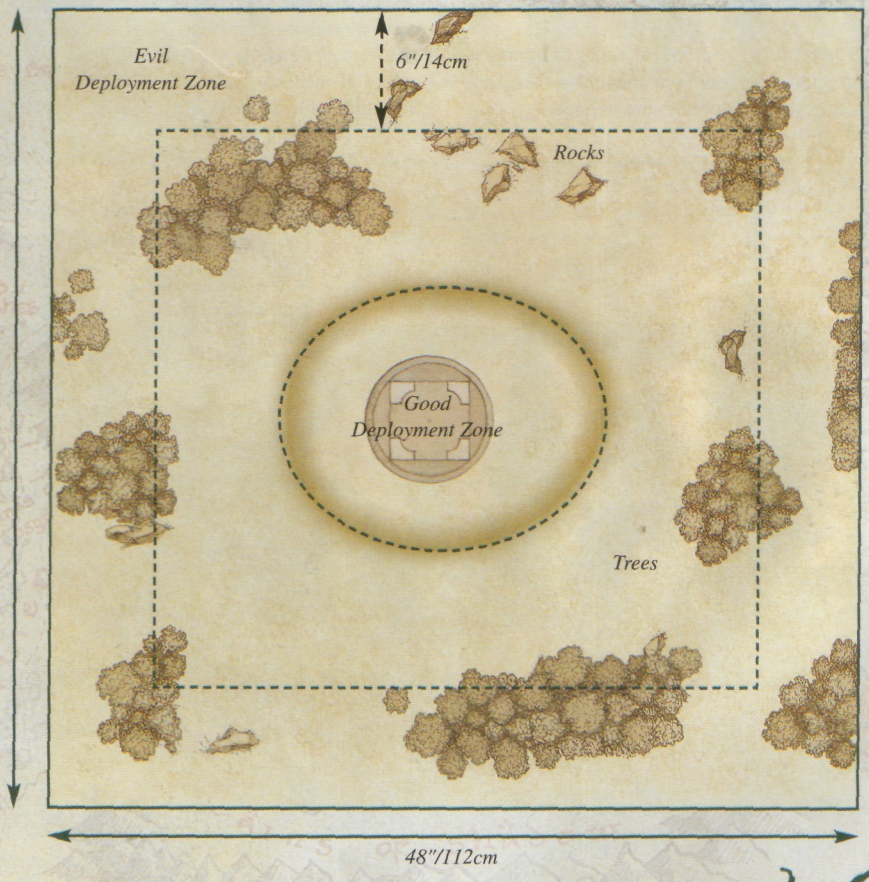
To play this scenario with different forces, simply choose two forces of roughly equal points value. Neither side may arm more than 50% of its warriors with bows, and no models may be mounted.

You can find out how to build the watchtower for this scenario on page 106.



Mat Ward

Mat has helped produced several supplements for The Lord of the Rings including the core rules for The Return of the King. He'll be visiting Angmar again soon, as he describes. "Above and beyond what I've presented here, I'm hoping to take a look at other bits and pieces that come under the broad heading of Angmar (ie, northern Eriador). There's still the brutish hill trolls of the Ettenmoors and Rhudaur to visit, not to mention the Stone Giants of the Misty Mountains, the Dwarves of the Ered Luin and many more. I've even got a half-finished Cave Drake conversion, based on the Fell Beast, sitting in a desk draw and giving me the evil eye for not finishing it off."



TOWERING AMBITION

See how Adi Wood builds an Arnorian Watchtower

A Watchtower set on a hill makes an excellent central objective in a tabletop scenario, so terrain guru Adi Wood decided it was time to build one for his own games set at the time of the fall of Arnor. He decided to base his tower on the buildings of Gondor and the Arnorian ruins on Weathertop.

Adi: This watchtower makes a great addition to your games of The Lord of The Rings. You can use it, for example, as the centrepiece in The Fall of Amon Sûl and The Rise of Angmar scenarios in our The Fall of the North Kingdom feature (beginning on page 95) and you'll find it really brings these games to life. In fact, a piece of terrain like this can add a bit of character to any Arnor scenario, and it can just as easily represent a Gondorian building. Try coming up with your own games using the watchtower as a strategic part of the battlefield.

The basic principle for making buildings is to build a shell or core shape and then add details and textures to the outside.

I found a 15cm polystyrene round box in a hobby store that suited my needs perfectly. Not only did it have the right proportions for The Lord of The Rings miniatures, it also had a separate domed lid. If you can't find a suitably shaped item for your core it's quite easy to make your own out of foamboard (you can see how to do this at the top of the opposite page).

To make the model taller I added a set of pillars on top of the box and mounted it on a three-level polystyrene hill. I'm going show you how to make this too.

Template

Rather than cut out individual pillars, I designed a complete set which I drew onto card, cut out and wrapped around the polystyrene box. The template that I used to make the pillars is included at the end of this article. To use it, photocopy it and stick a copy on top of some card before cutting around the shapes. It will take a little time to cut out all the columns, do it carefully (for both the model and your fingers' sake). Make sure that you change the blade in your modelling knife often. It's easier to use a sharp blade as you don't have to apply so much pressure to cut, and you are less likely to slip and cut yourself.

Tools

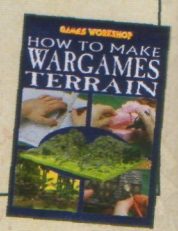
- Modelling knife
- Metal ruler
- Pen
- Long-bladed knife
- Circle cutter

Materials

- 15cm polystyrene round box
- Card
- 3mm and 5mm foamboard
- Balsa sheet
- Citadel PVA glue
- Masking tape
- 25mm polystyrene sheet
- Hardboard
- Textured paint
- Citadel Colour paints
- Sand and pebbles
- Green and brown flock

Further Reading

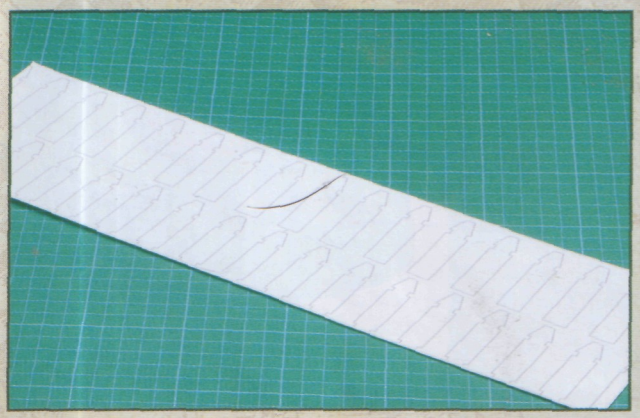
For more about making terrain, in particular buildings and hills, see How To Make Wargames Terrain.



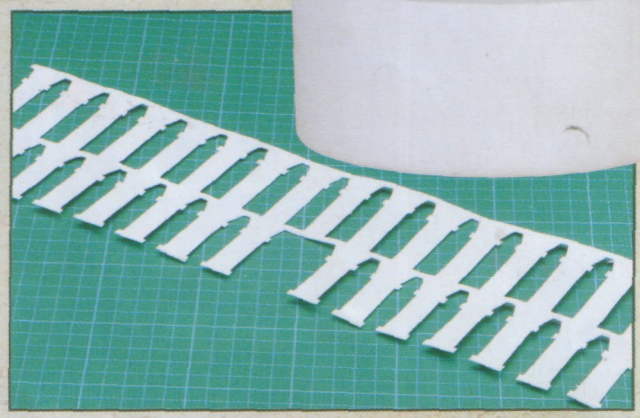


Making the core

In this example I used a 15cm polystyrene box with a removable lid as the building core. However, if you can't find a suitable core, it's very easy to create your own. Just stack several circular layers of foamboard on top of each other up to a height of 6cm. Give the circles a diameter of 15cm each. The roof should be 3cm tall.



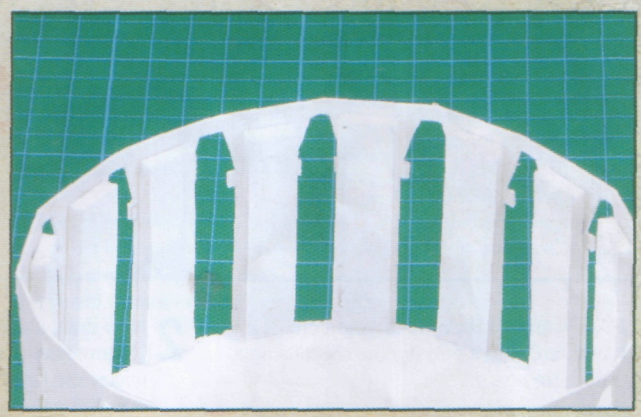
1 Copy the template from the last page of this article twice and glue the two copies onto some card next to each other to make a continuous strip of pillars. You can adjust the number of pillars, if you need to, to ensure they fit the size of your building core.



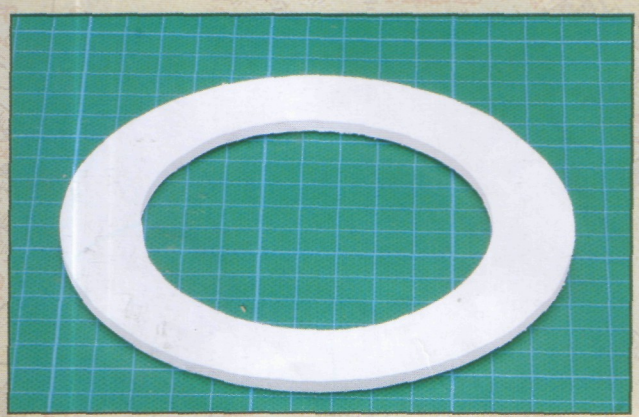
2 Take your time to carefully cut around the outline using a metal ruler and modelling knife. Remove a pillar to create a doorway.



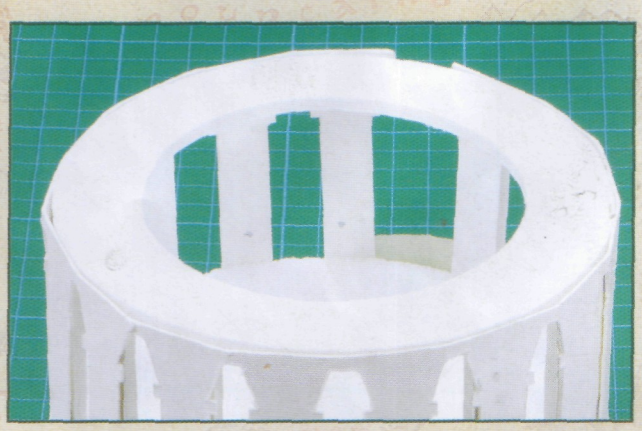
3 Glue the finished strip of pillars around the base of your core building using PVA. Use masking tape to keep the strip sealed around the core while it dries.



4 To add extra strength to your raised pillars, glue strips of 3mm foamboard behind them. Leave these 3mm short of the top of each pillar to allow the roof to be afixed.



5 Cut a circle to the same diameter as your base from 3mm foamboard using a circle cutter, then cut out its centre to leave a 40mm wide ring. In our case, the ring has a diameter of 133mm while the hole is 94mm so the lid will fit.



6 Glue your ring on top of the pillars' reinforcements. It should fit inside the 3mm gap left in Step 4. Once it is dry, fit the roof over the circular hole. You may not want to glue the lid in place as a removable roof allows models to fight inside.



It can be a lonely job standing watch, waiting for a sign of Evil.



This diagram shows a plan view of the layers of the hill and the kind of shapes to aim for when you cut out the levels

How to build a three-level hill



1 Draw around the base of your core building onto a polystyrene sheet using a fibre tip pen.



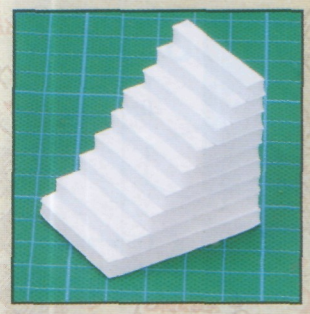
2 Now draw a second outline at least 25mm wider than the first outline. This makes the first layer of your hill. Cut it out with your long bladed knife.



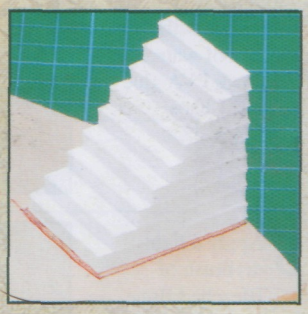
3 Draw a new outline on a new polystyrene layer, making the outline 25mm wider than the first level. Cut this out. Repeat with the new level.



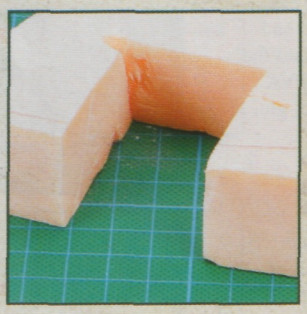
Step it up



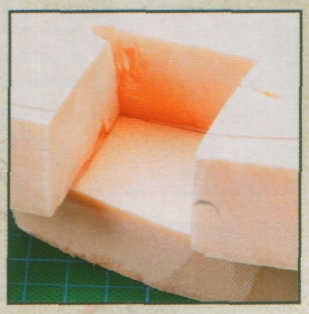
1 Photocopy the steps template from the last page and stick it onto some 5mm foamboard. Cut out the nine sections to make nine steps. Stack and glue them on top of each other.



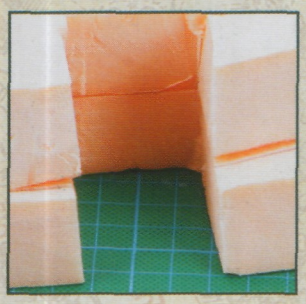
2 Draw around the base of the steps onto your middle level of the hill, wherever you want to position them.



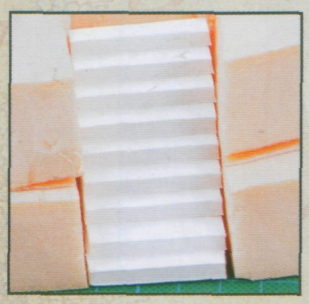
3 Cut out this outline. This will be where your steps will fit into the hill.



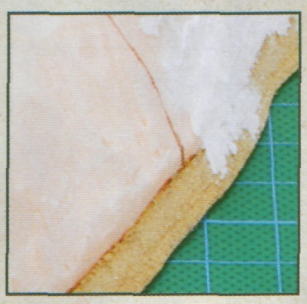
4 Place the top level of the hill in position on the second level. Now turn both levels upside down, so you can trace where you need to cut the top level to fit the steps.



5 Use your traced line to cut out a hole from the top polystyrene level so that it lines up with the middle level hole for the steps.

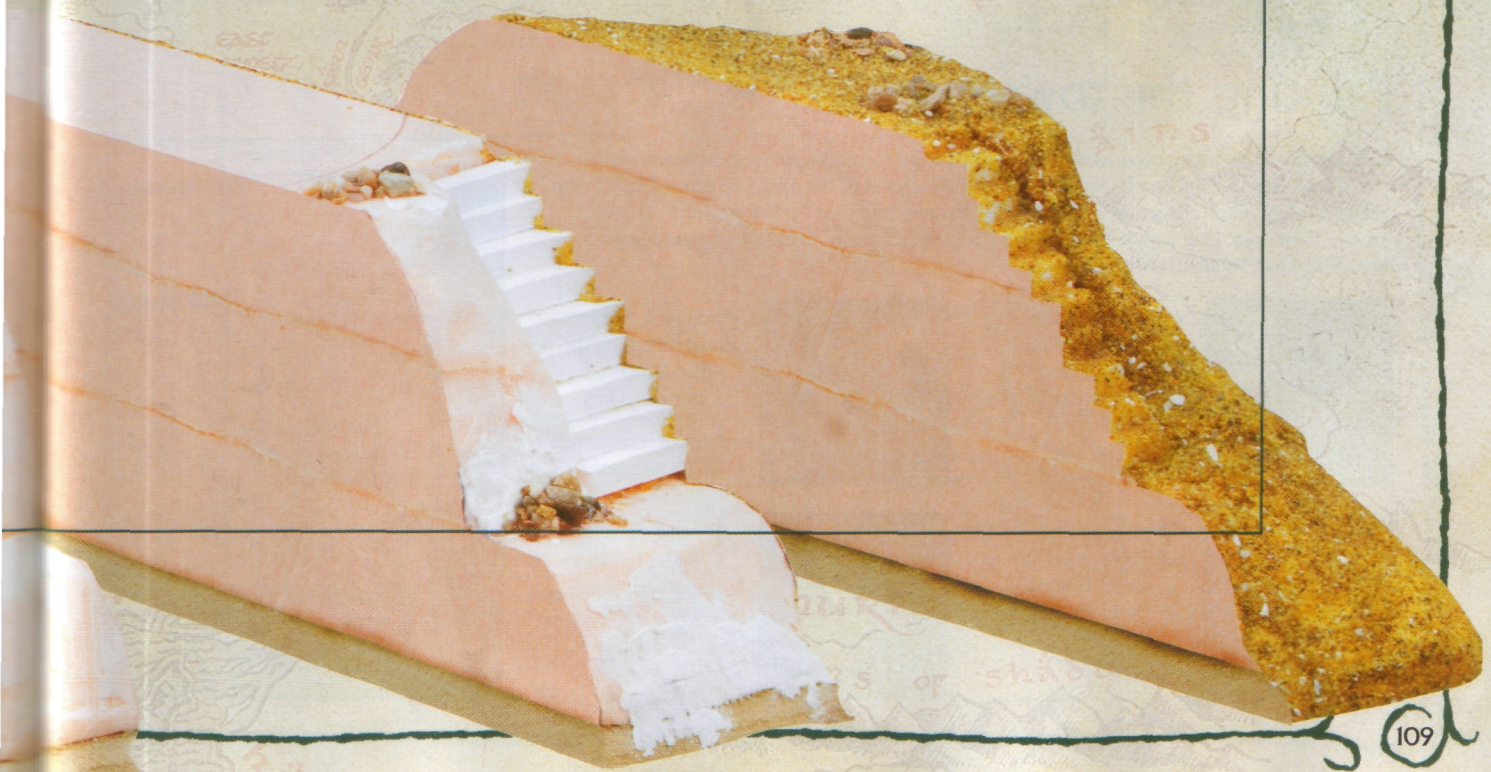


6 Glue the two levels together with PVA before gluing the steps in the hole.



7 Cut a base from hardboard to fit the bottom level of the hill, then glue all the levels on top of each other.

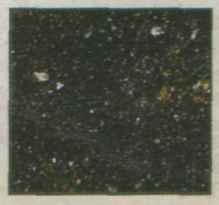
8 Once all the layers have been glued together, draw a pathway starting from the bottom level that winds up the hill to the steps. Then start to sculpt the whole hill into natural rock shapes using your long-bladed knife. Smooth out your path. Make sure the hill looks natural, but leave shelves for your models to stand on.



Finishing the hill



1 Glue sand and pebbles onto the hill with PVA woodwork glue.



2 Seal it with a mix of watered-down PVA glue and Chaos Black paint.



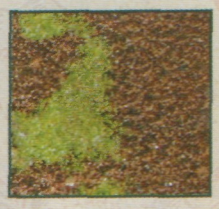
3 Drybrush the whole base with Bestial Brown.



4 Apply a drybrush of Graveyard Earth all over the base.



5 Apply a light drybrush of Bleached Bone.

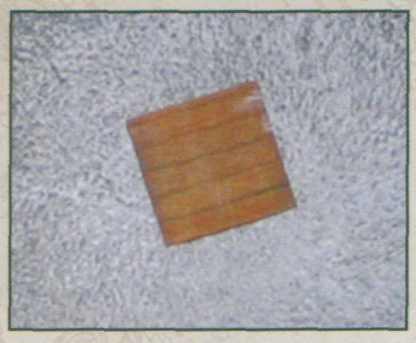


6 Glue random patches of flock onto the hill.

Adding detail to the tower



1 To make a door in the tower, photocopy the door template (opposite), stick it onto card, cut it out and glue it into the gap you left earlier when making the pillars. Cut a door from balsa wood using the template. You might need to shave off some polystyrene in the doorway so the door sits in the frame.



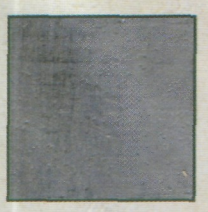
2 To make a trapdoor in the floor, cut a 20mm square piece of balsa sheet.



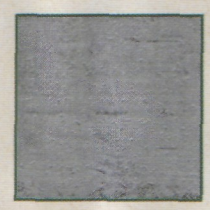
3 Add the detailing to the pillars by fixing strips of card 3mm wide and 18mm long on the top of the pillars. By adding long strips to wrap around the whole building in the same way, you can create a pediment to make the tower look more interesting.

Painting the tower

Paint the model with two coats of textured paint to seal the polystyrene, then undercoat it with Chaos Black. Paint some Dark Flesh into the recesses of the pillars to add warmth to the finished colour. Paint the wood with Scorched Brown, followed by a drybrush of Bestial Brown. Paint thin lines with watered-down Chaos Black paint, then thin lines of watered-down Bleached Bone, to represent planks.



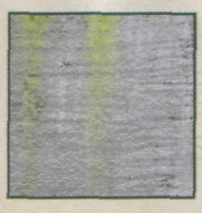
1 Drybrush the whole model with Codex Grey paint.



2 Follow this by drybrushing the model with Fortress Grey.

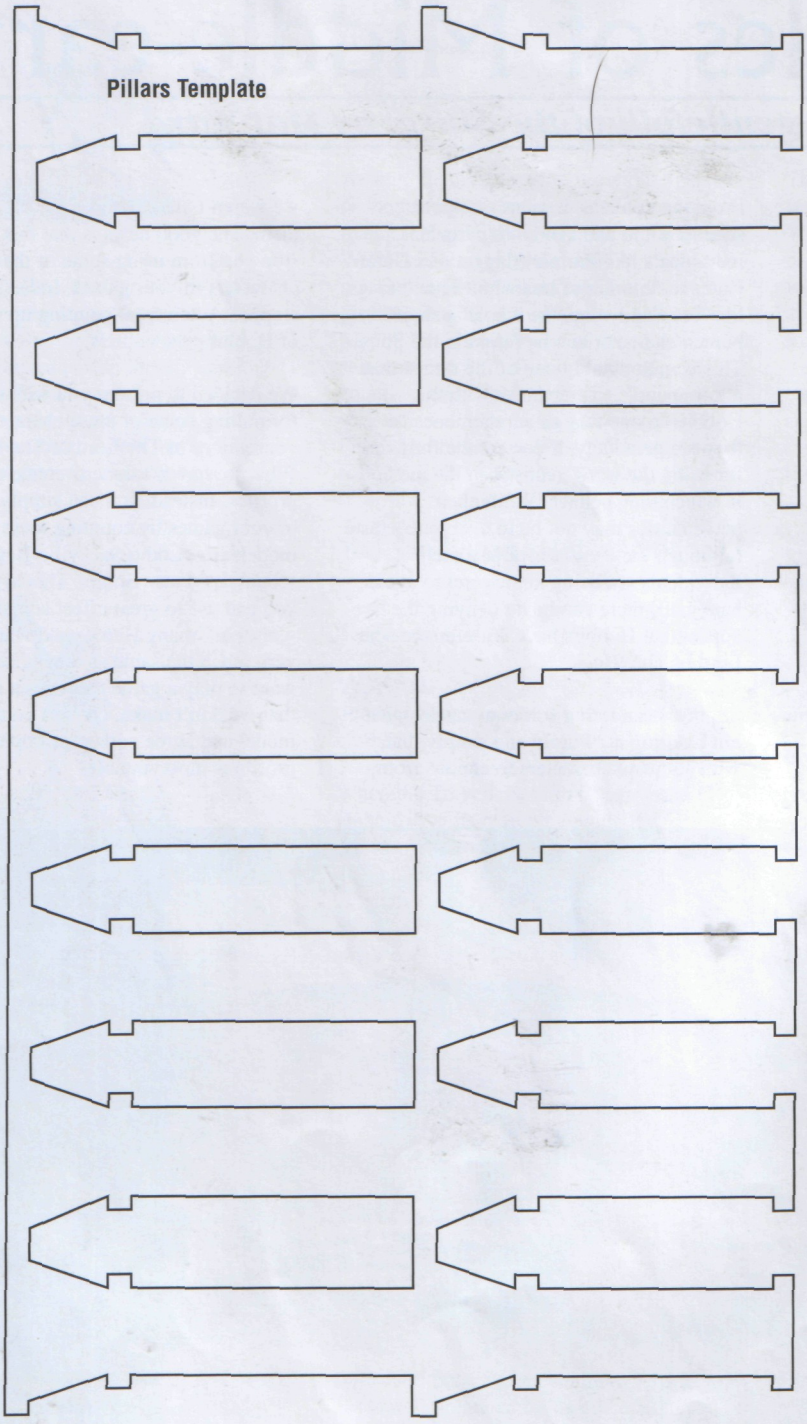


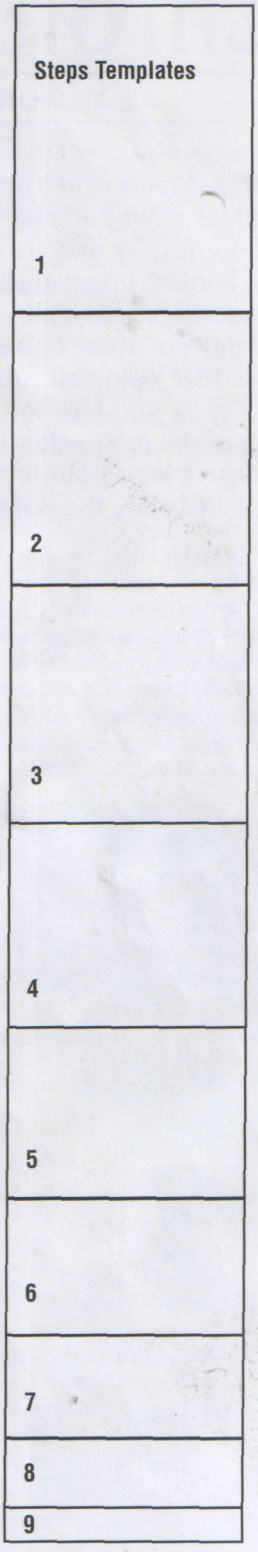
3 Give it a drybrushed Skull White highlight.



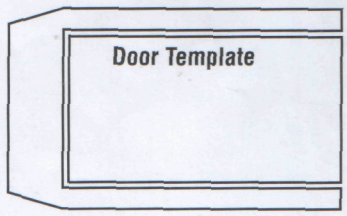
4 Apply a little Camo Green to represent moss and lichen.







Template shown at 90% size.
To enlarge, photocopy at 110%.



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Chronicles of Middle-earth

Notable gentlefolk of the Shire, by Mat Ward

The inhabitants of the Shire are a curious group; although unconcerned by matters beyond their borders, invade their surroundings and you've suddenly got a war on your hands. Mat Ward and Adam Troke show you how to use some of the most colourful characters. Watch out forces of Evil, here comes the Gaffer!

Mat: One thing that sets the Hobbits apart from many of the races that Tolkien describes is their sheer diversity of character. Where some of his races tend to be populated by names with little else to flesh them out (Variags of Khand, anyone?), the Shirefolk are extraordinarily detailed by comparison. From the noble aspirations of characters such as Bilbo and Frodo, to parochial individuals like Farmer Maggot and Gaffer Gamgee, through to less wholesome beings like Ted Sandyman, the whole span of human character can be found in the Shire. This is undoubtably one of the things that allows people to empathise with the Hobbits in one way or another, because they are genuinely, if one can be forgiven for using the word, realistic in the method in which they behave. While their personalities may not be to everyone's taste (although the identities of any such individuals are being kept secret to avoid hate mail) there can be no denying the appeal that Hobbits have with fans of The Lord of The Rings.

So, my meandering soliloquy aside, what am I getting at? Purely and simply that, with so many characters to choose from, we weren't able to make models for all of them. The good news is that this needn't stop you from using some of these other characters in your games. Indeed, it hasn't stopped Adam from painting up all manner of Hobbit personalities.

We decided to present you with a few ideas for putting some of these characters into your games of The Lord of The Rings. What we haven't done is create new profiles. Instead, you can simply use them in your games by counting them as other models. Eg, Lotho Sackville-Baggins 'counts as' Fatty Bolger. This is a trick that you can use to great effect across the game – after all, many Heroes and warriors are very much the same as others, so if you want to play a game that uses a character that we don't make, convert your own model and agree with your opponent which profile is most suitable.



Rich characters, such as Gaffer Gamgee and Will Whitford, can provide a twist to games set in the Shire.

Will Whitfoot

Points Value: 5

	F	S	D	A	W	C
Will Whitfoot	2/3+	2	3	1	1	3

Might: 0
Will: 0
Fate: 1

Wargear

Will Whitfoot wears fine clothes and carries a delicate walking cane (dagger).



An unusually large Hobbit, Will Whitfoot is perfectly represented in the game by both the miniature and profile of Fatty Bolger. You can represent him by simply painting Fatty in richer colours and with greying hair. Adam's taken it a bit further, and his conversion incorporates the top hat and walking stick from the Paladin Took model.

Among the most important duties expected of the Mayor of the Shire is to attend all manner of official dinners, for this reason Will Whitfoot enjoys not only a prominent position in Hobbiton society but also the girth to go with it. Indeed, he is not just Mayor, but also the head of the Messenger service, First Shirriff and holder of countless other titles. Whitfoot is also as well renowned for being amongst the fattest Hobbits in the West Farthing – as his nickname of 'Old Flour-dumpling' attests.

These days the Mayor is elected every seven years at the Midsummer Free Fair. Whitfoot has consistently proven himself popular with the great families of the Shire, who are doubtless impressed with his affluent image. Whitfoot has held the post for several terms, and his well-tailored and well-fed frame is considered by many as the epitome of what a young lad should aspire to. Yet a certain steel lies beneath his exterior, for he swiftly found himself in the Lockholes once Sharkey's men moved in.

Ted Sandyman (Hobbit Militia)

Points Value: 3

	F	S	D	A	W	C
Ted Sandyman	1/3+	2	3	1	1	3

Wargear

Ted Sandyman is armed with a sledge hammer (hand weapon) and wears grimy, unwashed clothes.



Adam has converted a Hobbit Militia model to make Ted Sandyman. By cutting away the axehead and replacing it with a crude hammer head instead, the Hobbit wouldn't look out of place toiling in Sharkey's mill. The profile of a Hobbit Militia is also appropriate for Ted, who might be found marching alongside a Ruffian horde.

When the Travellers, with a great band of Hobbitry, came marching along the Bywater road and straight up to Bag End, they encountered Ted leaning on a fence. His father had been the miller within that region of the Shire, owning and operating a small water driven mill exclusively for the grinding of corn and wheat, but when Lotho seized control of the Shire, Ted had no qualms about entering into league with him. Lotho had the Ruffians smash the old mill to the ground, and build up a newer, greater and grimmer mill, full of grinding wheels and sweat and smoke. Sandyman, who by rights should have been the master of the mill, found himself toiling within the hot, noisy building and while most would have complained bitterly, he was content.

Ted laboured daily, becoming more and more like the Ruffians with whom he associated. When the Travellers returned, Ted was worried, for he revelled in Sharkey's butal new regime.

'Gaffer' Gamgee

Points Value: 3

	F	S	D	A	W	C
'Gaffer' Gamgee	1/3+	2	3	1	1	3

Wargear

'Gaffer' Gamgee has a spade (hand weapon) and sturdy gardening clothes.



The Paladin Took model that Adam used to make his Mayor Whitfoot came in very useful for creating this 'Gaffer' conversion. The model's hands were now on the Mayor, so Adam added one holding a spade made of Green Stuff and transplanted another from a Ruffian (who now has a hook).

Gaffer has been a gardener since he was originally 'prenticed to his uncle Holman, back in the days before Bilbo came back from his first travels. In the time since, his name has become a byword for skilled horticulture from the White Downs to Buckland. Unsurprisingly, Gaffer's skills are highly sought after within the Shire, for talent such as his is rare – the sight of his allotment enough to make a lifelong gardener weep with envy. But, despite many petitions to tend gardens as far away as Brockenborings, he remains content working the land along the Water in Hobbiton, bringing flower beds into bloom.

With his uncomplicated approach to life and earthy wisdom, Gaffer Gamgee is mistakenly thought to be a simpleton by some. Those that look a little deeper are not so easily fooled. They see Gaffer for what he truly is: an honest and straightforward soul who eschews the traditional Hobbiton pastime of gossip for that which he can see and feel.

When Sharkey came to the Shire, the Gaffer's well-loved allotments were first to suffer under the new rule. Had he been just a little younger, he would have fought for the Shire that he loved.

Gerontius Took

Points Value: 25

	F	S	D	A	W	C
Gerontius Took	2/3+	2	3	1	1	5

Might: 1
Will: 2
Fate: 1

Wargear

Gerontious has a fine walking cane (hand weapon) and a top hat.



Adam didn't do any conversion work at all to this model, since he looks both important (thanks to his fine costume) and very, very old. By painting him in distinctive colours, however, Adam has made him look quite different to Paladin.

The 14th Thain of the Took line, Gerontius oversaw a peaceful and simple time within the Shire. The wolf invasions of the past and the privations of the long winters were now but a distant memory, and the Shire-folk fed well and flourished. Gandalf the Grey was a frequent visitor to the Smials of Tookland in those days, and he and Gerontius were often seen together, wreathed in smoke and deep in conversation. In the years since, some Tooks have proudly claimed that it was Gerontius' influence that started Gandalf upon smoking pipe-weed.

An indication of the reason for Gerontius' renown can be found in the name by which he is known today, for though the name Gerontius Took is all but forgotten outside of the Smials, it is as 'The Old Took' that he lives on in memory. Hobbits have a vast respect for those who reach old age yet remain possessed of vigour in mind and body, and so it was with Gerontius. To the day he died, after one hundred and thirty summers, Gerontius was a formidable character who remained the undisputed patriarch of the Tooks. Such a tally of years easily outstripped those who had gone before.

Famous though the Old Took is, it is not on account of his martial skill, but rather a testament to his longevity. If you want to use Gerontius in a game, simply use the Paladin Took miniature and profile.

Baldo Tulpenny (Shirriff)

Points Value: 4

	F	S	D	A	W	C
Baldo Tulpenny	3/3+	2	3	1	1	3

Wargear

Baldo Tulpenny carries a sturdy wooden stave (hand weapon) and a pouch of carefully selected pebbles. He wears a smart jacket, and a feather in his hat.



Baldo Tulpenny is a character Adam invented while writing the Scouring of the Shire book. By adding a feather to the hat of a Hobbit Militia, giving him a bag of stones, a wooden stave (made from Green Stuff moulded around a paperclip) and the hand from Fatty Bolger (the model he turned into Will Whitfoot) Adam has brought Baldo to life. Since Baldo is a Shirriff, that is the profile most suitable to represent him.

Few Hobbits can claim a skill with a thrown stone even close to that of the legendary Baldo Tulpenny. His greatest achievement was to cast a stone when competing in the Buckleberry contests of 1322, that skipped a legendary 29 times. Throughout the rest of the Shire's long history this accomplishment was never matched, despite the best efforts of many a strong-armed Hobbit lad.

After this most impressive of feats, young Baldo became known as 'Master Baldo' and was invited to all manner of auspicious events; declaring parties open and handing out the awards at the next year's Buckleberry games. By the time he was in his late forties Baldo had acquired for himself a position within the Shirriffs of the East Farthing, something he maintained for the rest of his life. For even as an old Hobbit, he was more than capable of sending a carefully selected stone cracking across the shins of mischievous lads found scrumping, or a to leave a wild dog yelping with a stinging hit on the nose.



Baldo Tulpenny and his fellow Shiriffs ward off a pack of marauding Wargs.



Lotho, Ted and their Ruffian minders bully a defiant Hobbit.



To make Lotho, Adam used a Bilbo Baggins model. By painting him in different colours, and adding a small bag of gold (part of the bribes he might have received from Sharkey) he's perfect for representing the imprudent Hobbit. With Fatty Bolger's profile, he makes a suitable Hero for a Ruffian force.

Lotho Sackville-Baggins

Points Value: 5

	F	S	D	A	W	C
Lotho Sackville-Baggins	2/3+	2	3	1	1	3

Might: 0
Will: 0
Fate: 1

Wargear

Lotho Sackville-Baggins is armed with a pocket knife (dagger), and wears comfortable and expensive clothes.

The Sackville-Baggins, as recorded elsewhere, are a family singularly obsessed with image and appearances. Lotho Sackville-Baggins was just the same, if a little less shrewd than the other members of the family. Constantly berated by his mother, Lobelia, for his lack of success, and aware of the incredibly henpecked state of his father, Lotho it seems, was willing to do whatever it took to improve his lot, including bargaining with the manipulative Sharkey. Soon the Sackville-Baggins found their family debts erased as wealth from Isengard was brought to Lotho. Before long Lotho had risen considerably in status. Certainly he was no more liked by his neighbours, but nobody could deny his change in fortunes. It was when he declared himself Chief that people really started to take notice. Rather than respected he was feared, always supported by a mob of bullies. Lotho began issuing laws. While these were universally unpopular, the Ruffians made sure that they were obeyed, and any dissenters silenced.

Through time the laws became harsher and harsher and eventually Lotho found himself totally displaced by Sharkey himself, nothing more than a puppet used as a public face. Any sense of self worth and prestige he had was utterly destroyed, and Lotho faded into ignominy. At Bag End, Sharkey coldly claimed that Worm had murdered Lotho as he slept, and whatever the truth of it, Worm was so incensed that he slew Sharkey in his anger. Aside from Worm's fury at the accusation, there seems to be no evidence of Lotho's eventual fate and no Hobbit will willingly enter into discussion upon it, for Lotho allowed himself to become a pawn of cruel and unpleasant powers and few, if any, care to remember him.

War is Upon us!

Sound the horns of battle, the War of the Ring nears. Are you ready?

The battle for Middle-earth begins soon, and things are hotting up in a big way. The White Dwarf team gets serious as, bolstered by an influx of new troops, our Battle Companies become armies. It can mean only one thing – Rudgie's got a Mûmak.

Greetings fellow kings and overlords, soon war will once more ravage Middle-earth. Are you prepared? Over the last three months we've been playing Battle Company games but now it's time to turn these fledging forces into armies ready for The War of The Ring™. The campaign begins in June but you can register on the website in May.

The territories

This is your chance to help decide whether or not Middle-earth will fall. The campaign map is divided into 12 territories you can play in. Each has its own special rules for points match games, unique hobby content and scenarios (more details of which are overleaf), all of which can be found at:

www.thewarofthering.co.uk

You can input results anywhere in Middle-earth with any army. Certain areas will count for more than others, and be worth more for different sides. For example Mordor is worth more to the Good side. This affects the overall result, so decide your territory carefully.

The Fellowship

As war builds around the Fellowship, they will move along a predetermined path over the course of the three months of the campaign. With their progress, new scenarios and special areas will open briefly in various places. For example, when the Fellowship reaches Moria, Moria will open, and any results inputted into Moria will count for more in the Good versus Evil battle for that entire territory; in the case of Moria the results will count for more in Area 5 – the Misty Mountains.

There are also special Fellowship scenarios to be played in each of these areas. The results of these scenarios will affect the next scenario in the next special area – if Good win overall then they will have an advantage in the next game, if not then Evil will. These results also count towards the final tally.

In White Dwarf

We've got a free full colour map of Middle-earth this month on which you can plot your next move. We'll also clash in a Battle Report for one of the contested territories using our new armies next month.



The theatre of conflict.

THE WRATH OF UMBAR!

Stop the Corsairs in the Games Workshop Roadshow.

During the summer a fantastic roadshow will visit 42 of our UK Hobby Centres.

In The Wrath of Umbar, you'll have to repel the wicked corsairs from the Southern Gondorian coast, preventing them from burning towns and enslaving their inhabitants. These black-hearted men are ancient servants of Sauron. Do you have the mettle to defeat them?

The roadshow uses the boat rules from WD300 and 301, and features a whole fleet of stunning, scratchbuilt boats, Corsairs and a specially made coastal board (see below for dates). As well as playing, you'll be able to pick up tips on how to make your own landing craft and conversions. There's also a special promotional miniature to buy at these events. Ring your local Hobby Centre for more details.

- **2 July:** Aberdeen
- **9 July:** Edinburgh
- **16 July:** Glasgow, Hull, Cardiff, Romford and Brighton
- **23 July:** Carlisle, Nottingham, Bristol, Thurrock, Maidstone
- **30 July:** Newcastle, Derby, Exeter, Harrow, Guildford
- **6 August:** Middlesborough, Northampton, Poole, Uxbridge, Maidenhead
- **13 August:** Harrogate, Leicester, Oxford, Bromley, Milton Keynes
- **20 August:** Leeds, Manchester, Worcester, Kingston, Cambridge
- **27 August:** Wakefield, Chester, Birmingham, Sutton, Norwich
- **3 September:** Sheffield Central, Liverpool, Shrewsbury, Croydon, Ipswich

INDEPENDENT STOCKISTS

Check out the website (right) from 1st May for details of The War of the Ring™ events at independent stockists.

Now with added Mûmak

Ringmaster Rudge brings the circus to town.



Rudgie: While we were playing in our little Battle Companies campaign I'd not really thought about how many points my Battle Company was actually worth. So it was about time I totalled up the numbers to see what I had. I used Matt Ward's conversion guide (see green box overleaf for more details) to adapt my Battle Company Heroes. Shocked, I found they weighed in at a staggering 156 points alone; I suppose I did have four Heroes to convert! My seven bowmen, five spearmen, six cavalry and one banner bearer took the total so far to 330pts. Adding the Mûmak, it jumped again to 620pts – an army!

I had an army, but I also had a problem – too many models equipped with bows. With a pure Harad army this is quite difficult to get around, as only the spearmen don't actually carry them. I could not use the bows my Raiders carry, although even dropping these would mean I need to paint more spearmen. Rather than flooding my army with Harad spearmen I fancied adding a bit of variety instead, so I put together some Easterling allies (nothing to do with their Defence of 6, honest!)

On another note, the Harad tested their battle skills once more this month. Their victim this time was Greg of Dol Amroth. I don't think the game could have been closer, but once again victory was mine!

WWW.THEWAROFTHERING.CO.UK

The website is open for registration in May. The campaign begins 1st June.

Isengard Unleashed!

The forces of the White Hand come out to play.

Christian: After all these months my Battle Company has morphed into a small army (and, I will add, I didn't need a giant elephant to propel my points total near to the 500 points mark). Apart from the models in the Battle Company, I have also been working on a few extras to round the army out. These are Uruk-hai Berserkers, Crossbowmen, a banner bearer and the head honcho himself, Saruman.

I am also halfway through another six Uruk-hai, one of which is a Shaman. I have stopped short of including a Troll, as the other White Dwarfers felt that even with white hand prints all over him, it would be a bit cheeky.

With a pike block at the army's core, Berserkers to support it and crossbowmen to rain death from afar, I look forward to victory.



The War of the Ring™ online

If you've been following our campaign, you'll know that we've played loads of Battle Companies games. The reason we did this is that we figured it would be a great way to build up a new The Lord of The Rings army each, as well as giving us some fun, story driven battles to look forward to.

As we can attest, this works really well. There are now updated Battle Company rules on the War of the Ring website that you can use in your games. These have been tweaked a little by author Mat Ward, and are now even better.

There are also conversion rules on the website. These allow you to use you Battle companies Heroes in your games by giving them a points value, so you can bring them to larger battles.

This is just the tip of the iceberg of what you'll find on the website. Besides the Battle Companies material, you will find a whole host of additional hobby material and rules, a small sample of which is detailed below:

- **Scenarios** – these are unique to the campaign and based on various territories on the map.
- **Modelling** – tips and guides for building themed scenery for your games.
- **Special campaign rules** – Battles fought in different areas can have special effects on certain Warriors eg, in Rohan, all Warriors and Heroes of Rohan gain +1 Courage.

Remember you can register soon, and the campaign starts 1st June, so start getting ready now!



The Avenger is ideal for piercing the thick hide of Mûmakil!

The White Tower is calling

Gondor brings in some Southern grit.

The skirmishes are over, the call to arms is sounded – let the greatest battle of our time commence! Okay, so maybe not the greatest battle, but our Companies were to get reinforcements to duke it out, epic style in a full-scale fight. Cool.

Using my telepathic superpowers (not!) I knew that the all-powerful Paul 'The Scorpion of Harad' Rudge would be fielding Dumbo in the form of a Mûmak, so the first thing I wanted to add to my Company was some firepower. The Avenger bolt thrower would be more than adequate methinks. I also needed a leader. As a flawed, ill-fated character Boromir is one of my favourites. He epitomises all the hopes and fears of this great nation of Men. True, he is lacking in the Willpower and Fate departments but has Might to fill both boots. On a horse he can lead my Knights to death or glory.

The rest of my force, which takes me up to a healthy and well-rounded 500 points, was really an extension of the existing Icthilien Guard. I wanted a decent core of mounted troops so I added another four Knights of Minas Tirith to Dagorgrad and his chosen men and gave them a banner. Since I already had four Rangers and Nuledan, my Ranger hero, together with my bowmen, I didn't see the need for more steel-tipped arrows of justice. Instead I boosted my foot troops, adding another Guard of the Fountain Court and a Warrior of Minas Tirith with a banner to help them in combat.

So, with the exception of Boromir and an Avenger bolt thrower, I had pretty much built my army around the core that was my Battle Company. Now, it was just a matter of seeing whether or not the Icthilien Command would ride on to victory or just end up as Mumak toe jam.

Muster the knights

Greg gets a Prince before the royal rumble.

Greg: *I lost another game to Rudgie this* month. And this was despite playing him at Guy's specially tailored scenario for the luckless (and sometimes tactically inept) Battle Company general from last month's issue. After creeping up on the army of Harad as it camped out under the stars, I charged in to try to grab myself a quick five kills to win the scenario and show Rudgie what it meant to lose at last. Unfortunately he rolled well, shall we say, and I lost. I could have snatched a draw at the end but Guy was standing a little too close when I rolled the final dice.

Plans for the army continue, with more mounted knights the order of the day. And possibly something a bit different, such as an allied contingent, or war machine, with Prince Imrahil leading the charge.



The Prince of Dol Amroth.

Bigger Orcs

The bully boys are coming.

Guy: As Orcs are so cheap, I actually have a fair few fellows to paint in order to reach my goal of a 500 points army. At the moment, my Battle Company stands at 142 points, and that includes the two Uruk-hai (below) and Warg Rider I got last month.

My hero, Ugbrag The Unlucky, costs 22 points, a high amount for a wheezing, fingerless invalid, but Mat's scoring system doesn't take into account the multiple injuries and stat reductions the hapless Orc has suffered. I suppose the ideal thing would be to retire him, but I'm keeping him on for old times' sake.

Despite not winning a single game yet, I'm holding out hope for success. Building an army gives me the opportunity to include some heavy hitters disallowed by the Battle Companies rules. So it's more Uruk-hai, an Uruk-hai Captain, a Troll and a Ringwraith for me, as well as more bow-armed Orcs to bolster my feeble missile support. Mûmakil hold no terror for me. Well, not much.





Uruk-hai provide some useful muscle.

DOK BUTCHA'S CONVERSHUN KLINIC



Ogres. Dey're even bigger dan Orks! And mean wiv it too. Dey get all over da place, always wanderin' abart. It's dead easy to show where dey've been or what tribe dey're from just by givin' 'em some new bits. Like dat time I gave old Bugdrek a Squig's 'ead. Only dis stuff akshully works...

OGRE HUNTER

by John Schaffer

John's Hunter comes from the Goldtooth Tribe, the richest of all Ogres. He wanted a golden helmet and gut plate to show the Ogre's wealth, so replaced the metal orginals with plastic parts from the Ironguts and Command sprue.

The harpoon launcher is the most complicated part of the model, being made of a Bruiser's pistol, Hunter's spear tip, a Bretonnian plastic bow and rope made from twisted florist's wire. The rope runs from the harpoon to a plastic hook, taken from the Chaos Vehicle Accessory sprue, round the back of the model. Florist's wire also forms the drawstring. John drilled a small hole through the hammer of the pistol to accommodate it.

















OGRE MANEATER

by Dave Taylor

Dave wanted to make an Ogre who has – shall we say – refined tastes. He's been in Bretonnia eating the flower of chivalry! Dave used a lot of Green Stuff to give the Ogre a tunic, but most of the other details are from Bretonnian plastics. The gut plate is a Bretonnian shield, the great weapon several plastic lances lashed together with fine twine. Even the Ogre's trophies are from the Bretonnian range, check out the knight's helmet hanging from his belt!

As you can see, it takes relatively little effort to personalise your Maneaters using bits and bobs from the army employing them, or, as in this case, trophies from old lunches...

THE ASTRONOMICAN

ESSENTIAL GAMES WORKSHOP HOBBY REFERENCE



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THE FOOLISH MAN PUTS HIS TRUST IN LUCK, THE WISE MAN PUTS HIS TRUST IN THE EMPEROR

EVENTS DIARY WHAT'S ON AND WHERE

WARHAMMER WORLD

Important News! The Warhammer World Exhibition is currently undergoing a major refurbishment and will be closed until the end of May. See the news section for more details



THE CENTRE OF THE GAMES WORKSHOP HOBBY

Warhammer World is the place to come for a great Games Workshop experience. Within its castle courtyard you will find a wide array of awesome gaming tables built by Warhammer World's scenery team. All of Games Workshop's current game systems are represented, from cathedral ruins for the Warhammer 40,000 Universe, to the rolling plains of the Warmaster board. Whatever game you play, Warhammer World is the place to fight your war!

- Feature tables in the Warhammer, Warhammer 40,000, Lord of The Rings and Specialist Games zones.
- A variety of standard gaming tables that can be used for all systems.
- Gaming nights to cater for all levels of gaming knowledge and experience.
- Hobby tutorials for all areas of the hobby and all levels of expertise.
- Hobby Centre stocking the Specialist Games Range, as well as Forge World items and a limited range of Warp Artefacts products.
- Available for Club or Gaming Group activities (subject to availability).
- New exhibition coming soon!
- Sample the legendary hospitality of the Dwarfs at Bugman's Bar!

RING 0115 9168410 FOR MORE DETAILS

TUTORIALS

Expand your Hobby Skills in a one-on-one tutorial with one of Warhammer World's hobby heroes. These tutorials can cover any aspect of the hobby, just give us a call to book some time.
Phone: 0115 9168410
Email: warhammerworld@games-workshop.co.uk

BUGMAN'S BAR

If you need to take a break, have a drink or buy some food, the bar built to honour the famous Dwarf master brewer Josef Bugman is at your disposal.

YOUR OWN EVENTS

Warhammer World is the perfect place to hold your own gaming events. Clubs and Gaming Groups from all over the country and beyond make use of our gaming hall. If you're interested in running your own event at Warhammer World, contact us on the phone number to the left or by e-mail for more information.

Events@games-workshop.co.uk

COMING EVENTS

Here are just a few Warhammer World events. See pages 124-125 for more!

The Blood Bowl Grand Tournament
7th-8th May

Dark Stars: The Badab War Campaign Weekend
21st-22nd May

Mastercrafted Sculpting (expert tuition)
25th-26th June

Call to Arms Specialist Games
2nd-3rd July

Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.

The Games Workshop
GAMING CENTRE

The Gaming Centre is now open! Situated just off junction 34 of the M1, it is a five minute walk from the Meadowhall Hobby Centre.

- **20 6' x 4' gaming tables and 12 paint stations.**
- **Vending machines.**
- **A busy timetable of events, tournaments, campaign days, and more.**
- **Open 10am-10pm on Saturdays, 11am-5pm on Sundays and 4pm-10pm on Mondays during term time, and 10am-6pm on Tuesdays-Fridays during school holiday periods.**

The Gaming Centre is a new place where you can come and play games, take part in pre-arranged battles or a league, or even hold your own events.

You will find some of the best tables from Games Day available for use, as well as 20 generic 6'x4' gaming tables to test your armies' might on.

There is also a gaming timetable planned right up to the end of December 2005. Masterclasses with the talented guys who made the Mûmak being attacked by the Army of the Dead (from WD301) are also available.

If you are interested in running an event – maybe you're a club searching for a venue or a store wanting to challenge another store or club – the Gaming Centre is available as a venue. Best of all, it's completely free to use, with free parking right on the doorstep. Contact us for more information.

Manager: Rob Bastow
Telephone: 0114 2750114

COMING SOON
Some of our great events.

The Burning Shores – 21st May
Word has reached the shores of the Old World of a land containing untold riches ripe for the taking. Can your army be the first to claim some of the exotic treasures for themselves?

For this one-day campaign you will need a 2,000 points Warhammer army. Tickets cost £15 including lunch.

Rise of the Witch-king – 11th June
Join in this campaign charting the rise of the dread Witch-king of Angmar. Using your 500 points themed force, can you stop him or will you aid him in his rise to power? Spaces are limited to 20 each for Good and Evil. Tickets cost £15, including lunch.

Address:
Units 8/9,
Meadowhall Road
Industrial Estate,
Amos Road,
Sheffield.

GAMING CLUB

THE GAMING CLUB NETWORK (GCN) IS AN INDEPENDENT ORGANISATION FOR CLUBS, RUN BY AND FOR GAMERS. THE GCN IS MADE UP OF INDEPENDENT CLUBS AND COMPRISED LARGELY OF ADULT HOBBYISTS, WHO MEET IN HIRED VENUES. IT IS RUN BY VOLUNTEERS AND ALL GCN CLUBS HAVE A CHILD PROTECTION POLICY AND CLEAR CLUB RULES.

GAMING CLUB OPEN PLAY

The Gaming Club Network is still growing, with 35 clubs and counting. And they now have a league and ranking system too. The ranking system is based on individual games and acts as a guide to another player's skill level for other players in the GCN. The league is a competitive team competition. President of the GCN, Mike Sharp and Membership and Development Manager, Laurie Stewart tell us more.

"Last year Che Webster *(Games Workshop's Gaming Club liason)* ran a pilot scheme for 18 months, involving around 20 teams from six clubs," Mike says. "The Open Play league came about as a result of its success." The idea behind it is to promote playing lots of games and having fun. "More and better gaming is what we're about," says Mike. They play league games of Warhammer, Warhammer 40,000 and The Lord of The Rings, but more game systems are planned to be added to the league in the future.

The first step to joining the Open Play league is to join the GCN, and then register for the league. After registering you are entered into a ranking system. Laurie explains: "The ranking you're given initially places you mid-table. By playing games you gain ranking points and so you climb up the table." The number of ranking points you gain or lose playing a game is relative to your opponent's position in the table. So by playing someone higher up the table you will lose fewer ranking points if you're beaten and gain more if you win. The opposite is true if you play individuals lower down the table. It's therefore in your interest to play against members either at your level or higher.

The onus is on the players to organise their own games, which you can do either as an individual or as a team. "The Open Play league is only for teams though," says Mike.

The results of individual games are are given to an administrator and then turned into ranking points using a complicated formula (calculated by the GCN officials). Each team is made up of five members including a team captain who organises fixtures and records results. Tteams are awarded three points for a win, two for a draw and none for a loss.

The duration of each league 'season' is one year. At the end of each season there are regional heats and regional champions are invited to take part in a special tournament.

"The tournament takes place at the Thank You day held in December at Warhammer World recognising the efforts of those in the club network – the heroes of the hobby," says Laurie. "The winners of this tournament win a trophy and are crowned league champions."

And there are exciting plans afoot for the future of the competition. "We're looking to regionalise the league, so we can have challenges between regional champions," says Mike. "There's even the possibility of involving European clubs."

If you want to register or find out more about the Open Play league or the GCN in general then check out:

www.gcnm.org.co.uk

For info on GW's support of the GCN, contact Bek Hawkby at:
clubguy@games-workshop.co.uk

Information correct at time of press.

SCHOOL LEAGUE

Due to the success of the first championship we have decided to extend the School League country-wide. There are leagues for The Lord of The Rings and for Warhammer 40,000 starting now, so if you want your club to take part, contact us at the address below. The national final will be held in the summer at Warhammer World.

The School League is not a one-off gaming session, but a series of hobby activities centred on gaming, painting and socialising that lasts for a few months. Both newly set-up clubs or ones that have been running for a while can benefit as a result. The league not only strengthens relations between clubs but also gives you the opportunity to meet with other schools and hang out with loads of your fellow Hobbyists!

JOIN THE LEAGUE

The League is a great reason to play loads of games, to paint armies and spend more time together talking hobby. It's also a good excuse to go out on a trip and meet a club in a school near you, and you can always organise the games in a Games Workshop Gaming Room store (there are about 15 of these currently in the UK able to host an event) if you can't find a big enough venue.

To join the league you need gamers in your club (obviously!), gaming tables and scenery and 250 points of LOTR and/or 400 points of Warhammer 40,000 armies built using the format given in the School League Pack.

To get a School League pack, or simply if you want further information, contact us on:

schools@games-workshop.co.uk

State which league you are interested in joining and our Community Hobby Managers will get in touch with you.

Are you running an event? If you want to advertise it for free in this fine publication simply drop us an e-mail at: eventsdiary@games-workshop.co.uk

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

9th May for **WD308** (August)
13th June for **WD309** (September)
11th July for **WD310** (October)

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

Events diary abbreviation guide

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

MAY

GW PRESENTS: BLOOD BOWL GRAND TOURNAMENT

Date: *6th and 7th May, 2005*
Venue: *Warhammer World, Nottingham*
Details: *Calling all sports fans! Do you feel top of the heap? Beaten the Altdorf League? Crashed your way to the top of the Loren Cup? Enter the biggest Blood Bowl tournament of them all!*

Can you take your team to the very pinnacle of sporting achievement? Find out by entering the highest of Blood Bowl competitions. Prepare your team to play for the biggest trophy of them all – The Blood Bowl itself!
Contact:
Warhammer World – 0115 916 8410
Web: *www.games-workshop.co.uk*

THE TOR'VASH CRUSADE

Date: *7th May, 2005*
Venue: *GW Carlisle*
Details: *Governor Vorn of the Tor'Vash system has reneged on his pledge to the Emperor of Man. Four companies of the Emperor's finest have been sent to purge the system. This is a one day linked campaign using Battlefleet Gothic, Epic: Armageddon and Warhammer 40,000. Contact the Carlisle Hobby Centre for details.*
Contact: *GW Carlisle – 01228 598216*
Web: *www.games-workshop.co.uk*

STOCKHOLM ROGUE TRADER WARHAMMER 40,000 OPEN 2

Date: *7th-8th May, 2005*
Venue: *Dragons Lair, Stockholm, Sweden*
Details: *Rogue Trader Stockholm is proud to present the second Rogue Trader Open – a 40K tournament in Stockholm. You will need a 1,750pts army, no special characters allowed. The entry fee is 150skr.*

The tournament is open to those aged 16 and over.
Contact: *info-rto@roguetrader.nu or 40k@roguetrader.nu*
Website: *rto.roguetrader.nu*

A SMALL MATTER OF HONOUR 2005

Date: *7th May, 2005*
Venue: *Church Cottage, Church Street, Basingstoke*
Details: *The Sad Muppet Society proudly presents its annual 1,750pts Warhammer 40000 tournament.*

Many years ago the forces of the Imperium cleansed the world of St Michael. But many years have passed... Now traitors, aliens, and worse have set foot on this world. The time has come for the righteous to heed the call to glory! Entry is £10 for the whole day.
Contact: *muppet@genesis-sf.org.uk*
Web: *www.rkerry.fsnet.co.uk*

THE MÛMAK RETURNS

Date: *14th May, 2005*
Venue: *GW Dumfries Gaming Room*
Details: *Bring 250pts of Good or Evil and see who can slay the Mûmak.*
Contact:
GW Dumfries – 01387 249702
Website:
www.games-workshop.co.uk/events

LANCASHIRE OPEN 40K TOURNAMENT

Date: *14th May, 2005*
Venue: *Wargames World, 22 Cooper Street, St Helens*
Details: *A 40K 1,500pts Swiss pairings tournament. All armies must be painted. 20 Places available. Entry is £10.*
Contact: *info@wargamesworld.com or send a large SAE to: Wargames World, 50-52 Skipton Rd, Ilkley, West Yorks, LS29 9EP.*
Website:
www.wargamesworld.com/events.htm

GW PRESENTS: DARK STARS: THE BADAB WAR WARHAMMER 40,000 CAMPAIGN WEEKEND

Date: *21st and 22nd May, 2005*
Venue: *Warhammer World, Nottingham*
Details: *It is 901.M41, and Lufgt Huron of the Tiger Claws Marines has rejected the Imperium and turned traitor.*

With his powerful oratory and dazzling rhetoric, the Chapter Master has turned many previously loyal worlds and armies to his cause.

Outright war is inevitable as lords of the Adeptus Terra despatch a mighty crusade to crush the rebellion, and for the first time since the Horus Heresy, brother Space Marine will face brother Space Marine on the field of battle! Come to Warhammer World to refight this historic campaign, an event which shook the Imperium of Mankind to its very core.

To play in this campaign you will need a fully painted and legal 1,500pts army and be at least 16 years of age.

Tickets are £40 available from GW Direct on 0115 91 40 000. (See page 126 for other ways to contact us)
Contact:
events@games-workshop.co.uk
Website:
www.games-workshop.co.uk/gt

WAR OF THE BEARD

Date: *28th May, 2005*
Venue: *GW Middlesbrough Gaming Room*
Details: *Re-fight the ancient grudge between the Dwarfs and High Elves in this day-long campaign. Ten generals needed to lead their forces to victory.*
Contact:
GW Middlesbrough – 01642 254091
Website:
www.games-workshop.co.uk/events

WPS CLUB CHALLENGE

Date: *28th and 29th May, 2005*
Venue: *Harvey Haddon Leisure Centre, Nottingham*
Details: *Take part in the WPS's premier event including 40k, WH and WAB tournaments and more.*

See the website for more details and entry requirements.
Contact:
conrad.gonsalves@med.ge.com
Web: *www.players-society.com*

BETWEEN A ROCK AND A HARD PLACE

Date: *28th May, 2005*
Venue: *GW Leamington Spa*
Details: *As Hive Fleet Behemoth moves towards the primary world of Ichar IV, the asteroid's mining colonies feel the force of the alien assault.*

Can your force protect these vital production facilities or will the alien menace consume all in its path? Bring along your 40k 1,000pts army to take part in this exciting event.
Contact:
GW Leamington Spa – 01926 435771
Website:
www.games-workshop.co.uk/events

PURGE OF CALLIPUS

Date: *29th May, 2005*
Venue: *GW Newcastle*
Details: *The Callipus sector has been overun by xenos pirates. Sources indicate that the initial hostilities are a precursor to a massive invasion by an unknown enemy. The fighting will be swift and brutal. May the Emperor protect...*

You will need a fully painted 1,500pts fleet to take part in this BFG campaign day. Call to register as places are limited. Entrants must be 16 or over.
Contact:
GW Newcastle – 01912 322418
Website:
www.games-workshop.co.uk/events

BORDER PATROL KNOCKOUT

Date: *30th May, 2005*
Venue: *GW Glasgow Gaming Room*
Details: *Four-round Border Patrol tournament. Games start at 10am and finish approx. 6pm.*
Contact:
GW Glasgow – 0141 221 1673
Website:
www.games-workshop.co.uk/events

JUNE

COUNTER STRIKE

Date: *2nd June, 2005*
Venue: *GW Plaza*
Details: *Hive Fleet Kraken has advanced towards its goal. Now is the time for the Imperial Navy to make its last stand.*

Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.

This is a BFG campaign running throughout June and July. Starting Fleets must be 500pts.

Contact:
GW Plaza – 02074 360839 (ask for Paul)

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

YOUNG BLOOD 40K TOURNAMENT

Date: *4th June, 2005*

Venue: *Newmillerdam Scout Hut, 699 Barnsley Road, Newmillerdam, Wakefield*

Details: *To enter this Young Blood tournament, you must be aged 16 years or under. You will need a 1,000pts 40k army chosen to standard force organisation charts, rulebooks and codexes. Entry costs £5, including lunch, and there are limited places available.*

For more details and tournament packs, send an email to the address below.

Contact:
Iain Dalton – votemoose@hotmail.com

THE MALLEUS BLACKHEART MEMORIAL CUP

Date: *11th June, 2005*

Venue: *GW Dumfries Gaming Room*

Details: *Enter this amazing cup knock-out day, named after the great Malleus Blackheart, who scored a thousand touchdowns.*

Bring a million crowns of your finest players to this event and watch out for Malleus himself.

Contact:
GW Dumfries – 01387 249702

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

GW PRESENTS: MASTERCRAFTED: SCULPTING

Date: *25th and 26th June, 2005*

Venue: *Warhammer World, Nottingham*

Details: *Hone your sculpting skills with some of the finest sculptors from Games Workshop. You will benefit from six hours per day of tuition, practising a variety of techniques and projects.*

This event is designed for experienced hobbyists wishing to perfect their sculpting skills.

Contact:
Warhammer World – 0115 916 8410

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

RISE TO POWER

Date: *26th June, 2005*

Venue: *GW Newcastle*

Details: *The sword of the undying alliance will only be held by the strongest of generals. Enter the field of battle and stake your claim in blood.*

You will need a fully painted, 2,000pts army to take part in this Warhammer campaign day. Call to register as places are limited. Entrants must be 16 or over.

Contact:
GW Newcastle – 01912 322418

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

JULY

ROGUE TRADERS

Date: *2nd July, 2005*

Venue: *GW Carlisle*

CONFLICT NORTHAMPTON

Prepare for battle and take part in Conflict Northampton on 15th May!

Special Slayer Day Marine Conversion Kit only available at this event!

Participation Games including: The Wrath of Umbar (The Lord of The Rings), Merciful Sisters (Warhammer 40,000), End Times Roadshow (Warhammer), Silence the Guns (Warhammer 40,000), Harad Ambush (The Lord of The Rings), Road of Bones (Warhammer), Steel Gorge (Warhammer 40,000), Battle of Five Armies (The Lord of The Rings), Helms Deep (The Lord of The Rings). Plus special tables for Necromunda.

Take Painting Lessons – bring your own miniatures along and learn to paint like the pros. Scenery and Conversion Masterclasses available too. Special Slayer Day miniature also on sale.

Conflict Northampton: The Pemberton Centre, HE Bates Way Rushden, Northants. For tickets, call in at your local GW Hobby Centre, or call GW Direct on 01159 140000.

Details: *Come and try your hand at this unique way of playing 40k. Choose and build the crew of your very own Imperial loyalist, Rogue Trader, or Pirate transport vessel and fight it out in the stars and spaceports with nothing but a lasgun by your side. A 40k skirmish event. Contact the Carlisle Hobby Centre for further details.*

Contact:
GW Carlisle – 01228 598216

Web: *www.games-workshop.co.uk*

KINGDOMS BREAK

Date: *9th July, 2005*

Venue: *GW Dumfries Gaming Room*

Details: *Kingdoms are broken and smashed as local Ogres decide they need more land. Bring 1,000pts of Warhammer and try to fight your way out of the Ogre Kingdoms and stake your claim for land or fight the Ogres and stop their relentless advance.*

Contact: *GW Dumfries – 01387 249702*

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

WPS 40K GRAND TOURNAMENT

Date: *9th and 10th July, 2005*

Venue: *Warhammer World, Nottingham.*

Details: *Test your mettle as a tabletop general. See the website for more details on this 40k tournament.*

Contact:
conrad.gonsalves@med.ge.com

Web: *www.players-society.com*

LANCASHIRE OPEN WARHAMMER TOURNAMENT

Date: *16th July, 2005*

Venue: *Wargames World, 22 Cooper Street, St Helens*

Details: *You will need a fully-painted Warhammer 2,000pts army to take part in this Swiss pairings tournament. The competition runs from 10.30am-5.30pm. Only 20 Places Available. Entry costs £10.*

There are prizes for First place, Best Painted Army and Most Sporting Player.

Contact:
info@wargamesworld.com or send a large SAE to: Wargames World, 50-52 Skipton Road, Ilkley, West Yorkshire, LS29 9EP.

Website:
www.wargamesworld.com/events.htm

AGRAM ARENA SUMMER 2005

Date: *16th-17th July, 2005*

Venue: *Technical Museum, Zagreb, Croatia*

Details: *Enter the 5th Agram Arena International tournament! To enter the 40k competition you will need a 1,500pts army. For the LOTR competition you will need 1,000 pts of Good and Evil forces. Entry is free – including lunch and accomodation!*

Reports from the previous two tournaments can be found on the website (see link below).

The WH tournament last December gathered 62 participants from five different countries!

Contact: *ums-agram@net.hr*

Website: *www.ums-agram.hr*

INSTORE: MAY HALF-TERM AND SUMMER EVENTS

There's plenty of battles awaiting your army at your local Hobby Centre over May half-term and summer. Contact your local Games Workshop to find out when each event takes place and for further details (see page 132 for a list of every Hobby Centre).

The Kraken Descends – May half-term: Feeding swarms move into the Ichar system. The Veterans dig in and bring together the remnants of the Imperial forces. As the Tyranids increase their presence so the hive resonance increases and more of the fleet is called towards Ichar IV.

The Battle for Ichar IV – Summer: Ichar IV is an important planet in the Ultima Segmentum a planet of lush forests. Volcanoes and volatile mud flats. Ichar IV is also one of the main weapon producers in the sector and of vital strategic importance against the enemies of the Imperium and the stage for the greatest defence against the Tyranid menace the galaxy has ever seen.

The War of The Ring™ – All Summer: With darkness growing in Mordor, Sauron has dispatched the Nine. The Fellowship must complete their quest or life in Middle-earth will change forever. Join the Good or Evil side and register your results along with the rest of the UK to determine the fate of the One Ring in our online campaign! See page 116 for more details.

The Land of the Gods – May half-term: Bands of adventurers leave the Old World in an attempt to find and plunder Lustria. Use your Warhammer army to gain fame and fortune, or repel the invaders.

The Conquest of the New World – All Summer: The Lustrian continent has been laid open. The Lizardmen are desperately trying to protect their homeland from invaders. The adventurers, having established bases along the coast, are trying to find ancient treasure that they can return to the Old World with. Join in the fun by capturing a Lustrian treasure from the depths of the jungles, or fighting off the intruders for glory in the eyes of the Old Ones. See page 20 for more details.

ORDERING DIRECT

Games Workshop Direct is the ultimate service for Games Workshop hobbyists. With a quick trip to our website or a chat on the phone to one of our friendly Hobby Specialists every Citadel miniature you want can be dispatched to your address. But Direct is far more than merely an ordering service...

HOBBY SPECIALISTS

Besides handling your orders for all Games Workshop merchandise, our Games Workshop Direct staff are on hand to help you get the most out of your hobby. All of our staff are Hobby Specialists, gamers like you who can't get enough of modelling, painting and gaming with our miniatures. As dedicated hobbyists they can answer all of your hobby questions and provide tips on modelling and painting techniques, such as advice on colour schemes, tackling difficult models, suggesting components for conversions or assembling more complicated kits.

They can also provide assistance with making an army list, from devising a starting force to expanding an existing one. They're also available to give helpful advice on how various units work on the tabletop, discussing any special rules and tactics for using them in a battle and assessing their relative strengths and weaknesses.

Our Hobby Specialists are also a great source of gaming knowledge. If you have any rules queries they are happy to help and suggest solutions to ensure you get the best out of your gaming.



SPECIALIST PROFILE

Name: David McCurdy

Specialism: Warhammer rules queries.

Armies: Wood Elves for The Lord of The Rings and Orcs for Warhammer.

Hobby tip: Choose troops that perform a specific battlefield role and that complement each other.

GAMES WORKSHOP DIRECT

- **COMPONENT PART SERVICE**
  All hobbyists love to personalise their armies. With Direct you can order individual models from boxed sets and blisters or even individual components from multi-part kits. So if you want to create a fantastic conversion using Archaon's sword and a Griffon's head, Direct is the place to go.

- **CLASSIC AND COLLECTORS' MODELS**
  The Games Workshop range of models is constantly evolving. Due to limited space, we cannot stock Citadel Miniatures' full array of models in our Hobby Centres. From alternative marks of Space Marine armour, to different kinds of dragons or even models for the enigmatic Eldar Harlequins, Direct has a dazzling selection of figures you won't find anywhere else.

- **ADVANCE ORDER**
  Can't wait for the latest book or model? Direct allows you to order them in advance, delivering them to your address as soon as they are released.

- **EXCLUSIVE MODELS**
  Available only through Games Workshop Direct, these models, like the gruesome Female Ogre Maneater, make excellent army centrepieces or painting projects. Call the Hobby Specialists to see what special edition models are currently in stock.

- **NEW RELEASES**
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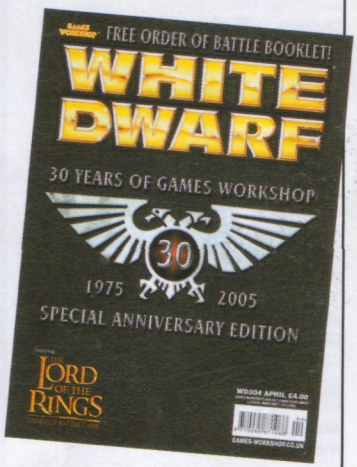
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Get exclusive models like this Female Ogre Maneater (beard optional) only from Direct.



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CONTACTING DIRECT

There are numerous ways of getting directly in touch with our crack squad of Hobby Specialists. Lines are open from 9am-9pm Monday to Saturday and 10am-6pm on Sunday. Faxes, e-mails and letters will be answered immediately. Whether you want to order a new army or just chat about how to get the best out of your Necromunda gang, drop us a line.

- **ON THE INTERNET**
  Visit our well-established store at: **www.games-workshop.co.uk/store**
- **IN-STORE**
  Order from any Games Workshop Hobby Centre at the in-store order point.
- **BY PHONE**
  Call the Hobby Specialists on: **0115 91 40000 (UK), 0044 115 91 88506 (Denmark), 0044 115 91 68255 (Netherlands), 0044 115 91 88507 (Sweden)**
- **BY E-MAIL**
  E-mail the guys on: **HobbySpecialists@games-workshop.co.uk**; or for customers in Northern Europe: **NEMO@games-workshop.co.uk**
- **BY FAX**
  Fax your order on: **0115 916 8002 (UK)** or **0044 115 916 8162 (NORTHERN EUROPE)**
- **BY POST**
  Or the traditional way: **Games Workshop Direct Sales, Willow Road, Lenton, Nottingham, NG7 2WS**

QUESTION OF THE MONTH

Every month the Hobby Specialists deal with hundreds of hobby-related queries. Whether it's how to get the most from your Snotling Pump Wagon, suggesting a fitting colour scheme for your new regiment of the Knights of the Blazing Sun or finding out the Strength of a Railgun, the Hobby Specialists have all the answers. Here's a recent question that keeps cropping up.

Q: Do Ogre Characters suffer penalties for moving over difficult ground, can they march move if within 8" of an enemy, and if moving individually do they have 360 degree line of sight?

A: Ogres move as a monster, so they have a 90 degree line of sight, suffer penalties for moving over difficult terrain and obstacles, cannot march if within 8" of any enemy and may not turn if charged in the flank or rear.



COLLECTORS' GUIDES

Collectors' guides are an amazing resource for gamers and collectors alike. Each book focuses on the models for one Warhammer or Warhammer 40,000 race. Within its pages, you will find nearly every model we have ever produced for that particular range. Dozens of exciting models gathered together in logical order so you can build the force you really want without scrabbling through a load of ancient catalogues.

Also included are fantastic examples of painted armies and individual models and, for the sake of completeness, ancient models *that are no longer available anywhere.*

Now available from your local Games Workshop Hobby Centre:

Collectors' Guides
- **Chaos Space Marines**
- **Imperial Guard**
- **Empire**
- **Orcs and Goblins**
- **The Lord of The Rings**
- **Space Marines (second edition)**
- **Warhammer Chaos**
- **Undead**
- **Eldar and Dark Eldar**
- **Tau and Necrons**

Catalogues
- **The Specialist Games Catalogue**
- **2005 Catalogue**



Swamp Things

This month we have two new battlezones for you to explore: swamps for Warhammer 40,000 (page 64), and jungles for Warhammer (page 14). Below are a selection of models you can use to customise your miniatures for combat in these deadly environments, or to create exciting terrain to battle over.

Sprues shown at 50% of actual size.



WARHAMMER 40,000 JUNGLE TREES
99220199010 **£3.00**



MILLIASAUR 1
9947059903311 **£1.00**



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SERPENT 6
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SERPENT 4
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SERPENT 5
9947020801905 **£1.00**

Double Trouble

Andy Smillie prepares to battle in the Warhammer Doubles Tournament with his tried and tested Wood Elf army. Below are some of the models he used in his forces. Find a full account of his adventures on page 56.



WOOD ELF SCOUT 2
9947020402702 **£2.50**



WOOD ELF SCOUT 4
9947020402704 **£2.50**



WAYWATCHER 2
9947020401502 **£3.00**



WAYWATCHER 3
9947020401503 **£3.00**



ALARIELLE, THE EVERQUEEN
9947021005206 **£6.00**

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. 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.

The Fall of Arnor

Angmar once lay to the north of Middle-earth and was ruled over by the Witch-king. In years past Sauron's dread lieutenant raised vast armies to destroy his master's enemies in the ill-fated realm of Arnor. The models below are a selection of those you can use to represent the forces of the Witch-king, more details of which can be found on pages 94-105.



WITCH-KING
99061466014 **£5.00**

TWILIGHT RINGWRAITH
99061466003 (this blister pack contains 1 random model) **£5.00**

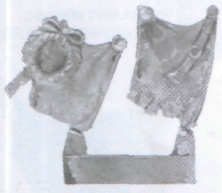


ARMY OF THE DEAD
99061466012 (this blister pack contains 3 random models) **£6.00**



BARROW WIGHTS
99061466005 (this blister pack contains 2 Barrow Wights) **£6.00**

KINGS OF MEN
99061464008 (this blister pack contains 2 random models) **£6.00**



STEAM TANK CLOTH SPRUE
9947020211725 **£2.00**



STEAM TANK PENNANTS
9947020211733 **£2.00**



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9947020706809 **£0.50**



IMPERIAL MISSIONARY BODY 2
9947010801204 **£4.00**



Morr Knights

Together with a plastic Empire Knights sprue (99380202003) and the components shown you can make Paul Scott's Knights of Morr as featured in this month's Tale of Four Gamers (page 52).

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. 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.

IN THE JUNGLE, THE MIGHTY JUNGLE

In the humid depths of the Lustrian jungle creatures are stirring. They have sensed the intrusion of strangers upon their sun-baked shores and mean to repel them. The inhabitants of this luscious land, the Lizardmen, protect their vast and magnificent temple cities with great cohorts of Saurus Warriors, mighty Kroxigor and other powerful monsters. They do this at the behest of the venerable Mage Priests, the telepathic leaders of this ancient race. We're coming over with jungle fever with our Lustria Designer's Notes on page 14, while you can explore a new tropical region in Conquest of the New World on page 20. If you've been inspired to collect a Lizardmen army, the components below will help get you started.



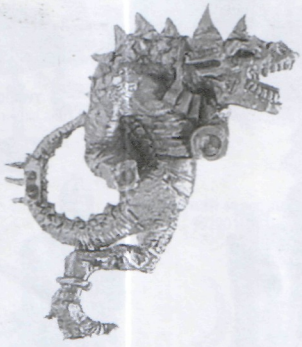
KROXIGOR WEAPON 1
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KROXIGOR WEAPON 2
9947020804504 **£2.00**



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KROXIGOR BODY 3
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TEMPLE GUARD CHAMPION BODY
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TEMPLE GUARD HALBERD 4
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SLANN STANDARD
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OLDBLOOD SHIELD 2
9947020805805 **£1.00**



TEMPLE GUARD SHIELD 1
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TEMPLE GUARD SHIELD 2
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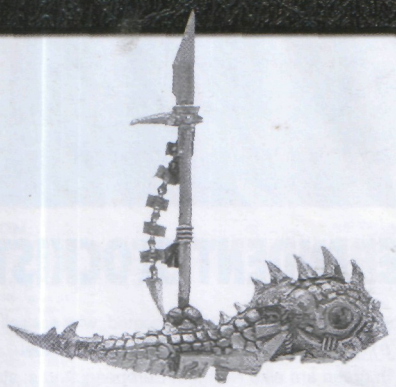


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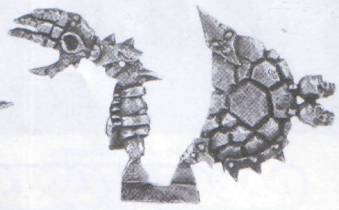
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SAURUS CAVALRY SPEAR 1
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KROQ GAR SPRUE
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STORE FINDER

GAMES WORKSHOP HOBBY CENTRES & INDEPENDENT STOCKISTS

Games Workshop products are sold by a large number of shops in 16 different countries across the world. What follows is a large listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the Middle East. Most Games Workshops are open seven days a week and late for gaming evenings. Contact your local store for more details. You can find a list of all our retail outlets on our website at:

www.games-workshop.co.uk/storefinder

If you're still unsure as to where your nearest stockist is located, why not call Games Workshop Direct on ***0115 916 40000***. Stores highlighted in yellow indicate new stores. Stores in green are elite Northern European stores; stores in blue are Northern European partnership stores. To be sure they will have exactly what you want in stock, we recommend you give them a quick phone call before visiting.

Hobby centres marked with a cross (✘) have Gaming Room facilities.

A Games Workshop Hobby Centre is much more than just a shop...



FREE GAMING AND TACTICS ADVICE

All our staff are gaming veterans (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 PAINTING AND 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!



FULL RANGE OF PRODUCTS

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



IN-STORE ORDER POINT

All of our stores are fitted with an in-store order point which you can use to get your hands on all of our Specialist Games products, plus many components and classic models with which to customise your armies.



BEGINNERS

Our special Beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs on **Sundays**, so whether you want to learn how to charge your knights into your opponent's battle line or lead a squad of Space Marines into battle, all you need to do is come along!



HOBBY ACTIVITIES

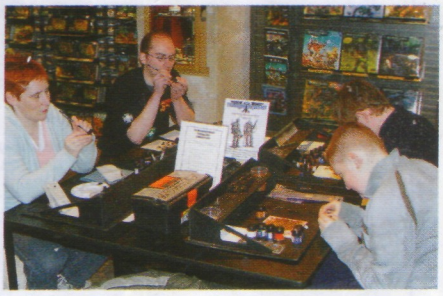
Games Workshop hobby centres provide support and expert advice on all aspects of the hobby. They feature team participation battles for you to take part in, painting workshops to develop your painting skills, and a forum for gamers to talk about the hobby. On **Sunday** evenings many stores run specific activities for those who have graduated from the Beginners' Programme.



VETERANS

Many Games Workshop hobby centres run evenings (usually **Tuesdays** and **Thursdays**) for veteran gamers. They are aimed at older gamers with plenty of experience on the battlefield. You can share ideas about all aspects of your hobby, play games against equally experienced opponents, and also play Games Workshop's more specialised gaming systems well into the evening.





HOBBY CENTRE GAMING ROOMS

A growing number of our Hobby Centres now have additional space in the shape of Gaming Rooms. This makes it perfect for meeting fellow hobbyists and arranging larger games, playing campaigns or just painting and modelling. On Monday to Friday these rooms are reserved for veterans over the age of 16 but the weekend is free for all veteran gamers and those who have been through the Beginners' programme. These centres are marked by a cross. Give them a ring to find out what's going on and to avoid dissapointment! See page 158 for a full list of Gaming Rooms and contact details. Gaming Rooms are also in this Store Finder list, marked with an (✘).

Find your nearest Hobby Centre or independent retailer on these pages on our website: www.games-workshop.co.uk/storefinder by e-mailing us: hobbyspecialists@games-workshop.co.uk by calling us: 0115 91 40000

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YATE, Hoggosaurus Toystore:
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GREAT BARR, Gaming Crypt:
Tel: 0121 360 5080
EDGEBASTON, Wayland's Forge:
Tel: 0121 687 01105
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Tel: 01733 759854
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SAWSTON, Toys Plus:
Tel: 01223 837839
ST NEOTS, Barretts of St Neots:
Tel: 01480 408700
ST NEOTS, Westgate Department Store:
Tel: 01480 473242
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ESSEX

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COLCHESTER, Toymaster Kingdom:
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HARLOW, Marquee Models:
Tel: 01279 423334
HOCKLEY, Hobbiton:
Tel: 01702 200180
LEIGH-ON-SEA, Caliver Books:
Tel: 01702 473986
MALDON, Colin Bliss Models:
High Street. Tel: 01621 851327
RAYLEIGH, Toys N Tuck:
Tel: 01268 775501
SAFFRON WALDEN, Game On:
Tel: 01799 506 070
SOUTHEND-ON-SEA, Toymaster Kingdom:
Tel: 01702 343464

GLOUCESTERSHIRE

GW CHELTENHAM:
16 Pittville Street. Tel: 01242 228 419
GW GLOUCESTER:
35 Clarence Street. Tel: 01452 505 033
BOURTON ON THE WATER, Bourton Model Railway:
Tel: 01451 820686
STROUD, Antics:
Tel: 01453 764487
STROUD, Cyberdyne:
Tel: 01453 767722
STROUD, Psisoft Games:
Tel: 0870 2427428
TEWKESBURY, Toy Zone:
Tel: 01684 295 776

HAMPSHIRE

GW BASINGSTOKE:
3 Potters Walk. Tel: 01256 466 050
GW PORTSMOUTH:
34 Arundel Street. Tel: 02392 876 266
GW SOUTHAMPTON:
23 East Street. Tel: 02380 331 962
GW WINCHESTER:
6 St Georges Street. Tel: 01962 860 199
ALDERSHOT, The Game Shop:
Tel: 01252 311443
ALTON, Alton Model Centre:
Tel: 01420 542244
ANDOVER, Hoggosaurus Toystore:
Tel: 01264 352 263
BASINGSTOKE, Ottakers:
Tel: 01256 460646
CRANLEIGH, David Mann:
Tel: 01483 273777
FAREHAM, Fareham Toys and Hobbies:
Tel: 01329 282183
FARNBOROUGH, Darkstar:
Tel: 01252 376050
FLEET, Fleet Toys:
Tel: 01252 613949
GOSPORT, JC Books:
Tel: 02392 580931
MILFORD ON SEA, Milford Models and Hobbies:
Tel: 01590 642112
NEW MILTON, Toys of New Milton:
Tel: 01425 617805
PETERSFIELD, Folly Models:
Tel: 01730 267 932
PETERSFIELD, Fun for All:
Tel: 01730 267271
RINGWOOD, Toys of Ringwood:
Tel: 01425 479444
ROMSEY, Roundabout:
Tel: 01794 512145
SOUTHSEA, Southsea Models:
Tel: 01705 733208
WATERLOOVILLE, Paul's Hobby Shop:
Tel: 01705 259186

HEREFORDSHIRE

HEREFORD, Hereford Model Shop:
Tel: 01432 352809
LEOMINSTER, Martin's Models & Crafts:
Tel: 01568 613 782
ROSS ON WYE, Little & Hall:
Tel: 01989 562 639

HERTFORDSHIRE

GW HEMEL HEMPSTEAD:
16 Bridge Street. Tel: 01442 249 752
GW ST ALBANS:
18 Heritage Close, off High Street. Tel: 01727 861 193
BERKHAMSTED, Hamlins:
Tel: 01442 864642
BISHOP'S STORTFORD, Boardmans:
Tel: 01279 654 033
CHORLEYWOOD, Chorleywood Models:
Tel: 01923 284 313
COCKFOSTERS, Murray & Brand:
Tel: 0208 4490827
HARPENDEN, Felicitations:
Tel: 01624 622154
HATFIELD, Mr Games:
Tel: 01707 266699
HERTFORD, Marquee Models:
Tel: 01992 504718
HITCHIN, Mainly Models:
Tel: 01462 422204
LETCHWORTH, Comics Unlimited:
Tel: 01462 480018
ROYSTON, Toyshop:
Tel: 01763 243270
STEVENAGE, KS Models:
Tel: 01438 746816
WELWYN GARDEN CITY, Toys Toys Toys:
Tel: 01707 391319

ISLE OF MAN

DOUGLAS, Jac Distribution:
Tel: 01624 622154
PORT ERIN, Model Tech:
Tel: 01624 836045
RAMSEY, Model World:
Tel: 01624 816048

ISLE OF WIGHT

COWES, Chivertons Newsagents:
Tel: 01983 292013
NEWPORT, Battle On:
Tel: 01983 533022
NEWPORT, Toy & Models:
Tel: 01983 528256
RYDE, The Sports & Model Shop:
Tel: 01983 862454
RYDE, Fun, Fact and Fantasy:
Tel: 01983 617323
SANDOWN, Toymaster:
Tel: 01983 404182
SHANKLIN, Toymaster:
Tel: 01983 866824

KENT

GW BLUEWATER:
Unit 052B, Upper Thames Walk, Bluewater, Greenhithe, Kent. Tel: 01322 427 880
GW CANTERBURY:
Unit 5, Iron Bar Lane. Tel: 01227 452 880
GW MAIDSTONE:
7a Pudding Lane. Tel: 01622 677 435
GW TUNBRIDGE WELLS:
4A Camden Street. Tel: 01892 525 783
ASHFORD, GZ Computers Ltd:
Tel: 01233 663996
BEXLEY HEATH, Kit Krazy:
Tel: 0208 298 7177
BROADSTAIRS, Time & Space:
Tel: 01843 866006
CHATHAM, Maynes:
Tel: 01634 400031
DOVER, Turners Models:
Tel: 01304 203711
GRAVESEND, The Stamp Centre:
Tel: 01474 534166
MARGATE, Space City Gifts:
Tel: 01843 227145
MARGATE, Toymaster Kingdom:
Tel: 01843 225400
ROCHESTER, Miniature World:
Tel: 01634 813986
SEVENOAKS, JH Lorimer:
Tel: 01732 452840
SEVENOAKS, Manklows;
Tel: 01732 454952
SITTINGBOURNE, AJ Blundell & Son:
Tel: 01795 424371
TONBRIDGE, Kids Stuff:
Tel: 01732 353186

LANCASHIRE

GW BLACKPOOL:
8 Birley Street. Tel: 01253 752 056
GW BOLTON:
Unit 27, 36 Acresfield Mall. Tel: 01204 362 131
GW PRESTON:
15 Miller Arcade. Tel: 01772 821 855
ASHTON UNDER LYNE, Byte Size:
Tel: 0161 343 7556
ASHTON UNDER LYNE, Roundabout Toys:
Tel: 01613 432344
ASHTON UNDER LYNE, Stephen Hall t/a The Cooked Dice
BLACKBURN, Batcave:
Tel: 01254 667488
BLACKBURN, Mercer & Sons:
Tel: 01254 58700

BLACKPOOL, Toymaster:
Tel: 01253 626461
BOLTON, Greens Toymaster:
Tel: 01204 366330
BOLTON, Toymaster:
Tel: 01942 812398
BOLTON, Whitaker's Toymasters:
Tel: 01204 398248
BURNLEY, Arthur Benn:
Tel: 01282 422 546
BURY, Toymaster:
Tel: 0161 761 6209
CHORLEY, A & B Games:
Tel: 01257 261833
CHORLEY, Hampsons Toys & Nursery World:
Tel: 01257 263045
CLITHEROE, Cowgills of Clitheroe LTD:
Tel: 01200 423587
KIRKHAM, RK Boyes:
Tel: 01772 671900
LANCASTER, Lawsons Toymaster:
Tel: 01524 64518
LANCASTER, Micro Markets:
Tel: 01524 840486
LEIGH, Storktown Limited:
Tel: 01942 671116
LEIGH, Toymaster:
Tel: 01942 671116
MORECAMBE, Richard Lancaster:
Tel: 01524 410 304
OLDHAM, Ottakers:
Tel: 0161 6205543
PRESTON, Toymaster:
Tel: 01772 887799
ROCHDALE, Microshack:
Tel: 01706 715998
ROSSENDALE, Rossendale Models:
Tel: 01706 250007
ST HELENS, Wargames World:
Tel: 01744 28500
THORNTON-CLEVELYS, Toy2save Collectables:
Tel: 01253 855905
WIGAN, John Winstanley and Co:
Pemberton, Tel: 01942 214864
WIGAN, Sophies:
Tel: 01942 700356
WIGAN, Wigan Model Centre:
Tel: 01942 245 683

LEICESTERSHIRE

GW LEICESTER:
Unit 2,16/20 Silver Street. Tel: 0116 253 0510
GW LOUGHBOROUGH:
22 Biggin Street. Tel: 01509 238 107
ASHBY-DE-LA-ZOUCH, Steve's Models:
Tel: 01530 416827
COALVILLE, Geoffs Toys:
Tel: 01530 832795
HINCKLEY, Punctilio Model Spot:
Tel: 01455 230952
LOUGHBOROUGH, Geoffs Toys:
Tel: 01509 216966

LINCOLNSHIRE AREA

GW GRIMSBY:
9 West St Mary's Gate. Tel: 01472 347 757
GW LINCOLN:
Unit SUA, Saltergate (on outside of Waterside Centre). Tel: 01522 548 027
BOURNE, GT Collectable Cards:
Tel: 01778 422639
GAINSBOROUGH, Toymaster:
Tel: 01427 676000
GRANTHAM, Arbon & Watts:
Tel: 01664 855030
GRANTHAM, Access Models:
Tel: 01476 592 001
GRANTHAM, Portprince Models and Hobbies Ltd:
Tel: 01476 592001
LOUTH, Castaline:
Tel: 01507 602149
MABLETHORPE, Belas Toymaster:
Tel: 01507 473328
QUADRING, MS Sturgess:
Tel: 01775 821967
SCUNTHORPE, Shermans Model Shop:
Tel: 01724 842 439
SCUNTHORPE, Toymaster:
Tel: 01724 271020
SKEGNESS, The Model Shop:
Tel: 01754 763429
SPALDING, Mason's Models:
Tel: 01775 722456
SPALDING, Spalding Models and Collectables:
Tel: 01775 713270
SPALDING, Spalding News:
Tel: 01775 723249
STAMFORD, Hawleys:
Tel: 01780 762125

LONDON

GW BRENT CROSS:
Unit F9, Lower Mall (near Fenwicks), Brent Cross Shopping Centre. Tel: 0208 202 4979
✗ **GW BROMLEY:**
Unit 24, The Mall, Bromley. Tel: 0208 466 0678
GW CROYDON:
Unit 35, Drummond Centre (outside the back of the centre), Keeley Road. Tel: 0208 680 4600
GW ENFIELD:
3/5 Genotin Road. Tel: 0208 363 3238
GW HAMMERSMITH:
161 King Street.Tel: 0208 846 9744
GW HARROW:
296 Station Street. Tel: 0208 861 2350
GW KENSINGTON:
Shop 7, Lancer Square, Kensington Church Street. Tel: 0207 937 7011
GW KINGSTON ON THAMES
33 Fife Road. Tel: 0208 549 5224
GW LONDON (OXFORD ST):
Unit F10, The Plaza Shopping Centre, 1st Floor,116-128 Oxford Street. Tel: 0207 436 0839
GW RICHMOND:
Unit 8, Westminster House, Kew Road. Tel: 0208 948 6122
GW ROMFORD:
12 Quadrant Arcade. Tel: 01708 742 140
GW STAINES:
8 Clarence Street. Tel: 01784 460 675
GW SUTTON:
Unit 26, Times Square Shopping Centre. Tel: 0208 770 9454
✗ **GW UXBRIDGE:**
Unit 32, Chequers Mall, The Pavilions Shopping Centre. 01895 252800
GW WATFORD:
Unit Q, 1A Queen Street, Harlequin Centre. Tel: 01923 245 388
BLACKHEATH, 2nd Impressions:
Tel: 02088 526192
CHINGFORD, Hobby Stop:
Tel: 02085297377
CHINGFORD, Rossis of London:
Tel: 0207 529 1920
CLAPHAM JUNCTION, Toystop:
Tel: 0207 2289079
DULWICH, The Art Stationers:
Tel: 0208 6935938
FINCHLEY, Leisure Games:
Tel: 0208 346 2327
HAMPSTEAD, Happy Returns:
Tel: 0207 435 2431
ISLINGTON, Frederick Beck:
Tel: 0207 226 3403
KNIGHTSBRIDGE, Harrods:
Tel: 0207 730 1234
PUTNEY, Toystop:
Tel: 0208 7859555
RUISLIP, John Sanders:
Tel: 01895 634848
WALTHAMSTOW, Ottakers:
Tel: 0208 5200202
WIMBLEDON, Elys:
Tel: 0208 946 9191
WOOD GREEN SHOPPING CENTRE,
Toy City: Tel: 0208 8810770

MANCHESTER AREA

GW MANCHESTER (central):
Unit R35, Marsden Way South, Arndale Centre. Tel: 0161 834 6871
LEIGH, Toymaster:
Tel: 01942 671116
MANCHESTER, Waterstones:
Tel: 0161 8321992
WARRINGTON, Steve Webb Models & Hobbies:
Tel: 01928 735225

MERSEYSIDE AREA

✗ **GW LIVERPOOL:**
13b Central Shopping Centre, Ranelegh. Tel: 0151 703 0963
GW SOUTHPORT:
Unit K2, Marble Place Shopping Centre. Tel: 01704 501 255
GW WARRINGTON:
Unit 20, Time Square. Tel: 01925 651 984
WALLASEY, Fireside Miniatures:
Tel: 0151 691 1683
WIRRAL, RS Models:
Tel: 0151 348 4363

MIDDLESEX

ENFIELD, Jennings Stores:
Tel: 0208 8041804

NORFOLK

GW NORWICH:
12-14 Exchange Street. Tel: 01603 767 656
DISS, Toymaster:
Tel: 01379 641743
EAST DEREHAM, Youngsters World:
Tel: 01798 562 372
GORLESTON, Toymaster:
Tel: 01493 443097
HOLT, Starlings-Toymaster:
Tel: 01263 713101
HUNSTANTON, Hunstanton Models:
Tel: 01485 533324 / 834466
IPSWICH, Toymaster Kingdom:
Tel: 01473 253045
KINGS LYNN, Empire:
Tel: 01553 765 174
NORWICH, Kerrisons:
Tel: 01603 494 008
NORWICH, Langleys:
Rackheath industrial estate.
NORWICH, Oliver's Toys:
Tel: 01223 837839
NORTH WALSHAM, Blackfish Games:
Tel: 01692 403 372
SHERINGHAM, Starlings-Toymaster:
Tel: 01263 822368
WYMONDHAM, The Toy Loft:
Tel: 01953 607 730
WROXHAM, Point House Toyshop:
Tel: 01603 706804

NORTHAMPTONSHIRE

✗ **GW NORTHAMPTON:**
24-26 Abington Square. Tel: 01604 630 825
CORBY, Westgate Department Store:
Tel: 01536 203525
KETTERING, Toymaster Kingdom:
Tel: 01536 512507
KETTERING, Green Angel Cards & Games:
Tel: 01536 359 248
NORTHAMPTON, Toymaster:
Tel: 01604 620 320
RUSHDEN, Osborne Sports & Toys:
Tel: 01933 312415
WELLINGBOROUGH, Software Seller:
Tel: 01933 440861

NORTHUMBERLAND

ALNWICK, Woodys Computer and Video Game:
Tel: 01665 606351
AMBLE, Gremlynz Imports:
Tel: 0845 125 9306
BERWICK UPON TWEED, Berwick Computer Games and DVDs:
Tel: 01289 309551
HEXHAM, Fairplay:
Tel: 01434 606678
HEXHAM, Robbs Department Store:
Tel: 01434 602151
MORPETH, TG Allan:
Tel: 01670 515136

NOTTINGHAMSHIRE

GW NOTTINGHAM (central):
34a Friar Lane. Tel: 0115 948 0651
GW WARHAMMER WORLD:
Willow Road, Lenton. Tel: 0115 916 8410
NEWARK, Access Models:
Tel: 01636 673116
NEWARK, Toymaster:
Tel: 01636 611211
NOTTINGHAM, Shawes:
Tel: 0115 9418646
RETFORD, Toymaster:
Tel: 01777 700330
RETFORD, Puzzles Plus:
Tel: 01777 708628
SHIREBROOK, Shire Models:
Tel: 01623 746565
WOODBOROUGH, Regency Printers:
Tel: 0115 965 6500
WORKSOP, Toymaster:
Tel: 01909 431330
WORKSOP, Model Base:
Tel: 01909 501 752

OXFORDSHIRE

GW OXFORD:
1A Bush House, New Inn, Hall Street. Tel: 01865 242 182
ABINGDON, Just Toys:
Tel: 01235 524333
BANBURY, Trinder Bros:
Tel: 01295 262 546
BICESTER, Dentons:
Tel: 01869 323946
CARTERTON, Giles Sports:
Tel: 01993 842396
COWLEY, Dentons:
Tel: 01865 749746
DIDCOT, Dentons:
Tel: 01235 816566
OXFORD, Boswells Toymaster:
Tel: 01865 241244
THAME, Pied Pedaller:
Tel: 01844 260022
WALLINGFORD, Pettits of Wallingford:
Tel: 01491 835253
WANTAGE, Swampy's:
Tel: 01235 770755
WITNEY, Dentons:
Tel: 01993 704 979

SHROPSHIRE

✗ **GW SHREWSBURY:**
6 Market Street. Tel: 01743 362 007
BRIDGENORTH, Hobby Horse:
Tel: 01746 766 659
NEWPORT, Model Mania:
Tel: 01952 810827
OSWESTRY, Funfayre:
Tel: 01691 670 646
SHREWSBURY, Funfayre:
Tel: 01743 233647
TELFORD, Sanda Games:
Tel: 01952 676722
TELFORD, Questing Knight Games:
Tel: 01952 417747

SOMERSET

✗ **GW BATH:**
5-10 Westgate Buildings, Avon Street. Tel: 01225 334044
BRIDGEWATER, Games Mart:
Tel: 01278 433677
BURNHAM ON SEA, GW Hurley:
Tel: 01278 789281
FROME, The Ellenbray Press:
Tel: 01373 462139
CHARD, Games Wizard:
Tel: 01460 239090
FROME, Iksentric Models:
Tel: 01963 33304
GLASTONBURY, Pedalers:
Tel: 01458 834562
MINEHEAD, Minehead Toys & Models:
Tel: 01643 705550
TAUNTON, Krackers:
Tel: 01823 335057
WELLS, Wells Models:
Tel: 01749 675 262
WESTON SUPER-MARE, Griffins Games:
Tel: 01934 429799
WESTON SUPER-MARE, JJ Toys:
Tel: 01934 418151
YEOVIL, Yeovil Collectors Centre:
Tel: 01935 433739

STAFFORDSHIRE

✗ **GW BURTON ON TRENT:**
Unit 8, Union Court, Union Street. Tel: 01283 535865
GW STOKE:
27 Stafford St. Tel: 01782 205287
BURTON ON TRENT, Toymaster Kingdom:
Tel: 01283 544 560
COCKERMOUTH, The Toy Shop:
Tel: 01900 825855
NEWCASTLE UNDER LYME, Sundowner Models:
Tel: 01782 610606
STAFFORD, JW Bagnall:
Tel: 01785 223349
STAFFORD, Too Fat Goblinz:
Tel: 01785 244499
TAMWORTH, The Old Bell:
Tel: 01827 310 329
TAMWORTH, Geoff's Toys:
Tel: 01530 832795
UTTOXETER, The Toybox:
Tel: 01889 565 357

SUFFOLK

✗ **GW IPSWICH:**
49 Buttermarket. Tel: 01473 210 031
BECCLES, Toy Box:
Tel: 01502 712785
BURY ST. EDMUNDS, Model Junction:
Tel: 01284 753 456
BURY ST. EDMUNDS, Toymaster Kingdom:
Tel: 01284 761646
FELIXSTOWE, Wizards Taxis:
Tel: 01394 275555
HALESWORTH, Halesworth Toy Shop:
Tel: 01986 874270
HAVERHILL, Baby Connexion:
Tel: 01440 706292
LOWESTOFT, Toymaster Kingdom:
Tel: 01502 565688
NEWMARKET, Moons Toyland:
Tel: 01638 663147
STOWMARKET, Simpson & Sons:
Tel: 01449 612914
SUDBURY, FT Games:
Tel: 01787 466060
SUDBURY, Toymaster Kingdom:
Tel: 01787 372238
SUDBURY, Toy Connexion:
Tel: 01787 888002
WOODBRIDGE, Toytown:
Tel: 01394 383170

SURREY

GW GUILDFORD:
Unit 1, 9/12 Tunsgate. Tel: 01483 451 793
GW WOKING:
Unit 3 Cleary Court. Tel: 01483 771 675
CAMBERLEY, Morningstar:
Tel: 01276 685160
COULSDEN, Taylors Toys and Sports:
Tel: 02086 660 0710
DORKING, Dorking Models:
Tel: 01306 881747
EPSOM, Ottakers:
Tel: 01372 742533
FARNHAM, Elphicks:
Tel: 01252 716222
OXTED, JH Lorimer Ltd:
Tel: 0208 6566625
PURLEY, JH Lorimer Ltd:
Tel: 0181 6609718
REDHILL, Gamers Guild:
Tel: 01737 789123
REIGATE, The Toy Shop:
Tel: 01737 245300
WALTON ON THAMES, Naseem:
Tel: 01932 252560
WALTON ON THAMES, Treehouse Toys:
Tel: 01932 252272

SUSSEX AREA

GW BRIGHTON:
Unit 7, Nile Pavilions. Tel: 01273 203 333
GW CRAWLEY:
11 Broadway. Tel: 01293 552 072
GW EASTBOURNE:
13 Terminus Road.Tel: 01323 641 423
BEXHILL ON SEA, Matek Models and Hobbies:
Tel: 01424 810099
BOGNOR REGIS, Trains Models and Hobbies:
Tel: 01243 864727
BURGESS HILL, Kid's Stuff:
Tel: 01444 257 724
CARFAX, Goodacres Toymaster:
Tel: 01403 252930
CHICHESTER, Chichester Toys:
Tel: 01243 788055
EAST GRINSTEAD, Ready To Run Models
HASTINGS, Jade Martial Arts:
Tel: 01424 720 330
HAYWARDS HEATH, Heath Models and Toys:
Tel: 01444 459785
HORSHAM, Gentle Gallery:
Tel: 01403 258567
HORSHAM, Ottakers:
Tel: 01403 268088
LEWES, The Hobby Shop:
Tel: 01273 472344
STEYNING, Gentle Gallery:
Tel: 01903 812933
UCKFIELD, Kid's Stuff:
Tel: 01825 768398
WORTHING, KC's Games Shop:
Tel: 01903 237983

TYNE AND WEAR AREA

✗ **GW NEWCASTLE (Central):**
Unit 6A, Newgate Shopping Centre Tel: 0191 232 2418
GW METRO (METRO CENTRE):
Unit 2, First Floor, The Arcade (near the Mediterranean Village). Tel: 0191 461 0950
METRO CENTRE, Gateshead, Toymaster:
Tel: 0191 460 2200
NORTH SHIELDS, SR Gladstone & Son:
Tel: 0191 257 0335
SOUTH SHIELDS, Coats Models:
Tel: 0191 427 7644
SUNDERLAND, Exkayex:
Tel: 0191 5147900
SUNDERLAND, The Toy & Computer Shop:
Tel: 0191 5656196
SUNDERLAND, Joplings:
Tel: 0191 5102105
WASHINGTON, Toymaster:
Tel: 0191 415 5444
WHITLEY BAY, T&G Allan:
Tel: 01912 531564

WARWICKSHIRE

GW COVENTRY:
Unit 39, Upper Level, Cathedral Lanes Shopping Centre. Tel: 02476 227 311
GW LEAMINGTON SPA:
22 Park Street. Tel: 01926 435 771
BEDWORTH, Railway & Modellers Junction:
Tel: 02476 316285
KENILWORTH, Abacraft Arts & Pictures:
Tel: 01926 511294
LEAMINGTON SPA, Trinders Toy Town Ltd:
Tel: 01926 470501
NUNEATON, Nuneaton Education Co/Tas Nuneaton Bookshop:
24 Abbey Street. Tel: 02476 342000
RUGBY, Joto Railways & Models:
Tel: 01788 562 372
STOCKINGFORD, Whittleford Post Office:
Tel: 024 7638 5740
WARMINSTER, Raw Models:
Tel: 01985 215418

WILTSHIRE

GW SALISBURY:
1B Winchester Street. Tel: 01722 330 955
GW SWINDON:
50 Fleet Street. Tel: 01793 436 036
DEVIZES, Hoggosaurus Toystore:
Tel: 01380 723 841
MARLBOROUGH, H Duck:
Tel: 01672 512170
MELKSHAM, The Toyshop:
Tel: 01225 768415
SWINDON, Spot On Models:
Tel: 01793 522098

WORCESTERSHIRE

✗ **GW WORCESTER:**
23 Lychgate Mall, Cathedral Plaza. Tel: 01905 616 707
BROMSGROVE, Kids Cottage:
Tel: 01527 559121
EVESHAM, Battle Honours UK:
Tel: 01386 45875
REDDITCH, Hoggosaurus Toy Store:
Tel: 01527 66 092
STOURPORT ON SEVERN, TP Activity Toys:
Tel: 01299 872800

YORKSHIRE

GW BRADFORD:
4 Piccadilly, Bradford. Tel: 01274 739 430
GW DONCASTER:
Unit 10, The Colonnades. Tel: 01302 320 535
GW HARROGATE:
53 Station Parade. Tel: 01423 564 310
GW HULL:
30 Paragon Street. Tel: 01482 589 576
GW LEEDS (central):
12-16 Central Road. Tel: 0113 242 0834
GW LEEDS (WHITE ROSE):
Unit 28D, White Rose Centre. Tel: 0113 272 3470
GW SHEFFIELD (central):
16 Fitzwilliam Gate. Tel: 0114 275 0114
GW SHEFFIELD (MEADOWHALL CENTRE):
Unit 91B, High Street, Upper Mall (next to entrance near Boots). Tel: 0114 256 9836

✗ **GW WAKEFIELD:**
96 Kirkgate, the Ridings Centre. Tel: 01924 369431
GW YORK:
13A Lendal. Tel: 01904 628 014
BARNSLEY, Kitcraft:
Tel: 01226 206080
BRADFORD, Toymaster:
Tel: 01274 724733
BRIDLINGTON, Croppers:
Tel: 01262 677727
HALIFAX, Halifax Modellers World:
Tel: 01422 349157
HALIFAX, Magazine World:
Tel: 01422 330547
HALIFAX, Toymaster:
Tel: 01422 353986
HARROGATE, Toymaster:
Tel: 01423 564 335
HUDDERSFIELD, Collectamania:
Tel: 01484 688866
HUDDERSFIELD, Toymaster:
Tel: 01484 544864
HUDDERSFIELD, Something Wicked:
Tel: 01484 559226
HULL, Mayfair Toymaster:
Tel: 01482 862 777
ILKLEY, Wargames World:
Tel: 01943 607500
KEIGHLEY, Toymaster:
Tel: 01535 604045
LEEDS, The Hobbit:
Tel: 0113 2556562
LEEDS, Toyworld:
Tel: 0113 2439800
NORTHALLERTON, T & FM Grover Ltd:
Tel: 01609 773334
OTLEY, Toymaster:
Tel: 01943 462965
POCKLINGTON, Chylds Play:
Railway Street. Tel: 01759 306041
RICHMOND, Anything Goes:
Tel: 011748 810135
SCARBOROUGH, Space, Myth and Magic:
Tel: 0845 6441113
SELBY, A1 Sports and Toys:
Tel: 01757 705115
SHEFFIELD, Atkins Toymaster:
Tel: 0114 278 1960
SHEFFIELD, Toymaster:
Meadowhall Shopping Centre. Tel: 0114 256 9979
SHEFFIELD, Wargames Emporium:
Tel: 0114 2754826
WAKEFIELD, Model & Craft Centre:
Tel: 01924 374097
WHITBY, John Anderson - Toymaster:
Tel: 01947 602213

WALES

GW CARDIFF:
31 High Street. Tel: 02920 644 917
✗ **GW NEWPORT:**
25 Skinner Street. Tel: 01633 256 295
GW SWANSEA:
45 Princess Way. Tel: 01792 463 969
ABERGAVENNY, Richards of Abergavenny:
Tel: 01873 852466
ABERYSTWYTH, Albatross:
Tel: 01970 617836
BANCHORY, Banchory Toy & Gift shop:
Tel: 01330 825586
BANGOR, ACME Computers:
Tel: 01248 371457
BRECON, J Clark Toys & Gifts:
Tel: 01874 622 865
BRIDGEND, Joust for Fun:
Tel: 01656 767680
CARDIFF, Dice and Disc, Computer and Video Vision:
Tel: 02920 252122
CARMARTHEN, Good News:
Tel: 01267 237789
CARMARTHEN, Hardings:
Tel: 01656 660044
CHEPSTOW, Artists Corner:
Tel: 01291 627 393
DYFED, Clarice Toys:
Tel: 01834 843493
GWERSYLLT, Brite Ideas:
Tel: 01978 758451
HAVERFORDWEST, Merlin Models:
Tel: 01437 762633
LLANDUDNO, Dibs Toymaster:
Tel: 01978 758451
LLANTWIT MAJOR, Rainbow Plaza:
Tel: 01446 794118
PEMBROKE, Dragon Alley:
Tel: 01646 621456
RHYL, Lightfoot Models & Toys:
Tel: 01745 331 564
SWANSEA, Comix Shoppe:
Tel: 01792 642097
WREXHAM, Brite Ideas:
Tel: 01978 758451

SCOTLAND

✗ **GW ABERDEEN:**
Unit 1, 12-14 Upper Kirkgate. Tel: 01224 649 779
GW AYR:
10 Arran Mall. Tel: 01292 610 673
GW BRAEHEAD:
115 Braehead Shopping Centre, Kings Inch Road.
Tel: 0141 885 9440
✗ **GW DUMFRIES:**
44 High Street. Tel: 01387 249702
GW DUNDEE:
110 Commercial Street. Tel: 01382 202 382
GW EDINBURGH:
136 High Street. Tel: 0131 220 6540
GW FALKIRK:
12 Cow Wynd. Tel: 01324 624 553
✗ **GW GLASGOW:**
81 Union Street. Tel: 0141 2211673
ABERDEENSHIRE, Buchan Collectibles:
Tel: 01358 751774
ABERDEENSHIRE, Robertson Sports:
Tel: 01779 472584
ABERDEENSHIRE, Toyworld
Tel: 01569766333
ANGUS, Gardiners:
Tel: 01356 622265
DINGWALL, Sports and Model Shop:
Tel: 01349 862346
EAST LOTHIAN, Fonezone:
Dunbar. Tel: 01368 860444
EDINBURGH, Marionville Models:
Tel: 01313 177010
ELGIN, Junner's Toymaster:
Tel: 0143 542 492
FIFE (CUPAR), The Nappy Pin:
Tel: 01334 653 160
FORT WILLIAM, The Granite House:
Tel: 01397 703651
GALASHIELS, Books Plus:
Tel: 01896 752843
GLASGOW, Static Games:
Tel: 0141 2265414
HADDINGTON, Cycle Services:
Tel: 01620 826989
HELENSBURGH, Game Domain:
Tel: 01436 673007
INVERNESS, Junners Toymaster:
Tel: 01463 233234
KINROSS, The Hope Chest:
Tel: 01577 862516
KIRKCUDBRIGHT, SW Computers:
Tel: 01557 331622
KIRKCALDY, The Hope Chest:
Tel: 01592 260116
KIRKWALL, George Leonard & Co:
Tel: 01856 877788
NORTH BERWICK, Laws Cycles:
Tel: 01620 890643
ORKNEY, Mclennan-Toymaster:
Tel: 01856 877788
PETERHEAD, George Donald Ltd:
Tel: 01779 474737
SHETLAND, Harrys Dept Store:
Tel: 01595 693097
STIRLING, Do It @ Your Leisure:
Tel: 01786 826975
THURSO, J Allan:
Tel: 01847 893255
TURRIFF, E Rae and Son:
Tel: 01888 562610
WEST LOTHIAN, Toy Works:
Tel: 01506 432200

CHANNEL ISLANDS

JERSEY, ST. HELIER, The Little Shop:
Tel: 01534 732187
GUERNSEY, ST. PETERS PORT, Creasys Toymaster:
Tel: 01481 720203
GUERNSEY, ST. PETERS PORT, Carousel:
Tel: 01481 721721

NORTHERN IRELAND

GW BELFAST:
20A Castle Court (towards back of the Centre).
Tel: 02890 23 36 84
CO. ANTRIM, Modelmania:
Lisburn. Tel: 048-92634491
CO. ANTRIM, Camerons:
Tel: 048-25646821
CO. ANTRIM, Camerons:
Ballymena. Tel: 0266-48821
CO. ANTRIM, World of Wonder:
Tel: 048-92669996
CO. ARMAGH, D. Jeffers:
Portadown. Tel: 0762-350889
CO. DOWN, Replay Games:
Bangor. Tel: 048-91452210
CO. DOWN, Stewart Miller & Sons Ltd:
Tel: 048-66322367
CO. DOWN, Stewart Miller & Sons Ltd:
Bangor. Tel: 1247270108
CO. FERMANAGH, Modellers Corner:
Enniskillen. Tel: 048-66322367
CO. TYRONE, Whites Toymaster:
Omagh. Tel: 0662-242427
PORTADOWN, D Jeffers:
Cork. Tel: 048-35350889

EIRE

GW BLANCHARDSTOWN:
Unit 249a, Blanchardstown Shopping Centre, Dublin. Tel: 00 353 1822 3868
GW DUBLIN:
Unit 3, Lower Liffey Street. Tel: 00 353 1872 5791
CO. CLARE, World of Wonder:
Cork. Tel: 065-6848697
CORK, World of Wonder:
Tel: 021-4210445
CO. CORK, Coughlan Educational Supplies:
Tel: 023-33058
CO. CORK, Mary's Toymaster:
Macroom. Tel: 026-42491
CO. CORK, Murphy's World of Wonder:
Mallow. Tel: 022-21197
CO. CORK, Murphy's World of Wonder:
Blackpool, Tel: 021-4210445
CO. CORK, World of Wonder:
Tel: 022-21197
CO. CORK, Noddy's Toymaster:
Cork, Tel: 021-275946
CO. CORK, Other Realms:
Cork, Tel: 021 4222224
CO. DUBLIN, Banba Toymaster:
Dun Laoire. Tel: 01-2804011
CO. DUBLIN, Nimble Fingers:
Stillorgan. Tel: 01-2880788
CO. DUBLIN 1, Banba Toymaster:
Tel: 01-8727100
CO. DUBLIN 3, Furlongs Toymaster:
Clontarf. Tel: 01-8530395
CO. DUBLIN 5, Toymaster:
Malahide Road. Tel: 01-8530395
CO. GALWAY, Gamers Realm:
Tel: 091-563006
CO. GALWAY, It's Magic:
Galway, Tel: 091-563313
CO. KERRY, Killarney Model Railway:
Killarney, Tel: 064-34000
CO. KILDARE, World of Wonder:
Newbridge. Tel: 045-447267
CO. KILKENNY, Michael Crotty Toymaster:
Kilkenny. Tel: 056-21038
CO. LIMERICK, The Gathering;
Limerick. Tel: 061-315133
CO. LOUTH, Pick & Save:
Dundalk, Tel: 042-9327356
CO. MAYO, World of Wonder:
Cork, Tel: 096-76676
CO. OFFALY, Robbins:
Clontarf, Tel: 0506-21541
CO. TIPPERARY, Hogan's Toymaster:
Bray, Tel: 052-23973
CO. WATERFORD, Murphy Toy and Cycle Specialists:
Dungarven, Tel: 058-41376
CO. WATERFORD, The Hobby Shop:
Tel: 51-852227
CO. WATERFORD, Fitzmaurice Toymaster:
Tel: 051-876566
CO. WESTMEATH, Toy City:
Athlone, Tel: 0902-79851
CO. WEXFORD, Play & Learn:
Tel: 053-23188
CO. WICKLOW, ER Harris & Sons:
Bray, Tel: 01-2867995
CO. WICKLOW, Hopkins:
Bray, Tel: 0404-67225

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AALST, Christiaensen Aalst:
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AARSCHOT, Conect'r:
Gasthuisstraat 47, 3200, Tel: 016 568830
ANTWERPEN, Celtic Cross:
Zilversmidstraat 9, 2000, Tel: 032888165
ANTWERP, Red Dragon Games:
St Katelijnevest 55, 2000, Tel: 03231 7161
AYWAILLE, Christiaensen Aywaille:
Rue N Lambercy 23, 4920, Tel: 0032 43844275
BLANKENBERGE, De Speelhoek:
Langestraat 41, 8370, Tel: 050414923
BRUGGE, Modelbouwcenter West-Vlaanderen:
Langestraat 163, 2000. Tel: 0032 50342071
BRUGGE, Fair Play:
Spoorwegstraat 162, 8200, Tel: 050 385183
BRUGGE, De Striep:
Katelijnestraat 42, 8000, Tel: 0032 50337112
BRUGGE, Papyrus:
Sint Pieterskerkdaan 50, 8000, Tel: 050 311715
BRUSSEL, Christiaensen Laken:
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BRUSSEL, L'Antre Jeux:
Avenue de la Couronne 357, 1050, Ixelles. Tel: 0032 26490075
BRUSSEL, Christaensen Anderlecht:
S Dupluislaan 315, 1070, Tel: 0032 25238473
CHARLEROI, Full Option:
Gallerij Bernard, 6000.
DENDERMONDE, Christiaensen Dendermonde:
Sint-Gillistraat 75, 9200, Tel: 052 211798
DEURNE, The Gamestore:
Van Duytsstraat 144, 2100, Tel: 033255535
DROGENBOS, WarHouse Games:
3 Rue de l'Etoile, 1620, Tel: 0237 80900
GENT, Betty Boop:
Overpoortstraat 110, 9000, Tel: 09222 0576
GENT, Christiaensen Gent:
Volderstraat 17, 9000. Tel: 0032 9224286
GENT, Miniatuurauto's Eeckhout:
Burgstraat 87, 9000, Tel: 092291796
GERAARDSBERGEN, Zernac's Gamestore:
Guillemintaan 237, 9500, Tel: 0544 11145
HALLE, Mishra's Playground:
Ninoofsesteenweg 104, 1500, Tel:02 3615853
HALLE, Top 1 Toys Halle:
Basilekstraat 66, 1500, Tel: 02 3560403
HASSELT, D-Six:
Kuringersteenweg 43-45, 3500, Tel:011 325355
HERENTALS, Christaensen Herentals:
Bovenrij 58, 2200, Tel: 014 211539
HERENTALS, Play It:
Stationsplein 11, 2200 Tel: 014 848864
HERENTALS, Toys 4 All Vobraspel NV:
Hofkwartier 33, 2200, Tel: 0032 14848864
IXELLES, Christaensen Ixelles (Boumax SA):
104 Chaussee d'Ixelles, 1050. Tel: 0032 25141703
KNOKKE, Christiaensen Knokke:
Lippenslaan 322, 8300, Tel: 092 244286
KORTRIJK, De Concorde:
Brugsestraat 40, 8500, Tel: 056 370565
KORTRIJK, Play It:
Wandelingenstraat 32, 8500
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Place Communale 11, 7100, Tel: 064848450
LANAKEN, Christiaensen Lanaken:
Stationstraat 25, 3620, Tel: 0032 89714238
LEOPOLDSBURG, NV Moestermans:
Maarschalk-Fochstraat 20, 3970,Tel: 011 393846
LEUVEN, The Dice Pool:
Heilige Geeststraat, 54/301, 3000, Tel: 016 294994
LOKEREN, De Geest:
Roomstraat 27, 9160. Tel:09348 49 50
MECHELEN, De Spelfanaat:
Keizerstraat 14, 2800, Tel: 0032 15345907
MERKSEM, Game Garden, The:
Bredabaan 376, 2170, Tel: 03 6663773
MOL, Christiaensen Mol:
Graaf de Broquevillestraat 9. 2400, Tel: 014 320824
MONS, Ligne Claire:
Rue des Capucins, 45, 7000. Tel: 065336859
OOSTENDE, Timms:
Vlaanderenstraat 48, 8400, Tel: 059 804963
OOSTENDE, King Arthur:
Amsterdamstraat 63B, 8400. Tel: 059 515756
OVERIJSE, Christaensen Overijse:
Brusselsesteenweg 402A, 3090, Tel: 003226874253
ROESELARE, Willi's Wereld:
Henri Horriestraat 20, 8800, Tel: 0512 46415
ST NIKLAAS, HQ:
Ankerstraat 44, 9100, Tel: 03 7763545
TOURNAI, Christensen Tournai:
19 Rue Royale, 7500, Tel: 0032 69214222
WAVRE, Le Caverne du Dragon:
Bovenrij 58, 2200. Tel: 0032 14211539

BULGARIA

SOPHIA, Magic Worlds:
Sleveikov Sq 9, 1000.
SOPHIA, Moria:
Svedne Gora Str 133, 1303.

CROATIA

CAKOVEC, HAMA Centar:
Robna kuca 'Medjimurka', 31000
OSIJEK, Land of Magic:
31000, Merkator Centar, Gacka 10
OSIJEK, Zelda:
Trg A. Starcevica, 31000
RIJEKA, Almus Nova:
Nikole Tesle 4a, Tel: 0038 551322590
SLAVONSKI BROD, Lesic:
Strossmayerova 7, 35000
ZAGREB, Land of Magic:
Frankopanska 22,10000, Tel: 0038514870077
ZAGREB, Land of Magic:
Radiceva 13, 10000, Tel: 0038514923917

CZECH REPUBLIC

BRNO, Cerny Rytir:
Chladkova 3, 61600, Tel: 0042 605 884082
LIBEREC, Ogri Doupe:
Slikova 236/11, 46001, Tel: 0042 0603893336
OLOMOUC, Ogri Doupe:
Krapkova 40, Tel: 0042 0585 412133
PLZEN, Ogri Doupe:
Placheho 30, Tel: 0042 0377 221763
PRAHA, Cerny Rytir:
2a Poricskou branou 21, Tel: 00420 222312461
PRAHA, Ogri Doupe:
Mikulandska, 4/122, 11000, Tel: 0042 0224934811

DENMARK

GW KOBENHAVN:
Frederiksborggade 5KI, 1360, tel: 3312 22 17
AALBORG, Aalborg Hobby Service:
Nørregade 18, 9000, Tel: 98121315
AALBORG, Bog & idé Aalborg, Nytorv:
Nytorv 5, 9000, Tel: 98 11 66 11
AALBORG, Guns n' Games:
Danmarksgade 45, 9000, Tel: 98134280
AALBORG, BO Bøger Ålborg:
Ålborg St. Center. 9200, Tel:98791545
AALBORG C, EB Games:
Bispensgade 10, 9000, Tel: 98115543
AALBORG SV, EB Games:
Hobrovej 452, 9200, Tel: 98157520
AARS, Ting og sager:
Søndergade 6, 9600, Tel: 95012217
AABENRÅ, Legekæden:
Storegade 17, 6200, Tel: 74622405
ALBERTSLUND, Albertslund Bog & idé:
Stationstorvet 2, 2620, Tel: 43 64 88 77
ALLERØD, Clemens Bog & Ide:
MD madsensvej, 3450, Tel:47420144
ÅRHUS, Bog & idé:
Clemens Sct. Clemens Torv 8, 8000, Tel:86 13 33 52
ÅRHUS C, EB Games:
MP Bruun's Gade 25, 8000, Tel: 87486060
ÅRHUS C, EB Games:
Frederiksgade 26, 8000, Tel: 87416913
ÅRHUS C, Dragons Lair:
Åboulevarden 33, 8000, Tel: 86190063
ÅRHUS C, Hobby House:
Nørregade 51, 8000, Tel: 86120062
ÅRHUS C, Svend A Larsen Bog & idé:
Sønder Allé 4, 8000, Tel: 86 12 56 11
ÅRHUS C, EB Games:
Vestergade 58, 8000, tel: 86131788
ASNÆS, Bog & Ide:
Asnæs Centret 2, 4550, Tel: 59650014
BALLERUP, EB Games:
Ballerup Center 1, 2750, Tel: 44974422
BILLUND, Nicoline:
Butikstorvet 14, 7190, Tel: 75332525
BJERRINGBRO, Bog & idé:
Storegade 4, 8850, Tel: 86681077
BRABAND, EB Games:
Gudrunsvej 7, 8220, Tel: 86258669
BRØNDERSLEV, Bog & idé:
Brønderslev Algade 18, 9700, Tel:98822520
BRØNSHØJ, Charlottes Legetøj:
Frederikssundsvej 148, 2700, Tel: 38603626
CHARLOTTENLUND, Bog & Ide:
Jægersborg Allé 5, 2920, Tel: 39643840
ESBJERG, BO Bøger:
Kongensgade 33, 6700, Tel: 75121177
ESBJERG, Junkers Bunker:
Kongensgade 19, 6700, Tel: 75181199
ESPERGÆRDE, BO Bøger Espergærde:
Espergærde Cent, 3060. Tel: 49131948
ESPERGÆRDE, Legekæden:
Vester torv 16, 3060. Tel: 49132911
FAKSE, Fakse Bog & idé:
Torvegade 14, 4640, Tel: 56 71 30 13
FARUM, Bog & Ide:
Farum Bytorv 64, 3250, Tel: 44951225
FREDERIKSBERG, EB Games:
Falkoner Alle 46, 2000, Tel: 35363800
FREDERIKSBERG, EB Games:
Falkoner Alle 36, 2000, Tel: 35368099
FREDERIKSBERG, Legekæden:
Godthåbsvej 36, 2000, Tel: 38197025
FREDERIKSHAVN, Frederikshavn Bog & idé:
Søndergade 4, 9900, Tel: 98 43 25 84
FREDERIKSHAVN, Roses Boghandel:
Søndergade 41, 9900, Tel: 98421454
FREDERIKSSUND, Onkel Buch:
Jernbanegade 31, 3600, Tel: 47383959
FREDERIKSSUND, Rose's Bog & idé:
Fr.sund Østergade 1, 3600, Tel: 47310245
FREDERIKSVÆRK, Hobby & Legetøj:
Nørregade 38, 3300, Tel: 47721693
GILLELEJE, Lillys Legetøj:
Vesterbrogade 9, 3250, Tel: 48303090
GRENÅ, Bog & Ide:
Torvet 8, 8500, Tel: 86321933
GREVE, BO Bøger:
Hundige Storcenter. 2670. Tel: 43906008
HADERSLEV, Legekæden:
Nørregade 20, 6100, Tel: 74530385
HADSTEN, JN Center:
Kirkevej 1, 8370, Tel: 86980839
HADSUND, Lorentz Nielsen Bog & idé:
Storegade 14, 9560, Tel: *98 57 18 33*
HELSINGE, Schwartz Bog & idé:
Helsinge Østergade 17 - 19, 3200, Tel: 48 79 40 01
HELSINGE, Teaterbixen:
Frederiksborgvej 10, 3200, Tel: 20922991
HELSINGØR, BO Bøger:
Sturups Plads 1, 3000, Tel: 49215600
HELSINGØR, Hobby & Fritid:
Rosenkildevej 2, 3000, Tel: 49214542
HERLEV, Bog & idé Herlev:
Herlev Bymidte, 2730, Tel: 44 94 04 77
HERNING, BO Bøger Herning:
Bredgade 6, 7400, Tel: 97120747
HERNING, Færges Kælder:
Linde Alle, 8A, 7400, Tel: 22824856
HERNING, GK Legetøj:
Herning Centret, Merkurvej 17, 7400, Tel: 97226552
HILLERØD, Hobby og Fritid:
Hostrupveg 4, 3400, Tel: 48252616
HILLERØD, Lille Eventyrland:
Slotsgade 15, 3400, Tel: 20677685
HILLERØD, Tolle Toys:
Slotsgade 27, 3400, Tel: 48246161
HJØRRING, Bog & idé Hjørring:
Strømgade 1, 9800, Tel:98 92 99 98
HJØRRING, Rossels Boghandel:
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HOLBÆK, Geppels legetøj:
Smedelundsgade 22 E, 4300, Tel: 59441888
HOLBÆK, Storkfelt Bog & idé:
Holbæk Ahlgade 31, 4300, Tel: 59 43 00 74
HOLBÆK, Wulff Bøger & Papir:
Ahlgade 53, 4300, Tel: 59430045
HOLSTEBRO, Legekæden:
Nørregade 55, 7500, Tel: 97413738
HOLTE, Legetøjsbutikken:
Holtemidtpunkt 23, 1, Tel: 45461782.
HORSENS, Bog & Idé Horsens:
Søndergade 30, 8700, Tel: 75 61 17 11
HORSENS, Legekæden:
Hospitalsgade 15, 8700, Tel: 75616011
HØRSHOLM, Bog & Ide:
Hovedgaden 55 C, 2970, Tel: 97850408
HUMLEBÆK, Rodes:
Torpenvej 4, 3050, Tel: 49191220

KALUNDBORG, Koch's Bøger & Papir:
Kordilgade 9, 4400, Tel: 59510054

KASTRUP, Bixen:
Kastrupfundgade 24, 2770, Tel: 20856634

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Tårnbyterv 9, 2770, Tel: 32507082

KJELLERUP, Legehuset:
Søndergade 5, 8500, Tel: 86884800

KØBENHAVN, EB Games:
Arne Jacobsen Alle 12, Butik 102, 2300,Tel: 32620067

KØBENHAVN, EB Games:
Kalvebod Brygge 59, 1560, Tel: 33127172

KØBENHAVN, EB Games:
Nygade 3, 1164, Tel: 33320248

KØBENHAVN, Steenbergs Bog & idé ApS:
Nørrebrogade 163, 2200 , Tel: 35 85 52 77

KØBENHAVN K, Faraos Cigarer:
Skindergade 27, 1157, Tel: 33322211

KØBENHAVN K, Fantask:
Skt. Pedersstraede 18, 1453, Tel: 33938538

KØBENHAVN K, Bog & Ide:
Fisketorvet 133, 1560, Tel: 33950700

KØBENHAVN NV, Arena:
Rentemestervej 80, 2400, Tel: 38335700

KØBENHAVN S, Amager Bog & idé A/S:
Amager Centret 103, 2300, Tel: 32543666

KØGE, Bog & idé:
Nørregade 12, 4600, Tel: 56 65 00 82

KOLDING, EB Games:
Skovvangen 42, 6000, Tel: 75501079

KOLDING, BO Bøger Kolding:
Storcenter 52, 6000, Tel: 75503834

KOLDING, GK Legetøj:
Østergade 19, 6000, Tel: 75528433

KOLDING, Good Games:
Læsbygade 13, 6000, Tel: 75500304

LEMVIG, Legekæden:
Torvet 13, 7620, Tel: 97821511

LYNGBY, B&O Bøger:
Lyngby Storcenter 54, 2800, Tel: 45870445

LYNGBY, EB Games:
Lejemål 2750, 2800, Tel: 45870509

MARIBO, Legekæden:
Østergade 9, 4930, Tel: 54782521

NÆSTVED, Bog & idé Axeltorv:
Næstved-Axeltorv 10, 4700, Tel: 55 72 20 24

NÆSTVED, Holsted Bog & idé:
Næstved Storcenter 16, 4700, Tel: 55734241

NÆSTVED, Langes Bog & idé:
Torvstræde 13, 4700, Tel: 55 72 01 16

NAKSKOV, Legetøjscentret:
Søndergade 12, 4900, Tel: 54922697

NYKØBING F, Nykøbing F Bog & idé:
Jernbanegade 8, 4800, Tel: 54 85 23 73

NYKØBING M, Morsø Boghandel:
Algade 1, 7500, Tel: 97720700

NYKØBING SJ, Nykøbing Bog & idé:
Algade 32, 4500, Tel: 59 91 00 06

ODDER, Legekæden:
Rosens Gade 32, 8300, Tel: 86544276

ODENSE C, EB Games:
Kongensgade 43, 5000, Tel: 66129929

ODENSE C, Dragons Lair:
Kongensgade 71, st.th, 5000, Tel: 65919701

ODENSE C, BO Bøger Odense C:
Vestergade 59-61, 5100, Tel: 66114033

ODENSE SØ, Bog & idé Odense:
Rosengårdscentret 53 Gul Gågade, 5220, Tel: 66 15 99 28

ODENSE SØ, EB Games:
Ørbækvej 75, 5220, Tel: 63950070

RANDERS, Byrge Sørensen Hobby:
Rådhustorvet 4, 8900, Tel: 86425814

RANDERS, Randers Hobby Import:
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RINGE, Fjords Bog & idé, Ringe:
Kirkepladsen 2, 5750, Tel: 62 62 11 25

RINGKØBING, GK Legetøj:
Algade 4, 6950, Tel: 97320806

RISSKOV, Vejlby-Risskov Bog & idé:
Veri Centret Frisenborgvej 5, 8240, Tel: 86 21 53 29

RØDOVRE, BO Bøger:
Rødovre Centrum 116, 2610, Tel: 36410485

RØDOVRE, Mr Games:
Rødovre Stationscente, 2610, Tel: 36720255

RØNNE, Dorthe's Hobbystue:
Lilletorv 14, 3700, Tel: 56959449

RØNNE, William Dam Bog & idé:
Snellemark 36, 3700, Tel: 56 95 01 67

ROSKILDE, EB Games:
Stationcenteret 2, 4000, Tel: 46371516

ROSKILDE, Fanatic:
Allehelgensgade 15, 4000, Tel: 46 363548

ROSKILDE, Flensborg Bog & idé:
Ståndertorvet 4, 4000, Tel: 46 35 00 08

ROSKILDE, Ønskeleg:
Algade 28C, 4000, Tel: 46 323463

SKJERN, Bog & idé Skjern:
Jernbanegade 14, 6900, Tel: 97 35 16 66

SILKEBORG, Bog & Ide:
Vestergade 33, 8600, Tel: 86820287

SILKEBORG, Byens Hobby & Fritid:
Borgergade 49-51, 8600, Tel: 86815815

SKAGEN, Legekæden:
Sct. Laurentiivej 40, 9990, Tel: 98445465

SKANDERBORG, Hobbymageren:
Adelgade 118, 8660, Tel: 86521826

SKANDERBORG, Schmidt Bog & idé:
Skanderborg Adelgade 82, 8660, Tel: 86520027

SKIBBY, Skibby Bog & idé:
Bymidten 2, 4050, Tel: 47 51 25 02

SKIVE, Jydsk Boghandel:
Nørregade 19, 7800, Tel: 97512599

SLAGELSE, Bog & Idé Slagelse:
City 3 Jernbanegade 7, 4200, Tel: 58 52 00 15

SLAGELSE, EB Games:
Vestsjællandcentert 4, 4200, Tel: 58521120

SLAGELSE, Fanatic:
Skovsøgade 6A, 4200, Tel: 58544080.

SLAGELSE, Uldtotten:
Nygade 2, 4200, Tel: 58535035

SØNDERBORG, Bogcentret:
Perlegade 77, 6400, Tel: 74422071

SØNDERBORG, Sønderborg Bog & idé:
Perlegade 15, 6400, Tel: 74 42 18 20

ST HEDDINGE, Hobbystalden:
Lejrstofievej 19, 4660, Tel: 56508610

STENLØSE, Snurretoppen:
Stenløsecentret, 3600, Tel: 47173220

STRUER, Hanne Madsen Bog & idé:
Østergade 14, 7900, Tel: 97 85 04 08

SVENDBORG, BO Bøger:
Gerritsgade 28, 5700, Tel: 62210323

SVENDBORG, Farve & Hobby Hjernet:
Klosterplads 4, 5700, Tel: 62213131

TÅSTRUP, EB Games:
City 2 Butik, 341 Tel: 02630 43992245

TÅSTRUP, Genbrugsbøger:
Køgevej 95, 2630, Tel: 43716115

TÅSTRUP, Bog & Ide:
City 2 butik 301, 2630, Tel: 43990387

THISTED, Bog & idé:
Vestergade 14, 7700, Tel: 97 92 03 99

THISTED, GK Legetøj:
Vestergade 4, 7700, Tel: 97921933

TØNDER, Jefsen Bog & idé:
Storegade 5, 6270, Tel: 74 72 23 41

TORSHAVN, P/F Thomas Dam Wholesale:
Boks 2148, FARO ISLANDS, Tel: 311400

VÆRLØSE, Værlase Bog & idé:
Bymidten 45 - 47, 3500, Tel: 44 48 02 92

VEDBÆK, Trørød Bog & idé:
Trørød Torv Trørødvej 70, 2950, Tel: 45 89 13 28

VEJEN, Vejen Bog & idé:
Vejen Centret, 6600, Tel: 75360023

VEJLE, BO Bøger:
A.O centret 10, Søndergade 24-26, 7100, Tel: 75820544

VIBORG, Battle Bunker:
Jernbanegade 19, 8800, Tel: 86501740

VIBORG, L. K. Bog & idé:
Viborg Sct. Mathias Marked 202, 8800, Tel: 86 62 77 62

VIBORG, Schous Bog & idé:
Viborg Sct. Mathiasgade 50, 8800, Tel: 86626868

VIBY, Rybner Bog & idé Viby J:
Viby Centret, 8520, Tel: 86 11 99 30

VORDINGBORG, Legekæden Vordingborg:
Algade 63, 4760, Tel: 55340431

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TALLINN, KultuuriReisid:
KuhlBarsi 1-111, 10128, Tel: +372 6010901

TALLINN, Procard Baltic:
Tartu mnt. 17, 10117, Tel: +372 6398978

FALKLANDS

STANLEY, Falklands Collectables:
The General Store, Tel: 0050021174

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GW HELSINKI:
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ESPOO, Pelimesta:
Ulappakatu 1, 02320, Tel: +358 9 8133283

FORSSA, Fun Stuff & Cards:
Hämeentie 7 Torikeskus, 30101, Tel: +358 3 4356585

HÄMEENLINNA, Levy ja kasetti:
Palokunnan katu 11, 13100Tel: +358 3 6823380

HANKO, Hobby Jobs:
Vuorikatu 10, 10900, Tel: +358 19 2485498

HEINOLA, Talousmuovi ja lelu:
Kauppakatu 19, 18100, Tel: +358 3 7153905

HELSINKI, Fantasiapelit Helsinki:
Vilhonkatu 4B, 00100, Tel: +358 9 650803

HELSINKI, Fantasiapelit Varasto:
3-Linja-14, 00530, Tel: +358 9 7734756

HELSINKI, Sinooperi Itäkeskus:
Itäkeskus, 00930, Tel: +358 9 3431935

HYVINKÄÄ, Royal Toys:
Torikatu 1, 05800, Tel: +358 19 439376

IISALMI, Taikatalo:
Savonkatu 12, 74100, Tel: +358 17 826358

IMATRA, Kirja-Lahja Alex Ky:
Mansikankuja 2, 55120, Tel: +358 5 4319555

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Torikatu 24 2. krs, 80100, Tel: +358 13 2843144

JOENSUU, Päivänsäde:
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Vapauden Katu 49-51, 40100, Tel: +358 14 4499363

KEMIJÄRVI, Paapero:
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KERAVA, Antikvariaatti Kersa:
PL 38, Torikatu 1, 04201, Tel: +358 9 2944210

KOTKA, Eagle Card:
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KOUVOLA, Muoviepox:
Valtakatu 3, 45100, Tel: +358 5 3117955

KUOPIO, Fantasiapelit Oulu:
Kauppakatu 40-42, 70110, Tel: +358 17 2668550

KUOPIO, Kirja ja Lehtilinna:
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Porrassalmenkatu 21, 50100, Tel: +358 15 361611

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Koulukatu 28, 90100, Tel: +358 8 374906

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RIIHIMÄKI, Riihimäen Toystore:
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ROVANIEMI, Liigacenter Jässi:
Rovakatu 28, 96200, Tel: +358 16 3560545

SALO, Salon Harraste:
Vilhonkatu 21, 24240, Tel: +358 2 7333022

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TAMPERE, Info Koskikeskus:
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TURKU, Sinooperi Turku:
Viilarinkatu 5, 20320, Tel: +358 2 5141100

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VALKEAKOSKI, Valkeakostenkirja:
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VAMMALA, Tyrvään Kirjakauppa:
Marttilankatu 18, 38,200, Tel: +358 35127121

VANTAA, Sinooperi:
Martinkyläntie 41, 01720, Tel: +358 9 3484466

VANTAA, Sinooperi Myyrmanni:
Isokuja 3a1, 01600, Tel: +358 9 3487 0222

VANTAA, Sinooperi Varisto:
Martinkyläntie 41, 01720, Tel: +358 9 348 44 560

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3 Septemvriou 65, Tel: 0030 210 8231072

ATHENS, Fantasy Shop: Ag Paraskevi:
Agiou Ioannou 24B, Tel: 0030 210 6005312

ATHENS, Fantasy Shop: Kifisia
Drosini & D Kryiakou 16, Tel: 0030 210 8016041

ATHENS, Fantasy Shop: Peiraias
Ypsilantou, Tel: 0030 210 4135757

ATHENS, Fantasy Shop: Exarcheia
Themistokleous 43-45, Tel: 0030 210 9828877

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Kallidromou 8 & Ippohratous 114 72, Tel: 00302 10366488

ATHENS, Kaissa Glyfadas:
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ATHENS, Kaissa Halandriou:
Doukisis Plakentias, Tel: 0030 210 6898485

ATHENS, Kaissa Monokeros:
Tritis Septemvriou, Tel: 0030 210 8813 990

ATHENS, Kaissa Pagratiou:
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ATHENS, Kaissa Peiraia:
Ipsilantou 174-176, Tel: 0030 210 4296 636

ATHENS, Kaissa Pigasos:
Dilou 22, Tel: 0030 210 5786707

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107 Kydonias St, Tel: 0030 2821088996

CRETE, Fantasy Shop: Harekleion
Idomeneos 2, Tel: 0030 2810 311312

CRETE, Kaissa Hania:
Kydonias 107, Tel: 0030 28210 88996

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

LARISAS, Kaissa Larisas:
Koumoundouros 22, Tel: 0030 2410 537337

MAROUSI, Battle Bunker:
Dionysou 9, Tel: 0030 2102528738

PATRA, Fantasy Shop:
Pantanassis 75, Tel: 0030 2610 221014

PATRA, Kaissa Patras:
Gounari & Sisini 24, Tel: 0030 2610 625632

PERISTERIOU, Kaissa Peristeriou:
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PIREUS, Dragon's Eye Store:
Keratsini 42, Tel: 0030 2106929169

THESSALONIKI, Fantasy Shop:
Skra 3, Tel: 0030 2310 240193

THESSALONIKI, Kaissa Thessaloniki:
Patriarhou Loakim 8, Tel: 0030 2310 257397

VOLOS, Fantasy Shop: Volos
Gallias 48, Tel: 0030 24210 28782

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Lajos u40, 1036.

BUDAPEST, Trollbarlang:
Andrassy ut 33, 1061 Tel: 003612132779

MISKOLC, Deron:
Deryne u7, 3525.

SZEGED, Csillagveg:
Gogol u15, 6722.

SZEKESFEHERVAR, Legendak Csarnoka:
Pityer u42, 8000.

SZOMBATHELY, Sarkanytuz:
Kossuth L u20, 9700.

ICELAND

REYKJAVIK, Nexus:
PO Box 5085, 125, Tel: 0354 552 9011

ISRAEL

HAIFA, Kitaro:
Haifa Grand Mall, Tel: 048503232

HERZLIA, Freak:
Sokolov 29, Tel: 099589077

RAMAT, Tapuah:
Hasharon, Oshishkin 33, Tel: 035404713

RAMAT, Tapuah Fantasy:
Hasharon, Sokolov 30

TEL AVIV, Freak:
Even Gevirol 60, Tel: 036961826

TEL AVIV, Kitaro:
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83 Triq Misrah Il-Barmil, Tel: 00356 21227999

MSIDA: University of Malta:
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Van Oldenbarnevelyplaats 452, 3012,
Tel: 0031 10 280 0268

GW DEN HAAG:
Schoolstraat 12B, 2511 AX, tel: 0031 70 392 7836

GW HAARLEM:
Gierstraat 29, 2011 GA, tel: 0031 23 551 7677

ALKMAAR, Bookers & Strippers:
Boterstraat 20-22, 1811 HP, Tel: 072 5121213

ALMELO, Somberg Modelbouw:
Grotestraat 136, 7607 CW, Tel: 054 6812981

ALMERE HAVEN, Fantasia:
Kerkgracht 41, 1354 AE, Tel: 036 5316017

ALPHEN AAN DEN RIJN, Top 1 Toys Arie vd Panne:
Hoofdstraat 66-68, 2406 GL, Tel: 0172 472254

AMERSFOORT, Spellenwinckel:
Mooierstraat 19, 3811 EB, Tel: 033 4700322

AMSTELVEEN, Het ganzenbord:
Parlevinker 59, 1186 ZB, Tel: 020 6412552

AMSTERDAM, Grote Beer Speelgoed:
Linnaeusstraat 106, 1092 CR, Tel: 020 4638686

ARNHEM, Spelkwartier Arnhem:
Nieuwstad 34/36, 6811 BL, Tel:026 3702028

ASSEN, Plok:
Stationstraat 1, 9401 KV, Tel:059 2313292

BERGEN OP ZOOM, Big Boys Toys:
Lievevrouwestraat 4, 4611 JJ, Tel: 0164 250848

BERGEN OP ZOOM, Stripwinkel Gilles:
De Geus, Bosstraat 4, 4611 NC, Tel: 0164 247462

BERGEYK, Wouters Technohobby:
Pankenstraat 31, 5571 CP, Tel: 049 7550248

BREDA, Modelbouw Bliek:
Boschstraat 23, 4811 GA, Tel:076 5218596

BRIELLE, Intertoys Brielle:
Nobelstraat 3-5, 3231 BA, Tel: 0181 414294

BUSSUM, Bakx Modeltreinen:
Laarderweg 3, 1402 BA, Tel: 0356 918410

CULEMBORG, Draeckennest:
Handellaan 25: 4102 AD, Tel: 0345 534501

DELFT, Top 1 Toys Speldorado:
Hippolytusbuurt 21-25, 2611 HM, Tel: 0152134516

DEN BOSCH, Atomik Den Bosch:
Hinthammerstraat 90, 5211 MS, Tel:073 6145530

DEN HAAG, Intertoys Theresiastraat:
Theresiastraat 280-284, 2593 AX, Tel:070 3473120

DEN HAAG, Spellenhuis:
Zoutmanstraat 94, 2518 GT, Tel:070 3644782

DEN HELDER, Proton Modelbouw:
Zuidstraat 36, 1781 BS, Tel:0223 619068

DEVENTER, Knibbel Comics:
Nieuwstraat 38, 7411 LM, Tel:0570 616879

DORDRECHT, Hobby Modelbouw:
Dordrecht Voorstraat 360, 3311 CX, Tel:078 6312711

EDE, Tinnen Soldaat:
Weerdestein 24, 6714 CS, Tel: 0318 653296

EINDHOVEN, Atomik Eindhoven:
Nieuwstraat 7c, 5611 DA, Tel:040 2963299

EINDHOVEN, Gamesworld:
Willemstraat 17, 5611 HB, Tel: 040 2454391

EMMEN, Intertoys J van Peer :
Derkstraat 17, 7811 EK, Tel: 059 1615495

ENSCHEDE, Pijplines:
Pijpenstraat 34, 7511 GM, Tel: 053 4305727

GELEEN, Tactica:
Anjelierstraat 3, 6163 CJ, Tel:046 4743016

GOES, Fantus Fantasy Store:
Ganzepoortstraat 23, 4461 JX, Tel: 0113 258174

GORINCHEM, Netten Modelbouw:
Kwekelstraat 30, 4201 JV, Tel: 0183 636000

GOUDA, Intertoys v/d Wal:
Nieuwe Markt 70, 2801 Gr Tel: 0182513525

GOUDA, The Movie Store:
Lange Groenendaal 114, 2801 LV, Tel: 0182 522550

GRONINGEN, Krikke's Hobbyshop:
Nieuwe Weg 27, 9711 TE, Tel: 050 3129314

GRONINGEN, Wirwar:
Oude Kijk in 't Jatstraat 40, 9712 EL, Tel: 050 3148424

HEERLEN, Atomik Heerlen:
Geleenstraat 17, 6411 HP, Tel: 045 574 0232

HENGELO, Top 1 Toys Mickey van Wezel:
Burg. Jansenplein 14-17, Tel: 074 2912200

HOORN, Het Gele Teken:
Grote Oost 35, 1621 BR, Tel: 022 9218623

LEEUWARDEN, Brattinga Speelgoed:
St. Jacobsstraat 4, 8911 HT, Tel: 058 2125682

LEEUWARDEN, Spellekijn:
Voorstreek 84, 8911 TH, Tel: 058 2131112

LEEUWARDEN, Top 1 Toys de Boer:
Schrans 94-96, 8932 NH, Tel:058 2125853

LEIDEN, Magic Friends:
St. Aagtenstraat 26, 2312 BC, Tel:071 5130522

LEIDEN, Tolkienwinkel:
Hoge Rijndijk 195, 2314 AD, Tel: 071 5412324

LEIDEN, Vliegershop:
Turfmarkt 2, 2312 DK, Tel: 071 5132783

LELYSTAD, Treinenhoek:
Botter 44-15, 8243 JE, Tel: 032 0253160

MAASTRICHT, Atomik:
Wyckerburgstraat 59, 6221 EB, Tel: 0933261631

MAASTRICHT, Hounjet:
BurgemeesterCortenstr 18, 6226 GV, Tel: 043 3636778

MAASTRICHT, Vlieg-er-uit:
Brusselsestraat 70, 6211 PG, Tel: 043 3251653

MIDDELBURG, Boekhandel Fanoy:
Markt 51, 4331 LK, Tel: 0118 886887

NEUNEN, Schellens Speelgoed:
Parkstraat 24, 5671 GG, Tel: 040 2832984

NIJMEGEN, Moenen & Mariken:
Van Welderenstraat 70, 6511 MP, Tel: 024 3236119

OEGSTGEEST, De Tombe Toys for Boys... and Men:
De Kempenaarstraat 77, 2341 GS, Tel: 071 5172977

OPIJNEN, Spelkelder:
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OUD-BEIJERLAND, Mourits Model-Hobby:
Croonenburgh 32, 3261 RG, Tel: 0186 621931

ROERMOND, Bloemboetiek Hermien:
Nassaustraat 66, 6043 ED, Tel: 0475 321710

ROOSENDAAL, Jadin:
Oude Markt 58, 4701 PM, Tel:0165 557964

SCHEVENINGEN, Acme Moviestore:
Palaceplein 11, 2587 WE, Tel: 070 3587589

SCHIEDAM, BTS:
Groenelaan 49, 3114 CB, Tel: 010 4738755

SCHIJNDEL, Top 1 Toys Anniek:
Hoofdstraat 133, Tel: 073 5477758

SITTARD, Atomik Sittard:
Stationstraat 19, 6131 AX, Tel: 046 4515074

SLUIS, V/d Vijver:
Oude Kerkstraat 7, 4524 CT, Tel: 0117 461393

SOEST, Top 1 Toys Soest:
V Weedestraat 16, 3761 CE, Tel: 035 6290444

TILBURG, Labyrinth Tilburg/Breda:
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UDEN, Goblin:
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UTRECHT, Acme movieshop:
Drieharingenstraat 4, 3511, Tel:030 2333508

UTRECHT, Elf Fantasy Shop:
Oude gracht 194W, 3511 NR, Tel: 030 2817157

UTRECHT, Whoops:
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VELSERBROEK, Mol Plastic Modelbouw:
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VENLO, Modelbouw Luthart:
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WASSENAAR, Top 1 Toys Kouwenhoven:
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WINTERSWIJK, Top 1 Toys Winterswijk:
Misterstraat 60, Tel: 0543 512827

WOERDERVEER, Mini-Wonders:
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ZUTPHEN, Vreemde Zaak:
Groene markt 2, 7201 HX, Tel: 0575 511566

ZWOLLE, Boekenhalte:
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ZWOLLE, Games-n-us:
Diezerpoortenplas 38, 8011 VX, Tel: 038 4216385

NORWAY

GW OSLO:
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ARENDAL, Norli Arenasenter:
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BAERUMS VERK, Trollstuen Bærums Verk Leker A/S:
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BERGEN, Avalon Bergen AS:
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BERGEN, Lekeklossen:
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BODØ, Underholdningsmagneten:
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DRAMMEN, MIA:
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FORDE, Leikehuset AS:
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FREDERIKSTAD, Leketorvet:
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HALDEN, H. Andersen Interbok:
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LARVIK, Sokrates Lekeland:
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Dave Barfield

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"They don't win often," he admits, "my dice rolling really doesn't help!"

However, you can expect a whole slew of exciting events from Dave. As well as special games based in Lustria – they've got three specially prepared armies that you can take on – he's organised loads of other events, such as painting clinics and unique campaigns.

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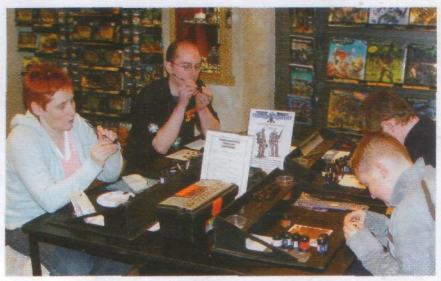
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When you grow weary of constant war, you can head to the Gaming Room's special painting area where you can sit and paint while swapping modelling knowhow and old war stories with other hobbyists.



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The age limit on Gaming Rooms gives older gamers a place to play games without distraction. All gamers who attend will have some degree of experience, so you should have no trouble finding a challenging opponent.







Aenur the Sword of Twilight by Tavis Hill, Techmarine Servitor by Dave Barfield and Lysander conversion by Stu Mathews. All these are by staff who can help you with your painting.

HOBBY SUPPLIES TOP TIPS AND TOOLS

On these pages you will find a selection of some of the *hobby tools and aids Games Workshop produces. These* specially made products make the assembly and painting of your models easier.



Paint Station **£18**

Self assembly modelling and painting area. Models and paints etc. not included. Dimensions: 60cm x 40cm approx.

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Paintbrush Set **£6**

Detail Brush, Standard Brush, Small Drybrush

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- Blood Red
- Blazing Orange
- Fiery Orange
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- Sunburst Yellow
- Bad Moon Yellow
- Scorched Brown
- Graveyard Earth
- Bestial Brown
- Snakebite Leather
- Desert Yellow
- Bubonic Brown
- Vomit Brown
- Bleached Bone
- Dark Flesh
- Terracotta
- Vermin Brown
- Tanned Flesh
- Dwarf Flesh
- Bronzed Flesh
- Elf Flesh
- Liche Purple
- Warlock Purple
- Tentacle Pink
- Midnight Blue
- Regal Blue
- Ultramarines Blue
- Enchanted Blue
- Ice Blue
- Hawk Turquoise
- Catachan Green
- Dark Angels Green
- Snot Green
- Scaly Green
- Goblin Green
- Scorpion Green
- Camo Green
- Kommando Khaki
- Rotting Flesh
- Fortress Grey
- Codex Grey
- Shadow Grey
- Space Wolves Grey
- Chaos Black
- Skull White
- Mithril Silver
- Boltgun Metal
- Chainmail
- Tin Bitz
- Dwarf Bronze
- Brazen Brass
- Burnished Gold
- Shining Gold
- Red Ink
- Magenta Ink
- Yellow Ink
- Chestnut Ink
- Brown Ink
- Flesh Wash
- Purple Ink
- Blue Ink
- Dark Green Ink
- Black Ink
- Gloss Varnish

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Citadel Colour 400ml Spray Cans £6

400ml cans (above). Available in Skull White and Chaos Black.

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Side Cutters £7

Denmark.....kr 90.00
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Cutting Set £12

Only available from Hobby Centres.

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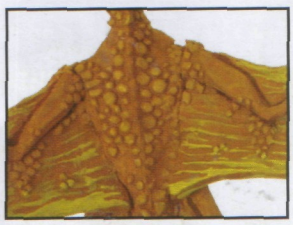
LIZARDMEN BEAST COLOUR SCHEMES

If you've got the Lustria bug from our Designer's Notes on page 14, try these simple painting tips to help make your lizards look luscious (Terradon used as example).

Hobby Tip

STRIPEY

1 Give the Terradon a basecoat of Vomit Brown. Highlight the raised areas with a 50/50 mix of Vomit Brown and Bubonic Brown. Paint the skin of the wings with thin streaks of Bubonic Brown.



2 Paint Snot Green stripes on the back behind the neck and leading edge. Extend the stripes toward the back of the Terradon.

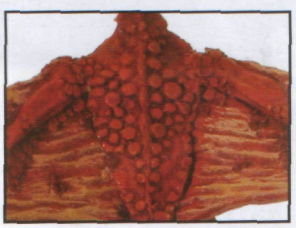


3 Add highlights of Scorpion Green to the raised areas of the stripes.



SPECKLED

1 Paint a basecoat of Red Gore onto the entire model, followed by a 50/50 highlight of Blood Red and Blazing Orange. Paint the skin of the wings with a 50/50 mix of Blood Red and Bleached Bone.



2 Paint a series of black spots starting at the shoulder and extending along the arm and back. The spots should become smaller the further they get from the shoulder.



3 Highlight the black spots with Shadow Grey.



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FUEL FOR THE FURNACE

Deep in the vastness of the Worlds Edge mountains, far below the snowy peaks, the White Dwarf sits upon his throne within the hall of his secret hold, watching over his minions as they work upon this very publication. As he does so he reads your missives, sometimes guffawing at your beardling foolery, sometimes sinking deep into thought. Whatever Grombrindal thinks, we scribes thank you, for your letters provide us with the fuel for the furnace of our steam-powered printing machine.

GROMBRINDAL'S PICK OF THE MONTH

Sacred spawning?

These are models (pictured right) from the army I am building for this year's Warhammer Grand Tournament. I wanted to do a Lizardman army in the style of Aztec Eagle Knights, a crazy idea that was given fuel by my fellow competitors at the Grand Tournament Heat 3 in 2004. I had no idea that this year's Warhammer Summer Event was to be based in Lustria, so you might say that this indeed is an auspicious spawning. The superb 300th edition of White Dwarf further enhanced the idea of combining feathers and lizards, so I rewrote the army as a Sacred Spawning of Tepok. My Terradons have become Quoatls, the Kroxigor have huge ceremonial clubs of Tepok, and I'm going to make 24 Knights of Tepok led by a Saurus Old Blood, all with the wings of Tepok.

Regards,
Duncan Petford

That's what we like to see, themed tournament armies. And by themed, we don't mean all-Skink skirmishing horrors backed up by two rock-hard Saurus Old Bloods, a Slann and a Stegadon! Don't hide, you know who you are. – Guy







Rhino revamp

I have completed a project you may be interested in. It's a remote control Rhino. As you can see it also has working headlights. I'm going to have a go at another vehicle, hopefully with a moving turret and possibly firing noises.

Kind Regards,
Stacey Baker



Stacey's souped up Rhino.

Understand the Underhive

I saw an article in White Dwarf 302 about Necromunda and was fascinated by it, but the main problem is none of the Games Workshop Hobby Centres run introductions to the game. Could you print an article that explains the basic rules?

Yours Sincerely,
Christopher West

*We can go one better than that. Go to: **www.specialist-games.com**, where you can download the entire rules set for free. – Guy*

Asger's tall tale

Just a quick question. On page 47 of WD302 it says that Asger purchased 12 Plaguebearers for his Nurgle horde for only £15. Is this a typo? Plaguebearers are £3 each. I know it's a small thing, but this article has made me start collecting my own small army following Papa Nurgle, and if you can get 12 Plaguebearers for £15 I want to know where he gets them from!

Shane Byrne

Yes, it is a mistake. Sorry! At the time of printing, they were £3 each as components, or £6 for a blister pack of three random models. In this case there are two mistakes, as the Circus Nurglings were actually £1 each, not £3! Asger's total for that month then came to £27, which is okay, as he had £4 left over from the month before. Phew!

Tanks a lot

I'm hoping you can help me. On page 18 of WD300 there is a picture of a modelling workshop article by a Mr Tony Cottrell.

The thing is, I've been trying to convert two of my old Rhinos into Whirlwinds, but have not been able to come up with a satisfactory design. The picture you showed is exactly what I'm looking for. However, the instructions and templates are very hard to make out. I was wondering if you might be able to send me a copy of the article?

Many thanks,
Chris Kelly

Sadly not, Chris. That article was printed in WD117 (the September 1989 issue!) and we don't actually have a copy of it in the White Dwarf offices. You might be able to track it down though. For your information Mr Tony Cottrell went on to found Forge World, which he runs to this very day. Always liked tanks, that man. – Guy

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e-mail guyh@games-workshop.co.uk
We reserve the right to edit all letters for space, content and style.

GAMES WORKSHOP UK ONLINE

LOG ON

It's been a month of change for the Web Team. Our illustrious leader Mark Chambers has gone on to bigger things to work with the Hobby Centres (tear in the eye) and he's left me in charge (another fool!). I'd like to wish Mark every luck for the future and say a big thank you for being the man who got the UK website back on top form. I'll make sure it stays that way.

Owen Rees
Online Editor

RELATED LINKS

Rik Turner's Blood Ravens
As if having his models in this month's Index Astartes (page 89) wasn't enough, Blood Ravens guru Rik Turner has decided to produce a whole series of articles devoted to them!

www.games-workshop.co.uk/spacemarines/bloodravens/

Dragonquest
This month's Battle Report: The Folly of Prince Rodrik (page 34), sees a group of Bretonnian Lords fighting for their greedy lives deep in the jungle. There's a similar article online featuring other Bretonnian characters, but this time the knights practise the more noble art of dragon slaying. Get online to see this great scenario.

www.games-workshop.co.uk/bretonnia/dragon-quest/

Painting Aragorn
The Fall of The North (page 94) features Arador and Arathorn – Aragorn's grandfather and father. We have a number of painting articles online for Aragorn, which have methods suitable for Aragorn's forebears.

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

Catachan Regimental Homepage
Some of the troops best suited to the tough environs of the swamps of the 41st millennium (see page 64) are Catachan Jungle Fighters. We have several articles on this valiant regiment in our Imperial Guard section, with plenty of scenery and painting tips for you to try out .

www.games-workshop.co.uk/imperialguard/catachans/

IN THE MAKING

Head hunting for Faramir
Owen: You'd think working all day on The War of The Ring™ website would slake my thirst for The Lord of The Rings hobby action – well you'd be wrong! My force of Gondor will be marching forth this summer. I've got some basic warriors painted and Faramir on foot with his head swapped for Faramir the Ranger's head. I prefer him to show his flowing locks!



Owen's Faramir

THE INBOX

"My Adobe Acrobat says that your downloadable PDF files are corrupt, help!"

Dave Allen: Our PDF's are all created using the latest Adobe software and older versions aren't always able to open them. You can download the latest version of Acrobat Reader for free from:

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If you still have problems contact us.

If you have a burning question, query or suggestion for the UK Web Team, why not email us at:

ukwebteam@games-workshop.co.uk

THE WEB TEAM

Owen Rees Online Editor
Dave Allen Web Developer
Rik Turner Web Developer

A change of scenery

These scenery pieces were sent in by Leo Robinson, a postman who likes to do artwork as well as paint models and build terrain. We're showing you them not only because they are cool, but also because Leo sent them in as he was looking for a job here at Games Workshop.

If you want to enquire about jobs, it is always worthwhile finding out which department you need to speak to, and then talking to that department's HR section. You can also find out up-to-date news on current vacancies and contact details on the GW website. We recommend you check:

www.games-workshop.com/careers

As for your letter Leo, I've passed it on to the Hobby department. – Guy





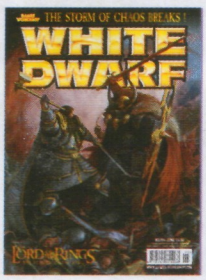
WHISPERS FROM THE CHAOS WASTES

Harry Pitt... *They're both valid suggestions for which models to use.* ***Luke Spring...*** *Read the LOTR rulebook for Balrog rules!* ***Michael 'Knightrider' Knight...*** *Question 1: It was years ago, so lots of different kinds of models. Question 2. No. TV... go to www.blacklibrary.com to find rules for submitting fiction.* ***Glenn Ford...*** *Sadly no, but you can always try converting your own!* ***Danny Armstrong...*** *An all Grey Knights army takes practise to use properly. Try them in a mixed Daemonhunters army, with cheaper Storm Troopers or inducted Imperial Guard squads to bolster your numbers, to start with.* ***Stavros Charalambou...*** *Nice poem.* ***Barry Carter...*** *The Mentor Legion do indeed exist. They first appeared in WD98, and can be seen in How to Paint Space Marines on page 86.* ***Art Bugmann...*** *We're going to try and do that kind of Battle Report. Cool name, by the way!* ***Joachim Hein...*** *Thanks very much for the Elf, I passed it on to Mat.* ***Peter Cooper...*** *Thanks for your Battle Report breakdown.* ***David Byrne...*** *They're coming soon!* ***Stephen Farthing...*** ***Markus Müller...***

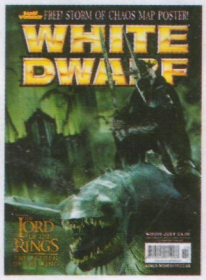
White Dwarf – What have you missed?



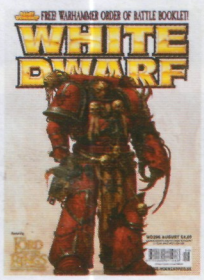
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- Storm of Chaos Prelude
- Warhammer Dark Pact
- Index Malleus: Blood Pact
- Art of Warhammer: Deployment
- The Future of Epic



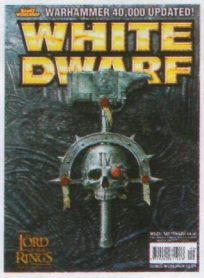
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- **Free Storm of Chaos Compilation**
- Battle Report: Tyranids vs Imperial Guard
- Warhammer Storm of Chaos: The Eye of The Storm
- Warhammer 40,000: Rules of Engagement
- Art of Warhammer: Magic



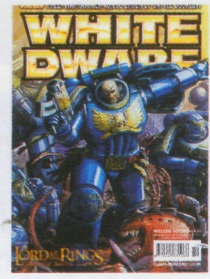
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- **Free Storm of Chaos Map Poster**
- Storm of Chaos Battle Report: Chaos vs Empire
- Storm of Chaos Tactica: Halting the Tide
- Art of Warhammer
- The Lord of The Rings Gondor Fiefdoms
- Tactica: Imperial Guard



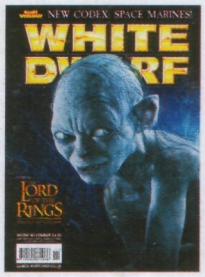
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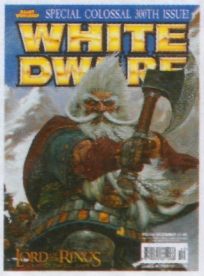
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- Battle for Middenheim
- Warmaster: Big Future
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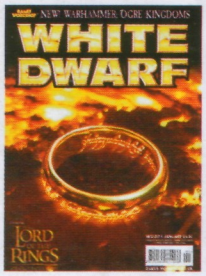
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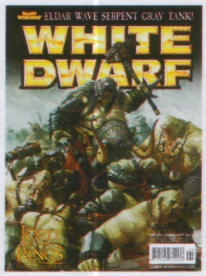
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- The Lord of The Rings Legions of the Eye
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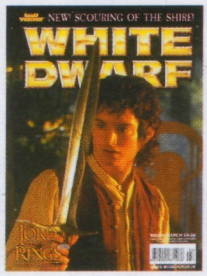
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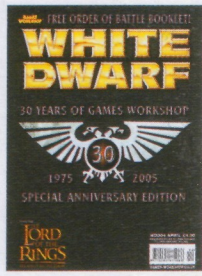
WD301
- Battle Report: Sisters of Battle versus 13th Company
- Ogre Kingdoms Designer's Notes
- Storm of Chaos Conclusion
- A Tale of Four Gamers
- Space Marine Heroes
- The Lord of The Rings Mûmak Showcase



WD302
- Battle Report: Ogre Kingdoms
- Index Xenos: Biel-tan
- Tactica: Biel-tan
- The Lord of The Rings The War Begins
- A Tale of Four Gamers
- The Ivory Road Journal
- The final Bugman's Lament
- The Under-Empire



WD303
- Battle Report: The Battle of Bywater
- Chapter Approved: Abhumans
- The Ivory Road Journal
- Index Astartes: Renegades
- Tristan the Troubadour
- Battle Report: Salamanders vs Iron Warriors



WD304
- The Lord of The Rings Fell Winter
- Chapter Approved: Zealots
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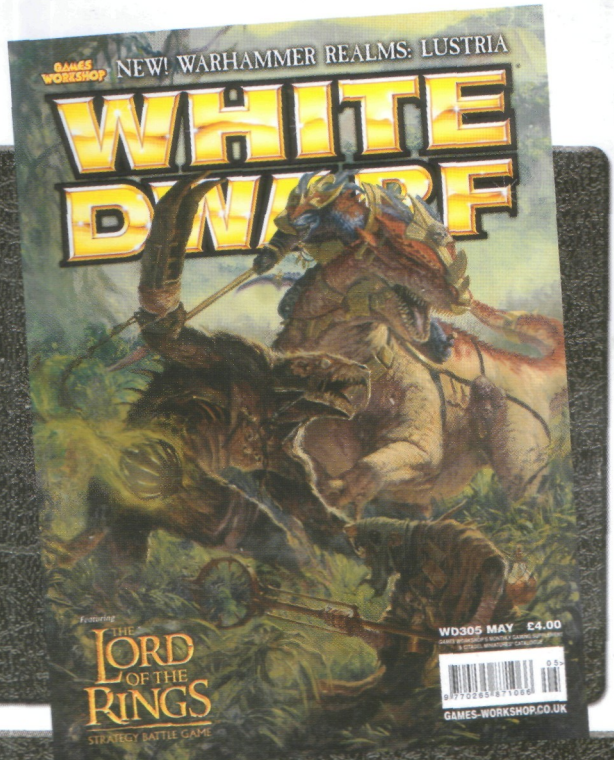
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