INSIDE The Time of Mortals is at an End: The Daemons are Here!

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GAMES WORKSHOP'S MONTHLY MAGAZINE
WD341 May 2008

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Cover Artwork: Adrian Smith

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The White Dwarf: Grombrindal
Editor: Mark Latham
Sub-editor: Andrew Kenrick
Staff Writer: Andy Hall
Designers: Matthew Hutson, Christian Byrne
Assistant Designer: Glenn More

EDITORIAL

Coordinator: Rik Turner

CONTRIBUTORS

Matt Anderson, Dave Andrews, Alessio Cavatore, Mark Chambers, Dave Cross, Robin Cruddace, Tom Hibberd, Andy Hoare, Ian Huxley, Rick Priestley, Neil Hodgson, Jervis Johnson, Mark Jones, Phil Kelly, Alan Merrett, Chad Mierzwa, Karen Miksza, Dominic Murray, Ian Strickland, Gavin Thorpe, Markus Trenkner, Jeremy Vetock, Matthew Ward and Stuart White.

WHITE DWARF REPROGRAPHICS

Sean Cutler, Zaff Haydn-Davies, Jim Shardlow, Kris Shield and Madeleine Tighe.

ARTWORK

John Blanche, Alex Boyd, Paul Dainton, David Gallagher, Nuala Kinrade and Pete Borlace.

CITADEL DESIGN TEAM

Mike Anderson, Dave Andrews, Juan Diaz, Martin Footitt, Colin Grayson, Jes Goodwin, Mark Harrison, Alex Hedström, Neil Langdown, Aly Morrison, Trish Morrison, Brian Nelson, Seb Perbet, Alan Perry, Michael Perry, Dale Stringer, Dave Thomas, Tom Walton and Jonny Ware.

'EAVY METAL TEAM

Fil Dunn, Pete Foley, Neil Green, Joe Tomaszewski, Darren Latham, Keith Robertson, Anja Wettergren and Kirsten Williams.

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EDITORIAL





The Powers of Chaos have long threatened the mortal realm, and now gather in strength like never before.

In case the hideous, leering monstrosity on the front cover didn't give it away, this month sees the release of the Chaos Daemons, the very epitome of evil. However, we're not just releasing an army list and a whole bunch of beautiful miniatures (though rest assured, we're doing that too!) – the relaunch of the Daemons is a very special event. For the first time in many years, we're launching an army for Warhammer and Warhammer 40,000 at the same time. "But how can that work?" I hear you cry. Turn to page 14, where the authors of both new books will reveal the heretical machinations that have made this project the talk of the Games Workshop Studio, leaving them broken and maddened.

This issue, we not only have a battle report featuring the Daemons in action against the Dark Angels, but also a Warhammer campaign report featuring the Chaos-spawned devils in action against a variety of foes (though, sadly, not the Dwarfs – what a glorious fight that would have been!). Elsewhere, Mat Ward presents the second part of his tactica for The Lord of the Rings strategy battle game, The Enemy of My Enemy, while Gav Thorpe talks us through the process of collecting the perfect Vampire Counts army. Finally, we have masterwork miniatures from Neil Green and Dave Thomas. Fare thee well!

Grombrindal, The White Dwarf

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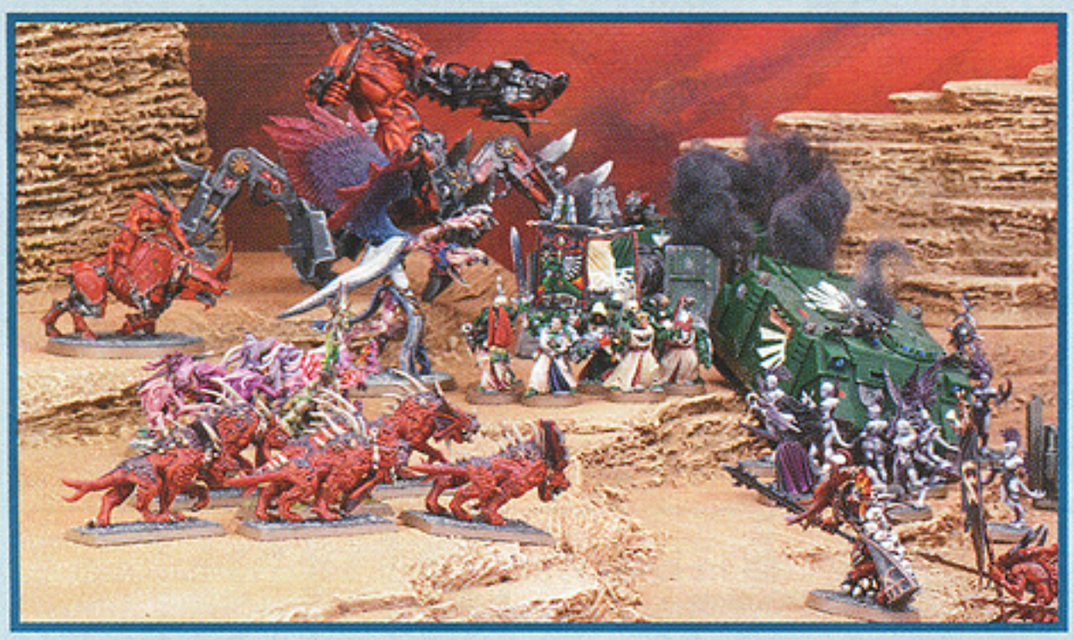
14 DESIGN NOTES: SCIONS OF THE DARK GODS

Andy Hall chats to those insane enough to unleash the hellish servants of the Chaos Gods onto the world.



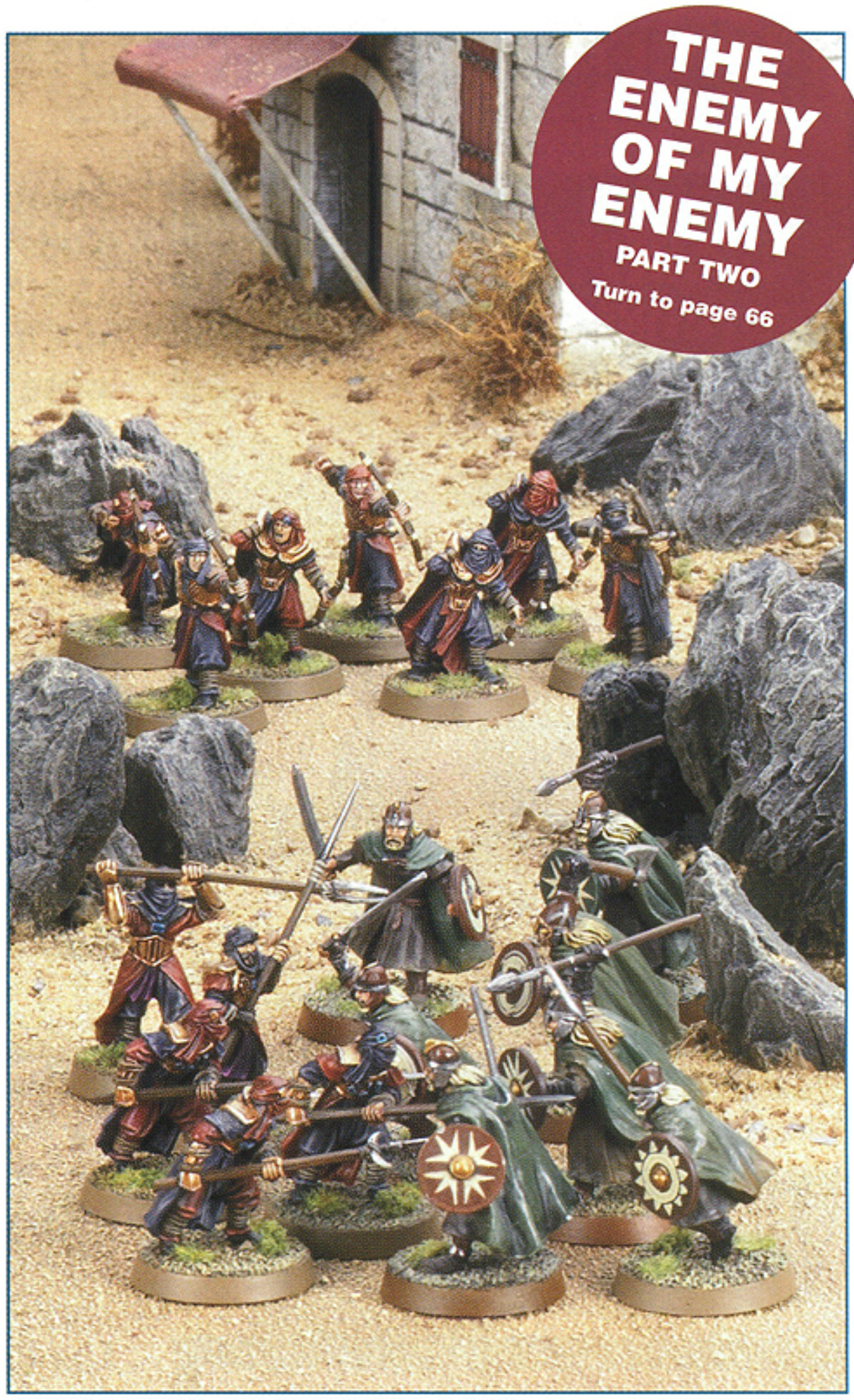
32 GLORY AND CHAOS

Mat Ward presents a mini-campaign following a Daemon force as it rampages across the Old World.



46 BATTLE REPORT: LAST STAND AT LOCRUS

Alessio Cavatore and Jervis Johnson duke it out across the blasted wastes of Locrus.



THE ENEMY OF MY ENEMY
PART TWO
Turn to page 66

ALSO IN THIS ISSUE...

02 NEW RELEASES
The latest releases from the Citadel forges.

10 NEWS
Something big is coming...

66 THE LORD OF THE RINGS: THE ENEMY OF MY ENEMY, PT 2
This time we look at how Evil races work together.

75 STANDARD BEARER
Jervis and his long-standing Space Marine army.

78 TOOLBOX
We put the new Hobby Drill through its paces.

79 PAINTING MASTERS: DAVE THOMAS
We talk to Dave about his world-class figures.

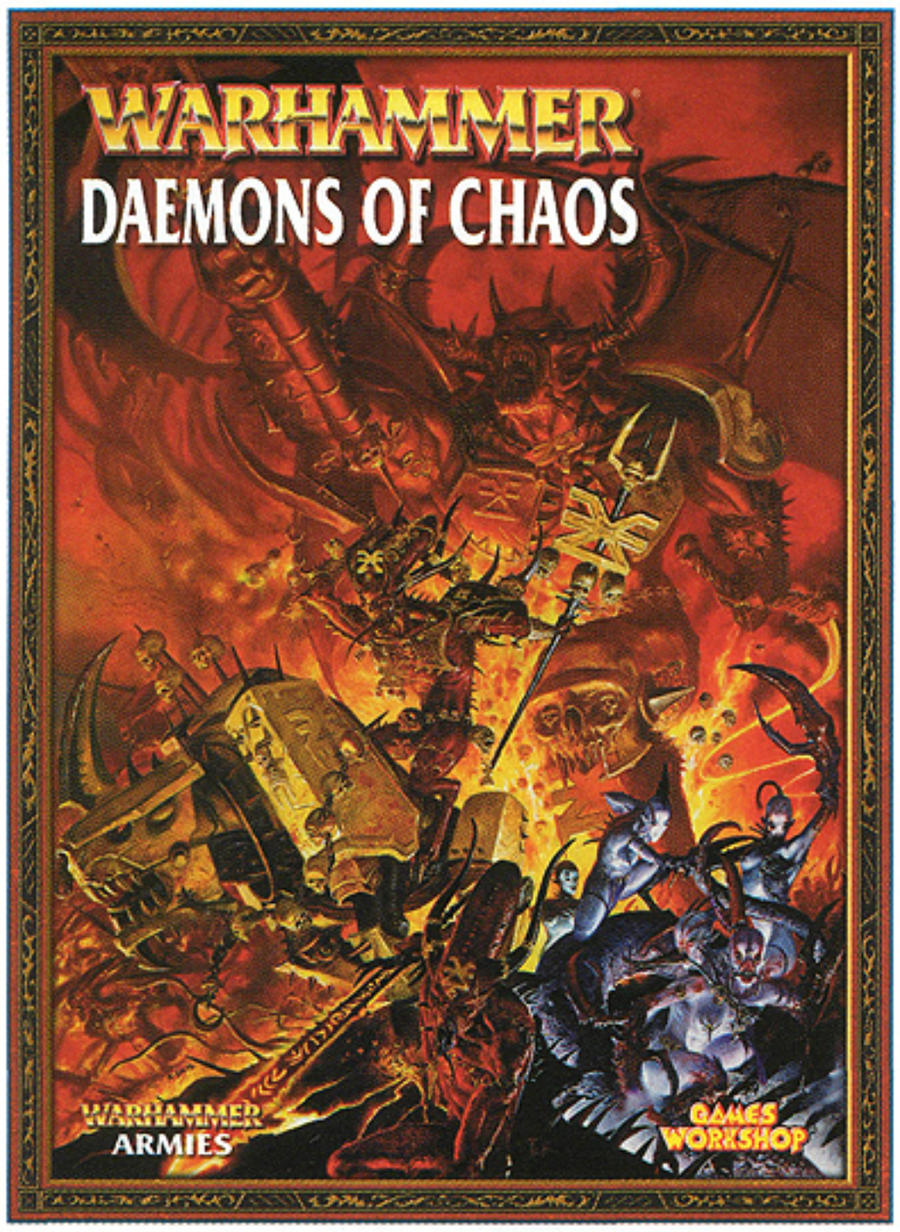
84 BORN INTO BLOOD
Gav Thorpe designs a characterful Undead army.

92 'EAVY METAL MASTERCLASS: COUNT MANNFRED
Neil Green paints up the befanged Count.

100 FRONTLINE
The latest events and activities near you!

114 ORDERING DIRECT
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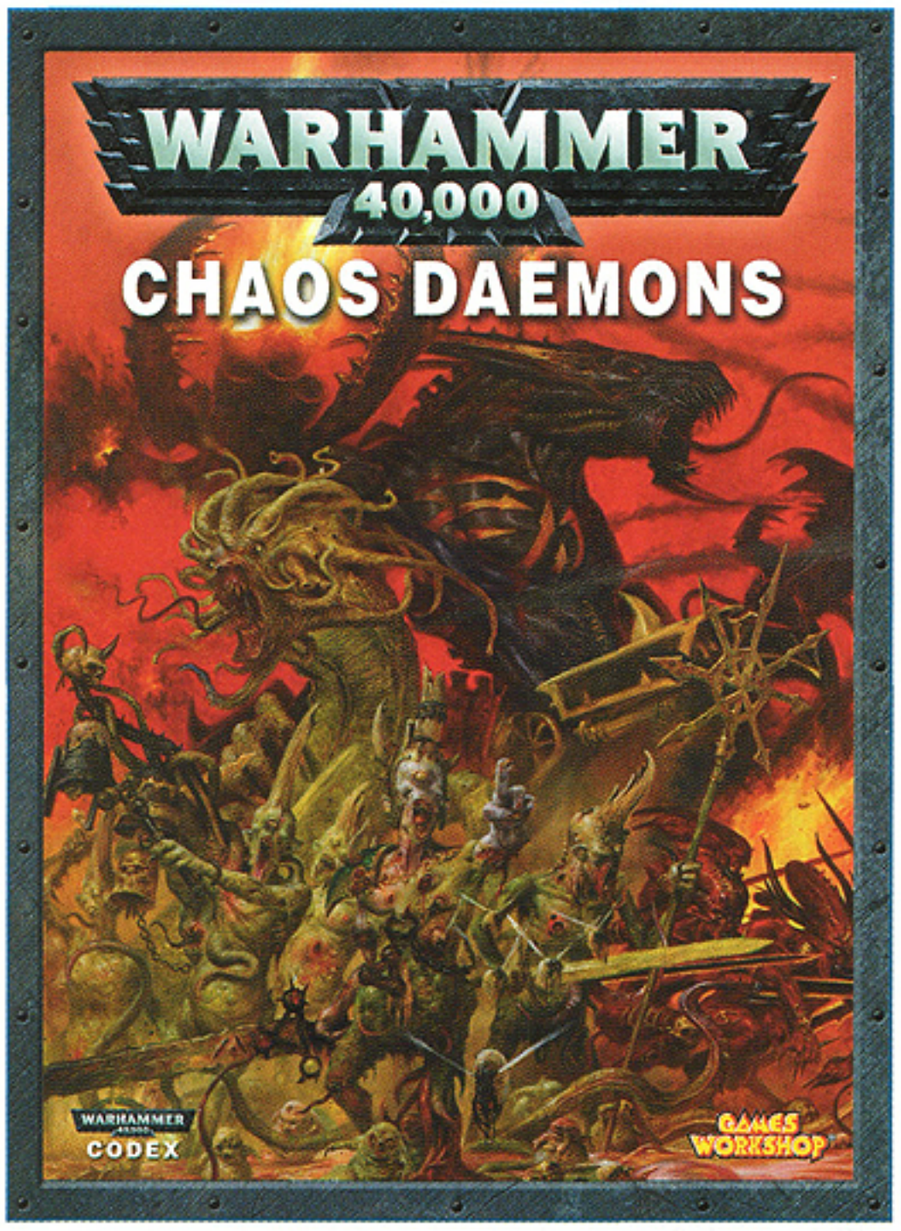
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>>> TURN TO PAGE 14 TO FIND OUT MORE

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Daemons are unique in that they can be fielded in both Warhammer and Warhammer 40,000. The following pages show our new range of Daemon models on both round and square bases – this is because you get both types of base in the box sets, and it is entirely up to you whether you base your models for Warhammer or Warhammer 40,000.

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Musician





Standard Bearer



Champion



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>>> FOR MORE THINGS SLAANESH TURN TO PAGE 28



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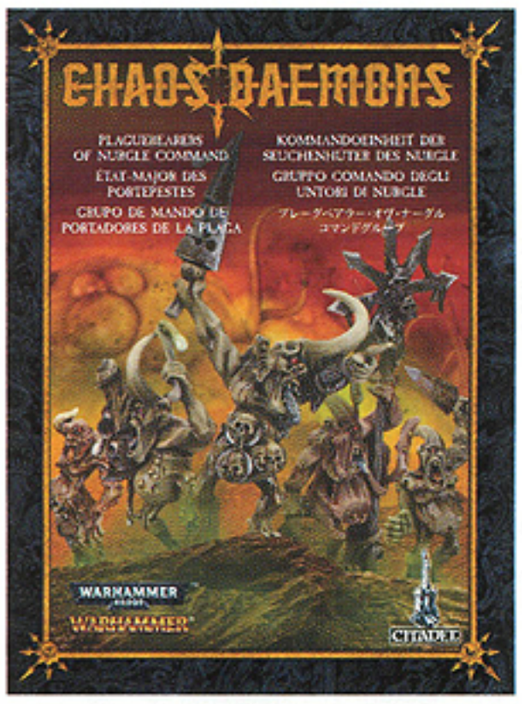
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Icon Bearer

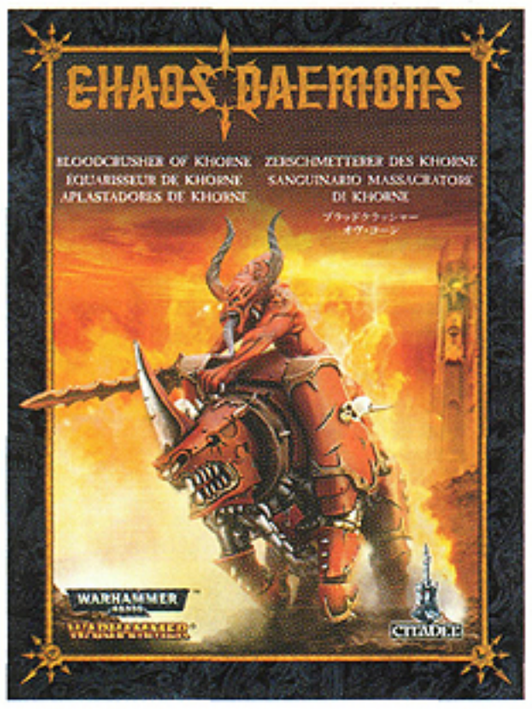


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The new Daemons special characters are powerful additions to your force, serving as Heralds and exalted servants of the Ruinous Powers. All of these characters may be used in both Warhammer and Warhammer 40,000.

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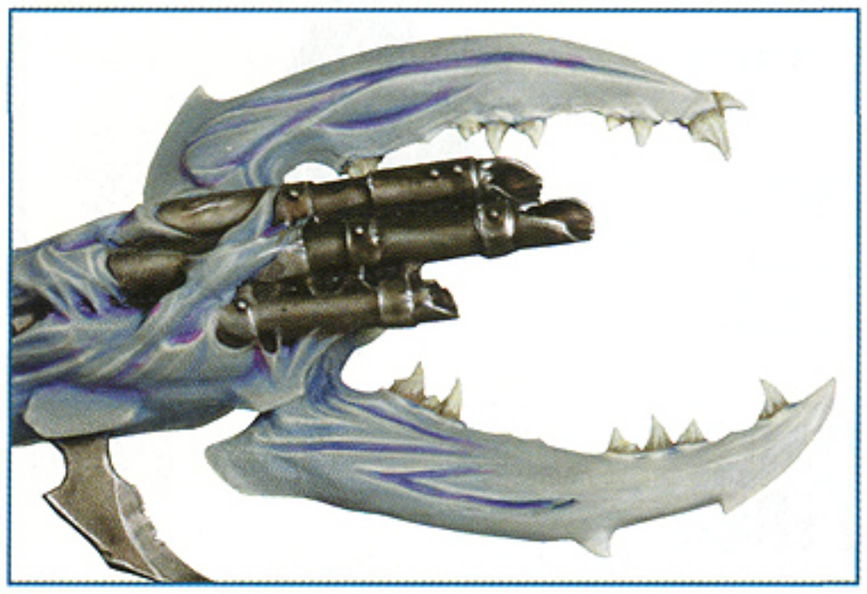
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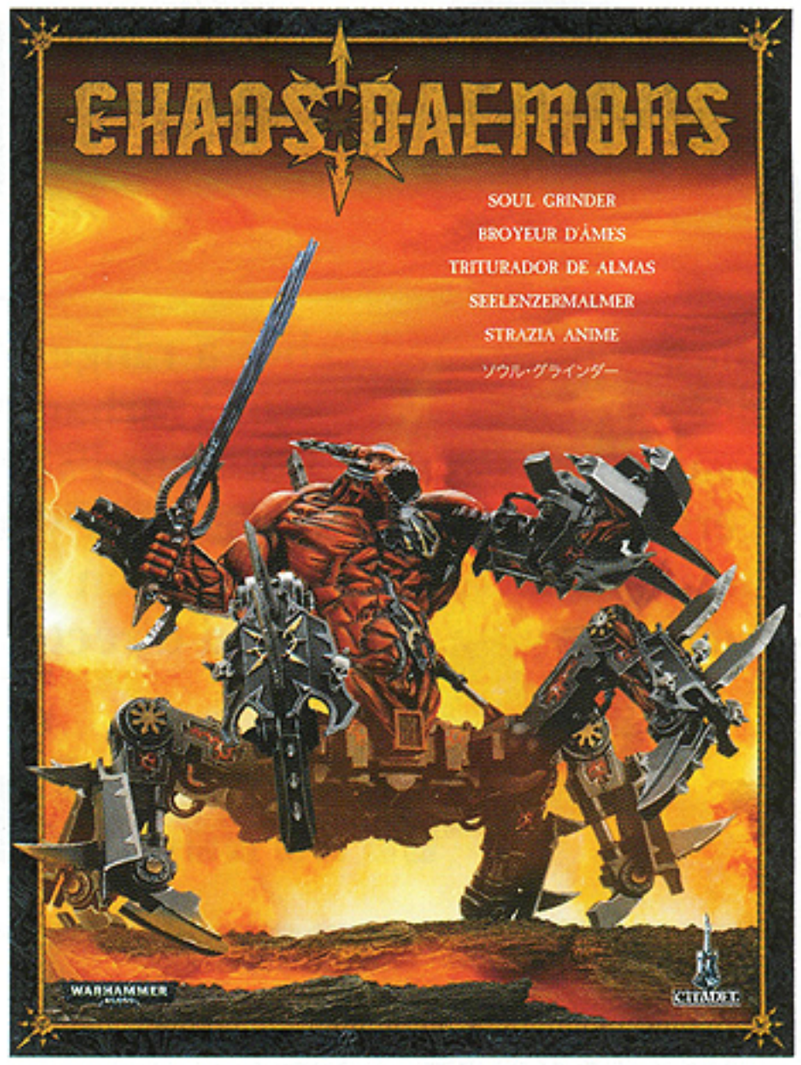
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>>> SEE THE SOUL GRINDER IN ACTION ON PAGE 46

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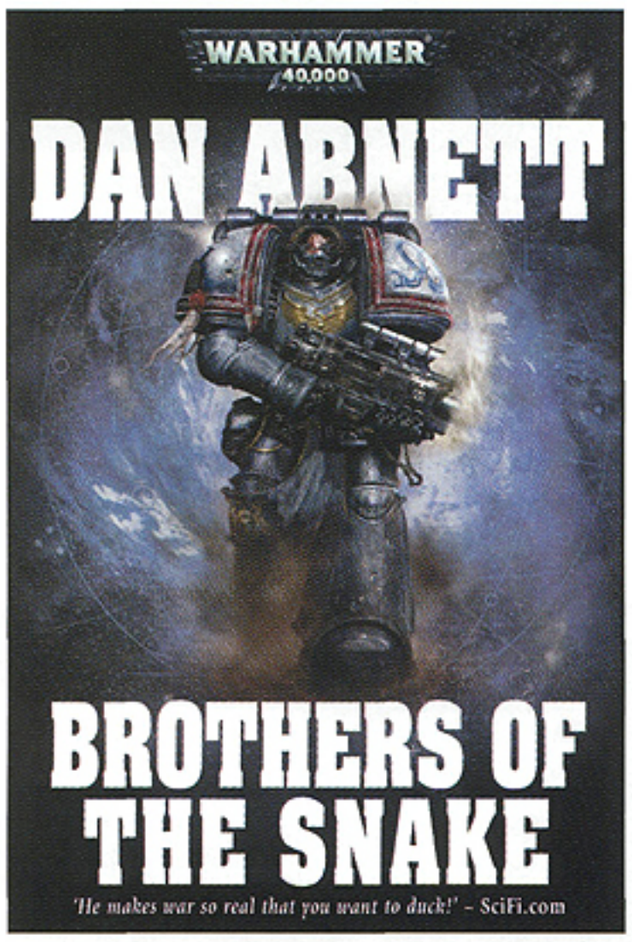
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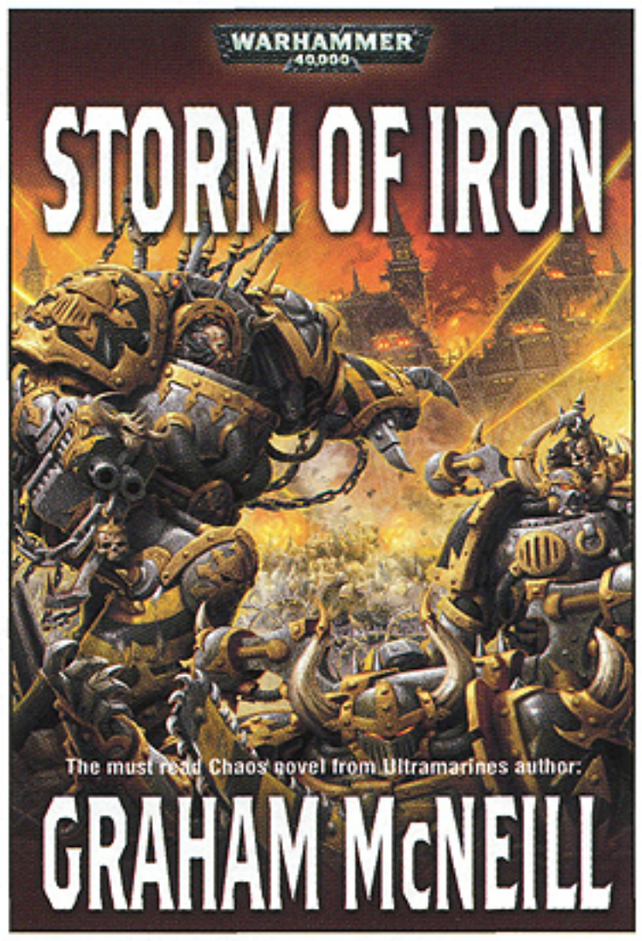


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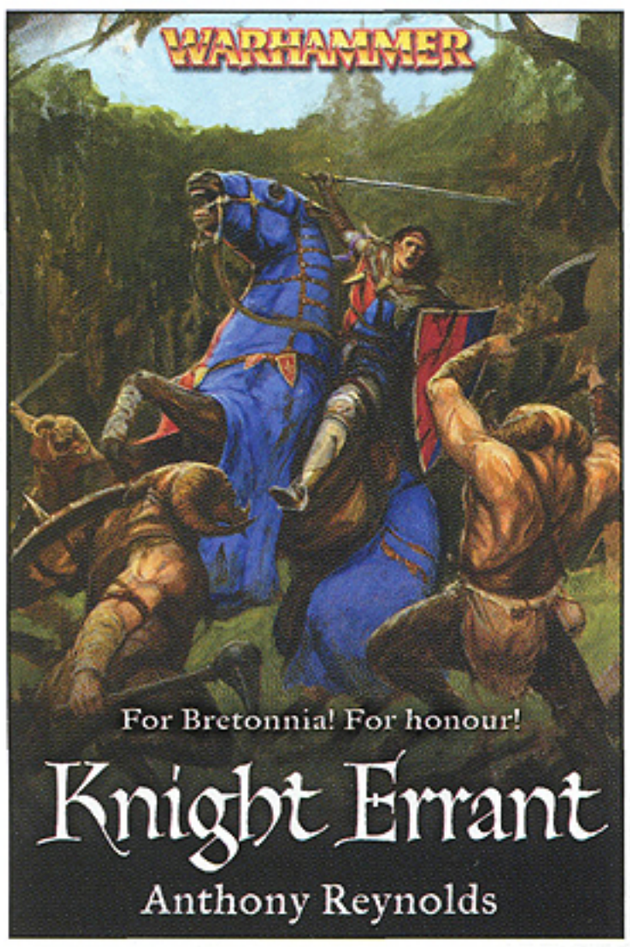


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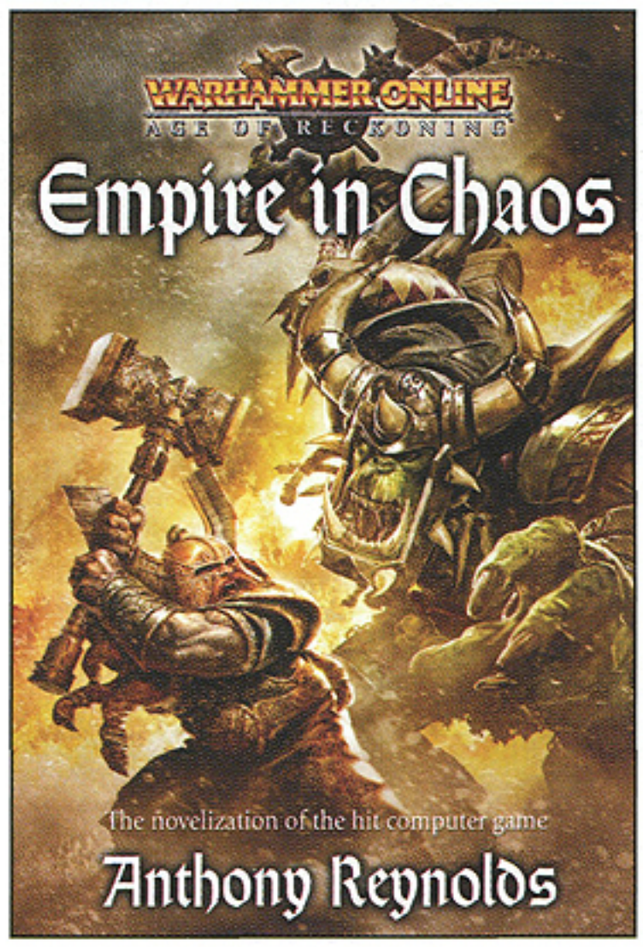


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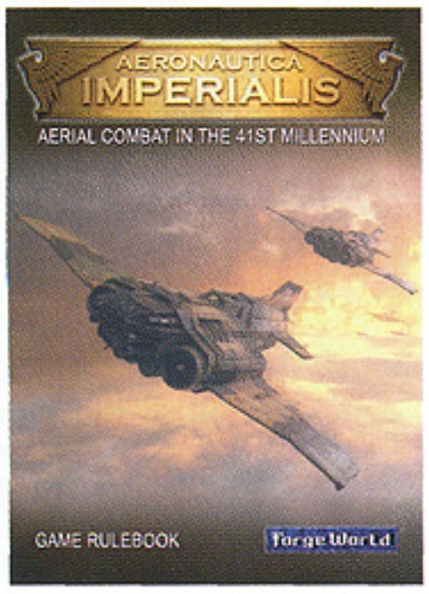
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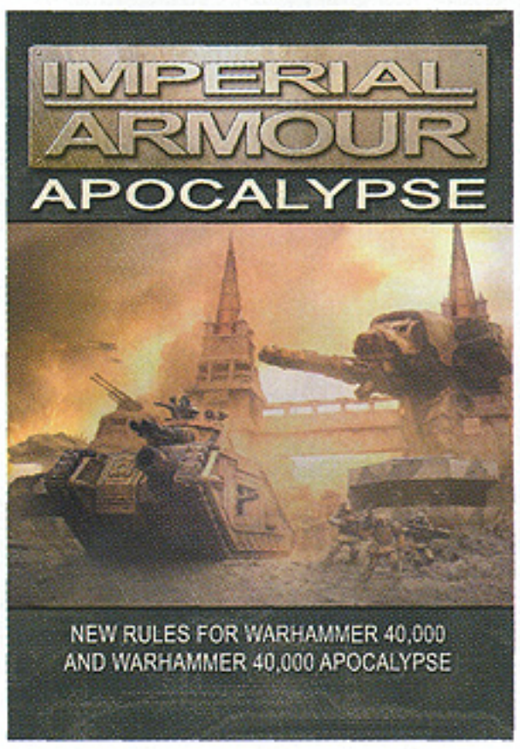
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Aeronautica Imperialis is a tabletop wargame for two or more players where you command the aircraft of the Imperial Navy or one of its many alien enemies. All the rules and card sheets needed to play are in this lavish 176 page hardback book.



This brand new expansion for Aeronautica Imperialis contains additional rules for ground installations and new aircraft, as well as weapon fits and upgrades for existing aircraft. It also details a campaign between Tau and Imperial forces on the world of Typha IV.



This rules guide contains 60 new datasheets for legendary units in Warhammer 40,000: Apocalypse, from massive Imperial Guard tanks like the Shadowsword, Macharius and Malcador, to the awesome power of the Chaos Warhound Titan and the mighty Daemon-Lords, as well as gargantuan Tyranid creatures like the Scythed Hierodule and Trygon.

There are also 26 new battle formations covering all the races, from the Space Marine Drop Pod Assault Force, Ork Tanka Mobs, Eldar Serpent Rider Hosts, Winged Tyranid Swarms and Tau Pathfinder Search and Destroy Cadre, to the Necron Undying Legion and Chaos Daemon Engine Coven.

Just some of the legendary units included:

+ Shadowsword
+ Stormblade
+ Stormsword
+ Macharius "Vanquisher"
+ Siege Dreadnought
+ Thunderhawk Transporter
+ Valkyrie

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WARHAMMER® 40,000™

THERE IS NO TIME FOR PEACE.
NO RESPITE.
NO FORGIVENESS.
THERE IS ONLY WAR

A NEW ERA BEGINS

HALF TERM IN-STORE

This Half term, battle against the horrors of the Warp in-store!



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That's right, all of our Hobby Centres are preparing a wide range of fun, inspiring and exciting activities to keep you entertained and thrilled this May Half term.

Our enthusiastic staff are ready to cater to your every need, whether it be collecting, painting or gaming with our amazing miniatures, you will not be disappointed.

So if you fancy joining the Daemonic horde, defending Mankind or just want to watch and see what happens, come along and visit us!

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NATIONAL PAINTING COMPETITION

Begins 24th May 2008



Do you think you've got what it takes to paint with the best of them? Want to improve your painting skills?

Well, now is your chance as each of our Hobby Centres begins its quest to find the best painters and modellers in their city or town.

That's right, this month we launch our first National Painting Competition!

This great event begins on May 24th and will run for several weeks until we judge the best miniatures in our Hobby Centres.

This is also the perfect opportunity to hone your skills ready for the big one... Golden Demon!

Ask staff for details...

BLACK LIBRARY IN-STORE DAY

In Stores 17th May 2008



Ever wondered what it would be like to recreate an epic battle from one of the Black Library's novels? How about modelling and painting one of your favourite characters, or even a diorama of a legendary battle scene?

Well this is your chance as our stores' staff let their imaginations run riot on the Black Library Day.

On May 17th our Hobby Centres will be dedicating the whole day to celebrate the fantastic worlds and characters portrayed in our magnificent novels. Come along and join in the action... you can't afford to miss this one!

Ask staff for details...

SERVICE
ABOVE AND BEYOND

It's not often you get a letter from the government thanking you for your efforts, but our staff at the Plaza store on Oxford Street, London got just that!

Led by Zack Gucklehorn (right, in the black sweater), these intrepid guys received a letter from Karen Buck MP applauding them for 'going that extra mile' with gamers who have disabilities. As a way of thanks, the staff received a bottle of champagne and cake baked by the parents of the gamers they had gone out of their way to help and support.

From all of us here at White Dwarf, Games Workshop and the wider gaming community, well done guys!

Turn to page 106 to find your local store or independent stockist.



From left to right: Miguel Poonsawat, Andy Scrimshaw, Zack Gucklehorn and Andy Perry – the illustrious team of GW Plaza.

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BLOOD BOWL™
The Computer Game – Coming Soon!



French developers Cyanide are currently working on a video game adaptation of Blood Bowl. The game should be out later this year and features a turn-based version of the classic board game, or the fast paced frenzy that is real-time mode – both fully compatible for online play.

Check out the website www.bloodbowl-game.com for the latest news and sneak peaks.

Live demos of the game will be held at this month's Blood Bowl Grand Tournament so, if you're lucky enough to have a ticket, make sure you don't miss out!

"Touchdown!"



SCIONS OF THE

WARHAMMER

WARHAMMER 40,000

Dark Gods

When the material world and the Realm of Chaos collide, fragments of a Chaos God's dark will are let loose to wreak havoc and utter destruction – they are the scions of Chaos, known to others simply as Daemons. White Dwarf sent Andy Hall out to converse with the Ruinous Powers and their diabolical servants, namely Alan Merrett, Mat Ward and Alessio Cavatore.

This Chaos Daemons release is really quite special. The reason for this is very simple; it's the first time in over 20 years that we've done a simultaneous Warhammer and Warhammer 40,000 army release. To find out why we've decided to do this I had a chat with Alan Merrett, who was behind the whole idea. Alan holds the rather grandiose title of Group Intellectual Property Manager, which means that he is responsible for overseeing the way that the background and imagery of our game worlds is developed and presented.

"The idea of the four great Chaos Powers and their daemonic followers, Daemons that share their patron god's characteristics, came about almost at the same time as the original Warhammer manuscript," begins Alan. "So the four Chaos Gods and their attendant Daemons have nearly always been an important part of Warhammer, even though we didn't publish material about them until a few years after Warhammer's debut. We had a manuscript and we kept planning to release it, but for a multitude of reasons I can barely remember it would slip further and further back along the schedule. This also had the effect that every time someone took a look at the Chaos manuscript they would add a little bit more, and so it grew in size and ambition."

Eventually, what had become the Design Studio finally cleared enough time in the schedule to publish "Realm of Chaos". By that time Warhammer 40,000 was available in its first incarnation as Rogue Trader, and that effectively doubled the size of the supplement so that Realm of Chaos was released in two seminal volumes – "Slaves to Darkness" and "The Lost and the Damned".

"What these two classic books did was introduce Chaos in all its manifest glory to the world and explain how it worked within both the Warhammer and Warhammer 40,000 settings. The exact reasons why the Chaos pantheon appeared in the Warhammer 40,000 universe as well as in the Warhammer world are lost in the mists of time. It just seemed like the right thing to do and to be honest we've never looked back on it," explains Alan.

And so the Chaos Gods, and their daemonic minions in particular, enjoyed a high status, being well represented in both Warhammer and Warhammer 40,000. People collected Warbands of Chaos, armies of Daemons, and battles were fought both throughout the galaxy and upon the Warhammer world ably supported by the Citadel forges that produced an extensive range of Daemon models. Time, like Chaos itself, is a fickle thing and both game systems moved on and evolved into different editions that eventually outdated the rules in the Realm of Chaos volumes.





The Masque, Eternal Dancer of Slaanesh

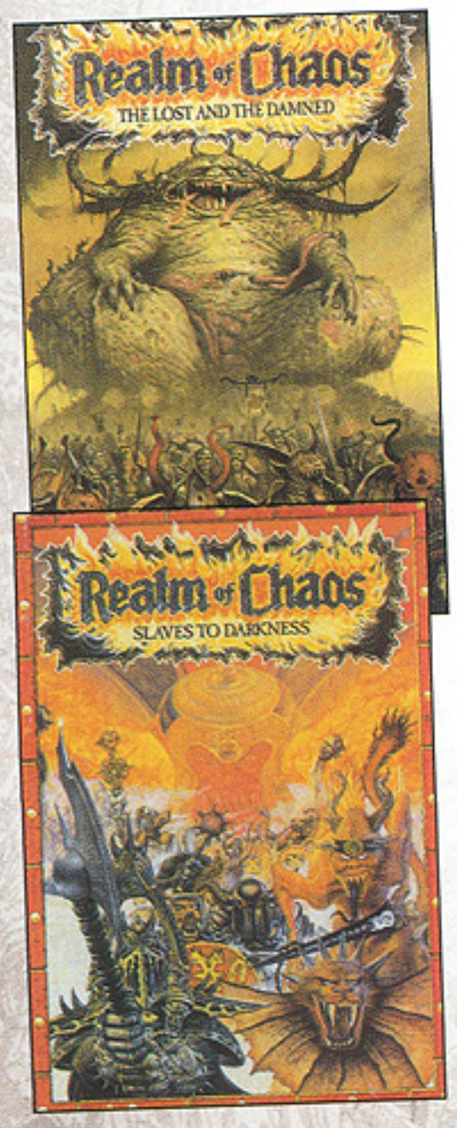


Karanak, Hound of Vengeance

"Over the following years and subsequent editions of the game systems the Chaos codexes and army books featured the Daemons, but they tended to get less and less coverage and attention. In Warhammer, the Chaos Warriors took centre stage, whilst in Warhammer 40,000 the Chaos Space Marines did instead. The Realm of Chaos books had done a fine job of defining the forces of Chaos and illuminating all of the Daemons but over time we were slowly but surely losing something. We are very proud of our Chaos mythos, with its rich detail and awesome character. Inspired by this each time we have come to work on a Chaos book we have always been compelled to add yet more detail and wanted to create more and more troops and characters. Eventually something had to give as we

Realm of Chaos

Realm of Chaos was published as two massive seminal tomes – Slaves to Darkness and the Lost and the Damned. Even today, 20 years after first being published, they are highly sought after. These books were the first to define the Chaos Gods in all their glory and have formed the template for all our Chaos projects ever since.



The new special characters have added even more layers to the rich history of the Realm of the Chaos. From the mighty Heralds of the Ruinous Powers to the likes of Karanak, a malevolent Flesh Hound that will hunt its chosen prey to the edge of the galaxy and beyond, these characters not only look great but also add some unique special rules to your games.





Skulltaker, The Champion of Khorne



Epidemius, The Tallyman of Nurgle









simply couldn't keep adding all of the exciting new things we wanted to do for each army and at the same time treat the Daemons with the dignity and attention they deserve. So unwittingly over the years they've gradually fallen away from the spotlight as we make room for all of the other new Chaos entities. Which isn't at all right when you consider that of all a Chaos God's multifarious minions he has to hand, it is the Daemons that are his closest, most willing and powerful servants, being embodiments of his will."

Still, when you happen to be Alan Merrett, such an injustice is easy to set right. "Well, I simply asked the Studio to do two books to justly put the Chaos Daemons back in the frame as a viable force for both game systems, and that's what they've done. The Daemons are in a unique position in that the fantastic models the sculptors are making for the new range and the existing Citadel models can be used in both games – this was quite a challenge for the sculptors. It made perfect sense to release both the codex and the army book at the same time and gift players of both Warhammer and Warhammer 40,000 with the ability to once more use the full gamut of the daemonic pantheon."

> "We've given players of both games the ability to use the full gamut of the Daemonic pantheon."

The Ruinous Powers

The Realm of Chaos is ruled over by the four most powerful gods of Chaos. Each has mastery over his own domain and has populated it with his daemonic servants, who in turn mirror their master's desires, traits and characteristics.



Khorne

Khorne is the Blood God, the Lord of Skulls and Murder. He is perceived as an angry, raging god of bestial strength and matchless battle prowess. Within the Realm of Chaos Khorne is said to sit atop a mighty brass throne at the summit of a mountain of skulls.

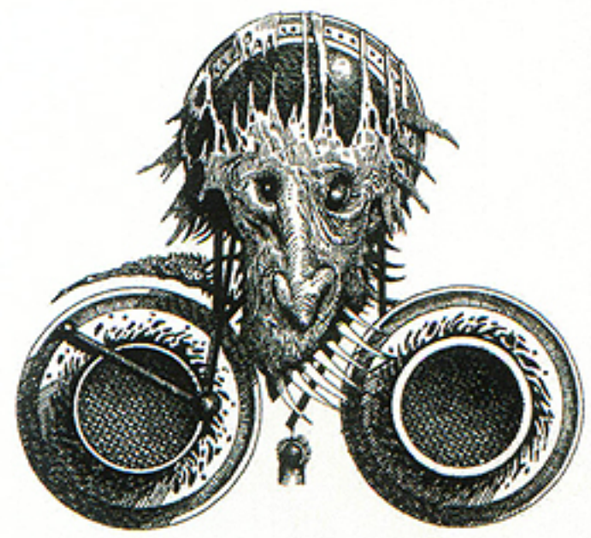
Khorne's Daemons: Bloodthirsters, Bloodletters, Bloodcrushers and Flesh Hounds.

"Blood for the Blood God!"

Nurgle

Nurgle is the Lord of Decay. It is he who unleashes famine and pestilence upon the mortal worlds. To his followers Nurgle appears as a massively bloated creature, festering with boils and poxes, and surrounded by a cloud of putrid black flies.

Nurgle's Daemons: Great Unclean Ones, Plaguebearers, Beasts of Nurgle, and Nurglings.



"Come to Plaguefather Nurgle;
let him embrace you."



Slaanesh

Slaanesh is the master of cruel passions and hidden vices, and of terrible temptations. Of all the Dark Gods, Slaanesh alone stands perfect – long-limbed and elegant with a haunting androgynous beauty that no being, mortal or otherwise, could resist.

Slaanesh's Daemons: Keepers of Secrets, Daemonettes, Fiends and Seekers.

"Join our pageant, little one, and
dance for pleasure and the joy of pain."

Tzeentch

Tzeentch is the Changer of Ways, and change is the essence of Chaos itself. He is the Great Schemer, his plans are insanely convoluted and vast, whether he is plotting against his fellow Chaos Gods, or playing games with the lives of mortals.

Tzeentch's Daemons: Lords of Change, Pink Horrors, Flamers and Screamers.



"Behold the Great Mutator and
the gifts he will bestow upon you."

Nurgle, Tzeentch and Khorne Daemons join forces to ravage an Imperial city.

Bretonnia is attacked by a fearsome Daemon host led by a Lord of Change.

Daemons of Khorne

Bloodletters of Khorne



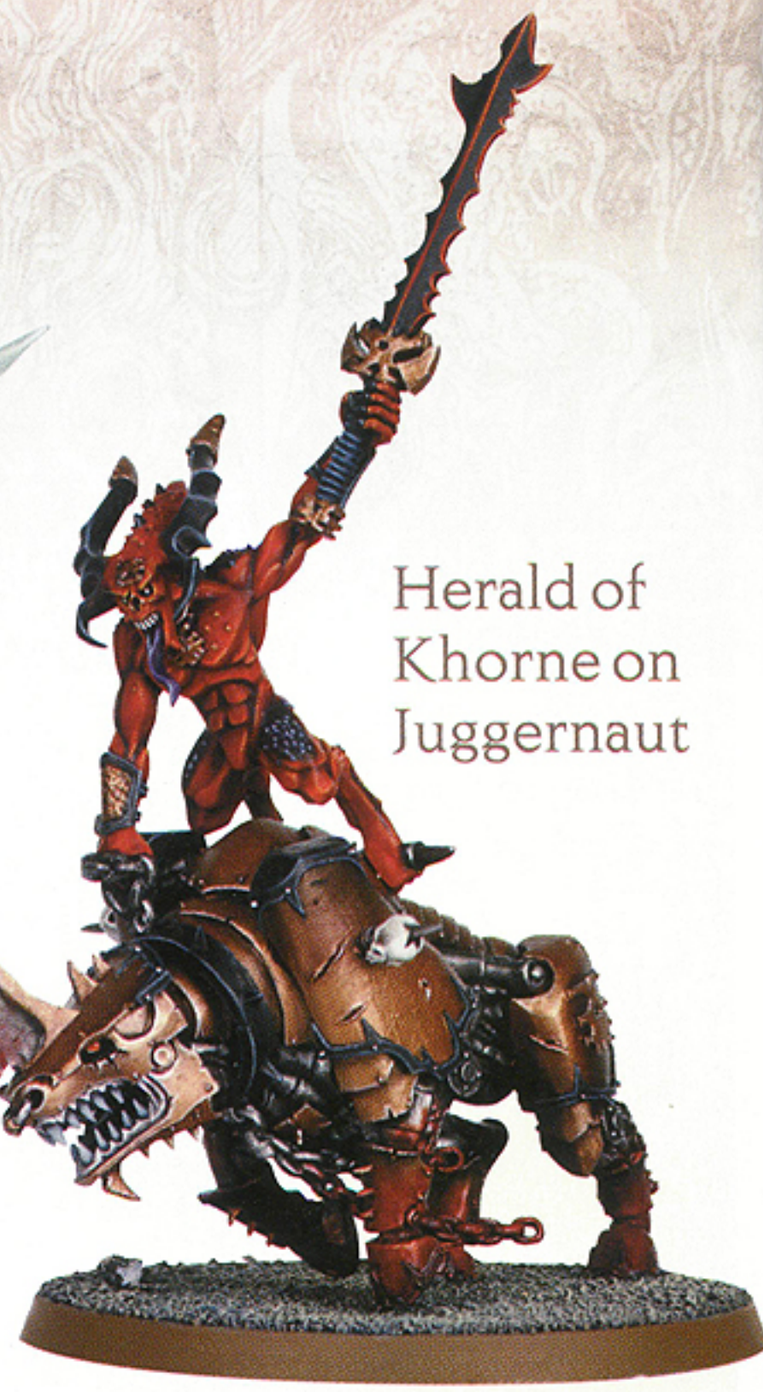


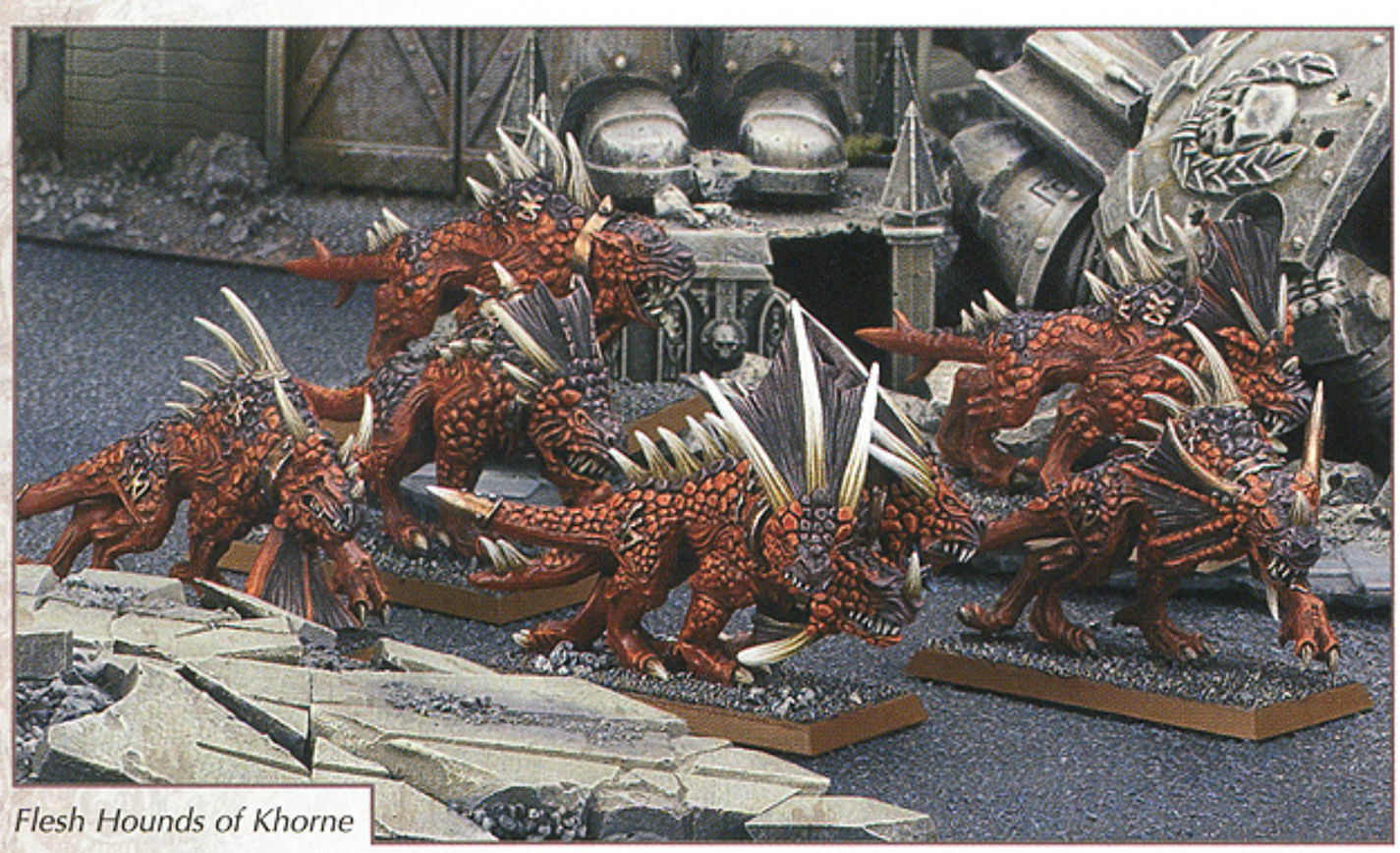
The new Bloodletter frame contains many useful components, including two different Champion heads.



Bloodletter Standard Bearer

Herald of Khorne on Juggernaut





Flesh Hounds of Khorne

Bloodcrusher of Khorne



In the Book:

Warhammer Armies: Daemons of Chaos contains:

- **A massive background section chronicling the daemonic incursions that have ravaged the Warhammer world.**
- **A comprehensive bestiary that details every type of Daemon.**
- **Hobby advice for collecting and painting the multifarious Daemon hordes.**
- **A brand new army list.**

Mat Ward is known as the Studio's evil genius, so who better then to author a book about creatures that are the epitome of evil? Mat admirably rose to the challenge, as a veteran Warhammer writer with the Wood Elves and Orcs & Goblins books under his belt.

"This project was very different," says Mat. "With Alessio and Gav writing the Codex at exactly the same time, we worked closely together. Obviously the rules differ greatly between the two games, but a Bloodletter is a Bloodletter no matter if it is fighting in the Great Forest of the Old World or on some half-baked planet in the Eastern Fringes."

Ever since Daemons appeared on the ever-changing Studio schedule, Mat has been champing at the bit to get started on the project. "The Daemons are some of the coolest things we've ever invented, but we've always let the Chaos Warriors hog the limelight and added the Daemons on to that list. So I was keen to set that straight and let the Daemons take the centre stage. With 96 pages all to themselves I was able to go into great detail about each daemonic type, and include all the many Lesser Daemons – that, I think, is a first since the Realm of Chaos books. The page space, especially in the background section, also allowed us to explore the Chaos Gods and the Realm of Chaos in greater detail than before. You'll learn far more about the Chaos Gods – for instance, did you know that Nurgle is a creator as well as a destroyer?"

Of course, it's much easier to say "let's make an all-Daemon army" than it is to actually design a valid, balanced army list that can be a force in its own right. So how did he go about this? "The way Daemons

DAEMONS OF NURGLE

Beasts of Nurgle









Beasts of Nurgle are hideous, slug-like creatures that leave a trail of slime in their wake.

The Citadel designers have been very busy, not just producing the plastic kits (such as the Bloodletters, left, or the Daemonettes), but also some splendid new metal models like the gruesome Beasts of Nurgle, Plaguebearer command group, Bloodcrushers and Flesh Hounds. These are among the heaviest hitters in the Daemon list – see them in action later in this issue.



Plaguebearers and Nurglings rally to the Daemon Prince of Nurgle.

work in the game hasn't changed that much – there's just more of them now. So, they still all cause Fear, are Immune to Psychology, have a 5+ ward save, magical attacks and have to take a Daemonic Instability test if they lose a round of combat – one small tweak is that daemonic Leadership can now be modified as normal from Break tests. The difference is that before you had one Daemon unit in your force, or maybe two at the most; now you'll have a whole army of Fear-causing troops with ward saves!"

The secret, however, to using the Daemons is not with the daemonic special rules. "Your choice of god or gods is crucial to the success of your Daemon horde," continues Mat. "You have to pick wisely, and factors such as your opponent's force and what you need the army to do will have an impact. Khorne units will hit hard, Nurgle Daemons are tough and difficult to get rid of, Tzeentch have a plethora of ranged attacks and magic, while Slaanesh will hit you with a bucket load of attacks. A good Daemon general will be able to mix and match these different types of units to give him a highly flexible force or even an army tailor-made to get the best advantage depending on what he will be facing."

Players with more narrative leanings may wish to field a daemonic army of just one power, is that possible? "It is something I was aware of when designing the list and although it is viable, I wouldn't recommend playing with one in a tournament. Single-power Daemon armies are extremely specialised – a Slaanesh army will be super-fast with a ridiculous number of attacks, for example – but bear in mind they are extremely inflexible."

Hordes of Chaos

The advent of Daemons of Chaos changes the way Chaos forces play in Warhammer. This means the Hordes of Chaos army book can no longer be used. But don't worry, your Chaos Warriors will still be able to take to the battlefield as we'll have an official "get-you-by" Chaos Warrior army list in next month's issue of White Dwarf! And fear not – a brand new Chaos Warrior army book will be released very soon!

A Daemon army, then, works best when using Daemons from two or more of the Chaos Powers. Mat is quick to pre-empt the follow-on question about a broader Chaos force consisting of other elements such as Chaos Warriors and Beastmen. "Unlike the Hordes of Chaos book, there is no integrated system for using allies," he states. "You can't substitute part of your Core allowance to get some Chaos Warriors instead. The book has one self-contained army list, as will all other army books going forward. It keeps the system clean and simple. That's not to say that creating a full-on Chaos host, the kind Archaon invaded the Old World with, is not possible. Of course it is – you can play in a big multiplayer battle with numerous armies per side, or use the rules Jervis wrote in the Legendary Battles Expansion *(published in last month's White Dwarf – Grombrindal)* which ably cover this situation."

> "It's easy to think of Daemons as faceless Warp-nasties, but that's far from the truth."

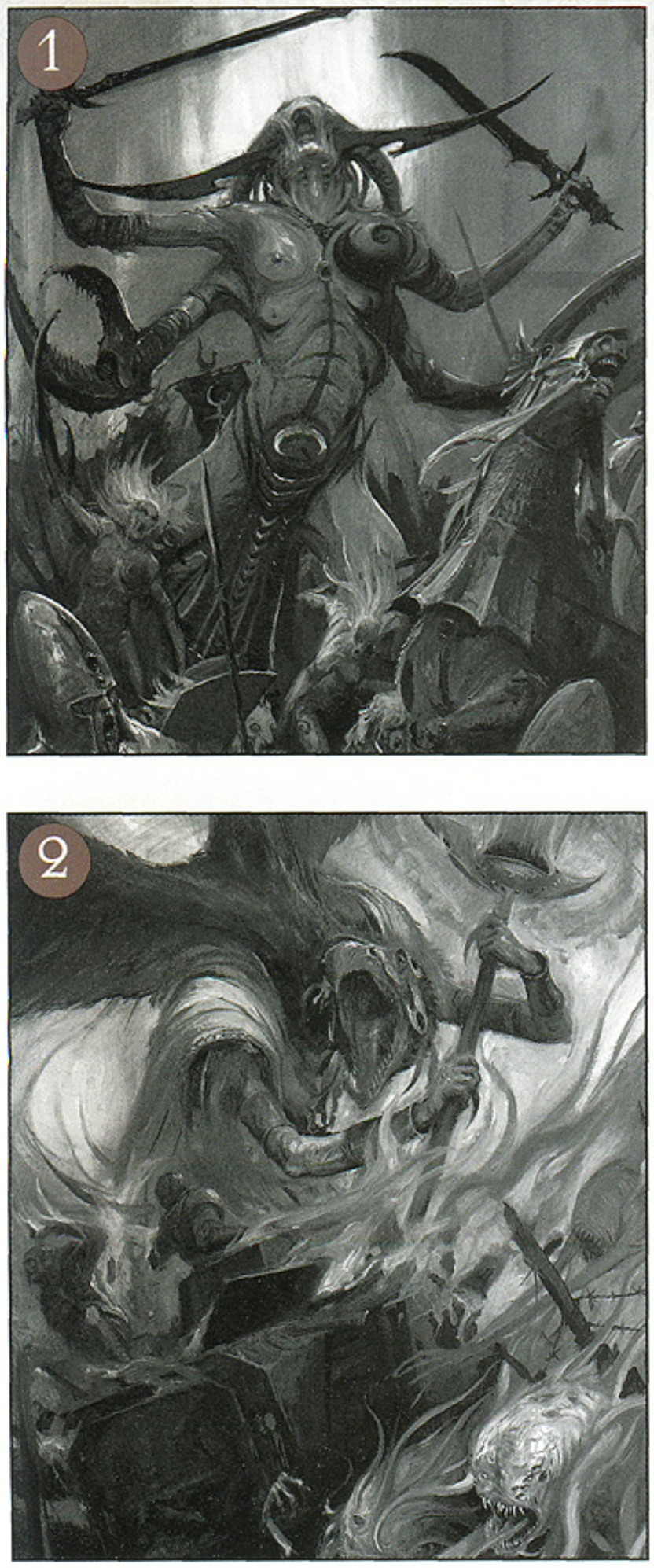
Back to the army list itself and, as I scour the pages, I notice the Heralds listed in the Heroes section. "They're new," says Mat. "Heralds are Hero-level characters. It wasn't going to be practical to just have Greater Daemons as your only character choices. The Heralds can also be upgraded to carry an icon and become the force's Battle Standard Bearer. We've also included four named Heralds as special characters in the list."

Talk of daemonic special characters certainly got my attention. "There are nine of them in total," says Mat with a triumphant twirl of his moustache. "It's easy to think of Daemons as faceless Warp-nasties, but that's far from the truth. All Daemons, possibly with the exception of Nurglings, are intelligent beings with their own consciousness and personalities, and this book has really let us delve into that uncharted area. So you have Skarbrand, the Bloodthirster who tried to usurp Khorne, or the Fateweaver, a Lord of Change who can see the past and the future but is blind to the present. All the characters mentioned in the book have a timeless mythos attached to them as befits creatures created by a Chaos God. It's also why they are equally at home in the grim darkness of the far future."



A daemonic host battles with a Vampire Count and her Undead horde near an ancient shrine.

Heretical Visions





Both the new books are awash with some great new illustrations. I asked resident artist, Paul Dainton, about the work he and Alex Boyd did on the Daemons. "It was different drawing the same creatures in both a Warhammer and Warhammer 40,000 context," says Paul. "While the look of the Daemons stayed the same, in 40K we'd have them ripping up tanks and slaying Space Marines, while in Warhammer they're bashing Orcs and tearing apart Dwarfs."

Despite the two game systems there was one consistency running through all the art. "We wanted lots of energy and violence," states Paul. "'Visceral' and 'exuberant' were words used a lot when we first started planning the art for the books." There's a lot of it too! While it would have been easy to use one piece of art in the bestiary and forces section of both books, each entry has a separate piece of art.

"Iconography was important," adds Paul. "We included the runic emblems in ways that were less obvious than just a banner in the background, we tried to be more subtle than that. So you have scars in the shape of the icons or small bits of jewellery – it was a good way of breaking up the skin."

I then asked Paul which Chaos power he most likes to depict, thinking it would be a difficult question, but he immediately grins and answers without hesitation. "Definitely Nurgle," he says. "Both me and Alex really enjoy drawing Nurgle's Daemons. There's an element of fun and mischief the other gods don't quite have. I also really like drawing Slaanesh stuff because of the fine line you have to tread – but I don't think I should dwell on that!"

Art key:

1. **This piece, by Alex Boyd, is of a Keeper of Secrets and its attendant Daemonettes slaughtering their way through a High Elf line.**

2. **A Lord of Change's sorcerous attack against the Imperial Guard, also painted by Alex.**

3. **Paul Dainton's painting shows a host of Daemons emerging from a defiled Lustrian temple, intent on destroying the Lizardman inhabitants.**

DAEMONS OF SLAANESH



Daemonette Musician

Daemonette Icon Bearer

Daemonette Champion



The new plastic Daemonettes have been a long time coming, and allow Daemons players to field large units with as much personalisation as they like. Also on these pages are several examples of Fiends of Slaanesh and Tzeentch Daemons painted in a variety of ways – Slaanesh and Tzeentch models in particular are great for showing off your painting skills and experimenting with outlandish colour schemes.

In the Book

Inside Codex: Chaos Daemons you will find:

- **A comprehensive background section covering Warp space and the four Ruinous Powers.**
- **Complete guide to each character, troop type and vehicle.**
- **Full-colour hobby section with painting tips that will help make your daemonic force truly unique.**
- **Brand new army list.**

While Mat was busy writing Warhammer Armies: Daemons of Chaos, Alessio and Gav, who had worked together on Codex: Chaos Space Marines, were tasked with making the Daemon forces work in Warhammer 40,000. We caught up with Alessio, who took the lead on this project.

"The important thing to remember," begins Alessio, "is that it is the same army, using the same range of figures, that straddles two systems." As you'll see there is one exception to this – we do have one kit that can only be used in Warhammer 40,000, but more on that later.

The book itself starts with a large background section detailing the Realm of Chaos, how daemonic incursions work and the relationship between Mankind and Chaos. "This section was largely written by Gav, but it was very interesting working on the background at the same time as Mat was working on the Warhammer counterpart, especially when you have special characters that appear in both books. If you put the two books together you'll find that these strange mythic characters appear in both, but one is looking through a Warhammer mirror, while the other is from the mirror of the 40K galaxy. Make no mistake though, these are the same Daemons – Skulltaker, Khorne's greatest champion, is the same being no matter what planet or battlefield he strides across."

While the Daemons are the same in both games, how they actually work within the respective systems is quite different. In fact, a daemonic force in Warhammer 40,000 plays in a very unique way. "Well, all Daemons are Fearless so they won't run away. They're Invulnerable, so can still

DAEMONS OF TZEENTCH

Screamers of Tzeentch





Flamers of Tzeentch





Pink Horrors of Tzeentch











walk around with big holes in their bodies. But what really makes the Daemons different is the Daemonic Assault rules. Quite simply, Daemon armies do not deploy. When you start a game with a Daemon force, no units from the Daemon army will be on the table. What this represents is the Daemons tearing apart reality, breaking through the barrier between the real world and the Warp. Fighting Daemons is not a normal engagement; the planet is undergoing a Chaos assault, reality is warping and twisting," says Alessio.

This immediately begs the question of when the Daemons actually appear on the battlefield, and how? "The Daemons start to appear from Turn 1." Alessio reveals. "Half your daemonic force will arrive on the first turn using the Deep Strike rules. The remainder of your force is held back and Deep Strikes onto the table later using the normal Reserves rules."

This is potentially very powerful, allowing your Elite units to take objectives or engage with the enemy's key units extremely early in the game. Conversely, if

> "Skulltaker is the same being no matter what planet or battlefield he strides across."

the fates (no doubt manipulated by Tzeentch) are against you, then your force could appear in dribs and drabs to be taken out by the concentrated fire of the enemy. "It does have to be used carefully," agrees Alessio. "Appearing in a long battle line in front of the opposing army will not



A pair of Soul Grinders scour the landscape in search of pitiful prey.

always be the best plan. However, Deep Striking in and around the enemy at key objectives may well give you a powerful advantage early on."

Of course, this system means that if the opposing force goes first, then there will be no Daemons on the table to react to or fight against. How does that work? "If the game is objective driven then you'll get a free turn running around and claiming the objectives. Otherwise, you form a defensive perimeter or position yourself for the best fields of fire as you try and predict where and when the Daemons will appear. When this situation cropped up in playtesting the non-Daemon players always found it quite tense and nervy as they tried to position their force, but then if I was facing Warp-born creatures of Chaos I'd be extremely tense as well!"

On to the army list itself, and the first thing I notice is just how packed the HQ section is. "It is a large section," agrees Alessio. "You have the Greater Daemons, the majority of the special characters and the Heralds living in there. However, a single HQ slot can include up to two Heralds, which takes the pressure off. So in a typical 1500-point game, you could take four Heralds, or a Greater Daemon and two Heralds, or even two Greater Daemons, but don't expect to have many troops in that force!"

Back in our Warhammer chat with Mat, he mentioned that mixing Daemons from the different powers was the best idea. Is that the case in Warhammer 40,000 as well? "Absolutely," says Alessio. "The Daemons share the same broad characteristics as in Warhammer. Khorne squads have Furious Charge as standard so will hurt in assault, Tzeentch Lesser Daemons are the only squad-level troops with ranged attacks in the army, Nurgle squads have a high Toughness and Feel No Pain, while Slaaneshi Daemons have lots and lots of Rending attacks. A good Daemon force will have a mixture of these squads. A one-power force is possible and could even do well, but it is a one-trick pony, so you'll have to be careful."

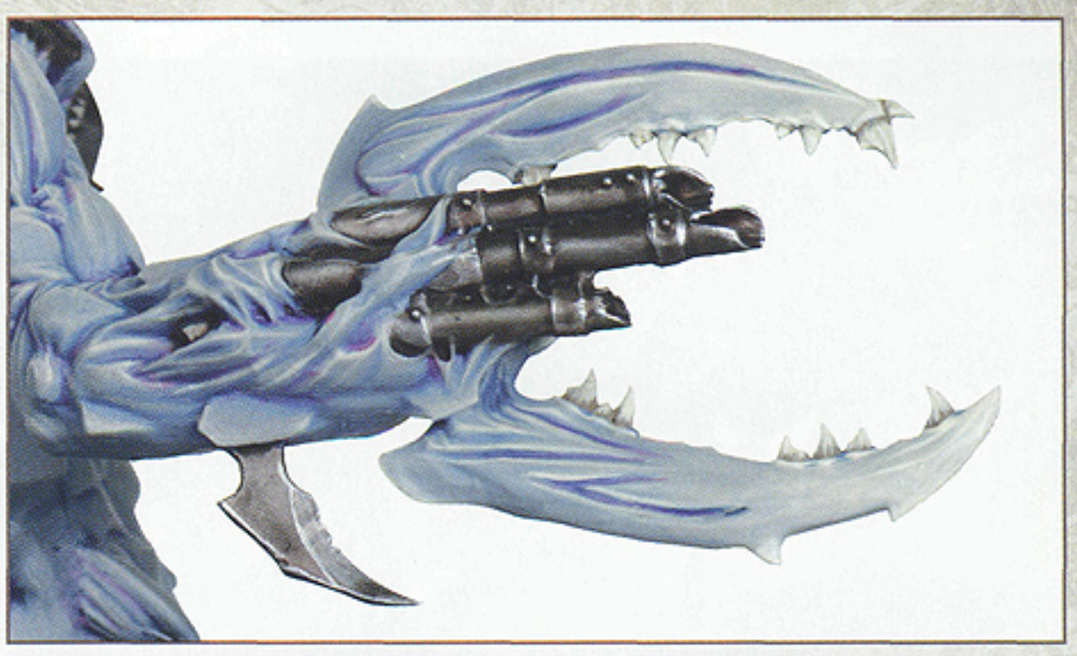
The other surprise is the Heavy Support section that features just two choices – a Daemon Prince and something called the Soul Grinder. "The Daemon Prince is there for two reasons. First, the HQ section was packed as it was. Secondly, his options and characteristics make him a true heavyweight, capable of ripping tanks to shreds, so it was a natural home. However, it is the Soul Grinder I'm most excited about. This is a Daemon Engine, unique to Warhammer 40,000 for obvious reasons. I love this model and think Mark Harrison has done a fantastic job. It really is a thing of beauty, so I made sure the rules lived up to the great kit," gushes Alessio. Daemon players will surely agree.

Apocalypse

Chaos Daemons is a self-contained army list used to create a wholly daemonic force, so there is no option of adding the diabolical Chaos Traitor Legions in the Daemon list. However, should you wish to play in a battle that features all the damned forces Chaos has at its disposal, then all you need do is play a game of Apocalypse with armies from both the Chaos Daemons and Chaos Space Marine Codexes. Don't forget that you can also add datasheets from last month's Liber Apocalyptica into your force as well!

The Soul Grinder







Armour							
WS	BS	S	F	S	R	I	A
3	3	6	13	13	11	3	4

The Soul Grinder is a Daemon Engine and follows all the usual Daemon rules. It is immune to the effects of Shaken and Stunned damage results.

Mawcannon: Soul Grinders can unleash lethal Warp energies from their mouth.

	Range	Strength	AP	Type
Vomit	Template	6	4	Assault 1
Tongue	24"	10	1	Assault 1
Phlegm	24"	7	3	Ordnance 1, Large Blast

Harvester: Soul Grinders are also gifted with the harvester of souls, a deadly secondary weapon.

	Range	Strength	AP	Type
Harvester	24"	4	5	Assault 6

Forge of Souls

Hidden deep within the Realm of Chaos is the Forge of Souls, where the ever-mutating daemonic craftsmen eternally hammer at their creations in cyclopean smithies. The Soul Grinders are the creation of these daemonic artificers. They are terrifying creatures that are the fusion of the most powerful daemonic entities with machines that originate outside the Immaterium, but have felt the touch of Chaos.

Painting Daemons



Daemonette Skin



The Daemonette's skin was given a 3:1 basecoat mix of Hormagaunt Purple and Dheneb Stone.



A small amount of Skull White was added to the basecoat mix and applied over all the raised areas.



The next highlight layer was created by adding even more Skull White to the mix.



A final highlight of pure Skull White was applied to the most prominent raised areas.

Daemonette Claws



The claws were basecoated with a 4:4:1 mix of Hormagaunt Purple, Liche Purple and Chaos Black.



A mid-tone was mixed by adding a spot of Bleached Bone to the basecoat mix.



More Bleached Bone was added to the mix and applied to the most prominent ridges.



The Many Colours of Chaos



This Daemonette has very pale skin with a pinkish hue that contrasts sharply with her black leather basque. The patterning on the skin and clothing was painted on by hand, adding to the intricate look of the model.



Pink and red are the prominent colours used here. The skin has been glazed to give it a warm hue, while still maintaining the characteristic pallid tone. A steady hand is required for the intricate patterns on the clothing and skin.



This Bloodletter has been painted using a very dark palette. The sword, on the other hand, has been deliberately painted much brighter to contrast with the dark flesh tones of the Daemon. The tongue and horns add a further contrast.



John Blanche has painted this Daemon in molten colours to give the impression that the Bloodletter has emerged from a hellish inferno. Even the Hellblade has been painted in this style to suggest it is part of the creature, and not a separate entity.

Bloodletter Skin



Mechrite Red was used as the basecoat, painted evenly all over the Bloodletter's flesh.



The skin was given a wash of Red Ink all over. A second wash of Brown Ink was then applied to the scales and deepest recesses.



An initial highlight of Blood Red was applied to the raised parts of the skin, making sure to avoid the recessed areas.



The next highlight was a 1:1 mix of Blood Red and Blazing Orange, followed by a 1:1 mix of Blazing Orange and Fiery Orange.

Bloodletter Sword



The Hellblade was first painted with Scab Red, straight over the Chaos Black undercoat.



A 1:1 mix of Scab Red and Blood Red was applied to the tip and raised areas of the blade.



Finally, Blazing Orange was added to the previous mix and painted on as a highlight.



UNLEASH THE NIGHTMARE

31ST MAY 2008

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Rubbing his hands against the cold and hugging his sides, the lookout atop the walls stared out across the frozen fr

WARHAMMER® CAMPAIGN

GLORY AND CHAOS

In the depths of a dimension formed of purest entropy, a tiny but repugnant Daemon crawled cautiously towards its master's living throne. A frown of concentration twisted the occupant's revolting features as his quill scratched away, recording every permutation of every disease that had ever been unleashed upon the world of mortals. It was a thankless task and even the most dim-witted Daemon knew that the Tallyman of Plagues did not appreciate being interrupted. The diminutive Nurgling crawled the last few yards on its distended belly and gulped nervously before clearing its throat with a grotesque rattle.

"WHAT do you want this time?" roared Epidemius, infected spittle flying in all directions.

"Er… most foul Tallyman of Plagues…" squeaked the Nurgling, "Lord Bileflood is trapped by the rat-kin. Bled away for their brews, I swears it!"

"Is that so?" said Epidemius, pensively. Laying down his quill, he craned his rubbery neck and cast an appraising glance toward the molten volcanos glowering on the horizon, where the footsoldiers of the Blood God waged their eternal wars. "Then I think we had better muster our forces, little one. It is time for old debts to be honoured, and mortal blood to be spilt."

In the far north of the Empire, the fabric of reality begins to split as a Daemon horde prepares to spew forth into the mortal realm. Mat Ward presents a brand new Warhammer campaign to chart their path to glory...

The launch of the new Daemons of Chaos book and miniatures range for Warhammer has generated so much excitement here in the Studio that I've half expected to see Pink Horrors erupting from within the rest of the games developers. You see, Daemons are somewhat different to other armies in the way they look and play, and so getting to grips with an army of them is as challenging as it is fun.

To my mind, the best way to test the mettle of any new army is to send it on a campaign! Warhammer campaigns are the ideal way to see how an army behaves against a variety of foes in a range of different-sized games and in unique scenarios. Of course, saying things like this in the Studio is quite dangerous, as it inevitably leads to White Dwarf editors sneaking up on you and saying "Great idea, Mat, why not write that up for us?"

So, having talked my way into more work, I set about looking at a Daemon campaign and what that would entail. The first thing I needed was a story – although map campaigns and "Swiss tournament" style leagues are great fun, I wanted something a bit more story driven for the Ruinous Powers. Once that was sorted, the scenarios and opponents fell into place. All that remained was to find some able victims (or volunteers, whichever) to play through the campaign. Enter fellow writers Phil Kelly and Robin Cruddace, ever willing to play games of Warhammer for the greater good. It's a hard life.

The Tale of Bileflood

Our tale begins not with Daemons, but with the Skaven, in a subterranean lair deep below the Empire province of Middenland. Hungry for power, the half-crazed and unspeakably evil Plague Priests of Clan Pestilens have made a breakthrough in their quest for glory. Their research into foul diseases and plagues has drawn the attention of Nurgle, and the Plague Priests have managed to summon a Great Unclean One, Bileflood, into their noisome realm. However, the Greater Daemon got more than it bargained for, because the Skaven of Clan Pestilens were not interested in working with the powerful servant of Nurgle – instead they used their rituals to imprison the Daemon, binding it for all eternity in chains of warpstone and meteoric iron. Their perfidious aim is to drain the Greater Daemon of its essence, fuelling their search for the ultimate disease to unleash upon the surface world.

The powers of Chaos have not taken kindly to this assault on one of their most powerful servants and, even as the Plague Priests celebrate their finest hour, fate conspires to open a gateway into the physical realm. The Daemons are about to make their way violently into the world, and they'll tear apart everything in their path until they reach Bileflood and his Skaven captors!

The Campaign

This campaign will be played by two players – one will take the Daemons, while the other will control a variety of forces. This represents the Daemons materialising opportunistically some distance from their quarry, and having to fight their way through all-comers to reach Bileflood.

The campaign comprises three scenarios, increasing in size as they go. Winning a scenario may grant a player additional bonuses in the following game. For the sake of the narrative, everything hinges on the final showdown, so the player who wins the final scenario will win the whole campaign. Obviously, winning the previous games will give a player a huge advantage in the finale.

What follows is the series of scenarios, along with the narrative that we developed alongside them. Finally, we present a series of mini battle reports to illustrate how the players got on. Can Phil's horde of Chaos wreak havoc across the Old World? Or will Robin's multifarious forces stop him in his tracks? Read on to find out.



Cruelly cheated of his destiny as a Time Lord, the Machiavellian Mat still manages to work at twice the speed of a normal human due to an elaborate cloning technique.



The entity "Phil" is actually a betentacled gribbly from space, who is learning about earthling defences by writing wargames rules. He's actually rather enjoying himself.



Robin has recently handed in his lab coat and abandoned the path of science fact for science fiction. He is Games Development's latest recruit – and head tea-boy.



Bileflood has been imprisoned by Clan Pestilens, and his energy harnessed by the Plague Monks.

Stem the Tide

Scenario 1

On a remote coast of Nordland, a violent and unnatural storm erupts. The heavens shake, and all who bear witness swear that the gods themselves are angered. How right they are.

This stretch of coastland is the site of a series of Elven waystones. Like silent sentries, they have stood along a magical fault line for many centuries, channelling magical energies into less harmful forms, preventing the influence of Chaos from tainting these lands. The men of the Empire shy away from this place, believing it to be cursed. This suits the High Elves well, for they have a colony here, entrusted to watch over the waystones lest Chaos find entry into the mortal world.

As the winds blew stronger, however, and lightning scorched the earth, one of these ancient monoliths was toppled, and the gibbering entities lurking within the Realm of Chaos spied their opportunity. Even as the garrison of Elven warriors was roused, the first Daemons ripped their way through the weakened magical barrier and took physical form. As the High Elf spearhead arrived at the site of the incursion, their stomachs knotted with fear and revulsion at the sight of the foul host that gathered before them. The Elves would have a fight on their hands this night.

Scenario

The battle is a standard Warhammer pitched battle. See the Warhammer rulebook, page 2.

Terrain

The battle takes place along a rocky stretch of coastline. Any cliff-type hills or piles of rocks will be suitable. In the centre of the board is the toppled Elf waystone. Other, intact waystones may be placed as shown.

Forces

Armies are chosen from the Daemons of Chaos and High Elf army books, to a value of 1000 points.

Special Rules

The toppled waystone is now a magical conduit, radiating arcane energy. Any model casting a spell within 12" of the waystone must roll an extra power dice. They receive this for free each time they attempt to cast a spell, even if this extra dice takes them above the usual dice restriction for their magic level. Players have no choice in the matter!

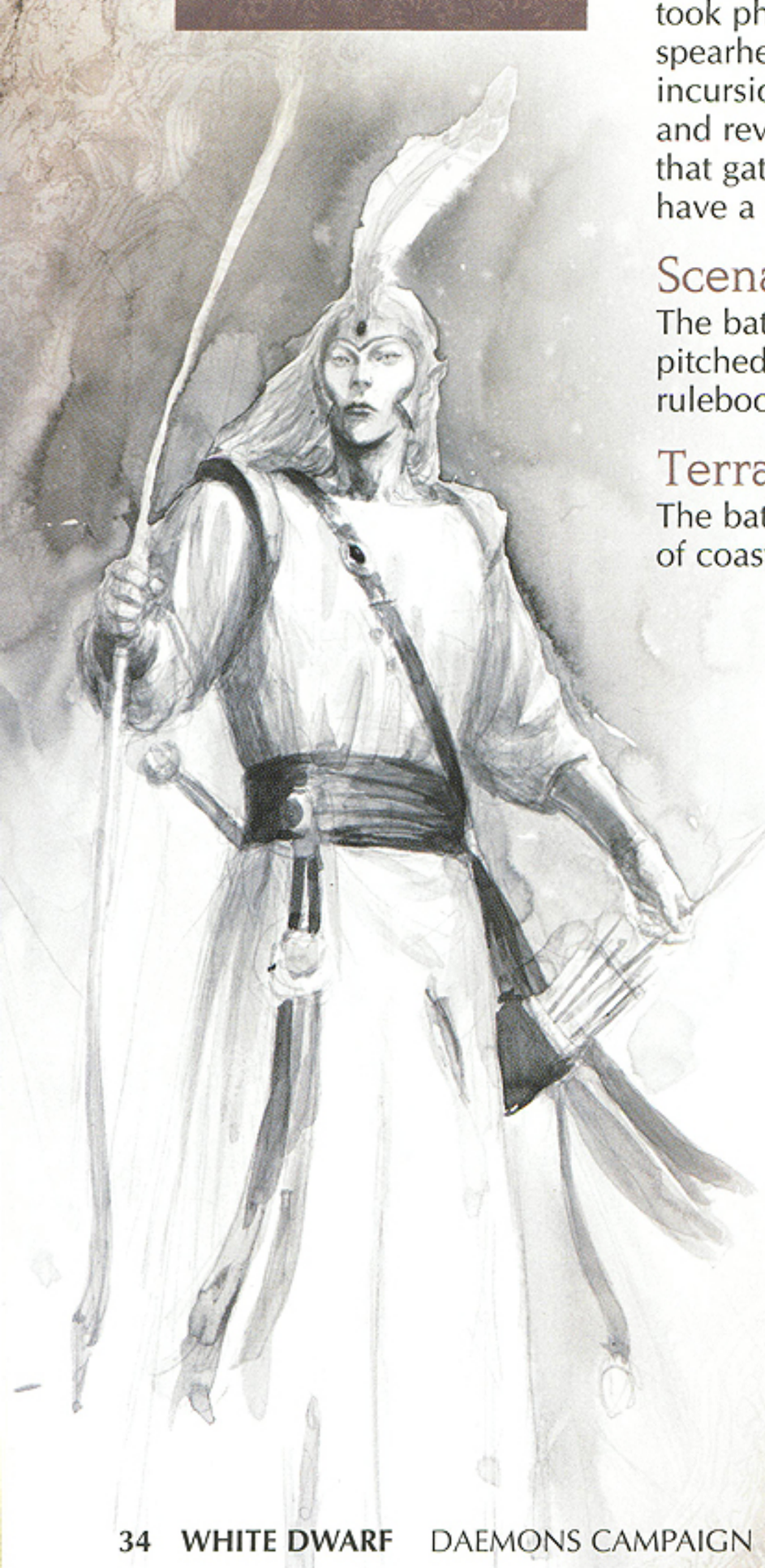
Campaign Notes

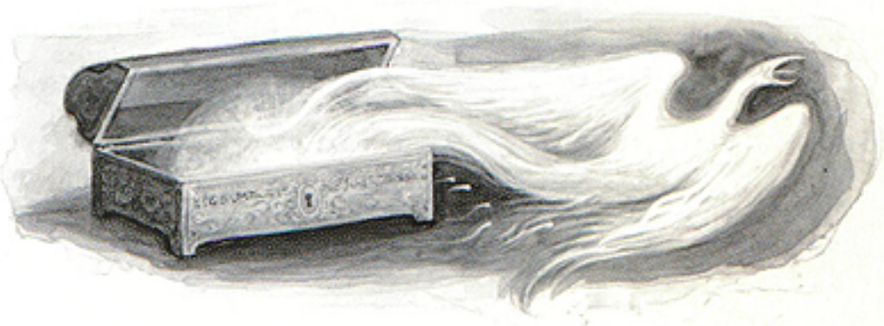
Any Daemon units (but not named characters) that escape the board may be used by the Daemon player for free in the next game, as if they cost no points. If the High Elves win this battle, however, then the Daemons' advance will lose vital momentum – the Daemon army will have 250 points less in the next battle.

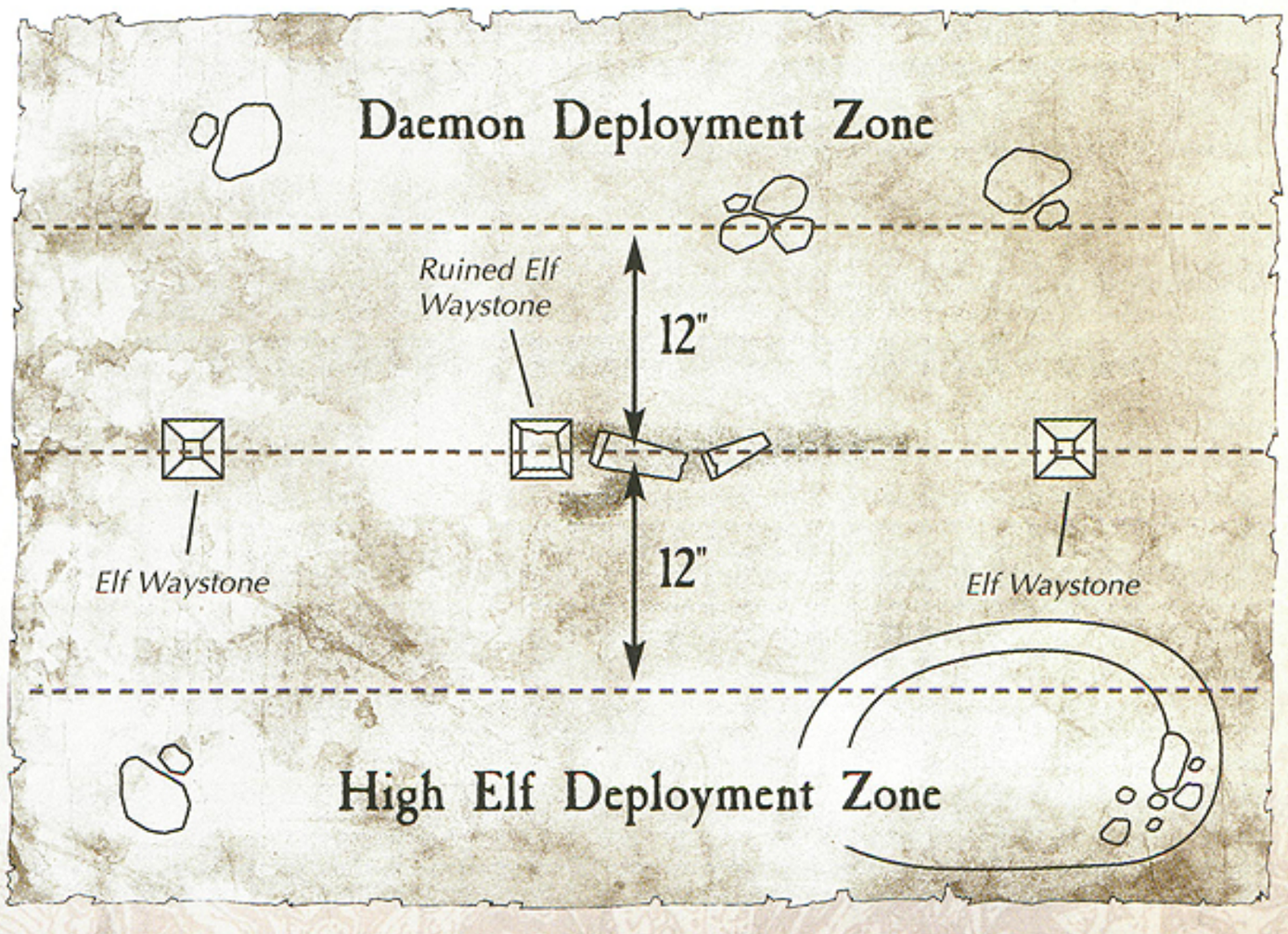
How to Win

The Daemons must try to break through the High Elf line. The Daemon player wins if he can move three or more scoring units (of unit strength 5 or more) off the High Elf deployment edge before the end of the game. If he fails to do this, the High Elf player wins.









Lair of the Plague Lords

Scenario 2

Having finally broken into the Skaven Under-Empire, the Daemon host summons its strength and prepares to crush the upstart ratmen who have dared to imprison Bileflood.

The Greater Daemon of Nurgle, Bileflood, has been imprisoned by the foul Skaven and even now is trapped within a magical circle, his essence being leeched away by the second. The Plague Monks of Clan Pestilens are using all of their powers to complete the ritual of Pestilent Distillation, but know their time is short. Even now, cacophonous echoes of rage can be heard from the distant tunnels. The Daemons have broken into the Under-Empire, and unless the Skaven can finish their work swiftly, the retribution carried out by the unholy warriors from the Realm of Chaos will be swift and violent indeed...

Scenario

The battle is a standard Warhammer pitched battle. See the Warhammer rulebook, page 2.

Terrain

This battle takes place in a vast Skaven cavern. A grey board with plenty of rocks will suffice. In addition, there should be some kind of summoning circle in the centre of the board, about 6" in diameter. The summoning circle counts as impassable terrain.

Forces

Armies are chosen from the Daemons of Chaos and Skaven army books, to a value of 2000 points. The Skaven army must be led by a Plague Lord from the Skaven army book appendix (page 78). In addition, the Skaven player may include a free Plague Priest in his army, which does not count towards his maximum character allowance.

Special Rules

Bileflood: This Greater Daemon of Nurgle is enchained and takes no active part in the battle. He is placed in the centre of the summoning circle. At the start of each Skaven turn, Bileflood loses one wound if the Skaven player can roll a 4+ on 1D6, as his plague powers are drained. In addition, any Plague Lord or Plague Priest within 6" of the circle can attempt to speed up the process by casting the Charm of Pestilent Distillation bound spell (power level 3). Each successful casting causes an additional wound on Bileflood.

Daemonic Hunt: Those Daemon units that escaped the board in the last scenario are present in this one, and may deploy up to 18" onto the board instead of 12".

Campaign Notes

Regardless of whether the Daemons win or lose, Bileflood, a Great Unclean One, may be included for free in the next game, as if he costs no points. The pestilential experiments have taken their toll, however, and Bileflood starts the next game with the same number of Wounds as he had remaining at the end of this game. If Bileflood was reduced to 0 Wounds, he begins the next game with a single Wound. If Bileflood survived this game, he may also take up to 100 points of Daemonic Gifts for free.

How to Win

The winner is determined using the Victory Points system. The Skaven player receives an additional 200 VPs if Bileflood has 5 Wounds or less remaining at the end of the game, or an additional 400 VPs is Bileflood is slain.







The Doom of Elsterweld

Scenario 3

How to Win

The winner is determined using the Victory Points system. The Daemons gain an extra 200 VPs if they manage to occupy the Temple of Shallya at the end of the battle.



With Bileflood freed and his Skaven foes scattered, the Daemons emerge from the Under-Empire to rampage through a nearby Empire town.

The Middenland town of Elsterweld had enjoyed a near-unprecedented period of peace over recent years – a peace that was about to be unceremoniously shattered. Just a few days ago, refugees from outlying villages and messengers from border garissons had begun to trickle into the town, petitioning the Burgomeisters to save them from a horde of monsters, which even now marched on Elsterweld. Word was sent to every nearby fort and town, and the call to arms was answered. Even as the sky darkened and the unholy throng appeared on the horizon, state troops from a dozen regiments and battle-hardened mercenaries arrived in the town. This rag-tag force would have to stand in the face of the nightmare legions of Chaos.

Scenario

The battle is fought down the length of the table, from short edge to short edge, but is otherwise treated as a standard Warhammer pitched battle. See the Warhammer rulebook, page 2.

Terrain

This battle takes place in an Empire town, and so most of the terrain pieces used should be Empire buildings. There should be a Temple of Shallya in the Empire player's half of the board (though not inside the Empire deployment zone).

Forces

The Daemons force is chosen from the army book to a value of 3000 points. The army also includes Bileflood, a Great Unclean One, for no points cost, as described in the Campaign Notes for scenario 2. If he survived the last scenario, he may also take up to 100 points of Daemonic Gifts.

The Empire force is chosen from the Empire army book, to a value of 2500 points. As the town of Elsterweld is devoted to Shallya, the army may not include an Arch Lector of Sigmar, nor the Grand Theogonist Volkmar the Grim.

In addition, the Empire player may choose 750 points' worth of Ogre Kingdoms models as mercenary allies. The Ogre contingent must nominate its own General, and cannot use the Empire General's Leadership nor Battle Standard during the game.

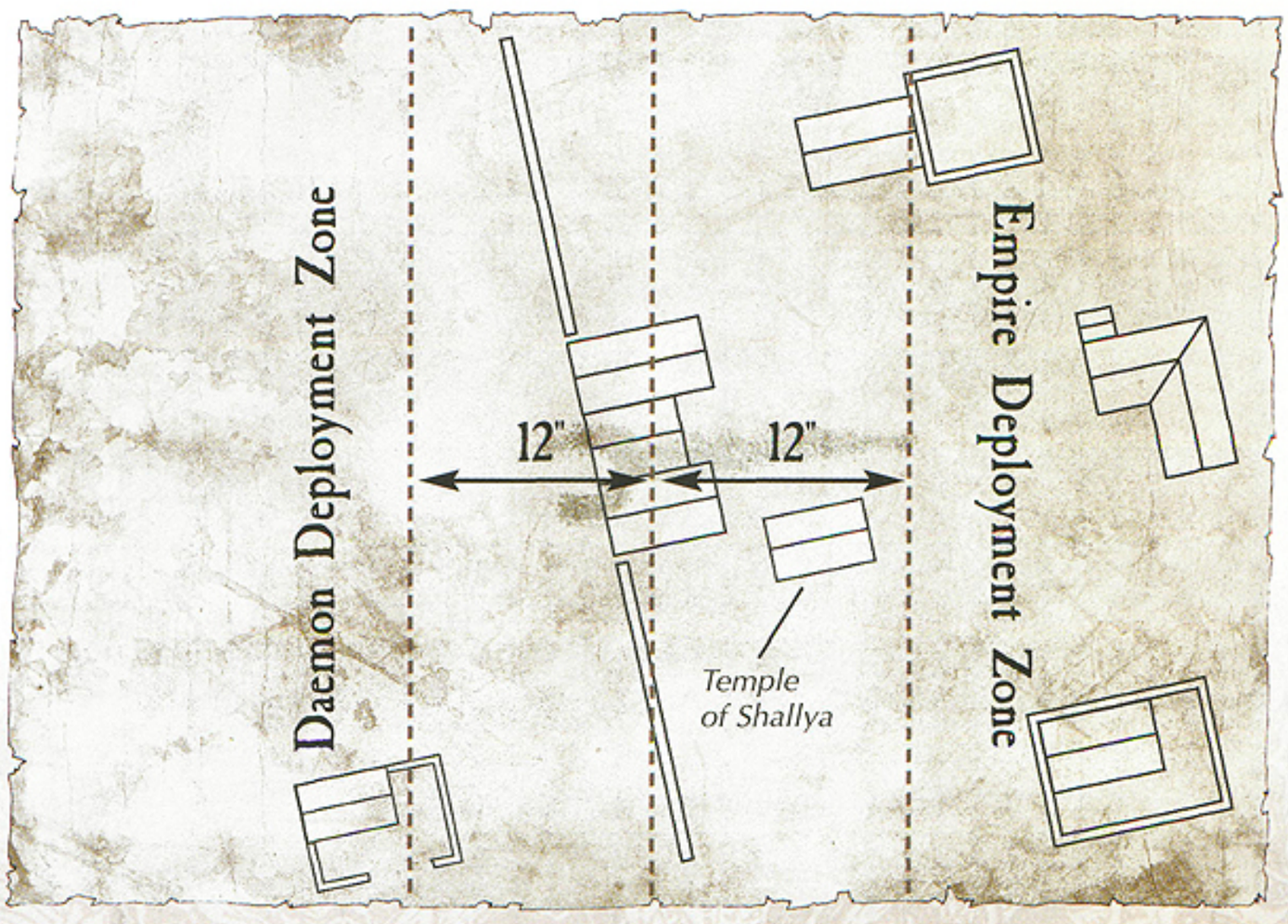
Special Rules

Empire Stronghold: The town is well defended by Empire troops. The Empire player may place a single unit within each building if he wishes, instead of deploying them normally. The Empire player may deploy his artillery atop any of the buildings (so long as the models will fit!)

Temple of Shallya: Any Empire units occupying this building receive a 5+ ward save to represent the healing powers of Shallya. Any Daemons may attack units occupying the temple, not just infantry. This represents the fervour of the daemonic assault on Elsterweld and the desire of the Daemons to defile the mortal temple.

Playing the Campaign

We played this campaign with just two players, using the (not inconsiderable) resources we had available here in the Studio. When playing the campaign at home, you may want to join forces with a few friends or members of your gaming group, either taking it in turns to fight the scenarios or combining your armies for a larger game (see the Legendary Battles expansion in the last issue of White Dwarf for one way of doing this). You can use whatever armies you have available, with only a little tweaking of the narrative. Imagine what would happen if the Orcs & Goblins captured Bileflood, or if the wrath of the Daemons fell on a Dwarf hold.



Unleashing Hell

Phil: I've always loved playing the bad guy, and they don't come much badder than the new Daemons. Just a brief read through the new army book and my eyes came out on stalks (too much Tzeentch, perhaps). My mission was to rescue Bileflood from the Skaven of Clan Pestilens, then cause as much havoc in the Empire as I could before heading back to the Realm of Chaos for tea and medals.

First of all, though, my daemonic forces had to cut their way into the mortal world through a garrison of High Elves. Well, when it's direct tactics you're after, the first port of call has to be good old Khorne. I decided to restrict myself to Khornate units, headed up by decapitator extraordinaire Skulltaker. With their in-built magic resistance, two units of Bloodletters should prove sufficient to turn those nice white elfling robes red in short order – especially when backed up by Flesh Hounds and a devastatingly hard Bloodcrusher unit.



The second game will see my Khornate vanguard joined by the mastermind behind the daemonic rescue attempt, Epidemius. The Maggot King was escorted to battle by a pair of Beasts of Nurgle (mmm, tentacly), some scouting Nurglings and a unit of Plaguebearers with the Icon of Eternal Virulence. This banner allows any kills scored from poisoned attacks to count double for combat resolution, especially effective when Epidemius' special ability kicks in later in the game. I am also keen on taking some Daemonettes – their high Movement and Attacks will help them close down any Skaven trickery nice and early on in the game.

My plan for the grand finale is simple – take as many weird and wonderful units as I can and throw them into combat with the Empire troops as quickly as possible. My shock troops, the Bloodcrushers and Flesh Hounds, will be bolstered by Fiends of Slaanesh and a mighty Bloodthirster known only as Gorebastard. If anyone can take the heavily-defended Temple of Shallya it's these guys. Meanwhile the rest of my daemonic footsoldiers will engage the cowardly menfolk hiding within Elsterweld's buildings. Ready or not, here we come!

Chaos Shall Not Prevail

Robin: My task is simple; stop a horde of Daemons from rampaging across the Old World. OK then, no pressure. Playing narrative campaigns like this is one of my favourite parts of the hobby. For the first instalment I was going to have to prevent Phil breaking through the lines of the brave forces of the High Elves. The plan was simple; march right up to the fallen waystone and use a Mage (with an extra power dice) to blast any of Phil's fast moving units, whilst my Spearmen and Swordsmen hold up his main force long enough for my cavalry to smash them asunder. The Archers and Tiranoc Chariot should hopefully be enough to see off any units that slip through.

For the second game my focus will be on the bloated captive, Bileflood. I'm not expecting many of the Skaven to survive, and, just like any good Skaven general, I don't care. As long as I can drain enough of Bileflood's power, the main objective will be complete. I've chosen large units of Plague Monks and more Plague Priests than you can shake a censer at. The idea will be to head straight towards the Daemon and drain its essence at every opportunity. The Skaven Clan Rats and Rat Ogres will have the unenviable task of slowing the enemy down, holding the Daemons up for another turn or so whilst large units of Plague Censer Bearers and Plague Rats counter attack.

The final game is going to be great. Led by a General of the Empire and backed up by a Wizard Lord, I'm going to show these Daemons that the Old World's no pushover. A large unit of Greatswords with the Battle Standard Bearer and a Warrior Priest will guard the Temple of Shallya. I'll have lots of artillery deployed in the ramparts where the Great Cannons can draw line of sight to the foul Daemons. Missile troops will deploy in buildings where possible and I'll have a lot of infantry units to plug gaps as they appear. For my mercenary allies I've opted for a large unit of Ogre Bulls with ironfists. A Bruiser with a great weapon will be able to deal with pretty much anything short of a Bloodthirster. A Butcher will help me get those important Gut Magic spells in play. I'll only have one unit of Ogres, but they'll pack a hell of a punch.



Blood and Thunder

The wind screamed and scarlet lightning flickered across the waystones arrayed ahead of Lord Sirion's proud garrison force. Suddenly, with a sound like the shrieking of a thousand banshees, a jagged line of crimson ripped across the plain and a horde of red-skinned Daemons clawed and clambered through the wound in reality. The lesion widened further as more and more daemonic invaders pushed through.

With a terrible shock, Lord Sirion realised that every single one of them was looking at him.



Grombrindal Says:
Playing a campaign calls for a different set of tactics to a standalone battle (and I should know – I've taken part in more than my fair share!). Both players will have to look at the bigger picture, as victory or defeat in one game can have a knock-on effect on the next. Victory for the Daemons in the early part of the campaign means they'll get more troops for the later games. Conversely, early defeats for the Daemons means they'll start the later battles with fewer points and already wounded characters.

Phil's army selection for this opening game threw everyone, not least his opponent. In a bold gamble, he chose only Daemons of Khorne, led by the mighty Skulltaker. Both forces looked woefully compact on the tabletop, but the unit of Bloodcrushers emanated menace. Phil's idea was that the vanguard of the Chaos force would comprise its strongest warriors, all keen to get to grips with the enemy and spill some Elf blood.

The High Elves won the first turn, and raced forwards to confront the foe. The Silver Helms showed their speed, threatening the flank of Skulltaker's Bloodletters right from the start. With the Archers and Wizard out of range, play passed to the Daemon force. Fortunately for Robin, there was very little the emissaries of Khorne could do in the first turn, so the High Elves would have the chance to strike the first blow.

However, the fickle finger of fate had other ideas! Failing two Fear tests, Robin's chariot and Swordmasters were unable to charge the Daemons, leaving them horribly exposed. The Magic phase was no better, as Phil dispelled both the Curse of Arrow Attraction and Flames of the Phoenix in short order. Finally, clutching at straws, Robin targeted the Flesh Hounds with his Archers, but caused only a single wound.

The Daemons' second turn began with the Bloodcrushers charging the Swordmasters, who failed their second Fear test in a row! As the elite High Elves outnumbered their foe, they held fast regardless – however, striking first isn't quite so effective when you need 6s to hit. In the centre of the battlefield, Skulltaker's regiment proved to be out of range of the Silver Helms, much to Robin's relief. In the remaining Movement phase, the Flesh Hounds coninued to advance round the flank of the High Elf force. After that, with no magic or shooting, it was straight into combat (see box, left).

In the third High Elf turn, the Silver Helms found their courage and charged Skulltaker's Bloodletters. The remainder of the Elven host stood firm. Robin then targeted the other Bloodletter unit with a Flames of the Phoenix spell, killing five of the crimson Daemons with magical fire. The Archers took aim against the Flesh Hounds – yet again their luck was abysmal, but they managed to cause another wound, sending one of the Hounds back through the veil.

In combat, Skulltaker issued a challenge. The High Elf Noble accepted, honour-bound to fight the Herald of Khorne. Unfortunately, the Noble proved unequal to the task, failing to wound the daemonic hero. Skulltaker, on the other hand, scored two Killing Blow hits (needing only a 5+ rather than the usual 6),



Crush! Maim! Kill!

The Swordmasters struck the Bloodcrushers, causing a single wounding hit, which bounced off the daemonic aura of the metal monster. In return, the Bloodcrushers caused ten wounds, breaking the Swordmasters in a single round of combat, and then chased them down as they fled. A grim turn indeed for Ulthuan's finest.



Not only quick and tough, but also resistant to magic, the Flesh Hounds proved more than a match for both the High Elf missile fire and spellcasting.



Daemon Army
Skulltaker
Herald of Khorne on Juggernaut
9 Bloodletters of Khorne
10 Bloodletters of Khorne
5 Flesh Hounds of Khorne
2 Bloodcrushers of Khorne

High Elf Army
Noble on Elven Steed
Mage
10 Archers
14 Spearmen
15 Sword Masters of Hoeth
5 Silver Helms
Tiranoc Chariot

Key

Move Charge Flee

and lopped the Elf's head clean from his shoulders. The rest of the Silver Helms slew three Bloodletters, leaving only a single Daemon to fight back – and fight back it did! With another Killing Blow, the Bloodletter assured victory for its regiment, and the Silver Helms were forced to flee.

In Daemons Turn 3, Skulltaker's regiment charged the fleeing Silver Helms, who fled again, allowing the Bloodletters to redirect into the chariot. The Flesh Hounds charged the High Elf Archers, but found the fleeing Silver Helms in their path, causing the Elf knights to flee yet again. Elsewhere, the other unit of Bloodletters charged the High Elf Spearmen, only covering the distance thanks to their Icon of Endless War, which allows them to add +D6" to their first charge move of the game.

In the ensuing fights, the chariot was pulled to pieces by the baying Daemons, while the Flesh Hounds broke and caught the Archers, causing the Silver Helms to flee for the third time that turn. Finally, the Bloodletters narrowly lost the fight against the High Elf Spearmen thanks to the Elves' musician. However, the Daemons did manage to slay the Elf Mage with a Killing Blow, dispelling Flames of the Phoenix in the process.

> "With another Killing Blow, the Bloodletter assured victory for its regiment."

BATTLE RESULTS

With so much bloodshed already, the fourth turn proved to be the last of the game. The Silver Helms fled the battle and, although the Spearmen managed to wipe out the Bloodletters facing them, they were destroyed in turn by the Khorne Bloodcrushers. The Elves had been wiped out in an orgy of bloodshed, and the mortal world began to quake in fear...

Power Corrupts

The Plague Lord

The General of the Skaven army in this scenario is a Plague Lord of Clan Pestilens, armed with a plague censer. This powerful character is a frenzied killing machine, with a Toughness of 5 and a mighty 5 Attacks.



This time the Chaos force contained a mix of Daemons, and looked incredibly strong right from the start. The extra models in Phil's force from the previous scenario would make it difficult for the Skaven to hold back the Daemons' advance. Still, the Skaven horde was not without its own strengths – numbers being foremost amongst them!

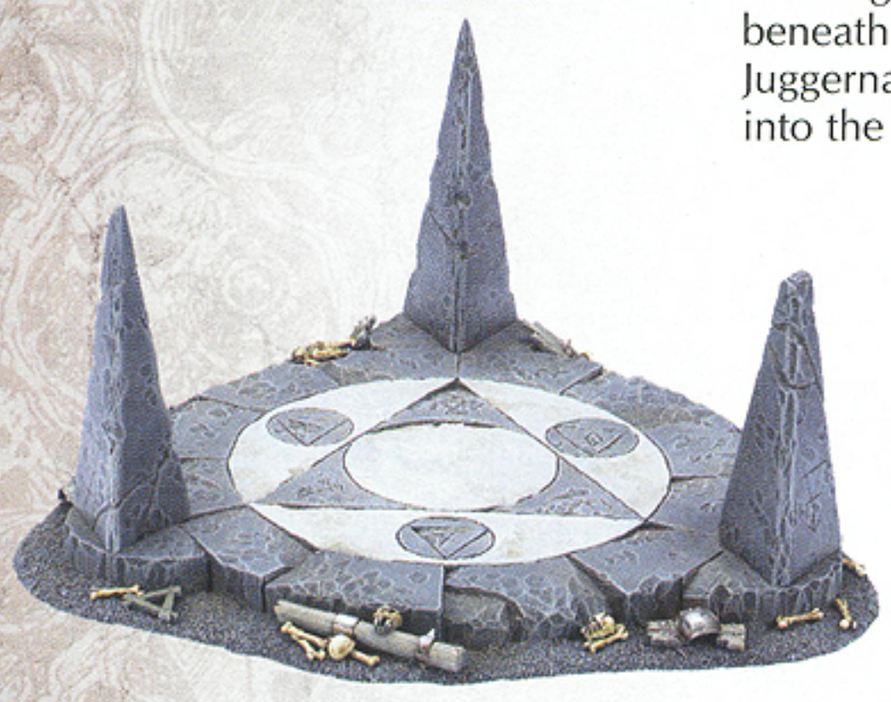
In the first turn, both armies surged forwards. The Daemons' flanks were particularly strong and swift, with two units of Flesh Hounds on one side and two units of Bloodcrushers on the other. The Skaven opened the scoring straight away, as Bileflood took a wound at the start of their turn. The Warlock Engineer wounded a Flesh Hound with Warp Lightning and the Plague Priests and Plague Lord inflicted two wounds on Bileflood with their bound spells. Then the Poison Wind Globadiers on the east flank killed a Flesh Hound.

Enraged by the ratmen's assault on the Great Unclean One, the Chaos army threw caution to the wind and charged into combat wherever possible, much to Robin's dismay. The Close Combat phase opened with the Bloodcrushers tearing into the Plague Rats. The vermin were crushed beneath the brass hooves of the Juggernauts, and the Bloodcrushers overran into the nearby unit of Clanrats.

Elsewhere, Karanak and the Flesh Hounds inflicted heavy casualties upon the Plague Monks. At the start of the battle, Phil had nominated the Skaven Plague Lord as Karanak's target – this meant that Karanak would have to challenge that character in combat, and would get to reroll missed hits and failed wounds against him. Robin was quick to answer Karanak's challenge with a Plague Monk champion to protect his lord. At the end of the fight, one Hound had fallen compared to seven Skaven, but the Plague Monks held fast. The second unit of Flesh Hounds fared equally well, narrowly defeating the unit of Rat Ogres on the east flank, though again the Skaven held.

The Beasts of Nurgle, despite rolling an impressive 11 attacks, lost to the massed ranks of a Clanrat unit, while the Daemonettes were also defeated by Plague Monks. The Daemonettes put up a very good fight, but their charge had accidentally brought them into contact with the Plague Censer Bearers too, making the fight an uphill struggle.

In the second Skaven turn, Robin failed to score any wounds on Bileflood, while a disastrous Magic phase left the ratmen uncharacteristically relying on combat to salvage the situation, with the Plague Censer Bearers even charging the Herald of



Chad Mierzwa made us the rather cool Summoning Circle for this game, which would drain Bileflood's pestilent essence by means of warpstone charms.

Daemon Army
Skulltaker
Epidemius
Herald of Slaanesh
20 Plaguebearers of Nurgle
20 Bloodletters of Khorne
20 Bloodletters of Khorne
13 Daemonettes of Slaanesh
5 Flesh Hounds of Khorne
5 Flesh Hounds of Khorne
Karanak
4 Nurgling bases
2 Bloodcrushers of Khorne
2 Bloodcrushers of Khorne
Herald of Khorne
2 Beasts of Nurgle

Skaven Army
Plague Lord
2 Plague Priests
Warlock Engineer
Chieftain
20 Clan Rats
26 Clan Rats
4 Plague Rat Swarms
30 Plague Monks
30 Plague Monks
5 Poisoned Wind Globadiers
3 Rat Ogre Packs
10 Plague Censer Bearers
5 Plague Censer Bearers



Nurgle's Tallyman

Epidemius keeps a pestilential tally during battle, counting up the number of wounds caused by poisoned attacks and Nurgle spells. As the number of wounds increases, so too do Epidemius' powers. In this turn, Epidemius received a bonus that improved his poisoned attacks to a 5+ roll rather than the standard 6+. As a result, he cleaved through the Plague Monks in Turn 3, killing six of them in a single round of close combat.

The Herald of Slaanesh

Sslithy Tongueslice, Phil's Slaaneshi Herald, was one of the real stars of this game. Considering that she was Phil's only spellcaster, she hardly got the chance to use her magic as she spent most of the battle in combat. When her Daemonettes were killed in Turn 2, she survived on a single Wound and went on to run down both the Censer Bearers and Plague Monks that had, well, plagued her for the entire game *(Groan! – Grombrindal)*.



Khorne and the Bloodcrushers. In the ensuing Close Combat phase, this turned out to be an unwise move, as the Bloodcrushers shrugged off most of the Skaven attacks, and replied by ripping apart seven ratmen, causing them to flee. The Rat Ogres fared no better, as they were broken and caught by the Flesh Hounds. The Beasts of Nurgle then rolled 19 Attacks at the Clanrats, which was enough to break the Skaven. The Beasts ran (slithered?) them down in short order. The Skaven fightback began when Karanak finally got to grips with his Plague Lord target, but failed to wound the Skaven General, and his Flesh Hounds were narrowly defeated. Finally, the Daemonettes struggled against the Plague Monks and Censer Bearers, losing all but the Herald of Slaanesh to combat resolution.

In the third turn, Epidemius and his Plaguebearers charged the Plague Monks in order to assist Sslithy Tongueslice, while the unengaged Flesh Hounds charged the Censer Bearers. Despite the influence of the Nurgle warriors, the Plague Monks refused to flee.

In the Skaven turn, Bileflood received another wound, while Robin's Plague Priest was forced to charge the nearby Bloodletters due to being in a Frenzied unit of Censer Bearers, meaning that he couldn't cast the Charm of Pestilent Distillation. However, the Warlock Engineer did manage to target the Bloodletters with Warp Lightning, casting it with Irresistible Force and frying six Daemons. In combat, Skulltaker fell to the Plague Priest's frantic attacks, as the Skaven narrowly defeated the Bloodletters. The Plague Monks weren't so lucky, as Epidemius broke their morale and sent the Herald of Slaanesh to run them down as they fled.

In the fourth Chaos turn, every daemonic unit able to charge did so, with the Flesh Hounds seeing off the Poison Wind Globadiers, and the Beasts of Nurgle crushing the second unit of Plague Monks.

> "The Skaven fightback began when Karanak failed to wound the Skaven General."

The last surviving Skaven unit on the board was the Plague Priest's Censer Bearers, who now found themselves assaulted on all sides. They promptly fled from battle, squirting the musk of fear, and Sslithy Tongueslice ran them down. With just the Warlock Engineer remaining, atop a rock pillar, all that remained was to roll to see if Bileflood was wounded before Robin conceded the game. The roll was successful – the Great Unclean One was reduced to 5 Wounds, which was some small consolation for Robin.

BATTLE RESULTS

Although the Skaven managed to reduce Bileflood to 5 Wounds, they did little else. At the end of the game the Skaven had a single model remaining on the board and there were plenty of Daemons still rampaging about the Under-Empire, so Robin and Phil didn't even bother to count up the Victory Points. It was clear that it was a solid victory for the daemonic force!

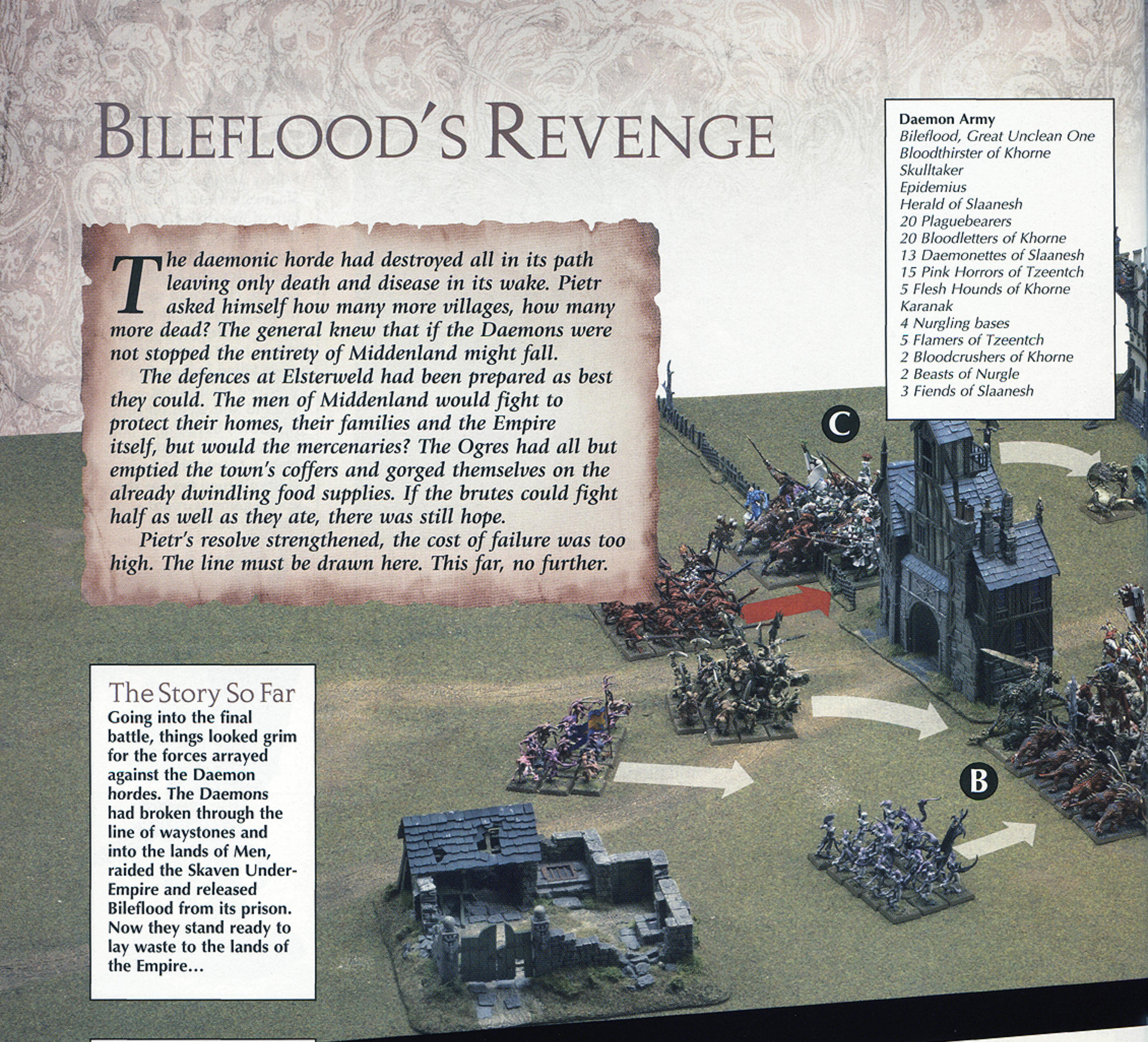
Bileflood's Revenge

The daemonic horde had destroyed all in its path leaving only death and disease in its wake. Pietr asked himself how many more villages, how many more dead? The general knew that if the Daemons were not stopped the entirety of Middenland might fall.

The defences at Elsterweld had been prepared as best they could. The men of Middenland would fight to protect their homes, their families and the Empire itself, but would the mercenaries? The Ogres had all but emptied the town's coffers and gorged themselves on the already dwindling food supplies. If the brutes could fight half as well as they ate, there was still hope.

Pietr's resolve strengthened, the cost of failure was too high. The line must be drawn here. This far, no further.

Daemon Army
Bileflood, Great Unclean One
Bloodthirster of Khorne
Skulltaker
Epidemius
Herald of Slaanesh
20 Plaguebearers
20 Bloodletters of Khorne
13 Daemonettes of Slaanesh
15 Pink Horrors of Tzeentch
5 Flesh Hounds of Khorne
Karanak
4 Nurgling bases
5 Flamers of Tzeentch
2 Bloodcrushers of Khorne
2 Beasts of Nurgle
3 Fiends of Slaanesh



The Story So Far

Going into the final battle, things looked grim for the forces arrayed against the Daemon hordes. The Daemons had broken through the line of waystones and into the lands of Men, raided the Skaven Under-Empire and released Bileflood from its prison. Now they stand ready to lay waste to the lands of the Empire...

Annotations

A The Bloodthirster rampages about behind the Empire lines, seeing off a big unit of Flagellants, Halberdiers and the crews of several artillery pieces.

B On the right flank, Bileflood, Karanak and the Flesh Hounds charge into the meatgrinder that is the Ogre Bulls defending the fence.

C The Reiksguard charge the Bloodcrushers but, failing to destroy them, are counter charged in the flank.

As the third game began, the Daemons had two solid wins under their belt, but could the might of the Empire prevent them from achieving total victory? With 3000 points of Daemons to choose, Phil was able to go wild, fielding a veritable horde of unnatural foes to face Robin's Empire, setup in the buildings and within the town.

Phil won the first turn and the Daemon horde surged forwards towards the meagre defenders surrounding the town. The newly-freed Great Unclean One, Bileflood, immediately made his presence felt on the Handgunners garrisoning the gatehouse, casting both Pit of Slime (preventing them from moving or shooting) and Rancid Visitation (killing seven of the hapless troops) on them. In return, the Empire artillery let loose, two cannonballs striking the Greater Daemon in the face! But Nurgle's blessing kept Bileflood safe from harm. The Helstorm fired at the Plaguebearers, killing four of them along with two nearby Pink Horrors.

The second Daemon turn didn't last long, as all the daemonic spellcasting was dispelled and the 22 shots fired by the Flamers at the Handgunners all missed! Empire Turn 2 was more eventful, with the Reiksguard Knights charging the Bloodcrushers (ignoring Fear due to the Icon of Magnus carried by Empire General, Pietr von Elsterweld) and the Ogre Bulls attempting to charge the Flesh Hounds (but falling short). The second fusillade from the artillery inflicted another two wounds on Bileflood, as well as a wound on both the Fiends and the Flesh Hounds. The Reiksguard charge was dulled slightly by the low wall the Bloodcrushers were behind, losing them the benefit of the

Empire Army

General of the Empire
Wizard Lord
Warrior Priest
Captain of the Empire
20 Swordsmen
10 Crossbowmen
20 Halberdiers
10 Handgunners
20 Spearmen
15 Greatswords
1 Mortar
2 Great Cannons
5 Outriders
10 Inner Circle Knights
Helblaster Volley Gun
Helstorm Rocket Battery
20 Flagellants
Bruiser
Butcher
8 Ogre Bulls





Bileflood Unleashed

After being rescued from the clutches of the Skaven, Bileflood was in the mood to take his anger out on mortals. As Great Unclean Ones are powerful Wizards in their own right, Bileflood unleashed the pestilent magic of Nurgle on the Handgunners garrisoned in the gatehouse, killing half of them and leaving the rest unable to move or shoot! This allowed the Daemons to advance into the town unmolested by gunfire.

charge (and their lances!). Both sides only managed to inflict a wound apiece and remained locked in combat.

Daemon Turn 3 began with a counter charge by the Flamers and the Nurglings into the flank of the Reiksguard, the Fiends and the Bloodthirster charging the Flagellants, and the Flesh Hounds and Bileflood charging the Ogres. The Daemons killed three knights, but despite this the knights managed to win the combat and both the Flamers and the Nurglings lost wounds to Instability. The Bloodthirster ploughed its way through the ranks of the Flagellants, but the Unbreakable zealots stood firm. Karanak challenged the Ogre Bruiser, inflicting two wounds on him, but the Bruiser hit back harder and killed Khorne's Hound. The remainder of the Daemons inflicted a mere two wounds on the Ogres, paling in comparison to the five wounds dealt in return. Although the Flesh Hounds passed their Instability test, Bileflood failed and vanished in a splash of pus!

The Empire turn began with the brave, if foolhardy, Halberdiers passing their Terror test and charging the Bloodthirster. The Light Wizard channelled the Wind of Hysh into a Cleansing Flare, particularly deadly to Daemons, inflicting 13 wounds on the Nurglings, the Beasts of Nurgle and the Bloodthirster, but almost all were saved by Phil! Another blast from the artillery took its toll on the Nurgle Daemons, whilst the Outriders killed four of the Daemonettes. In combat the Flesh Hounds dragged an Ogre down in their fanged maws, but the Ogres slayed two and yet more succumbed to Instability. The Bloodcrushers only rolled 1s to hit, it falling to the lowly Nurglings to kill a

Blood & Bones

A unit of Bloodletters is a nasty thing on their own, but when led by Skulltaker they climb to a whole different level of nightmarish, admirably shown here by the sheer number of Empire troops they manage to wade their way through.



Blood for the Blood God!

On Daemon Turn 6 the Bloodthirster charged the Greatswords defending the Temple of Shallya (although normally not allowed, we decided it would make for a more exciting objective if the Greater Daemons could charge the temple). The Greatswords were Unbreakable, thanks to the Warrior Priest's *Unbending Righteousness* prayer, so stood firm in the face of the Daemon. The Bloodthirster challenged the Warrior Priest, lopping the head from his shoulders in a single blow. The Greatswords continued to hold firm, however, and the Empire's final turn saw the Battle Standard Bearer stepping up to take on the Greater Daemon of Khorne, summoning all of Sigmar's strength to wound it. Although two of the Greatswords died beneath the Bloodthirster's blade, Robin rolled a double 1 on his Break test and the valiant troops held firm, denying the temple to the enemy…



knight. The Reiksguard lost the combat and only the presence of von Elsterweld kept them from fleeing. Although the plucky Halberdiers managed to wound the Bloodthirster, the Greater Daemon killed the remaining Flagellants before sending the Halberdiers fleeing! They may have been brave, but they weren't stupid!

> "Skulltaker issued a challenge to the Reiksguard, hoping to claim the skull of von Elsterweld."

At the start of the fourth turn both Epidemius and Skulltaker led the Daemons in charges across the battlefront. Skulltaker issued a challenge to the knights, hoping to claim the skull of von Elsterweld, but instead had to contend with the skull of the champion. The Reiksguard turned tail and fled, despite the presence of the General and the nearby Battle Standard Bearer, and the Beasts of Nurgle lurking behind them gobbled them up. The Daemonette champion challenged the Bruiser but quickly followed Karanak back to the Realm of Chaos. In the Empire turn the crack-shot Crossbowmen in the tower took aim at the Bloodthirster, wounding it three times! The Daemonettes were finished off by the Ogres, whose battle hunger showed no signs of abating any time soon!

The Bloodcrushers, Nurglings and Beasts of Nurgle all charged the Spearmen, but their rank bonus was enough to win the combat for the Empire, the remaining Nurgle Daemons dying to Instability. The Bloodletters charged the Handgunners in the gatehouse, Skulltaker killing them all. In Empire Turn 5 the Ogres left their barricade in search of new opponents, charging the Horrors, whilst the Swordsmen charged the Bloodletters lurking in the gatehouse. The Helstorm misfired, its rockets hitting not only its own crew, but also the Bloodthirster lurking nearby! The Spearmen continued to fight back against the Bloodcrusher, and despite failing to wound it held fast as the Brass Knight succumbed to Instability. The impact of the Ogre charge killed three Horrors, followed by five more from the Bruiser and the Bulls, and the remaining Horrors disappeared in a puff of pink fire. The Swordsman champion was cut down by Skulltaker's Killing Blow, but a lucky streak of saving throws by Robin meant that they stayed put!

In the closing stages of the game, the Plaguebearers charged the Ogres, the Fiends charged the Spearmen and the Bloodthirster charged the Greatswords in the temple. The Fiends sliced up four of the Spearmen, killing the rest as they fled. The Plaguebearers' attacks, along with the Icon of Eternal Virulence (which doubles any wounds caused by poisoned attacks for the purposes of combat resolution), finally sent the Ogres packing. Skulltaker and the Bloodletters killed seven Swordsmen and sent them fleeing back into the town.

BATTLE RESULTS

The final victory point tally was close after a bloody battle, but the Daemons managed to score a minor victory.

Final VPs:

Empire 2238
Daemons 2943

Counting the Cost

Better The Devil You Know



Phil: Woohoo! After that hugely enjoyable campaign I've become a born-again Daemon player. The army is full of glorious weirdness and it's hard as nails. The Skaven game was a lot of fun, but despite a valiant defence from Doc Robin I had a healthy points advantage from the start. My Nurgle troops were dependable and deadly, and I rescued Bileflood – even if he did later take a cannonball (or two) right in the face.

The third game taught me never to charge a tooled-up unit of Ogres behind a defended obstacle. Those monsters munched through my Flesh Hounds, my Daemonettes, my Horrors, two special characters and a Greater Daemon of Nurgle. Still, the Daemons carried the day. In all three games the stars were the Khorne Daemons, with the Bloodcrushers slaughtering everything they touched and Skulltaker lopping off more heads than I could count. I'm off to buy me some Mechrite Red...

The Best Laid Plans...



Robin: Well, I certainly didn't make that easy for myself. Having gotten well and truly stomped in the first game (I blame the accursed Fear tests) it was an uphill struggle throughout the remainder of the campaign. The second game was a close call and I only just managed to drain half of Bileflood's Wounds. The Skaven "speed bumps" died a bit too quickly and I was forced to use my Plague Priests and Plague Lord to fight instead of draining the Daemon's essence. I did manage a few moral victories on the way, with both Skulltaker and Karanak falling to the Skaven. The final battle was unforgettable, filled with outrageous luck (on both sides) and containing several cinematic moments. The unit of Ogres was rock hard and racked up an awesome tally of kills, including Bileflood and two special characters. Whilst I singularly failed to prevent Phil in his unholy quest I can honestly say it was great fun trying. And of course there's always next time!



Grombrindal Says:
Those Daemons are very tough, and though Robin managed to pull back some respect in the final battle, he never quite recovered from those early drubbings. He was desperately unlucky in the first battle, but in the second he really should have taken some more firepower! Skaven weaponry may not be as reliable as Dwarf guns, but enough Jezzails and Warpfire Throwers would have stilted the Daemon advance. Robin is but a Beardling, of course; he'll soon learn, I'm sure!

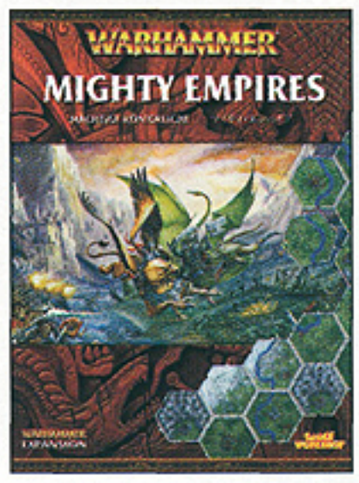
The temple walls shook, timbers and masonry from the ceiling falling to the floor with a resounding thud. There was no light in the small temple other than a few guttering candles. A dark shadow had fallen over the town of Elsterweld. It was as if the sun itself had chosen to run and hide.

Outside, a winged Daemon loomed over the temple roof, bellowing in rage and striking its axe against the stone walls. Captain Luitger swallowed hard, his throat dry as he replayed the last few seconds in his mind. Valdemar, a devout Priest of Sigmar, had marched out to meet the beast in single combat, a defiant oath on his lips. He had been hewn in two with one stroke of the Daemon's giant brass axe. Luitger had known the old priest for years, had seen him best a dozen Beastmen, single handed, but the blood-red Daemon cut him down without breaking stride. How could they possibly stand against that?

Luitger glanced to his left and looked at the soldiers beside him. The men guarding the temple stood ready, their zweihanders held high, their faces determined. They all knew the evil that faced them; they had seen it when Valdemar died. The old man had shown these men he was not afraid. He had shown them what it was to have courage and to meet death with Sigmar's name on their lips.

Luitger raised his own sword and prepared to follow the Warrior Priest's example.

Other Ways to Play



A narrative approach is just one way to play a campaign, and for this two-player series it proved ideal. However, there are other ways you can play the campaign, especially if you want to tweak the forces or include more players.

One of the easiest ways to include more players is to play a map campaign. Of course, Mighty Empires makes this pretty easy, and contains all the information you need to make the campaign work. To keep a narrative thread, you could set players their own objectives and decide in advance where they are placed on the map. For example, the Skaven player could start in the centre of the map, and must hold onto as much of his territory as possible to gain bonus points, while the Daemons player would have to take the Skaven capital to win. With a little imagination there's no end to what you could come up with.

LAST STAND AT LOCRUS



In this month's battle report, a Dark Angels strike force follows a distress call to the world of Locrus, but upon arrival find it abandoned. Something sinister lurks in the shadows; can the Unforgiven stand firm or will the Daemons prevail?

WARHAMMER 40,000

The border world of Locrus lies on the edge of the area of space known as the Perfidian Gap, where the Warp bleeds into reality. It is a foreboding sector where no sensible man would venture, for the creatures that lurk there defy reason or logic.

Locrus was inhabited long ago, but each attempt to colonise it since has ended in madness and death, something in its rocks driving the colonists insane. The Inquisition have declared it Quarantinus Extremis, and have tasked the ever-vigilant Dark Angels with guarding its borders.

When Commander Azrael received a distress call from an Explorator team excavating ancient ruins on the surface, he responded with deadly force. But the encampment was abandoned, with no sign of the Explorators remaining. The Dark Angels set to securing the site and recovering the Explorators' finds, but even as they did so their auspexes began to chime. They were not as alone as they had first thought. Far from it...

So the scene was set for a bloody encounter between the Chaos Daemons and the Dark Angels, and who better than to command the forces but their respective designers, Alessio Cavatore and Jervis Johnson! We set the table up to represent the abandoned colony and the mysterious ruins. The mission would be an Alpha-level Secure and Control mission, with victory decided solely on who controlled the most loot counters at the end of the game, representing the artefacts uncovered by the Explorator team.

Where'd the Daemons Go?

The Dark Angels deployed as normal for the Secure and Control mission, setting up 12" onto the board and occupying the ruined settlement. The Daemons, however, didn't deploy at all! Read on and find out why.



DAEMONS





Alessio Cavatore is the designer responsible for letting the Daemons out of the Warp. He can be counted on to turn every rule to his advantage, doubly so when they're rules he's written!

Alessio: 2250 points? Great! Such a high points limit gave me so much freedom when it came to picking the army that I felt really spoilt for choice. I decided to go for a well-rounded force, a balanced army that would allow me maximum flexibility. The Daemons are a bit like the Eldar – they have very highly specialised units, so I think it is vital to have a good mix of units in order to always have the right tools for the job at hand. Because at deployment you have to split a Daemon army into two halves (which I like to refer to as "cohorts"), and you don't know for sure which cohort the whimsical Chaos Gods will grant you, I picked the army with an eye to this unique deployment and made sure that the two cohorts were quite similar. I am not a gambling man and so I ensured that I would be prepared even if the gods ruled against my choice. I picked two Soul Grinders (they are by far my favourite models!), and put one in each cohort, then I did the same with monstrous creatures, including Mutatismutandis the Lord of Change in one cohort and Aradvrak the Daemon Prince in the other.

As my second HQ choice I went for the Masque and Skulltaker – new and exciting Herald-level special characters. I gave them each a bodyguard of ten Daemons of the same divinity and put them in different cohorts, so that each group contained some close combat specialists.

I then added another unit of Lesser Daemons to each cohort – resilient Plaguebearers to complement the fragile Daemonettes and "shooty" Pink Horrors with the "fighty" Bloodletters. Following the same principle, I split my Bloodcrushers from my Flamers and allocated one of these terrifying Elite units



HQ

1. **The Masque** *100 pts*
2. **Skulltaker** *140 pts*
3. **Mutatismutandis, Lord of Change**
   Master of Sorcery, Boon of Mutation, We are Legion. *330 pts*

ELITE

4. **2 Fiends of Slaanesh** *60 pts*
5. **3 Flamers of Tzeentch** *105 pts*
6. **2 Bloodcrushers**
   Fury of Khorne. *90 pts*

TROOPS

7. **10 Bloodletters**
   Fury of Khorne, Chaos Icon, Instrument of Chaos. *200 pts*
8. **10 Plaguebearers**
   Noxious Touch, Chaos Icon, Instrument of Chaos. *190 pts*
9. **10 Pink Horrors**
   Bolt of Tzeentch. *180 pts*
10. **10 Daemonettes**
    Transfixing Gaze, Chaos Icon, Instrument of Chaos *175 pts*
11. **3 Nurgling bases** *39 pts*

FAST ATTACK

12. **6 Flesh Hounds**
    Fury of Khorne. *100 pts*
13. **4 Screamers**
    Unholy Might. *69 pts*

HEAVY SUPPORT

14. **Soul Grinder**
    Phlegm. *160 pts*
15. **Soul Grinder**
    Tongue. *160 pts*
16. **Aradvrak the Faithful, Daemon Prince**
    Unholy Might, Daemonic Gaze, Iron Hide. *150 pts*

Total: 2248 points

to both cohorts. As I was beginning to run out of points, I added a single unit of fast and hard-hitting daemonic beasts to both halves of my army: Flesh Hounds in one, Fiends of Slaanesh in the other. The last pair of choices were the Nurglings and the Screamers, once again separated and assigned to each cohort.

The Fiendish Plan

I was fully aware that, in a long-range firefight, I stood no chance against the Dark Angels, but that if my Daemons (particularly the Soul Grinders and the Khorne units) made it into the thick of the action, the only models in Jervis' army that stood half a chance were Azrael and the Interrogator Chaplain with his Deathwing Terminators bodyguard.

I will rely on the one tactic that the Daemon army excels at – the refused flank. I plan to observe Jervis' deployment and then pick a flank for my units to concentrate on, trying to force the Space Marines on the far side to redeploy and therefore reduce their firepower.

Whenever I've applied this tactic, I've found that it is important to sacrifice a few units, like the expendable Nurglings and the fast-moving Screamers, on the flank you are not going for. Such decoys have the unenviable role of distracting the opponent, making him waste a few precious turns to kill them – turns that would be better employed countering the main push on the opposite flank.

Of course, because I'm not sure which of my two cohorts I'll start the game with, my plans might change slightly once the game gets underway. But by balancing the two forces, I've taken every step to stop this being a problem.

Dark Angels





Jervis Johnson is the Venerable Dreadnought of the Design Studio, having fought in more battle reports than we can remember! Now and again he actually wins one...

Jervis: In Standard Bearer this month I talk about my Space Marine army, which I've used with almost every Space Marine army list we've published. Most recently I've fought battles using Codex: Dark Angels, so for this battle report I decided to use my own army list as a starting point. This meant that I knew the strengths and weaknesses of my units, and I knew what they could do without having to think too hard! It takes practice to learn how to use an army, and I knew that I'd do better if I had some experience already. Luckily for me, my regular roster closely matched the Studio army, with only a few cosmetic changes, but I was sad to lose the extra armour and dozer blade on my Rhino, and my Terminator's assault cannon.

There are a few new things that I've been thinking of adding to my army, and this battle would give me the chance to try them out. I normally use a Company Master and a Chaplain, but for this game I wanted to try Azrael and an Interrogator-Chaplain in Terminator armour. My Company Master usually fights at the head of my Command Squad, but I had the feeling that Grandmaster Azrael, with his 5 Strength 6 power weapon attacks and the presence of the Chapter Banner, would be nigh unstoppable.

I also wanted to have a go with the Vindicator and Land Raider Crusader. I've been very taken with the new Vindicator model ever since it came out and it would be nice to give it a try and see if it matches up to my expectations. I'd also heard good things about the Land Raider Crusader, and wanted to try using it to transport my Deathwing Terminators rather than having them Deep Strike. All I needed to do now was to come up with a plan...



HQ

1 **Azrael** *225 pts*

2 **Command Squad**
Apothecary, standard bearer with chapter banner, meltagun, 2 power weapons, meltabombs. *215 pts*

3 **Rhino Transport** *35 pts*

4 **Interrogator-Chaplain**
Terminator armour. *145 pts*

ELITE

5 **Terminator Squad**
1 heavy flamer. *220 pts*

6 **Scouts**
Sergeant with meltabombs, 1 heavy bolter. *100 pts*

7 **Venerable Dreadnought**
Assault cannon and powerfist. *145 pts*

TROOPS

8 **Tactical Squad**
1 missile launcher, 1 flamer. Vet Sgt with powerfist. *205 pts*

9 **Tactical Squad**
1 missile launcher, 1 meltagun. Vet Sgt with plasma pistol and powerfist. *225 pts*

FAST ATTACK

10 **Land Speeder Tornado**
Heavy bolter & assault cannon. *100 pts*

11 **Land Speeder Typhoon** *75 pts*

HEAVY SUPPORT

12 **Land Raider Crusader**
Extra armour. *265 pts*

13 **Vindicator**
Dozer blade, pintle-mounted storm bolter. *135 pts*

14 **Devastator Squad**
1 plasma cannon, 1 heavy bolter, 1 missile launcher. Vet Sgt with meltabombs. *155 pts*

Total: 2245 points

Daemon armies fight differently to any other army, and can prove to be a real handful – they scared the hell out of me the first time I fought them! The main danger with a Daemon army comes early in the game, especially if you allow them to isolate part of your force and crush it before you can react.

Your opponent will be able to see your deployment before he has to place any units of his own, so you should try to set up so that no part of your army can be overwhelmed by the first wave of Daemons. Mutual support is the key here – Daemons need to appear near your army to assault it, so if you can bring a lot of firepower to bear on them when they do, you can seriously damage them before they can lay a claw, talon or tentacle on you.

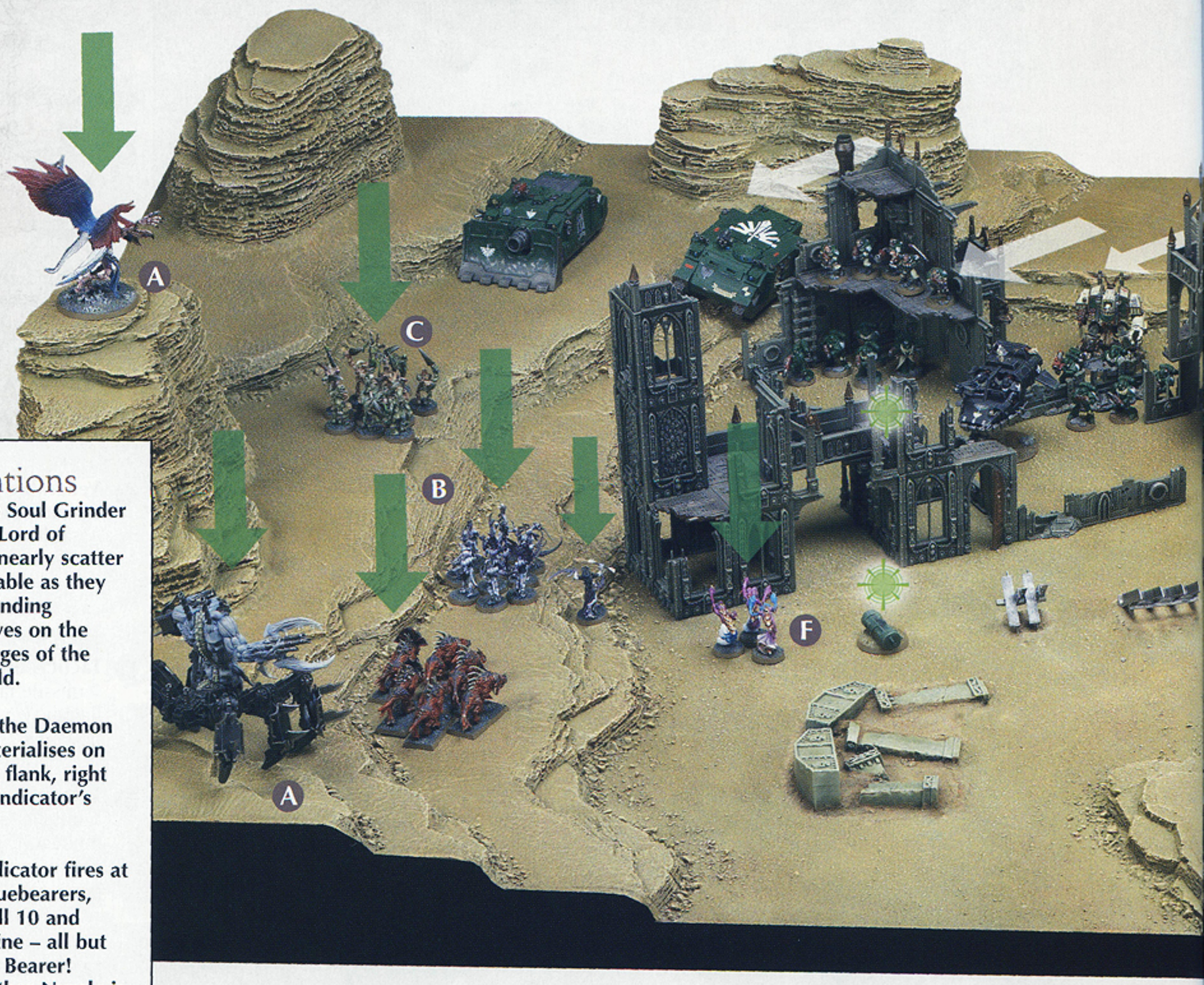
Deploying in a compact formation in a corner of the battlefield is a very attractive option, but you can't always do this as you often need to capture objectives or, as is the case in this battle, loot. Fortunately for me, two of the loot counters are right by my deployment zone, but I'm going to have to try and capture one of the other two objectives in order to guarantee a win.

One of these objectives is off to my left, and the other off to my right, so I decided to adopt a "bull's head" formation. The thick-skulled head of my bull will be my infantry, and the horns will be my powerful assault units (the Terminators in the Land Raider Crusader on my left, and Azrael and his Command Squad in the Rhino on the right). It will be the job of the horns to try and capture the two farthest objectives, while the head holds onto the two objectives closest to my starting positions.

Well, that's the plan anyway. It's time to find out what these Daemons are made of!

1 DAEMONIC ASSAULT

The Dark Angels are caught off guard as the Daemons appear all around them, tearing their way through the Immaterium.



Annotations

A Both the Soul Grinder and the Lord of Change nearly scatter off the table as they arrive, finding themselves on the very fringes of the battlefield.

B Most of the Daemon host materialises on the west flank, right in the Vindicator's sights...

C The Vindicator fires at the Plaguebearers, hitting all 10 and killing nine – all but the Icon Bearer! Grandfather Nurgle is not amused.

D The Screamers appear in the east, creating a diversion... or at least a juicy target.

E The Devastator Squad and Tactical Squad 1 open fire with everything they've got at the Screamers, scoring six hits but only two wounds, both of which Alessio fails to save!

F The Land Raider Crusader and the Land Speeder Typhoon ignore the nearby Screamers in favour of the Flamers but fail to hit anything at all!

The Dark Angels had not long arrived at the excavation site when reality began to boil away, shadowy shapes materialising out of thin air amidst the rocky escarpment in the west. Alessio rolled to see whether his first choice of Daemons appeared, or whether his second choice appeared instead – the Chaos Gods smiled upon him and his first choice materialised. Almost half of the Daemon army appeared on the Dark Angel's flank, only the small unit of Screamers appearing in front of the ruins to the east. The Soul Grinder and the Greater Daemon of Tzeentch were the only units to scatter off target (such is the fickle nature of the Changer of Ways!); all the lesser Daemons appeared right where Alessio intended.

Although at its deadliest up close and personal, the Daemons do have some powerful ranged units, but they were all still lurking in the Warp or out of range. The only shooting was from the Lord of Change who unleashed a Bolt of Tzeentch at the Vindicator, but the eldritch blast merely scorched the ceramite armour.

In Jervis' turn, the Space Marines advanced into the colony, desperately trying to position themselves to defend against this new foe. The Land Raider Crusader and the Land Speeder Typhoon zoomed across the open ground between the colony and the ruins, their guns tracking the distant Flamers.

In the Shooting phase, the Venerable Dreadnought and the Land Speeder Tornado filled the air with bullets from their assault cannons and heavy bolter, hitting the Daemonettes 11 times and wounding eight... but the Daemonettes are not made of flesh and blood, and only three were torn apart by the hail of gunfire.

Key

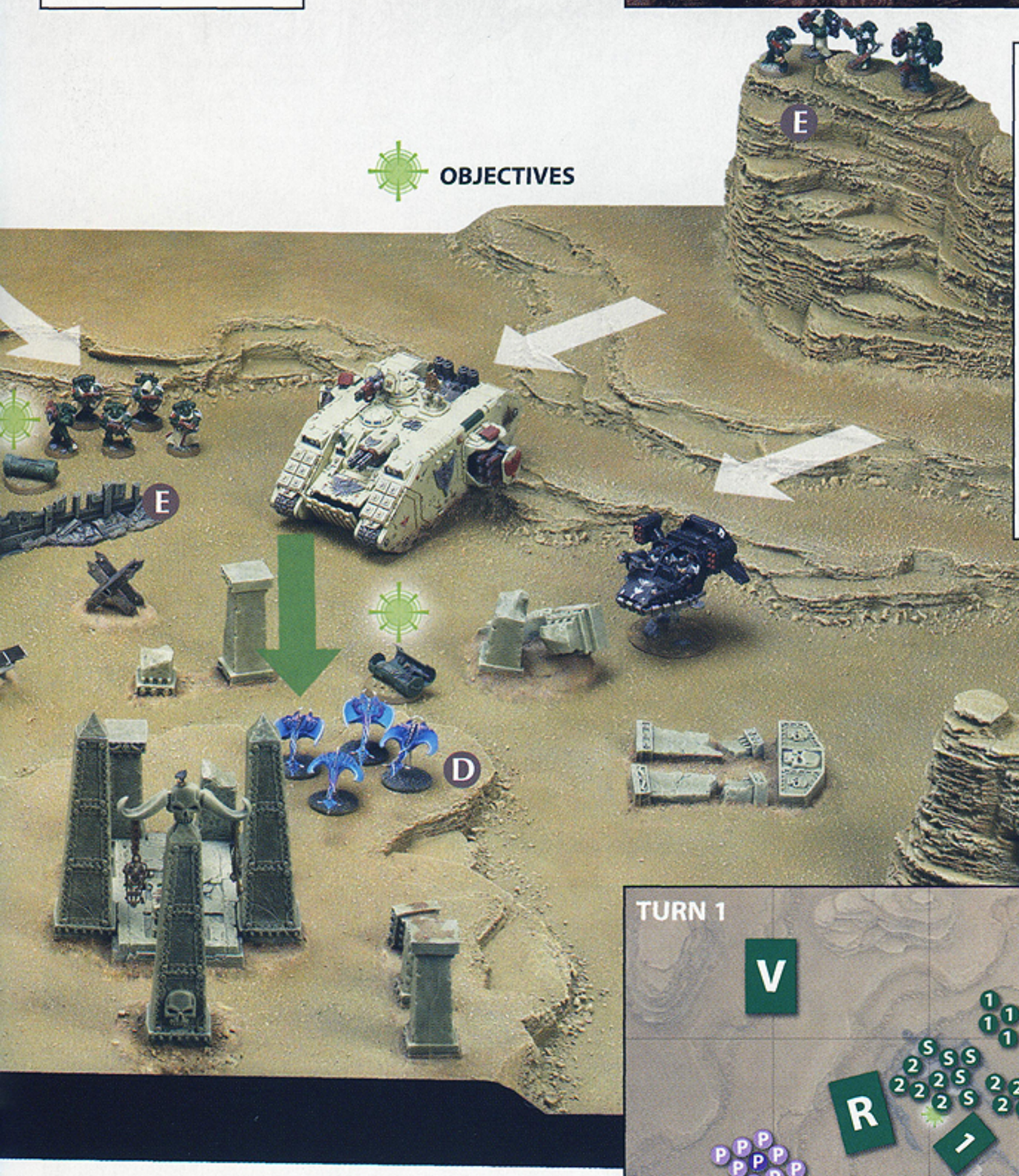
Move | Charge | Deep Strike

2 LOOT COUNTERS 1

OBJECTIVES

Daemonic Deployment

Deployment is for puny mortals! Unlike other races, Daemons don't deploy at the start of the game. Instead they all appear during the game, much like Deep Striking troops. Half of the Daemon army materialises on Turn 1, whilst the other half arrives as reserves. If the fickle forces of Chaos are against you, it might not be the half you wanted… This time, Alessio was lucky and started the game with his preferred cohort.





The Vindicator was more successful, scoring a direct hit on the Plaguebearers that had appeared right in front of it, killing all but the Icon Bearer.

Elsewhere, Jervis was starting to get worried by the units of Flamers and Screamers that had materialised to the south and the east – both can be lethal if allowed to get too close to infantry and tanks, respectively. The Devastators and Tactical Marines opened fire with everything they had, killing half of the Screamers. Rather than finish them off, Jervis opted to take aim at the Flamers with the Crusader and the Typhoon, but despite multiple hits, the Daemons' ward saves kept them from harm.

At the end of Turn 1 the Dark Angels were in a good position, holding both loot counters in the centre. However, there were a lot of Daemons on the table…

Chaos Daemons

- M The Masque
- T Skulltaker
- LC Lord of Change
- B Bloodletters of Khorne
- P Plaguebearers of Nurgle
- H Horrors of Tzeentch
- D Daemonettes of Slaanesh
- N Nurglings
- F Flamers of Tzeentch
- FN Fiends of Slaanesh
- S Screamers of Tzeentch
- FH Flesh Hounds of Khorne
- BC Bloodcrushers of Khorne
- SG1 Soul Grinder
- SG2 Soul Grinder
- DP Daemon Prince

Dark Angels

- A Azrael
- C Command Squad
- I Interrogator Chaplain
- T Deathwing Terminator Squad
- S Scouts
- VD Venerable Dreadnought
- 1 Tactical Squad 1
- 2 Tactical Squad 2
- 1 Land Speeder Tornado
- 2 Land Speeder Typhoon
- D Devastator Squad
- R Rhino
- V Vindicator
- LC Land Raider Crusader

2 WE ARE LEGION

The Daemon horde threatens to overwhelm the Dark Angels' line, and Azrael leads an impressive fightback.

Whilst the first wave of Daemons always appears in Turn 1, the rest of the army is held in reserve. Alessio rolled well for his reserves in Turn 2 and almost all of them appeared, leaving only the Daemon Prince and the Fiends of Slaanesh still to arrive. The Daemons Deep Striked onto the battlefield again, but instead of rolling for scatter they homed in on the lone Plaguebearer's icon, appearing right on top of the Dark Angels' frontline! The sole disappointment were the Nurglings who, in an attempt to appear behind the Dark Angels, scattered off the board; clearly Nurgle had other battles to fight this day, as his sole remaining representative was the Plaguebearer!

As one, the Daemons surged forward towards the Space Marines, the Screamers swooping towards the Land Raider whilst the Daemonettes leapt and danced towards Azrael's personal Rhino.

The Shooting phase opened with the whip-like tongue from the Soulgrinder's mawcannon lashing out at the Vindicator, wrecking the vehicle. The Lord of Change unleashed his psychic powers, missing Azrael's Rhino once again. Unlike last turn it had more than one trick up its sleeve, using We Are Legion to unveil a hundred baleful eyes and fire its Daemonic Gaze at a different target, stunning the Land Speeder Tornado. The Pink Horrors mustered 30 Warpfire shots between them, unleashing a devastating torrent of purple fire at the Scouts and leaving four dead.

Both the Daemonettes and the Flesh Hounds ran forwards, using Fleet of Foot to close with the Dark Angels. The rabble of Daemonettes assaulted the Rhino, their rending claws slicing through its hull and immobilising it. As the transport screeched to a halt, Azrael and his Command Squad were forced to disembark, two of the Veterans dying in the process. The two remaining Screamers reached the Land Raider Crusader, chewing through the ceramite hull with razor-sharp jaws, causing it to explode, taking one of the Daemons with it. The Deathwing Terminators remained uninjured by the explosion, but found themselves entangled in the wreckage and unable to act.

The Daemons had taken a heavy toll on the Dark Angels – fully 25% of Jervis' army had been killed by the hordes of Chaos! As the majority of the Space



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Marines picked their way slowly through the ruins of the colony, frantically trying to bring as many bolters as they could to bear, Azrael and his squad strode headlong into the oncoming horde.

The Shooting phase was off to a good start when the flamer in Tactical Squad 2 hit the tightly-packed Daemonettes, killing five of them and leaving only one left. The Devastators finished off the last of the Screamers, but their demise was hardly a consolation next to the still-smoking remains of the Land Raider.

With a surfeit of targets to choose from, the remainder of the Dark Angels poured fire on the Lord of Change. The lone Scout, both Tactical Squads, the Venerable Dreadnought and Azrael's Command Squad all opened fire, striking the Greater Daemon with a hail of shots. The Lord of Change barely survived, with a single wound remaining.

Jervis then launched a risky multiple assault against three different opponents – Azrael assaulted the Lord of Change, whilst his Command Squad assaulted the Pink Horrors and the Flesh Hounds, narrowly defeating them. The Chapter Master and the Greater Daemon both struck at the same time. Despite making 7 attacks, Azrael only inflicted a single wound, but Alessio failed his save and the Lord of Change was slain. Even as it was sent howling back to the Warp by the Sword of Secrets, Mutatismutandis used its Soul Devourer ability to try to take the Dark Angel with it – luckily Jervis made his invulnerable save and Azrael consolidated further into combat with the horde. The multiple assault had paid off; not only were the Dark Angels on the offensive but the Lesser Daemons in combat with Azrael prevented the nearby Daemons of Khorne from charging him!

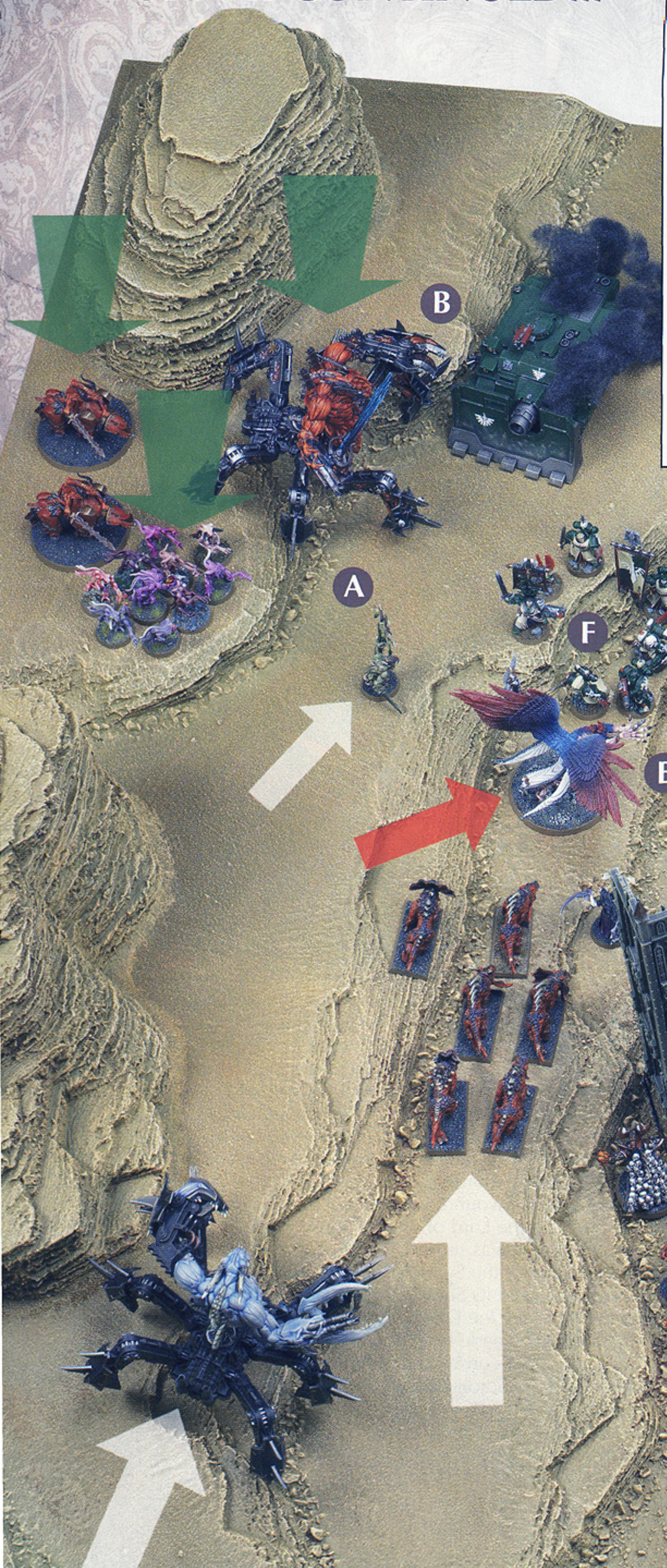


Turn 2 continued...

Keeper of the Truth

Things were looking fairly **bleak for Azrael at the start of Space Marine Turn 2, with his Rhino immobilised and his Command Squad surrounded on all sides by the daemonic hordes. A lesser man might have faltered in such a predicament, but Azrael is the Dark Angels' greatest warrior and plunged into the very heart of the Daemon host, assaulting (and slaying) the Lord of Change whilst his Command Squad assaulted not only the Pink Horrors, but also the Flesh Hounds.**





Key

Move | Charge | Deep Strike



OBJECTIVES



Annotations

A The surviving Plaguebearer more than proves his worth as the majority of the reserves appear right next to him, homing in on his icon to appear right on target without needing to roll for scatter.

B The Soul Grinder lashes out at the Vindicator with its daemonic tongue – a Strength 10, AP 1 weapon with a range of 18"! Alessio scores a penetrating hit, wrecking the Vindicator.

C The Screamers assault the Land Raider Crusader, scoring a penetrating hit and causing it to explode! One of the Screamers dies in the assault but the Deathwing Terminators emerge entirely unscathed!

D The Pink Horrors unleash a wave of Warpfire at the Scouts, getting 30 shots and killing all but the Scout with a heavy bolter!

E The unit of Daemonettes leap into combat with Azrael's Rhino, but only one penetrates – enough to immobilise the transport and force the Command Squad to perform an emergency disembarkation.

F Azrael and the Command Squad pour fire onto the Lord of Change, leaving him on 1 wound. Azrael then assaults him, inflicting a single wound, which Alessio fails to save!

Flying Meltabombs!

Affectionately referred to as "flying meltabombs" by Alessio, Jervis was right to be worried by the unit of Screamers swooping towards his Land Raider. Screamers move like a jetbike and count as being equipped with meltabombs, so when they assaulted the Land Raider it was no surprise that they tore it apart so quickly, leaving the Terminators entangled and away from the action.



3 Engine of Chaos

The Soul Grinder gets to grips with the Dark Angels up close, whilst Azrael stands firm in the face of overwhelming odds.

Hot Stuff

Alessio had been biding his time with the Flamers, waiting for the right moment to strike. Turn 3 offered the opportunity he had been waiting for – a tightly packed unit of Tactical Marines hiding in the ruins. Breath of Chaos is a template weapon that wounds on a 4+ with no armour or cover saves allowed! Needless to say, the Space Marines didn't fare too well.

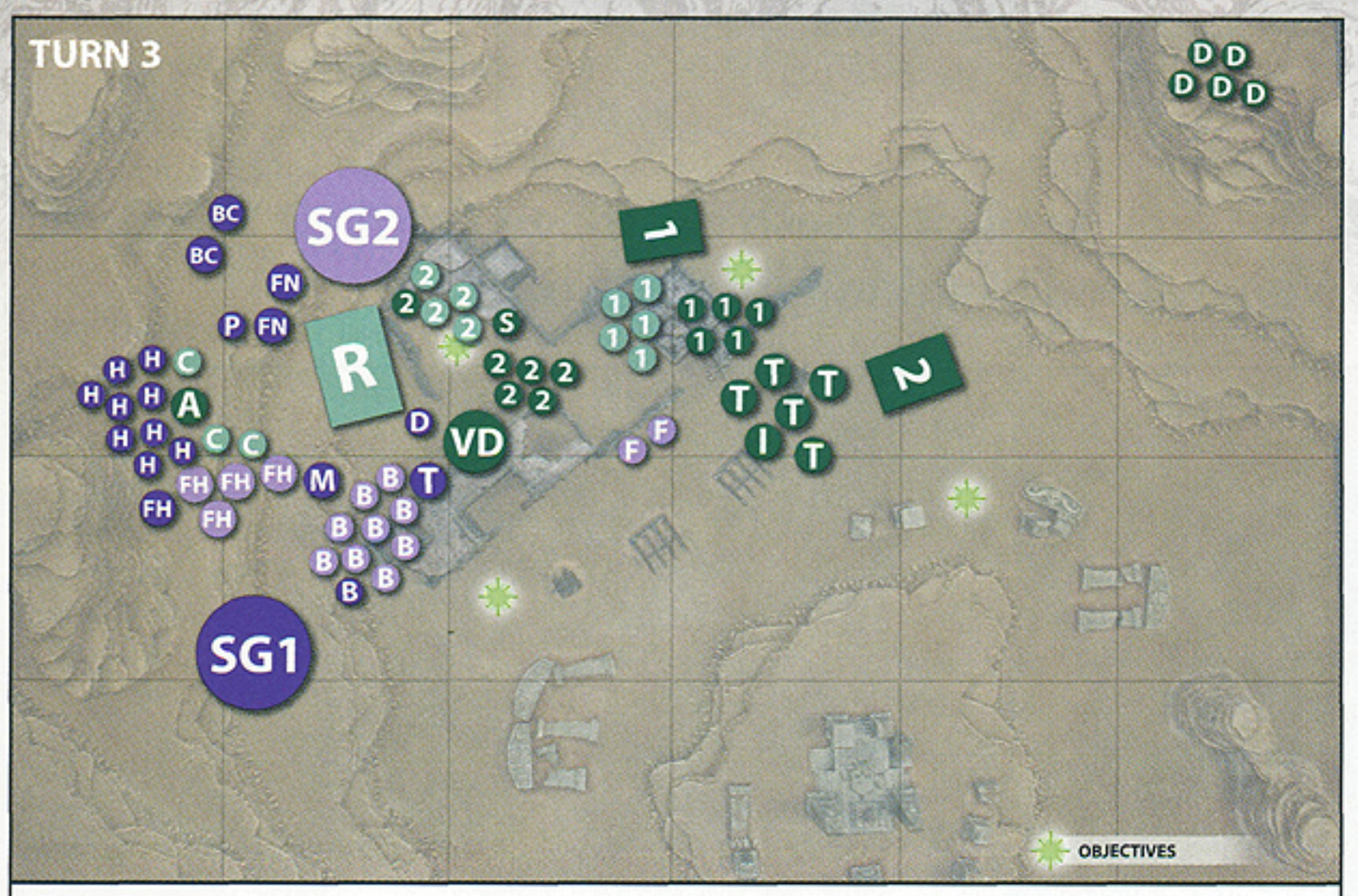


Alessio still had a couple of units left in reserve, but only the Fiends appeared at the start of the turn, materialising next to the immobilised Rhino. The Daemon Prince elected not to appear, awaiting the time when the battle most favoured his presence. Those Daemons not engaged in combat with Azrael continued to thunder forwards towards the diminishing Dark Angel defences, Skulltaker bellowing in frustration at the Daemons who blocked his path to the Chapter Master.

The Flamers pounced on the unit of Tactical Marines sheltering in the ruins of the colony, roasting the entire combat squad where they stood! The Flamer's Breath of Chaos represented the high point of the Daemon Shooting phase, as the Masque missed with all three shots and the Soul Grinder hit the only remaining Daemonette with the phlegm attack from its mawcannon, killing her!

The Assault phase was another matter entirely. Skulltaker and his Bloodletters assaulted both the Land Speeder Tornado and the immobilised Rhino, but despite 12 attacks on the Land Speeder they only managed to shake the crew. The Bloodletters' Hellblades tore through the Rhino's hull like a knife through butter, wrecking the already badly damaged vehicle. Azrael continued to hold back the Daemon horde almost single-handedly, and although his squad only killed a single Flesh Hound and the Daemons managed to overwhelm one of the Veterans, they remained locked in combat.

The Soul Grinder that had materialised so close to the Dark Angels last turn, had scuttled within range to assault the Tactical Marines positioned on the upper floor of



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Skulls for the Skull Throne!

Favoured warrior and chosen executioner of Khorne, the Bloodletter Skulltaker is a formidable opponent, even for a Venerable Dreadnought. Against lesser foes, even Space Marines, Skulltaker can deal out a horrendous amount of damage – his 4 Attacks rend on a 4+ when fighting infantry, automatically wounding and ignoring any armour saves they might have! Against a vehicle he doesn't deal quite as much damage, but he did manage to hold up the Dark Angels advance all on his own, preventing a counter-attack in the centre of the battlefield.



the ruined building. Such mortal obstacles worried it not, and the Soul Grinder clambered up the side of the building. Most of the Tactical Marines could not harm the Soul Grinder, but as it was assaulting into cover, the Soul Grinder struck last – at the same time as the Veteran Sergeant sporting a Power Fist! The Soul Grinder hit five times, killing four of the Dark Angels. The Sergeant struck back, hitting twice and wrecking the Soul Grinder! The Daemon Engine toppled from the building, the ruined bodies of the dead Marines still clutched in its claws.

In the Dark Angels' turn, the Deathwing finally managed to cut their way clear of the wreckage, striding with grim purpose towards the Flamers. The Tornado's Ravenwing pilot pulled up to escape the Bloodletters below, fleeing into cover until the gunner had recovered his wits, whilst the Venerable Dreadnought stepped forward, beckoning to Khorne's executioner with his power fist.

The Devastators took aim at the Flamers, the Daemons' fiery forms glowing bright in their autosenses. All but one heavy bolter shot hit and the Flamers were banished back to the Warp in a blaze of plasma and las. Tactical Squad 1 let rip with its flamer again, this time engulfing the Bloodletters, causing 11 wounds. The Venerable Dreadnought opened fire, too, adding four more wounds to the tally – even the Daemons' invulnerable save could not help them, and Skulltaker was left with just the one bodyguard remaining. Finally Tactical Squad 1 launched a missile at the Masque, hitting her square on with a krak missile. She failed her invulnerable save but the missile – normally powerful enough to instantly kill a mortal – merely inflicted one wound, as Daemons are immune to Instant Death.

In the Assault phase the Venerable Dreadnought assaulted Skulltaker, the Bloodletter bellowing in joy and swinging his Hellblade in a wide arc in anticipation at cutting his way through to the ancient skull of the Marine entombed within. The two foes circled each other warily, waiting for an opening to strike; the Dreadnought missed with all its attacks, and although Skulltaker struck the thick armour, his blade barely scratched the surface.

Azrael found himself fighting on his own, as the Chapter Standard Bearer was brought low by the pack of gibbering Horrors. Azrael was not cowed, however, coolly dispatching two more Flesh Hounds with his mighty blade.



4 Danse of Slaanesh

The Bloodcrushers of Khorne and the Fiends of Slaanesh rampage through the Dark Angels, whilst Skulltaker and the Venerable Dreadnought face off.



Finally, after waiting patiently in the Warp, the Daemon Prince Aradvrak the Faithful decided that the battle warranted his personal attention. Aradvrak manifested behind the Rhino, careful to keep out of the way of the Land Speeders buzzing about overhead. The insect-like Fiends of Slaanesh skittered through the ruins of the colony, moving quickly through the rubble towards the Tactical Marines sheltering there.

As the Masque neared the Dark Angel defenders, her eternal dance began to addle their minds. Unable to control themselves, the stony-faced Space Marines found themselves dancing to the daemonic rhapsody. The Tactical Squad positioned at the top of the colony were entirely overcome, Alessio moving them 5" wherever he chose – out of their high vantage point of course!

The Bloodcrushers leapt from the still-smouldering remains of the Soul Grinder onto the building, avoiding the blows from the Veteran Sergeant and running him through with their Hellblades, barely missing a stride as they did so. The adjacent Scout gulped and hoisted his heavy bolter, bracing for impact. The Fiends of Slaanesh assaulted the Tactical Marines on the floor below, cutting down two of the Dark Angels and closing with the remaining three with unholy menace in their multi-faceted eyes.

Elsewhere on the battlefield, Azrael continued to cut down the Daemons, slicing down the last Flesh Hound. Despite their somewhat mediocre Weapon Skill, the Pink Horrors kept on hitting Azrael, though Protector saved him from their claw-tipped, gangly arms. Skulltaker and the Venerable Dreadnought continued to trade blows, but such was the skill of these mighty warriors that neither showed any weakness in their defence.

On the outskirts of the colony, the Deathwing continued their advance, finally getting in range with their storm bolters. The Tornado, its crew recovered from the Daemon attack, swooped forwards, supported by the Typhoon, lining the Daemon Prince up in their sights.

Annotations

A **The Daemon Prince finally appears, emerging behind the cover provided by the wrecked Rhino.**

B **The Masque enchants the Tactical Marines with the Pavane of Slaanesh, making them dance to the tune of Chaos! The normally stoic Dark Angels leave the building, abandoning their vantage point.**

C **The Bloodcrushers assault the Veteran Sergeant, who fails to kill them as they charge. In return they deal out 8 attacks back, inflicting 7 hits with power weapons... the Veteran tumbled to the ground in separate pieces.**

D **The Fiends of Slaanesh skitter into combat with the Tactical Squad, rending two of them taking one wound in return. The Dark Angels stand firm.**

Annotations

A **Having recovered their wits, the Dark Angels clamber back up into the tower.**

B **The last Scout fires desperately at the advancing Bloodcrushers, but to his horror all his bullets bounce off their brass hide. The Deathwing's storm bolters prove more effective, however, slaying one of the mighty beasts.**

C **The Land Speeder Typhoon manages to get a lock on the newly-appeared Daemon Prince, launching a burst of missiles at it and inflicting a wound.**

D **The Fiends win the combat and force the Tactical Squad to fall back, catching them as they withdraw from combat, and cutting down another Space Marine.**

In the Shooting phase, the remaining Scout fired at the Bloodcrushers bearing down on him, but Alessio saved every one of the wounds. The Terminators were far more successful, their storm bolters inflicting enough damage to bring one of the brass knights tumbling from the edge of the building. Both the Land Speeders unleashed all of their weapons at Aradvrak, but the daemonic aura around him protected him from harm.

The Dark Angels were on the defensive, everywhere fighting desperate hand-to-hand combats against the encroaching Daemons. The Fiends killed another Tactical Marine, winning the combat and forcing them to fall back. Pursued by the lightning-fast Daemons of Slaanesh, the Space Marines could not escape and were forced to remain in combat, another Marine getting cut down as he wheeled around to face the Daemons. Neither Azrael nor the Horrors managed to wound each other, for every time the Sword of Secrets hit one, its power was diffused by the Horrors' daemonic aura. Skulltaker and the Venerable Dreadnought continued to trade blows, the Dreadnought unable to land a blow on the champion of Khorne, whilst Skulltaker was unable to penetrate the ancient's thick armour.

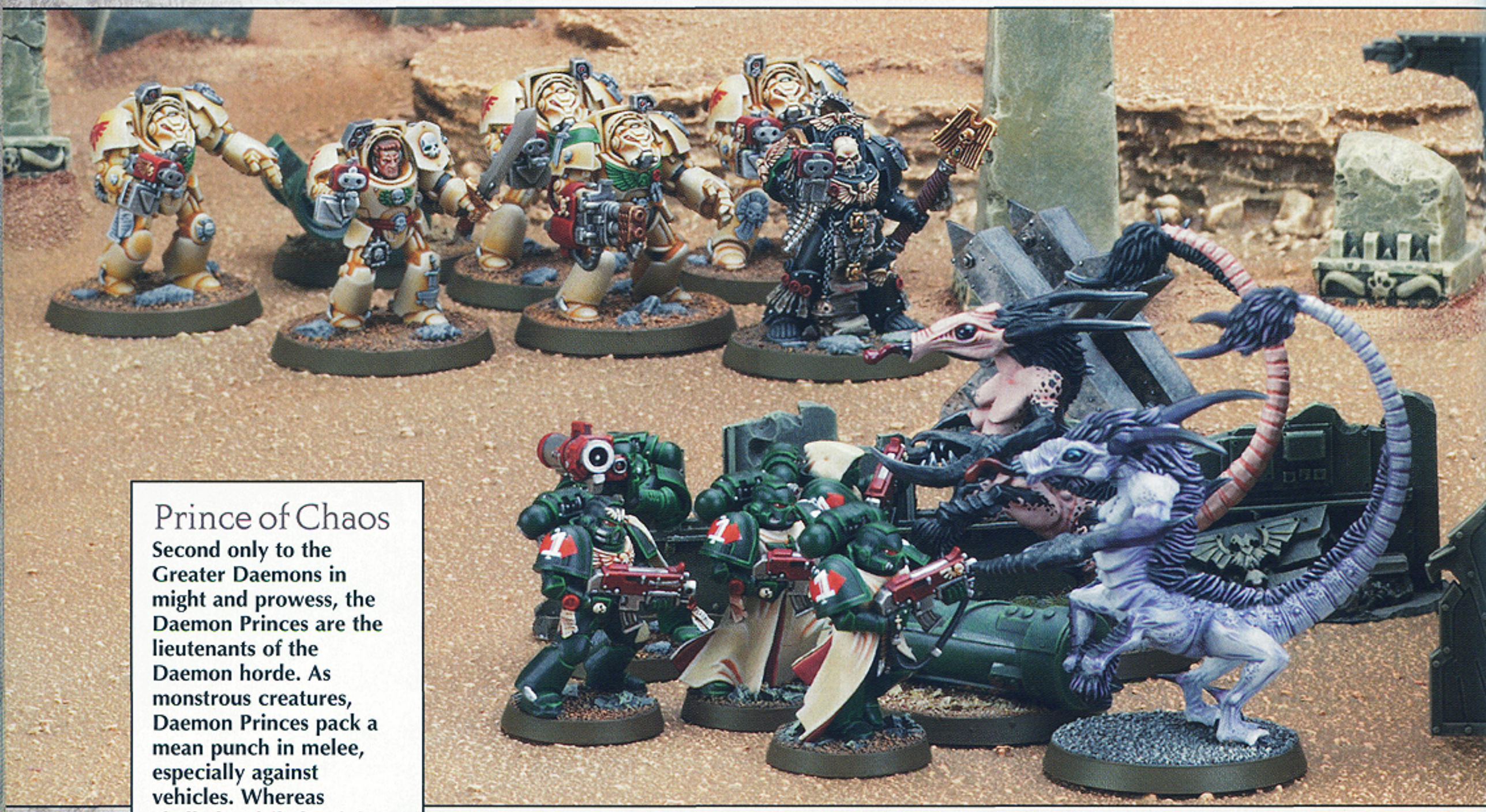




5&6

A Shadow over Locrus

The final third of the game sees a frantic scramble as both sides try to seize the loot counters, resulting in two bloody turns.



Prince of Chaos

Second only to the Greater Daemons in might and prowess, the Daemon Princes are the lieutenants of the Daemon horde. As monstrous creatures, Daemon Princes pack a mean punch in melee, especially against vehicles. Whereas Skulltaker failed to injure the Dreadnought, the Daemon Prince cut it in half with a single blow! As you can see, they're not to be trifled with, no matter how venerable you might be.



Skulltaker finally scored a glancing hit on the Venerable Dreadnought, lopping off an arm, but even as he did so Prince Aradvrak bashed through the ruins to slam into the Dreadnought's side, damaging it three times! The Daemon Prince sliced another arm and a leg off before plunging his blade deep into the chest of the Dreadnought and destroying it, earning nothing but a sneer of contempt from Skulltaker. Up above, the Bloodcrusher executed a diving charge from the top of the building onto the Land Speeder below, but missed it horribly.

By the beginning of Dark Angels Turn 5, there were no Space Marines left in the ruins of the colony, the last of them having been cut down by the Fiends and the Masque. The Terminators killed the final Bloodcrusher with their storm bolters, whilst both Land Speeders attempted to avenge their fallen brother by shooting the Daemon Prince, though he saved all but one wound. Azrael suffered his first wound as a Horror managed to sneak under his blade to strike at a weak point in his power armour; in return Lord Azrael slew three of the Horrors.

As the final turn of the game began, both sides looked at the loot objectives with renewed interest... and then at the rapidly diminishing number of scoring units left. At the start of the turn both sides controlled two loot counters apiece, but this could easily change.

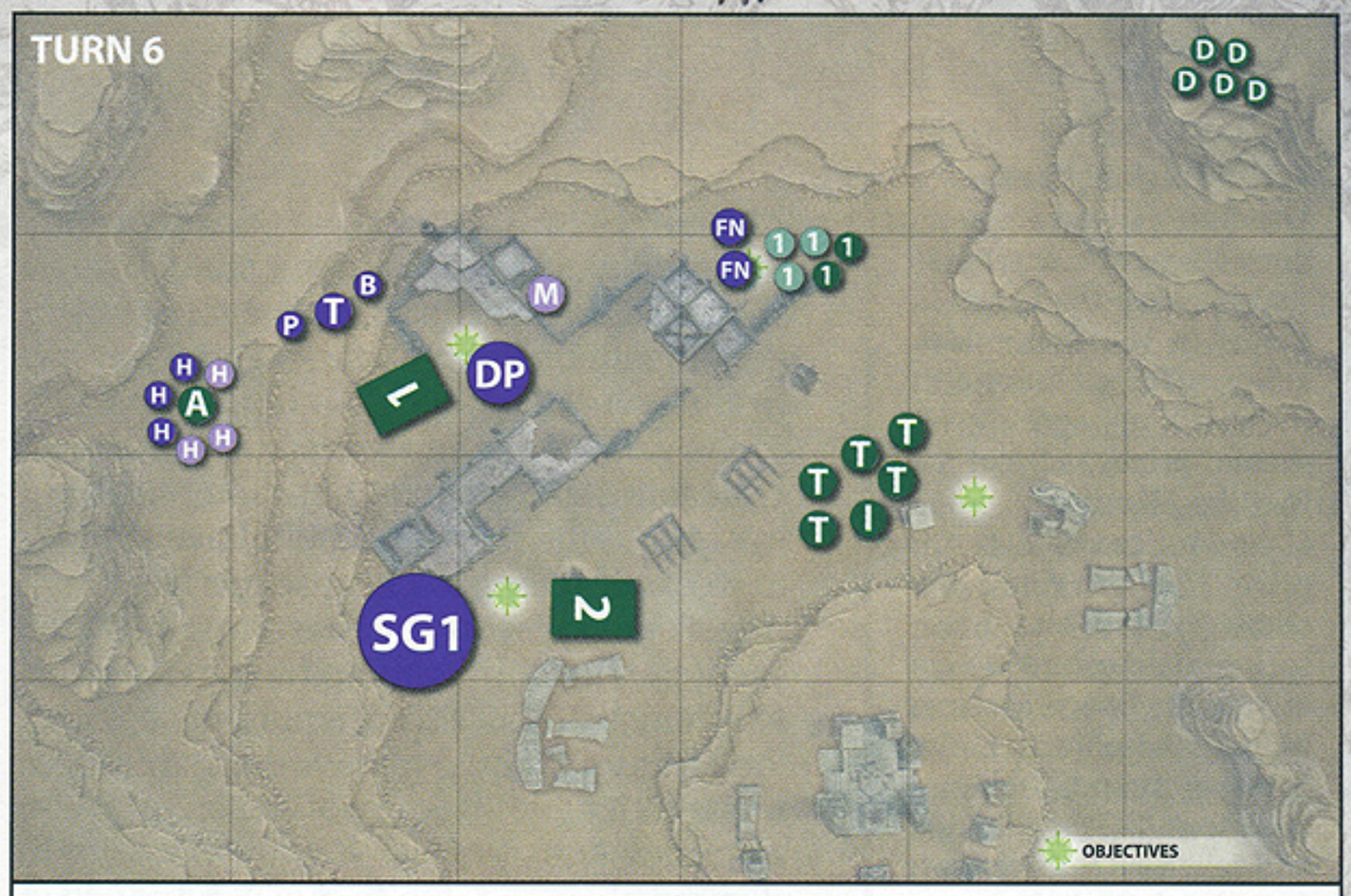
The Fiends galloped towards the Dark Angels guarding the loot in the north and the Daemon Prince secured the loot in the colony, gloating over the junkyard of wrecked vehicles. Skulltaker charged towards the Tornado, whilst the Daemons fired everything they could at the Typhoon, Alessio desperately trying to destroy these mobile scoring units. Skulltaker managed to strike the engine of the Tornado, immobilising it, but the Typhoon emerged unscathed, free to contest an objective on the final turn. The Fiends assaulted the Dark Angels with a potential 10 rending attacks, but only managed to kill a single Space Marine!

Sure enough, Jervis began his last turn by moving the Typhoon into position next to the Soul Grinder, contesting its closely guarded loot. Spying her out in the open, the Devastators fired at the Masque, finally killing her. In the final phase of the game, the Fiends killed enough Space Marines to reduce them to below half strength, snatching the loot for the Daemon side!

Bloody Stalemate

Possession of the loot counters switched hands rapidly over the final two turns, as the Soul Grinder and the Daemon Prince seized the objectives before the remaining Land Speeder swooped in to contest them on the final turn. Only the daring, last-minute assault by the Fiends drove the defending Tactical Marines from their loot counter, ensuring that the game ended in a close-fought draw rather than a defeat for the Daemons.





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- I *Interrogator Chaplain*
- T *Deathwing Terminator Squad*
- S *Scouts*
- VD *Venerable Dreadnought*
- 1 *Tactical Squad 1*
- 2 *Tactical Squad 2*
- 1 *Land Speeder Tornado*
- 2 *Land Speeder Typhoon*
- D *Devastator Squad*
- R *Rhino*
- V *Vindicator*
- LC *Land Raider Crusader*



1 1

LOOT COUNTERS

DRAW

I Hate Land Speeders

Alessio: It's true. I hate Land Speeders and their ability to zip around the table, spraying you with anti-personnel fire, dodging all incoming attacks and then rushing onto the objectives in the last turn of the game. I have to admit that I made a critical mistake when I chose to go first at the start of the game. I should have stopped to think a bit longer, because the Dark Angels going first would have meant they spent the first turn with nothing to shoot at. Not only that, but then I would have had the last turn, allowing me to have a last go at the thrice-accursed skimmers!

I was pleasantly surprised by the performance of the Screamers, which instead of just sacrificing their lives in the name of distracting the Space Marines' left flank, managed to take out the Land Raider Crusader! That was a turning point of the game, as Jervis suffered a terrible double whammy by losing the tank's considerable firepower and, even more critically, by having his Terminators and Chaplain entangled for a turn, and left in a position where they were too far away to make any considerable impact in the huge fight in the centre of the colony.

> "We'll be back; we have all of eternity to plot our revenge!"

One Soul Grinder started well, taking out the Vindicator and crushing four Space Marines, but I was very upset when the last opponent left alive (the classic Veteran Sergeant with power fist) managed to sneak a dirty punch in, penetrate my Armour 13 daemonic hull and then destroy the poor beast! It's just not fair!

I was looking forward to seeing a Skulltaker-versus-Azrael duel, but sadly Jervis engaged my Pink Horrors and Flesh Hounds, so I could not get to Azrael because too many of my own models were in the way. If the other Soul Grinder could have laid his claws on the Chapter Master, it would have made a right mess of him...

This also meant that the Daemons that had the best chance to shoot down the Land Speeders with their ranged attacks were busy in a long fight that they couldn't hope to win (hitting on a 5, wounding on a 5 and facing a save of 2+!). At least their great saves meant that it took Azrael the rest of the game to cut through them.

In the end, Jervis picked his fights well and managed to stop the rampaging Daemons and bring the game to a draw. But we'll be back; we have all of eternity to plot our revenge!

Aspiring Champion

For my pick of "best Daemon", I was considering the Screamer that blew up the Land Raider (a 16-point model killing a 265-point one!), but it will only get second prize, as I feel that the Fiends of Slaanesh deserve the prize. They got rid of one combat squad, and then sprinted almost 24" to charge the Space Marines holding the objective. By bringing them to below half strength, the Fiends had taken one objective from Jervis and given one to me, changing a 2:0 loss into a 1:1 draw!





A Real Nail-biter!

Jervis: Well that was a nail-biter and no mistake! I must admit, after Alessio's second turn I was pretty glum – Almost all of his army was in play, and he was all over my right flank like a bad daemonic rash. I expected this to happen, but the ferocity of the attack had left me reeling and very worried by the number of daemonic units that were already in charge range of my army. I admit that I wasn't sure how I was going to stop the onslaught.

One thing I've learned with my Space Marine army is that it can be tough going early in the battle, but if you hang in there the Marines will often turn things around later in the game. And the other thing I've learned to respect is how much damage Space Marine shooting can do, especially once they manage to close and fire twice with their bolters, and use their flamers and meltaguns. This is exactly what happened, and the Space Marine infantry in the centre, supported by the two Land Speeders, managed to cause terrible damage to Alessio's horde. Although the Space Marines' Toughness and firepower didn't manage to completely stop the Daemons, they slowed them down enough to give me a draw, and very nearly a win.

They were aided in this by two strokes of good fortune. The first of these was the heroic charge of Azrael and his Command Squad. Now, I wouldn't normally recommend assaulting massed units of Daemons, but Azrael's Command Squad was one of the few units in my army that stood a chance in such a fight. Fortunately I had managed to inflict three wounds on the Greater Daemon in my Shooting phase, allowing Azrael to finish it off in the Assault phase. The assault also tied up two important units of Lesser Daemons for the rest of the battle. And Azrael survived!

My other piece of luck was when my Sergeant destroyed the Soul Grinder with his power fist. The Soul Grinder had managed to get past my Azrael-shaped road-block, and would have been in a perfect position to chew through the centre of my army if my Sergeant hadn't got in a lucky hit to take him out.

These things did just enough to take the momentum out of Alessio's assault. If only I'd been wise enough to shoot the Fiends on the fifth turn, rather than getting distracted by the scary-looking Daemon Prince, then I might even have got a win. And this, I think, goes to the heart of how to fight a Daemon army. A Daemon horde is scary and intimidating, and will almost certainly have the upper hand in the early stages of the battle. The trick is not to let this distract you. Do your best to weather the storm and utilise the natural strengths of your own army to turn the tide.

Oh, I almost forgot to mention which new unit is going to be added to my own army. Well, it has to be a Vindicator. I really like the new model, and it earned its points back with just one shot!

Hero of the Hour

I was really stuck for choice when it came to picking the hero of the battle, as everyone performed very well. In the end I decided to go for the Combat Squad led by the Veteran Sergeant that dispatched the Soul Grinder. Not only did the Sergeant perform heroically, but earlier in the battle he and the rest of the squad inflicted a wound or two on the Greater Daemon, allowing Azrael to slay the foul creature in the ensuing Assault phase.



Critical Overview

Christian Byrne: **Having mapped and photographed the battle report to produce this article, I got to see what the Daemons are capable of doing. They do rely a lot more on good deployment than other armies, but that can play in your favour, particularly in escalation missions. As for the game itself I think Jervis made an error in not taking out all the Screamers, opting instead to turn the Typhoon and the Crusader on the Flamers. I believe that if the Crusader had survived it may have turned the tide of battle, bringing its weapons to bear on the Daemon packs. I'm no expert on Daemons, but utilising cover when they arrive seems to be a good choice; Alessio didn't always do this and left some units (like the Plaguebearers) vulnerable to the Dark Angels' firepower. If it had been me fighting Daemons with an Imperial army, I would be tempted to include Daemonhunter allies, namely an Inquisitor and retinue, built something like this:**

ORDO MALLEUS INQUISITOR (20 points)
-Scourging
(*Range: 18", Strength: 5, AP5, Assault: D6, no invulnerable saves*) .....+20
-Unguents of Warding
(*the squad benefits from a 4+ save versus psychic powers*) .....+10
-3 Gun-servitors with heavy bolters .....+75
-2 Mystics .....+12
-1 Hierophant.....+8
TOTAL: 125



Thanks to the Mystics, this unit can fire everything it has at any Deep Striking unit within 4D6 inches before it moves. The Hierophant adds +1 to the Inquisitor's Leadership and forces all Daemons wishing to assault the unit to make a difficult terrain test in lieu of moving the normal assault range.

The Enemy of my ENEMY

PART 2





Last month, Mat Ward unveiled some master strategies available to the Forces of Good. Now, with crooked sneer and ill-fitting pointy metal hat firmly in place, it's time for him to marshal some evil minions and even the score.

Mat: **In part one I talked about three categories of troops that any Good alliance can call upon. Bulwarks are tough and hardy, able to face down vast numbers of foes and walk away laughing. Sneaks slink around the sides of the enemy army and make a nuisance of themselves. Finally, the Brawlers are superb killing machines, there to help Good redress the balance of numbers a little. I promised at the time that I'd present the Evil equivalents, and now its time to come good (pun intended).**

First of all, let's look at what Evil armies have in common. Broadly speaking, they're split between cheap and cheerful troops – Orcs, Goblins, Haradrim and the like – and warriors that can give Dwarves and Elves a proper one-on-one fight. This second category is by far the smaller of the two. It's largely filled by different groups of Uruk-hai, but also includes Easterlings, Mahûd and Black Númenóreans (don't worry, they're nearly here; watch this space). Though Evil warriors never quite reach the same lofty heights of effectiveness staked out by the Elves, the sheer scale of the choice – to say nothing of the more flexible alliances Evil can draw upon – presents plenty of options all by itself. Nevertheless, there are a few other tricks an Evil player would be well advised to consider when selecting his army, so let's take a look at them now.

Many serve in the cause of Evil, but some serve better than others.





Trolls are Brutes, and we don't just mean it in the general sense of the word either.



BRUTES

Evil players have access to a few big, scary monsters; for the purpose of this article we'll term them Brutes.

Brutes are monsters – literally and figuratively – with high Fight, Strength and Attacks. A Brute's whole purpose is to wade across the battlefield, dishing out one-way tickets to a World o' Hurt™ to anyone foolish enough to cross his path. "Hang on a minute," I hear you ask. "Isn't this just the same spiel as he gave us last month for Brawlers? The name even begins with the same letter – come on Ward! Try harder!" While it is true that Brawlers and Brutes have a lot of similarities – chief amongst them the ability to shred pretty much any warrior in the opposing army – there are important differences. Whereas a Brawler uses tricksy special rules like "Mighty Hero" or wargear like "Aeglos" to win his battles, a Brute has no such finesse – he's simply armed with a big sword or hammer, and just enough hand/eye coordination to land a whopping great blow with it.

As you've probably guessed by now, I'm mostly talking about Trolls, but there are other Brutes in the Evil roster, such as Warg Chieftains and named critters, such as Gûlavhar and Shelob, who fill much the same role. You might think that Brutes compare poorly to Brawlers, but give it a few moments thought. Brutes may normally lack for special rules, Heroic stat lines and personal hygiene, but they are generally much cheaper than Brawlers. Consider the case of Aragorn (Brawler) and a Mordor Troll (Brute). The Mordor Troll has a far better basic profile than Aragorn, but lacks for the latter's Might, Will, Fate and Mighty Hero rule. However, the Mordor Troll is still only 100 points to Aragorn's 175. By the time Aragorn has picked up Andúril, and perhaps some armour or a horse, he'll cost the equivalent of more than two Mordor Trolls. My money's on the Trolls.

Most Brutal Brutes



1 Mordor Troll – 100 points each.
There's no escaping it, the Mordor Troll is the Brute's brute. The Troll's Fight, Strength and Defence of 7 is powerful enough, but combine them with 3 Attacks and you've got a Brute that can cheerfully pound Aragorn, Boromir and all their little Hobbity friends into the mud without slowing.



2 Isengard Troll – 105 points each.
Coming a close second, the Isengard Troll exchanges a point of Fight and Strength for increases in Defence and Courage. Against warriors, the Isengard Troll is probably a better choice of Brute – it'll win just as many fights and kill just as many peons and be less likely to suffer any wounds itself. That said, if your foe is likely to bring along an Elf Hero or somesuch, you'll be better served by a Mordor Troll.



3 Warg Chieftain – 75 points each.
A Brute for smaller scales, the Warg Chieftain's Strength of 6 is made all the more fearsome when coupled with a Move of 10"/28cm.



Honourable Mention:
Half Trolls of Far Harad – 22 points each.
Notice the Troll theme here? Half Trolls are the best kind of Brute, namely the kind you can take in large numbers. Granted, they're not as big and tough as their full-blooded cousins, but they'll still batter anything they take a dislike to.

AGENTS OF DISMAY

These foul beings emerge from the shadows to rob Good Heroes of their Courage and Will – they are an Evil force's prime character-killers.

Where would an Evil army be without a few malignant harbingers? Agents of Dismay are crucial to your success as an Evil general – they are the tools by which the advantages possessed by the forces of Good are stripped away. The Nazgûl, perhaps the most famous of all the Agents of Dismay, are good examples. Not only do they sap the Courage of all who come near, thanks to their Harbingers of Evil rule, but they have a battery of spells to cripple, kill, manipulate and paralyse the most powerful models in the opposing force.

Most Evil generals can get their warty little hands on a good selection of Agents of Dismay. The aforementioned Nazgûl are assassins without compare, although the Barrow-wights of Angmar run a close second. A quick Paralyse or Transfix can leave the mightiest Hero ripe for a kicking. On the other hand, Spectres are excellent formation disruptors, whilst Shades are enfeeblers that sap the will to fight. But, whatever your goals, you can't go wrong with a Ringwraith.

Where a Good army's Sneaks are used to disrupt the foe from the safety of a flank or rear, your Agents of Dismay should lurk near to, and preferably behind, your battleline. From there, they can bombard the foe with their spells, abilities and general bowel-loosening horror. With a Shade anchored behind your line, even lowly Goblins will have little trouble in clobbering Elves. If there's a Ringwraith nearby, watch with glee as enemy Heroes try to perform derring-do without quite coming into the range of its spells...

Feeling like death?

By now, I'm sure it hasn't escaped your attention that Agents of Dismay share one marked trait – namely that they've shuffled off the mortal coil, but kept on moving all the same. They're undead, in other words. As with many undead beasties of myth and legend, Agents of Dismay are depressingly easy to banish if someone can just pluck up the courage to take a sword to their mouldering hide. It's an apt comparison, because if an enemy Hero (or even a warrior in some cases) manages to pass a Courage test and charge one of your Agents of Dismay, it's probably not going to end well for your spectral servant. With this in mind, take great care to keep your Agents well clear of such dangers. You should have plenty of expendable minions to block the way, so get busy expending!

Essential Agents of Dismay

1 Ringwraith – 105-160 points each (with Fell Beast).
The original Agents of Dismay and still the best, Ringwraiths are mobile batteries of black magic that can cripple your foe with ease. It's normally worth splurging out on a Fell Beast as a mount. While this will ensure that your Ringwraith becomes the target of every Good warrior that can string a bow, the extra manoeuvrability and hitting power is more than worth it.





2 Barrow-wight – 50 points each.
Still one of my favourite additions to an Evil army, a Barrow-wight can easily put the 'fluence on an enemy Hero, leaving him helpless on a battlefield fraught with peril. Be wary of leaving a Barrow-wight without protection for a minute, as even a Hobbit can prove to be a dangerous foe when you're held together by only dust and malice.



3 Shade – 100 points each.
A no-nonsense and inescapable trick brings the Shade in at third place. Just plonk him behind your line and watch as the Fight rolls of Good models stop dominating and start plunging through the floor. Shades are an excellent offensive tool, but watch out! Once your force is broken, the Shade isn't going to stick around long – not with its lowly Courage of 1...



Honourable mention: Spectre – 15 points each.
I think the only reason that I don't rate Spectres higher is that, although their ability never ceases to pay off, it's never in as quite a spectacular way as its fellow ghouls. Nevertheless, a Spectre will always earn you its points value back by the end of the game – just don't field too many. Spectres are a rare exception to the rule that "everything is better in large numbers."

THE HORDE

By far the largest group at the Evil's disposal are the minions that make up "the Horde" – what they lack in their profile they more than make up for in numbers.

As is traditional, I've saved the best for last. Whilst Evil overlords may be amongst the most skilled and devious individuals known to tread the world, the same cannot be said of their minions. Take the humble Moria Goblin. With Fight and Courage 2 and a move of 5"/12cm, he's not exactly going to set the world aflame no matter how much burning pitch and Greek fire you force into his scrawny little hands. Perhaps I should rephrase – he's not going to set the world aflame *alone*. Fortunately, such a stunted combat profile means that a Moria Goblin weighs in at 5 points with a piece of wargear – half the cost of an Elf or Dwarf. Across 700 points, that's an awful lot of Goblins. The same logic is true of many Evil warriors. Haradrim, Orcs, Morannon Orcs, Corsairs of Umbar – the list goes on. All of these troop types trade one or more pips of profile for either a points reduction and/or a boost elsewhere. And where there's cheaper troops, there's a Horde.

As you'll have gathered by now, a Horde is founded simply by cramming as many models into your army as physically possible. This needn't be vastly more models than your opponent although this is always a solid starting point – it can be enough in one particular area so that you can dominate. For example, Gondor and Rohan armies pay in the region of 10 points for a warrior with Fight 4 – the bulk of their armies are Fight 3. Turn up with enough Corsairs of Umbar (8 points each with a shield) and you're instantly going to be at an advantage – providing you don't get shot to ribbons on the way in. That said, you can't go far wrong by fielding more warriors than your enemy can possibly do anything about.

If you go down this route, just remember to focus your efforts. It may be nice to take an even mix of bows, spear and shields, but stay focused on how you want to win. If you intend a face-to-face war of attrition, lots of spears are the order of the day. If you want your bows to do the work, make sure you field the full 1/3 to which you are entitled and spend the rest on shields to keep your other minions alive while the arrows fall. Yes, I said bows. While it's true most Evil archers have a poorer Shoot value and range than their Good equivalent, a Horde of Evil archers can still fire enough arrows to do a lot of damage. Consider once more, if you will, the Moria Goblin. Sure, he's only got a Shoot value of 5+, but in 700 points it's easy enough to field 20 or so archers just like him. That's a lot of shots. Also consider volley fire for your archer Horde. While I'm not a big fan of volley fire from Good models, an Evil Horde with a Shoot value of 5+ often has little to lose and everything to gain.

Halting the Horde

If you're a Good player and have a Horde bearing down on you, don't panic. Sure, the Evil player's got more models than you. He's going to roll more dice in combat and fire more arrows, but not everything's going to go his way. You see, space on a gaming board is finite, and sometimes members of a Horde are going to end up getting in each other's way – particularly if there's a few Brawlers or Bulwarks locking down certain areas of the battlefield. There's also another advantage at hand: Hordes take a long time to move. While the Evil force is advancing, model by model, focus on using that time to draw up your counter-strategy.



Horrendous Hordes



1 Haradrim Warrior – 6 points each, with a bow or spear.
Definitely the golden boys of any Evil Horde, the Haradrim excel both at swamping the enemy with spears and pincushioning them full of arrows – poisoned arrows, in fact. Haradrim are also cheap as chips, costing a mere 6 points a model, ensuring that your Horde will be a good, solid size. Finally, they come in both colours of Evil – red and black. What more could you ask for?

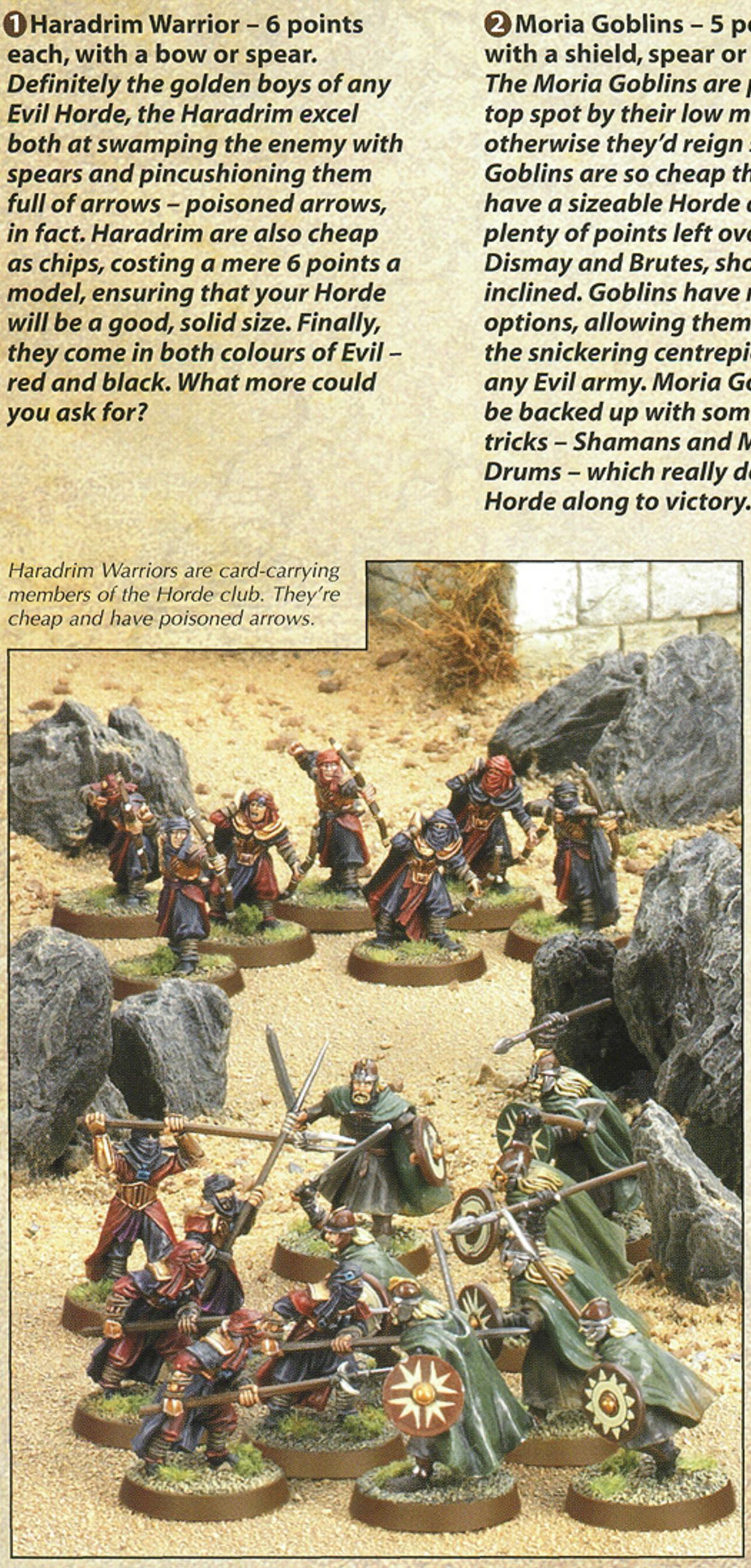


2 Moria Goblins – 5 points each, with a shield, spear or Orc bow.
The Moria Goblins are pushed off the top spot by their low move rate, otherwise they'd reign supreme. Goblins are so cheap that you can have a sizeable Horde and still have plenty of points left over for Agents of Dismay and Brutes, should you be so inclined. Goblins have more alliance options, allowing them to function as the snickering centrepiece of almost any Evil army. Moria Goblins can also be backed up with some natty little tricks – Shamans and Moria Goblin Drums – which really do help your Horde along to victory.



3 Corsairs of Umbar – 8 points each, with shield, spear or bow.
Though a little on the pricey end to join a Horde, Corsairs of Umbar make the list because of their crucial Fight 4. They're still cheap enough to field plenty of, however, but you've really got to make sure Corsairs win fights, otherwise that Defence of 3 will really start to count against them. If nothing else, I'd recommend that any Corsair Horde includes at least one Bo'sun – the combat re-rolls he bestows are nothing short of crucial.

Haradrim Warriors are card-carrying members of the Horde club. They're cheap and have poisoned arrows.





Honourable Mention: Khandish Mercenary Horsemen – 9 points each.
Most Evil mounted troops are cheap enough to outnumber their Good equivalent, but these fellows are so inexpensive that you're all but guaranteed the cavalry advantage. The Mercenaries' Fight 4 is a huge bonus, but it does come with the downside of Courage 2, and a one in six chance of the Mercenary not turning up to the battle at all.

AN ALLIANCE OF EVIL

Now that Mat has looked at the strengths of Evil troops, it's time to bring it all together in an army that Sauron himself would be proud of.

Now for the moment of truth. Is it possible to forge an effective, yet narrative, Evil army that includes Brutes, Agents of Dismay and a good old-fashioned Horde? If anything, it's even easier to do this for good than it is for Evil – there's so much choice available and so many potential alliances that it's difficult to know where to begin.

Ⓐ Horde Part One, chosen from Moria: *315 points*
In this army I'm going to aim for not one Horde, but two. This first Horde is a traditional one – it's here to give me lots of numbers cheaply and quickly. Note the presence of Durbûrz and the Shaman to keep my Moria Goblins alive and fighting no matter what happens.

Ⓑ Horde Part Two, chosen from The Corsair Fleets: *157 points*
I've introduced Corsairs into the army for three reasons. The first is that I love the models. The second is that they're pirates. The third, and more rational, reason is that a little bit of Fight value 4 in the army will help to compensate for the lower profiles of the Moria Goblins. Combined, the Horde gives me 56 rank-and-file to throw at the enemy.

Ⓒ Brutes, chosen from Moria: *170 points*
For a pair of good, thumping Brutes, I don't have to look further than Moria. Cave Trolls are more than a match for Good warriors, and can even give most Heroes a run for their money – particularly if said Hero has used all of his Might fighting off a Horde. A pair of Cave Trolls is perhaps a little extravagant, but I expect each to clobber his own weight in enemies before the game is done.

Ⓓ Agent of Dismay, chosen from the Nazgûl: *55 points*
I've chosen a minor Ringwraith as my Agent of Dismay. With two Hordes in the army I don't really need to spend much on disruption tactics, although the odd Transfix will be rather useful in stomping the heavy hitters in the Good force.

With a grand total of 697 points and 62 models, this is a force to be reckoned with. The main thrust is to charge towards the enemy as quickly as possible. The army's narrative is that it's really two forces that have come together against a common foe – perhaps on the coast of Gondor.



Durbûrz
60 points

Moria Goblin Shaman
45 points

Corsair Bo'sun
45 points

Ringwraith
55 points

42 Moria Goblin Warriors
14 with Orc bows,
14 with spears and
14 with shields.
210 points

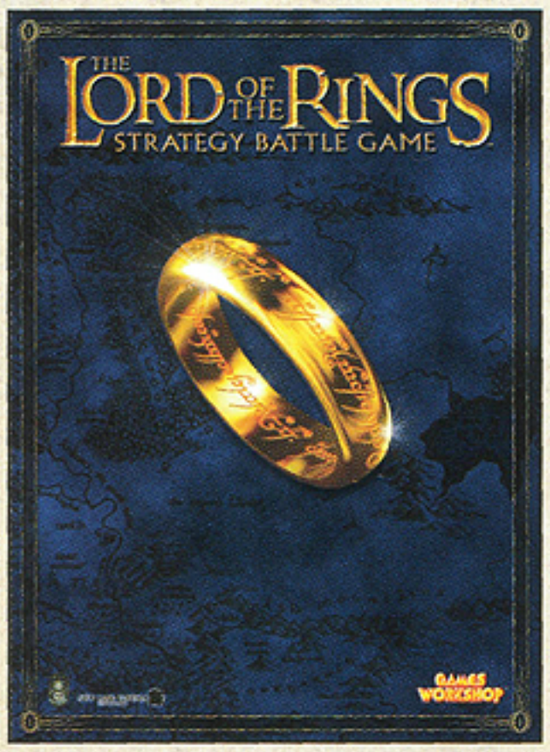
14 Corsairs of Umbar
7 with shields and 7 with spears.
112 points

Cave Troll
Troll chain.
85 points

Cave Troll
Troll chain.
85 points

TOTAL *697 points*

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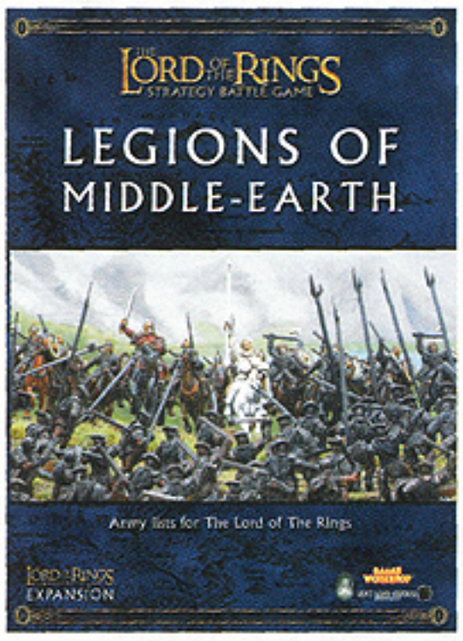


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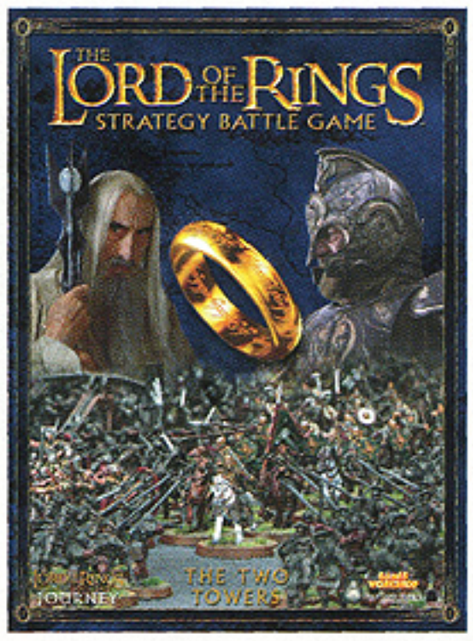
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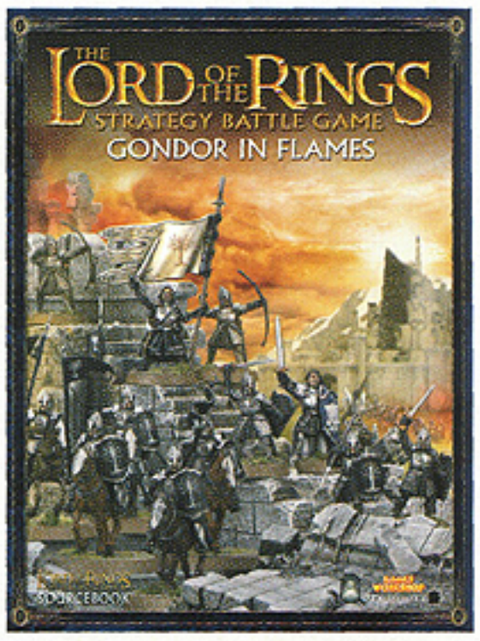
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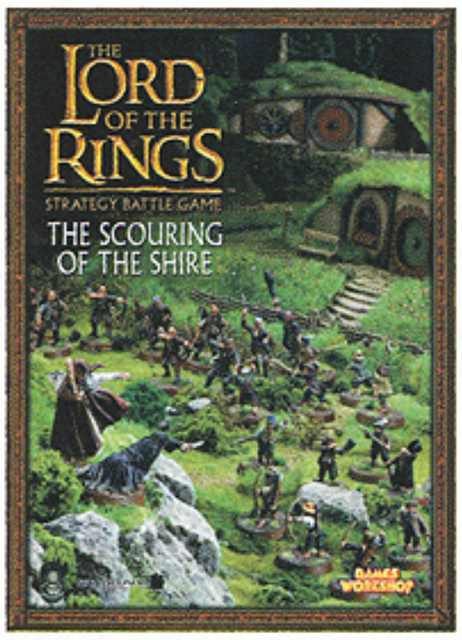
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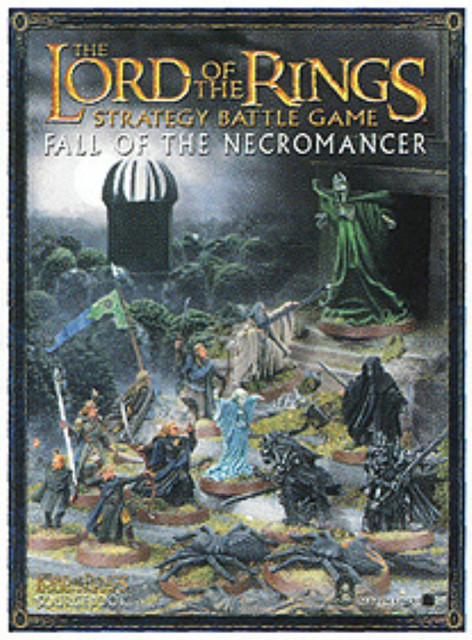
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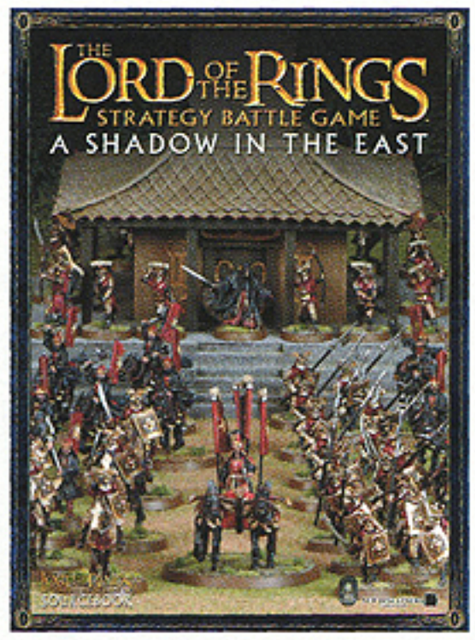
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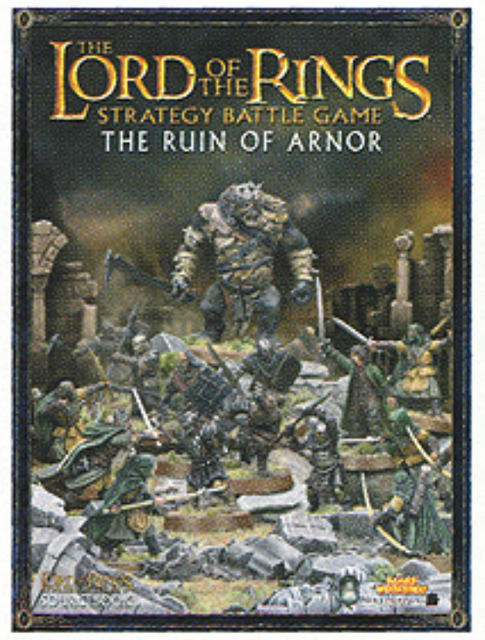
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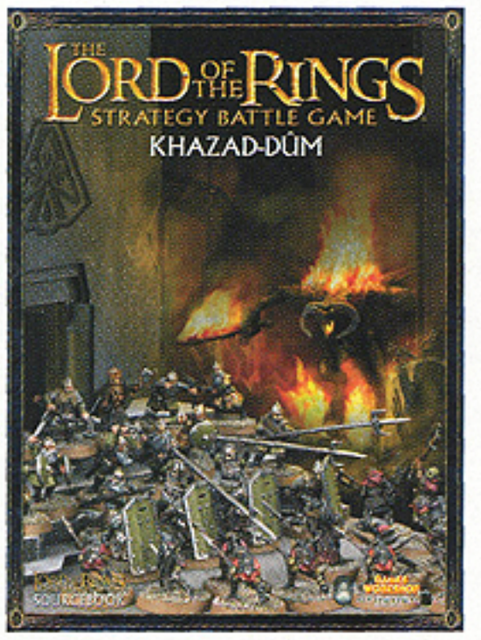
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STANDARD BEARER



Recoil in fear foolish mortals! If you still have an ounce of sanity left, quickly turn the pages rather than clap your eyes on the bewildering scribblings of the great schemer, Jervis Johnson. It is all heresy, I say, heresy!

Several years ago I happened to be invited along to a couple of tournaments, one for Warhammer and one for Warhammer 40,000. At the time I was slowly (very slowly!) building up a Tomb Kings army, and so I decided that this would be my Warhammer tournament army. For the Warhammer 40,000 tournament I decided to start a new army. After some dithering I went for a Space Marine army. I'm jolly glad I did too because I still use it, long after my Tomb Kings have been retired to a dusty shelf in my games room.

Part of the reason for choosing Space Marines was that I already had some Space Marine models painted by Owen Branham. Now, Owen is one of those incredibly talented (and therefore really irritating) people that can paint to an incredibly high standard if he's doing a display piece, but can still turn out lovely looking armies very quickly when he wants to. Fortunately for me, the models I had were painted by Owen using one of his trademarked "quick 'n' dirty" painting methods, which means I can just about match his paint schemes, even though it takes me ten times as long to paint the models!

The resulting army was based on the Revilers chapter, and is what I'd consider a classic Space Marine army, consisting mainly of infantry supported by a limited complement of vehicles. Over the years I've continued to add bits and pieces to the army, most recently a nice new Land Speeder, which I've decorated with the pennants borrowed from the new Ravenwing upgrade sprue. My latest painting project is a new squad of Terminators to replace the old Terminators I currently use, and which are really starting to look their age.

Right from the beginning there was something about the army that I really liked. For a start, I loved Owen's simple yet effective paint scheme, and the rather battle-worn look it gave the models in the army. It looked like this was a force that had been fighting in the field for some time, not one that was fresh off the Strike Cruiser. I also loved the composition of the force: this was a proper all-purpose Space Marine army, not a strange hybrid force chosen for a specific mission. And last but not least, I discovered after a few games that I loved commanding a Space Marine army. Of course I'd played games with Space Marine armies before, but at that time (back in the mid-nineties) I more often commanded the opposition, usually some form of xenos such as Eldar or Orks. It was this army that really taught me to appreciate the tenacity, toughness and sheer doggedness of a well balanced Space Marine army in Warhammer 40,000.

A happy-looking Jervis proudly displays his oft-used and ever-reliable Space Marine force.

Jeremy Vetock has spent the last twenty years collecting Orcs & Goblins. He's such a fan of the greenskins that he doesn't actually throw any models away, he just keeps adding to his collection to the point where he has over 12,000 points of Orcs & Goblins, a small portion of which is shown here.



I've been using the army for ages now. It's been used with the last two versions of the Warhammer 40,000 rulebook and has been used to help playtest the next one too! I've used it with every Space Marine Codex we've brought out during that time too, which has led to me calling the army my Dark Grey Space Marines; they've been Dark Grey "Codex" Space Marines, Dark Grey Space Wolves, Dark Grey Dark Angels and even Dark Grey Blood Angels! They've always performed well, and I only ever make very minor variations to the roster that I use. In fact, just about the only observation I could make is that the more I've used my army, the better it has performed as my command skills have slowly improved.

And this, in my usual long-winded way, finally brings me to the real point of this month's column. You see, one thing I've noticed about using the army over all these years is that it doesn't perform all that differently no matter which set of army lists (or even which set of rules) I use. Not really. You would have thought that changing army lists or rulebooks would have had a greater impact, especially changing from Space Marines to Space Wolves to Dark Angels! But I didn't find all that much difference at all, and this makes me rather sceptical when people say that this unit or that unit has got better or worse when a new army list comes out. You know what I mean: "The changes mean that Scouts aren't worth taking any more!" or "Now that High Elves always strike first they can't be beaten!!!" That kind of thing.

It's also made me sceptical of advice that runs along the lines of "You've got to take this unit or that unit" if you want any chance of winning. My own personal experience with my Space Marine army makes me doubt that this is nearly as much a factor as people think. I think this is mainly because an army is a personal thing. When all is said and done, it's your army, and your nature and temperament will mean that some things work better for you than others.

The Scouts in my Space Marine army are a case in point. When I started using the Dark Angels army list some people tried to tell me that the Scouts I'd used for years weren't worth taking anymore, but that's not what I've found at all. They're my boys, and they've helped win plenty of games for me over the years, whichever army list I've used. The same with my Termies, and my eclectically armed Devastator Squad (some may think that a Plasma Cannon, a Lascannon and two Heavy Bolters is a strange mix of weapons, but I happen to like it, okay!) Sure, some units get a bit better in one army list while others get a bit worse, but the changes never seem to have nearly as much impact as some people tell me they will. In fact, in my experience, army composition makes very little difference compared to learning how to use the army you do have *well*.

Now, I know that some will find what I've written hard to accept, and I've had some really interesting discussions about my theories with people that think that army selections can give a player a really



One of Jerv's "Dark Grey Marines". This guy has been a Space Wolf, a Codex Space Marine and even a Blood Angel in his time under Jervis' able command.



important advantage. Being stubborn about this kind of thing, and not being able to prove my argument based solely on the games I've played with my Space Marines, I've been keeping a close eye on the lists being used at the Grand Tournaments we run, to see exactly how much of an edge some of these 'optimised' army list selections actually give. I won't bore you with the numbers, other than to say that there were a lot of them – I've analysed the results of literally thousands of battles! – but what they show is that the advantage given is tiny. In fact the best that any of the "unbeatable" rosters I looked at could muster was the probability that instead of winning five games out of every ten you play, you would win six out of ten. Hardly a huge advantage, I'm sure you'll agree. What's more, only one of the killer lists achieved those heady heights – the best any of the others could do was to add one extra win in every twenty games played!

This isn't to say that I underestimate the importance of these things for those that like to wring every little bit of potential that they can from an army list, or who relish the chance to fine-tune their army until it includes the ultimate game-winning combination of units and unit upgrades. There's a lot of pleasure to be had in developing the perfect army list. And what's more there is nothing wrong with doing this; after all, what right does anyone have to begrudge another player a small advantage from all of the hard work they put into developing a powerful roster? However, I do think it's important to keep these things in perspective, and not be swayed by people overstating the importance of the really rather minor improvements that are gained.

Speaking personally, though, while I could change my Space Marine army every time a new army list comes out in order to add a few percentage points to my chances of winning, I don't think I will be doing so. Winning one more game in every ten or twenty that I play really doesn't matter all that much to me, not compared to having an army I really like using and am comfortable with. No, any changes I make to my army will be because I want to add some new models to my collection, or because I see a chance to improve on the tried and trusted tactics I've developed for it over the years. I also have a funny feeling that sticking with what I know and love has a much better chance of improving my win/loss ratio than any other changes I could make would ever do.

And that's the end of another Standard Bearer. As ever, please feel free to write to me at the usual address. I'd love to hear from you.

This picture shows a Blood Angels force created way back during the second version of the game. Although some of the models are showing their age, it's still a perfectly viable force that could be used with the latest rules with a minimum of fuss.

"Winning one more game in every ten or twenty that I play really doesn't matter all that much."

Write to Jervis at:

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

£8, €12.50, 100dkr, 115sek, 125nkr



CITADEL® Hobby Drill

TOOLBOX

The Hobby Drill is a useful addition to any hobbyist's toolbox. The drill is, unsurprisingly, used for drilling holes into your models. Here we demonstrate the two main reasons for doing this: pinning metal models and drilling out gun barrels.

Pinning

Pinning is a simple technique used to join metal components when superglue alone may not be strong enough. Typical instances when a pin is needed include joining together two large metal components – wings are a good example of this – or when the surface areas of the parts that need joining are so small that not enough glue can be applied. Pinning is for joining metal-to-metal or metal-to-plastic components. You'll rarely, if ever, have to pin plastic-to-plastic.

How to pin

You'll need a piece of wire for this job. Paperclips are ideal for this – they are not only readily available, but the drill bit supplied with the Hobby Drill is the exact width needed to fit a standard paperclip snugly into a hole.



First cut the wire to the right length. This will depend on the size of components you are pinning, but you'll rarely need more than a centimetre in length. Drill a hole in one part of the model and glue the wire into it.



Apply a generous blob of paint onto the end of the wire and carefully bring the parts together so that the wet paint leaves a mark on the other component.



Drill a hole in the second component in the spot marked by the paint. Trim the wire if needed so that the two parts can meet, then glue the components together.

Top Tip

Gun Barrels



One common use for the Hobby Drill is boring out the gun barrels on your miniatures' weapons. The 1mm bits supplied with the Hobby Drill are perfect for drilling out a bolter barrel, for example.



You can make the hole even bigger with the aid of a round file from the Citadel Files set – great for heavy weapons.

Holding the Hobby Drill

The Hobby Drill has been specifically designed for drilling holes in Citadel miniatures. As such it is a very easy and comfortable tool to use. Place the drill in your hand as shown and rotate the rubberised collar with your thumb and forefinger. Apply a small amount of pressure, but don't overdo it. Take your time and let the drill do the work.



PAINTING MASTERS

DAVE THOMAS



Dave Thomas has produced some truly fantastic models in recent years. We have Dave to thank for the Ork Weirdboy, Kurt Helborg, and more Space Marines than you can shake a stick at! Unsurprisingly, Dave is also a world-class painter too...

Like many of the current generation of painters and sculptors who have earned their spurs in the Studio over the last few years, Dave's first encounter with the hobby was through MB's Heroquest game. "I got it for Christmas. The Citadel miniatures that came with it were the first fantasy models I had encountered," explains Dave.

The painted models illustrated on the Heroquest box made Dave realise that the figures were more than just playing pieces so he set to work painting them. "I'd never painted any miniatures before, so wasn't too sure how to do it. There were a couple of hints – one mentioned undercoating, so I dutifully undercoated the models in matt white emulsion!"

After Dave's attempts to paint his first models with wall paint, it was a couple of years before his next encounter with anything Games Workshop related. Towards the end of his school life he came into possession of some Space Marines and painted them up. However, it was at college that Dave's love of fantasy miniatures really took off. "Quite by chance I became good friends with Wayne England's nephew. He was a great hobbyist with a big collection so we started playing lots of games." Wayne England, of course, is a renowned artist, who was working at Games Workshop at the time. Dave, Wayne's nephew, and a few other like-minded friends had soon set up regular gaming and painting sessions. It was the painting that Dave was drawn to and began to show a natural talent for. "We would do projects together, such as a Bretonnian army. Wayne happened to be visiting one time and thought I could be good enough for 'Eavy Metal. He got me an interview with the Studio manager and a few months later I had moved down to Nottingham and joined the 'Eavy Metal team."

Dave spent four years as an 'Eavy Metal painter, constantly refining his skills and producing some truly fantastic-looking models. After four years though, Dave was keen to move on and not just paint figures, but design them too. "I really had a strong urge to become a sculptor," continues Dave. "At that time, however, competition was fierce for the few Citadel trainee sculptor positions on offer. There were also guys like Martin [Footitt – featured in Painting Masters in WD339] in the running, so it was going to be really hard to get a place. I decided to go out on a limb – leave my comfort zone – and so I left Games Workshop and moved elsewhere in the industry to train to become a sculptor."

It was a risky move, but one that seemed to pay off. "I learnt many things during that time – as well as the basics of sculpting I learned how body shapes work in miniature scale, something that has stood me in good stead to this day," says Dave. After nine months away, Dave decided that Citadel was his true home and so returned to the Studio, this time as a figure sculptor rather than a figure painter.

Whilst Dave now designs Space Marines for a living, he still likes to put brush to model. How would Dave describe his style? "My painting heroes are Mike McVey and Torben Schnoor, so there is a certain amount of their styles in there. It is very old school," says Dave. "I don't use light sourcing, non-metallic metal or anything like that. In fact I'm so old fashioned I use a white undercoat wherever possible. My figures are very bright, especially the faces as they are what draws people's eyes to the model."

"My style is very old school; I don't use light sourcing or non-metal metal."

In an era where everybody likes to spray their figures Chaos Black, it's interesting that Dave still prefers to keep his undercoat white – we hope he's still not using that matt emulsion! "It's just my personal choice. A black undercoat will give everything a very dark look. White blends things brighter, which fits my style far more."

It's not just white that Dave likes as a colour, he also has an affinity for green. "It was only after I'd selected the models to photograph for this issue that I realised the vast majority of my collection is either humans or greenskins! I don't know why, but I just like painting green, I find it quite relaxing. Even with Orc skin I aim for very bright colours," adds Dave.

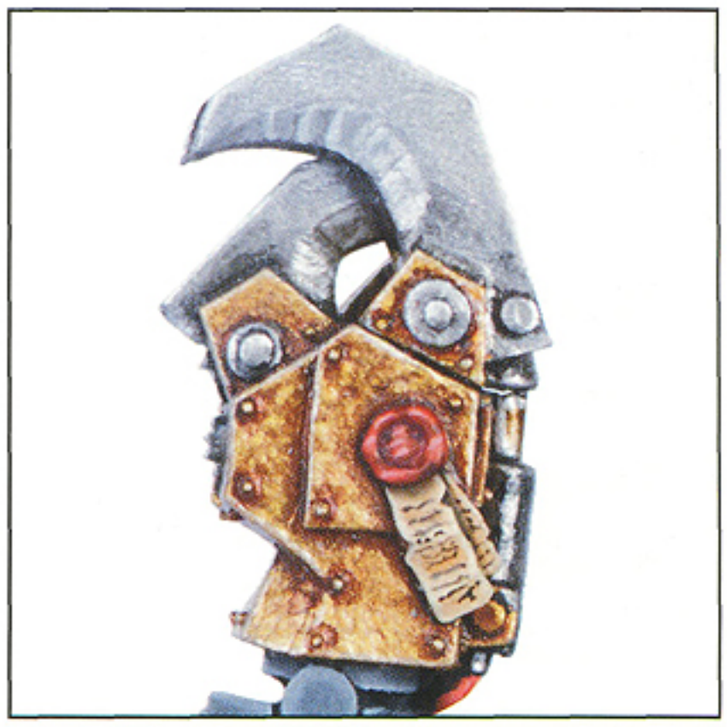
inting Masters owcases the ollections of some the world's best iniatures painters. his month we talk Dave Thomas.

Commissar Yarrick

One of Dave's favourite models is Commissar Yarrick. The power claw has been painted with a beaten brass technique, which Dave learnt from fellow designer, Martin Footitt. The claw was painted a deep gold and then brushed with a Chestnut and Brown Ink wash. He then re-applied the gold in patches using the tip of a drybrush. This process was repeated to create a shimmering effect, and after four or five stages resulted in a rich, battle-worn look.







Hugo le Petit and Gui le Gros

Dave has always liked these cheeky Bretonnian outlaws. He's actually had to paint Gui five times throughout his 'Eavy Metal career, and is still not tired of him! Here he has positioned both miniatures on a small scenic base. As ever, Dave has used a very light colour palette, the wooden shafts of the weapons and cask painted to look like they are made from beech wood, rather than the usually deeper oak colours.











Kislev Musician

This was one of the first Citadel miniatures Dave sculpted, and the first one of his own models he painted. He opted for a rich palette of blues and greens, using red as a deliberate contrast. Dave kept the face as the focal point, with the ruddy skin and blond beard. Dave went to the trouble of painting lots of delicate freehand patterns along the cut of the tunic to suggest opulence, showing that this Kislevite is a man of means. To finish the figure off, the base was given a light sprinkling of snow scatter to set the piece in the frozen lands of Kislev.







Mordheim Ogre

The Ogre is the only real monster in Dave's private collection. He's added a bit of narrative to the model by painting the trousers to look like they're made from a Bretonnian horse's caparison on one leg and horse hide on the other!







Night Goblin Shaman

The Night Goblin is a bit of a departure for Dave, as the model is mostly black. Other than the clean, bright bones and mushrooms, the Shaman uses a muted, dark palette.







Necron Warrior

This was a test piece for Dave's Necron army which is still in progress. The model was basecoated in a light grey. The warrior's face was painted with a mix of Graveyard Earth and Bleached Bone, and the same mix was then used as a highlight for the rest of the body. The gun was painted red as a contrast to the rest of the model.







Orc Warrior

This Orc has been painted in a "retro" 'Eavy Metal style. The skin is a very bright green, and there's the traditional white and black check on the armour and shield. The scale armour was painted with Shining Gold and highlighted with Mithril Silver. Note the fantastic, hand-painted Evil Sun shield.







Goblin

Dave painted this classic Forest Goblin for his then-girlfriend. The gift must have worked, as she is now his wife – proof that there is no limit to the power of a well-painted Citadel miniature!





Grail Pilgrim

Another one of Dave's own figures, this Pilgrim has scraps of Grail Knight heraldry and warhorse barding stuck to his shield. Dave wanted to get across that these fanatical souls are utterly devoted to the knights that they follow – the ultimate fan-boys!





Ursarkar Creed

This is one of Dave's recent projects. He started him many years ago, but has only just got round to finishing him. Dave has added a few extra bits of detail to the original model, such as the cyber-skulls from the Devastator frame, chains hanging from the pistol grips, and the purity seals. Creed has been painted in Dave's usual style, using a lighter-than-average palette, hence the white overcoat and brighter uniform.







Freelance Knight

This Mordheim Freelance Knight has been Dave's only entry into the Golden Demon Open category so far, just losing out to Mark Bedford in 2000. Dave wanted to give the model a look of a travelling scrounger, which is why some of his armour doesn't match or is missing, and why his clothes look a little torn in places.





Dave's Tip – Colour Harmony

Colour harmony is the technique of using a particular colour across the entire model, and will often be mixed into the other colours on the model too. On some miniatures the technique is obvious, while on others it will be far subtler. What colour harmony does is tie the parts of a model together to get a very satisfying overall look. It is a technique used all the time by artists who paint on large canvasses, but it works equally well on miniatures. In the example here, Dave has used the colour harmony technique on his Imperial Guardsman by adding grey to every area except the skin. Even the browns are highlighted by adding grey to the mix.







BORN INTO BLOOD

The history of the Vampire Counts is rich with inspiration for different types of armies. In this article, Gav Thorpe shows you how to turn those ideas into a tabletop force.

There are many different ways to go about collecting an army. Some players like to pick up the models on impulse and then build a strategy around what they've collected. Other players prefer to diligently comb through the army list and options to choose a force that conforms to a particular plan or strategy. Then there are collectors who want a force that represents a particular army from the race's history, or focus their efforts on creating a miniature host representative of a specific character or region. Most of us probably fall somewhere in between these three options.

Which miniatures individual players like the most is a very personal choice, so there's not a lot to be said except, go for it! Similarly, there are many different ways the Vampire Counts can be fielded as a gaming force, and much of this is covered in the Tactica articles on our website. For this reason, I'm going to concentrate on the third option – that of putting together a Vampire Counts force inspired by a particular piece of background.

There are plenty of battles described in the Vampire Counts army book, as well as the armies of Vampire Lords (and Ladies!) across the length and breadth of the Old World. Any and all of these can serve as a catalyst for an army, a hook upon which you might hang your choices of miniatures and paint scheme. The best way to find out what appeals to you is to read the background and see what piques your interest. It might be a whole period of history, or a box of text, or even a single line of action or dialogue. I've known hobbyists who have taken the smallest seeds of an idea and grown them into spectacular armies. If you can summarise the army concept you want to create in one or two lines, that can really help to focus what you pick – you can expand the details of the army's story later on.

The von Carsteins

The main stars of the Vampire Counts book are the shadowy vampiric rulers of Sylvania, the von Carsteins. This family-in-darkness provides a rich tapestry of characters and events that can inspire an army, and their history incorporates everything from the army list. Some are great wielders of magic, others were awe-inspiring leaders or gifted warriors. The choice is yours! Of course, a big advantage of fielding the von Carsteins is the opportunity to use special characters such as Vlad and Mannfred.



Vlad blends Necromantic ability with an awesome fighting prowess.



Mannfred von Carstein is well versed in the powers of darkness.

CHARACTERS

The focus of an army is usually most apparent with your choice of characters. With so many different Vampiric Powers, a Vampire Counts player can really go to town.

Every Undead army requires a general to lead it and in the case of the Vampire Counts this is, unsurprisingly, a Vampire! The way that the Vampiric Powers have been divided up shows some of the ways that your choices can be used to add personality to your general, and therefore your force. For example, the Courtly abilities are a great way to represent the dark nobility of the von Carsteins, while the Arkayne and the Master powers deal with the arts of Necromancy and so are very appropriate for the decrepit but highly magical Necrarchs. The knightly Undead warriors of Blood Keep are easily represented by skills from the Martialle section – Dread Knight seems an obvious choice in this regard! The tale of the fall of the city of Strigos and the wretched Vampires who fled from there might inspire you, in which case the abilities under the Bestialle might be the best way to go.

Of course, you are free to mix and match from any of the categories, so there's no need to restrict yourself to powers and Vampires from just one category. If you want a Nightmare-riding knight of death who commands a legion of Skeletons, then simply combine Dread Knight and Lord of the Dead. Conversely, a withered, ancient creature that has dwelt in crypts and towers for thousands of years might be better represented with Supernatural Horror and Hunter in the Dark.

It's not all about Vampires though, because your characters can also include Necromancers and Wight Kings. Whether or not you include any of these at all will give your force a different flavour. A Vampire who is a loner, surrounded only by Wight lieutenants bound to his will, would be a nice theme too.

Don't forget the mounts either! A terrifying Lord of the Undead on a Zombie Dragon says something very different about your army than one fighting on foot. There are a good variety of Undead creatures on which to mount your characters, so that you might have all of your Vampires on Nightmares, for example. Alternatively, your general might be mounted on an Abyssal Terror while his subordinates all ride to battle upon winged Hellsteeds!

The Abyssal Terror is worth more than a passing mention, because it is a nightmarish beast that can come in a variety of guises, allowing keen modellers to really let rip with their imaginations. A Vampire inclined to Necromancy could ride out upon an Abyssal Terror made of the zombified remains of lots of different creatures, in keeping with his shambolic horde. A von Carstein Lord, in contrast, might prefer some form of Undead Griffon, in a macabre parody of the Elector Counts of the Emperor. At the Siege of Altdorf, some of Vlad's Vampires flew to battle atop the animated remains of Wyverns. Why not have a look through the huge number of monstrous, winged creatures available throughout the Citadel range and see if one inspires you to come up with a story for your army?

When working on the army book, I particularly enjoyed expanding the story of Konrad von Carstein, so I am going to choose a force that centres on his bloody campaign into Averland. Since Konrad was not keen to share power with his Vampire kin, and had no Necromantic ability of his own, a pair of Necromancers will serve as his thralls. I think a Wight King bearing a battle standard would also be in keeping with this image, as Konrad wants everyone to know how important he is.



The Black Prince

A scion of lost Strigos, the Black Prince rules over one of the realms of the Border Princes, attended by his court of fellow Vampires and Crypt Ghouls. You could field Gashnag's army with Vampires using the Severed and Arkayne powers, leading an army with Crypt Ghouls and Dire Wolves as its Core choices. You could also include a Necromancer to represent one of the mysterious Strigany descended from Gashnag's original subjects in Strigos.



As befits a former noblewoman of the Empire, this Vampire Countess surrounds herself with powerful servants to do her dirty work for her!



Silver Pinnacle

In the Worlds Edge Mountains stands the ancient tower of Silver Pinnacle. Now it is a lair of the Undead, ruled over by the Undying Queen of Lahmia, Neferata. Neferata would find Crypt Ghouls and Zombies noxious and undignified, and would prefer to draw upon Skeletons and Grave Guard. In the same vein, she is more likely to be accompanied by Vampires and Wight Kings than scabrous Necromancers.

CORE UNITS

Skeletons, Zombies and Crypt Ghouls can all be used to fulfil the minimum number of Core choices you must include in your army – but which to choose?

Many Vampire Counts armies will contain a mix of all three, but there's no reason why you can't concentrate on just one or two of these units to add a certain dynamic to your force. For example, having four or five units of Zombies would be entirely in keeping with the shambling hordes of Vampires such as Melkhior or Zacharias the Everliving. Conversely, the Red Duke of Bretonnia might be accompanied by rank upon rank of Skeleton Warriors – regiments of his dead men-at-arms.

The other Core choices can also be used to add a particular flavour or build upon a theme already established with your characters. Packs of ravening Dire Wolves always look good in a von Carstein army, while Bat Swarms would be fitting for a Vampire who has made its lair in an abandoned tower or castle.

The Corpse Cart is a strange and disturbing apparition, seen mostly in the wilds of Sylvania, but also encountered as far afield as Mousillon in Bretonnia and across the wider Empire. Its powers work well on any nearby Undead, but Corpse Carts look great when part of a massive horde of Zombies! The sight of scores of Zombies trailed by these macabre wagons is a fantastic image, and one well worth considering for your battlefield. You can even use Corpse Carts as mounts for your Necromancers should you wish, adding even more to the story of your army.

Don't forget that some of the Vampiric Powers – those under The Master – directly increase how well your Vampire can summon some of these Core units, so make sure that these complement one another. If you can repair greater numbers of Skeleton Warriors, for instance, then why not include two or three units rather than just one? Conversely, if you envisage your army hailing from the wilderness, it might be worth investing in Summon Creatures of the Night to bolster your units of Bat Swarms and Dire Wolves.

For Konrad's army, I'm going to take a fairly mixed selection of Core units. Without much Necromancy in the army, there's probably not going to be too many new units raised, so a good number of Zombies to provide weight of numbers from the start will prove useful. Other than this, I've concentrated on Skeletons to reflect the more martial nature of Konrad's unliving host.



This bestial Vampire is surrounded by creatures that share his twilight unlife in an abandoned cemetery somewhere in the Old World. Crypt Ghouls, Dire Wolves and Fell Bats are ready to serve at his command.

The Morbid Palette

As well as your choice of troops, the way you paint your army can say a lot about where it comes from. In fact, you might just need a distinctive colour scheme to tell the whole story. Here are just a few ways that your colour palette and bases can show the origins of your Undead.



It is said that on the borders of the Chaos Wastes where Dark Magic gathers, the dead do not rest easily and fallen soldiers return to attack their former comrades. This Skeleton could be just such a revenant, with its unearthly colours and snow-covered base.



This Skeleton Warrior was inspired by the story of the Corpse Run, a river tainted with warpstone that reanimates the dead. The waterlogged base and rust streaks on the shield show how a skeleton might look as it marches from the dreaded waters.



Some of the dead are truly ancient, having been slain in battles that raged before the Empire was founded. Raised by the power of necromancy, these primeval warriors might have heavily corroded armour and archaic wargear as shown here.

SPECIAL UNITS

As Special units are more limited and often cost more points than your Core choices, you might only have two or three in your army, so picking them is an important decision.

Tactically speaking, Special units allow you to build on your strengths or to introduce units that counter possible deficiencies in your Core regiments. The same could be said for your army composition with regard to style, flavour and theme.

By this I mean that the Special units in your army allow you to really build on a theme that you've already established with your other choices, but also allow you to introduce a different element into your army dynamic. Units of Grave Guard and Black Knights suggest an organised, disciplined force, such as the type of army that might be led by a more militaristic Vampire. Having two or three units of these will give your army a very imposing appearance. On the other hand, a single unit of Grave Guard really stands out amidst a sea of filthy Zombies, Corpse Carts and decaying beasts, and makes an impressive bodyguard for your general.

Spirit Hosts are more wild and spooky, and suggest an army drawn from the ancient barrows and cairns of the mountains. Combine these with Necromancers and Crypt Ghouls and you have a force that encapsulates cemeteries so well that you can practically smell the grave dust!

If you've got plenty of Dire Wolves and Bat Swarms in your Core units, then you may feel inclined to add some Fell Bats to continue the theme. This might be the army of a Vampire hiding out in the dark places of the world, unleashing his rotting creations upon unwary travellers from the shadow-filled grottos of the deep forests or spider-haunted caves in the Grey Mountains. Alternatively, a single unit of Fell Bats in an army otherwise made up of Skeletons and Grave Guard might be the bloodthirsty pets of the Vampire general, brought to battle to feed upon his foes…

In the history of the Vampire Counts, much is made of the Drakenhof Guard, and Konrad never marched from Sylvania without them. In this army I'm going to field these as Grave Guard armed with great weapons; a deathly mockery of the elite Greatsword who attend living Elector Counts of the Empire. Konrad is lord of Sylvania and when he marches forth, the beasts of his benighted land follow in his step – in this case, a unit of Fell Bats that swoop ahead of Konrad's army, seeking out his prey.





The Red Duke

When the Duke of Aquitaine returned mortally wounded from Araby, none could have known that he had brought with him the curse of Undeath. Soon after his return he had died and risen again as a foul lord of the Undead. Within hours he had slain his loyal retainers and then raised them back from death to serve him once more. A retinue of the Red Duke provides a great opportunity to field lots of skeletal men-at-arms and Black Knights – once loyal Knights of Bretonnia. At the head of this regimented army should be a unit of Blood Knights, led by the Duke himself.

RARE UNITS

The Rare section of the army list contains not only the most deadly creatures in the Vampire Counts army, but also some of the most stunning models!



Host of Hel Fenn

Hel Fenn is infamous for being the place where Mannfred von Carstein made his last stand, but it had been a source of terrible legends for many hundreds of years before. The tribes of Sylvania used to bury their dead in the swamp and now the marsh is haunted by a host of Zombies and ghosts. If you wanted to field this as a force, why not pick an army of Vampires with the Spectral Form power, leading Zombies, Spirit Hosts and Cairn Wraiths?

The bestial descendants of the Strigoi Vampires have a natural connection to the monstrous Varghulf. An army of Bestialle characters, Crypt Ghouls, Fell Bats and Dire Wolves is given the finishing touch with a Varghulf – or maybe even two. Your foes will be filled with dread at the sight of these monstrous Vampires prowling through packs of Crypt Ghouls towards their troops. In an army mostly comprising of infantry models, getting to paint a large and imposing model like a Varghulf can be a lot of fun too. Read the story of the Krudenwald Fiend in the army book and you'll get the picture...

Cairn Wraiths led by a Tomb Banshee add a very different type of unit to the army. As skirmishers, they can drift around the rest of your troops, and work quite well alongside ranks of Skeletons, Grave Guard and Black Knights. There are many ways to paint these Ethereal creatures, and they can add a touch of a different colour to your force, or be used to add something that breaks the routine of painting all that bone and rotting flesh!

For an army of Sylvania, there are few centrepieces more appropriate than a Black Coach. Ever since Vlad's first appearance at Castle Drakenhof, there's been an intimate link between mysterious coaches, howling wolves and von Carstein Vampires. A Black Coach flanked by two units of Dire Wolves is not only a great image, but also a pretty useful force on the battlefield – the Black Coach has the Vampire rule and this means that the Dire Wolves can march if they start within 6" of it. So, you can see that fitting to a particular background doesn't have to be at the expense of competitiveness!

As well as the Varghulf, there's been another new addition to the Rare choices of the Vampire Counts: Blood Knights. The most obvious use for these death-dealing, Nightmare-riding Vampires is as part of a host from Blood Keep. Led by characters with the Dread Knight power, and supported by units of Skeletons and Grave Guard, the Knights of Blood Keep can march to battle under your command.

However, there's no reason not to include some Blood Knights in your army even if you want to create a Sylvanian host, or the horde of a despotic Vampire from the south, or whatever your chosen story may be. Though rumours abound that Walach Harkon is reforming the Order of the Blood Dragon, the Blood Knights were cast from their fortress centuries ago and have since travelled the world as mercenaries and adventurers. From the battlefields of Bretonnia to the frozen Chaos Wastes, the Blood Knights have sought out the most notable enemies to vanquish. This pretty much gives us carte blanche as players to include them whenever we feel like it!

On a related note, with a special paint job and perhaps a little converting, the rules for the Blood Knights could easily be used for other Vampiric cavalry, such as the minions of the Red Duke or the dreaded Pale Riders of Nagashizzar (I just made up this last one, but it shows what you can do with a little imagination).

It's mentioned in the history of the Vampire Counts that Konrad enlisted the aid of the Order of the Blood Dragon, and so my first Rare choice for the army will be a unit of Blood Knights. The mad count had his Necromancers entrap many spirits from Grim Moor, and so I've added a small unit of Cairn Wraiths too.



Grave Guard accompany a powerful Vampire Count who has the feared Blood Knights in his employ.

PUTTING IT ALL TOGETHER

Once you've got the outline of your army in your head, or even written down, it's time to start working out the details – options, points values and so forth.

Go back and modify any earlier choices if they add to the character, but keep your one-line summary of the army as an oft-repeated mantra while you are doing so.

With your army list chosen, it's time to add that extra flair and effort that turns it into an army that you'll be proud of. Think about the colours and iconography of the army, name your characters and units, and come up with the story of how your army came to be. Write it down and have a copy with you when you go to the store or club, so that you can give it to opponents. Believe me, that little extra work is worth the effort!

Anyway, I hope I've inspired you to think a little bit more about your Vampire Counts army, or any other army for that matter. Happy gaming!

Konrad's army in all its glory. After putting in everything mentioned earlier, I still had points left for some magic standards, extra Cairn Wraiths and a unit of Dire Wolves.



Konrad's Averland Invaders

Heroes
Konrad von Carstein
145 points

Necromancer
with Invocation of Nehek, Raise Dead, Dispel Magic Scroll and Nightshroud.
115 points

Necromancer
with Invocation of Nehek, Vanhel's Danse Macabre, Dispel Magic Scroll and Power Stone.
115 points

Wight King
with Battle Standard and the Accursed Armour.
125 points

Core Units
30 Zombies
with standard and musician.
132 points

20 Skeletons
with hand weapon and shields, full command and Banner of the Dead Legion.
205 points

20 Skeletons
with spears and shields, full command and Icon of Vengeance.
225 points

10 Dire Wolves
80 points

Special Units
10 Grave Guard
with great weapons, full command, and Standard of Everlasting Death.
175 points

3 Fell Bats
60 points

Rare Units
4 Blood Knights
including full command and Flag of Blood Keep.
345 points

5 Cairn Wraiths
including Tomb Banshee.
275 points

Total **1997 points**

THE ARMY OF THE NIGHT

The storm had come quickly. Since noon it had moved from the Worlds Edge Mountains in the east, against the wind. By dusk it had swathed the banks of the River Stir in darkness. Half a mile back from the western bank, drawn up along Bleak Ridge, the army of the Elector of Ostermark shivered in the unnatural cold.

The sun was little more than a pale disk behind the dark clouds that now roiled above them, robbed of all light and warmth. In the cold and dark, a mist began to rise from the river. The gurgling and slapping of water amplified and flattened as the fog thickened; a bank of dense mist bubbled over the bank and began to creep westwards towards the soldiers of the Empire.

Other sounds could now be heard: creaks, groans, rattles, and muffled chanting. Horsemen suddenly appeared, galloping hard from the direction of the Erswester bridge. They were Pistoliers and their calls of alarm needed no further explanation – the enemy had already taken the crossing.

Wreathed in the crawling mist, Zombies emerged, shuffling forwards with awkward, lop-sided steps. Row after row of newly-risen creatures shambled onwards, their eyes vacant but for the baleful glow of magic. The shout of an artillery captain sounded flat and distant in the murk, and a moment later three dull roars heralded the firing of the cannons. Cutting swirling trails through the mist, the cannonballs ploughed into the Zombies, sending limbs flying, smashing bodies to paste, carving furrows of flesh in the Undead ranks.

Nimbuses of unholy power grew within the mist, highlighting haggard-faced Necromancers cloaked in the skins of men, leaning atop staves carved of bone and gristle. Under the magical urgings of the decrepit wizards, bone knitted with bone and flesh fused as the ragged Zombies felled by the cannons dragged their parts together once more. With lipless moans, the Zombies clawed back to their feet and resumed their stumbling advance.

Crossbow bolts and handgun shot screamed through the mist, cutting down whole ranks of the shambling Undead. The crackle of the Pistoliers' weapons joined the fusillade; dozens of corpses flopped and wriggled upon the ground like beached fish.

Hideous, screeching bats flapped out of the gloom to swoop down upon the heads of the gunners. Other flying beasts, more monstrous still, circled in the cold skies, silhouetted against the pale light of the setting sun. To the north a dire horn resounded and evil-looking knights cantered forward upon unnatural black-skinned steeds. Their armour was lacquered with crimson, they held wicked lances in their gauntleted hands, and above them flew a ragged standard showing a great red dragon. They were accursed knights from Blood Keep, brought to this battlefield by bloodthirsty pacts best not dwelt upon by the minds of the living.

Regiments of skeletal warriors joined the Zombies, advancing in unison, marching implacably forward step after step. The storm broke above the Skeleton legion and lightning flickered through the skies, reflected off tarnished bronze, rusted iron and bare bone.

Gibbering grunts and mournful howls greeted the rain as it began to slash down, announcing the arrival of the Crypt Ghouls. They bounded forward in packs, wary of the storm that matted their hairy bodies, sniffing the air around them. Some carried bones and crude stone weapons in their mishapen claws; others simply bared their long fangs and snarled at the men of the Empire.

Having crossed the river, the army of Sylvania halted and stood in dreadful silence. For what seemed like an eternity, the Undead army waited. Unmanned by their fear, a few soldiers dropped their weapons and broke ranks, the shouts of their sergeants deaf in their ears. The Undead host parted, opening a gap in their numbers. Along this avenue of Undeath advanced a regiment of dread Wights, decked in rusted armour, their skeletal hands gripped around glowing swords. One bore a macabre banner, emblazoned with a name: von Carstein. These were the Drakenhof Guard, wicked knights sworn to serve the Vampire Counts of Sylvania for eternity. Wisps of dark sorcery trickled from their eye sockets and played as a nimbus around their winged helms.

At their head strode a monstrous figure of a man. He wielded two swords, one of them burning with pale green flame. His face was bare, twisted into a raging snarl that revealed fangs as long as daggers. A shock of wild hair framed the feral face, and dark eyes that pierced souls bore into the hearts of the Empire soldiers. There was rage in that stare… and utter madness.

A frightened whisper began somewhere in the Empire line; was taken up and amplified, until the soldiery of Ostermark were hissing and cursing with fear.

"Konrad… The Beast is here!"

'EAVY METAL®
PAINTING
MASTERCLASS

COUNT MANNFRED

VAMPIRE COUNTS



Mannfred von Carstein spent many years in the guise of an Imperial Lord with bold features and a shock of raven-black hair. It is said the noble ladies of the courts he visited would go faint just by being in his striking, chrarismatic presence.

The Imperial Lord, however, was a deception, a magical disguise to hide Mannfred's true nature. When Mannfred finally chose to reveal his true self he was infused with necromantic energy. Mounted atop a terrible Nightmare, he was a terrifying sight for all to behold.

Mark Harrison's brilliant miniature captures this image of Mannfred at the height of his power, when he was commanding the hordes of Sylvanian Undead against the Empire. To make sure the model got the treatment it deserved we handed it to Neil Green, a veteran of the 'Eavy Metal painting team.

Neil's first job was to clean up all the metal components with a Hobby Knife and Hobby File. The next step was to assemble the figure and undercoat it Chaos Black. Count Mannfred von Carstein was then ready for painting.

WARHAMMER®

The subject for this issue's 'Eavy Metal Painting Masterclass is none other than Mannfred von Carstein, dread Vampire, baleful necromancer and Count of Sylvania.

You Will Need

You will need these colours from the Citadel Colour and Foundation ranges of paints.

- Chaos Black Spray
- 'Ard Coat
- Bestial Brown
- Bleached Bone
- Bronzed Flesh
- Brown Ink
- Black Ink
- Blood Red
- Chaos Black
- Codex Grey
- Graveyard Earth
- Khemri Brown
- Liche Purple
- Mithril Silver
- Regal Blue
- Shining Gold
- Space Wolves Grey
- Scab Red
- Shadow Grey
- Scaly Green
- Skull White
- Scorched Brown
- Shadow Grey
- Shining Gold
- Scorched Brown
- Tentacle Pink
- Warlock Purple
- Vomit Brown
- Blue Ink

Painting the Metals



The chainmail was painted using the same colours as the weapon blades. The only difference is that Neil used a very light drybrush for each stage.

While Neil was painting the figure he kept the model in two separate parts – Mannfred's torso and the barded Nightmare. He started by first building up the silver and gold, notably, the steed's chainmail barding (A), and Mannfred's scythe (B) and sword (C). The basecoat for these areas was a 1:1 mix of Boltgun Metal and Chaos Black.

This was followed by thin layers of Boltgun Metal, followed by Chainmail, and finally a coat of Mithril Silver. Neil finished off the sword and scythe blades with an ink shade that consisted of a 3:1 mix of Scab Red and Black Ink. The wash was lightly brushed all over the blades, with a heavier concentration near the hilts of both weapons.

Painting the Gold



Step 1. *A 1:1 mix of Shining Gold and Scorched Brown was applied as the basecoat. When this was dry, Neil added a deep shade to the basecoat with a 3:1 Scorched Brown and Chaos Black wash, applying it deep into the recesses.*



Step 2. *The next step was to repaint the gold with the basecoat mix (as used in step 1) leaving the recessed areas uncovered so the previous wash was visible. Neil then started highlighting the raised areas with pure Shining Gold.*



Step 3. *The next layer was a highlight using a 1:1 mix of Shining Gold and Mithril Silver. Neil then covered the whole area with a wash of watered-down Brown Ink. A final highlight of Mithril Silver was then applied.*



Step 4. *For the final stage, Neil applied two coats of a thin Scorched Brown glaze, making sure the first layer was dry before applying the second. The glaze helped to blend all the separate layers together and smooth out the finish.*



Black Armour

For the armour, Neil used a 3:1 basecoat mix of Chaos Black and Shadow Grey. He highlighted the raised areas by adding Bleached Bone to the mix for two more layers. The third and final highlight was pure Bleached Bone. Neil then applied a glaze of thinned-down Scaly Green over the armour.

Painting Mannfred's Skin and Fur



When the skin had been painted, Neil added some paint effects like the pale veins visible on the side of Mannfred's head, achieved with a fine tip and a steady hand!





Drybrushing is a messy technique, so be sure to get all the little bits of the fur cloak out of the way before moving onto other areas.

It's always worth planning out the order in which you intend to paint your figures. As a general rule of thumb it's always best to work from the "inside out". However, there are many exceptions to this and so you should give a bit of thought to every model before you begin painting. For instance, with Mannfred, Neil knew the furs would need some drybrushing, a messy technique that should be done before the skin. No matter what area you work on there is always a chance your brush may slip and you'll put paint where you don't want it. In these situations, the best option is to flood the area with water to wash away the paint spill before it dries.



The Fur

All of the fur was painted with a basecoat of Bestial Brown. This was then followed by a drybrush using a 1:1 mix of Bestial Brown and Vomit Brown. The next three layers were painted highlights, using Vomit Brown, then Bleached Bone and, finally, Skull White. A glaze of Brown Ink was applied all over the fur to tie all the layers together.

Painting the Skin and Face



Step 1. *Neil started with a very dark basecoat so it would act as the shade as well. He used a 3:1 mix of Bronzed Flesh and Scorched Brown.*



Step 2. *Bleached Bone was added to the basecoat mix, and this was used as the first highlight, which Neil painted over everything but the deepest recesses.*



Step 3. *The next highlight was applied with even more Bleached Bone added to the mix. Neil painted the eyes by dotting Skull White either side of the pupil.*



Step 4. *Skull White was added to the mix and another highlight was applied, concentrating more on the raised areas. Neil then repeated this layer with more white added.*



Step 5. *Regal Blue was added to the last highlight mix, and this was painted around the eyes. A spot of Skull White was added to the bluish mix to highlight this area.*



Step 6. *A final highlight of Skull White was added to the very edges of the raised areas. Painted details, such as the veins, were applied with Neil's legendary steady hand!*

Painting the Nightmare



The Nightmare's flesh, most prominently seen on the tail, is worked up from a small palette of just Khemri Brown, Scorched Brown and Bleached Bone.



The bands on the spikes are painted gold using the method described earlier. It's best to paint the spikes before you start work on the banding.



For the next part of the project Neil focussed on Mannfred's terrifying steed, specifically the creature's skeletal head (A), its hooves (B) and serpentine tail (C). As he was using pale colours to get the effect of bone at this stage, he also tackled the spiky protrusions jutting from Mannfred's back (D). The spikes were painted using a Scorched Brown basecoat and then highlighted with a 1:1 mix of Scorched Brown and Graveyard Earth. This was followed by successive layers of Graveyard Earth and then Graveyard and Bleached Bone, up to pure Bleached Bone and, finally, Skull White. The points were painted by adding increasing amounts of Chaos Black to the mix.

Painting the Skull



Step 1. *The skull was given a basecoat of Scorched Brown. An ink shade using a mix of 1:3 Scorched Brown and Black Ink was then applied to the whole skull.*



Step 2. *Neil reapplied the Scorched Brown base, leaving the ink uncovered in the recessed areas. A liberal highlight of Bestial Brown was then painted on top.*



Step 3. *For this stage a highlight using a 1:1 mix of Vomit Brown and Bestial Brown was used. A further layer of Vomit Brown was applied to the raised areas.*



Step 4. *This stage consisted of another two highlight layers. The first was pure Bleached Bone, the second was a 3:1 mix of Bleached Bone and Skull White.*



Step 5. *The final highlight layer was a thin coat of Skull White. Neil added a second layer to the extreme edges, ensuring that the overall effect was subtle.*



Step 6. *Neil painted the chips and scratches on the skull with fine lines of thinned-down Scorched Brown, and highlighted the edges with Skull White.*



Nightmare's Skin

The Nightmare's flesh received a basecoat of Khemri Brown. It was then shaded with a 1:1 mix of Khemri Brown and Scorched Brown. A second shade was applied with a 1:3 mix of Khemri and Scorched. The raised areas were then highlighted with a Khemri Brown and Bleached Bone mix – more Bleached Bone was added with every layer until Neil was using just Bleached Bone. The final highlight was a 1:1 mix of Bleached Bone and Skull White. Finally, Neil applied a Scorched Brown and Chaos Black glaze to the shaded areas.

Painting the Cloak and Leather



The tome was given a 1:1 basecoat mix of Chaos Black and Scab Red. Bleached Bone was added to the basecoat mix for the next two layers, before a Chaos Black and Scab Red glaze was applied.



The bats were painted with a Chaos Black, Scorched Brown and Graveyard Earth mix, as described below.

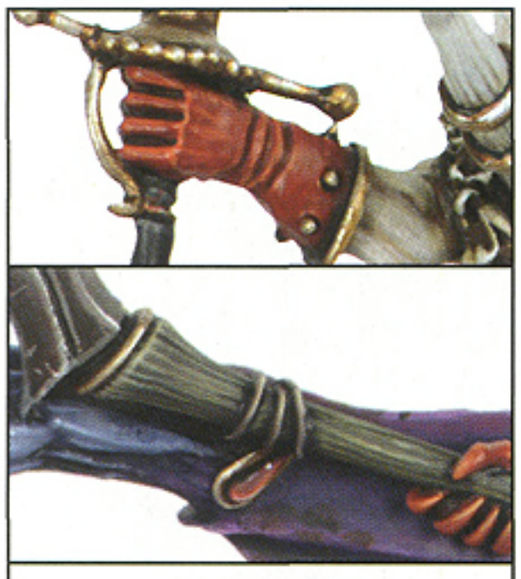


The straps were painted using the same method as Mannfred's gauntlets, below.





For the next stage Neil concentrated on Mannfred's ethereal cloak (A), his gloved hands (B) and the Nightmare's caparison (C), which is a form of cloth barding, seen here underneath the steed's chainmail. The caparison was painted using the same method as Mannfred's cloak. Neil also tackled other bits of detail like the bats (D) and the tome Mannfred carries on his person (E). The bats were basecoated with a 3:1 mix of Chaos Black and Scorched Brown. They were then highlighted using the same basecoat mix with equal amounts of Graveyard Earth added. The next highlight was Codex Grey and this was all tied together with a Chaos Black glaze.



Leather and Wood

The red leather started with a basecoat of Scab Red, followed by a 1:1 Scab Red and Blood Red mix that was worked up to a highlight of Blazing Orange. A 1:1 Scab Red and Chaos Black glaze was used to blend the layers. The weapon shaft received a 3:1 basecoat of Chaos Black and Bubonic Brown. Successive layers added more Bubonic Brown to the mix until Neil was working with pure Bubonic Brown. The shaft was highlighted with a 1:1 mix of Bubonic Brown and Bleached Bone.

Painting the Cloak and Spirits



Step 1. *The cloak was basecoated Liche Purple, while the spirits were painted Shadow Grey. A 1:1 mix of Regal Blue and Black Ink was washed over the whole area.*



Step 2. *The spirits were touched up with a 1:1 mix of Shadow Grey and Space Wolves Grey. The cloak was layered with a 1:1 mix of Liche Purple and Warlock Purple.*



Step 3. *The cloak was highlighted using the previous mix, plus a spot of Tentacle Pink. The spirits were highlighted with a 1:3 mix of Shadow and Space Wolves.*



Step 4. *The spirits were then highlighted with Space Wolves Grey. The raised areas of the cloak received a highlight of pure Tentacle Pink.*



Step 5. *The cloak was weathered by applying a Scorched Brown wash to the edges. A glaze of Blue Ink was applied to the spirits to smooth out the previous layers.*



Step 6. *The spirits were given a final highlight of Skull White. The cloak was "worn in" even further with a light stippling of Chaos Black around the edges.*

Final Details



The glowing eye of the Nightmare was built up using Scaly Green glazes, the exact method for which is described below.



Red and purple not only provide a fitting, regal contrast, but are also traditional colours of the Undead.



Mannfred's cloak viewed from behind, illustrating the three separate areas: bats, cloth and spirits.



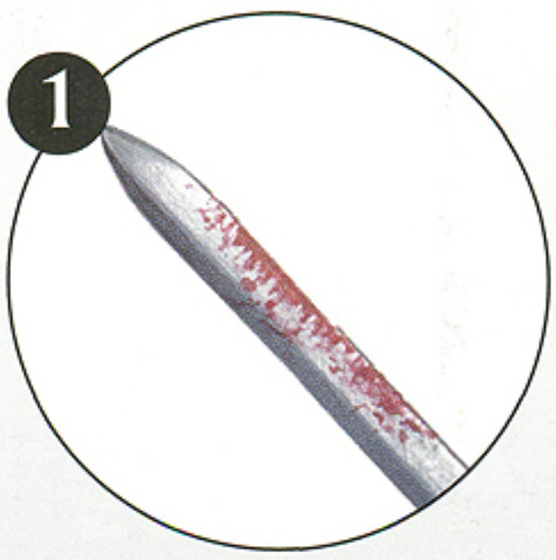
Mannfred von Carstein unleashed.



The Nightmare's ornate criniere (neck barding). Note the weathering on the black plates.

Mannfred was now ready to be attached to his legs! Neil then had to just finish the last few details and base up this fantastic miniature. The most notable of these was the Nightmare's ethereal glowing green eye. To get this effect Neil first painted the eye with a Scaly Green glaze inside the socket. A second glaze followed using a 1:1 mix of Scaly Green and Bubonic Brown. Around the eye socket and along the nasal ridge of the skull, Neil applied a 1:3 glaze mix of Scaly Green and Bubonic Brown. When dry, a further glaze using the previous mix with a spot of Bleached Bone, was applied to the same area. Finally, a dot of Skull White was placed in the eye socket.

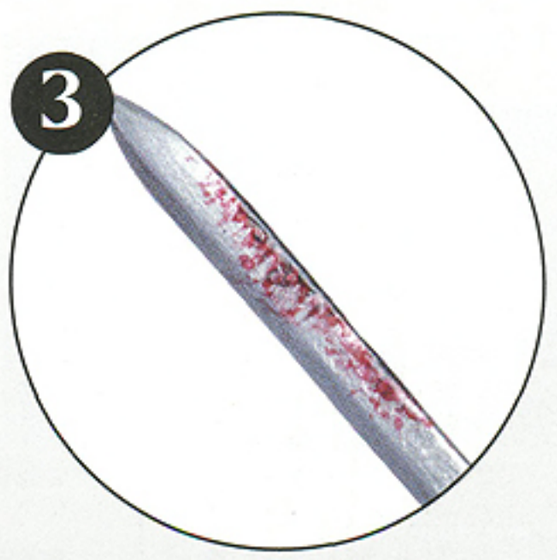
Bloodstains



Step 1. *The realistic blood smears along the sword were created by dabbing watered-down Blood Red along the blade with a fine brush.*



Step 2. *For the next layer, Neil used a 1:1 mix of Blood Red and Chaos Black, applying it to the more concentrated areas of the smeared blood.*



Step 3. *Finally, 'Ard Coat gloss varnish was brushed on to the blood smear, giving the blood a wet, glistening effect.*

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CITADEL® Colour Chart

With the brand-new washes being released next month, we've taken the opportunity to review the Citadel paint range. This means that some colours and inks have been removed from sale or are in very limited supply. These are labelled on the chart below.

Citadel Colour

- Bad Moon Yellow — Limited stock!
- Sunburst Yellow
- Golden Yellow
- Bronzed Flesh — Limited stock!
- Fiery Orange — Limited stock!
- Blazing Orange
- Blood Red
- Red Gore
- Scab Red
- Terracotta — Limited stock!
- Dark Flesh
- Tanned Flesh — Limited stock!
- Dwarf Flesh
- Elf Flesh
- Tentacle Pink — Limited stock!
- Liche Purple
- Warlock Purple
- Midnight Blue — Limited stock!
- Regal Blue
- Ultramarine Blue
- Enchanted Blue
- Shadow Grey
- Space Wolves Grey
- Ice Blue
- Hawk Turquoise
- Scaly Green — Limited stock!
- Dark Angels Green
- Snot Green
- Goblin Green
- Scorpion Green
- Rotting Flesh
- Camo Green
- Catachan Green
- Graveyard Earth
- Scorched Brown
- Bestial Brown
- Vermin Brown
- Snakebite Leather
- Bubonic Brown
- Vomit Brown
- Desert Yellow
- Kommando Khaki
- Bleached Bone
- Fortress Grey
- Codex Grey
- Chaos Black
- Skull White

Foundation Colour

- Iyanden Darksun
- Solar Macharius Orange
- Mechrite Red
- Tau Sept Ochre
- Calthan Brown
- Khemri Brown
- Tallarn Flesh
- Dheneb Stone
- Gretchin Green
- Knarloc Green
- Orkhide Shade
- Fenris Grey
- Hormagaunt Purple
- Mordian Blue
- Charadon Granite
- Necron Abyss
- Adeptus Battlegrey
- Astronomican Grey

Citadel Varnish

- 'Ard Coat
- Matt Varnish

Metallic Colour

- Burnished Gold
- Shining Gold
- Dwarf Bronze
- Brazen Brass — Limited stock!
- Tin Bitz
- Boltgun Metal
- Chainmail
- Mithril Silver

Out next month...

Citadel Washes

- Baal Red
- Asurmen Blue
- Leviathan Purple
- Devlan Mud
- Ogryn Flesh
- Gryphonne Sepia
- Thraka Green
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DIRECTORY

Everything you need to get involved in the Games Workshop hobby community!

FRONTLINE

The Events Diary 102-105

Community – School Club Store Visits
School Gaming Clubs are a great way to encourage and develop gamers' hobby and social skills. Matt Hobbs, club leader of the Redcar Community College Gaming Club explains how maintaining a strong relationship with local GW Stores can be of huge benefit.

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

Store Information 106-113

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

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

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

Mail Order 114-119

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

Advance Order – Mordor
Next month the Black Gate opens and the endless hordes of Mordor will rampage across the lands of Middle-earth. One of the most eagerly anticipated releases for The Lord of the Rings strategy battle game, this new Sourcebook introduces a wide selection of new Heroes and Warriors, all loyal to the Dark Lord. But why wait until then when many of these servants of Sauron are already available for Advance Order?

THE EVENTS DIARY

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



Upcoming Events

Are you a Hobby Centre, Independent Stockist, or part of the GCN and running an event? If so, and you want to advertise it for free in this fine publication simply drop us an e-mail at:

whitedwarf@games-workshop.co.uk

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

- 1st May — WD344 (August)
- 1st June — WD345 (September)
- 1st July — WD346 (October)

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

Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.

Community: School Club Store Visit

School Gaming Clubs are a great way to encourage and develop gamers' hobby and social skills and, with the support of local Games Workshop stores, can be nutured and grown. Matt Hobbs, club leader of the Redcar Community College gaming club explains.

The students who attend the Gaming Club at Redcar Community College are a little strange. Not in the way that sometimes gamers can seem a little odd, but because of the 30 regular attendees, of whom maybe 12-15 are 40K players, we have no Space Marine gamers. In fact we have barely seen a Space Marine grace our gaming tables. This lack of variety was only one of our problems. 'How can we cater for all those who attend, with different levels of skill and need?' and 'where do the gamers go during school holidays?' were but a few of the questions we faced. The obvious solution to this, of course, was our local GW Store and we have quite deliberately sought to forge a link with Games Workshop Middlesbrough as a result.

The benefits of such a link for the gamers is easy to see and when asked ours had plenty to say about what they had gained. One gamer spoke of the painting advice he received. He went on to win Best Painted Army at the North East Regional Final of the Schools League, and his ability to paint an army quickly and to a high standard puts us to shame. Others spoke of meeting new people, playing with and against new armies, and of the help they'd received with tactics and strategies. Certainly one of my highlights of last year was when the manager of the Middlesbrough store held a celebration day in honour of the School Club and their achievement of winning the North East Regional Final. This was something he volunteered to do, and came in on his day off to organise, run and join in with.

To the Gaming Club there is an immediate benefit. The guys in store have a wealth of experience of all aspects of the hobby which is usually impossible to match. For example, last year we tried to drive Warhammer for the first time in the club's history. However, I hadn't played Warhammer since its first edition (yes I am that old) and fellow club leader, Dave Rae never had. Racing to the rescue, our local store offered a clear and easy solution with plenty of experienced Warhammer gamers in the staff from whom we could learn.

But the benefits to a club can also be far more material. Store's regularly change their gaming boards and scenery, and we currently own five of Middlesbrough's old tables.

Perhaps to me, however, the greatest benefit is one which is slightly harder to measure. I have always thought that my role should go beyond the opening times of the Gaming Club. The students should have somewhere else to go. After all, what do they do in the holidays, or once they have left school/college/wherever?

The hobby facilities offered at stores clearly answer this. If more clubs took gamers into the stores for more than just buying their materials then perhaps the hobby can be a long term experience rather than just a phase to be grown out of.



With the support of their local Games Workshop store, Redcar Community College went on to win the 2007 School League.

GW MIDDLESBROUGH MANAGER: Gary Shaw

The great thing about having a school club visit the store is the fun that we have! We always aim to make it a special day where we can pass on our "hobby skills", such as handy painting techniques or simple conversions to enhance the look of their models.

However the real thrust of the School League is playing games and we always make sure that the visits include a mini-tournament where they can hone their playing skills against our staff and each other. It's a great day where we form real links with the school club; they want to come back for the experience again and we are happy to have them.

We can do so much for schools in the store; we can give club members painting lessons, scenery building advice and a place to play where they can meet new people. We often have old gaming boards and scenery lying around that we are willing to donate to schools. We love having school clubs in the store because they generate such a good atmosphere. If you would like to visit your local store just give them a call and they will be happy to help.

ORGANISING YOUR OWN STORE VISITS

If you are part of a School Club and want to organise a visit to you local Games Workshop store, simply get in contact with the staff – they'll be more than happy to have you. Full contact details can be found online at: www.games-workshop.com

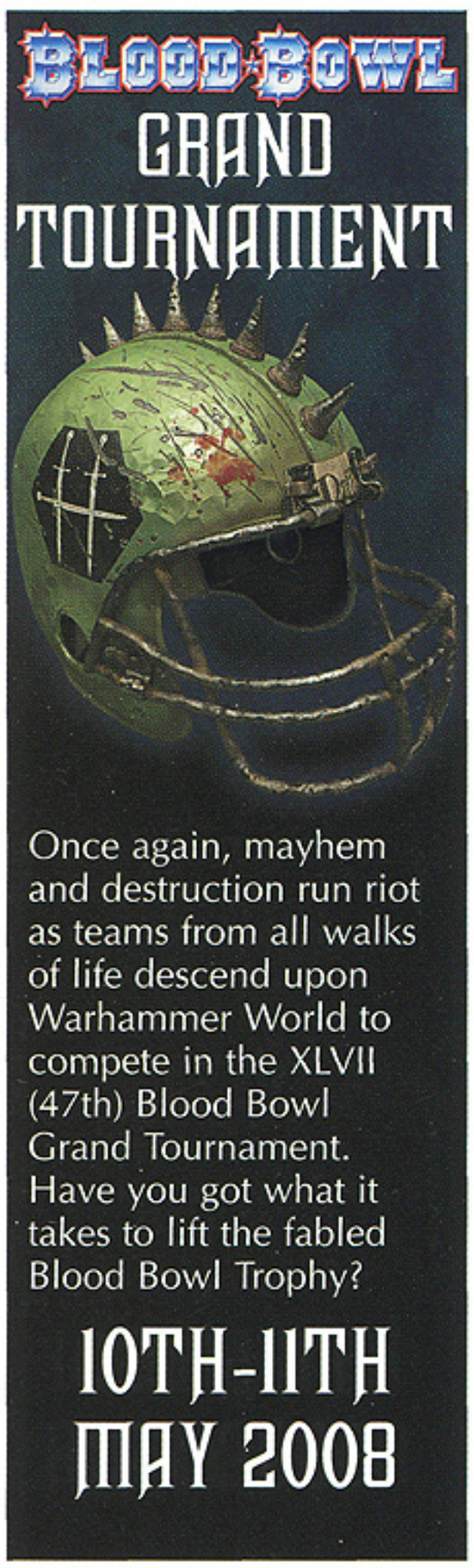
www.games-workshop.co.uk/events

Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.

Event Calendar

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





May

4th Battle of the Clubs

Date: Sunday 4th May, 2008
Venue: Sporthal University of Tilburg, Academielaan 5, Tilburg, The Netherlands.
Details: The Battle of the Clubs is a contest between teams of three and five participants. During each round, only nominated players 'count' for their team and with careful selection the Team Captain tries to steer his team to overall victory. You can enter one team per club into the Warhammer and/or Warhammer 40,000 tournaments.
Tickets: €17.50 and includes lunch.
Register: gw.outriders@chello.nl
Contact: Martina Jiricka martina.jiricka@games-workshop.co.uk

10th Blood Bowl GT

Date: 10th–11th May, 2008
Venue: Warhammer World, Lenton, Nottingham, England
Age Limit:16+
Details: Compete to become the winning coach in this prestigious Blood Bowl Grand Tournament. You will need a fully painted Blood Bowl team following all the restrictions detailed in the event pack. You will play six games over the weekend, and the top two players in the final round will compete for the Blood Bowl Cup.
Tickets: Tickets cost £55 and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.
Contact: Mail Order – 0115 91 40000
Website: http://warhammerworld.typepad.com

17th Damocles Gulf

Date: 17th–18th May, 2008
Venue: Warhammer World, Lenton, Nottingham, England
Age Limit:16+
Details: In the heart of the Damocles Gulf, Man, Tau and Ork battle for supremacy.

You will need a 2500 point army, and a copy of the Apocalypse expansion. See the campaign pack for details.
Tickets: Tickets are £45 and include five games, lunch on both days and an evening meal on the Saturday.
Contact: tfevents@tempusfugitives.co.uk
Website: www.tempusfugitives.co.uk

June

8th Warhammer Doubles Tournament

Date: 28th–29th June, 2008
Venue: Warhammer World, Lenton, Nottingham, England
Age Limit:16+
Details: Compete in a fun tournament with a friend as an ally and do battle to become the Warhammer Doubles Champions of 2008.
Tickets: Tickets cost £85 and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.
Contact: Mail Order – 0115 91 40000
Website: http://warhammerworld.typepad.com

21st Dutch GT

Date: 21st–22nd June, 2008
Venue: Sporthal University of Tilburg
Age Limit:16+
Details: The Dutch Warhammer GT consist of 5 rounds played with armies of 2,200 points.
Tickets: Tickets cost £35 and include lunch on both days and an evening meal on the Saturday. Tickets available from Mail Order on 0115 91 40000, or from our Dutch stores.
Contact: +31 40 2468316
Website: www.games-workshop.com

July

19th Thrud Bowl 2008

Date: 19th–20th July, 2008
Venue: Bognor Regis Community College
Age Limit: 16+
Details: All proceeds from this Blood Bowl Tournament will be donated to Cancer Research UK. The event will feature a charity auction, a wandering Thrud, and trophies for the winners, including Tournament Champion, Runner Up, Best Painted Team and Sportsmanship. There will also be spot prizes, Thrud shirts, dice and more.
Tickets: £18, 70 places – see website below
Contact: Frank Hill – 01243 537404 mrfrankhill@yahoo.com
Website: www.thrudbowl.com/reservations

Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.

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STORE FINDER

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



GAMES WORKSHOP® Hobby Centres

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

OPENING TIMES

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

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

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

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

www.games-workshop.com

Full range of products

All our centres stock a full range of Warhammer 40,000, Warhammer and The Lord of The Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.

In-store order point

All of our stores have a Mail Order in-store order point which you can use to get your hands on all of our Specialist Games products, plus many exclusive miniatures, components and classic models with which to customise your Warhammer, Warhammer 40,000 and The Lord of The Rings forces.

Gaming Rooms

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

Free painting & modelling advice

No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those skills improved and might find out something you never knew!

Free gaming & tactics advice

All our staff are experienced gamers (after all it's what they do for a living!). They can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries.

Free beginners programme

Our special beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs on Sundays, but there is also one night during the week when you can indulge in more gaming too. All you need to do is come along!

GAMES WORKSHOP Independent Stockists

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

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

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

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

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

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

Store Directory

AVON

GW BRISTOL:
87 The Horsefair, BS1 3JR
Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS34 5UP
Tel: 0117 959 2520
BRISTOL, Area 51:
Tel: 0117 9244655
BRISTOL, HobbyCraft:
Tel: 0117 959 7100

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, MK40 1HP
Tel: 0123 427 3663
LUTON, Ottakers:
Tel: 01582 486999
CRANFIELD, Wargames Workshop:
Tel: 01234 757878

BERKSHIRE

• GW MAIDENHEAD:
Unit 2, 17 Market Street, SL6 8AA
Tel: 0162 863 1747
GW READING:
29 Oxford Road, RG1 7QG
Tel: 0118 959 8693
GW WINDSOR:
Unit 3, 6 George V Place, SL4 1QP
Tel: 01753 861087
BRACKNELL, Ottakers:
Tel: 01344 488124
BRACKNELL, Toy Planet:
Tel: 01344 426262
NEWBURY, Toycraft:
Tel: 01635 38077
READING, HobbyCraft:
Tel: 0118 902 8600
SANDHURST, Toyworld:
Tel: 01252 873350
WINDSOR, WJ Daniels:
Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit L16, Bullring Link, B5 4BS
Tel: 0121 633 7193
GW DUDLEY:
Unit 36, Merry Hill Centre, DY8 4UE
Tel: 0138 448 1818
GW SOLIHULL:
690 Warwick Road, B91 3DX
Tel: 0121 705 7997
• GW SUTTON COLDFIELD:
45-47 Birmingham Road, B72 1QF
Tel: 0121 354 3174
GW WALSALL:
Unit 27, Old Square Shopping Centre, WS1 1QF
Tel: 0192 272 5207
GW WOLVERHAMPTON:
9 King Street, WV1 1ST
Tel: 0190 231 0466
BIRMINGHAM, Console Games:
Tel: 0121 477 0022
WOLVERHAMPTON, HobbyCraft:
Tel: 0845 051 6543

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
Unit 29, The Octagon Centre, HP11 2HT
Tel: 0149 453 1494
GW MILTON KEYNES:
504 Silbury Boulevard, MK9 2AD
Tel: 0190 869 0477
AYLESBURY, Bear Necessities:
Tel: 01296 421098
BUCKINGHAM, Abacus Toys:
Tel: 01280 821815
GERARDS CROSS, Howard Marshall:
Tel: 01753 882952
MILTON KEYNES, HobbyCraft:
Tel: 01908 308 330
NEWPORT PAGNELL, Doodles
Tel: 01908 610496
PRINCES RISBOROUGH, Treats:
Tel: 01844 344354

CAMBRIDGESHIRE

• GW CAMBRIDGE:
54 Regent Street, CB2 1DP
Tel: 0122 331 3350
GW PETERBOROUGH:
3 Wentworth Street, PE1 1DH
Tel: 01733 890 052
ELY, City Cycle Centre:
Tel: 01353 663131
HUNTINGDON, Sports & Fashions:
Tel: 01480 454541
PETERBOROUGH, Your Story:
Tel: 01733 341007
ST NEOTS, First Computer Games:
Tel: 01480 386 638
ST NEOTS, Gamers:
Tel: 01480 217 443
ST NEOTS, Westgate Department Store:
Tel: 01480 473242

CHANNEL ISLANDS

JERSEY, ST. HELIER, The Little Shop:
Tel: 01534 732187
JERSEY, ST SAVIOUR, The Jersey Train and Model Centre
07797 736478
GUERNSEY, ST. PETERS PORT, Carousel:
Tel: 01481 721721

CHESHIRE

GW ALTRINCHAM:
Unit 1, 19 Grafton Street, WA14 1DU
Tel: 0161 929 9896
• GW CHESTER:
112 Foregate Street, CH1 1HB
Tel: 0124 431 1967
• GW MACCLESFIELD:
Unit 38, Chestergate Mall, Grosvenor Centre, SK11 6AR
Tel: 0162 561 9020
GW STOCKPORT:
32 Mersey Square, SK1 1RA
Tel: 0161 474 1427
GW WARRINGTON:
Unit 19 Bank Street Time Square, WA1 2AP
Tel: 0192 565 1984
ALTRINCHAM, The Gaming Crypt:
Tel: 0161 929 9919
BIRKENHEAD, Kit Shop
Tel: 0151 647 9067
CHEADLE, Fantasia:
Tel: 0161 491 1130
CHESTER, HobbyCraft:
Tel: 01244 650 110
CONGLETON, Deans Toys & Cycles:
Tel: 0126 0273277
CREWE, ABC Model Sport:
Tel: 01270 505 048
CREWE, Jac in a Box:
Tel: 01270 581 118
FRODSHAM, Steve Webb Models & Hobbies:
Tel: 01928 735 225
NANTWICH, HobbyCraft:
Tel: 0845 051 6537
NESTON, Carousel:
Tel: 0151 336 621
NORTHWICH, Level 1:
Tel: 01606 45053
NORTHWICH, The Model Shop:
Tel: 01606 826 346
STALYBRIDGE, Hardcastles:
Tel: 0161 303 9402
STOCKPORT, HobbyCraft:
Tel: 0161 429 5400
HYDE, Goslings Toymaster:
Tel: 0161 427 2099
WIDNES, The Hobby Shop:
Tel: 01514 241 947

CLEVELAND

• GW MIDDLESBROUGH:
Unit 33, 39 Dundas Street, TS1 1HR
Tel: 0164 225 4091
HARTLEPOOL, Illusions:
Tel: 01429 233 199
NORMANBY, PC Tech:
Tel: 01642 461010
REDCAR, PC Tech:
Tel: 01642 481888

CORNWALL

GW TRURO:
Unit 1, Bridge House, New Bridge Street, TR1 2AA
Tel: 0187 232 0047
BODMIN, Bricknells:
Tel: 01208 77088
BUDE, Nitro RC:
Tel: 01288 353 388
BUDE, More Value:
Tel: 01288 352 362
CALLINGTON, GMS Games
Tel: 01579 384 837
FALMOUTH, Kernow Toymaster:
Tel: 01326 312 571
HAYLE, Blewetts of Hayle:
Tel: 01736 753 012
HELSTON, Exit:
Tel: 01326 565117
LISKEARD, Bricknells:
Tel: 01579 342 161
LISKEARD, Trago Mills:
Tel: 01579 348 877
NEWQUAY, Planet Hobbywood:
Tel: 01637 859 941
3ST AUSTELL, Adeba Toys:
Tel: 01726 73125
ST AUSTELL, Mad for Miniatures:
Tel: 01726 72259
ST IVES, Dragon's Hoard:
Tel: 01736 79848
TRURO, Toymaster:
Tel: 01872 272 452
WADEBRIDGE, Bricknells:
Tel: 01208 813 274

COUNTY DURHAM

• GW DURHAM:
64 North Road, DH1 4SQ
Tel: 0191 374 1062
GW DARLINGTON:
78 Skinnergate, DL3 7LX
Tel: 0132 538 2463
BARNARD CASTLE, Toy Shop:
Tel: 01833 637 396
BISHOP AUCKLAND, Windsock Models:
Tel: 01388 609 766
CONSETT, Kwikpart:
Tel: 01207 581024
SEAHAM, Games of War:
Tel: 01915 817 118
STOCKTON ON TEES, Stockton Modeller:
Tel: 01642 616 680

CUMBRIA

• GW CARLISLE:
Unit 2, Earls Lane, CA1 1DP
Tel: 0122 859 8216
BARROW-IN-FURNESS, Heaths:
Tel: 01229 820 435
BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:
Tel: 01539 443 047
COCKERMOUTH, The Toy Shop:
Tel: 01900 825855
KENDAL, Aireys of Kendal:
Tel: 01539 720 781
PENRITH, Harpers Cycles:
Tel: 01768 864 475
WIGTON, Jacksons Diecast Models:
Tel: 01697 342 557
WORKINGTON, ToyTown:
Tel: 01900 873 322

DERBYSHIRE

GW DERBY:
42 Sadler Gate, DE1 3NL
Tel: 0133 237 1657
ASHBOURNE, Lumbards Toys:
Tel: 01335 345115
BELPER, Children's Choice:
Tel: 01773 825865
BUXTON, Knowles Toys and Models
Tel: 01298 24203
CHESTERFIELD, Chesterfield Department Store:
Tel: 01246 220 200
GLOSSOP, Wain Services:
Tel: 01457 853 548
ILKESTON, Ilkeston Co-op:
Tel: 01159 327 777
MATLOCK, Shawes:
Tel: 01629 582 482
RIPLEY, Chimera Leisure:
Tel: 01773 747849

DEVON

• GW EXETER:
31a Sidwell Street, EX4 6NN
Tel: 0139 249 0305
GW PLYMOUTH:
84 Cornwall Street, PL1 1LR
Tel: 0175 225 4121
GW TORQUAY:
12 Market Street, TQ1 1AQ
Tel: 0180 320 1036
BARNSTAPLE, The Battlezone:
Tel: 01271 321 344
BIDEFORD, The Tarka Train Company:
Tel: 01237 424 807
DARTMOUTH, WG Pillar & Co:
Tel: 01803 832 139

STORE FINDER KEY

GAMES WORKSHOP HOBBY CENTRE
(•) Indicates Gaming Room facilities.

HOBBY STOCKIST
Offers a hobby gaming and painting service.

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

NE PARTNER STORE
Stocks most of the Games Workshop range.

INDEPENDENT STOCKIST
Official sellers of Games Workshop products.*

NEW STORE OPENING
Indicates new stores and stockists.

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

EXMOUTH, Gamezone Models:
Tel: 01395 267 733
HOlSWORTHY, Honiton Toy Shop:
Tel: 01404 43741
HONITON, Bazaar:
Tel: 01409 253 892
KINGSBRIDGE, The Trading Post:
Tel: 01548 852 923
NEWTON ABBOT, Austins:
Tel: 01626 333 444
PLYMOUTH, Model Shop:
Tel: 01752 221 851
TAVISTOCK, Kaleidoscope:
Tel: 01822 615 236
TEIGNMOUTH, Jackmans Toybox:
Tel: 01626 778 260
TORRINGTON, Toyzone:
Tel: 01805 624 790

DORSET

GW BOURNEMOUTH:
24 Post Office Road, BH1 1BA
Tel: 0120 231 9292
• GW POOLE:
Unit 12 Townsgate Centre, BH15 1ER
Tel: 0120 268 5634
BOURNEMOUTH, Hobbycraft:
Tel: 01202 582 444
BRIDPORT, Frosts Toymaster:
Tel: 01308 422 296
DORCHESTER, Dorchester Toys:
Tel: 01305 261 152
SHERBOURNE, The Corner House:
Tel: 01935 815 615
SHERBOURNE, The Toy Barn:
Tel: 01935 815 040
WEYMOUTH, Kessock Models:
Tel: 01305 750 025
WEYMOUTH, Razzamataz:
Tel: 01305 780 601

ESSEX

GW CHELMSFORD:
Unit 4C, The Meadows Centre, CM2 6FB
Tel: 0124 549 0048
GW COLCHESTER:
2 Short Wyre Street, CO1 1LN
Tel: 0120 676 7279
GW SOUTHEND:
12 Southchurch Road, SS1 2NE
Tel: 0170 246 1251
GW THURROCK:
Unit 4158, Level 3, Lakeside Shopping Centre, RM16 1ZJ
Tel: 0170 886 7133
SAFFRON WALDEN, Game On:
30 High Street, Tel: 01799 506 070
BASILDON, HobbyCraft:
Tel: 01268 240 100
BRENTWOOD, B&M Cycles:
Tel: 01277 214 342
CLACTON ON SEA, Clacton Art & Craft Centre:
Tel: 01255 436 346
HARLOW, Marquee Models:
Tel: 01279 423 334
LEIGH-ON-SEA, Caliver Books:
Tel: 01702 473 986
MALDON, Colin Bliss Models:
Tel: 01621 851 327
RAYLEIGH, Toys N Tuck:
Tel: 01268 775 50

GLOUCESTERSHIRE

GW CHELTENHAM:
16 Pittville Street, GL50 2LS
Tel: 0124 222 8419
GW GLOUCESTER:
35 Clarence Street, GL1 1EA
Tel: 0145 250 5033
BOURTON ON THE WATER, Bourton Model Railway:
Tel: 01451 820 686
GLOUCESTER, Battle Honours
Tel: 01386 45875
GLOUCESTER, HobbyCraft:
Tel: 01452 424 999
STROUD, Antics:
Tel: 01453 764 487
STROUD, Psisoft Games:
Tel: 0870 242 7428
TEWKESBURY, Toy Zone:
Tel: 01684 295 776

HAMPSHIRE

GW BASINGSTOKE:
3 Potters Walk, RG21 7GQ
Tel: 0125 646 6050
GW PORTSMOUTH:
34 Arundel Street, PO1 1NL
Tel: 0239 287 6266
GW SOUTHAMPTON:
23 East Street, SO14 1HG
Tel: 0238 033 1962
GW WINCHESTER:
35 Jewry Street, SO23 8RY
Tel: 0196 286 0199
ALDERSHOT, The Game Shop:
Tel: 01252 311 443
ALTON, Alton Model Centre:
Tel: 01420 542 244
ANDOVER, Hoggosaurus Toymaster:
Tel: 01264 352 263
BOTLEY, Just Add Imagination:
Tel: 01489 781 177
FLEET, Fleet Toys:
Tel: 0125 261 3949
GOSPORT, JC Books:
Tel: 02392 580 931
HAVANT, HobbyCraft:
Tel: 0845 051 6554
MILFORD ON SEA, Milford Models and Hobbies:
Tel: 01590 642 112
NEW MILTON, Toys of New Milton:
Tel: 01425 617 805
PETERSFIELD, Folly Models:
Tel: 01730 267 932
PORTCHESTER, Wicor Models:
Tel: 02392 351 160
RINGWOOD, Toys of Ringwood:
Tel: 01425 479 444
ROMSEY, Roundabout:
Tel: 01794 512 145
SOUTHHAMPTON, Lost Bunker Games:
SOUTHHAMPTON, Rock Bottom Toystore:
Tel: 02380 633 947
SOUTHSEA, Southsea Models:
Tel: 02392 733 208
WATERLOOVILLE, Forever Toys Ltd:
Tel: 02392 266 253
WATERLOOVILLE, Paul's Hobby Shop:
Tel: 01705 259 186

HEREFORDSHIRE

BARNET, Toys Toys Toys:
Tel: 0208 449 0966

HEREFORD, Hereford Model Shop:
Tel: 01432 352 809
LEOMINSTER, Martin's Models & Crafts:
Tel: 01568 613 782
ROSS ON WYE, Revolutions:
Tel: 01989 562 639

HERTFORDSHIRE

GW HEMEL HEMPSTEAD:
16 Bridge Street, HP1 1EF
Tel: 0144 224 9752
GW ST ALBANS:
18 Heritage Close, AL3 4EB
Tel: 0172 786 1193
BISHOP'S STORTFORD, Boardmans:
Tel: 01279 654 033
COCKFOSTERS, Murray & Brand:
Tel: 02084 490 827
HARPENDEN, Felicitations:
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STEVENAGE, KS Models:
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WATFORD, HobbyCraft:
Tel: 0845 051 6538

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RYDE, The Sports & Model Shop:
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KENT

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GW CANTERBURY:
Unit 5, Iron Bar Lane, CT1 2HN
Tel: 0122 745 2880
GW MAIDSTONE:
7a Pudding Lane, ME14 1PA
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GW TUNBRIDGE WELLS:
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Tel: 0189 252 5783
ASHFORD, GZ Computers Ltd:
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BEXLEY HEATH, Kit Krazy:
Tel: 0208 298 7177
BROADSTAIRS, Time & Space:
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CHATHAM, Maynes:
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CRAYFORD, HobbyCraft:
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FAVERSHAM, Abacus Toys:
Tel: 01795 591 203
GRAVESEND, Steve's Collectables and Models:
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GRAVESEND, The Stamp Centre:
Tel: 01474 534 166
HERNE BAY, Spearings:
Tel: 01227 374 049
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Tel: 01303 262 602
MAIDSTONE, HobbyCraft:
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ORPINGTON, JH Lorimer:
Tel: 01689 823193
SEVENOAKS, JH Lorimer:
Tel: 01732 452 840
SEVENOAKS, Manklows;
Tel: 01732 454 952
SITTINGBOURNE, AJ Blundell & Son:
Tel: 01795 424 371

LANCASHIRE

GW BLACKPOOL:
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Tel: 0125 375 2056
GW BOLTON:
Unit 27, 36 Acresfield Mall, BL1 1EA
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15 Miller Arcade, PR1 2QA
Tel: 0177 282 1855
ASHTON UNDER LYNE, Roundabout Toys:
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Tel: 01254 667 488
BLACKBURN, Mercer & Sons:
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BOLTON, HobbyCraft:
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BURNLEY, Compendium
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BURY, Conways Toymaster:
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CHORLEY, Hampsons Toys & Nursery World:
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CLITHEROE, Cowgills of Clitheroe Ltd:
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Tel: 01772 671 900
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Tel: 01524 840 486
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MORECAMBE, Micro Markets:
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ORMSKIRK, Taylors:
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WIGAN, Wigan Model Centre:
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SPALDING, Mason's Models:
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Tel: 0208 549 5224
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Unit 26, Times Square Shopping Centre, SM1 1LF
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Unit 32, Chequers Mall, The Pavilions Shopping Centre, UB8 1LN
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Tel: 01923 245388
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Tel: 0208 946 9191

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HARROW, Toy and Nursery
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NORFOLK

GW NORWICH:
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EAST DEREHAM, Youngsters World:
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Tel: 01485 533 108
NORWICH, Battlenet:
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NORWICH, Kerrisons:
Tel: 01603 494008
NORWICH, Langleys:
Tel: 01603 621959
NORWICH, S P Models:
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Tel: 01603 706 804

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NORTHAMPTON, HobbyCraft:
Tel: 01604 591 800
NORTHAMPTON, Project Hydra:
Tel: 01604 639966
RUSHDEN, Osborne Sports & Toys:
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WELLINGBOROUGH, Software Seller:
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Tel: 01670 515 136

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GW WARHAMMER WORLD:
Willow Road, Lenton, NG7 2WS
Tel: 0115 916 8410
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NOTTINGHAM, HobbyCraft:
Tel: 0845 051 6249
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SUTTON-IN-ASHFIELD, Big Boys Toys:
Tel: 01623 557 812
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WORKSOP, Model Base:
Tel: 01909 501 752

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BANBURY, Trinder Bros:
Tel: 01295 262 546
CARTERTON, Giles Sports:
Tel: 01993 842 396
OXFORD, Boswells Toymaster:
Tel: 01865 241 244
THAME, Pied Pedaller:
Tel: 01844 260 022
WALLINGFORD, Pettits of Wallingford:
Tel: 01491 835 253
WITNEY, Romkrish:
Tel: 01993 704 979

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HAVERFORDWEST, Emry's:
Tel: 01437 779 646

RUTLAND

OAKHAM, Jack in the Box Toys:
Tel: 01572 755 999

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Tel: 0174 6 766 659
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Tel: 01691 670 646
TELFORD, Questing Knight Games:
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BURNHAM ON SEA, GW Hurley:
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CLEVEDON, Just For Fun:
Tel: 01275 341 819
FROME, The Ellenbray Press:
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FROME, Frome Model Centre:
Tel: 01373 465295
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GLASTONBURY, PC's PC's:
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MINEHEAD, Minehead Toys & Models:
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GW STOKE:
27 Stafford St, ST1 1JU
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Alsager, Alsager Toys and Models:
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LEEK, Chapter 1:
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LICHFIELD, Digital Dragons:
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NEWCASTLE UNDER LYME, Sundowner Models:
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STAFFORD, Stafford Games:
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STAFFORD, Too Fat Goblinz:
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TAMWORTH, Hobbycraft:
Tel: 01827 300 800

SUFFOLK

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BURY ST. EDMUNDS, Model Junction:
Tel: 01284 753 456
BURY ST. EDMUNDS, Starlings Toymaster:
Tel: 01284 761 646
FELIXSTOWE, Wizards Workshop:
Tel: 01394 277 233
HALESWORTH, Halesworth Toy Shop:
Tel: 01986 874 270
IPSWICH, Galaxy Models & Hobbies Ltd:
Tel: 01473 729 279
IPSWICH, Toyworld Ipswich:
Tel: 01473 728 535
NEWMARKET, Moons Toyland:
Tel: 01638 663 147
STOWMARKET, D J Collectables:
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STOWMARKET, Simpson & Sons:
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GW WOKING:
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CAMBERLEY, Morning Star:
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CRANLEIGH, David Mann:
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DORKING, Dorking Models:
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EPSOM, Ottakers:
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FARNHAM, Darkstar:
6Tel: 01252 820 324
PURLEY, JH Lorimer Ltd:
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Tel: 01737 789 123
REIGATE, The Toy Shop:
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GW CRAWLEY:
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GW EASTBOURNE:
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Trains Models and Hobbies:
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CRAWLEY, HobbyCraft:
Tel: 0845 051 6552
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Tel: 01323 723 388
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HORSHAM, Ottakers:
Tel: 01403 268 088
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SEAFORD, Big Kids Toy Shop:
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ST LEONARDS ON SEA, Silverhill Models and Toys
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Tel: 01825 768 398
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NORTH SHIELDS, SR Gladston & Son:
Tel: 01912 570 335
SUNDERLAND, Joplins:
Tel: 0191 510 2105
SUNDERLAND, Toy and Computer Store:
Tel: 0191 565 5196
WHITLEY BAY, Alan's Model Shop:
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WARWICKSHIRE

GW COVENTRY:
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Tel: 02476 316 285
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Tel: 02476 234 520
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Tel: 01926 511 294
NUNEATON, Heart of England Co-op:
Tel: 02476 382 331
RUGBY, Joto Railways & Models:
Tel: 01788 562 372
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Tel: 01789 295 850

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1B Winchester Street, SP1 1HB
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GW SWINDON:
18 Brunel Plaza, SN1 1LF
Tel: 0179 343 6036
DEVIZES, Hoggosaurus Toymaster:
Tel: 01380 723 841
MALMESBURY, SPS Malmesbury:
Tel: 01666 824440
MARLBOROUGH, H Duck:
Tel: 01672 512 170
MELKSHAM, The Toyshop:
Tel: 01225 768 415
SWINDON, HobbyCraft:
Tel: 0845 051 6551
SWINDON, SPS Ltd:
Tel: 01793 881 452
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Tel: 01373 825 825

WORCESTERSHIRE

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Tel: 0845 051 6548
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EVESHAM, Battle Honours UK:
Tel: 0138 645 875
REDDITCH, Hobby Hut:
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Tel: 0152 766 092
STOURPORT ON SEVERN, TP Activity Toys:
Tel: 01299 872 800

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26 High Street, Doncaster, DN1 3EG
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GW HARROGATE:
53 Station Parade, HG1 1TT
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GW HULL:
30 Paragon Street, HU1 3ND
Tel: 0148 258 9576
GW LEEDS:
38A Lands Lane, LS1 6LB
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GW SHEFFIELD (Central):
16 Fitzwilliam Gate, S1 4JH
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GW SHEFFIELD (Meadowhall Centre):
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• GW WAKEFIELD:
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GW YORK:
13A Lendal, YO1 8AQ
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BRIDLINGTON, Icy Tea Ltd:
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HALIFAX, Conways Toymaster:
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HULL, Archeron Games Workshop:
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THIRSK, Thirst Art Store:
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WALES

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WREXHAM, Brite Ideas Toymaster:
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110 Commercial Street, DD1 2AJ
Tel: 0138 220 2382
GW EDINBURGH:
136 High Street, EH1 1QS
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12 Cow Wynd, FK1 1PL
Tel: 0132 462 4553
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81 Union Street, G1 3QS
Tel: 0141 221 1673
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26 Almondvale Centre, EH54 6NB
Tel: 01506 443256

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ARBROATH, Haqs:
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AYR, Toy Town:
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BANCHORY, Toy and Gift Shop:
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BRECHIN, Gardiners:
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CRIEFF, Happy Craft Company:
Tel: 01764 653706
DINGWALL, Sports and Model Shop:
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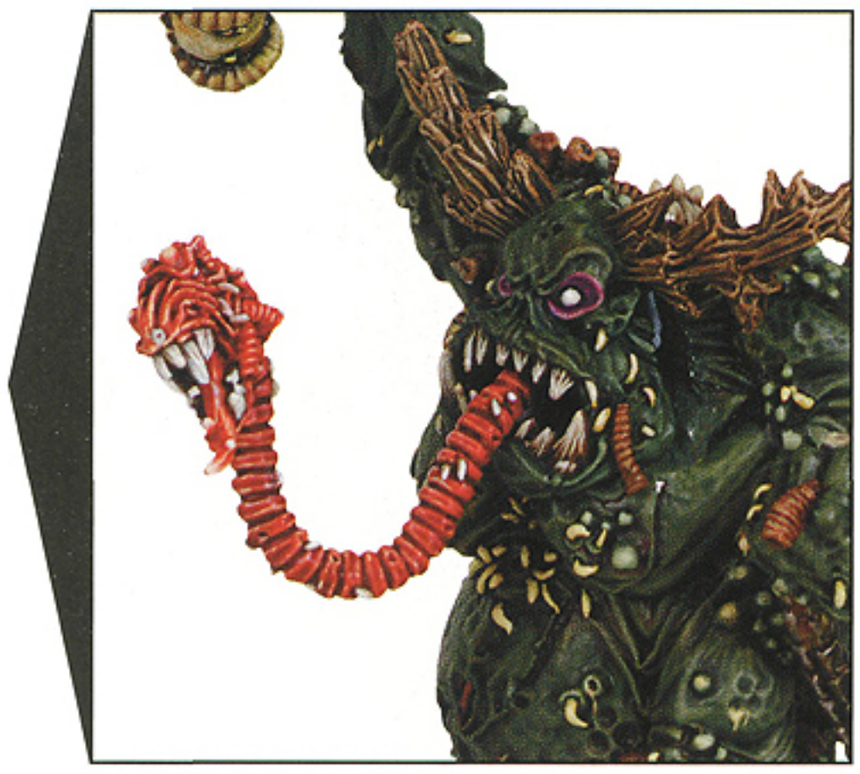




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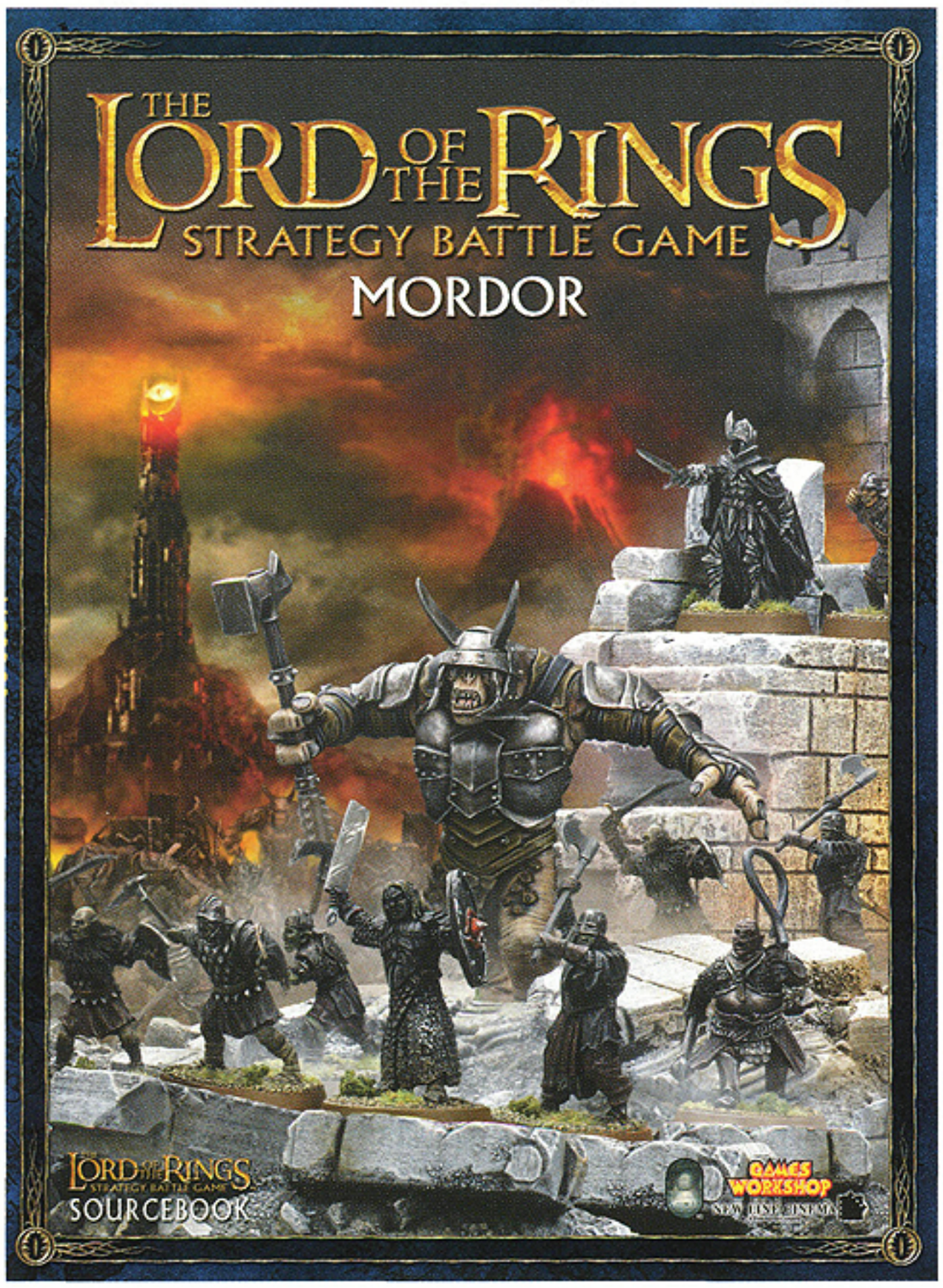
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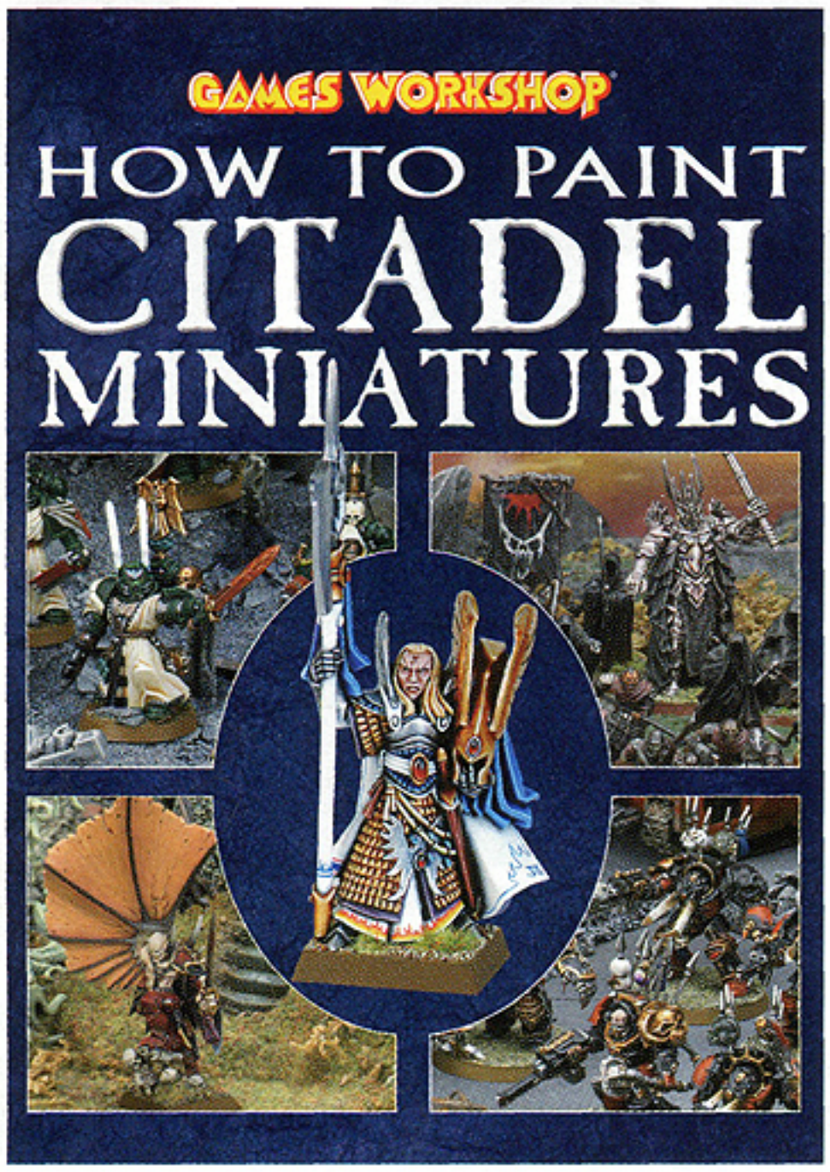


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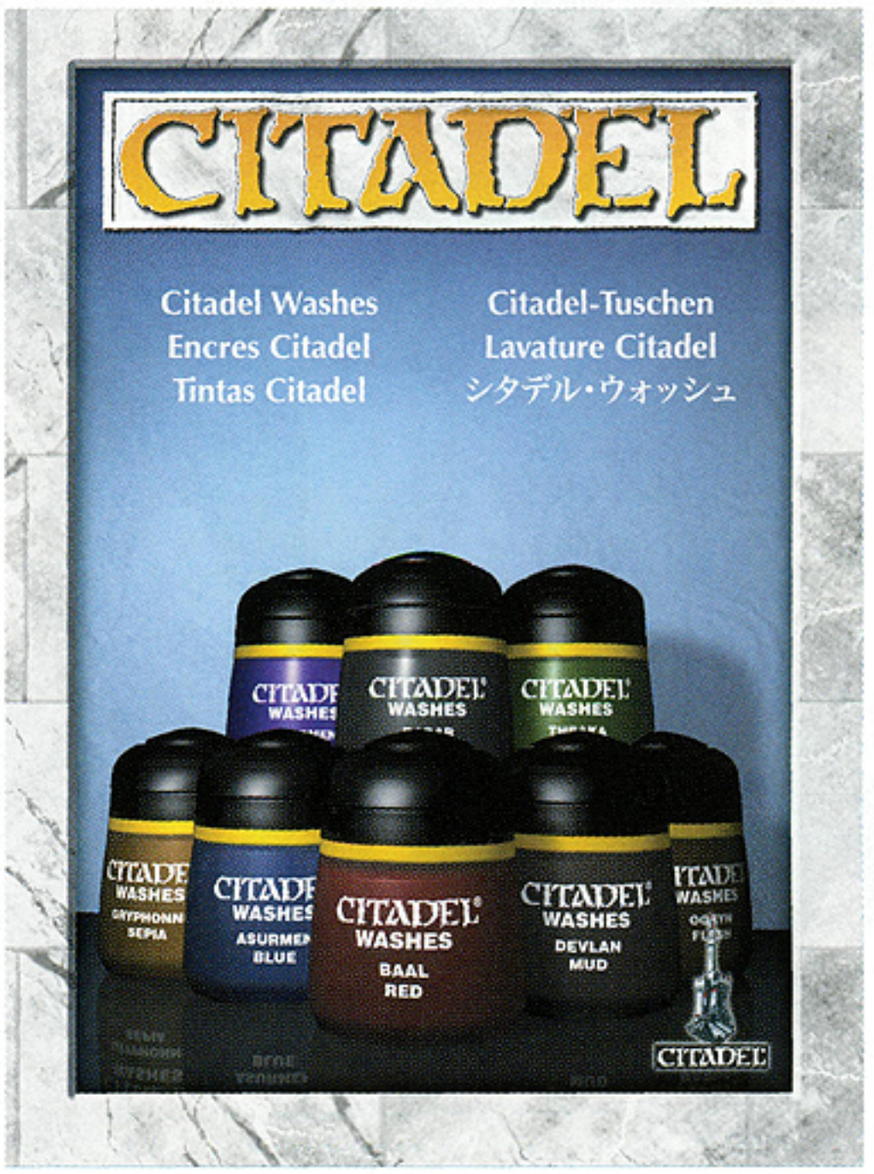
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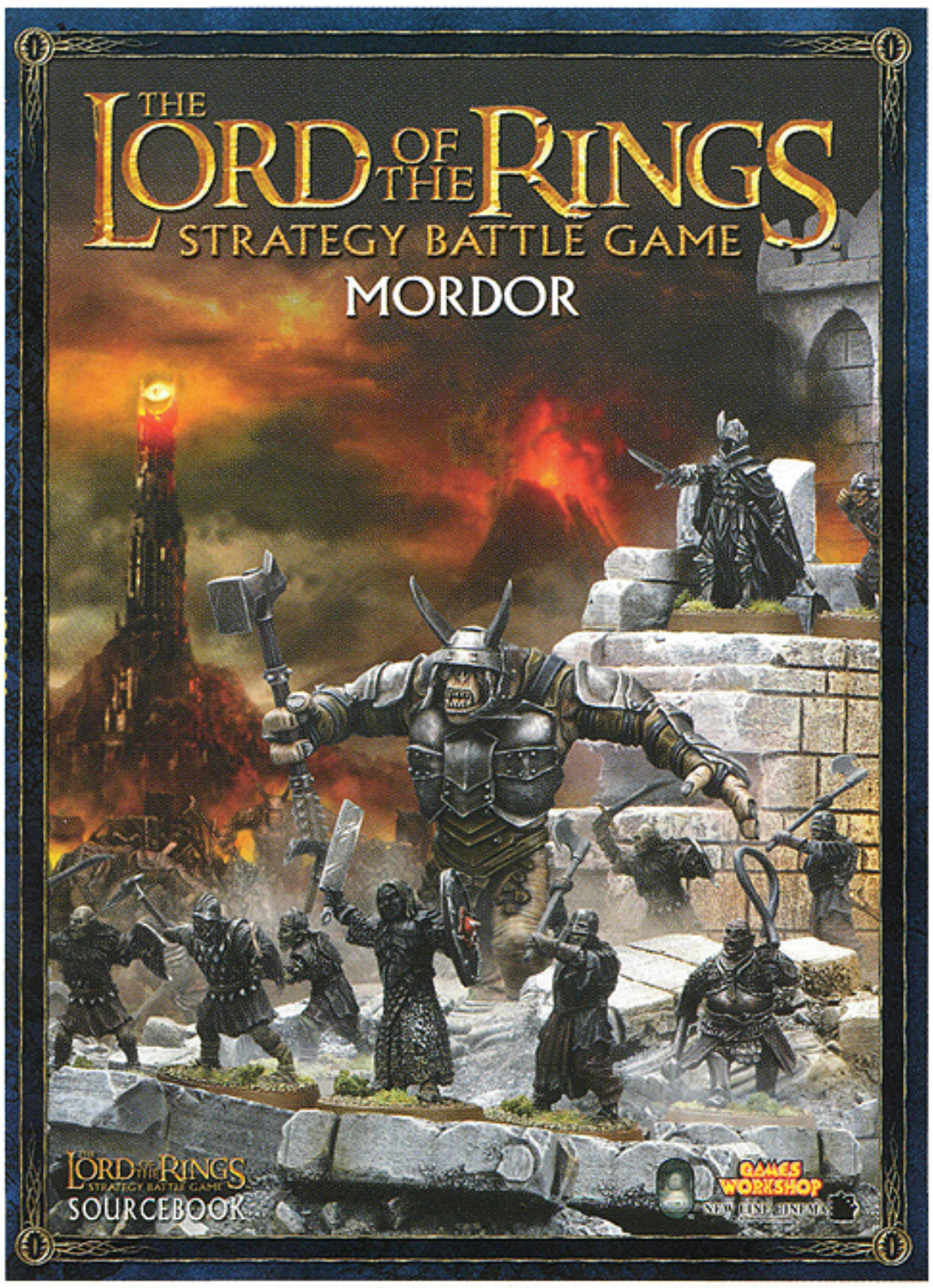


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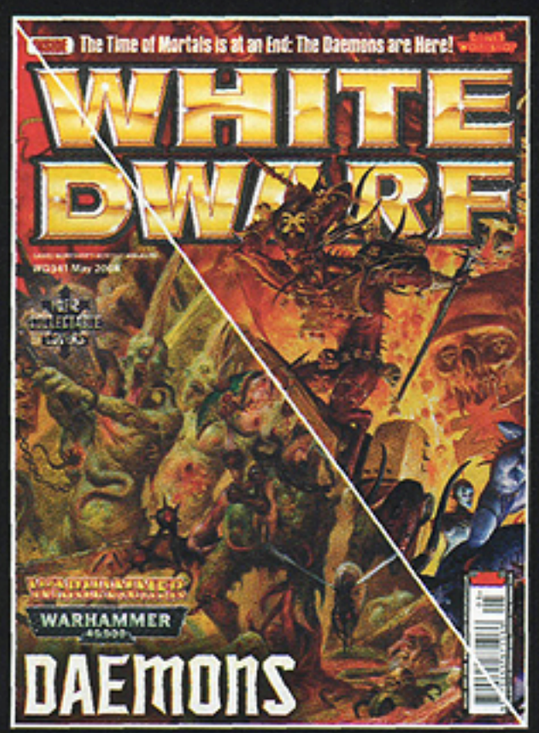


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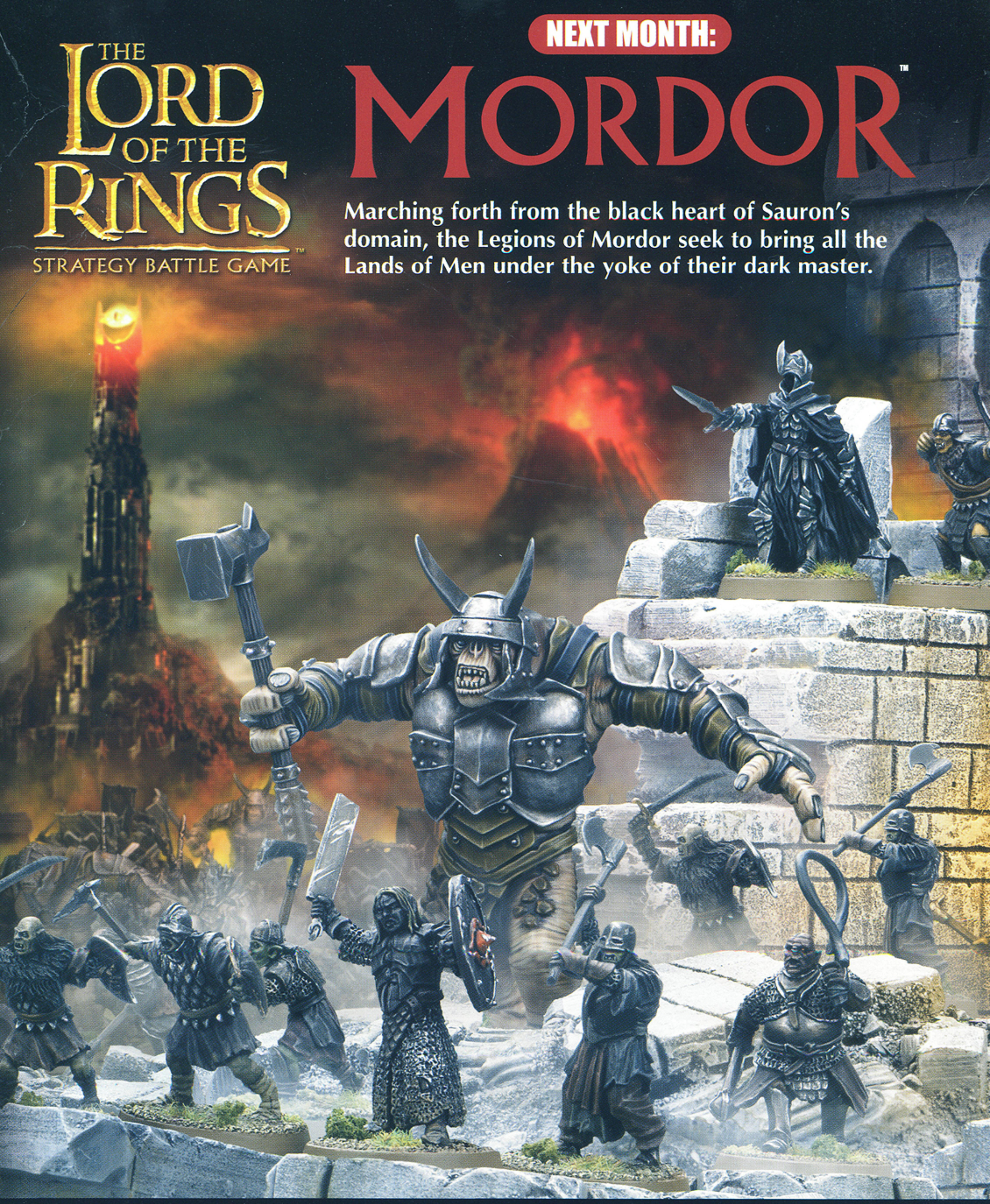
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