

INSIDE THE GREAT BATTLE OF OUR TIME! **GAMES WORKSHOP**

WHITE DWARF

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD352
April 2009

WAR OF THE RING

WARHAMMER

WARHAMMER
40,000

Wisdom of the Ancients:
Lizardmen hobby mayhem!

Titan Killer: two brand new
Shadowsword datasheets

WD352 APR 2009 WWW.GAMES-WORKSHOP.COM

ISSN 0265-8712



UK £4.50, EURO £2.95, DENMARK 6.00kr, SWEDEN/NORWAY 7.00kr



Urged on by the terrifying Balrog, a horde of Goblins pours forth from the Misty Mountains.

EDITORIAL



After much anticipation, War of The Ring is out this month, and with it a completely new way to play The Lord of The Rings game. This is an epic game of massed battles, allowing you to recreate some of the most awe-inspiring moments from Tolkien's tale.

Obviously we'll be bringing you all the details of the new rules and miniatures later in the magazine, but the release of War of The Ring has got all of us in the Studio pondering aspects of our games that perhaps we don't consider as often as we should. War of The Ring, for example, is about big, epic battles – but it doesn't invalidate the existing Strategy Battle Game, which remains the ideal rules system for heroic skirmishes and scenarios in Middle-earth. I guess the comparison can be drawn with Warhammer 40,000 to a point – the main rulebook covers battles between armies that can be comfortably played by two people, while Apocalypse puts a truly awesome spin on the proceedings.

While thinking about the balance between large games and small games, I got to thinking about other types of games entirely – such as games with no points values, where players use 'historical' participants in a campaign or just put their entire collections of miniatures on the tabletop. Regardless of what system you play, there's a way of playing to suit you, or to provide a break from the norm. Just the other day, for example, I took part in a Warhammer 'Arena of Dwarfs' organised by Dwarfier Andy Hall, which pitted a single character model of my devising against an opponent's model in a knockout league. To illustrate more about the myriad aspects of the gaming hobby, I've asked Jeremy 'Howling Mad' Vetock and the living legend that is Dave Andrews to pen a new series, starting in this issue – I hope you find it as inspirational as I have.

Mark Latham, Editor



WHITE DWARF 352 • APRIL 2009

STUDIO WHITE DWARF TEAM

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

UK TEAM

Coordinator: Rik Turner
Contributors: Matt Anderson,
 Mark Chambers, Bek Hawkyb
 and Karen Miksa

CONTRIBUTORS

Dave Andrews, Nick Bayton,
 Alessio Cavatore, Robin Cruddace,
 Pete Foley, Mark Haveren, Andy Hoare,
 Jeremy Johnson, Mark Jones, Phil Kelly,
 Chad Mierzwon, Chris Peach, Wade Bryce,
 Andy Smillie, Jim Sower, Ian Strickland,
 Adam Troke, Jeremy Vetock
 and Matthew Ward.

WHITE DWARF REPROGRAPHICS

Marc Elliott, Zaff Haydn-Davies,
 Jim Shallow, Kris Shield
 and Madeleine Tighe.

ARTWORK

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

CITADEL DESIGN TEAM

Mike Anderson, Juan Diaz, Martin Goffin,
 Trish Candren, Colin Grayson, Les Goodwin,
 Mark Harrison, Alex Hedstrom,
 Matt Holland, Neil Langdown,
 Al Morrison, Brian Nelson,
 Oliver Norman, Seb Perbet, Alan Perry,
 Michael Perry, Peter Riondani, Dale Stringer,
 Dave Thomas and Tom Walton.

'EVILY METAL TEAM

Phil Dunn, Neil Green,
 Joe Tomaszewski, Darren Latham,
 Keith Robertson, Anna Wettergren
 and Kirsten Williams.

GAMES WORKSHOP DIRECT SALES

www.games-workshop.com
 Tel: +44 (0)115 916 4000
 Fax: +44 (0)115 916 4890

FORGE WORLD

www.forgeworld.co.uk
 Tel: +44 (0)115 916 8177
 Fax: +44 (0)115 916 8044

THE BLACK LIBRARY

www.blacklibrary.com

SPECIALIST GAMES

www.specialist-games.com

Printed at Winkowski, Poland

GAMES WORKSHOP

Willow Road, Lenton
 Nottingham, England
 NG7 2WS

COPYRIGHTS Copyright © Games Workshop Limited 2009 excepting all materials pertaining to the New Line Theatrical productions. The Fellowship of the Ring, The Two Towers, and The Return of the King are the property of New Line Productions, Inc. All Rights Reserved. The Watcher logo, The Lord of the Rings, The Fellowship of the Ring, The Two Towers, The Return of the King and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Ltd. All Rights Reserved. Games Workshop, the Games Workshop logo, Tally Metal, Citadel and the Citadel device are either ®, TM and/or © Games Workshop Ltd. 2000-2009, variably registered in the UK and other countries around the world. All Rights Reserved.

Games Workshop, the Games Workshop logo, Warhammer, Warhammer logo, Warhammer 40,000, Dark Eldar, Double-headed Imperial Eagle Device, Leviathan, Eldar, Tyranid, Kroot, Tau, Fire Warrior, Warmaster, Blood Bowl, Inquisitor, Epic, Citadel and the Citadel Device, Codex, White Dwarf, Golden Dragon, Scatter dies, Skita base, Space Marine, Space Marine Chapter and Space Marine Chapter logo and all associated marks, names, places, characters, items and icons, illustrations and images from the Warhammer and Warhammer 40,000 universes are either ®, TM and/or © Games Workshop Ltd. 2000-2009, variably registered in the UK and other countries around the world. All Rights Reserved.

SUBMISSIONS All material submitted to us for publication is only accepted on the assumption that the copyright is in it, by the very act of submission, unconditionally assigned to the author as heretofore owned and with full title guaranteed to Games Workshop Limited. We also retain the right to edit and/or amend all material as we see fit. So, if you do not wish to assign copyright in this way, please do not send us your submission. We're afraid we cannot work in any other way! Full details of our submission policy can be found on our website at: <http://uk.games-workshop.com/faq/submitting.html>

CORRESPONDENCE We welcome comments about White Dwarf, Games Workshop games and Citadel miniatures. All letters except subscriptions and Mail Order should be addressed to: White Dwarf, Games Workshop, Willow Road, Lenton, Nottingham NG7 2WS.

Please mark your envelope clearly with the name of the game you are writing to us about. If you want a reply, you must enclose a self-addressed stamped envelope (income taxers should include RCU). We receive an enormous amount of mail. We do read every letter but it may take a little time for us to reply to you, so please be patient.

You can find Games Workshop on the World Wide Web at the following Internet address:

www.games-workshop.com



Product Code: 60249999352

ISSN: 0265-8712 04

GAMES WORKSHOP



NEW LINE CINEMA



Please be aware that Games Workshop products are usually sold unpainted and unassembled and the contents of any products may vary from those shown herein. For example, any banners shown may not necessarily be included. Pictures are used for illustrative purposes only. Due to certain legislation in the UK, Games Workshop is prohibited from selling games to persons under the age of 16 and related equipment to persons under the age of 18. Further, certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whenever you age, be careful when using glass, marked equipment and spray and make sure that you read and follow the instructions on the packaging. Prices correct at time of going to press. Customers are advised to contact Games Workshop for current availability and current Games Workshop prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

THE GREAT BATTLE OF OUR TIME

WAR OF THE RING™

Learn all about War of The Ring.
Turn to page 18.



FEATURES

18 THE GREAT BATTLE OF OUR TIME

War of The Ring is out this month and we have the full low-down on what it is, how to play it and the design philosophy behind the game.

38 WISDOM OF THE ANCIENTS – PART TWO

More Lizardmen hobby goodness than you can shake a sun staff at. This month we explore the next steps in painting, and get some tips for tournament play.

REGULARS

03 NEW RELEASES

This month's Citadel releases.

14 NEWS

There's something a little bit different on the horizon for the armies of the Empire.

32 LIBER APOCALYPTICA: TITAN KILLERS!

This month we cover the elite of the Imperial Guard's Titan-hunting Shadowwords.

44 OLD WAR STORIES

Jeremy Vetock and Dave Andrews are gaming pals with a unique take on wargaming – we find out more.

70 STANDARD BEARER

Jervis has been inspired by one of your letters.

73 HOBBY ESSENTIALS

How to convert models with the razor saw.

100 FRONTLINE

The latest events and activities near you.

BATTLE REPORT

50 THE BATTLE OF THE PELENNOR FIELDS

The climactic battle from The Return of The King was the only real choice for the first War of The Ring battle report. Can the forces of Good overcome Evil, or will Sauron rule over Middle-earth?



HOBBY

74 MODELLING WORKSHOP: STOMPA

Last month Mark Jones built his kustom Stompa, and this issue he shows us how to paint it.

82 CITADEL HALL OF FAME

We ask the legendary John Blanche to induct his favourite model into the Citadel Hall of Fame.

84 PAINTING WORKSHOP: ARMIES

Chris Peach is our resident army painting expert and in this article he extols the virtues of batch painting.

92 ARMY MASTERS

A new series in which we show off the very best armies from amongst the gaming community.

94 MODELLING WORKSHOP: WAR OF THE RINGS TERRAIN

A closer look at some of the gorgeous Studio terrain built for War of The Ring, and how it is used in the game.

THE LORD OF THE RINGS STRATEGY BATTLE GAME

WAR OF THE RING

MASS BATTLES IN MIDDLE-EARTH

As the Third Age draws to a close, Middle-earth is ravaged by the War of The Ring. Great battles are fought across the lands as Sauron's fell armies invade from Mordor to bring the Dark Lord's dominion to all.

War of The Ring is a brand new standalone rules set allowing you to fight mass battles with The Lord of The Rings Citadel miniatures. The full-colour rules manual is a whopping 328 pages, packed with inspiring pictures, both standard and historical scenarios, hobby advice, extensive profiles and army organisation for every model in the range, as well as all the rules you'll need to play out massive, legendary battles in Middle-earth.

WAR OF THE RING

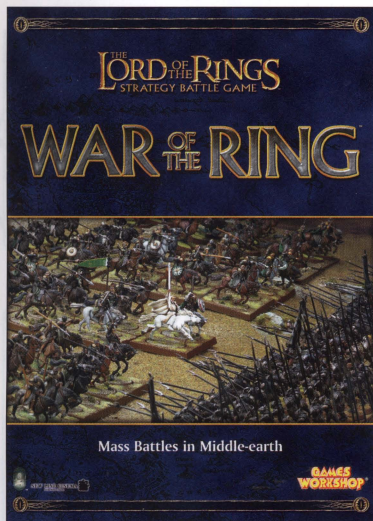
Product code: 60041499026

Written by Mat Ward & Jeremy Vetock

UK £35 Denmark 350dkr

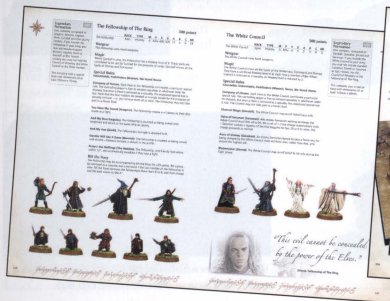
Euro €50 Swe/Nor 400sk/nkr

ON SALE APRIL 4th



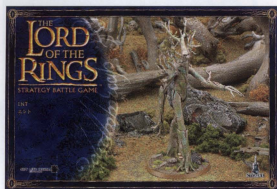
Mass Battles in Middle-earth

GAME
WORKSHOP



Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked f do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

ENT



WAR OF THE RING

Product code: 99121499020

Sculpted by Michael Perry

UK £18† Denmark 200dkr

Euro €25 Swe/Nor 250skr/nkr

ON SALE APRIL 4th



The Ents are the Tree Shepherds of Fangorn Forest. They are slow to anger but once roused to action they can be nigh on unstoppable, their thick bark hides and long reaches making them formidable foes on the battlefield.

This new plastic kit allows you to build one Ent using a variety of options – you can choose to have the Ent scooping up a prone Orc, or arm it with a huge boulder. With the addition of multi-part branches, no two Ents in your army need ever be the same.

**MULTI
PART
PLASTIC
KIT**



Even the Ent's face is customisable – there are two different heads, and one of them can take any of the plethora of branches from the kit as a nose!



The Ent's legs are detailed with vines, bores and fungus.



The kit comes with two dead Orcs that can be placed on the Ent's base or used as wound counters.

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

ARMY OF THE DEAD



The dead do not always rest easy in Middle-earth, and most undead creatures are vile things in service to darkness. The Dead of Dunharrow are not bound to the Dark Lord but were cursed by Isildur when they forsook their oath to fight against Sauron in the Last Alliance. Ever since, they have existed in shadow-form awaiting the true King of Gondor to release them from their ancient curse.

This plastic set by Alan Perry allows you to field 20 Warriors of the Dead – excellent shock troops in both War of The Ring and The Lord of The Rings Strategy Battle Game.

ARMY OF THE DEAD
Product code: 99121466004

Sculpted by Alan Perry

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

ON SALE APRIL 4th



ARMY OF THE DEAD BANNER BEARER

This metal miniature by veteran Citadel designer Alan Perry provides a Banner Bearer option for your formations of the Army of the Dead.

As you'll learn in the design notes later, banners are a useful upgrade for any formation in War of The Ring, even one as powerful as the Court of the Dead King.



ARMY OF THE DEAD BANNER BEARER

Product code: 99061466040

Sculpted by Alan Perry

UK	£6†	Denmark	70dkr
Euro	€9	Swe/Nor	80skr/nkr

ON SALE APRIL 18th



NEW RELEASES

ISENGARD URUK-HAI COMMANDERS

In War of The Ring, command companies can be upgraded by the addition of these metal commanders. A Captain increases the company's Fight and Courage values and brings precious Might points. The Shaman adds magical abilities while the Banner Bearer grants invaluable re-rolls to charge rolls and Panic tests.

URUK-HAI COMMANDERS

Product code: 99111462048

Sculpted by Michael Perry

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

ON SALE APRIL 4th



Uruk-hai Captain



Uruk-hai Shaman



Uruk-hai Banner Bearer

HARADRIM HÂSHARIN

This new metal Hâsharin model can be used as an upgrade to a Haradrim command company. In War of The Ring, his Master of Blades special rule means he can attack enemy companies in several different ways, whilst in the skirmish game he is adept at killing troops.



HÂSHARIN

Product code: 99061464159

Sculpted by Alan Perry

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

ON SALE APRIL 18th

MORANNON ORC COMMANDERS

Those Orcs that command a warband are cunning, powerful brutes that have risen above the internecine warfare of Mordor's pits. These metal Morannon Orc Commanders can be used to upgrade your Morannon Orc formations in War of The Ring, whilst Captains, Banner Bearers and Shamans are always useful additions to a skirmish force.

MORANNON ORC COMMANDERS

Product code: 99111462049

Sculpted by Alan Perry

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

ON SALE APRIL 4th



Morannon Orc Shaman



Morannon Orc Captain



Morannon Orc Banner Bearer

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

ROHAN COMMANDERS

Peace comes seldom to Rohan and while the Rohirrim ride to battle the Oathsworn Militia form up in infantry ranks. To aid these brave subjects Michael Perry has sculpted this set of fine metal models – the Captain throttling the Orc is a particular favourite of ours. Hornblowers are also extremely useful upgrades as they are used to make the formation move faster, all the better for Rohan armies!

ROHAN COMMANDERS

Product code: 99111464155

Sculpted by Michael Perry

UK	£151	Denmark	175dkr
Euro	€22.50	Swe/Nor	200skr/nkr

ON SALE APRIL 4th



Captain of Rohan



Rohan Hornblower



Rohan Banner Bearer

MINAS TIRITH COMMANDERS

This set of metal command models by Alan Perry are invaluable additions to any Gondor army. There's a great forward momentum to these miniatures; the Banner Bearer is stoically marching forwards, the Hornblower is eagerly gesturing his fellow soldiers onward, while the Captain stands triumphantly atop a dead Orc.

MINAS TIRITH COMMANDERS

Product code: 99111464154

Sculpted by Alan Perry

UK	£151	Denmark	175dkr
Euro	€22.50	Swe/Nor	200skr/nkr

ON SALE APRIL 4th



Minas Tirith Hornblower



Captain of Minas Tirith



Minas Tirith Banner Bearer

DRŪZHAG, THE BEASTCALLER

Drūzhag is an Epic Hero for War of The Ring, able to turn the tide of battle where it is needed most. Players will be able to call upon his dominion over foul beasts with this cool metal model.



DRŪZHAG

Product code: 99061462054

Sculpted by Michael Perry

UK	£71	Denmark	85dkr
Euro	€11.50	Swe/Nor	100skr/nkr

ON SALE APRIL 18th

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

NEW RELEASES

GREY COMPANY

The Grey Company are metal models designed by both Alan and Michael Perry. They are indomitable warriors, great with a bow and skilful in combat – key to any fast-moving, bow-heavy army.

GREY COMPANY

Product code: 99061464153

Sculpted by Alan Perry and Michael Perry

UK £8† Denmark 100dkr

Euro €12.50 Swe/Nor 115skr/nkr

ON SALE APRIL 4th



MINAS TIRITH CITADEL GUARD

The Citadel Guardsmen are stronger and more courageous than your average soldier, as they have been handpicked to guard the inner sanctum of Minas Tirith. These metal models from Michael Perry represent Gondor's elite warriors.

MINAS TIRITH CITADEL GUARD 2

Product code: 99061464160

Sculpted by Michael Perry

UK £8† Denmark 100dkr

Euro €12.50 Swe/Nor 115skr/nkr

ON SALE APRIL 18th



MORDOR URUK-HAI

Isengard was not the only realm to field the fearsome Uruk-hai. Evil always attracts evil and the Uruk-hai were soon found among the ranks of Mordor's foul rabble. Alan Perry has designed these metal models to fulfil that role.

MORDOR URUK-HAI 2

Product code: 99061462051

Sculpted by Alan Perry

UK £8† Denmark 100dkr

Euro €12.50 Swe/Nor 115skr/nkr

ON SALE APRIL 18th



SONS OF EORL

These metal models by Alan Perry represent Rohan's elite cavalry. Faster, stronger and even more courageous than the Riders of Rohan, they refuse to be cowed by bowfire, and instil terror within the foes they charge.

SONS OF EORL

Product code: 99061464151

Sculpted by Alan Perry

UK £7† Denmark 85dkr

Euro €11.50 Swe/Nor 100skr/nkr

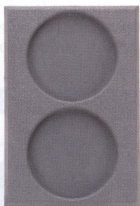
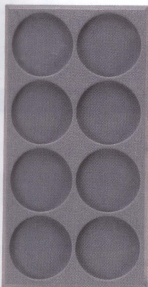
ON SALE APRIL 4th



Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

WAR OF THE RING MOVEMENT TRAYS

If you don't want to make your own movement trays, then why not get some plastic War of The Ring Movement Trays. There are two types: one for infantry companies and one for cavalry. Each pack contains three plastic movement trays, enough for 6 cavalry or 24 infantry models. The trays are made out of the same high-quality plastic we use for our miniatures.



Left: Infantry movement tray.

Above: Cavalry movement tray.



WAR OF THE RING INFANTRY MOVEMENT TRAYS

Product code: 99221499010

UK	£2.50†	Denmark	35dkr
Euro	€3.50	Swe/Nor	45skr/nkr

ON SALE NOW

WAR OF THE RING CAVALRY MOVEMENT TRAYS

Product code: 99221499011

UK	£2.50†	Denmark	35dkr
Euro	€3.50	Swe/Nor	45skr/nkr

ON SALE NOW

DWARF SHIELDBEARER

Like the Hâsharin, this metal Dwarf Shieldbearer model is a unique command unit upgrade in War of The Ring, making Dwarf Kinbands resilient to the onset of panic. Michael Perry has really captured the indomitable fighting spirit of this Dwarf warrior.



DWARF SHIELDBEARER

Product code: 99061465027

Sculpted by Michael Perry

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

ON SALE APRIL 18th

AMDÛR, LORD OF BLADES

AMDÛR is a new Epic Hero for the forces of Evil. This metal model from Michael Perry shows the Lord of Blades encased in his golden armour. Inside lies a man with an evil heart, capable of insane rampages that will cut down any foe within reach in a storm of blades.



AMDÛR

Product code: 99061464158

Sculpted by Michael Perry

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

ON SALE APRIL 18th

ELVEN STORMCALLER

Those Elves blessed with magical abilities have a talent for shaping the forces of nature, be it the weather, rushing rivers or the trees themselves. This metal model captures the power of an Elven magic user in mid-casting, staff raised to harness the power of nature against the foe.



ELVEN STORMCALLER

Product code: 99061463035

Sculpted by Michael Perry

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

ON SALE APRIL 18th

Look out for rules for using all of these new characters in the Strategy Battle Game in next month's White Dwarf

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

NEW RELEASES

GANDALF (MINAS TIRITH)

Michael Perry has sculpted this new version of Gandalf on a rearing Shadowfax with his staff still intact. This metal miniature depicts the White Wizard at Minas Tirith, shortly before his confrontation with the Witch-king – this powerful hero excels when leading formations of Gondor or Rohan cavalry.



GANDALF

Product code: 99061464156

Sculpted by Michael Perry

UK	£8†	Denmark	100dkr
Euro	€12.50	Swe/Nor	115skz/nkr

ON SALE APRIL 18th

THÉODEN (PELENNOR)

King Théoden led the charge of the Rohirrim upon the Pelennor, garbed in armour and wielding the royal sword, Herugrim. Théoden rides to battle atop the noble steed, Snowmane. Michael Perry has captured a great likeness of Théoden from the movies with this metal model – and if you're wondering just how formidable he is in the game, then check out this month's battle report on page 50.



THÉODEN

Product code: 99061464157

Sculpted by Michael Perry

UK	£8†	Denmark	100dkr
Euro	€12.50	Swe/Nor	115skz/nkr

ON SALE APRIL 18th

WITCH-KING (MINAS TIRITH)

The Witch-king can take to the battlefield in many forms. This excellent Alan Perry metal miniature depicts the Witch-king mounted on a dark steed, with his flaming Morgul blade held aloft as a symbol of his power.



WITCH-KING

Product code: 99061466039

Sculpted by Alan Perry

UK	£8†	Denmark	100dkr
Euro	€12.50	Swe/Nor	115skz/nkr

ON SALE APRIL 18th

HALBARAD

Kinsman of Aragorn, Halbarad rode at the head of the Grey Company during the War of The Ring. Halbarad carries the Banner of the King to battle, adorned with the image of the White Tree, as depicted on this new metal model from the capable hands of Alan Perry.



HALBARAD

Product code: 99061464152

Sculpted by Alan Perry

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

ON SALE APRIL 4th

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

COLLECTORS RANGE

The Citadel Collectors Range offers some exceptional and unusual models exclusively from GW Direct. The Collectors Range allows us to produce showpiece models and dioramas for the discerning collector, plus alternative and unusual miniatures for armies, together with the very best of our extensive historic archive. The latest releases are shown here; log onto our online store for the full selection.

www.games-workshop.com



SPACE MARINES VETERANS MKII

Juan Diaz is the talented sculptor behind these superb metal Space Marine Veteran miniatures. Each one is armed with different equipment, giving you plenty of options. Because the Space Marine army list is so flexible, these models can be fielded on the battlefield in a variety of ways, changing from game-to-game if needed.

These models can be used as Sergeants for your Tactical Squads, which always benefit from the addition of a power weapon and plasma pistol. Alternatively, they can be used as part of your Sternguard Squads, to accompany the Captain into battle as part of a Command Squad, or, even be used as Vanguard Veterans without jump packs.



SPACE MARINE VETERANS MKII

Product code: 99110101332

Sculpted by Juan Diaz

UK	£20†	Denmark	225dkr
Euro	€30	Swe/Nor	270skr/mkr

OUT NOW

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

BLACK LIBRARY

Black Library publishes a range of novels and sourcebooks that delve deep into the worlds of Warhammer and Warhammer 40,000. These are available in many of our stores worldwide, as well as in bookshops in certain countries. However, if you are finding it difficult to get hold of any of these publications then go to the Black Library website, where books may be purchased directly.



www.blacklibrary.com

HELLFORGED

Whilst fleeing the wrath of the Imperial Fists, the disgraced Soul Drinkers Chapter seek refuge in an uncharted region of space. Upon making landfall, they are confronted by the stark horror of a world devastated and stripped of all life. Only by finding survivors can Sarpedon and his battle-brothers get to the root of this terror. But soon the Soul Drinkers find themselves fighting for their very lives against a deadly new enemy – the Necrons!

HELLFORGED

by Ben Counter

ISBN: 978-1-84416-691-6

UK £6.99 Denmark 70dkr
Euro €9 Swe/Nor 80skr/nkr

HONOURKEEPER

In the ancient days of the Old World, long before the time of men, the Dwarfs and Elves were at the height of their prosperity. As King Bagrik of the Dwarfs and Prince Ithalred of the Elves forge a trade pact, a vast horde of Northmen attacks the Elf settlement. When King Bagrik's son is slain, the Dwarfs join forces with the Elves, eager for vengeance. Can the two races put aside their differences long enough to prevail over the foe?

HONOURKEEPER

by Nick Kyme

ISBN: 978-1-84416-685-5

UK £6.99 Denmark 70dkr
Euro €9 Swe/Nor 80skr/nkr

TALES OF HERESY

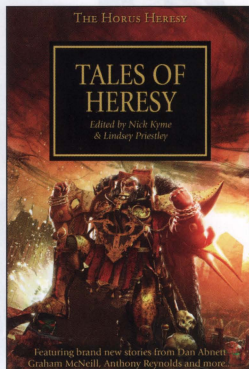
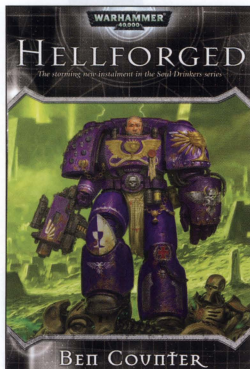
It is the 31st Millennium, and Mankind has spread across the galaxy. When Horus the Warmaster rebelled against the Emperor, the ensuing civil war nearly destroyed the Imperium. War raged across worlds, pitting Astartes against their battle-brothers in a struggle where death was the only victor. This collection features stories of heroism and tragedy set during this turbulent time, by star Horus Heresy authors Dan Abnett, Graham McNeill, James Swallow and more.

TALES OF HERESY

edited by Nick Kyme and Lindsey Priestley

ISBN: 978-1-84416-683-1

UK £6.99 Denmark 70dkr
Euro €9 Swe/Nor 80skr/nkr



Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked f do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

FORGE WORLD

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

www.forgeworld.co.uk



THUNDERHAWK GUNSHIP

This iconic vehicle transports Space Marines from the Strike Cruisers in orbit down into the theatre of war. However, it is more than just a troop transport; armed with a battle cannon, multiple lascannons and heavy bolters, the Thunderhawk is a terrifying warship to contend with.

The massive resin kit comes with a set of plain doors plus your choice of Chapter doors from Forge World's Land Raider door range.

Kit designed by Tim Adcock.

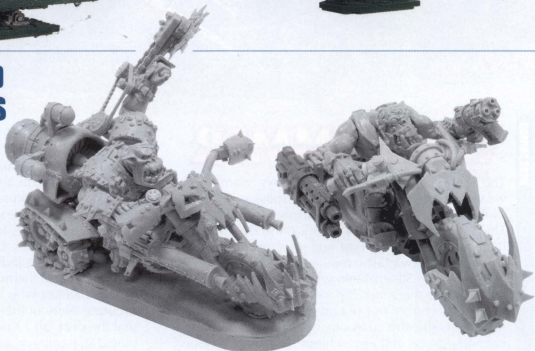


ORK WARBOSS AND NOBZ ON WARBIKES

The Ork Nob Warbikes are a complete resin and plastic kit that can be assembled in a variety of different ways. There are enough parts to make three bikes with riders.

The Ork Warboss on Warbike is a complete resin kit with scenic base. The Warbike features a huge jet engine and the Warboss wields a large chain-powered buzzsaw.

Both model kits were designed by Will Hayes and Mark Bedford.



Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

SOLDIERS OF THE EMPIRE



COMING SOON

WARHAMMER

The arrival of June denotes longer days, warmer weather and a generally sunnier disposition (Well, for those of us in the northern hemisphere at least – Ed). This year it also heralds a return to the Empire and there's a lot going on. First and foremost there are some brand new plastic miniatures, including a plastic Empire Steam Tank, which is excellent value compared to the venerable metal model. And, as you'd expect from our plastic kits, the frame is jammed with extra components such as variant cannon designs and extra chimneys. Colin Grayson has designed the kit, which includes internal details

too. But that's not all, there are brand new plastic Archers and Greatswords as well, so that you really can now build an Empire army entirely from plastic; it's a modeller's dream!

The new miniature releases alone are enough to make any Empire general jump for joy, but there's even more to come. In June we'll also be launching a brand new book – *Uniforms & Heraldry: The Empire*. This is an indispensable guide for those who like to immerse themselves in background lore, as well as painters who love painting state troops in the accurate livery of the many different provinces. To seal the deal, all 72 pages are in full colour and bound in hardback. Empire enthusiasts are in for a real treat.

From the Vaults

Ever wanted to delve into the Games Workshop archives? In 2008, Warhammer World organised Games Workshop's first travelling Art and Design Exhibition, taking a fantastic display of original art and archive products to every Games Day around the world. It was such a success that they'll be back at every Games Day in 2009. The best artwork and artefacts have been selected to create two exhibitions – one to travel around Europe, and one for America and Canada. Following the excitement of the Codex release last year, Space Marines are the obvious choice for 2009's exhibition. Don't miss the opportunity to reminisce or discover hidden gems from the history of one of Games Workshop's most famous creations.

Look out for information about your nearest Games Day, and see regularly updated pictures at:

www.warhammerworld.org



Arena of Death: The Final

The 'Arena of Death' Tournament that's been running in the Studio has reached its dramatic conclusion. The competitors were whittled down to five champions over a series of rounds. These then played a five-way Battle Royale match. The competitors were Kurt Helborg (who beat the Emperor to be there!), Shadowblade, Tyrior, Archaon and Prince Temakador on his Star Dragon. The game was tense, with Helborg the first to fall. Shadowblade was next to go, and finally Archaon was defeated. The all-High Elf final was another edgy affair but Adam Troke's homebrew Prince on Dragon won, besting Tyrior.



IN BRIEF

Lunchtime gaming in the Studio hasn't just been dominated by the clashing of Warhammer legends. There have been many games of 40K involving loads of bunkers and trench systems on the table. It's got something to do with a campaign run by Phil Kelly – more details to follow soon.

The Studio is recovering from the mammoth task of colouring in all the Empire soldier illustrations found in the new uniform guide. It took a few late nights and lost weekends to get every one of the hundreds of drawings done, with the result that some of the Studio's designers took days off suffering from temporary blindness.

Astute visitors to last year's UK Games Day may have noticed Chad Mierzwa's rather cool Baneblade conversion. This project has sat on Chad's desk for over a year now but he's recently been motivated to give it the dazzling paint job it deserves – see it next issue!

On the Web!

The Games Workshop website is the next best place (after White Dwarf, of course) for all your gaming news and needs. It's packed with an ever-growing library of hobby lore with articles for both new releases and fresh material for all your favourite armies. This month our web archivists, Adam Troke and Jim Sowter, have unearthed and translated the following articles for your viewing pleasure.

Online this month

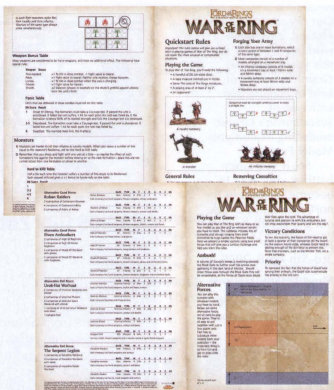
- The War of The Ring extended design notes.
- Army of the Dead painting guide.
- War of The Ring Epic Heroes Tactics.
- Online battle reports.

Coming Soon

- New Cities of Death stratagems, scenarios and tactics.

The website is constantly updated with content, so check the homepage of the website to find the new and featured articles.

www.games-workshop.com



WARHAMMER WORLD

Warhammer World Hobby Camps

If you want to try something a bit different during the Easter Holidays or fancy assembling, painting and gaming with a brand new army, then Warhammer World's Hobby Camps may just be the thing for you!

At each camp a group of gamers get together with like-minded hobbyists and spend the week assembling, painting and gaming with a brand new Warhammer or Warhammer 40,000 army.

Our goal for a Hobby Camp is for hobbyists to learn a variety of skills and techniques that they can apply to their future modelling, gaming or painting projects. To help learn these skills we provide Hobby Camp Coaches, who advise and coach on all these areas.

The Warhammer World Hobby Camps currently cost £186.00, this includes a Large Army Carry Case, a Battalion or Battleforce of your choice and a cooked lunch with a dessert and a drink each day. We'll also provide the tools, paints, brushes and materials you need to create a battle ready army.

If you're interested in attending and want to know more then feel free to contact Matt Lincoln on 0115 900 4177 or email us at:

whworldevents@games-workshop.co.uk

A more detailed schedule of the Hobby Camps throughout Easter and the calendar year is available to download from the Warhammer World site:

www.warhammerworld.org



IN ESNI SHEN

Our friends in Helsinki, Finland, have been working tirelessly on this year's national Grand Tournament, held in conjunction with one of Scandinavia's largest modelling exhibitions: Model Expo 09.

So, if you fancy battling your way to become the best in the northern lands, check out the details below:

FINNISH GT
3rd-5th April, 2009

Messukeskus, Helsinki
Tickets cost €39 and include a free exclusive t-shirt.

For more information, and to purchase tickets, go to:

www.puolenkuunpeliit.com

GAMESDAY & GOLDEN DEMON 2009

Games Day 2009 Tickets

Held once again at the Birmingham National Exhibition Centre (NEC), tickets to this year's Games Day & Golden Demon will be released on Saturday 30th May and will be available to White Dwarf subscribers from Saturday 2nd May.

Don't forget, subscribers will once again have the opportunity to pre-book one of only 600 tickets to this year's exclusive seminar in which more of our future projects will be unveiled.

For a review of both last year's UK and Polish Games Days together with Golden Demon showcases, check out the review on page 102.

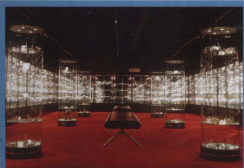
Order your Games Day ticket by calling Direct on 0115 91 40000.

Tickets cost £30 and includes this year's Games Day Miniature.

WAR OF THE RING™

LAUNCH PARTY IN STORES

TURN TO PAGE 30



Golden Demon Display

Warhammer World is proud to present a very special exhibition from April 4th at the Citadel Miniatures Hall, showcasing many of the winning entries from Golden Demon 2008. This is your chance to get closer than ever before to some of the finest miniatures in the world. For more details log on to:

www.warhammerworld.org

Independent Stockists

WAR OF THE RING

If you don't have a Games Workshop store near you, and are worried about missing out, don't worry. As well as our Hobby Centres, many of our larger independent stockists with extra space and facilities such as gaming tables and painting areas will also be running a whole host of activities in celebration of the launch of the new War of the Ring game. For a full list of these specialist stockists near you, go to page 105.

Direct Sales

The guys in Direct Sales have been building up their armies and playing games of War of the Ring for several months now and have become true experts in the game.

For suggestions about collecting your own War of the Ring army, advice on how to get all your miniatures painted, or help with tactics and strategies, why not give them a call? They'll be more than happy to help. For opening times go to page 119.

0115 91 40000

THE GREAT BATTLE OF OUR TIME

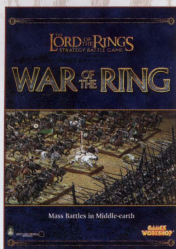


THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

WAR OF THE RING™

The War of The Ring is here. The lands of Middle-earth are in peril; from Mordor the pall of Sauron expands, consuming all. Mighty battles must be fought to save the Free Peoples, or to enslave them to the Dark Lord's indomitable will. Which side will you champion?





War of The Ring is a 328-page full-colour book with all the rules and information you need to play massed battles with The Lord of The Rings range of miniatures. The book contains the complete rules set, characteristics and force organisation for every troop type and faction. There are also lists of spells and special abilities, plus tons of hobby and modelling advice.

War of The Ring is a game designed to fight the mightiest battles in Middle-earth's war-torn history. We sent Andy Hall to talk to the game's authors, Mat Ward and Jeremy Vetock.

If you've been following Mat's War Journal series then you'll be aware that War of The Ring is upon us. However, for the uninitiated it's probably best if Mat and Jeremy explain what War of The Ring is all about before we burrow too deeply into the details.

There's a sequence in The Two Towers movie where the camera pans back from an extolling Saruman, sweeping down the plain of Orthanc and through rank upon rank of pike-armed Uruk-hai,' says Jeremy. 'Ever since I first saw that scene I've wanted that army. Not only that but I've wanted to field those massed ranks of Uruk-hai against an equally mighty force of Rohirrim, and clash on the field of battle in a momentous charge. That's what War of The Ring allows you to do.'

Mat Ward agrees: 'Quite simply, War of The Ring is another way to play games with your miniatures from The Lord of The Rings range. Whereas the Strategy Battle Game is in its prime as a skirmish system, War of The Ring focuses on massed battles, comprising vast hordes of troops, massive cavalry formations and huge monsters.'

The visual aesthetic of the new game is of bold charges, sweeping manoeuvres and brilliant strategies involving not one, not ten, but hundreds of warriors at a time.

'It scratches that itch,' says Jeremy. 'One of the strengths of the system is that it works at a small level, so you don't need big armies to get started, but when you do get to those legendary battles you'll find the game flies, refusing to get bogged down. The game scales perfectly, working as well on a twenty-foot table as it does on a six-foot table. It has a very Napoleonic flavour: you can break the enemy's flank or take their centre in an epic and grandiose style – it actually feels like the Pelennor Fields is happening before your eyes.'

As we know, War of The Ring isn't the only game to use The Lord of The Rings miniatures range, so how do they work together? 'They complement each other perfectly,' says Jeremy. 'The Strategy Battle Game is at its best when you've got modest forces led by Heroes in heavy terrain having Errol Flynn-style sword fights amongst the ruins of Middle-earth, which is fantastic. The two styles of play are not mutually exclusive, so why would you not have a campaign that uses both? In fact I'd go even further. I've already mentioned my Uruk-hai pike blocks that I'm painting up for my ultimate vision of Helm's Deep. When it's ready we'll play out the Helm's Deep scenario with the forlorn Good defenders and swathes of Orcs using

Gandalf the White leads a massive charge bringing the wrath of the Rohirrim upon the Uruk-hai.

War of The Ring, but when we come to the Aragorn and Gimli scene on the causeway, we'll switch to the Strategy Battle Game!

Mentioning some of The Lord of The Rings' most legendary Heroes raises an interesting point. Their role is clear in the skirmish system – they generally hit things hard. Yet, in a massed battle game with so many more troops, they still have no problems making their presence felt. In

rule that will actually allow him to drive your companies of Orcs forward before him, automatically passing Courage tests, as they fear him more than anything the enemy can field, but he has to be at the back of your formations to use it. Of course you can use him as a thunderbolt; riding atop his Fell Beast you can send him straight into the side of a formation where he'll cause massive casualties, but he's also got spells and a swoop attack as well, so there's almost too much to do with him. Because there are so many options, and not one is a 'given', if you don't have a grand plan or a great vision you're going to end up playing piecemeal, reacting to whatever the enemy throws at you.'

Having a battle plan seems to be a sensible thing no matter what kind of wargame you're playing, although War of The Ring is less forgiving on those who blunder in with no strategic thoughts. Jeremy agrees wholeheartedly with this point. 'War of The Ring is emulating massive troop movements, so it rewards those who plan ahead and can react to the unfolding encounter, and that's what I love about the game. It means you can fight the same scenario twice and the battle will not play out the same. You just don't know where it's going to go.'

“War of The Ring focuses on massed battles, comprising many troops, massive cavalry formations and huge monsters.”

fact, if anything they're even more vital. 'Let's be under no illusion, Heroes still hit hard, but their role is different in War of The Ring. It's the way they affect the troops around them that is key' explains Jeremy. 'A great example of this is the Witch-king and how you can use him. There's a brilliant line from Tolkien's prose about how the Witch-king drove the legions before him in terror. So there's a special

ARMY OF THE DEAD

The Army of the Dead were once Men of Gondor who broke their oaths and were cursed with unlfe. Only the true King of Gondor can free them, but until then they are a terrifying force. The Warriors of the Dead are a

Rare formation in the Gondor army, or the King of the Dead can be included along with the Court of the Dead King as a Legendary formation.



Right: Like all Banner Bearers, this Army of the Dead banner plays an important part in the game, allowing you to re-roll charge distance and Panic tests.





ISENGARD UNLEASHED



Epic Heroes

- ① Saruman240 points

Common Formations

- ② Uruk-hai Phalanx – 4 companies
Shaman, Captain and Banner Bearer325 points
- ③ Uruk-hai Phalanx – 4 companies
Shaman, Captain and Banner Bearer325 points
- ④ Uruk-hai Warband – 6 companies
Shaman, Captain and Banner Bearer395 points
- ⑤ Isengard Orc Warband – 6 companies
Shaman, Captain and Drummer190 points
- ⑥ Uruk-hai Scout Warband – 3 companies
Shields and Captain155 points
- ⑦ Uruk-hai Scout Warband – 1 company
Bows35 points

Rare Formations

- ⑧ Uruk-hai Berserker Warband – 1 company110 points
- ⑨ Isengard Troll100 points
- ⑩ Isengard Troll100 points
- ⑪ Dunlending Huscarls – 2 companies
Captain and Banner135 points

Legendary Formations

- ⑫ Vrashku's Talons – 2 companies165 points
- ⑬ Sharku's Hunters – 6 companies225 points

TOTAL2500 points



FORMATIONS AND COMPANIES

In War of The Ring models are grouped together into companies. Infantry are placed on a movement tray that holds eight models. Cavalry are grouped into companies of two. There is a third category – monsters – which act individually.

Companies in turn are formed together as formations. These consist of between one and nine companies, depending on various factors.

Minas Tirith

A Minas Tirith Warriors command company, ready to lead an infantry formation of up to six companies.



This unpredictability comes from the fast, decisive and brutal fights. 'When battlelines clash, heads will roll,' says Jeremy. 'The combats are key, but don't go into a fight expecting your formation to come out entirely intact because it won't. You can stack odds in your favour but nothing is a given. As I've already mentioned the game plays fast, that's why it can cope with such large forces, and the way it deals with this is having a Fight phase that is vicious. Just like in the movies and alluded to in the books, one deft sword stroke will behead an Orc or kill even the bravest soldier. That's why having a plan is important, so you'll know when and where to commit your best troops or Epic Heroes. And if you get it wrong, you'll be punished. Sending in your gleaming Knights of Dôl Amroth at the wrong time could be catastrophic, as you can't always rely on their impressive profiles or special rules to get them out of bother.'

But, as Jeremy is keen to point out, it's this sense of peril, the lack of certainty, that you can really use to enhance your games, playing out and retelling your own versions of Tolkien's stories. 'It was my job to make sure that the game system that Mat designed felt like it inhabited Middle-earth. The game is aptly titled in that respect because there is so much potential to play out the legendary battles the rules are replicating. The book is full of bursting with historical scenarios from this era, but these aren't just retreads of what has gone before. Will the charge of the Rohirrim falter? Can Faramir and his Rangers survive the sacking of Osgiliath? These are your own stories; as the Evil player you might be doing all you can to slay Faramir, but as you get caught up in the narrative, the models and game forming your own movie moment, there'll be a bit of you hoping he makes it out!'

Jeremy offers a grand and glorious vision of what the game is all about and the spectacle that the game is trying to capture, but it is to Mat that we turned to learn a little more about the details of the game.

The best way to build an army for War of The Ring is to use the plastic kits as a basis for your infantry and cavalry formations, and then supplement these with metal Heroes, command groups and elite companies.

We've put together a couple of example army lists of different sizes so that you can see what a War of The Ring army looks like – but turn to page 50 to see what a truly epic battle looks like!

Isengard

This Uruk-hai command company contains a Captain, a Shaman and a Banner Bearer – each command model is bought as an upgrade.



'Games are defined by their look more than anything else and so using the movement trays to form models up into companies and, in turn, to form companies into formations sets the stall out as soon as you view the table. You're in no doubt that the game you're playing or watching is a war game enacting big battles,' says Mat.

So is War of The Ring really that different from The Lord of The Rings? 'There are considerable differences between the two rule sets,' he continues, 'but as soon as you start playing War of The Ring you'll recognise its ancestry as a The Lord of The Rings game. What we've done is take that base system, the very same one first used in The Fellowship of The Ring all those years ago, and massage it so it plays faster and snappier when you're fielding hundreds of troops on the table at the same time.'

'Once we had the shape of the game and knew we were onto something there were a couple of key elements I wanted to address. Players will notice that the characteristic profiles in War of The Ring are very similar to the Strategy Battle Game and this is very deliberate but there are a couple of changes, such as the addition of a race and type, Elf Infantry for example, as well as a Move characteristic,' says Mat. 'But even with these tweaks, it's still very much a familiar profile, so, if you've played The Lord of The Rings before you'll be able to carry that knowledge across.'

Mat also set about redesigning the combat system; but why did he want to change such a popular part of the Strategy Battle Game? 'You need the right tool for the right job,' he says. 'The Strategy Battle Game is great for a skirmish system, but with a massed combat game I needed the fighting to be faster, more decisive, although it obviously still needed to be fun. Well, as wargamers, we all know there's nothing more fun than throwing handfuls of dice around and so that's the direction I took with this combat system. By cutting down the number of steps in the combat and increasing the amount of dice being thrown

LEGENDARY FORMATIONS

You can only have one of each **Legendary formation** in your force because they are, as their name suggests, made up of the most dangerous, heroic and powerful warriors and individuals available to that army. All such formations are capable of amazing feats, and special actions, and are incredibly hard to kill.

Middle-earth is replete with such legendary warriors and heroes, and many came to the fore during the War of The Ring. All armies have access to such **Legendary formations** in one form or another. The Nine are Abroad is a formation containing all of the Nazgûl, while Sharku's Hunters are the feared Warg Riders of Isengard. The Good armies have a wide choice, including the White Council, Gwaihir and Haldir's Elves. The ultimate Good **Legendary formation** has to be the truly awesome Fellowship of The Ring.



The Fellowship of The Ring

The Fellowship consists of no less than Gandalf, Aragorn, Boromir, Legolas, Gimli and the four brave Hobbits of the Shire.

you keep the combat tense and exciting, but it's also faster and more decisive.

'The Fight value in the Strategy Battle Game was used as a tiebreaker for the roll to hit. That roll has gone, and instead the Fight value is used to help determine how many extra dice you get to throw when working out the casualties. However, the game should be reassuringly familiar to existing fans.'

This is why Priority rolls and the way the game turn is phased will be familiar to Strategy Battle players. One difference of note is the addition of a separate Charge phase. 'I added the Charge phase for a number of reasons. Firstly, because the Shoot phase came after moving and there's no stand and shoot mechanic in The Lord of The Rings, it's quite hard to use ranged attacks against enemy formations nearby. Making models charge after shooting gave ranged models that opportunity. It also added another dimension to the movement, as companies are not locked down by early charges from those with priority. Finally, in a game of massed combat there's a very compelling aesthetic when all the companies break into charges at the same time – I'm thinking of things like Gandalf and Éomer's Rohirrim at Helm's Deep – rather than in dribs and drabs during the Move phase.' And that's not the only difference to charging. For a start, it's no longer a sure thing! 'By removing charging from the Move phase it meant we could re-appraise how it worked and I was very keen to instigate a random charge distance. I don't like anything that's automatic in a wargame, especially something as fundamental as charging. In Warhammer you can't pre-measure your charge ranges, so there is a negligible element of chance, and I wanted that tense situation, where a player had to decide if he should commit to a charge.' The random distances have been a real tactical coup, adding another layer of strategy to the game. Formations can stall at the most inopportune moment, leaving them open to the inevitable counter-attack, or an infantry formation can make a last-gasp effort to reach the enemy bogging them down in bodies, holding them up to save the battle.

“When battlelines clash,
heads will roll.”

CAVALRY

Cavalry formations are much smaller than infantry formations but pack a much harder punch on the charge, getting a massive 6 extra dice when they charge against infantry and monster formations, although they only get two bonus dice when charging other cavalry formations.

Cavalry are also harder to harm than infantry as they have a Resilience of 2, meaning that it takes two successful hits by an enemy company to remove one cavalry model.

For Dol Amroth!

The Knights of Dol Amroth are heavy cavalry that hit hard with a devastating, often unstoppable, charge.





THE MUSTER OF ROHAN



Epic Heroes

- ① Théoden125 points

Common Formations

- ② Riders of Rohan Éored – 6 companies
Captain and Banner Bearer265 points
- ③ Riders of Rohan Éored – 6 companies
Captain and Banner Bearer265 points
- ④ Royal Knights – 4 companies
Knight Captain190 points
- ⑤ Outrider Éored – 2 companies70 points
- ⑥ Oathsworn Militia – 4 companies
Captain, Banner Bearer and Hornblower180 points
- ⑦ Oathsworn Bowmen – 3 companies60 points

Rare Formations

- ⑧ Sons of Eorl – 2 companies90 points

Legendary Formations

- ⑨ Erkenbrand's Riders – 6 companies355 points

TOTAL1600 points



Once in combat the order in which you fight is very important and this is where the different model types, as defined in their profiles, really comes into play. Monsters strike first, then cavalry and finally infantry. Models of the same type strike simultaneously. 'The order in which you fight is important, because as casualties are caused this reduces dice for the companies that have yet to roll. But within this strict order is a tidy little self-balancing system I'm quite proud of. As a general rule monsters excel at slaying cavalry, while cavalry are good at killing infantry and infantry use their numbers to bring down monsters. So the order system allows the troop type to strike out against their natural bane, hopefully reducing their effectiveness before they hit you,' says Mat.

All that we've talked about assumes that no Heroes are present, sticking their heroic oars into proceedings. 'The Lord of The Rings is all about the Heroes,' enthuses Mat, echoing Jeremy's earlier comment. 'Even the mighty battles of War of The Ring are heavily influenced by Heroes such as Aragorn, Gandalf and Legolas. Evil, too, has its heroic counterparts in the form of the Ringwraiths, Saruman and even Orc characters like Gothmog. It's these heroic (or downright unheroic in the case of Evil) characters that make The Lord of The Rings so special.'

Heroes work in a very similar manner to the Strategy Battle Game in that they can expend Might points to alter dice rolls and interrupt the normal sequence. Heroes also have hefty profiles and special rules that can directly affect

fighters, shooting and so on. 'Broadly speaking you've got two types of Hero. There are unnamed and minor named characters that can be bought to upgrade a company and add some much-needed Might and bonuses to Fight and Courage profiles. Then there are Epic Heroes; these are the guys that wield real power and can turn a battle on its head with some clever use of their Epic actions.'

'Players of The Lord of The Rings will already be familiar with Might and, if anything, its use is expanded here as it can influence any dice roll that involves the Hero. For example, earlier we mentioned that charges are not a sure thing. Well, Heroes can spend Might to make sure that crucial charge reaches the enemy. All Heroes can spend Might to perform Heroic actions. These are normally used to take that formation out of the normal game sequence. So, for instance, a Heroic Move will allow a formation to move first even if that side doesn't have priority,' adds Mat.

However, it's when the conversation turns back to the Epic Heroes that Mat gets more animated, as he explains: 'Epic Heroes are those characters that have the power to turn an entire battle on their own, Aragorn is a classic example of a Good Epic Hero, while the Witch-king is the Evil equivalent,' continues Mat. 'Epic Heroes can do everything other Heroes can do, in fact their Might is usually higher so, if anything, they're better at it. But on top of that they have a host of other special rules and abilities, the first of which is that they can move between

MARCHING TO WAR

Movement trays are an important part of the game, allowing you to manoeuvre your forces easily. Here we look at making your own.

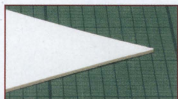
Movement trays are plastic or card sheets that are placed under companies so they can be moved as a single tray instead of handling each figure individually. Even more importantly when playing War of The Ring, movement trays keep models organised into companies of two cavalry or eight infantry. It is especially important to designate which models are part of which company as it is at the heart of a number of key rules, such as measuring the number of hits a company can sustain.

Making Your Own Movement Trays

Many hobbyists like to make their own movement trays – just take care to cut out your bases consistently, as formations will look better if their companies are all on the same sized movement trays.

Minimum Sizes

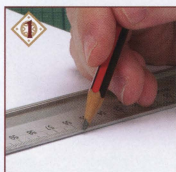
TYPE	WIDTH	DEPTH
Infantry	110mm	60mm
Cavalry	90mm	50mm



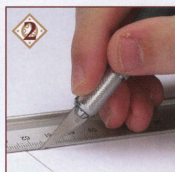
Plasticard is available from many hobby shops and comes in a range of sizes and thicknesses.



Alternatively, card can be obtained from an art supply shop, or just cut from cereal packets!



Using a straight edge and some careful measuring, this sheet of plasticard has been marked out as an infantry tray.



Using a craft knife and a straight edge, cut out the bases. They may then be textured and painted, as shown below.



Adhesive putty can be used to temporarily affix models to the tray.

TREE HERDERS

Within the ancient Fangorn Forest live the Ents, the tree-shepherds of Middle-earth. These peaceful creatures have been roused to war by the treachery of Saruman and the encroaching shadow of Sauron.



Ents have the *Hard To Kill!* rule. This means they don't have wounds as such, but for every 2 hits the enemy scores it gets to roll on the *Hard To Kill!* table. Each time you roll on the table you increase the chance of felling the creature.



One of the best games I've ever had was the Ents' assault on Isengard. It's a testament to the system that it ably coped with a force consisting entirely of Ents as they attacked the Orcs guarding the dam. The Ents won, smashing the dam, but that led us to wondering what should happen next, and so models are being painted as we speak to enact the next battle,' Jeremy says.

And that sums up exactly what *War of The Ring* is all about – it's more than just a rules set for playing legendary battles in the war-torn lands of Middle-earth, it's fertile ground for your imagination.

Online support for *War of The Ring* includes:

- 'Extended' design notes with Mat Ward.
- Online battle reports.
- Quick-start playsheet for the game.
- Modelling – making your companies unique.
- Heroes tactics – getting the best out of Might.

www.games-workshop.com

companies allowing them to get to where the fighting is thickest or, alternatively, escape from certain doom! They also have access to a pool of abilities called Epic actions. Different Heroes have different combinations of these but all are devastating in their own way. For example, there's one called Epic Strike that will give the Hero a Fight value of 10 until the end of the phase, or Epic Challenge that will force a target character to make its way into combat if they fail a Courage test!

Magic is also predominantly the realm of Epic Heroes, although less powerful characters, such as Goblin Shamans, can conjure the odd spell too. It makes for a great tactical element. 'A crucial turn when a spellcaster uses the correct combination of spells can even determine the outcome of the battle,' says Mat.

After discussing the nitty gritty of the rules, we turn to the matter of assembling an army. 'There are profiles and rules for every The Lord of The Rings model we've ever done, except for Gandalf's cart,' proclaims Mat. 'So there's no extra supplementary material needed, you can organise your army straight away.'

“No Hobbits were harmed in the making of this game – no matter how hard I tried...”

Build Me An Army...

'I've tried to make building an army as easy as possible,' says Mat, 'whilst allowing plenty of options. All you need to do is get your models onto movement trays to form companies of eight infantry or two cavalry. I've split the entire The Lord of The Rings range into ten factions, and within each the companies are generally divided into Common and Rare formations. The simple rule is that you may not have more Rare formations than Common. There's also a third category called Legendary formations and you can only have one of each of these in your army, because they contain great Heroes or famous companies who are, as their title states, "legendary" and are therefore unique!'

Jeremy and Mat have worked together throughout the book to ensure that every page oozes character and flavour, from the rules to the scenarios to the fantastic miniature showcases. This is no more true than in the hobby section, which was ably written by Jeremy. In this section you'll find a wealth of material dedicated to scenarios inspired by the book and films. There's hobby advice, battle reports, terrain modelling, and tips on creating your own scenarios and battlefields.

'It's no coincidence that we chose this era of Middle-earth to set a game of massed battles in,' says Jeremy. 'You've got the obvious battles covered by the movies, but we mustn't forget it was the whole of Middle-earth that was under threat. To that end you'll find detailed scenarios for the Siege of Lothlórien, Cair Andros or Dáin's Last Stand. I love linking games into a campaign, so there's loads of advice on how to do this, from replaying the whole of the *War of The Ring* to following just one narrative branch, such as the fate of the Dwarves, if that better suits your miniatures collection.'

In this way you can find a like-minded opponent with a complementary force and create your own tale. 'A series of battles between Dol Guldur and Lothlórien is one such classic example, the battles between the Orcs and Elves getting progressively larger as the players build their forces.'

Example Battle:

THE BLACK GATE OPENS

The final battle of the War of The Ring happens in the very shadow of the entrance to Mordor, the dreaded Black Gate. Here's how it looks on the gaming table.

It is the final gamble, the last throw of the dice for the forces of Good. Some of the mightiest heroes to walk Middle-earth have assembled before the Black Gates of Mordor, there to directly challenge Sauron and draw his gaze upon them. If they succeed, the Dark Lord will remain unaware of Frodo's presence long enough for the Hobbit to undo The One Ring in the fires of Mount Doom.

The Black Gate is one of the final scenarios presented in War of The Ring, which allows you to relight the epic climax of The Lord of The Rings.

When we played this scenario here in the Studio, we saved it till last. We were all eager to see if we could recreate the hold off against the encroaching hordes long enough as Aragon and friends did in the films, or prevail where Sauron had failed and bring the Free Peoples low in front of the gates of Mordor.

We played the scenario on this spectacular board made by the Studio's expert model makers, and rounded up every miniature we could find! As you can see from the pictures, the game used all eight surviving Nazgûl, fifteen Trolls, six Eagles and a whole host of Good Heroes. Yet, despite the sheer number of models on the table, the game ran smoothly – hats off to Mat and Jeremy!

The scenario is stacked against the forces of Good right from the start, making for a tense and exciting game. The Good players need to last at least six turns, at which point they start rolling to see if the One Ring is destroyed. The Evil players task is no easy feat either – they must wipe out every single Good model!

In our game, the forces of Good managed to hold on for long enough, our brave Minas Tirith Warriors hanging on just long enough for Frodo to destroy The One Ring.

This small force from Gondor and Rohan are all that stands between Sauron and the fate of Middle-earth.

Just when things look bleakest, Gwaihir and the Great Eagles arrive to bolster the forces of Good.

No less than 15 Trolls were used in the game – we had to beg, borrow and steal them from around the Studio!



The greatest Heroes of the age are gathered at the Black Gates, ready to lay down their lives to buy Frodo time to reach Mount Doom.



For more inspiring War of The Ring set-ups see page 94.

This impressive scenario gives you the opportunity to use all eight of the remaining Nazgûl in one battle.

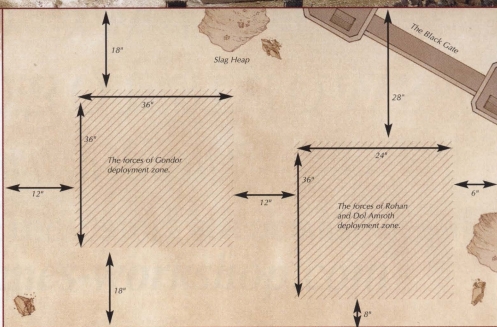
The Black Gate swings open and a host of Orcs pours forth.

The Battlefield

The game is played on a board roughly 8' x 6'. The board is kept reasonably terrain free, so that the hordes of miniatures have room to manoeuvre about. A few scattered hills and withered scrub have been dotted around, and the Black Gate itself dominates the corner of the board.

The forces of Good are roughly split in two and deployed in two discrete areas of the board, surrounded on all sides by approximately twice as many points' worth of Evil models.

The Good side has one objective – survive long enough for Frodo to reach the summit of Mount Doom. Evil has to wipe them out before he does so!



WAR OF THE RING

IN-STORE THIS MONTH

“Let this be the hour
when we draw
swords together.”

- Théoden, *The Two Towers*



THE LORD OF THE RINGS

STRATEGY BATTLE GAME

April signals the release of the new War of The Ring game for The Lord of The Rings, and with it, the legions of Middle-earth go to bloody war!

War is coming to Middle-earth 4th April

This weekend all our Games Workshop stores are holding a huge celebration for the release of the new War of The Ring game. These brand new rules allow you to play bigger games with your The Lord of The Rings miniatures collection, as well as giving you the chance to add further ranks of Uruk-hai or squadrons of Rohirrim to your forces; and this will be your first chance to get your hands on the exciting new tome.

There will be all manner of hobby activities including gaming, painting and army collecting advice, and chances

to pit your forces and cunning against all-new opponents.

However, we could not let such a momentous release pass without a party and our stores will be laying on Lembas Bread and Entwater (cake and drink), as well as holding all sorts of competitions, giving away prizes and making this a day to remember!

To find out what amazing activities and celebrations are going on in your local Hobby Centre get down to the store and have a chat to the staff. You can also make sure you don't miss out by reserving your copy of the game!

RING YOUR LOCAL STORE FOR DETAILS!
www.games-workshop.com

TITAN KILLER!

The elite of the Imperial Guard's Titan-hunting Shadowwords

Liber Apocalyptica is an irregular column that provides ideas and inspiration for your games of *Apocalypse*. This month Andy Hoare looks at the Shadowword super-heavy tanks of the Imperial Guard, including a famous Shadowword commander and an entire battle formation.

The Shadowword super-heavy tank is a massive fighting machine, more akin to a mobile fortress than a mere tank. It is crewed by a dozen or more men who operate its fearsome battery of weapons, control its engines and direct its ponderous movements. The Shadowword is as large as a bastion and weighs upwards of a thousand tons.

Shadowwords are used to provide strong points in the battlelines – mobile fortresses which break the force of an enemy attack. Shadowwords also play an essential role in the attack, slowly rolling forward, breaking the back of the enemy with overwhelming firepower.

The main armament of the Shadowword is the mighty volcano cannon, a weapon so powerful that it can punch through the armour of any other tank on the battlefield. Indeed, so massive is the weapon that others like it are used to defend planets against attack from space, firing through the atmosphere against landers and low-orbit vessels. The primary target for the Shadowword is an enemy Titan, and it is the battle against these mighty war machines that the Shadowword crews are trained for.

It takes a lot of time and logistical resources to move a unit of Shadowwords from one warzone to another and to position them on a battle front. This makes them a strategic weapon, the deployment of which must be ordered and coordinated at the High Command level.

Shadowwords are organised into regiments, normally consisting of ten or eleven Shadowwords plus a huge flotilla of support vehicles. The regiment's commanding officer, typically a colonel, will be mounted in the headquarters Shadowword, and he may be supported by a second-in-command, commonly a major, in his own vehicle. The remainder of the regiment will be organised into three companies of three vehicles each. The lead vehicle of each company is commanded by a senior officer, such as a captain, and the remaining two vehicles in each company are each commanded by a junior

officer such as a lieutenant. In practice, it is rare for a single company, let alone an entire regiment, of Shadowwords to take to the field together. Such deployments only occur in the most dire of circumstances, when the Imperial Guard faces a concerted attack by formations of enemy Titans. More commonly, the individual vehicles are dispersed amongst friendly forces, providing defence against enemy super-heavies at every point in the Imperial battleline.

Major Korren – The Hero of Anthrand

Pious Korren was born into a family steeped in a history of service to the Imperial Navy. His father was executive officer of the battleship *Sea of Glass*, and his father's father was the rear admiral of *Battlefleet Justicar*. It was a great disappointment to his family that the young Pious showed no aptitude or interest whatsoever in void-borne combat. His family members used all the influence they could bring to bear to ensure the young man received a commission and a prestigious post aboard a frigate operating out of St. Jowen's Dock in the Armageddon system. Alas, it was to no avail, and in scant time the young officer was finding himself before disciplinary hearings following a number of incidents in the officers' mess. The matter came to a head during an inter-fleet officers' soiree, when Pious struck a visiting commodore in retaliation for a particularly cutting jibe. Pious was immediately ejected from the refectory, and the very next morning was given the choice of summary dismissal or a court-martial before the Fleet Commissariat.

Then, as if things could get any worse, Ghazghkull Mag Urak Thraka launched his second invasion of the Armageddon system. The young Pious petitioned his officers to allow him back aboard his vessel, but they dared not risk the wrath of the Commissariat. Pious had no alternative but to evacuate St. Jowen's Dock alongside

“The main armament of the Shadowsword is the mighty volcano cannon, a weapon so powerful it can punch through the armour of any other tank.”



all other non-essential personnel, and within a week found himself at the besieged Hive Volcanus on Armageddon Prime. Raging against fate and ashamed of his actions, Pious made straight for the nearest Armageddon Ash Waste Militia depot and signed up. Despite his failure as a Navy officer, Pious proved an exemplary officer cadet of the ground forces, and was soon commissioned as a second lieutenant assigned command of a Leman Russ squadron. By the end of the war Pious Korren was one of the highest-rated tank aces in the entire Steel Legion, having scored hundreds of Ork vehicle kills, including three confirmed destructions of the fearsome Ork Stompa.

The Iron Saint

Pious commands a Shadowword called the Iron Saint. He is extremely proud of the fact that the vehicle has never been 'shot from under him' and regards with disdain those aces who take pride in the number of tanks they have lost in action. The Iron Saint bears the grey and green ash waste camouflage of the Armageddon Steel Legions, augmented by his personal heraldry and dozens of distinctive kill markings.

The Crew

Over the course of the Third War for Armageddon, the crew of the Iron Saint went from a band of inexperienced rabble to a highly skilled group of veterans. Every member

of the crew made himself indispensable, and Korren stated on many occasions that none of the numerous medals awarded to him could have been earned without the efforts of every single member of his crew, from the ex-convict 'Tricky' Santuk, whose skills as chief driver allowed the Iron Saint to advance in amongst a Stompa Mob and disable all three enemy walkers with rear shots, to the chief gunner, 'Grox-eye' Makony, who once put a volcano cannon shot into the blazing red, left eye of a Gargant from a range of seven kilometers. Other crew members include Crew Chief 'Gruff' McGruff, whose strict regime has kept discipline in the face of overwhelming odds, and the cook, Private 'Grot' Olkin, who once took over the main gun when Grox-eye was wounded in action, and with it destroyed five tanks, three of which even belonged to the enemy.

The Curse of Gun Four

The port-side sponson heavy bolter, known as Gun Four, is believed by the crew of the Iron Saint to be cursed. It appears that this superstition is borne out by fact, for very few gunners have survived an engagement in that position. It has become a tradition amongst the crew that any new member serve at least one battle manning Gun Four, as a form of rite of passage. A long list of names is painted on the sponson, a memorial to the many gunners that have died in service.



The Battle of Anthrand Plain

It was on the featureless wastes of Anthrand that Major Pious Korren and his crew truly earned their place in the annals of Armageddon's official histories. The Iron Saint was refuelling and reprovisioning at a logistics base south of the Death Mire defence line when the Orks unleashed an armoured thrust from an entirely unanticipated quarter. As an entire mob of Stompas and dozens of Battlewagons struck north towards the Imperium's exposed flank, Korren found himself as the only man who could avert an unprecedented disaster. Knowing he had no time to await reinforcements, Korren set out on a direct course for the Ork armoured column, spotting the lead Battlewagons as the sun set. Over the next eight hours the lone Shadowword engaged the Ork force one vehicle at a time, firing over infrared sights before moving, locating another target and firing again. Shot after incandescent shot lanced out of the darkness to destroy enemy after enemy. Soon the gunner had no need of his infrared sights, the glow of burning vehicles illuminating the battlefield to such an extent that he could fire over open sights. By the time the sun rose the next morning the Anthrand Plain was scattered with the blackened wrecks of Ork Stompas and Battlewagons littering an area several hundred square miles. Korren was awarded a chest full of medals, and declared the greatest tank ace the Armageddon Steel Legions had ever produced.

Visit our Website

You can download datasheets for the Shadowword and other Imperial super-heavy tanks from our website, along with datasheets for every other race.

SHADOWSWORD DOMINATION FORCE POINTS: 200 + MODELS

Although Shadowwords rarely deploy together as a single battlefield formation, a number of units based around a single Shadowword have been approved by the Tactics Imperialis. One such formation is the Shadowword Domination Force. This particular unit type is first recorded as having been fielded against the second Dassinite Uprising in 334.M40, although a number of scholars claim to have traced its origins to the tumultuous wars of the Age of Apostasy.

The Domination Force embodies the application of naval tactics, and is used when fighting across open, flat deserts and wastes. The unit is centered upon a single Shadowword, which is the primary command platform of the whole force. Formed up around the Shadowword, in

such a manner as to protect and support it, is a second echelon, consisting of escorting Leman Russ battle tanks. Further out, forming a protective screen around the larger vehicles, are a number of Sentinel scout walkers.

The force is able to dominate a large region of a warzone, for it is able to launch fearsome, mobile attacks and is a very difficult target for most foes to engage. To attack the Shadowword itself, an enemy must first break through the expendable Sentinel screen, as well as the battle tank escorts. Many Domination forces field a support echelon of Hydra flak tanks that are able to protect against aerial attack, and some even have a wing of Chimera-mounted infantry, who specialise in actions against enemy vehicles and infantry in the manner of ship-to-ship boarding parties.

Shadowword Domination Force

Sword of Cadia



Emperor's Fire



Annihilatus



Scars of Viscea VII



Kasr Lukas



Squad Renick



Squad Zugar



FORMATION:

1 Shadowword super-heavy tank
3-6 Leman Russ Battle Tanks
0-2 Hydra Flak Tanks

0-3 Sentinel Squadrons
0-4 Infantry Squads in Chimera
armoured transports

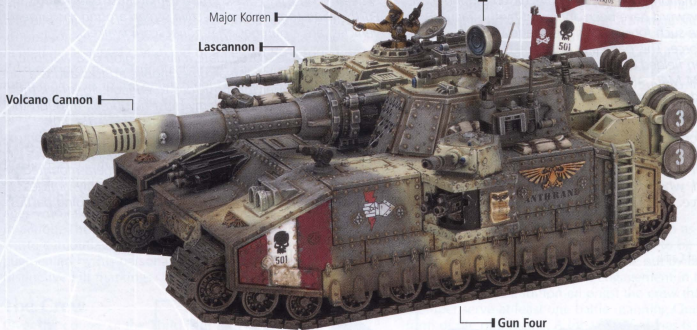
SPECIAL RULES:

Tank Fleet: All Leman Russ battle tanks and Hydras in the formation must keep within 12" of the Shadowword. All Sentinels and Chimeras must keep within 12" of a Leman Russ. Any immobilised or stunned vehicle may drop behind, but must move as fast as possible to get back within range if and when it has the chance to do so.

Piquets: The hard truth of service in a formation such as this is that unless you are a crewman on the Shadowword you are there to die protecting a more important vehicle. Any structural damage result on the Shadowword may be taken as a vehicle destroyed result on a Leman Russ or Hydra within 12". Any vehicle destroyed result taken by a Leman Russ or Hydra may be assigned to a Sentinel instead.

THE IRON SAINT

POINTS: 850



ARMOUR			
BS	FRONT	SIDE	REAR
4	14	13	12

UNIT: The Iron Saint

TYPE: Super-heavy tank

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT:

- Hull-mounted Shadowword volcano cannon.
- Two sponsons, each with one lascannon and one twin-linked heavy bolter.
- Hull-mounted twin-linked heavy bolter.
- Twin-linked pintle-mounted heavy stubbers.
- Searchlight and smoke launchers.

WEAPON	RANGE	STR	AP	SPECIAL
Shadowword Volcano Cannon	120"	D	2	Ordinance 1, 5" Blast, Destroyer, Primary Weapon
Lascannon	48"	9	2	Heavy 1
Heavy Bolter	36"	5	4	Heavy 3



SPECIAL RULES:

Veteran Crew: The Iron Saint has a number of key crewmen, each of whom confer a special rule on the tank. These rules are only in effect so long as the crewman is alive. A crewman may be killed when the tank suffers a structural damage damage result on the Vehicle Damage table. The Shadowword player rolls a D6: on a 1-5 the structure point is lost as normal, on a 6 a crewman is killed instead – pick one of the following as a casualty:

Tank Ace Major Pious Korren: The Iron Saint may make use of the Flank March Strategic Asset. In addition, while Major Korren is alive, the Iron Saint is counted as a scoring unit.

Driver 'Tricky' Santuk: Driver Santuk can keep the Iron Saint rolling no matter the terrain. The Iron Saint is never affected by difficult or dangerous terrain.

Chief Gunner 'Grox-eye' Makony: Grox-eye allows you to re-roll the result of any roll on the Super-heavy Damage table caused by the volcano cannon. You must accept the second roll.

Crew Chief 'Gruff' McGruff: Chief McGruff allows you to ignore the first driver stunned and gun crew shaken damage result taken in any turn.

Private 'Grot' Olkin: Should the volcano cannon ever suffer a gun crew shaken result, then the vehicle's lowly cook will take over the controls. Grot has a BS of 2, but using him allows you to ignore the damage result.

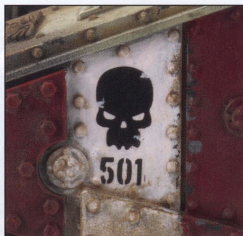
The Curse of Gun Four: The first time a weapon destroyed result is inflicted on the Iron Saint, it will automatically destroy the twin heavy bolter mounted on the left sponson.

MARKINGS OF THE IRON SAINT

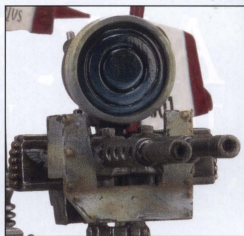
A super-heavy tank as famous as the Iron Saint will be adorned with all manner of honorifics. Nick Bayton converted this glorious model to represent it.



Major Korren, the hero of Anthrand himself, directing his crew from the top hatch. Nick used the Steel Legion Commissar model, cutting it off at the waist with a razor saw and gluing it to the legs of the Shadowsword Commander.



The regimental markings are displayed on the front of the tank, along with squadron insignia. The skull marks it out as the command tank. The panels are moulded onto the side panel, so Nick simply painted the stripes on directly.



The Iron Saint's pintle-mounted array. Nick used pictures of real tank weaponry as inspiration for mounting the various weaponry and equipment on the same mount - putting the heavy stubber on the turret hatch would detract from Korren.



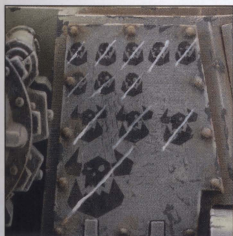
A memorial to the battle that defined the career of the Iron Saint, the Battle of Anthrand Plain. Nick made the memorial from the Baneblade transfer sheet, cutting out the individual letters and applying them one by one.



The infamous Gun Four, believed by the crew to be cursed. To represent the number of times Gun Four has been repaired Nick applied even more weathering to the sponson than elsewhere. The scroll is taken from the Empire Flagellant kit, and bears a list of names of former gunners.



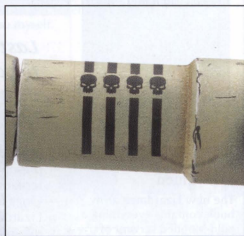
Legendary tank aces often display their personal heraldry on the hull of their tank. The individual letters are taken from the Baneblade transfer sheet once more, and the pegasus design is taken from the Grail Knights transfer sheet.



The armour plate next to the volcano cannon is adorned with kill markings, taken from the Ork transfer sheet. The small ones represent Battlewagons, the medium ones Stompas, and the large one a Gargant.



The Iron Saint's name is proudly displayed on the hull of the tank. As with the other names, Nick carefully cut the letters out of a transfer sheet. He cut as close to the design as possible, to reduce the amount of transfer film visible.



The markings on the barrel of the volcano cannon are taken from the Shadowsword transfer sheet. They denote the Iron Saint as part of the Steel Legion's 'D' Company.

WARHAMMER

WISDOM OF THE ANCIENTS

THE SECOND ALIGNMENT



Warhammer Armies: Lizardmen

The new Lizardmen army book contains everything a cold-blooded servant of the Old Ones needs to unleash war upon the younger races.

Last month Andy Hoare and friends gave us an introduction to collecting, painting and gaming with the Lizardmen. In part two of the article, we'll explore the wide range of opportunities collectors of Lizardmen have open to them.

Andy: Last month's article was all about presenting an introduction to those of you looking to become a servant of the Old Ones and begin to collect an army of Lizardmen. We talked to a number of different people about how they started their own collections, about how and why they painted their miniatures and what lessons they had to impart from their first few games.

In the concluding part of the article we'll be talking to those players again, this time finding out where they'll be taking their collections next. We'll explore the next steps in painting and modelling, talk about what Lizardmen players can expect if they take their army to a tournament, and look at the opportunities afforded to those wanting to play a Mighty Empires campaign set in Lustria.

NEXT STEPS IN COLLECTING

IAN STRICKLAND

Ian: I am planning on adding all of the various new Lizardmen releases to my army. Already in progress is a regiment of the spanking new Kroxigors, three Razordons, and the excellent Stegadon. I'm planning on making the Stegadon the centrepiece of the army, as befits such a mighty beast of war. I'm going for an Ancient Stegadon with giant blowpipes, but I've added some components from the Engine of the Gods to make it look really distinctive. After this, the new Terradons and lovely new character models will be finding their way to my painting table, ready for a lick of paint. I'm planning on a scaly 'air force' of ten of the winged terrors eventually!

I've already made a sizeable collection of jungle terrain for the army to fight across (as shown last month). Future projects include a spawning pool and some ruined monoliths. In fact, the only thing stopping me initiating a project for a full-blown temple-city gaming board is lack of space at home!

One conversion that has been bubbling away in my head for years is that of a siege tower mounted on the back of a Stegadon. The release of the plastic kit has set the creative juices flowing again, with thoughts of lots of rope pulleys and boarding ramps and several levels all crewed by Skinks firing poisoned weapons through vision slits.



MARK HAVENER

Mark: I've collected Lizardmen for a long time, but that doesn't mean that my miniatures collection is endless. I'm constantly updating my collection. I've probably owned about 10,000 points' worth of Lizardmen over my Warhammer 'career'.

That's a lot of models by most players' standards, but it's still a manageable collection. Well, manageable by my standards at least – my wife would tell you that her standards are a bit... different. Given that I have enough of a collection to field several armies, it might seem a bit surprising that I might wish to expand. And yet here I am, looking at the newest Games Workshop releases and planning my next unit – Saurus Cavalry. Once that unit is complete, I'll be looking into some of the new hunting packs.

Now, a pretty and varied army isn't enough for me... I want terrain to match my army! I was inspired to build my own temple-city. It took me a while to plan and build my own

version, but this year I finally completed the task. I've built smaller terrain projects in the past, but nothing this in-depth.

I wanted my games table to be transportable – I run Warhammer tournaments and games at conventions, and wanted to be able to put the lot in my car and travel with it. Thus the board is 4' x 6' (in three 2' x 4' sections) and has a stone road modelled into it. I've built a ruined temple, two spawning pools, and a large number of palm trees to accompany it. When it's all put together it looks fairly impressive, if I do say so myself.



A WORD FOR THE WISE - TOURNAMENTS

Many people enjoy the challenge of gaming so much they decide to test their mettle against other generals in a tournament. Wherever you live it's likely that there will be some manner of locally organised tournament or league being run, and if you don't know of any, just pop into your nearest Games Workshop Hobby Centre or independent stockist, as the staff there will be able to point you in the right direction.

The ultimate tournament challenge is the Throne of Skulls Grand Tournament, organised each year by Games Workshop and played in a number of heats, culminating in a final. In such an event you'll have the opportunity to pit your wits against many experienced and cunning opponents. Andy Smillie and Pete Foley are both seasoned veterans of many a Grand Tournament, and have taken to the field with the Lizardmen. So without further ado, here are some words of advice on taking your Lizardmen to a tournament.

Andy: With Daemons of Chaos and Vampire Counts butchering their way across the tournament scene at the moment, it seems that virtually everything I face is either Immune to Psychology or causing Fear, if not Terror! Lizardmen, unlike armies that are Immune to Psychology, can flee from chargers, allowing them to bait enemy units with Skinks before counter-charging with Kroxigors and

Stegadons. And, when the inevitable battlefield losses occur or a Terror-causing Dragon swoops down on your lines, their Cold Blooded rule means that on average your units will hold their ground – especially with a Battle Standard-bearing Slann nearby.

Under the previous edition of the Lizardmen army book, my army centred on a core of Skink Skirmishers backed by some hard-hitting Kroxigors, a powerful Slann and the obligatory Saurus Scar-Veteran with the Charm of the Jaguar Warrior. It did its best to run around the enemy, run away from the enemy, and eventually run through the enemy – after the enemy had been blasted by a hefty amount of magic and a hail of poison darts. With the new list I'm going for something completely different: blocks of Saurus infantry that will meet the foe head on. I'm normally not a fan of infantry armies; they tend to get shot up as they cross the field and don't stand up to being charged overly well. But now a point cheaper and with a better scaly skin save, Saurus are a much more attractive option. Couplet with their high Toughness value and the Cold Blooded rule they should be able to shrug off most missile fire and hold firm against a charging foe. My other reason for this change in emphasis is to counter the current trend in tournament armies towards small elite forces that hit hard but struggle against ranked-up units.



“My reason for this change in emphasis is to counter the trend in tournament armies towards small elite forces that hit hard but struggle against ranked-up units.”

Pete: Can the Lizardmen topple the current favourites on the tournament scene this year? Well, they certainly are tough but it's a little early to know exactly how well they will perform in a tournament environment. Here's my pick of the highlights from the army list, which I'll be trying out on the tournament circuit soon:

1 Stegadons. These are big, Terror-causing monsters with an array of ranged weaponry that can stomp their way through most units with relative ease. On top of that, you can now field eight or more of these monstrous creatures in an army, so you can bet there will be a few of them stomping around at this year's GT.

2 Razordon Hunting Packs. These vicious monsters can hurl an astonishing amount of firepower with unerring accuracy. They are fast and flexible and able to move 6" then shoot a further 12". Their Stand and Shoot reaction is particularly useful for holding your flanks as you have to be an exceptionally tough enemy to weather the storm of attacks that greets your charge.

3 Kroxigors and Skinks. Fielding Kroxigors in units of Skinks is not only visually impressive, but also very effective in battle. With the Skinks adding a valuable rank bonus to the units and the hitting power of Kroxigors fighting with them, this unit is capable of going toe to toe with the toughest of enemy units. With

a very nippy Movement 6 they aren't easy to avoid either, so watch out for a few of these units this year.

4 Saurus. It seems unlikely that a regular Core infantry unit would make it into a list of units you'd expect to see at a tournament, but Saurus have had a much-needed boost to their profile and with the Slann no longer being the must-have choice for a Lord, a Lizardmen army with combat as its focus may be more popular than you think. With 2 Attacks and an improved saving throw, Saurus are a unit to be feared.

On top of these units there are a fair few other tricks up the Lizardmen player's sleeve this year. There are more special characters than ever before and there are certainly a few that will draw the eye of the tournament player. My pick of the special characters is Tetto'Eko, a Skink Priest almost as skilled as a Slann with the Lore of Heavens, he has some really excellent tricks to play on his enemies, such as redeploying units and getting the very best out of the Lore of Heavens. Watch out for Kroq-Gar as well – he's back and as tough as ever – as are Lords Mazdamundi and Kroak. Mazdamundi is a real tough cookie – not only is he a mighty wizard, but he rides a Stegaddon too!

The Lizardmen will certainly be a tough prospect and it will be interesting to see how they fare against such fearsome opponents as the Vampire Counts, Dark Elves or their hated enemies, the dreaded Daemons of Chaos.



CAMPAIGNS

The competitive style of play isn't for everyone of course, and many people prefer the story-driven approach that a campaign offers. While most campaigns tend to be set in a fairly non-specific part of the Warhammer world, playing a Lizardmen army affords the opportunity to set your campaign within the steaming jungles of Lustria.

The background presented in the army book provides all manner of ideas for battles and events that could be played in a campaign. The Lizardmen have a number of 'traditional' enemies who make for classic antagonists – Daemons of Chaos, Warriors of Chaos, Skaven and Dark Elves, for example. If you have players of some or all of these races in your gaming group then you have a great opportunity to get a campaign going.

Mighty Empires

The ideal tool to run a campaign is the Mighty Empires expansion set. This provides you with a three-dimensional, modular map over which you can plot the progress of your army in the war against your foes. We asked hobby maestro Chad Mierzwa to assemble a Mighty Empires set with a distinctly Lustrian flavour (top right), and as you can see, he's excelled himself. Not to be outdone, Ian has made a Lustrian Mighty Empires board of his own (bottom right).



Chad built this beautiful Mighty Empires map of Lustria for an as-yet-to-be-played campaign. He started by photocopying a map of Lustria from the Lizardmen army book, blowing it up to a much larger size. Focusing on just one area of the map, he built the basic structure of the map with Mighty Empires tiles. He then cut the map to shape and mounted it on a piece of foam card. The coastline and islands were made from modelling putty. Chad carved the foam card with a Hobby Knife, cutting ridges into it to represent stone flags, and weathering the edges to make it look worn and ancient. The finishing touches were some glyphs from the Lizardmen Glyphs Bitz Pack, before he painted the map.

LIZARDMEN IN MIGHTY EMPIRES

Jervis Johnson: If you take a look at the Mighty Empires section of the Games Workshop website, you'll find a whole host of optional, race-specific rules for your Mighty Empires campaigns. Here's a taster of the Lizardmen rules.

The Lizardmen are an ancient race, whose cities were built long before any other races walked the Warhammer world. However, their longevity and cold-blooded nature means they are less interested in expanding their empires or building new cities than most other races. To reflect these qualities the Lizardmen start the campaign with four tiles rather than one. Select the first tile normally, and then place a city marker in any three tiles adjacent to the first. On the other hand, it costs the Lizardmen double the normal number of empire points to claim or conquer a tile, or to build a new marker (raids still only cost 1 point).

For more rules go to:
www.games-workshop.com

IAN STRICKLAND

Ian: I painted this up in the summer for a yet to be started campaign! This involved two rival Dwarf empires, Tomb Kings in the southern desert, and the Lizardmen realm on the coast centered on my own temple city of Tlaxcala, for which I've made my own temple city marker. I'm aiming to get the campaign kick-started next year, with the possible addition of some volcanic wastes tiles.



LESSONS LEARNED

IAN STRICKLAND

Ian: After a few games with my fledgling Lizardmen army, the main lesson I've learnt so far is to base the army around a strong core of Saurus Warriors and Skinks topped off with a Slann Mage Priest. The Saurus Warriors are some of the hardest Core infantry in the game, having only been bested by Dwarf Ironbreakers and those damnable Chaos Warriors in my games so far. This tended to be due to the enemies' superior armour saves rather than any lack of fighting ability on the Saurus' part though. I'm hoping that the improved scaly skin save may go some way to helping the Saurus' survivability as I've also suffered against armies that can field a lot of missile fire like the Dwarfs and Empire.

It's essential in this regard to use the Skinks as a skirmish screen for the more hard-hitting units like the Saurus. Always remember that it's the Saurus Warriors that are your game-winning units. Everything else in the army should be geared around making sure these guys get into combat as soon as possible. Try to have a couple of Skink units to put on your flanks. Poisoned attacks are very useful against troops with no armour, such as those pesky Warriors of Chaos Marauders and Warhounds.

Don't be afraid to shield your Saurus with the hulking Kroxigors either. The big fellas can soak up a lot of damage, and will be sure to frighten your opponent into throwing a lot of missile fire at them. I've also found the Kroxigors useful for tying up big gribblies on the flanks, thus protecting your centre. Remember, if these guys all die protecting your Saurus, then they've done their job.

Units like the Stegadon, Saurus Cavalry and hunting packs are best put on the flanks. Don't be shy with these chaps. Like the Kroxigors, they can soak up a lot of damage, and should instantly make a headlong run straight at the enemy. These creatures

are brutal once in combat, are Fear or Terror-causing, and will roll over all but the toughest of foes. Your opponent will expend a lot of effort to try to get rid of them, which means less attention paid to the Saurus. There are few greater joys in Warhammer than charging your Stegadon into the side of a big juicy enemy unit!

Then there's the Slann. Never leave home without one, especially against armies like Tomb Kings who will attempt to dominate the Magic phase. Even a Slann with no upgrades is one of the best magic users in the game, and his assistance is invaluable in softening up enemy units ready for the Saurus' powerful charge.

Don't hold back with your scaly host, for that way lies ignominy and defeat! The army excels in combat, so it is imperative to get your units into a scrap as soon as you can!

Ian Strickland's nascent unit of Kroxigors. As well as using them as part of Skink units, Ian intends to use them as standalone units, employing them as a screen to protect his Saurus, as well as tying up the foe.



THE SKY'S THE LIMIT

So there you have it – there really is a wealth of opportunity in collecting the Lizardmen, whatever your own personal take on the Warhammer hobby. Some people get inspired by the background to play sweeping narrative campaigns, while others are attracted by the painting and modelling side of things. People like Andy and Pete are driven to test their generalship in grand tournaments while Ian enjoys the whole spectrum, from terrain making to campaigning.

I hope these two articles have provided those considering an army of Lizardmen with a good grounding as to what they can expect when entering the service of the Old Ones. And for those who have been collecting the race for some time, hopefully we've provided a glimpse of just some of the many new possibilities that exist.

Cheers!

Andy H



DAVE AND JERM'S

OLD WAR STORIES

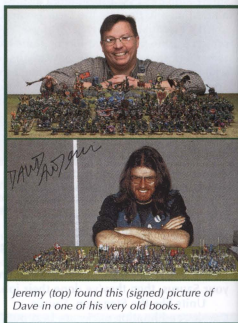
CAMPAIGNS, SCENARIO GAMES, AND GETTING STARTED...

They're steeped in wargaming knowledge. They've built up legions of painted armies. They've created more battlefields than they've had hot dinners. Dave and Jeremy are more than just old school – they're old...

Jeremy: Dave and I both play wargames in a beer and pretzel style, and keen-eyed White Dwarf editor Mark Latham thought this 'unique' (a nice word for 'nutty') perspective would make for an interesting series of short articles. We agreed to help out, although in hindsight this was because we thought Mark was actually offering us beer and pretzels.

We thought it best to base our articles on what we are doing right now – and this month that happens to be a Warhammer campaign. This is a fine place to start, as campaigns are one of the traditional staples for generating old war stories. It gives us a chance to talk about how we got our campaign started (or almost didn't, in this case) as well as show

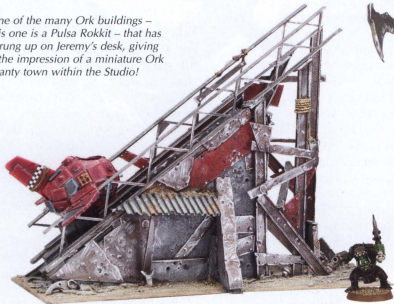
off some of the more offbeat rules, scenarios and hobby miscellany that Dave and I naturally gravitate towards. It also gives us a platform to speak about the joys of making up your own short-but-sharp scenarios. But be warned, one of the dangers of listening to veteran players who have 'been there' is that we all tend to alternate between droning endlessly about a subject and rambling wildly off-target on a tangent (see *Standard Bearer* elsewhere this issue for another example of eccentric rambling – Ed). I'm quite sure we'll manage to do both, but hopefully our forays into the importance of a well-lit gaming table, chairs with proper back support, and the like will be kept to a minimum.



Jeremy (top) found this (signed) picture of Dave in one of his very old books.

Jeremy Vetock (Jerm to his pals) has also been wargaming for quite a long time (since the early Iron-Age) and is nowhere near as tall as Dave. Since joining the Studio he's had a bit to do with the latest incarnation of Warhammer 40,000 and the new War of The Ring book, although he still claims his favourite system is Warhammer. Although admittedly not in Dave's league, Jeremy is no slouch with conversions, terrain, and the like. Lately he's been amassing his scratch-built 40K Ork terrain on top of his desk (sooner or later his boss will ask him to clean it up).

One of the many Ork buildings – this one is a *Pulsa Rokkit* – that has sprung up on Jeremy's desk, giving it the impression of a miniature Ork shanty town within the Studio!



One of the Trolls from Jeremy's burgeoning War of The Ring army, complete with arrows sticking out of him and the detritus of battle against the Rohirrim on its base.

Dave Andrews has been wargaming since the discovery of fire and his well-painted armies and stunningly detailed gaming tables have been in Games Workshop rulebooks, army books, and White Dwarf magazine for literally decades. Although acknowledged as an expert modeller, Dave is also an old pro at games mastering his own campaigns. A single battle on a Dave-designed battlefield is amazing, but a whole campaign run by such an überhobbyist is the wargaming equivalent of riding with the Valkyrie, the very stuff of legends.

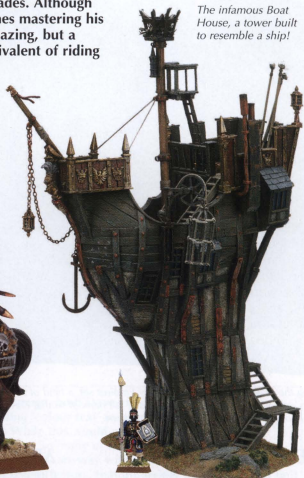


A more up to date picture of Dave, hard at work on another scenery piece.

The Elector Count of Talabecland, Helmut Feuerbach, extensively converted by Dave.



One of Dave's beautifully painted Handgunners.



The infamous Boat House, a tower built to resemble a ship!

REASONS TO PLAY

There are endless kinds of tabletop campaigns – more than enough to fill many books, but in our view it is more important to think about what you want out of a campaign than it is to worry about the rules. We were looking for some enjoyable battles of Warhammer, preferably trying our hands at inventing and playing some unusual scenarios. Both Dave and I have plenty of work and home-life commitments (and did I mention we're getting old?) so we thought a game every fortnight was about right, as it gave us time between games to prepare new scenarios, models and terrain. We both wanted to play in the battles ourselves and occasionally step aside to run special events for some friends and allies.

For myself, I wanted to start a campaign as an excuse to add more to my armies – new units, my own 'special characters', and terrain that I've always wanted, but never had time to make. Dave wanted to play different scenarios and see what we could do to explore more of the Warhammer background on the tabletop. We both wanted to get back to the kind of invented-on-the-fly

games we played growing up (see, a few paragraphs and we're already waxing nostalgic).

While there are many fellow enthusiasts in and around the Studio, Dave and I wanted to keep our budding campaign focused. This is not easy if you've got lots of potential players buzzing around – they all want to play and have a say in how the background is set up. It is possible to accommodate everyone, but this often happens at the expense of time and focus. Many will spend lots of energy explaining why the Tomb Kings are allied with the Ogres and fighting in Kislev without really setting the stage for the battles. Even worse, you could spend all your hobby time organising everyone or tracking dates where everyone can get together to play. Sometimes simple is better. Although a good rousing league or everyone-joins-in campaign is a great way to get lots of battles in, we really wanted to concentrate on trying out new scenarios and building an interesting storyline. Holding or destroying vital objectives, capturing enemy characters, and developing grudges sounded like the best games of our respective misspent youths.

So Dave and I decided to base our campaign tightly around armies and terrain we already had (or wanted to build) and focus the action on a singular event we wanted to explore – an Orc & Goblin army attacking the Empire. Doubtless we'd need some quick thinking, clever modelling solutions and on-the-fly rule making. Hooray – just what we were after! What could stop us now? Well... mainly us, as it turned out.

GETTING UNDERWAY

As Dave and I have been discussing our gaming ideas at length, it can be said that our campaign has been going on for quite some time. By 'going on' I mean we've been doing a lot of talking and planning. To be honest, theorising about a campaign is enjoyable and leads to loads of great conversations and ideas for future projects. But getting started isn't the same as playing. Despite knowing how easy it is to overcomplicate a campaign, Dave and I still managed to put off starting for an impressive amount of time (possibly the only thing harder than getting started with a gaming campaign is properly ending one).



Using the plastic tiles from the Mighty Empires set, a land of forests, rivers, towns, and fortresses was devised (all named) so that Dave and I could manoeuvre and battle over them.

WE NEED A MAP

The first physical thing we needed was a map. It is possible to simply draw one up, but the Mighty Empires tiles looked like too much fun to resist. So, not surprisingly, we delayed the start for another few weeks while we sorted our map out along with making some army markers. There was physical progress, however, which always furthers momentum.

Maps are really the centre of most campaigns. They allow the objectives to be seen and the armies to move on a grand scale. The forces on our tabletops didn't just appear there; they advanced over mountain passes, bypassed fortifications, and boldly marched deep into enemy territory. Once the map was completed, the campaign went from being an abstract concept (the Orcs & Goblins are attacking the Empire) to definitive actions with a place in the setting (the greenskins want to capture and loot the city of Toggenheim).

We wanted our campaign to be set in the Empire with loads of interesting features to fight over – things to defend, capture, or burn to the ground. Rather than abstract games about holding nameless hexes, we decided to ground our game firmly on the map. The Empire had to defend their cities, towns, fortresses and watchtowers. The invaders had to smash all asunder.

ARMY ROSTERS

Once we'd sorted out the look of our map, we needed to work out the armies that would move and battle across our landscape. This can be as complicated as you like. For our part, we agreed a few stipulations and then got on with it. Here are our rules:

Dave had five armies and small garrisons in the towns and watchtowers. I had seven armies to attack with. We have both allocated the armies but have marked their whereabouts in secret. So we both know the map – the location of towns, rivers, and defences – we just don't know where enemy armies are located. The counters will not appear on the map until they meet in combat, the enemy scouts them out, or, my Orcs & Goblins approach an Empire watchtower and are spotted (as we decided watchtowers can spot enemy armies in adjacent hexes).



Markers denote armies on the map. You could use numbered chits, but modelling or painting your icons in the colour of your army adds loads of character.

CAMPAIGN RULES

- 1 A map counter will represent an entire army. We wanted to use points values to limit armies, but instead went with the time-honoured 'feels right' rule. This is an unwritten gentleman's agreement to sensibly use the models in our collections (or we could borrow from friends) and not 'be a git'.
- 2 We tracked troops by the following generalised categories – infantry, cavalry or war machine. In other words, if one of Dave's army groups had 150 infantry, he could split that in any way between Halberdiers, Spearmen, Crossbowmen and so on. It wasn't necessary to write down any more detail than that, at least to begin with. Once that army had been bloodied in combat we would add more detail. In this way we didn't start off having to make exhaustive army lists, but could grow into them.
- 3 Any special characters or units – elites, upgrades, characters, and so on – would need to be marked. So heroes, Steam Tanks, Giants, and my highly touted Night Goblin elites (the dreaded Crimson Deathkaps) will have to be listed specifically.
- 4 Dave's Empire settlements, such as the towns and watchtowers, had garrisons. That is, they have permanent troops in them, even when an army counter is not present.

ARMY ROSTERS

ORC & GOBLINS ARMY

Under the brutal leadership of Warlord Grumskul Bonegrinda and his Badax tribe, many disparate tribes of greenskins have banded together to sweep out of the mountains and lay waste to the 'umies.

WAAAGH! GRUMSKUL AND HIS ARMY OF BADAX MUTHAKRUSHAZ

Led by overall Waaagh! Warlord and is Jeremy's largest army. Includes massive block of Black Orcs, three Wyverns, and a Giant.

WAAAGH! GRIZGUTZ STUNTYSTOMPA

Night Goblin warchief who wrote the book on sneakiness (but can't read). Includes the Crimson Deathcaps and a Squigasaur (which isn't converted yet, so this banner might avoid battle for a bit!).

RACKNID THE RANCID'S SCOUTY MOB

All mounted, Spider Rider heavy army. Contains a colossal spider monster.

GROD HEADCHOPPA

Black Orc Warlord and all-Boyz force.

UZ-ZOD'S CASTLE-KRACKAZ

Lots of catapults and heavy siege equipment, including a crude Stompa.

FUGNUTZ, NIGHT GOBLIN GRAND SHAMAN

Mad Shaman-led Squig and Troll heavy force.

SNORT OGBREFF.

WARLORD OF DA APORKALYPSE

Orc Boarboy Raiderz. Includes a Giant.

EMPIRE ARMY

COUNT ULRIC VON LUDENHOFF

The largest Empire force has many regiments of Knights in it, including the Knights of the Golden Lion.

THE GLORIOUS ARMY OF BARON CORNELIUS BOCH

All-mounted force with some Forestjaeger scouts.

REIKS-CAPTAIN GUNTHER SCHEIVERHASENBERGERSTEIN

Includes a large contingent of Reiksguard and the elite, but dour, 'Schwarzhelms'.

BARON MELKIOR VON LANDAU

Contains a Steam Tank and strong Engineer contingent with several experimental (mad!) bits of weaponry.

CAPTAIN GERHAT ROTT AND HIS FOOT ARMY OF TODHEIM

Primarily infantry, but also includes a lot of artillery.

In a campaign, both Dave and I find names and interesting 'colour text' to be more useful than points values. While this would never work for a balanced tournament, so many of our battles were inherently lopsided affairs anyway with defences, special rules, or other random factors, that the points were less useful in setting up a battle than knowing that the defending general was particularly brave or that the attacking commander was sneaky. It may sound a bit crazy, but give it a try with a trusted adversary – it is wonderfully liberating. We often find that after setting up a really interesting battle with special rules and background hooks we are as interested in our opponent's outcome as our own. Dave even suggested dicing off before the battle to see which of the two armies we'd play with!



BIG & SMALL ARMIES

The appeal of massive armies on a wargames table is obvious, but some of the best battles Dave and I could recall (after a lot of wargaming) have been about the scenario, not the size. Doubtlessly we'd have some colossal battles during our campaign, but we are just as interested in the many smaller and more detailed actions that invariably crop up. An epic sprawling slugfest of a game with a whole weekend to finish is something to put on a calendar and look forward to, but an evening's game of brilliant manoeuvres and heroic battles is just as memorable. We were looking for a pace of intertwining battles linking together and telling a story.

FIRST ENCOUNTER

With the starting positions agreed it was time for the first map moves. Army banners could only move a single hex but we decided that an all-cavalry force could travel two.

The greenskin invasion began when Warlord Grumskul led his masses over Dead Man's Gap. The Stunties were 'all played out' and he knew 'da 'umies is dat way'. But when Racknid the Rancid led his all Giant Spider and Giant Wolf-mounted scouting army to the outskirts of the walled town of Rottheim, true battle was about to begin. Count Ulric von Ludenhof had defended his lands against countless raiders; it was time to do so again...



Dave converted a watchtower commander to represent the brave Captain Sieghelm.

THE FIRST SCENARIO

The very first battle of our campaign is an example of exactly what Dave and I were after – a battle that got us both in gear to ‘make some more stuff’. While not radical, our armies were differently composed and deployed. Whatever the results, the battle would tell an interesting story. Here is how it all unfolded...

My scouting banner consisted entirely of cavalry and led by the formidable Racknid the Rancid had moved through Dead Man’s Gap and straight into the hex with the Sentinel Keep and the town of Rottheim. My plan was to destroy both, but I particularly wanted to take out the watchtower to blind Dave to my oncoming armies that would follow through the mountain pass.

We briefly discussed the forces we’d have to fight with, and together we invented a suitable scenario (on the fly of course, the discussion is part of the fun). My force would enter from the north and ambush the watchtower. The small garrison would try to hold out while alerting the town of Rottheim. A counterattack, led by the standing army’s Captain, the Imperial Officer Jurgen Agripa, was



Scenarios and campaigns are a great chance to create your own conversions and special characters. Racknid the Rancid and his spider brigade take the Empire Watchtower, but will they still have the hitting power to threaten the town of Rottheim?

ready to defend the walls or ride to aid the watchtower. But I added my own twist by leaving my Shaman off the table – I wanted him to conjure a magical fog (green-tinted, of course) that would blanket the watchtower and prevent it from signalling for help. A good rule of thumb for these sorts of ‘made-up-on-the-spot shenanigans’ is to make a plausible story and give both a benefit (slowing the Empire counterattack) and a downside (we would roll for the fog rolling back each turn and I would have no Wizard for the whole game).

The greenskins, at least those that passed their Animosity tests, swept onto the table and immediately threatened Dave’s watchtower. Dave’s initial round of shooting from the garrison was lacklustre, but we could just imagine what the shock of seeing 50+ Goblins riding Giant Spiders or Giant Wolves emerging out the fog did to the Handgunner’s aim! In classic Dave fashion he insisted I find wire wool to show the effects of the firing gunline, as he said, ‘it just looks so much better’. It was true, but was also indicative of the kind of battles we like best – winning is okay, but really it is all about the spectacle!

1 The bulk of Dave’s Empire army was behind the defensive walls of Rottheim, represented on Dave’s beautifully modelled board. They were not allowed to become active until the magical fog rolled back far enough for the greenskin attack to be seen. Would their counter-attack come in time to save Captain Sieghelm and his brave watchtower defenders?

2 Visibility for the scenario was limited to just 18" at the start of the game and would expand by 2D6" each turn. As 48" separated the tower from the defensive walls of Rottheim, Jeremy reckoned he’d have 2-3 turns to destroy the watchtower and advance towards the town.

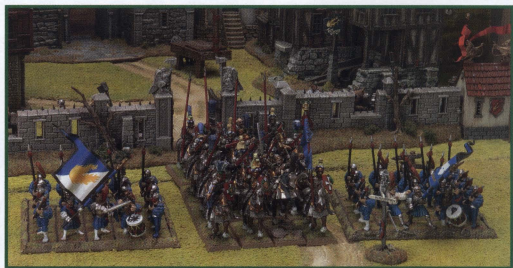


In the second turn Dave's gunline was brought into close combat, while Racknid the Rancid and his massive Spider assaulted the watchtower. Although the colossal beast crawled atop the edifice and slew four of the Handgunners, master of the tower Captain Sieghelm's leadership held firm and the Gargantuan Spider was forced to withdraw an inch from the tower. This meant I'd face another round of point-blank volley gunfire!

The Empire defence was stalwart, but by the end of the third turn the tower was mine. Racknid the Rancid howled his triumph – although only lucky saves kept him from being mowed down by an impressive 28 hits from Dave's Volley Gun. Captain Sieghelm had fallen in the defence.

In the next turn the fog rolled back and Dave's reinforcements entered the fray along with the three Great Cannons perched along the town's walls. I wasn't sure I could handle the force that was marching out of the gates. It got worse when a cannonball hit my already battle-worn Gargantuan Spider, slaying it easily. The battered beast fell off the tower (upon Dave's suggestion that it should fall like a Giant) and landed upon my largest unit of Spider Riders, killing three and seemingly crushing Racknid as well.

The last few turns got even worse. Reiksguard Knights chased off the Wolf Riders. Dave's Bright Wizard



The standing force of the good town of Rottheim managed to turn back the greenskins, but could they withstand the attacks that would follow? Or the avowed revenge of tiny, but spiteful Warboss Racknid?

decimated the Wolf Riders who were pursuing the fleeing Handgunners, and cannonballs took a toll. In our campaign casualties don't necessarily refresh, and my forces were dwindling rapidly. Dave could turn his slight victory into a major rout. So we did what all long-lived Goblin Warlords do... turn and flee.

Ten minutes later, after some minor campaign bookkeeping, our custom charts showed Racknid the Rancid was alive (having somehow survived being crushed by a huge spider). Even better he escaped back to my lines. Dave's tower master, the brave Captain Sieghelm, likewise survived, but was captured by me

(cue evil laughter – mwahahaha!). As characters are the lifeblood of our storyline, they rarely die but instead must roll on our hastily made up chart. They might actually be dead, but it is more likely they are injured, knocked unconscious, or the like.

So in the end it was a well-earned Empire victory, but not all bad news for the greenskins. The watchtower was destroyed and Racknid was alive where perhaps he didn't deserve to be. But victory be damned, the battle was exciting, different, and got our campaign going. The best thing about a good campaign game is that it leaves you wanting more battles. And, of course, more stories to tell.

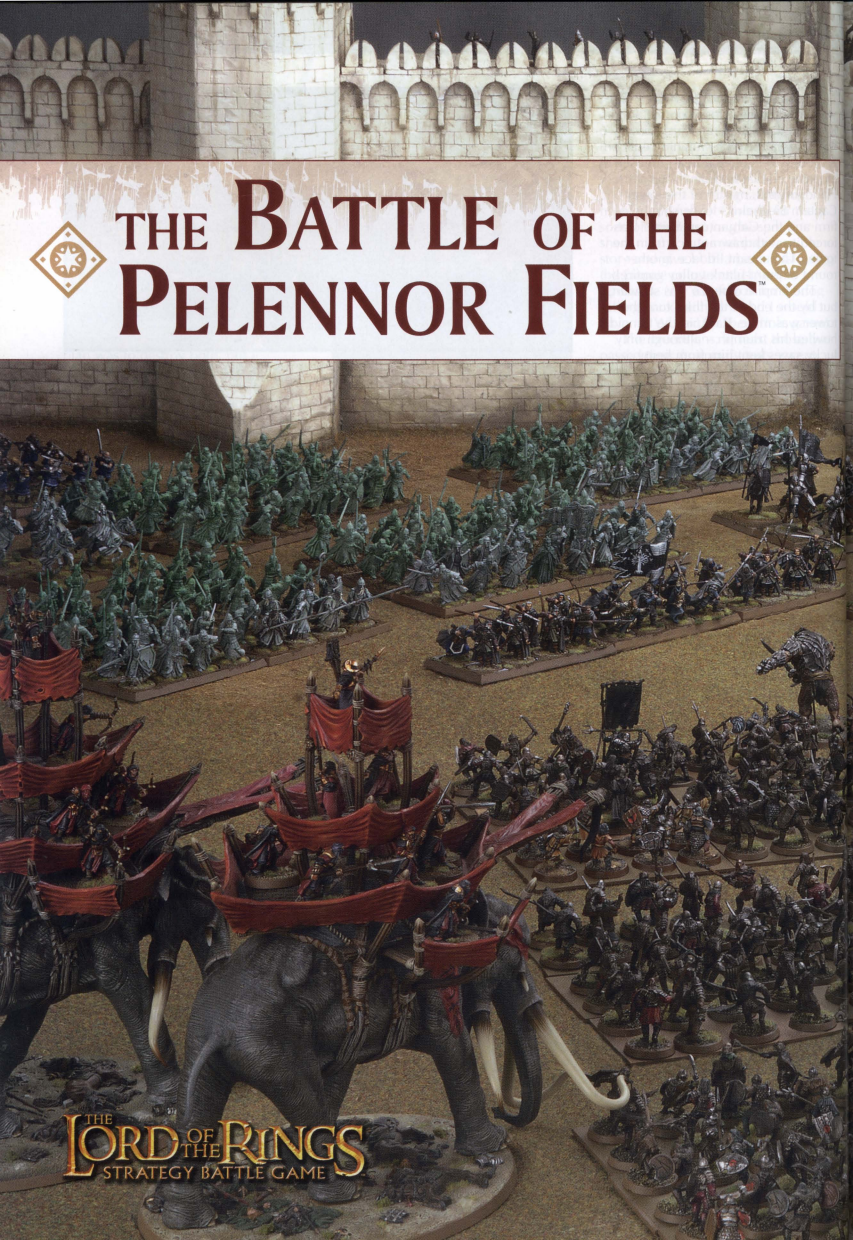
3 By the end of Turn 3 the watchtower garrison was destroyed or running, save for the Pistoliers, who tormented the rearmost greenskins for the rest of the battle. Jeremy's Wolf Riders and Boarboyz pursued the fleeing Empire troops onto the plain.



4 Both sides inflicted heavy casualties, but the greenskins took the worst of it. As they left the battlefield ('fled like cowards' according to Dave) they recovered fewer of their troops than the stalwart Imperial soldiers. Still, the watchtower had been captured and destroyed so it had been a costly victory for the Empire.

WHAT'S NEXT?

This is just the start of an irregular series, so be sure to check back in a few issues' time to see what Jerm and Dave get up to next.



THE BATTLE OF THE PELENNOR FIELDS™

THE
LORD OF THE RINGS
STRATEGY BATTLE GAME



WAR OF THE RING[™] BATTLE REPORT

War of The Ring is a game of massive battles in Middle-earth, and there's no battle as large or as legendary as the Battle of the Pelennor Fields – there was only one choice for the inaugural battle report of War of The Ring.

Sauron has unleashed his armies, and it is before the walls of Minas Tirith that the fate of the world will be decided. Gondor seems doomed, for its armies are few and its allies uncommitted. The forces of Mordor gather around the city's walls and outnumber the defenders many times over. It is only the stalwart presence of Gandalf and Imrahil that prevents despair overwhelming the defenders. As the enemy break open the great gate of Minas Tirith and the evil rabble prepare to sack the White City, horns sound in the west – Rohan has come. Then does the siege of Gondor end and a battle of legend begin.

So the scene is set for the Battle of the Pelennor Fields. We wanted this to be a no-holds-barred, gigantic battle to highlight just how durable the rules set is. To this end we took the Pelennor Fields scenario from the War of The Ring

book, and modified it to suit the battlefield we were playing on and the miniatures we had available. The Studio collection is considerable, so we took all the models we could lay our hands on rather than rigidly following force restrictions as written. The other difference between this game and the scenario in the book was a modification to the deployment areas – as we were using the massive Minas Tirith board in Warhammer World, we had to stretch the Evil deployment to fit the shape of the battlefield.

Players should never be afraid to alter the scenarios in our books, especially when playing big multi-player games like this where resources will be stretched. In these cases it's always better to get the scenario to fit around your collection, rather than trying to force your collection and gaming area to fit the scenario.



THE FORCES OF EVIL



Thralls of Sauron

Whether they are the big green muscled kind or the fell, dark-hearted creatures of Middle-earth, Jeremy Vetock seems to be obsessed with Orcs. In this battle, Jeremy is taking control of the Orcs and Trolls on the side of the board nearest the quay, and also controls the Siege Bows.

Graham Davey is the Studio editor, and hopes to prove that he's as deadly with the Nazgûl as he is with a red pen! Graham is a big fan of the Ringwraiths, and will be taking charge of them during the game, as well as some of the Orcs.

You'll be seeing even more of our man, Robin Cruddle, as he puts the Imperial Guard through their paces next issue. For now, though, he's in Sauron's thrall. During the battle Robin will be controlling the Haradrim and the Wargs menacing the Rohirrim, as well as the War Catapults.

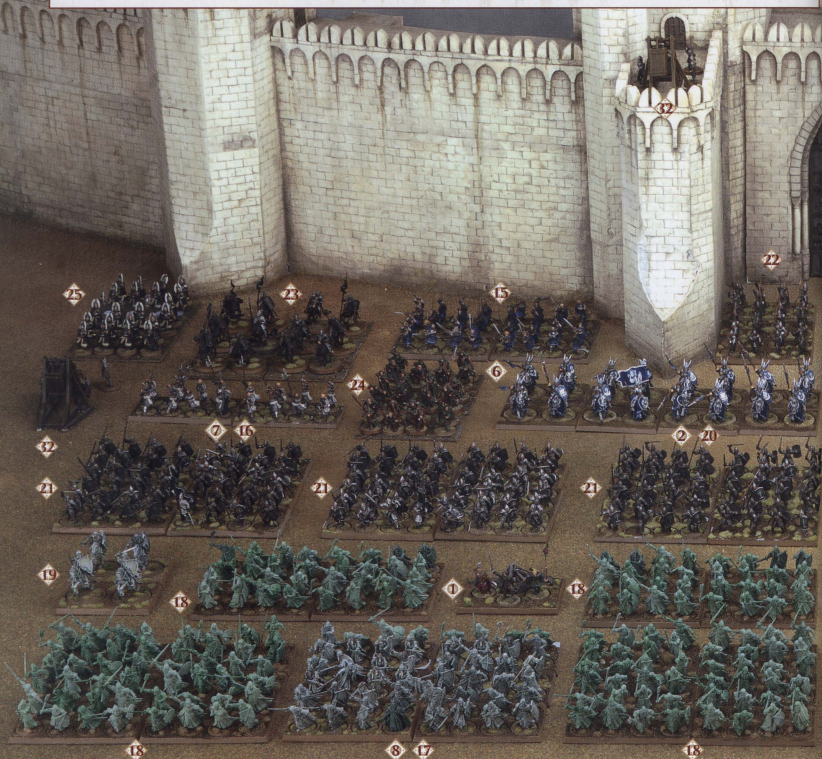
- 1 Witch-king on Fell Beast
- 2 Nazgûl on Fell Beast
- 3 Nazgûl
- 4 Gothmog
- 5 Suladân, the Serpent Lord
- 6 Mordor Orc Warband
- 7 Mordor Orc Warband with bows
- 8 Mordor Troll Chieftain
- 9 Mordor Troll Drummer
- 10 Mordor Troll

- 11 War Catapult Battery
- 12 Siege Bow Battery
- 13 Warg Rider Warband
- 14 Serpent Riders Warband
- 15 Haradrim Raider Warband
- 16 Haradrim Warband
- 17 Corsair Raiding Party
- 18 War Mûmakil of Harad





THE FORCES OF GOOD



Leaders of the Free Peoples

Alessio Cavatore is no stranger to pushing The Lord of The Ring models around as he spent a good few years in charge of the Strategy Battle Game. The horde of Rohirrim to the right are his.

Chris Peach painted many of the models that we were using today, so it seemed only fair to call him to action. Chris is in charge of the forces of Minas Tirith, and the Army of the Dead when it arrives.

Nick Bayton is one of our dedicated army painters. He's also quite a mean dice thrower, so he should take to War of The Ring like a Hobbit to a fried breakfast. Nick has control of a number of the Riders of Rohan, including Eomer.

For this game we've used the Fountain Court Guard to represent the Wardens of the Keys, and the Rangers to represent the Blackroot Vale Archers.

- | | | |
|------------------------|-------------------------------|---------------------------|
| 1 The Three Hunters | 15 Elfhelm | 22 Minas Tirith Archers |
| 2 Prince Imrahil | 16 Grey Company | 23 Minas Tirith Knights |
| 3 Elladan | 17 Clansmen of Lamedon | 24 Blackroot Vale Archers |
| 4 Elrohir | 18 Axemen of Lossarnach | 25 Wardens of the Keys |
| 5 Halbarad | 19 Court of the Dead King | 26 The King's Guard |
| 6 Angbor the Fearless | 20 Warriors of the Dead | 27 Erkenbrand's Riders |
| 7 Forlong the Fat | 21 Riders of the Dead | 28 Riders of Rohan Eored |
| 8 The King of the Dead | 22 Oathsworn Militia | 29 Oathsworn Militia |
| 9 Théoden | 23 Swan Knights of Dol Amroth | 30 Royal Guard |
| 10 Gamling | 24 Minas Tirith Warriors | 31 Battlecry Trebuchet |
| 11 Eomer | | |
| 12 Erkenbrand | | |



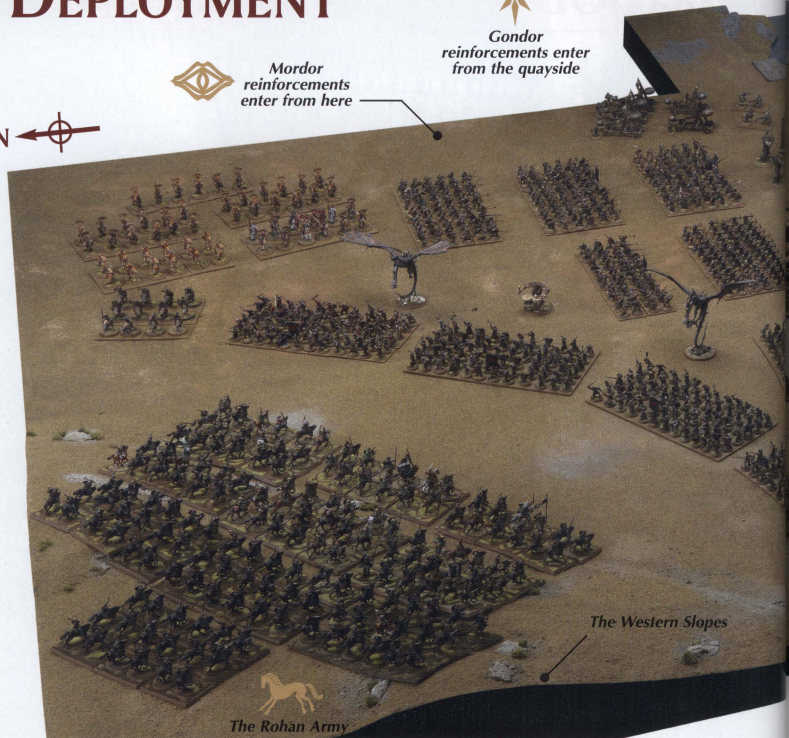
DEPLOYMENT



Mordor reinforcements enter from here



Gondor reinforcements enter from the quayside



The Rohan Army

The Western Slopes

As stated in the scenario rules in War of The Ring, Pelennor Fields is such an unwieldy battle due to its size that it's best to use the scenario and force lists as guidelines and tailor the game to the models and resources you have available, so this is what we've done.

The Good forces have been broken down into three separate armies and this will have a bearing on when and where they appear on the battlefield. The Rohan force contains all the Rohirrim formations as well as Heroes such as Théoden, Éomer, and a hidden Éowyn and Merry. This force starts the game on the western slopes. The second force is the Men of Gondor led by Prince Imrahil and they sally out from the great gate of Minas Tirith during the first turn onwards. The third Good army contains Aragorn, Gimli and Legolas, the Grey Company, the Clansmen of Lamedon led by Angbor, and a large contingent of the Army of the Dead. They can enter play along the Harlond Quayside from Turn 3.

The Evil armies are split into two forces. The besieging army contains the Witch-king and Ringwraiths, Gothmog and the hordes of Orcs and Trolls from Mordor, and other beings under Sauron's thrall. The counter-attacking army is made up with more Orcs, Haradrim and no less than seven Mûmakil. The counter-attack can enter play from the north-east corner in Turn 3.

The massive battering ram, Grond, and two siege towers were placed on the battlefield but these were for aesthetics and would be treated as moving pieces of scenery that are impassable during the game. Jeremy rolled them forward at the start of each turn, towards the walls.

We decided to keep playing until the battle came to a natural conclusion and a victor was clear. The only stipulation is that if the Good side loses nine of their Heroes then they cannot win although they may fight on for a draw. Due to his importance Aragorn counts as two slain heroes when working out this tally.

Harlond Quayside

Gate of
Minas Tirith



The Gondor Army
enter from the gate

SCENARIO SPECIAL RULES

The Moment of Destiny

Aragorn and Théoden both gain the Touched by Destiny special rule in this scenario.

The Charge of the Rohirrim

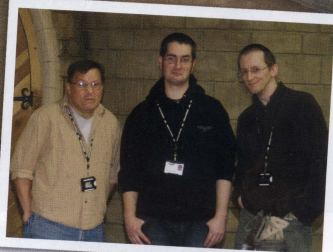
The Good side always gains priority for the first turn, and so the Battle of the Pelennor Fields always begins with the Charge of the Rohirrim. For the first two turns of the game, all mounted formations of Rohirrim are considered to automatically pass their Earth-shaking Charge tests (as if they had rolled a 6), there is no need to roll.

I Am No Man

Éowyn has sung her death song and is expecting to meet her end in battle. She is unaffected by Terror in this battle (even if her formation fails, she will never be affected). Additionally, she may call an Epic Duel for free against any Ringwraith (with no need to spend a Might point). During Epic Duels with any Ringwraith Éowyn may add +2 to her rolls, which may be combined with her By My Hand Shall You Fall rule.

The Black Captain

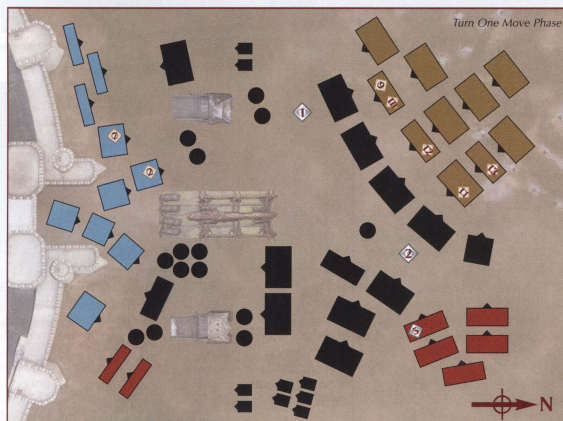
For this scenario the Witch-king has the Inspiring Leader rule, but with a range extended to within 36". Additionally, all Terror tests forced by the Witch-king are taken with a -2 penalty. Truly is the Black Captain 'a spear of terror in the hand of Sauron'.



Top: Those that have fallen under Sauron's sway and now command his armies (with a scowl). From left: Jeremy Vetock, Robin Cruddace and Graham Davey.

Above: The last hope of Gondor and, in turn, the Free Peoples. The forces of Good are led by, left to right: Chris Peach, Nick Bayton and Alessio Cavatore.

THE CHARGE OF THE ROHIRRIM



Forces of Good

- | | |
|------------------------|--------------|
| ① The Three Hunters | ⑨ Théoden |
| ② Prince Imrahil | ⑩ Gamling |
| ③ Elladan | ⑪ Eomer |
| ④ Elrohir | ⑫ Erkenbrand |
| ⑤ Halbarad | ⑬ Elfhelm |
| ⑥ Angbor the Fearless | |
| ⑦ Forlong the Fat | |
| ⑧ The King of the Dead | |
- Gondor & Arnor Formations
■ Rohan Formations

Forces of Evil

- | | |
|-----------------------------|----------------------------|
| ① Witch-king on Fell Beast | ■ Mordor Formations |
| ② Nazgûl on Fell Beast | ■ Fallen Realms Formations |
| ③ Nazgûl | ● Trolls |
| ④ Gothmog | |
| ⑤ Suladân, the Serpent Lord | |

DARK MAGIC

Magic played a pivotal roll in this turn as it denied Éomer's formation a potentially devastating charge, and bogged down the Rohirrim's left flank. Graham was controlling the Nazgûl that did this by casting *Pall of Night*. The first spell a magic user casts can always be played, but Graham then needed to roll equal to or more than the spell's Focus rating of 4 to cast another spell, which he failed to do. Even when a spell is cast the spell's effects are not guaranteed. When you roll for the spell's effect a 1 means it fails to do anything and if you're casting a spell on a formation containing a Hero they can spend Might to get a 4+ roll to resist the spell's effects.



EARTH-SHAKING CHARGE

Cavalry excel in shattering formations. If a cavalry formation charges and is victorious in a fight, the controlling player rolls a D6 to determine if the charge has sufficient momentum to follow up. On a score of 6, the cavalry may immediately charge and fight again. A formation can only benefit from one Earth-shaking Charge in a single turn. In this scenario the Rohirrim automatically perform Earth-shaking Charges in the first two turns. A similar manoeuvre can be performed by way of a Heroic Fight action.

The ground shook as the Rohirrim rode down from the western slopes and prepared to smash into the Orc horde. Emboldened by the sight of Rohan's arrival, Prince Imrahil sallied forth from the city gate with a force of Swan Knights, Knights of Minas Tirith and Men of Gondor. All too soon it was the Evil Move phase and Graham immediately took control of the Flying Nazgûl, sending it over to Éomer's formation. He used the Ringwraith's dark power and cast *Pall of Night* to envelop the Rohirrim in a deathly cloud and stop them from charging. Nick, who was controlling Éomer, spent a point of Might to try and resist the spell's effects but failed.

Graham tried the same trick with the Witch-king along the right flank of the Rohirrim. This time he targeted Erkenbrand. The Horse-lord spent a point of Might and successfully resisted the spell, meaning that the Evil players could not hold up both of the Rohan army's flanks when it came to the actual charge.

The forces of Good had priority, so started the Shoot phase by loosing a few arrows from the Rohirrim's bows – their Expert Riders special rule meant that they could unleash a volley of missile fire and still move and charge.

The Battlecry Trebuchets – three of them – mounted along Minas Tirith's white

walls were next to fire, Orcs died on both flanks and the central catapult wounded a Troll, but both sides knew it wouldn't be enough to repel the besiegers. The Orc war machines proved far more effective. The Siege Bows and Catapults destroyed the two flanking Trebuchets and there were still enough Siege Bows left to kill a swathe of soldiers emerging through the gates.

As one, the armies of Good charged. In the south the defenders of Gondor sallied out. All formations made it into combat, thanks in part to some timely re-rolls allowed by the Banner Bearers. Imrahil tried to charge the Trolls but failed his Courage test by rolling a double 1; fortunately he had a full stock of Might and boosted the result to save himself embarrassment. All along the lines the Rohirrim smashed into the Orcs, with the notable exception of Éomer and his Riders, who were instead charged by the formation of Orcs.

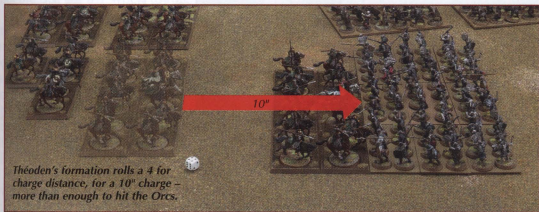
The fighting was brutal and great handfuls of dice were thrown. The momentum of the charge was too much for the Orcs in the west to bear and their formations collapsed as Rohan speared through their lines, led by an indomitable Théoden. In the south the fighting was more tempered with no definitive victor, although Imrahil's cavalry took a battering from the Trolls.

The Charge

Charging can be devastating, especially with cavalry who get an extra six dice per company when they charge into infantry or monster formations. But no matter what type of formation you're using, a charge is not guaranteed. The closer you are to your target the more chance you have of your charge connecting. However, should you fail the charge then there's a good chance the enemy will charge you, robbing your formation of the momentum. Heroes are useful in a charge as they can spend Might to modify the charge roll, going some way to ensure they impact with the target. Banners are also valuable as they allow you to re-roll charge distances. To determine the charge you roll a D6 and add a modifier dependant on your troop type. In the case of Cavalry you get D6+6 giving you a possible range of 12".

As the Rohirrim thundered down the hill Théoden called an Epic Charge, giving his Royal Guard +2 to Fight. His special ability allows his whole formation to use his Fight value, not just his company. This led to Alessio rolling a mighty 60 dice, charging 48 hits and wiping out the enemy formation. Because of the Charge of the Rohirrim scenario rule, Théoden and the King's Guard swept into the next formation and caused a further 47 hits, slaying those models as well.

Meanwhile, Éomer's formation, had been robbed of the charge and so were charged by Orcs and the Winged Nazgûl. They lost the combat and became disordered. Éomer's company only managed to slay three Orcs, which, compared to Théoden's tally of 95, illustrates just how important getting the charge is to cavalry.



Théoden's formation rolls a 4 for charge distance, for a 10" charge – more than enough to hit the Orcs.

"NO MAN CAN KILL ME"

A The Rohirrim in the centre are victorious against the first wave of Orcs. However they soon find themselves hemmed in by their allies as the second wave approaches.

B Orc War Catapults fire at the remaining Trebuchet on the wall. Artillery roll on a table to see the effects of the shot, rather than shooting as normal. Robin rolls a 1, which means Chris can redirect the shot to another company within 6" of the original target if he wants to, potentially hitting some of Robin's own formations! But, as there is no one close by, Chris causes it to miss instead.

C The Warg Riders hit Eomer's formation in the flank and devastate it, killing all but two of the Rohirrim.



Forces of Good

- | | |
|------------------------|---------------|
| 1 The Three Hunters | 9 Théoden |
| 2 Prince Imrahil | 10 Gamling |
| 3 Elladan | 11 Eomer |
| 4 Elrohir | 12 Erkenbrand |
| 5 Halbarad | 13 Elfhelm |
| 6 Angbor the Fearless | |
| 7 Forlong the Fat | |
| 8 The King of the Dead | |
- Gondor & Arnor Formations
■ Rohan Formations

Forces of Evil

- | | |
|-----------------------------|----------------------------|
| 1 Witch-king on Fell Beast | ■ Mordor Formations |
| 2 Nazgûl on Fell Beast | ■ Fallen Realms Formations |
| 3 Nazgûl | ● Trolls |
| 4 Gothmog | |
| 5 Suladán, the Serpent Lord | |

D In the fight between the Trolls, Corsairs and Warriors of Minas Tirith, the Trolls strike first as they're monsters. Even so, they only slay three men, as their shields give them a Defence of 7. The Corsairs fair better, killing five men. The Minas Tirith Warriors hit back at the same time, causing nine casualties on the Corsairs, winning the fight. The Corsairs panic and three more of their number die.



E The Swan Knights and Knights of Gondor both move At the Double! to escape the Trolls who are closing in all around them, but the Trolls still manage to charge them.

E The Orc formation lost against the charging Rohan in the previous turn and became disordered. At the start of this turn they fail a Courage test and so remain disordered and fall back away from the Rohirrim, against the flow of the other Orc companies who are advancing to stem the breach in the lines.



The Knights of Dol Amroth attempt to escape the Trolls by moving At the Double! A successful Courage test allows the unit to move again.

At the Double!

Getting around the battlefield can be a hard slog, especially on some of the larger tabletops you'll end up playing on when fighting a large War of The Ring battle. This is where Heroes come in again as they are experts at urging their followers onwards. If a formation contains a Hero, you can take a Courage test to move At the Double! If the test is failed, nothing happens. If the test is passed, the formation may immediately move again.

This is an innate ability all Heroes have so you don't have to spend any Might. It's a very useful tool for crossing large areas at speed, getting into the best position for tactical charges. Or, as the Swan Knights attempted here, for getting away from imposing enemies like Trolls!

Evil started this turn with priority. Darkness formed around the Witch-king as he cast *Sunder Spirit*, a courage-draining spell, on Théoden. Graham rolled for the spell's effect and spent a point of Might to turn this result into a 6, meaning the King of Rohan suffered the maximum -3 to his Courage. He then followed this up with *Enfeeble* but got a 1 when rolling for the spell's effect.

The Orcs in the centre closest to the Rohirrim formed into battalions readying themselves for the second of the Earth-shaking Charges. In the north the Wargs positioned themselves for a nasty charge on Éomer's flank. Across the battlefield, formations reformed and shot if they had ranged weapons, but as the Charge phase started Théoden interrupted the normal sequence with a Heroic Charge into the massive Orc formation ahead of him. Once again the King's Guard hit with a resounding smash. The Witch-king followed by flying into the side of the Rohan formation.

As the Witch-king descended, Éowyn and Merry revealed themselves from their hiding place within Théoden's unit. Éowyn immediately challenged the Witch-king to a duel. Despite Éowyn's special bonus

when fighting Nazgûl, not to mention her great advantage in a duel, Alessio rolled low. He then sacrificed Merry to re-roll the dice, but again he couldn't beat the Witch-king even with the expenditure of Might and, to the glee of the Evil side, Éowyn was removed. Obviously outraged by seeing his niece cut down, Théoden hacked his way through the melee to confront the Witch-king. Even with his depleted Courage, Théoden couldn't be stopped, and brought Sauron's favoured servant low, defeating the Witch-king in a very different outcome to both film and book! The rest of the King's Guard hacked away at the Orcs and scattered the survivors before charging into them once again and wiping them out.

Éowyn starts the game hidden in a formation, and is only revealed as the game progresses.



ARRIVAL OF THE BLACK FLEET

C The Harad War Mûmakil charge forwards heading towards the Rohan lines and the Good reinforcements emerging on the quayside.

B Two more Nazgûl on Fell Beasts arrive to lend their strength to the fray, followed by Gothmog leading a formation of Warg Riders.

A A Mûmak advances towards the Rohan lines as fast as its great legs will carry it.

D Éomer leaves his crippled Rohan formation and joins an Eored closer to the action.

E Led by Théoden, the Rohan attack continues to penetrate further into the centre of the Pelennor, although the momentum from the initial charges has now dissipated. Théoden encounters another Ringwraith leading an Orc formation. An Epic Duel is declared but the fight is inconclusive.

As his formation has been heavily depleted, Éomer decides to move to a nearby unit where his presence can make more of a difference – and where he is less likely to be killed.

Getting About

Epic Heroes are extremely important, as every one of them is capable of battle-winning abilities beyond the Heroic actions and bank of Might points. Players obviously want to get as much use out of their Epic Heroes as possible and so they have a unique move that allows them to transfer between friendly companies within 18" of each other. You do this before the formations involved have moved. Once the Epic Hero has relocated, both of the formations can then move as normal.

This manoeuvre gives players lots of tactical options, primarily allowing you to get your powerful Hero to where he's needed most – where the fighting is fiercest. And, as seen in this turn, it's a good face-saving measure. Éomer was in a badly mauled formation and so Nick moved him to the neighbouring Rohan formation to add his weight to their combat and get him out of trouble. At the other end of the battlefield Prince Imrahil did the same, moving out of his depleted unit of Swan Knights and into the larger formation to maximise his combat potential.



P Aragorn, Gimli and Legolas arrive in the guise of the Three Hunters. Legendary formation, bringing with them a mighty army of the Warriors of the Dead, Riders of the Dead, Court of the Dead King, Clansmen of Lamedon and the Grey Company.

C The Grey Company unleashes 30 shots at the approaching Mûmakil. This kills two of the crew and inflicts four wounds. Mûmakil have a special table for such things, making them tricky to kill. The Three Hunters, in an archetypal movie moment, assault the great monster with an unstoppable charge. The Mûmak inflicts D3 hits but the high Resilience (3) of the Three Hunters means they are unharmed as Jeremy only rolls a 2. The Hunters then strike out, rolling an impressive 19 dice with re-rolls, needing 6s. Chris uses two Might from their potent pool of eight to bump up two more dice from 5 to 6 and the ensuing flurry of rolls on the Ridiculously Hard to Kill table (eventually) results in the felling of the beast.



Shooting from the War Catapults results in a stand being removed. The Men of Gondor are pushed back D3" as a result

Shooting

Don't underestimate the power of ranged attacks in War of The Ring. While your primary aim will be to cause casualties, shooting at companies drives the formation back if you can do enough damage. This gives you many tactical considerations. For instance, you can force threatening enemy formations out of charge range, or push them closer to allied formations. Another option is to force an enemy formation into impassable terrain, automatically destroying it and saving your own troops a potentially costly combat – this was the reason that Chris was so worried when his Minas Tirith Warriors were pushed back towards the impenetrable city walls after losing nine of their number to enemy catapults.

LOOK TO THE EAST



Evil took priority for this turn, but before they could move, the Court of the Dead King swept across the eastern side of the battlefield. The King of the Dead used his Shadowstride ability to shift 24" in front of a large Orc formation. The Orcs in the centre slowly advanced forward as it was increasingly clear that the Rohan formations were becoming mired in combat, the exception being Théoden and the Royal Guard. In the north the Warg Riders continued to prove their worth by making use of their Prowler special rule giving them bonuses when they attack in the flank.

The Mûmak furthest west trampled through a Rohan formation unlucky enough to be in its way. Brave soldiers and loyal steeds were speared by the beast's great tusks or crushed underfoot, and three whole companies were removed. At the foot of the walls of Minas Tirith, the Trolls and Orcs pushed forward as the Warriors of Minas Tirith struggled against the brutal onslaught. Had the reinforcements arrived too late?

The Three Hunters moved beyond the slain Mûmak's corpse, putting themselves in charge range of a mass of Orcs close to where the King of the Dead was readying to charge the Orcs.

Back in the west, despite moving formations in the previous turn, Éomer could not stem the black tide, and so his formation became disordered. Nick then failed a pivotal Courage test and, with no Might remaining, was forced to fall back.

In the Shoot phase, arrows flew on both sides but with no real consequence other than a dead Troll. The Mordor siege weaponry that had taken such a deadly toll before had been overrun on the previous turn.

The Evil side prepared to charge but they were halted as the Court of the Dead King, the Grey Company and the Three Hunters all made one Heroic Charge smashing into their respective enemies. It was a stirring moment, as if to underline the point, the sound system in Warhammer World coincidentally played out The Lord of the Rings famous anthem at that exact point. It didn't all go the Good side's way as the Trolls charged the scattering Men beneath the eaves of Minas Tirith's wall and the Orcs in the centre prepared to charge the Rohan formations.

The Three Hunters called a Heroic Fight and cut through the Orcs with ease, before charging again, this time into the Siege Bows, causing mayhem amongst the Evil war machines. The Court of the Dead King swarmed over the Orcs, losing six of their own spirits but slaughtering all the Evil Men without stopping as they had also declared a Heroic Fight, and continued into the Orc artillery. The flank had all been cleared of Evil infantry, but the downside was that it had left an approaching Mûmak with a clear route for a trample attack next turn.

Around the gates of Minas Tirith the Gondor force was becoming increasingly scattered and ineffective. The mass of Trolls had proven too much, and the turn ended with a couple of Trolls within the gateway of the city.

The forces of Rohan, too, were stalling badly, robbed of any charge momentum the cavalry stands were struggling against the superior number of dice the Orc infantry were able to roll. Théoden was the one shining light amidst the dead and the dying, for he could not be brought down no matter how many Orc companies Graham sent against him. He even ended the turn by killing a second Nazgûl with relative ease.



Both the Three Hunters and the Court of the Dead King call a Heroic Fight. This means that if they win a fight – which they both do here – they can charge again. They use this to good effect to wipe out the Orcs (A) and then charge again into the Mordor Siege Bows (B).

Heroic Fight

It cost a lot of Might but Chris used the Court of the Dead King and the Three Hunters really well here. He positioned and used their fighting prowess to maximum effect with the use of Heroic Fight, an ability that allows Heroes to effectively charge and fight again. Both formations wiped out their first quarry and

then effectively 'sling-shotted' forward into the midst of the deadly siege engines, which could have made quite a mess of them had they been shot at. This also put them in prime position to charge the Mûmak in the next turn, assuming they got priority. Even then they could sway that outcome with the use of a Heroic Charge.



Forces of Good

- ① The Three Hunters
- ② Prince Imrahil
- ③ Elladan
- ④ Elrohir
- ⑤ Halbarad
- ⑥ Angbor the Fearless
- ⑦ Forlong the Fat
- ⑧ The King of the Dead
- ⑨ Théoden
- ⑩ Gamling
- ⑪ Éomer
- ⑫ Erkenbrand
- ⑬ Elfhelm
- Gondor & Arnor Formations
- Rohan Formations

Forces of Evil

- ① Witch king on Fell Beast
- ② Nazgûl on Fell Beast
- ③ Nazgûl
- ④ Gothmog
- ⑤ Suladân, the Serpent Lord
- Mordor Formations
- Fallen Realms Formations
- Trolls
- War Mûmak of Harad

THE LAST HEIR OF GONDOR



The Priority roll swung back to the Good side in time for the Three Hunters to manoeuvre out of the way of an enraged Mûmak, whose trample attack could have done some serious damage. The Army of the Dead were not so cowed and flowed forward on spectral legs, keen to get to grips with the elephantine beast.

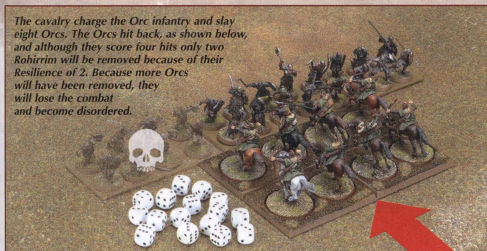
On the west flank the Rohan formations formed a battleline again, using Théoden as the anchor point, readying themselves for a final charge. The Evil move was dominated by the Mûmakil, which had now fanned out across the north-eastern corner of the battlefield. The Mûmak furthest west continued its devastating trample attacks on the Rohan cavalry. Orcs and Wargs climbed up the western slopes vacated by the Rohirrim earlier in the battle, cutting off the Horse-lords' retreat, while more Orcs channelled forward through the middle of the battlefield, ready to receive the next charge of the Horse-lords, eager to slaughter man and horse alike. By the city walls, the Trolls and Orcs advanced, claiming the gates of the city.

In the Shoot phase the Rohan cavalry finally seemed to take a decent aim, by slaying a good few Orcs, forcing a

couple of the Evil formations back to disrupt their lines. The Mûmak in the far west suffered too, gaining some more wound markers and losing four of its crew. In the Evil Shoot phase, the Orcs took their revenge and sealed the fate of the Free Peoples in one devastating round of bow fire. The Orc Warband were suddenly blessed with deadly accuracy and, in a round of dice rolling Robin will never see again, the Three Hunters were slain to a man. Gimli, Legolas and even Aragorn fell to the ground, pin-cushioned with crooked black arrows.

The battle was already slowly turning towards the forces of darkness, but the death of these three pivotal characters tipped the Good Hero tally over nine, meaning they couldn't win and even fighting for a draw now looked a hopeless prospect. Nevertheless, they fought on, for what choice did they have? The various Warriors of the Dead formations that had been supporting each other went their separate ways at this point, the Court of the Dead King charged into the closing Mûmak. The other formations charged westwards into the Trolls. The Orcs closest to the Mûmak joined in combat against the Dead. In the west the

The cavalry charge the Orc infantry and slay eight Orcs. The Orcs hit back, as shown below, and although they score four hits only two Rohirrim will be removed because of their Resilience of 2. Because more Orcs will have been removed, they will lose the combat and become disordered.



Resilience

The profile in War of The Ring is slightly different to the Strategy Battle Game in that Wounds has been replaced by Resilience. This represents how difficult it is to kill a model from the respective company. Most infantry have a Resilience of 1, meaning that for every hit caused you remove one model. Cavalry and monsters have a Resilience of 2 or more meaning they are much harder to kill. It takes one hit for each point of Resilience before you can remove a casualty. So normally, you'll need two hits to remove one cavalry model. And because remaining hits are discarded this makes high Resilience companies even harder to kill.

Riders of Rohan charged for what would be the final time. One formation stalled as Alessio unluckily rolled a one, but the others made it in, with Théoden leading the way. The remaining flying Nazgûl swooped low over the Horse King, it's terrifying scream issuing a dread challenge.

The Mûmak struck out against the Army of the Dead, dissipating eight of the spirits, but the ghosts of Gondor's bleak past, obviously angered at the death of the only one who could free them, struck back, Chris rolled his dice with gusto and put three wound markers on the beast, but it was not enough to fell it. The Trolls did not fair so well and were consumed by the dead.

In the west the Rohirrim formations that charged struck home. The Orcs faltered under the mass of dice Nick and Alessio were rolling, but not enough to cause mass panic. Théoden, however, seemed to be in a different league to any other Hero on the field of battle that day. He answered the Epic Challenge and came at the Ringwraith with unequalled ferocity. Graham and Alessio were locked in a fierce contest, but the dice rolled Alessio's way and the King of Rohan was victorious once again.

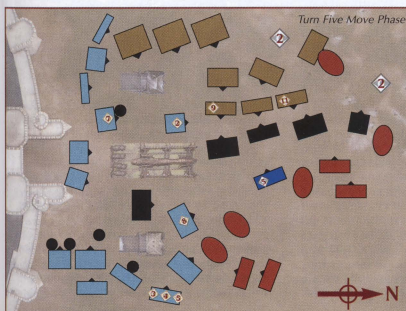
But while Théoden continued to be unmatched, by the end of Turn 5 it was clear that Evil had won the day. Gondor no longer had an heir and the Pelennor belonged to Sauron. Théoden would lead the survivors away, but where would be safe for them to go? The Orcs would soon take Minas Tirith and the rest of Gondor would fall. In this version of the tale, Sauron had won!



Although the knights charge, the Trolls get to strike first and manage to kill the cavalry with eight hits before the cavalry even get a chance to fight.

Picking your targets

Although there are no certainties, there are ways to stack the odds in your favour by picking your charge targets well. A good rule of thumb is to match the troop types against their natural foes. When charging, cavalry are great against infantry companies (note that cavalry charged by infantry is quite a different matter), while infantry can use their superior numbers to slowly wear down the monsters. Monsters, on the other hand, are good at cleaving through cavalry, a good example being how the Knights of Dol Amroth – some of the best cavalry in the game – came unstuck when they faced two Trolls, who themselves fell to the Warriors of the Dead in the final turn.



Forces of Good

- ① The Three Hunters
- ② Prince Imrahil
- ③ Elladan
- ④ Elrohir
- ⑤ Halbarad
- ⑥ Angbor the Fearless
- ⑦ Forlorn the Fat
- ⑧ The King of the Dead
- ⑨ Théoden
- ⑩ Gamling
- ⑪ Éomer
- ⑫ Erkenbrand
- ⑬ Elhelm

Forces of Evil

- ① Witch-king on Fell Beast
- ② Nazgûl on Fell Beast
- ③ Nazgûl
- ④ Gothmog
- ⑤ Suladân, the Serpent Lord
- ⑥ Mordor Formations
- ⑦ Fallen Realm Formations
- ⑧ Trolls
- ⑨ War Mûmak of Harad

EVIL VICTORY



Sauron may have lost the Witch-king, but the Pelennor is his. More than nine Good Heroes have been killed, and with them all hope...

A GREAT DAY TO BE AN ORC

FAVoured OF SAURON

Although Sauron's chief lieutenant, the Witch-king, was slain at the hands of Théoden, the Nazgûl in general performed very well. Especially the Ringwraith on Fell Beast who's canny use of magic halted Éomer, staggering the charge of the Rohirrim at a crucial moment.



Nazgûl

Graham: The day is won, the devastation is complete and literally hundreds of models have been slaughtered. Théoden and his riders cut a swathe through the Orc horde arrayed against him, but in a battle of such size, the heroics of a single formation is just not enough to claim victory.

So where did the game turn against the Good side? At the gates of Minas Tirith, Jeremy's rampaging Trolls effectively dealt with the Swan Knights and blunted the threat from the forces of the city, and kept the main bulk of the Orcs from having to defend on two fronts. Later, when the Army of the Dead appeared, Jerm's flank crumbled but he did kill the Three Hunters, adding to the total of fallen Heroes. Meanwhile, my plan was to stall the charge of the Rohirrim using the magic of the Ringwraiths. As it turned out, only Éomer's formation was stopped, but this held up the whole cavalry charge on the

Rohan left flank, while the right of the line, led by Théoden, bulged forward, dangerously exposed, to the point it overextended. This meant that when Robin launched his thunderous charge with the Mûmakil, the Riders on the left were

bunched up and ripe to be stomped on, while the Riders on the right had no support against the Orcs and Trolls, and were slowly but surely dragged down.

After the dust had settled we all agreed that Théoden had been outstanding, but for the Evil side it was

the lowly Orcs that really impressed me. They almost always have the advantage of numbers, but bolstered by a Ringwraith, they become rather dangerous. With a bit of devious luck and some canny spell chains the Nazgûl can rob the enemy of the charge and use their magic to tip a fight in the favour of the Orcs – hacking, and slaying in the name of the Dark Lord!

“Théoden and his riders cut a swathe through the Orc horde arrayed against him...”



Bringing the Enemy to Battle

The Battle of the Pelennor Fields is just one of the spectacular historical scenarios detailed in the War of The Ring manual. And there's nothing stopping you creating your own scenario based upon events on the novel or movie; there's comprehensive advice on how to do so in the back section of War of The Ring.

By the same token you shouldn't feel intimidated by such a large game – the rules

set can deal with battles of any size and is also great for pick up play, where you don't need any preparation other than bringing your army to the table. Within the manual is a scenario system that allows you to generate nine balanced scenarios. So you can pit your strategic wits against a long-standing rival or a new opponent you've never faced before, knowing that the scenario you play will keep the game on an even keel.

BACK TO HELM'S DEEP

Alessio: Two words sum this whole battle up for me: Théoden King!

The old man was simply unstoppable. He led the charge of his cavalry like a true king of old, smashing into the Orc lines and pulverising unit after unit. After a few turns, the shape of the Riders of Rohan's army was a wedge, with Théoden and his Guard firmly at the point. That sight, which we got to entirely by chance, was the single most exciting bit of the day for me. The reason is that, as

I've repeated many times on the pages of this magazine, my favourite scene from *The Lord of the Rings* trilogy is when the Rohirrim arrive on the fields of the Pelennor and find Minas Tirith besieged by the huge army of the Witch King. Théoden's speech, the six thousand riders shouting 'Death' with one voice, and the fact that when they charge you can still distinguish Snowmane (Théoden's steed) at the very tip of the wedge-shaped

formation of charging horsemen, never fail to move me to tears.

It took the efforts of several Nazgûl, backed by Trolls and innumerable Orcs, to reduce the King's Guard formation, but still Théoden kept fighting as his brave companions died all about him. He even managed to kill the Witch-king, with a turn of events that changed the story of the book, with an even more heroic and tragic result – Éowyn and Merry laid down their lives to allow

their king to destroy the evil spirit leading the enemy army in an Epic Duel!

It was only the poor performance of Éomer on the left flank (oh yes, and maybe the unstoppable Mûmakil...) that prevented the Riders of Rohan from turning the tide of the battle and winning the day for Good, just like in the books. If only the young Marshal could match the prowess of his King...

Forth Eorlingas!

“The old man was simply unstoppable. He led the charge of his cavalry like a true king of old...”



HERO OF THE HOUR

For the Good team it has to be Théoden, King of Rohan. His first charge was nothing less than spectacular, leading the Rohirrim as they killed about 100 Orcs – and this tally was easily doubled before the game came to an end. If that wasn't enough for the title of 'Man of the Match' then killing the fearsome Witch-king of Angmar ought to clinch it.



Théoden

Get Stuck In!

Mat Ward: So, swords are stilled, the smoke has cleared, the Battle of the Pelennor Fields is done, and, you know, it feels pretty good. Whilst I wasn't technically playing in the battle report, I was lurking around the periphery all day, answering rules questions, exhorting both sides to greater effort and generally making a nuisance of myself. It's a dirty job, but someone's got to do it.

Anyway (and as I was saying before I sidetracked myself) I really found it difficult to sit and watch the game without getting swept up in the action. Characters I'd known and loved for years were slogging it out across the Pelennor Fields and I wanted in on the fight, so much so that I ended up wrestling control of Aragorn from Chris and punted him onto the battlefield for a couple of turns (Aragorn, not Chris). It's odd, because this was my first game of War of The Ring since the book was finished, and it was my first real chance to really play for the fun of it. Okay, I made a bit of a hash of things, but that's alright – there's plenty

more Heroes where they came from, honest.

If I had some posthumous words of wisdom to offer to either side, they'd run a little like this: in War of the Ring, you're going to lose some of your valiant warriors – there's no avoiding it. The best thing is to embrace this terrible truth, and pitch in for all you're worth. That, as much as anything else, is what led Théoden to such great success. With sword held high and a song on his lips, the King of Rohan plunged into the fray, riding the momentum of the charge to crush his foes. Other sections of the Rohan front were not so lucky. Granted, some of the formations were held up by Nazgûl sorcery, but there were others that stalled because the controlling player didn't fancy the odds. That's why Théoden's the Hero of the Hour – he came, he saw, he kicked some Orc; not bad for an old geezer. But that's how you win War of The Ring, by trusting your Heroes to carry you through – if they die, they'll die in the thick of the fight, carving a legend to remember!



Aragorn, along with Gimli and Legolas, got stuck right into the Mordor horde as soon as they stepped onto the battlefield. But despite reaping a huge tally of dead foes, he soon met his doom.

STANDARD BEARER



Jervis is back this month after a quick repair and polish, his pontification circuits fully charged once more. This month he's waded into the letter pile that towers above his desk – which is just as well, as we've been worried it might topple over and crush us all!

As a games developer I tend to spend more time than is sensible or, indeed, healthy, thinking about the rules for our games. I ponder over the implications of changes to the rules, and what impact adding an extra +1 modifier might have on how a game plays, and I spend long hours debating with my fellow developers the design philosophy of our games. I also get quite a few letters and emails asking rules questions or pondering on whether a rule is exactly right, or if it would be fairer if the value of this unit or that unit were adjusted up or down by a point or two.

Now, although all this is of course jolly important, if there's one thing I've learnt over the years it's that it's really only of interest to games developers like me and a tiny percentage of the people that play our games. From the conversations I have with the hobbyists I meet in our stores or at Bugman's Bar, it's pretty obvious that most people are much more interested in what new models are coming out next, or how to get that clever shading effect when painting a model, or what sort of tactics they should use when fighting a battle, and so on, than they are in the actual nit-gritty of the rules.

Unfortunately, although players like this clearly make up the majority of hobbyists, they are by and large a fairly silent majority, much more interested in getting on with painting and playing than wasting time in idle chit-chat. That's why I was so pleased to receive the following letter from Ryan Geiler. Ryan articulates the views of

the silent majority of hobbyists really well, and what he says coincides very closely with many of the conversations I've had and that I mentioned earlier on. In fact Ryan articulates these views so well I've decided to reprint almost all of his letter in this month's Standard Bearer so that others can read his words of wisdom too:

'Greetings from your cousins across the pond! My name is Ryan Geiler and I'm writing you from St. Joseph, Missouri in the United States of America. This puts me rather smack in the middle of our so called "bread basket" (or Bible Belt depending to whom you speak). Our town is rather small by American standards (pop. 80,000) and we have a local group of friends that meets weekly in my recreation room. We truly are "basement gamers".

'I write to you partly in praise and partly as a bit of a critique. I've purchased Games Workshop games for quite a number of years and am an avid fan of the background and miniatures. I've seen many editions come and go, some viewed favourably, some not so much! However, through every edition the love for the game, the background and the miniatures were never in doubt (and these trump any changes to the system over the years).

'5th edition has been well received in our group, possibly the best reception of any incarnation of Warhammer 40K since our relative 'virgin' editions, as that new introduction to the game remains elusively grand in our memories. I believe this reception is born out of a shift in design





philosophy and our group wanted to commend you on this. Armies 'feel' like the fluff, play like their fiction and help us immerse ourselves into the game. True line of sight really drives this home for us, with each round of the game consisting of line of sight 'snapshots' which maintains the illusion of watching a movie play out in various frames. We find ourselves taking pictures of our battles more often!

'On to the main point of my letter however, which is the very concept of rules. I lurk on various Warhammer related forums (as I'm sure you do) and am alarmed at the rigid, structured views my fellow gamers have of the 40K system. The squeaky wheel gets the grease as they say, so I write you this letter in the hope of granting you another view; insight by a true basement gaming group. We are not the types to write long forum posts in argument over rules, preferring to quietly discuss the background of the game. I believe we are the silent majority and, if you allow, I offer you a glance into what makes us tick.

'While rules are important, we view them as a common tool to unite players, nothing more, nothing less. It is a language for us to meet new players, establish a rapport and possibly introduce them into our group. Once we know each other, however, and I mean this in the nicest possible way, we couldn't care less for the

letter of the rules! In our group rules can be broken, changed and ignored for our enjoyment of the hobby. Designers certainly save us some time by giving us a structure (and 5th edition perhaps has the most clarity of any edition) but basement gamers don't live by game designer whims. We modify your language, we add our own 'slang' to your language and we break it! That said, we do appreciate the underlying structure as most of us have day jobs, children and various other aspects of our life which demand our time. However, those various pursuits are structured enough so we play the game to escape

The stoic forces of the Black Templars mount a desperate last stand against a surging horde of Tyranids, a dramatic scene that could have come from the pages of one of our novels.

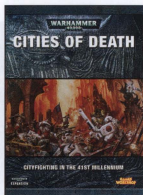
“Armies... play like their fiction and help us to immerse ourselves in the game.”

reality and share laughs. If we want a rigid, structured, balanced and tactical game there is always checkers!

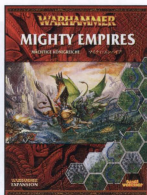
'However, there is an entire aspect of the game which seems to be escaping many who play: making a story. If it were up to me I'd push this aspect of the hobby much more. The new gamers who are growing up with the hobby as all us veterans once did would benefit from this,

Further Inspiration

We try to ensure that all of our rulebooks and supplements provide more than just rules. We think of them as tools to aid creativity, complete with pages filled with artwork to inspire games, stories that can provide the ideas for new scenarios and all manner of snippets of background that can be the jumping-off point for whole campaigns and epic sagas.



Cities of Death is an expansion all about cityfighting in Warhammer 40,000. It contains a host of new scenarios, which could be combined into a campaign or used as inspiration for a larger game. It also includes background for famous cityfights, any of which could be mined for ideas for your own scenarios.



Sometimes the best games emerge as part of a campaign, as players fight against one another as part of a larger war. The *Mighty Empires* expansion is a great way to fight such campaigns, and its map-tiles can become the sites of many a bloody battle.



The *Apocalypse* expansions are crammed with ideas and advice for playing large games of Warhammer 40,000, and providing rules and inspiration for any type of game imaginable. It truly is war on a different scale, and the legendary units and battle formations provide the inspiration for players' own creations.



The *Supplements for The Lord of the Rings Strategy Battle Game* are full of exciting new scenarios and legendary heroes, ripe for inspiring your own battles.

as would the gaming community as a whole. So what would I ask Games Workshop to do, if I happened to be on the design team? What is it that basement gamers crave?

'Well, outside of the miniatures (without doubt the most important part of the hobby), we crave more tools to inspire our creativity. *Apocalypse* is an outstanding supplement and I believe a step in the right direction. As we are fathers, students, workers and husbands our time is very limited so any inspiration that helps our creativity is well received. So give us more! New expansions, new campaigns to play, new ways of adding characters and units to our games, etc. Give us more official 'slang' to communicate with our fellow gamers, further tools to immerse ourselves in the Warhammer 40,000 universe, and we will continue to support your efforts (as we have always done).'

Ryan Geiler

just two examples of this approach, and over the coming months and years you'll see more such expansions, not just for Warhammer 40,000, but for Warhammer and The Lord of the Rings too.

But more than that, we plan to provide more 'tools to inspire creativity' right here in White Dwarf and on our website, in the form of articles that explore this side of the hobby. A fantastic example of this is Jeremy and Dave's *Old War Stories* elsewhere this issue, and I would also point to the rather fine Liber Apocalypica articles by a certain dashing games developer that have appeared over the past few months.

To finish off with I'd like to thank Ryan for writing in, and to recommend that you have a go at emulating the attitude of Ryan and his fellow basement gamers, assuming you're not doing so already of course. The way that they go about playing their games won't be for everyone, but, as I said earlier, there is no one right way to play our games and you may find that Ryan's approach is just right for you and your own group of 'basement gamers'. By the same token, if you're a member of a basement gamers group you might want to try and venture forth and take part in a tournament – they're a great way of meeting new players and seeing some of the best the hobby has to offer.

All of which is quite enough from me for one month, apart from to say that if you have any views or feedback, please write to me c/o White Dwarf. You never know, your letter may appear here one month!

Write to Jervis at:

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

It will come as no surprise if I say that I agree with much of what Ryan has to say. Of course there is no one right way to play our games, which means that my job as a games developer is to ensure that our games work as well as they possibly can, both for basement players like Ryan through to the most dedicated tournament player. That said, I do think we should be doing more for the 'basement gamers', and we are now making a serious effort to make this so. Cityfight and Apocalypse are

HOBBY ESSENTIALS

The Razor Saw is great for cutting through large pieces of plastic such as the Cities of Death ruins, but it's also a great tool for achieving smaller, simpler conversions.

Space Marine Terminator

Chris Peach (*Blimey, he's been busy this month! – Ed*) has performed a very simple, striking conversion on this Black Reach Terminator by twisting the torso around. To do this he first removed the badge on the front of the Terminator's waist with a hobby knife and file.

Chris cut through the Terminator's waist along the natural line with the Razor Saw (1). Afterwards, he filed down the freshly cut edges (2) to make sure they were smooth. Then it was simply a case of repositioning the torso on the legs at a different angle to get the desired look. A dab of plastic glue was added to stick both the components back together. The arms were then positioned to accentuate the new pose.



Top Tip

Like all tools, a Razor Saw can be dangerous if used carelessly. The blade is thin and sharp, perfect for cutting plastic and metal, but it will also cut into your fingers if you're not careful! Use the Hobby Vice when possible for holding the component you're cutting steady, ensuring maximum safety.

It's also good practice to keep your tools in top condition by cleaning them. After use, a Razor Saw will have bits clogging up the teeth of the blade. You'll need to remove this debris before you use the saw again by running the flat of the blade backwards across a clean, static-free cloth.

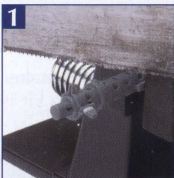
Deffkopta

The Deffkoptas from the Assault on Black Reach boxed game come armed with twin-linked rokkits, but one of the options in the army list is to swap these for twin-linked big shootas. Chris got out his Razor Saw again to see what he could come up with.

He started by sourcing his big shootas, which came from an Ork Boyz frame. Due to the amount of options on every frame, spare weapons are never a problem for Ork players. Chris used the Razor Saw to cut the barrels off the big shootas where they met the body of the gun (1). Plastic Cutters were used to cut away the secondary barrels underneath.

Before the two halves of the Deffkopta hull were glued together Chris cut the nose cones off the rokkits (2). The cones have a cap over them, and the point where this meets the body of the rokkit is the perfect place to saw through, disguising the cut.

The cut edges on the shoota barrels and the Deffkopta were quickly filed flat to make sure everything would fit flush (3). The Deffkopta hull was then glued together and the shoota barrels were stuck onto the front of the model where the rokkit nose cones had been sawn off.



ORK STOMPA

PART TWO

PAINTING DA STOMPA



Last issue we followed ace model-maker Mark Jones as he built his Stompa. Now this massive kit is ready for a lick of paint – this is how Mark went about it.

I It's a Big Job!

So you've followed Mark's advice from last issue and now have your Stompa built in its relevant sub-assemblies. Maybe you even tried a few of Mark's customising tips or experimented with a few of your own to make your Stompa truly unique.

In any case, now is the time to start thinking about painting it. As you'll see on the following pages, Mark has chosen a very specific colour scheme to oblige his Blood Axe theme but we don't expect you to follow this colour for colour, although you can if you want to. What's more interesting and useful to note is the way Mark has gone about painting what can be a daunting project due to the sheer size of the model.

To start with it's important to break down the painting into manageable chunks. The sub-assemblies form natural divides between jobs, but Mark flitted between different areas whilst waiting for the washes to dry to avoid any potential monotony. The crew also provide excellent diversions; painting the body assembly is a big job, so Mark broke it up by painting one of the Riggers.

Mark prepared the Stompa by spraying all the assemblies Chaos Black. To make sure he got a strong bond when he finally glued all the sub-assemblies together he masked the join areas with adhesive putty to keep them clear of any paint. If you accidentally get paint on these areas you can just scrape it off.

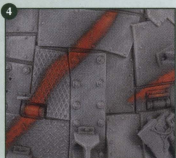
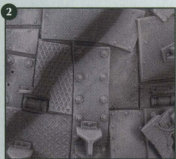
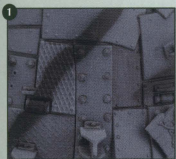
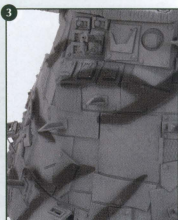
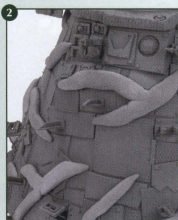
WARHAMMER
40,000

Modelling Workshop presents the very best modellers, helping you get the most out of your modelling projects. We're back on the Stompa this month, and it's ready to be painted.

2 Main Body Assembly

Creating the Camouflage Pattern

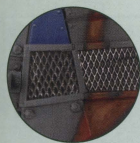
To create the camo stripes on the body, Mark used strips of putty (1). He then sprayed on thinned-down Codex Grey using the Spray Gun (2). Mark deliberately used several light dustings to achieve varying shades, rather than a solid, flat coat (3).



Painting the Body

Once the basecoat for the hull was complete, Mark added definition to the plates that make up the body by applying a wash of Badab Black. He did this using a large flat drybrush (1). Avoiding the tiger stripes, he gave the hull a heavy drybrush layer with Fortress Grey to further define the details (2). This was a large job so he did this over a few sessions, rather than all in one go.

Mark then gave the stripes some attention, first by applying Mechrite Red in the band, being careful to leave a black keyline (3). The stripes were lightened up with a layer of Blood Red (4).



The mesh areas form gaps between the plates. They have been drybrushed with Boltgun Metal.



A few of the panels were painted as though they were cannibalised Ultramarines vehicle parts, complete with transfers.



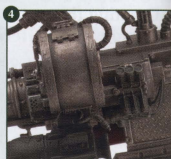
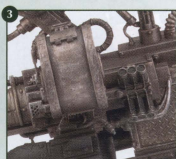
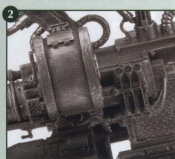
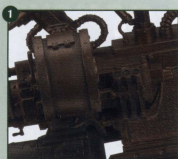
To break up the grey hull, some of the plates have been painted much darker, by applying extra washes of Badab Black.



The feet, including the ankles, were basecoated with Tin Bitz and then drybrushed with Boltgun Metal. This was followed by a liberal wash of Devlan Mud, and a wash of Badab Black to dull down the metallic gleam.



3 Weapon Arms



Painting the Metal

Mark worked on both of the arms at the same time, swapping between one or the other whilst waiting for the paint to dry. For the weapon arm he went for a traditional dull metal look, starting with a drybrush of Tin Bitz (1). For the next highlight he applied a lighter drybrush, this time of Boltgun Metal (2).

The next step was a little more complicated. Mark created a patchwork of different shades by applying different colours to different areas. He applied Gryphon Sepia to some parts of the arm, Devlan Mud to other areas, and then a mix of both washes to other areas (3).

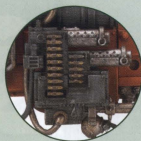
Finally, Badab Black was applied to the whole arm as a light wash to dull down the metal (4).



Chaos Black was stippled onto the ends of the gun barrels to create a scorched carbon effect characteristic of big guns.



The many rokkits were picked out using a limited palette of black, grey, white and red.

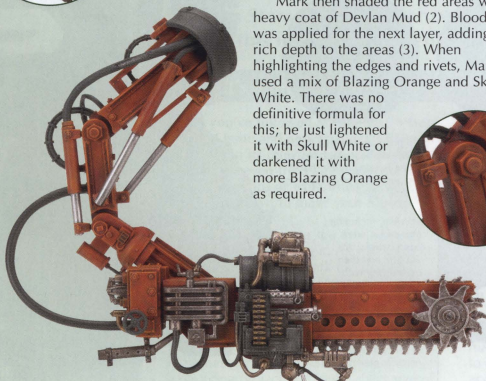
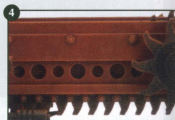
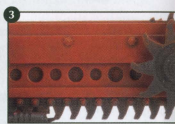
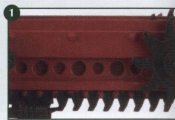


The shootas on the chainfist arm were painted dark grey to make it stand out against the orange. The gun barrels are Boltgun Metal, the ammo Burnished Gold.

Painting Oxidised Metal

Mark wanted a very different colour for the chainfist arm to contrast with the dull metal of the gun arm. He decided on a red oxidised look, very similar to the colour of supporting girders used in large industrial buildings. The basecoat for this was Mechrite Red (1).

Mark then shaded the red areas with a heavy coat of Devlan Mud (2). Blood Red was applied for the next layer, adding a rich depth to the areas (3). When highlighting the edges and rivets, Mark used a mix of Blazing Orange and Skull White. There was no definitive formula for this; he just lightened it with Skull White or darkened it with more Blazing Orange as required.



4 Da Head

The Stompa's head is an important part of the model as it's the miniature's initial focal point. To emphasize this Mark chose a green colour. After all, this is meant to be an effigy of an Ork god, so there needs to be some green on the Stompa somewhere!

Although he wanted the head to be green, Mark thought it necessary to keep a contrast with the crew's own distinctive skin tones; as they would be dotted around the vehicle it was important to keep the colours distinct. He elected to go with a mottled, almost yellowish green.

Mark started the head by using Gretchin Green as a basecolour. Unlike previous layers that had largely been drybrushed onto the Stompa this was painted on directly as a strong, flat colour (1). A wash of Devlan Mud was then applied to add shade and define the edges of the panels (2). A drybrush of Rotting Flesh was used to accentuate the details (3).



The jaw and face plate were painted with a drybrush of Tin Bitz, followed by Boltgun Metal (4) in a similar way to the gun arm. Be careful not to get any paint on the head.

The same areas were painted white in a patchy fashion with thinned-down Skull White. This was to represent a typically slapdash, Orky approach to applying whitewash (5).



Painting the Horns

The horns were given a basecoat of Khemri Brown (1). This was followed by a light drybrushing of Bleached Bone. Mark concentrated more paint on the uppermost parts of the horn, gradating towards the tip (2). He painted against the grain, the brush strokes going horizontally across the horns so the paint wouldn't collect in the grooves. A final highlight of Skull White was painted on to the top of the horn (3).



The bullet holes and other scarring on the jaw and face plate were left with a bare metal surround to imply battle damage.

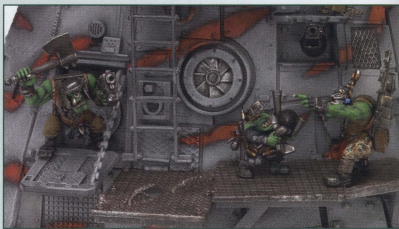


The ladder was painted in the same manner as the jaw, minus the whitewash. Instead, a heavy layer of Devlan Mud was applied.

5 Da Crew

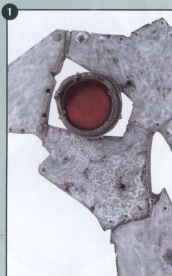
Contrasting Colours

Mark wanted the crew to stand out from the Stompa so you could easily spot them when positioned on the model. To this end he used different camo styles for their clothing to make them stand out against the metal panels (which is ironic considering that camo is meant to help you blend into your surroundings – but then, Orks aren't renowned for their logic). For the Ork flesh he used a basecoat of Orkhide Shade and worked it up to Goblin Green.



6 Belly Plate

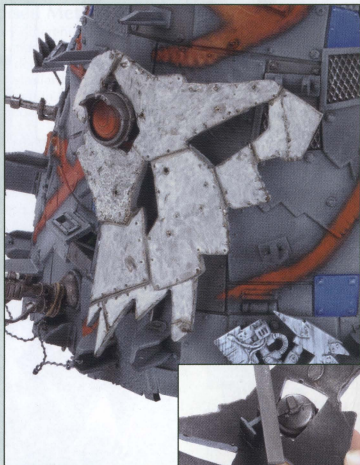
The belly plate was painted using exactly the same method as the jaw and face plate. The key to the effect is getting the whitewash to look like it's been painted on by Grots at a later date, rather than a master painter like Mark. To achieve this he thinned the paint down so it was almost translucent when used. He then applied it in a very haphazard way to different areas at different times and deliberately kept the brush strokes visible. Marks and dints were left uncovered, so the metal basecoat was showing through in places.



The searchlight's outer casing was painted using the metal method. The lens was given a basecoat of Red Gore, the upper area was then shaded with Badab Black.



The bottom part of the lens was highlighted, first with Blood Red and then a separate layer of Blazing Orange. Chaos Black was applied around the inner circles.



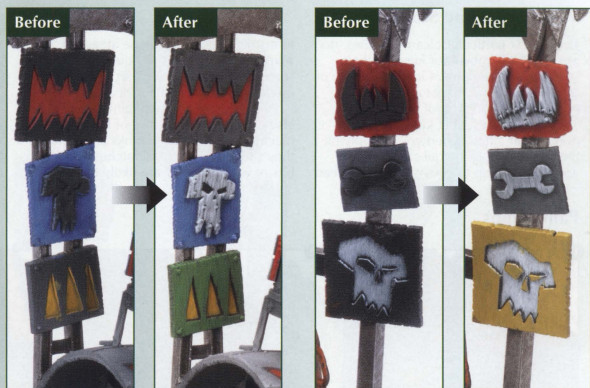
The contact points on the hull and belly plate were filed down to the bare plastic to ensure a strong bond.



7 Glyph Plates

There are two types of glyphs on the Stompa, those with raised detail and glyphs with recessed details. The distinction is worth noting as this has an effect on how you paint the glyphs. If the glyphs are raised you should paint the background first. For the recessed glyph plates, paint in the indented details before you work on the other areas of the glyph.

The reason for this is simply so you can tidy as you go, making it easier to cover over any overspills from the first stage.



When painting the glyphs Mark used contrasting colours but kept to a limited palette. This same palette of colours was then used on the smaller glyphs spotted around the model. He kept the palette small but diverse as he wanted to reflect the colourful choice the Orks would use on their totems, but not make it look too garish and therefore detract from the paint job as a whole.

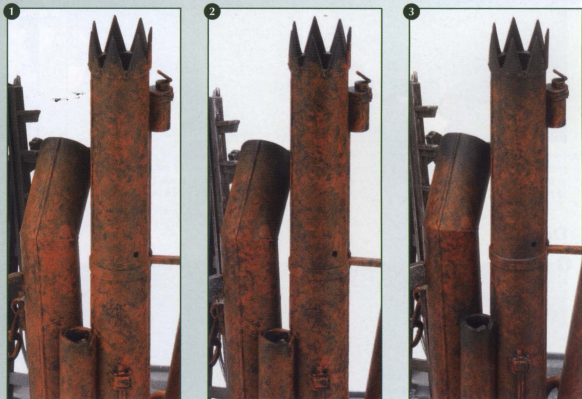
8 Da Exhausts

Stippling

To create a corroded effect, Mark used a stippling method as this creates a random application of paint that works well when representing rust. When stippling, use an older brush with bristles that have slightly separated. Add paint to the brush as if you were drybrushing, then apply it to the area in rapid dabbing motions. Aim to gradually build up the colour over several layers.



This brush, with its separated bristles, is perfect for stippling.



Mark wanted a rusty look for the exhaust and so he applied several layers of Blazing Orange all over the chimneys with a stippling method, as described above left.

For the next stage he applied several more heavy layers, this time using Bestial Brown. Again he applied the paint by stippling it on with an old brush.

The chimney ends were drybrushed Chaos Black to represent soot deposits and then the entire assembly was then washed with Badab Black and Devlan Mud.



Weathering The Stompa

Orks aren't particular clean creatures, nor are they well known for keeping their vehicles and equipment in a good state of repair. So to finish the Stompa off it's a good idea to add a bit of weathering.

The Stompa's a big kit, so focus on one area at a time when you're applying the weathering techniques. Where you apply them is up to you – you don't need

to restrict them to the same areas as Mark. For example, you could apply some paint chips to any part of the model, not just the chainfist as Mark has.

Getting some reference material is also a good move. Photos of heavy plant machinery and real-life tanks are useful as they show where rust, scratches and other bits of wear and tear are likely to appear.



Top Tip

Less is More

Even though it's a big kit, resist the urge to cover it in weathering techniques. Too much and you'll detract from the overall paint scheme.

Paint Chips



Using a large brush, Mark painted on the first stage of the paint chips with Charadon Granite, using the paint to define the shape of the chips. Keep the shape and spacing irregular.



Using a smaller brush, older chips had Bestial Brown painted within the Charadon Granite patches, while Boltgun Metal was used to denote more recent chipping.



Think about where you want to add your paint chips. Well-placed weathering can really enhance the model. Corners, edges and roundels are all likely places for chipping.

Rust



Like the exhaust assembly, the razor wire was given a rusty look. Mark used Blazing Orange as the basecoat, applying it carefully so as not to mark the hull.



Patches of Bestial Brown and Boltgun Metal were drybrushed on to the razor wire at random places along its length. If you accidentally brush the hull then you can turn it into paint chips.



Rusty streaks were added by painted on Gryphon Sepia in controlled strokes. Oil stains and leaks can be applied in the same manner with Badab Black.

Dirt



A big vehicle like the Stompa is going to get muddy! To represent this Mark first applied a liberal drybrush of Graveyard Earth onto the feet and lower hull.



Bestial Brown was then drybrushed onto the very base of the hull plates and the bottom of the feet to represent thicker and darker muddy deposits and splashes.



Mud was also painted onto the platforms by drybrushing them first with Graveyard Earth, and then with Bestial Brown.



Look online for a
great Stompa
gallery, tactics
and more!
www.games-workshop.com



CITADEL[®] HALL OF FAME

The Citadel Hall of Fame is a collection of the best miniatures in the world, nominated by the people who know best: the artists, figure-painters and designers themselves.



John is one of the creative forces behind Games Workshop. Over the last twenty-five or so years John has been producing brilliant and often macabre visions that have defined the worlds of Warhammer and 40K.

JOHN'S FAVOURITE MINIATURE

John: My choice for this mysterious Hall of Fame is the humble plastic Space Marine. So, it's not one particular figure, but that's the point of my nomination. I love Jes Goodwin's plastic Space Marines because of their versatility. It's the voyage of discovery I go on whenever I start assembling one – the end result is always something I never anticipated. The spontaneity of choosing the components as you go is wonderfully creative, and that's what we're all in – a creative hobby.

To confuse matters further it's not just the Tactical Space Marines kit I'm talking about – the sheer breadth of plastic Space Marine kits takes this versatility to a whole new level. I usually start with a Tactical Marine torso and then add some Assault Marine legs to give a dynamic forward momentum. From there I have no plan and just let the components I have to hand guide me; this also informs how I paint it. Even though I use the Space Marine kits, my models typically end up being painted as servants of Chaos, not because I dislike the Imperium, but more because that's what I'm drawn to, especially when I go

on these modelling journeys. And that brings me full circle to why I like these models in particular: they allow you to go on such flights of whimsy.

Although Jes doesn't like to take credit for the Space Marines, there's no denying that the plastic miniatures he created are some of the most ubiquitous and brilliant models we've ever produced and that's why I believe they should be in the Citadel Hall of Fame.



The sheer breadth of Space Marine kits makes them extremely versatile.

BLANCHITSU

A selection of John's own Space Marine conversions. John's miniatures have always had a very distinctive look and feel, inextricably linked to the unique style of his artwork.



SPACE MARINE SHOWCASE

When talking about plastic Space Marines, there's no such thing as a single model; with the various kits and the multitude of Chapter colours, the combinations are endless.



Invaders Space Marine by Keith Robertson.



Brazen Claws Space Marine by Darren Latham.



Dark Angels Space Marine by Fil Dunn.



Black Templars Space Marine by Kirsten Williams.



Imperators Space Marine by Christian Byrne.



Sons of Orar Space Marine by Keith Robertson.



Ultramarines Space Marine by Dave Andrews.



White Scars Space Marine by James Karch



Salamanders Space Marine by Neil Green.



Space Wolves Space Marine by Darren Latham.



Relictors Space Marine by Neil Green.

DESIGNER'S RESPONSE



Jes: I've known John for a long time and when he appraises a miniature you can tell he's looking at which parts he's going to cannibalise! But then if someone's going to chop up your model, you at least know that John Blanche is going to change it in a very interesting way. In particular, his affinity for Space Marines has led to some great looking models only John could have come up with. I love the way he uses 40mm bases to showcase his models – it's like giving them a larger canvas to exist on.

This Hall of Fame is different in that it's about the flexibility of the model and putting your own personality into the model rather than the actual sculpt. The Space Marine plastics are there for that very reason so I'm really flattered John has taken that aspect into consideration when choosing his nomination.



PAINTING WORKSHOP

ARMY PAINTING



Over time, the Painting Workshop series builds into an invaluable resource of techniques, tips and tutorials covering every aspect of the painting hobby.



Chris Peach is a renowned army painter, whose work has graced many army books, *White Dwarf* issues and our website. With the release of *War of The Ring* this month, and the excitement generated by last month's *Apocalypse* releases, many of you will be taking up your brush and setting out to paint a whole host of models. This month's *Painting Workshop* is about just that – painting a whole army.

Chris: I often have to paint a whole army at a time, sometimes in a week or less, which means that when it comes to painting large numbers of models quickly and to a high standard, I've got a few techniques and tricks up my sleeve to help me out. Hopefully you'll find some of this advice helpful. Painting an army is not necessarily the same as painting a single miniature, so it's important to get into some of the theory behind army painting before I show you how I painted my Mordor army.

I always start by painting a single test piece. This gives me a good opportunity to experiment with my colour palette. I see what colours look good on the model, selecting a good basecoat colour, as well as picking out some good contrasting colours too. I studied colour theory at

university, so I've got a basic understanding of the principles involved with colour contrast – certainly not to the level of 'Eavy Metal painters such as Darren Latham, but enough to get me by when it comes to picking colours that work for my army.

Once I've finished the test model, I start to plan out how the whole army will be painted. The way I do that might sound a bit weird, but hear me out as it's for a very good reason. I take my test model, hold it up and then squint at it. This blends all the colours together and lets me pick out the dominant colour of the model, which I then employ across the whole army. Try this trick with a fully painted army too – squint at it, and you should see the dominant colour for the army.

Using this colour as the basecoat ties the army together – if you squint at a model and can't make out a single defining colour, then the chances are it will look far too incoherent when a whole army is painted in this way. This may seem obvious for an army such as Space Marines, which has a bold, single colour, but it applies just as much to a multi-coloured army, such as Eldar. In fact, in such armies it applies doubly – a single, strong colour can really unify an otherwise disparate force.

ASSEMBLY AND UNDERCOATING



With any army I like to start by working out a rough army list, and then assembling the miniatures in accordance with that. Sometimes I just grab a box set and dive in, but it's always useful to have an idea of the size of units, and the options they're equipped with before you get started. I sometimes change my mind about my army list midway through a project, but that's OK – nothing is ever wasted in this hobby, it just provides me with more choice in the future.

On the face of it, it might seem a bit excessive, but I like to assemble a whole army at once. I think a lot of the reasons for doing this is to do with discipline – when I've finished, I know that everything is built there in front of me. If I've assembled that Chimera already, I know that I'm much more likely to paint it; if it's still unassembled in a box at home I'm much less likely to. There's also that incentive to press on and paint them all – after all, I've invested all that time in the assembly so the army is halfway there!

I don't go over the top with an army-to-start with, I make sure I keep it to a manageable size – with a horde army such as Skaven or Imperial Guard, I start with a smaller force (500 points, say) so I don't get overwhelmed. Whatever the army's size, I always make sure it's legal on the battlefield – that way, once assembled and painted, I can begin playing right away.

I tend to tip all the plastic kits onto the table and then assemble them a unit at a time. I like to mix and match as much as possible between kits, so it's handy to see them all together. This is just as true for The Lord of The Rings as it is for Warhammer – I quite often swap the arms of my Men of Gondor about, for example, turning spears into banners, and so on.

For my Mordor Orcs I assembled all of the plastic Orcs, then the Trolls, and finally the character models. Once the army is assembled, I base it all at once. I almost always undercoat an army with Chaos Black spray, using my painting stick.

Technique

Painting Sticks

I use a piece of wood (called Narsil) as my undercoating stick. Most of us in the Studio use a stick for undercoating, such as 'Eavy Metal's ancient stick, with a several inch-thick layer of old sticky tape from years of use. It's not just faster and more efficient, but also better than a box. With a stick you can rotate it as you spray, ensuring you coat every part of the model. With a box it's trickier, often leading to parts of the model getting missed. I stick double-sided tape to all four sides of Narsil and attach models to every surface – it may look like some sort of stone-age mace, but it means that there's less wasted spray; if it misses one model, it's bound to hit another! Once sprayed, I either balance the stick until the models have dried, or use a hairdryer to speed up the drying process.



Top Tip



Assembling Regiments

When assembling a unit for Warhammer you have to consider how the models will work together, especially with regard to how they rank up. I work backwards when assembling a Warhammer unit, starting with the back rank and moving towards the front. I try to make sure that any model will fit in any position. I sometimes use regiment bases, which are a great time-saver in game for larger units. I save the command group until last, as they can be assembled in cool poses.

With War of The Ring movement trays, there's usually no problem getting all the models to fit, but I always check just to be sure.

PAINTING UNITS



Before embarking on painting the whole army, Chris paints a single test-piece. This gives him the opportunity to experiment with different colour palettes and techniques, making sure they work on a single model before applying them to an army.

After undercoating the whole army, I then basecoat all of the models. If you remember at the start of article I talked about squinting at my models to discern an overall colour – well, that's the basecoat! In the case of my Mordor army, this was Scorched Brown. Actually, brown is one of the colours I readily default to when basecoating an army, especially one for The Lord of The Rings or Warhammer. Many of the fiddly bits of detail, such as the belts, are going to be brown anyway, which saves a great deal of time. From a distance it looks good across the whole army, as it adds an overall dirty and battle-worn appearance.

I apply the basecoat with the Spray Gun when basecoating an army, although I do sometimes use a tank brush when basecoating a small number of models. I tend to use the Spray Gun regardless of the colour, even spraying metallic paints such as Chainmail when painting largely armoured armies.

I then split the army up into formations or units, and begin to pick out the details.

With my Mordor army I started with my Mordor Orcs (yes, all 72 of them) and applied all of the brown, then all of the metal, and so on. I apply each colour to all the models in the formation – this might sound like a hard slog, but it does mean that once you're finished, that's the hardest part over with.

Batch Painting & Spot Colours

The reasoning behind painting such large batches at a time is simple: it's all about keeping up the momentum with an army. If I paint 72 at once, I'm much more likely to push on and finish the army – not least because I've got 72 painted already, but also because if I paint my models in batches of 10, once those 10 are done there's a tendency to sit back and think you're done, when in reality you still have the same to do six or seven times over.

It's worth talking about the colour palette I've chosen for the Orcs and the way I've applied it to the models. I try to limit myself to four colours in my palette, not including the flesh tones or the brown



Technique

Painting Elites

The Morannon Orcs are meant to be more elite than the rest of the Orc rabble, and I've tried to reflect this in the way that I've painted them. I've added a second highlight, but I've also tried to make them appear more regimented by painting the areas of clothing the same on each.

In the case of more regimented armies, such as my Gondor or Imperial Guard, the converse is true. The novices, such as the Conscripts, look clean and fresh, whereas the more elite, such as Hardened Veterans or Osgiliath Veterans, look more battered and battle-worn.



basecoat. For my Mordor army these were red, grey, silver and brown/hide. When I apply these colours to the rank and file, I try to vary the areas they're applied to so that they don't all appear the same. So I might paint ten with a red tunic, then ten with red trousers and so on. It keeps the army coherent, but also gives it the appearance of a rabble, rather than a uniform army.

In the same way that a spot colour is often used in a colour palette to tie the different areas of a model together (See Darren's use of Bleached Bone in last month's 'Eavy Masterclass for a good example of this – Ed), when painting an army a spot colour can be used to tie the different models together. For the Mordor army I used red as the spot colour, and almost every model has red somewhere on it. The one exception to this is the Witch-king, who has deliberately been left without it to contrast with the rank and file.

Applying Washes

After I've applied all of the basecoat to a formation, I apply a wash. I use a 50/50 mix of Devlan Mud and Badab Black for most things these days – it looks good over metals, as well as flesh and cloth. I tend to have a couple of pots mixed up in these quantities on my desk. I sometimes use a tank brush to apply the wash, stabbing at the model from above so that the wash runs into the crevasses, but the Spray Gun works well for large numbers of models, making the whole process nice and quick.

Unlike undercoats and basecoats, I don't use my hairdryer to speed the process along, as this ends up blowing the wash out of the cracks. Instead I use it as an opportunity to take a break and go and make a cup of tea (*Aah, so that's why Nick and Chris have so many tea breaks – Ed*), which is important when you're painting large numbers of models at a time.

I find that when you're painting a whole army, it really pays to consider the order that you do things. So, whilst waiting for the wash to dry on the Mordor Orcs, I started applying the basecoat to the formation of Morannon Orcs. And as that dried, I went back to highlighting the now-dry Mordor Orcs. It helps break the whole process down and makes for a much more efficient use of your time.

Highlighting

Because I'm often painting such large quantities of models, I often only apply one highlight, and sometimes don't even do that for real horde armies. Leaving the wash as the final stage and letting it do all the hard work for you lends the army a really dirty look. At heart I'm a perfectionist, but time constraints often dictate otherwise.

I tend to use the base colour as a highlight, applying it as a simple edging highlight to the raised areas of a model. I don't usually bother with mixes for the rank and file – the washes have darkened the paint down already, so the basecoat stands out nicely with no messing about.



Three versions of the same miniature, showing how Chris applies different colours to different parts of the model. By varying the placement of colours across the model, Chris creates the appearance of a rabble.

Top Tip

Command Models

I paint a command group at the same time as the unit. Once the rest of the unit is finished, I go back and apply another highlight to the command group, typically applying a cleaner highlight to more of the surfaces. The aim is to make the command group stand out, whilst still appearing to belong to the unit. The same is true for Warhammer 40,000, where I will spend more time on a sergeant, painting the face a bit better or posing the model a little more dynamically. I like to make sure that banners tie in with the rest of the army too. My Mordor formations all have black banners with red symbols, for example, which adds coherency across the army.



Two models from Chris' Bretonnian army, a Warden and regular Man-at-Arms, showing the extra detail and highlights he applies to his command groups to make them stand out from the rank-and-file. Chris paints the command group at the same time as the unit, to keep the painting consistent.

LARGE MONSTERS



✓ Top Tip

Rewards

I'm very disciplined when painting an army, painting all the infantry, then all the cavalry. I make this a bit easier by rewarding myself – after I finish a stage of one of my units I go for a cup of tea. But after I finish all of my models I reward myself with a painting treat; so I painted my Trolls after my infantry, and I painted my Heroes after I'd finished my cavalry. I find that this breaks up the painting, and is a nice incentive.

After finishing the infantry, I painted the Trolls as a treat for myself (see the Top Tip on the left). I wanted to spend a bit more time on the Trolls, so I painted them individually. I used the same palette of colours on them as I used on the rest of the army to avoid having them stand out too much. I used a similar technique as with the Orcs, but added a few more stages of highlighting. I concentrated the most time and effort on the largest areas – the flesh and the metal – as the eye is naturally drawn to them.

Because they are large centrepiece models, I added a few conversions to the Trolls to make them even more individual. I used short lengths of brass rod on one to represent arrows sticking out of him. I also repositioned the arms to give him a unique pose. I glued some casualties onto both of the bases – many of The Lord of The Rings character models have dead models on the bases, so I used a couple of these. I find little finishing touches like this really help to place the army in the context of the

battle, making them seem like they have already been in the thick of the fighting, rather than being new to the war.

The same is true for monsters in Warhammer and Warhammer 40,000. I like to paint my monsters, monstrous creatures and walkers to a higher standard than the rest of the army, but I make sure that I use the same colour palette, to make sure that they fit in with the infantry. I also like to add extra details such as battle damage or scenic bases – as they're centrepiece models I like to go to town. This is partly because the larger size of the models gives me the space to create a vignette or story – for example, the Scythed Hierodule in my Tyranid army has one of its claws plunging into the ground, and an Imperial Guardsman clinging onto the scales on its back with a grenade in his hand. Likewise for monsters in my Warhammer army – the Shaggoth in my Warriors of Chaos army has a scenic base, with slaves chained to the rocks that it's standing upon.

CAVALRY



After the large block of infantry and the Trolls, I ploughed on into my cavalry. When painting cavalry I assemble and paint the riders and mounts separately. I find this makes it easier to paint them – I use a drybrushing technique to paint the fur of the mount, which could make a mess of the rider if I don't paint them separately. I also find that it makes the cavalry models easier to store once they're finished.

I use the same palette of colours for the cavalry as I do for the rest of the army, to keep it consistent. I paint the riders exactly as I do the Orc infantry.

When painting the fur or hide of a mount, I like to use different tones so that they don't all look uniform in colour. I used three different tones of brown for the fur of the Wargs, painting six in one colour, six in the next and so on.

I use the same method in Warhammer when painting horses – or any mounts, in fact – using a mix of different tones. I make sure the tones are all similar, however, as I don't want any one model to stand out as different. The exception to this are the unit champions, and I tend to reserve a colour such as white or black for their mounts – I want them to stand out, after all.

The same is less true for Warhammer 40,000, with the exception of cavalry models such as Rough Riders or Krootox, as bikes and jetbikes tend to be painted to look the same. I do make sure that the 'mounts' are painted separately from the riders, so that I can get at all the detail.

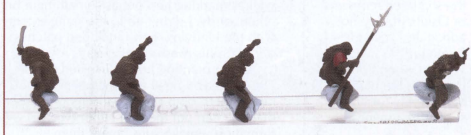
When painting fur or hide, Chris picks a single colour and then uses different tones of that colour on different models to keep the appearance varied and naturalistic. In the case of his Wargs, he uses brown tones – Snakebite Leather, Bestial Brown and Scorched Brown. About a third of the Wargs were painted each colour.



Technique

Painting Riders

When painting cavalry riders, I like to paint them separately from their mounts. The fur of the mount is often drybrushed, so keeping it separate helps me avoid getting paint on the riders. When painting the riders, I temporarily attach them to a plastic tube or stick.



CHARACTERS



The Witch-king on dark steed



The Witch-king



The Undying



Top Tip

Movement Trays

With War of The Ring you can go one step further than just adding detail to the base – the movement trays are a great opportunity for modelling extra details on too. When I finish my Osgiliath Veterans, I intend to model debris and ruins onto the bases, placing them in the shattered remnants of Osgiliath. I've not added any Legendary formations to my army yet, but when I do they'll be the perfect opportunity for a similar treatment.

I save the characters in my armies until the very end. I know many people find it hard to resist painting them first, but I find it's far easier to motivate myself to paint the rest of the army if I haven't painted the best models already! If you paint the heroes first, then you still have the rest of the army to go. If you paint the rest of the army first, then you only have the heroes to go.

When it comes to painting character models, you really want the characters to stand out the most. For the Witch-king, for example, I used a completely different colour palette to the rest of the army, making him really stand out in a unit, as well as marking him out as something a bit otherworldly. I didn't go to the same extent with the Undying, and I included patches of red on his robes and his staff.

When painting heroes in The Lord of The Rings you need to remember that you need a hero both on foot and mounted, so that you can put them in either type of formation. I make sure I paint them

together – I want them to look the same, but if I paint them at different times they're likely to end up looking subtly different. I once made that mistake with an Arwen miniature, and sure enough the two looked different – as a result I don't use them any more (Wow, you said you were a perfectionist – Ed).

The same principle applies in Warhammer and Warhammer 40,000. I like my heroes, lords and HQ choices to stand out – I want my opponent to know who is in charge, after all.

I use my heroes as an opportunity to spend extra time on the bases too, and the simple addition of battered shields, broken arrows or dead opponents really adds to the story of the character. With The Lord of The Rings miniatures this also allows me to place them in scenes from the movie, tying their bases into events or locations. I also like to paint shields and casualties in the livery of my opponents' armies, to remind them of the (irregular, admittedly) victories I've enjoyed over them.

OTHER ARMIES

WARHAMMER 40,000

This is the Blood Axe Ork army I painted for the Studio. I basecoated the army Scorched Brown in exactly the same way as the Mordor Orc army. This might sound counter-intuitive, but it's a solid basecoat to work over, and means there's less hassle when it comes to painting all of the belts, pouches and dirt. The unifying colour for the army is the vibrant green of their skin, and the distinctive camouflage patterns used across all of the models.



WARHAMMER

Me and Nick Bayton painted this Warriors of Chaos army for the Studio web team. Rather than a single, unified force, it can be thought of as three mini-forces devoted to different Chaos Gods. Each of these forces is tied together with the same colours, but they remain distinct in their own right.



WADE PRYCE'S

WORLD EATERS OF

In a new irregular series we shine the spotlight on a great-looking army that's come to our attention. We'll take a look at the force as a cohesive whole and showcase some of the stand-out models.

Wade: The World Eaters of Khorne have always been my favourite army; insane, immortal Chaos Space Marines of the First Founding who worship the god of war. You can't tell me there's anything harder than that in the galaxy. Well, you could, but you'd be wrong!

My army is inspired by a number of iconic World Eaters illustrations and miniatures from the early 1990s, particularly those of Mark Gibbons and Jes Goodwin. They depicted the distinctive World Eaters helmet design, the heavy suits of corrupted Mk V power armour and the vicious Khornate chain-axes that are the hallmark of the Legion. By using a number of Space Marine plastic components in conjunction with the Khorne Berzerkers plastic kit, I've been able to create a variety of weapons and wargear for my Legionnaires.

I also have a fledgling force of Khorne Daemons, which I use as Lesser Daemons in this army, and as an allied force in Apocalypse games. White Dwarf's Liber Apocalypica has furnished the World Eaters with rules for their mighty leader, the Daemon Primarch Angron. It would have been rude not to convert a miniature for the only Primarch currently active in the Warhammer 40,000 game – so I did. I use him in normal games of 40K as a Daemon Prince, and in Apocalypse as Angron himself!

Our first Army Master is Wade Pryce, who has an affinity with Chaos, and Khorne in particular. Regular readers may remember his Khorne Warriors of Chaos army from our War in the North campaign (issues 348 & 349).



Wade's commander, Howlmaul Heartcutter, has been known to lead both his Chaos Daemon and Chaos Space Marine armies.

Wade has converted all of his Chaos Terminators to have the same distinctive helmet crests as the Khorne Berzerkers.

KHORNE

WARHAMMER
40,000
ARMY MASTERS



This Aspiring Champion has a metal body with plastic arms and accessories.



One of Wade's intricate, all-plastic Chaos Space Marine conversions.



This is Wade's hulking interpretation of the Daemon Primarch of the World Eaters Legion, Angron.

MODELLING WORKSHOP

WAR OF THE RING TERRAIN

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

Modelling Workshop is your indispensable guide to getting the most out of your models and terrain. In this instalment we take a look at terrain in War of The Ring.

FIELDS OF BATTLE

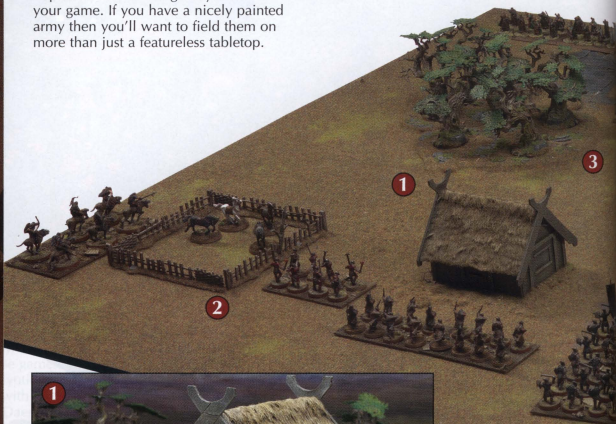
Terrain can play a pivotal role in any battle, not only provoking tactical considerations but adding a sense that the game is taking place somewhere in Middle-earth. Here we look at some of the great terrain built for War of The Ring.

The battlefields of the War of The Ring were many and varied, ranging from craggy mountain passes and swampy riverbanks to ancient forest clearings and everything in between. A battlefield is rarely a featureless plain – there will be streams, rivers, copses of bushes and trees, and rocky piles to be fought over. That doesn't even include the many buildings, both ruined and intact, that are scattered across Middle-earth's varied landscape.

Needless to say, terrain is an important facet of the War of The Ring game. It gives your forces a tactical element to manoeuvre and fight around but more important than that it greatly enhances your game. If you have a nicely painted army then you'll want to field them on more than just a featureless tabletop.

There are three types of scenery in War of The Ring: difficult, impassable and defensible terrain. Difficult terrain represents areas that are treacherous to cross or slow going for large groups of troops. Impassable terrain is simply impossible to move through. The third category is defensible terrain; these are scenery pieces that formations can occupy for a tactical advantage.

Below you can see the terrain set-up for a typical game of War of The Ring, including all three of the aforementioned types of scenery.



2 Using fences to create a field or paddock makes for a simple but effective defensible terrain feature. This field is unlikely to have a Capacity and Defence bonus of more than 1.

This Rohan house increases the Defence of any of its occupiers by 2. It's important to discuss what each piece of terrain counts as, and the effect it has on the game before starting play, to avoid arguments as you go along!



Woods and forests are defensible terrain – infantry can occupy them and use them as a defensible redoubt against the foe. An occupying formation gains a bonus to their Defence, as well as a 360 degree arc of fire, making them extremely hard to shift.

5 For ease of play during the game, these rocky outcrops were classed as impassable terrain. Formations will have to manoeuvre around them instead of crossing over them.

6 These steep cliffs count as difficult terrain, slowing troops down and making any movement over them count as double. They could just as easily represent impassable terrain, making the approach routes all the more vital.



This watchtower was made out of balsa wood, and is perfect as defensible terrain. It has a Capacity of 2, meaning that two companies can occupy it, but only one can fight and shoot from it, as described in the War of The Ring terrain rules.



OSGILIATH

This once-proud city, and the river it controls, is pivotal to the defence of Gondor. The Witch-king has ordered that Osgiliath on both sides of the river be taken so that his army can march on Minas Tirith – the battle for the bridge has begun.

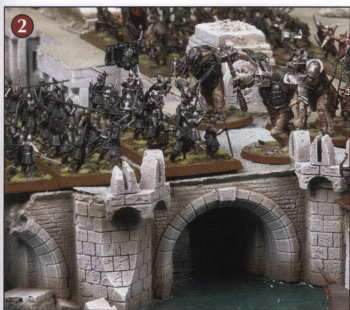
This ambitious Osgiliath board really uses terrain to characterise the game. The battlefield has been deliberately restricted in certain places to channel the fights into exciting and tense combats. The River Anduin flows across the board, cutting the battlefield in two. Formations can only cross in certain places, although the Nazgûl on their flying terrors are not so restricted.

By using the terrain in this way, a number of different tactical options suddenly become available. Manoeuvring around the side of the enemy isn't quite as straightforward, as companies can use the buildings to shield their flanks. However, the buildings provide excellent strongpoints, allowing for defending units to set up devious ambushes.



The buildings on the Gondor side of the river are still relatively intact. The stone buildings of the city gave all occupied companies +3 to their Defence. The Capacity was decided on a case-by-case basis depending on the size of the terrain piece and number of floors. In general, the larger buildings were given a Capacity of 4, and the smaller and ruined ones had a Capacity of 2. Neither cavalry nor siege engines could occupy any of the buildings.

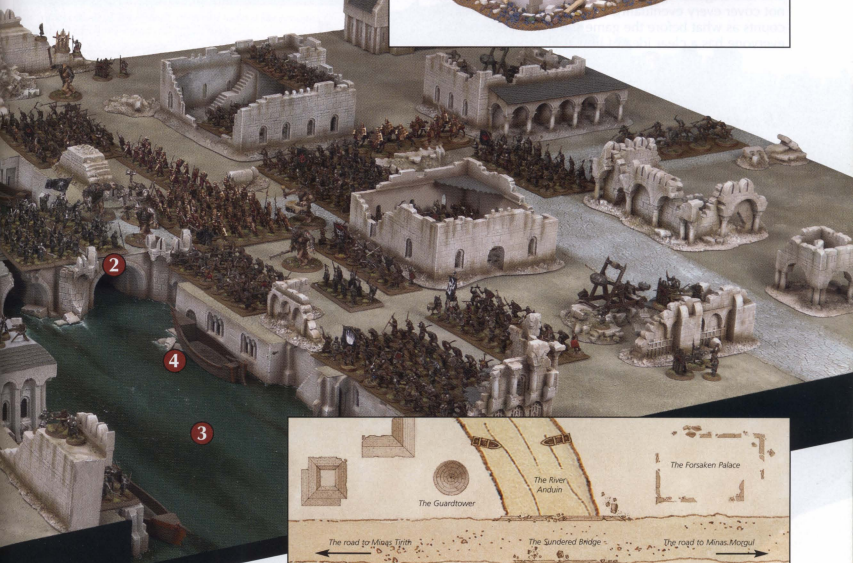




The bridge allows formations that are two infantry companies wide to cross, and is frequently the scene of desperate fighting.

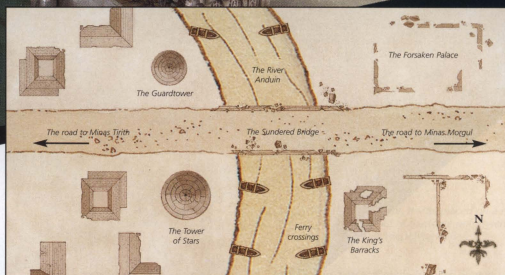
Ruined Buildings

Our model-making experts mainly created the buildings of Osgiliath out of foam card, available from all good modelling shops. Thin bits of card cut from cereal packets were used as exterior brickwork and roof slates. The dome was made from a small Christmas pudding container!



The deep, fast flowing River Anduin was classed as impassable terrain.

Formations could cross the river at the ferry points. It took an entire turn for the whole formation to traverse leaving them vulnerable to attack.



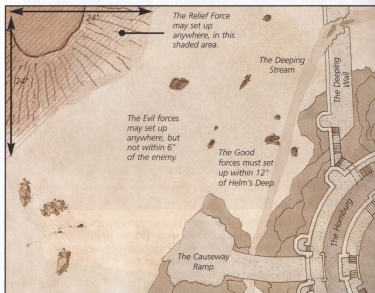
The scenario map of the Battle of Osgiliath, showing the key objectives that must be held to hold the city – the Sundered Bridge, the Guardtower, the Tower of Stars, the King's Barracks and the Forsaken Palace. It also shows the ferry crossings, which enable formations to cross the river.

HELM'S DEEP

The people of Rohan have retreated to their ancient fastness, but the Orcs of Isengard have followed and now they lay siege to the bastion. All is not lost, as a relief force rushes into the valley to aid their countrymen.

Our Helm's Deep was created with two 8' by 4' green boards pushed together. The scenario as shown here begins as Théoden and Aragorn sally across the causeway while Gandalf rides at the head of the Rohirrim, charging down the slopes of the Deeping-Coomb. The Deeping Wall has already been breached but the forces of Saruman are now on the back foot.

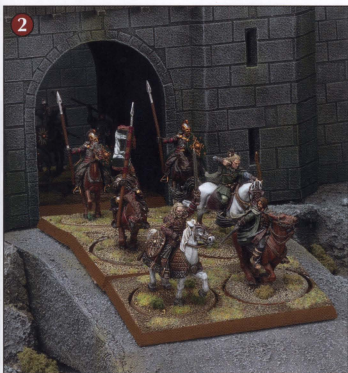
The Helm's Deep set-up is a great example of how a fortress can be represented in War of The Ring, by simply dividing the different sections into separate defensible terrain features or areas of difficult and impassable terrain. Each tower and section of wall counts as a different defensible feature, which can be occupied by defenders and laid siege to by the attackers. The terrain rules might not cover every eventuality, but a discussion of what counts as what before the game starts helps ensure that everyone has a clear idea of how it all works.



The deployment map for the Battle for Helm's Deep scenario, showing the areas of the fortress.

1 The uncollapsed sections of the Deeping Wall were given the same Capacity and Defence values as the Hornburg sections.

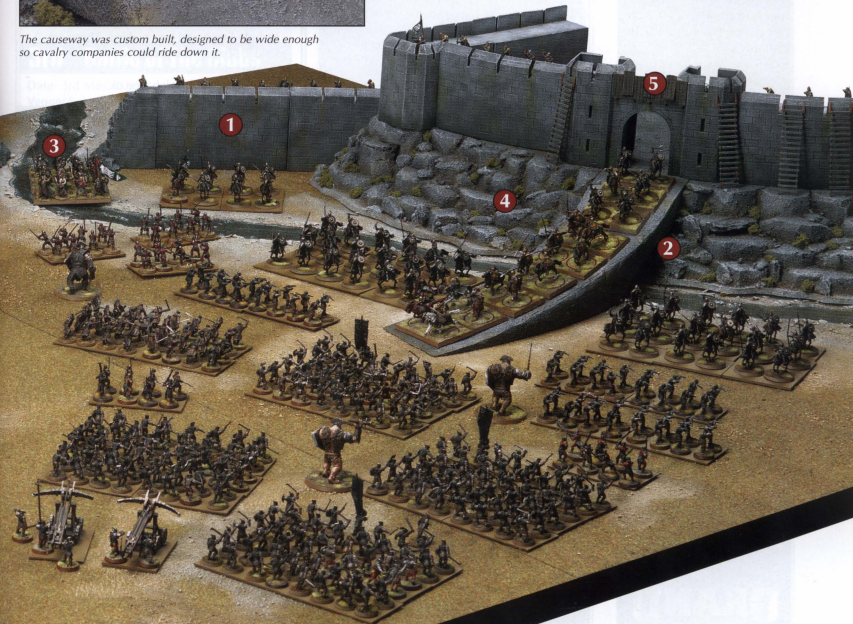




The causeway was custom built, designed to be wide enough so cavalry companies could ride down it.



The Deeping Stream was represented by a river that was already incorporated into the table. For gaming purposes it was classed as difficult terrain so movement was doubled when moving over it.



4 To give the Hornburg height, it was placed on a rocky plateau that was made out of hardcore polystyrene, painted and then dressed with modelling lichen.

5 The Hornburg itself was made from the original Two Towers fortification set. Each wall section was classed as a piece of defensible terrain with a Capacity of 2 and a +3 Defence bonus.

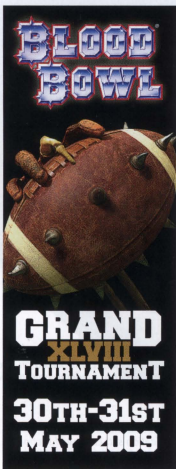
Event Calendar

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



WARHAMMER
DOUBLES
TOURNAMENT

18TH-19TH
APRIL 2009



BLOOD
BOWL

GRAND
XLVIII
TOURNAMENT

30TH-31ST
MAY 2009

April

4th On Wings of Fire

Date: 4th April, 2009

GAMES WORKSHOP

Venue: Warhammer World Store

Details: Every Saturday throughout March the Warhammer World store has been running games of Warhammer 40,000 Apocalypse at 11am, charting the birth and rise of their own Space Marine Chapter.

These events will culminate on Saturday April 4th with the biggest battle yet as the newly-forged Space Marines of Warhammer World stride into battle against the traitors of Jericho IV. With Titans and shooting aplenty, bring your armies along to join in!

Contact: GW Warhammer World on
0115 916 8410

4th Storm Over Stirling

Date: 4th April, 2009

GCNE

Venue: Ochil Community Centre, Stirling

Details: Stirling Wargamers would like to invite you to compete in its annual Warhammer tournament, held at the club's regular venue in Stirling. To take part you will need a fully painted 2250 point army.

Tickets: Tickets cost £12 and includes three games, a pizza buffet lunch, tea and coffee all day and doughnuts upon arrival.

Contact: Gus McCabe – 07739 903086
info@stirling-wargamers.org.uk

11th Warhammer Eastern Legends

Date: 11th April, 2009

Venue: St John's Ambulance Hall, Norwich

Details: You are invited to take part in this friendly tournament in which entrants will field 2000 point Warhammer armies against competitors of a similar skill level thanks to a unique scoring system, with prizes to be won.

Tickets: Tickets cost £20 per player and include lunch and free parking. There are limited spaces so book early.

Contact: Giles Robinson – 078824708 53
Website: www.hexglobal.co.uk

18th Warhammer Doubles Tournament

Date: 18th–19th April, 2009

Venue: Warhammer World, Nottingham

Age Limit: 12+ Players between the ages of 12 and 15 must be accompanied by an adult.

Details: Compete with a friend as your ally in this relaxed tournament setting, to become this year's Warhammer Doubles Champions.

Tickets: Tickets cost £85 per two-player team and includes 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: www.warhammerworld.org

In Stores this Easter

Throughout the Easter break, no matter whether you play Warhammer, Warhammer 40,000 or The Lord of the Rings, our Hobby Centres will be a hive of activity.

As the forces of the Old World come to terms with the new Lizardmen army, Stompas face super-heavy Imperial tanks in Apocalyptic battle and the hosts of Middle-earth line up to do battle using the new War of The Ring rules...

Junk Yard Assembly Line

- Our staff show you how to assemble and paint your new Ork Stompa.

Apocalyptic Battles

- Just when the Orks thought they had the upper hand with their awesome new Stompas, six new super-heavy Imperial Guard tanks are deployed... the fearsome Shadowword being just one of them! Join us in huge Apocalypse battles where every man and war machine is needed!

War of The Ring Demonstration Games

- Our staff show you the new rules and help you put together a battle-winning army.

Don't miss out... Call your local store for details and to book your place.

May

2nd Irish Warhammer GT**Date:** 2nd–3rd May, 2009 **GAMES WORKSHOP****Venue:** Clarion Liffey Valley Hotel, Dublin**Details:** Compete in this year's Irish

Warhammer Grand Tournament and fight your way through six blood-soaked rounds of battle to the very top.

To enter you will need a fully painted 2000 point Warhammer army. Full details can be found in the Warhammer Throne of Skulls pack on the Warhammer World blog.

Tickets: €60/£40**Contact:** GW Dublin – 00353 1872 5791**Tournament Pack:** www.warhammerworld.org**3rd Battle of the Clubs****Date:** 3rd May, 2009**Venue:** Sporthal University of Tilburg, The Netherlands**Details:** The Battle of the Clubs is a contest between teams of three to 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. A gaming club may enter one team per game system.**Tickets:** €17.50 per player and includes lunch on the day.**Contact:** Martina Jirickamartina.jiricka@games-workshop.co.uk**30th Blood Bowl XLVIII Grand Tournament****Date:** 30th–31st May, 2009**Venue:** Warhammer World, Nottingham**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 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:** www.warhammerworld.org**EVENT SPOTLIGHT****16th Age of The Emperor: The Great Crusade****Date:** 16th–17th May, 2009 **GAMES WORKSHOP****Venue:** Warhammer World, Nottingham**Details:** It is the 31st Millennium...

Following the success of the Ullanor campaign, The Emperor of Mankind has appointed his favourite son, Horus, as Warmaster and given him supreme authority over the Imperial Expedition Fleets. The largest assembled human endeavour is now poised to sweep across the galaxy and claim it in the name of the Emperor of Terra. Mankind's galactic dominance has begun and the greatest heroes the Imperium has ever known are immortalised in legend, never to be forgotten...

The Great Crusade is a campaign weekend for Warhammer 40,000. Players will require a 3000 point army and several different sized army lists to play a mix of exciting battles and skirmishes. Full details can be found in the campaign pack, available to download from the Tempus Fugitives' website.

Tickets: Tickets cost £50 and include six games over the weekend as well as lunch on both days and an evening meal on the Saturday night.**Contact:** tfvents@tempusfugitives.co.uk**Website:** www.tempusfugitives.co.uk**WARHAMMER 40,000 BATTLEFIELDS****13th–14th June 2009****THE LORD OF THE RINGS**
STRATEGY BATTLE GAME**Art and Design Exhibition****6th April–18th May**

GAMES DAY REVIEW

GOLDEN DEMON 2008

GAMES DAY
& **GOLDEN DEMON 2008**

Golden Demon is the most prestigious miniatures painting competition in the world. We showcase some of the UK and Poland's very best entries from 2008.



Home to the greatest miniatures painting competition in the world, Games Day 2008 surpassed all previous events with more than 9000 hobbyists in attendance. Event organiser, Brian Aderson looks back on another successful year.

It feels like ages since we said our goodbyes to the NEC team at the end of Games Day in 2008; it's only been a few short months though (*at the time of writing this – Ed*), and memories of hundreds of Baneblades, intro games on wheels, dozens of gaming clubs and their awesome gaming boards and of course, the life size Space Marine Rhino are still fresh in my mind.

2008 proved to be the biggest Games Day ever. With the move into a bigger hall we were able to spread out to make our popular areas even more comfortable. It even allowed us to throw in a few added extras like the Warhammer display all the way from France, the Blood Ravens display kindly loaned by Rik Turner and the Black Library's 'new-look' Authors' Area. We also put on not one but two displays of original artwork celebrating the history of the Space Marines and of course the 25th Anniversary of Warhammer.

The Studio team pulled out all the stops putting on activities and displays that were swamped with customers from the moment the doors were opened. Our production teams made an appearance too, showing off the equipment and tools that all of our plastic miniatures are produced from. Add to all that 42 cabinets of Golden Demon entries, dozens of games from Hobby Centres, Community and Gaming Club contributions and the ever popular sales stands and you have an event that will be difficult to beat in 2009.

We have, however, taken up that challenge once more and the planning for Games Day 2009 has already started in earnest. If you want to know more about what happened at Games Day 2008 or want to start planning for September 2009, keep an eye on White Dwarf and the web for more details.

Brian Aderson
Games Day Manager

GAMES DAY 2009 TICKETS

Held once again at the Birmingham National Exhibition Centre (NEC), tickets to this year's Games Day & Golden Demon will be released on Saturday 30th May and will be available to White Dwarf subscribers from Saturday 2nd May.

Don't forget, subscribers will once again have the opportunity to pre-book one of only 600 tickets to this year's exclusive seminar in which more of our future projects will be unveiled.

Order your ticket by calling Direct on 0115 91 40000.
Tickets cost £30 and includes this year's Games Day Miniature.

GAMES DAY
& **GOLDEN DEMON 2009**

27th SEPTEMBER, 2009

GOLDEN DEMON 2008 UK GOLDEN DEMON SHOWCASE

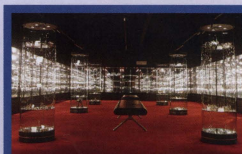


SILVER | Duel
Lizardman vs. Tomb King
Mark Lifton



GOLD | Warhammer 40,000 Single Miniature
Space Marine Captain
Fernando Prieto
UK Slayer Sword Winner

GOLD | Warhammer 40,000 Monster
Chaos Daemon Prince
Vladd Junger



THE CITADEL MINIATURES HALL

Warhammer World is proud to present a very special exhibition from April 4th at the Citadel Miniatures Hall, showcasing many of the winning entries from Golden Demon 2008. This is your chance to get closer than ever before to some of the finest miniatures in the world. For more details log on to:

www.warhammerworld.org

GOLDEN DEMON POLAND

Continuing to grow in size and popularity, the Polish Golden Demon painting competition saw more entries than ever. Competition judge, Matt Anderson reflects.

Last November in the snowy town of Poznan, at a huge gaming convention, the Poznan Gaming Arena, we held this year's Polish Golden Demon Competition. The contest was fierce and the standard amazingly high, with competitors travelling from all across Poland and even Italy and Germany to take part in this prestigious event.

As well as the Golden Demon Competition, there were tournaments for Warhammer, Warhammer 40,000 and The Lord of The Rings, put on by local stockists, community groups, and gaming clubs. There were also introductory games, a huge siege battle and painting advice for every

level; from very beginner to expert.

Eventually, after much deliberation, the winners were chosen and, in front of the whole show, were presented with their Golden Demon awards on the main stage; their models projected on the huge screens behind for all to see!

Once again the Polish Golden Demon Competition was a huge success and a pleasure to judge; the miniatures were beautifully painted and the atmosphere absolutely amazing.

We're all looking forward to next year!

Matt Anderson
Polish Golden Demon Judge

GOLDEN DEMON

2008 POLISH GOLDEN DEMON SHOWCASE



GOLD | Warhammer Single Miniature

Wood Elf Waywatcher

Jose Manuel Palomares Nunez

GOLD | Warhammer 40,000 Single Miniature

Chaos Terminator Lord of Khorne

Pedro Souto Wielgus



GOLD | Diorama

The Last Outpost

Ben Komets

Polish Slayer Sword Winner

To see all of the UK and Poland's Golden Demon winning entries from 2008, log on to www.games-workshop.com

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.

Range of products

Our Hobby Centres stock a large 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.

However, if ever you're looking for something not on the shelves, all our stores also have a webstore order point through which you can choose from our entire range of Citadel miniatures, including the Specialist Games and Collectors ranges and the ever-expanding range of Bitz Packs which allow you to customise your armies.

What's more, have your order sent to the store, and we'll send it POST FREE!

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!

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

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 LISTS

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

BW BRISTOL:
87 The Horsham, BS1 3BH
Tel: 0117 925 5333
CRANFIELD (CRIBBS CAUSEWAY):
Units 12/13, The Mall, BS24 3LP
Tel: 0117 957 9520

BRISTOL, Area 51:
Tel: 0117 934605
BRISTOL, HobbyCraft:
Tel: 0117 957 7990

BREFORDSHIRE

GW BEDFORD:
10 Greyfriars, MK40 1HP
Tel: 01923 427 3643

LUTON, Ottakars:
Tel: 01525 48099
CRANFIELD, Wargames Workshop:
Tel: 01134 757878

BERKSHIRE

*** GW MAIDENHEAD:**
Units 5, 17 Market Street, SL6 4AA
Tel: 01628 863 1747

GW READING:
29 Oxford Road, RG1 7QA
Tel: 0118 959 8063

GW WINDSOR:
Unit 3, George V Place, SL4 1QP
Tel: 01753 861087

BRACKNELL, Waterstones:
Tel: 01344 408124

WYCOMBE, Toycraft:
Tel: 01913 10877

RENNING, HobbyCraft:
Tel: 0118 902 8600

WINDSOR, WJ Daniels:
Tel: 01753 862196

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit 15, Balfour Link, B3 4BS
Tel: 0121 433 7793

GW DUDLEY:
Unit 36, Merry Hill Centre, DY5 1SP
Tel: 0121 448 1818

GW SOLIHULL:
Unit 10, Warwick Road, B37 3DX
Tel: 0121 785 7997

GW SUTTON COLDFIELD:
45-47 Birmingham Road, B72 1BH
Tel: 0121 354 3174

GW WALSALL:
Unit 26, Old Square Shopping Centre, WS1 1QP
Tel: 01902 273 2987

GW WOLVERHAMPTON:
9 King Street, WV1 1ST
Tel: 01910 211 6466

BIRMINGHAM, Console Games:
Tel: 0121 477 8612

KIDDERMINSTER, TJ Models:
Tel: 01562 749802

WOLVERHAMPTON, HobbyCraft:
Tel: 0845 651 6343

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
Unit 55 Eden Walk Gallery, Eden, HP11 2HT
Tel: 01494 653 4494

GW AYLESFORD:
Unit 2, 504 Silbury Road, MK9 2AD
Tel: 01494 808 8277

AYLESFORD, Bear Necessities:
Tel: 01793 421990

BUNGHAM, Abacus Toys:
Tel: 01208 821851

GERARDS CROSS, Howard Marshall:
Tel: 01235 882672

MILTON KEYNES, HobbyCraft:
Tel: 01908 390 139

MILTON KEYNES, Jay's Crafts:
Tel: 01908 365578

WINDSOR, Pagnell, Doodles
Tel: 01708 410496

CAMBRIDGESHIRE

*** GW CAMBRIDGE:**
30 Market Street, CB2 1DP
Tel: 01223 331 3359

GW PETERBOROUGH:
3 Woodhouse Road, CB3 9LJ
Tel: 01753 890 652

ST NEOT'S, Games:
Tel: 01580 257 483

ELY, City Cycle Centre:
Tel: 01223 641131

HUNTINGDON, Sports & Fashions:
Tel: 01454 624541

PETERBOROUGH, The Rift:
Tel: 01753 341097

WISBECH, Poppycraft:
Tel: 01945 745286

WISBECH, Games & Toys:
Tel: 01945 584142

CHANNEL ISLANDS

JERSEY, The Little Shop:
Tel: 01534 733187

GUERNSEY, St. Peter's Port, Carrouel:
Tel: 01481 732121

CHESHIRE

*** GW CHESTER:**
312 Farnley Street, CH1 1HB
Tel: 01246 531 276

*** GW MACCLESFIELD:**
Unit 38, Chestergate Mall, Governance Centre,
M43 1AB
Tel: 0161 261 9020

GW STOCKPORT:
35 Market Square, SK1 1BA
Tel: 0161 474 1427

GW WARRINGTON:
Unit 20, Bank Street, Time Square, W1 2AP
Tel: 01902 565 388

ALTRINCHAM, The Gaming Crawl:
Tel: 0161 929 9013

BIRKENHEAD, Kit Shop
Tel: 0151 647 9067

CHESTER, HobbyCraft:
Tel: 01244 558 110

CONGLETON, Deans Toys & Cycles:
Tel: 01246 767227

CREWE, ABC Model Sport:
Tel: 01270 505 948

CREWE, Jac in a Box:
Tel: 01270 581 118

ELLESMERE PORT, W Home Cycles:
Tel: 0131 352339

MARPLE, Marauder Games:
Tel: 0161 427 6849

NANTWICH, HobbyCraft:
Tel: 0845 651 6327

NESTON, Carrouel:
Tel: 0151 356 3621

NORTHWICH, Level 1:
Tel: 01696 43053

NORTHWICH, The Model Shop:
Tel: 01696 47820

STALYBRIDGE, Hardcastles:
Unit 161, 383 Macclesfield Road, SK1 1QP
Tel: 01628 225 4081

STOCKPORT, HobbyCraft:
Tel: 0161 421 3480

HYDE, Gokings ToyMaster:
Tel: 01456 241 847

WIDNES, The Hobby Shop:
Tel: 01474 241 847

CLEVELAND

GW MIDDLESBROUGH:
Unit 3, 29 Dundas Street, TS1 1HE
Tel: 01642 225 4081

HARTLEPOOL, Illusions:
Tel: 01642 231 199

ROTHSAY, PC Tech:
Tel: 01642 461010

REDCAR, PC Tech:
Tel: 01642 471888

CORNWALL

GW TRURO:
Unit 1, Bridge House, New Bridge Street, TR1 2AA
Tel: 01872 223 6847

CALLINGTON, CMS Games:
Tel: 01209 149224

BODMIN, Brickells:
Tel: 01208 77008

BIDEFORD, More Value:
Tel: 01208 152 362

BIDEFORD, Mainly Miniatures:
Tel: 01209 149224

CAMBORE, Kenwood Model Rail Centre:
Tel: 01209 149224

FALMOUTH, Kenwood ToyMaster:
Tel: 01209 149224

FRADDON, Kingsley Village:
Tel: 01753 761111

HAYLE, Brewster's Hayle:
Tel: 01753 761111

HERSTON, EAH:
Tel: 01236 365117

LEISARD, Trago Mills:
Tel: 01236 365117

NEWLYN, Newlyn Post Office:
Tel: 01738 364932

NEWQUAY, Planet Hobbyworld:
Tel: 01923 209 941

ST ALUSTEL, Padig Model Shop:
Tel: 01793 352881

ST IVES, Dragon's Hoard:
Tel: 01738 79088

WADDEBRIE, Brickells:
Tel: 01923 815 276

COUNTY DURHAM

*** GW DURHAM:**
64 North Road, DH1 4SQ
Tel: 0191 274 1862

GW DARLINGTON:
29 Market Street, DL1 3LX
Tel: 01323 538 2463

BARNARD CASTLE, Toy Shop:
Tel: 01910 662244

BISHOP AULKLAND, Windock Models:
Tel: 01308 609 764

CONSETT, Kwikpak:
Tel: 01207 581024

SHAMAM, Games of War:
Tel: 01915 807 118

STOCKTON ON TEES, Stockon Modeler:
Tel: 01642 616 480

CUMBRIA

*** GW CARLISLE:**
Unit 2, Earl Lane, CA1 1DP
Tel: 01273 821616

BARROW-IN-FURNESS, Heaths:
Tel: 01229 620 435

BOWNESS-ON-WINDERMERE, Ernest Allcock & Sons:
Tel: 01546 443 947

COCKERMOOTH, The Toy Shop:
Tel: 01900 12245

KENDAL, Alveys of Kendal:
Tel: 01539 728 781

PENRITH, Harpers Cycles:
Tel: 01768 864 475

WIGTON, Jacksons Diecast Models:
Tel: 01753 815 415

WORKINGTON, Toy Town:
Tel: 01906 873 322

DERBYSHIRE

GW DERBY:
Unit 2, Salford Lane, DE1 3NE
Tel: 01332 327 1657

ASHBOURNE, Lumbards Toys:
Tel: 01332 381151

BEVER, Children's Choice:
Tel: 01332 381151

BUXTON, Knowles Toys and Models
Tel: 01298 24283

GW CHESTERFIELD, Chesterfield Department Store:
Tel: 01246 220 200

GLOSSOP, Van Services:
Tel: 01457 653 548

ILKIDISTON, Ilkido Co-op:
Tel: 01457 653 548

MALLOCK, Shavees:
Unit 3, 29 Dundas Street, TS1 1HE
Tel: 01642 225 4081

HARTLEPOOL, Illusions:
Tel: 01642 231 199

ROTHSAY, PC Tech:
Tel: 01642 461010

DEVON

*** GW EXETER:**
81a Salford Street, EX4 4NN
Tel: 01392 349 930

GW PLYMOUTH:
81a Salford Street, EX4 4NN
Tel: 01392 349 930

GW TORQUAY:
32 Market Street, TQ1 3AQ
Tel: 01392 349 930

BARNSTAPLE, The Battlezone:
Tel: 01271 251 344

BIDEFORD, The Tarka Train Company:
Tel: 01237 424 048

BREXNOKE, Mainly Miniatures:
Tel: 01236 802335

DARTMOUTH, GW Pillar & Co:
Tel: 01392 821 126

EXETER, Eldrichs Games:
Tel: 01392 349 930

EXMOUTH, Gamezone Models:
Tel: 01392 349 930

GLINGTON, Horizon Toy Shop:
Tel: 01404 42741

HERSTON, EAH:
Tel: 01236 365117

KINGSBRIDGE, The Trading Post:
Tel: 01346 822 923

NEWTON ABBOT, Austins:
Tel: 01235 332 484

NEWTON ABBOT, Newton's Cave:
Tel: 01235 332 484

TORQUAY, Action Model Shop:
Tel: 01803 552881

PLYMOUTH, Model Shop:
Tel: 01753 231 651

TAIVISTOCK, Kaleidoscope:
Tel: 01923 815 276

TIGENMOUTH, Jackmanns Toybox:
Tel: 01923 778 290

TIVERTON, Banbury's:
Tel: 01884226247

TORQUAY, Action Model Shop:
Tel: 01803 552881

TORINGTON, Toyzone:
Tel: 01905 624 700

TOTNES, Finishing Touches:
Tel: 01803 662244

DORSET
GW BOURNEMOUTH:
24 Port of Bristol, BH1 1BA
Tel: 01202 331 443

*** GW POOLE:**
Unit 12, Fairgate Centre, BH15 1QR
Tel: 01202 368 564

BLANDFORD FORUM, Inspirations:
Tel: 01252 480999

BORNEMOUTH, Bourne's Print & Post Office:
Tel: 01202 397076

BORNEMOUTH, HobbyCraft:
Tel: 01202 382 444

CRIDDEPOT, Frosts ToyMaster:
Tel: 01904 328 422

SHERBOURNE, Christchurch Post Office:
Tel: 01202 445131

DORCHESTER, Dorchester Toys:
Tel: 01306 142 112

SHAFTESBURY, Hardings:
Tel: 01753 815 415

SHERBOURNE, The Corner House:
Tel: 01306 142 112

SWINDON, The Toy Barn:
Tel: 01935 815 840

WIMBORNE, Razzamatz:
Tel: 01935 780 601

ESSEX
GW CHELSEAFOOT:
Unit 2, The Meadows Centre, CM2 4ED
Tel: 01274 549 048

GW COLCHESTER:
Unit 1, 100 High Street, CO1 1LN
Tel: 01206 677 2729

GW SOUTHEND:
Unit 1, 100 High Street, SS1 2NE
Tel: 01702 246 1231

GW THURLOW:
Unit 1, 100 High Street, RM20 2ZJ
Tel: 01474 549 048

SAFFRON WALDEN, Game On:
Unit 1, 100 High Street, CM8 2ZJ
Tel: 01474 549 048

BASILDON, HobbyCraft:
Tel: 01702 246 1231

BRENTWOOD, B&M Cycles:
Tel: 01277 214 342

CLACTON ON SEA, Clacton Art & Craft Centre:
Tel: 01225 438 346

CLACTON ON SEA, This N That:
Tel: 01225 438 346

COLCHESTER, 4TK Game On:
Tel: 01206 752408

FRINTON ON SEA, Game On:
Tel: 01253 438 346

HARLOW, Marquage Models:
Tel: 01274 214 342

HORNCHURCH, Tele Haven:
Tel: 01708 475051

LEIGH-ON-SEA, Calver Books:
Tel: 01702 475 180

MALDON, Colin Bliss Models:
Tel: 01462 651 327

RAYLEIGH, Toys N Tucks:
Tel: 01893 802335

GLoucestershire
GW CHELSEAFOOT:
Unit 2, The Meadows Centre, CM2 4ED
Tel: 01274 549 048

GW PLYMOUTH:
81a Salford Street, EX4 4NN
Tel: 01392 349 930

GW TORQUAY:
32 Market Street, TQ1 3AQ
Tel: 01392 349 930

<

GAMES WORKSHOP



2nd Impressions
Banburys Dept Stores
Boswells of Oxford
Heart of England Coop Society
John Sanders
Martells of Sutton Stores
Simpson & Sons
Sports & Fashions Ltd
Toy Town Ayr Store
Toytown
Toytown
Trinder Bros Ltd
WJ Daniels

Now Available At

play-room™

To find your nearest store, check out the
Play-room website at:

www.play-room.uk.com

A division of AIS Ltd.

Games Workshop products are available in the Play-room stores, nationwide. They provide a convenient stopping off point for hobby reinforcements and also carry an excellent range of our miniatures and games.

Blackheath, London	0208 852 6192
Tiverton, Devon	01884 252 027
Oxford	01865 241 244
Nuneaton, Warwickshire	02476 382 331
Ruislip, London	01895 634848
East Grinstead, Sussex	01342 312303
Stowmarket, Suffolk	01449 612914
Huntingdon, Cambridgeshire	01480 454541
Ayr, Scotland	01292 282945
Dumfries, Scotland	01387 264 884
Workington, Cumbria	01900 873322
Banbury, Oxon	01295 251270
Windsor, Berkshire	01753 862106



GAMES WORKSHOP®

INDEPENDENT STOCKISTS

The Most Convenient Place to Shop!

- In Your Local Area
- Most Popular Boxes and Hobby Supplies
- Official Retailers

With over 1,000 locations across the UK, Scandinavia and Benelux, there's always a local stockist near you, perfect for that quick resupply or hobby need.

They concentrate on stocking our most popular products, meaning you're more likely to find exactly what you're looking for!

All our stockists are official retailers of Games Workshop games and hobby products.

DJT LAGCHAIRE, Toymaster: Banha Don Laghaire
 tel: 002 804 0011
 DJT LAGCHAIRE, Art and Hobby:
 tel: 01 63384454
 DUNCANGAR, Toymaster Murphy:
 tel: 026 413734
 ENNIS, World of World Ennis:
 tel: 062 868 4947
 KERRY, Chah's Toymaster:
 tel: 005353 66 7121047
 KILKENNY, The War Forge:
 tel: +353 87 6602992
 LACIS, Gramhams Toymaster:
 tel: 057 862 1001
 LIMERICK, Art and Hobby:
 tel: 086 309572
 LIMERICK, The Gathering:
 tel: 061 315133
 LOUTH, Kidzone Toymaster:
 tel: 00013 42 9310114
 LOUTH, The Wargames:
 tel: +353 861381259
 LACEDON, Toymaster Marys:
 tel: 026 4284
 MULLINGAR, Stars & Rows Hobies and Crafts
 tel: 046 9196839
 NEWBIRIDGE, Stars and Crafts:
 tel: 00 353 870462799
 NEWBIRIDGE, Art and Hobby:

845 430280
NAVAN, Game Bands:
 Tel: 086 94079099
NEWRY, Murphy's Toys:
 Tel: 028 30264978
OFFALY, Kelly's Toymaster:
 Tel: 00151 57 9351505
SANTRY, Art and Hobby:
 Tel: 01 862 4580
STILLORGAN, Toymaster Nibble Fingers:
 Tel: 01 2880788
TIPPARARY, RB Models:
 Tel: 00151 24801
WATFORD, Tall Tales Bookshop:
 Tel: 051 873 967
WEXFORD, Toymaster Play and Learn:
 Tel: 051 23728
WEXFORD, WOW New Ross:
 Tel: 051 431474
WICKLOW, Toymaster Hopkins:
 Tel: 040 467225
WILTON, Art and Hobby Wilton:
 Wilton, Tel: 021 434 7207

FALKLANDS
STANLEY, Falkland Collectibles:
 Tel: 0050021174





OW HELSINKI:
Simonskatu 5, 00100,
Tel: 09 75 15 45 25

HELSINKI, Fantasiapelit Helsinki:
Tel: 09 65 0803

LAHTI, Puolenkuun Pelit:
Tel: 03 252 5151

ESPOO, Puolenkuun Pelit Espoo:
Tel: 0948179441

PORVOO, Puolenkuun Pelit Porvoo:
Tel: 09 5346377

TURKU, Fantasiapelit Turku:
Tel: 02 232 6413

ESPOO, Pelimesta:
Tel: 09 813 3283

JOENSUU, Fantasiapelit Joensuu:
Tel: 013 266 314

JYVÄSKYLÄ, Fantasiapelit Jyväskylä:
Tel: 014 21 6629

KUOPIO, Fantasiapelit Kuopio:
Tel: 07 3611148

LAPPEENRANTA, Fantasiapelit Lappeenranta:
Tel: 015 3611148

OULU, Fantasiapelit Oulu:
Tel: 08 37 4596

TAMPERE, Fantasiapelit Tampere:
Tel: 03 222 3200
IMATTA, Honkaniemen Kirjakauppa:
Tel: 09 253 0827
JAMAS, Lelushoppo:
Tel: 03 682 7950
HEINOLA, Tuusomuvuosi ja lelu:
Tel: 03 723 2800
HYINKÄÄ, Royal Toys:
Tel: 010-5235836
IMATTA, Kirja-Lahja Alex Ky:
Tel: 03 723 2800
JAKOBSTAD, Toys 4 Fun:
Tel: 016-723 2800
JÄMSÄ, Jaakko Saari:
Tel: 014 749 7215
JÄRVINKYLÄ, Adorateratsumielike Yhtävö:
Tel: 030 413 4760
KARJAA, Bå Lådan:
Tel: 019 23 2494
KERAVA, Antikivariatti Kersa:
Tel: 09 84 4730
KLAUKKALA, Kasuelli:
Tel: 09 879 2697
KOTKA, Eagle Card:
Tel: 05 21 4230
KOUVOLA, Muovipex:
Tel: 05 311 7955

LAAPPENRANTA, Antikvariaatti Sumu:
 Tel: 05 541 1760
MAARILAINEN, Dillen:
 Tel: 019 33578
MÄNTSÄLÄ, Papado:
 Tel: 019 688 1911
MIKKELI, Muppela:
 Tel: 095 36 1611
NUULI, Lulu-tupa:
 Tel: 08 375 241
PÖRÖ, Piron Askartale:
 Tel: 02 616 6671
RUUSI, Raahen Askartale la PAPERI:
 Tel: 08 223 6265
RAUMA, TT-Pop:
 Tel: 02 023 4040
SEINÄJOKI, Royal Toys:
 Tel: 06 2233036
ROVANIEMI, Keskitalo Jässi:
 Tel: 016 336 0545
SÄLÄ, Samo Harraste:
 Tel: 016 336 0545
SAVOLINEN, Savonlinn Antikvariaatti:
 Tel: 03 53 4412
SEINÄJOKI, Fantasiaalinn:
 Tel: 010 201 5338
TAMMISAARI, Kungshookhandeln:
 Tel: 019 246 1020

JAMPERI, Peimaa:
Tel: 040 7697679

TAMPERE, Info Koskikeskus:
Tel: 63 225 1850

TERVAOKOSKI, Tervakosken Coconut:
Tel: 010 44 824 126

TORNIO, Peliketus:
Tel: 016 744 6256

VAASA, Pelimies:
Tel: +358 6 312 5111

VAIKEAKOSKI, Koskiviide:
Tel: 63 384 7917

VANTAA, VPK Kauppakeskus Tikkurinmäki:
Tel: 010 44 8256

VANTAA, Mirkun Kirja:
Tel: 09 210 2280

GREECE

ATHENS, Avalon Games:
Tel: 0030 210 8016040

ATHENS Fantasy Shop:
Tel: 0030 210 8231072

ATHENS, Fantasy Shop: Ag. Paraskev:
Tel: 0030 210 6005312

ATHENS, Fantasy Shop: Exarcheia:
Tel: 0030 210 3020077

ATHENS, Fantasy Shop: Kolithea:

ATHENS, Fantasy Shop: Kaminika:
Tel: 0030 210 959 2922
ATHENS, Fantasy Shop: Pagrati:
Tel: 0030 210 7560780
ATHENS, Hobby Planet:
Tel: 0030 210 6042816
ATHENS, Kaissa Amarusiouri:
Tel: 0030 210 4146767
ATHENS, Kaissa Glyfadas:
Tel: 0030 210 8962 057
ATHENS, Kaissa Halandriou:
Tel: 0030 210 6090485
ATHENS, Kaissa Kallidromiou:
Tel: 0030 210 366480
ATHENS, Kaissa Monokoros:
Tel: 0030 210 8013 990
ATHENS, Kaissa Neas Filadelfias:
Tel: 0030 210 9017944
ATHENS, Kaissa Neas Smimis:
Tel: 0030 210 9317990
ATHENS, Kaissa Paggrationu:
Tel: 0030 210 7218 318
ATHENS, Strategy Hall:
Tel: 0030 102104335757
CHANIA, Kaissa Chaniou:
Tel: 0030 2821080899
CRISTE, Fantasy Shop: Heraklion:
Tel: 0030 2810222222

TEL: 0030 2010 301372
HALKIDIA, CC Corner:
 Tel: 0030 2221 08735
LARISA, Kaissa Larisias:
 Tel: 0030 210 53957
LARMIA, Kaissa Lamlas:
 Tel: 00 30 22310 24393
NAFPLIO, Miniature Shop:
 Tel: 00 30 272302488
PALLINIS, Hobby Planet:
 Tel: 210 6042 816
PATRAS, Kaissa Patras:
 Tel: 0030 2610625632
PERISTERO, Kaissa Peristeriou:
 Tel: 0030 2105788 707
THESSALONIKI, Kaissa Kalamarias:
 Tel: 0030 210 4394377
THESSALONIKI, Kaissa Thessalonikias:
 Tel: 00 30 2310 257 297
THESSALONIKI, Underworld:
 Tel: 0030 2310 2401 93
VOLOS, Fantasy Shop:
 Tel: 0030 24210 20182

HONG KONG
HONG KONG, Fun Atelier:
 Tel: (852) 2066-4870

HUNGARY
BUDAPEST, Company: 0036 30 4201100
BUDAPEST, Dungeon: 0036 1 3211313
BUDAPEST, Kristálsármok: 0036 30 255 030
BUDAPEST, Sas Military: 0036 1 2664393
BUDAPEST, Wargamers: 0036 1 4567261
NAGYMAROS, Kerekkonyr: 0036 70 2545400

ICELAND
REYKJAVIK, Nexus: 0047 552 9011

INDONESIA
JAKARTA BARAT, Comics N Games: 0062 21 36963805
JAKARTA SELATAN, Fantasy N Games: 0062 21 60005043
SURABAYA, Fantasy N Games: 0062 31 60005043
SURABAYA, Fantasy N Games: 0062 31 7402423

ISRAEL

HAIFA, Kitaro:
Tel: 00972 48505212

HERZLIA, Freak:
Tel: 00972 99589077

RAMAT HASHARON, Tapuak:
Tel: 00972 35404713

TEL AVIV, Freak:
Tel: 00972 34961826

TEL AVIV, Kitaro:
Tel: 00972 36299320

LATVIA

RIGA, Barin:
Tel: +371 29305135

RIGA, Sia Prata Spelz:
Tel: +371 67134034

LITHUANIA

VILNIUS, D6 Necona:
Tel: 00 370 5 21326/9

KINGDOM OF BAHRAIN

ISA TOWN, Carousel World of Imagination
Tel: 00 973 3987 3635

MALAYSIA

KOTA KINABALU, Sabah, Just Wargam
Tel: 6013 - 865 5269

KUALA LUMPUR, Comics Mart:
Tel: 03 - 2287 2866

KUALA LUMPUR, MySciFic Outdoor
(616) 016 - 902 1506

PENANG, Comics, MySciFic
Tel: 04 - 626 2580

PETALING JAYA, Wolf's Game Shop
Tel: 012 2599552

PETALING JAYA SELANGOR, The Games Circle
Tel: 6 016 - 451 0940

SHAH ALAM, SELANGOR, Dikka Dikka Games
Tel: 6 017 - 292 8023

MALTA

MALTA, Forbidden Power:
Tel: 00356 21 227999

MALTA, K Hobbies Ltd:
Tel: 00356 21 895423

MEXICO

NAUCALPAN, Quest Hobbies and Games
Tel: 0052 555 598 92 78

PUEBLA, La Fortaleza:
Tel: 0052 222 409 50 38

THE NETHERLANDS

THE NETHERLANDS
GW AMSTERDAM:
 Bakin als, 1017 43;
 Tel: 020 622 3663;
GW DEN HAAG:
 Schootsdrukt, 1728, 2511 AX,
 Tel: 070 392 7525;
GW ROTTERDAM:
 Van Oldenbarnevelddiast, 452, 3012 AP,
 Tel: 010 289 0268
ARNHEM, Speklwartier Arnhem:
 Tel: 026 481 1112
DE BOSCH, De Dobbelsteen:
 Tel: 073 614 5530
LEEUWARDEN, Spekljinn:
 Tel: 058 213 1112
LEUDEN, Viessengroup:
 Tel: 031 513 2783
MAASTRICHT, Vlieg-er-uit:
 Tel: 043 325 1853
TILBURG, De Dobbelsteen:
 Tel: 016 444 7789
ZWOLLE, Games-n-Stuff:
 Tel: 038 421 6385
ALKMAAR, Bookers & Strippers:
 Tel: 072 471 1211
ALMERE Haven, Fantasia:
 Tel: 036 531 6917

AMERSFOORT, Spellenwinkel:
tel: 031 470 0322
ASSEN, Ploek:
tel: 0929 231 3282
BERGEN OP ZOOM, Big Boys Toys
tel: 0164 25 0848
DEN HAAG, Spellenhuis:
tel: 070 364 4782
ENSCHDE, Pipelines:
tel: 053 436 5727
GRONINGEN, Kriek's Hobbyshop:
tel: 050 611 0000
HAARLEM, Spellenhuis:
tel: 023 521 33 100
MIDDELBURG, De Burcht:
tel: 011 61 00000
NIJMEGEN, Moenen & Mariken:
tel: 024 322 6119
UTRECHT, Whoops:
tel: 030 266 4123
VENLO, Modelbouw Luthart:
tel: 077 374 2488
WORMERVEER, Mini-Wonders:
tel: 077 078 1417
ZOETERMEER, RC-Pistoot:
tel: 079 313 0560
ALMELO, Sonberg Modelbouw:
tel: 054 404 4000
ALPHEN AAN DEN RIJN, Top 1 Toys Alen & Pz

Tel: 0172 47 2254
AMSTELVEEN, Het Ganzenbord:
 Tel: 020 641 2552
APPELDOORN, Top 1 Toys - De Kinderduin:
 Tel: 055 5761090
APPELDOORN, Villa Wammus:
 Tel: 055 5766 741
BARENDRECHT, Peter's Postreint:
 Tel: 0160 419339
BEILEN, Top 1 Toys:
 Tel: +31 593 54 37 50
BERGEGK, Wouters Technohobby:
 Tel: 049 755 0240
BREDA, De Dobbelsstein:
 Tel: 0160 528700
DEFT, Top 1 Toys Speldorado:
 Tel: 015 213 4516
DEVENTER, Knibbel Kom:
 Tel: 057 061 6879
DORDRECHT, Hobby Modelbouw Dordrecht:
 Tel: 015 231 2711
EDE, Tinnen Soldaat:
 Tel: 05318 65 3296
EINDHOVEN, Gameforce Eindhoven:
 Tel: 040 2447030
EMMEN, Spirittoys:
 Tel: 0591 44707

ETTEN-LEIJDE, Van Der Doelen Speelgoed
Tel: +31 (482) 64 50 88
GORINCHEM, Netten Modelbouw
Tel: 018 363 6000
GOUDA, Interforys v.d. Wal:
Tel: 018 18 3525
GRONINGEN, Wirwar:
Tel: 050 314 8424
HARDERWIJK, Top 1 Toys Vlogs Spel & Ho
Tel: 0341 412905
HARENKERK, Rob Hoes:
Tel: +31 (0)251 24 19 99
HEERHUGOWAARD, Huider Modeltrein
Tel: 0725714157
HEERLEN, De Houten Sleutel:
Tel: +32 (0)3 34 18 428
HOOFDDORP, Modelspoor:
Tel: +31 (0)23 365 44 42
HOOFDDORP, Spellenkink Waltha
Tel: 06 501 207 09
HOORN, De Spellenhoorn:
Tel: +31 (0)229 29 55 65
LEIDEN, Freetime Warrior:
Tel: +31 71 51 30 532
LEIDEN, Tolkienwinkel:
Tel: 071 541 2324

LYSLAYD, Mr. Bully Inc.:
 Tel: +31(0)31 633 4600
LYSLAYD, RE Mind Creations:
 Tel: +31(0)31(0)202 44003
MAASTRICHT, Hounjeit:
 Tel: +31(0)6 363 6776
NUENEN, Scheffens Speelgoed:
 Tel: +040 283 2504
OUDE-BEIJERLAND, Maurits Model-Hol:
 Tel: +0186 62 1931
ROERMOND, Bloemboutiek Herm:
 Tel: +31(0)31 633 624
ROSMALEN, Top 1 Toys Jo:
 Tel: +31(0)73 5212409
ROOSENDAAL, Top 1 Toys Jadin:
 Tel: +31(0)31 633 5045
ROTTERDAM, AVS Gameshop:
 Tel: 06(0)24440100
ROTTERDAM, Eternal War:
 Tel: +31(0)6 209057
ROTTERDAM, Metal Dragon Shop:
 Tel: 06(0)33961326
ROTTERDAM, Regue Trader:
 Tel: +010 2709233
ROTTERDAM, BTS:
 Tel: +010 473 87525
SCHIJNDEL, Top 1 Toys Anniek:
 Tel: +073 3477558

ZWOLLE, Boekenhal:
Tel: 038 422 1077

NORWAY

GW OSLO:
Møllergata 7, 0179,
Tel: 22 13 26 90

BERGEN, Outland Bergen:
Tel: 535 14 822

KRISTIANSTAD, Hoby Huset:
Tel: 380 203 10

TRONDHEIM, Gotham:
Tel: 281 985 34

ÅLESUND, Kremmerhuset:
Tel: 701 437 70

ÅSEN, Nordi Arendal:
Tel: 220 043 80

BODØ, Underholdningsmagneten:
Tel: 755 250 70

DRAMMEN, Drammen Spillforen:
Tel: 404 956 30

DRAMMEN, Outland Drammen:
Tel: 404 956 30

FAGERNES, Lekesenter Fagernes:
Tel: 613 606 92

FREDRIKSTAD, Lektorstev:
Tel: 693 356 30

GIØVIK, Ringo Lekesalen:

GOL, Yes!:
Tel: 611 002 10
Tel: 730 749 70
GRONG, Abra Papir:
Tel: 74 23 15 78
HAMAR, Lekehuset Maxi:
Tel: 625 338 08
HAUGESUND, Norli Hagesund:
Tel: 310 21 63
HORTEN, Notabene Sjøsiden:
Tel: 330 403 60
KONGSBERG, Ringo Rolf Liane:
Tel: 327 311 61
KRAGERØ, Brio Karis Hobby:
Tel: 327 311 61
KRISTIANSSAND, Outland:
Tel: 380 994 20
KROKSTADELVA, Brio Helmax:
Tel: 328 799 10
LANGESUND, Notabene:
Tel: 339 736 62
LARVIK, Yes! Sokratist:
Tel: 331 854 37
MANDAL, Ringo Lekehuset Mand:
Tel: 382 657 20
MO, RANA, Ringo Lekehjørnet:
Tel: 382 657 20

MOLDE, Yes! Lekejærnet:
Tel: 712 193 63
MOSJØEN, Hobbyseter:
Tel: 751 701 70
MYSEN, Ringo Mysen:
Tel: 905 281 10
NARVIK, Ringo Barmas Verden:
Tel: 769 465 05
NESBRUN, Ringo Holmensenteret:
Tel: 667 794 10
OSLO, Notabene Lambertseter:
Tel: 222 005 51
OSLO, Outland Paleet:
Tel: 223 304 10
OSLO, Outland Vestbanhallen:
Tel: 223 304 10
SANDNES, Osaeland Hobby:
Tel: 516 615 09
SANDNESSJØEN, Ringo Sandnessjøen:
Tel: 750 418 80
SANDVIKA, Hobby Larsen:
Tel: 752 401 97
SKJED, Sokratis Hobby Gården:
Tel: 355 287 64
SOLA, Ringo Sola Gaver Og Lekes:
Tel: 516 517 63

STAVANGER, Outland Stavanger:
Tel: 018 23 8182

TROMSØ, Tromsø Brukthokhand:
Tel: 776 869 74

TROMSHEIM, Outland Tromsheim:
Tel: 743 24 15

TROMSHEIM, Tronderfrim:
Tel: 735 208 40

TØNSBERG, Brio Bamse Farmanster:
Tel: 333 167 90

TØNSBERG, Gledeshust:
Tel: 922 517 87

TYNSET, Ringo Tynset Bokhandel:
Tel: 624 890 38

PHILIPPINES

QUEZON CITY, Neutral Grounds:
Tel: 00 11 63 2634 8192

POLAND

BIALYSTOK, Department Gier:
Tel: 0048 857443360

BIALYSTOK BIALA, Gnom:
Tel: 0049 13 8213432

BIELSKO BIALA, Warg:
Tel: 0048 801 342844

BYDGOSZCZ, Wysztyko Gra:
Tel: 0046 608641909

Do you want to become an
INDEPENDENT STOCKIST?

Games Workshop is the largest and the most successful tabletop fantasy and futuristic battlegames company in the world. For more information on how to become an Independent Stockist, contact one of our dedicated specialists on 08700 134411 or visit our website:

www.games-workshop.com

LEGNICA, Sklep Feniks:

Tel: 0048 84640618

LODZ, F-ink:

Tel: 0048 22 6821326

LODZ, Gamelord:

Tel: 0048 42 6311161

LUBLIN, Krzyz:

Tel: 0048 78 1779151

OPOLE, HMS Computers II:

Tel: 0048 77 4247413

OSTROW WIELKOPOLSKI, Centrum Car Arena:

Tel: 0048 484877877

PILCHOWICE, Imperator FF:

Tel: 0048 66236291

POZNAN, Bard:

Tel: 0048 61 312415

POZNAN, Bard:

Tel: 0048 61 312415

POZNAN/TORUN, Bitesnaki:

Tel: 0048 60387133

RADOM, Wargamer:

Tel: 0048 48 381835

SWIDNIK, Mielonik Icon:

Tel: 0048 48629677

SWIEBODZIN, Czempion:

Tel: 0048 48934995

TORUN, Słup Papierniczy:

Tel: 0048 56 452229

SZCZECIN, Fenix:

Tel: 0048 48934995

WARSAWA, Faber i Faber:

Tel: 0048 22 481264

WARSAWA, Grand Blue City:

Tel: 0048 22 311767

WARSAWA, Grand CF Skoroze:

Tel: 0048 22 482729

WARSAWA, Grand Galeria Mokotow:

Tel: 0048 22 341318

WARSAWA, Handispy:

Tel: 0048 22 634026

WARSAWA, Komiksland:

Tel: 0048 22 482228

WARSAWA, Modelarski Dom

Tel: 0048 22 3649797

WARSAWA, Modelarski Dom

Tel: 0048 22 482228

WARSAWA, Panda Zabawki:

Tel: 0048 22 634061

WARSAWA, Pelia:

Tel: 0048 22 627648

WARSAWA, Replikator.pl:

Tel: 0048 22 341318

WARSAWA, Skladnia Harcerska SKAUT:

Tel: 0048 60342466

WARSAWA, Stry Star:

Tel: 0048 22 389279

WARSAWA, Wargamer:

Tel: 0048 22 424769

WROCLAW, Bard:

Tel: 0048 71 718172

WROCLAW, Ogryz:

Tel: 0048 71 371817

WROCLAW, Pracaomedia Fantasyczna:

Tel: 0048 71 354434

ZIELONA GORA, Level:

Tel: 0048 68233140

ZYWICE, Model-Fan:

Tel: 0048 48661005

PORTUGAL

LISBOA, Homem Azul:

Tel: 00351 213 92 93 82

LISBOA, Loja Arena:

Tel: 00351 213 15 55 50

PORTO, Loja Arena:

Tel: 00351 22 60 19 18

PORTO, Mundo Fantasma:

Tel: 00351 22 60 19 18

SINES, Galeria BT:

Tel: 00351 209 83 25 11

ROMANIA

BUCURESTI, Hobby Games:

Tel: 0040 21 3231 431

RUSSIA

KRASNODAR, Alegriy-Iug (South):

Tel: 007 936 330 11

MINSK, Valahovich ent:

Tel: 00375 29 424 713

MINSK, Valahovich ent:

Tel: 00375 29 424 713

MINSK, Valahovich ent:

Tel: 00375 29 424 713

MINSK, Valahovich ent:

Tel: 00375 29 424 713

MINSK, Valahovich ent:

Tel: 00375 29 424 713

MINSK, Valahovich ent:

Tel: 00375 29 424 713

MINSK, Valahovich ent:

Tel: 00375 29 424 713

MINSK, Valahovich ent:

Tel: 00375 29 424 713

MINSK, Valahovich ent:

Tel: 00375 29 424 713

MOSCOW, Alegriy:

Tel: 07 47951137 586

MOSCOW, Alegriy:

Tel: 07 47951137 586

MOSCOW, Club TM:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

MOSCOW, Detskiy Mir:

Tel: 07 47951137 586

EDENVALE, Plastik:

Tel: 0027 783 1489

CAUTENG, The Underground:

Tel: 0027 11 795 396

JOHANNESBURG, Esses Retail:

Tel: 0027 11 6851619

JOHANNESBURG, Outer Limits Johannesburg:

Tel: 0027 11 6851619

JOHANNESBURG, Outer Limits Pretoria:

Tel: 0027 12 342 436

JOHANNESBURG, Wizards Book and Games:

Tel: 0027 11 806 923

JOHANNESBURG, Warfair:

Tel: 0027 82 431 2342

JOHANNESBURG SOUTH, Dragons Den:

Tel: 0027 11 432 978

MENILYN, Top CD:

Tel: 0027 11 432 978

PIETERMARITZBURG, Games Direct:

Tel: 0027 33 212 978

RUSTENBURG, Warcy:

Tel: 0027 72 910 2689

UMANGA, The Hobby Specialists:

Tel: 0027 31 566 406

SOUTH KOREA

SEOUL, Orc Town:

Tel: 0082 402 1946

SWEDEN

GW GÖTEBOR:

Tel: 0046 31 720 521

GW STOCKHOLM:

Tel: 0046 8 730 064

KÖPINGS, MD Hobby:

Tel: 0046 31 730 064

KÖPINGS, Lek & Hobby:

Tel: 0046 31 730 064

KÖPINGS, Lek & Hobby:

Tel: 0046 31 730 064

KÖPINGS, Lek & Hobby:

Tel: 0046 31 730 064

KÖPINGS, Lek & Hobby:

Tel: 0046 31 730 064

KÖPINGS, Lek & Hobby:

Tel: 0046 31 730 064

KÖPINGS, Lek & Hobby:

Tel: 0046 31 730 064

KÖPINGS, Lek & Hobby:

Tel: 0046 31 730 064

KÖPINGS, Lek & Hobby:

Tel: 0046 31 730 064

KÖPINGS, Lek & Hobby:

Tel: 0046 31 730 064

KÖPINGS, Lek & Hobby:

Tel: 0046 31 730 064

KÖPINGS, Lek & Hobby:

Tel: 0046 31 730 064

KÖPINGS, Lek & Hobby:

Tel: 0046 31 730 064

KÖPINGS, Lek & Hobby:

Tel: 0046 31 730 064

KÖPINGS, Lek & Hobby:

Tel: 0046 31 730 064

KÖPINGS, Lek & Hobby:

Tel: 0046 31 730 064

KÖPINGS, Lek & Hobby:

Tel: 0046 31 730 064

KÖPINGS, Lek & Hobby:

Tel: 0046 31 730 064

KÖPINGS, Lek & Hobby:

Tel: 0046 31 730 064

KÖPINGS, Lek & Hobby:

Tel: 0046 31 730 064

KÖPINGS, Lek & Hobby:

Tel: 0046 31 730 064

KÖPINGS, Lek & Hobby:

Tel: 0046 31 730 064

Club Directory



Gaming clubs are groups of fellow gamers and hobbyists who meet regularly to enjoy the hobby together.

THE GAMES WORKSHOP CONNECTION

The Gaming Club Network (GCN) is a volunteer organisation which was started in 1999 to bring together like-minded clubs for lots of gaming fun.

GCN registered clubs work closely with Games Workshop on events like Games Day, Conflict events and Campaign Weekends, making them an integral part of the Games Workshop hobby. Use the club listing to find a GCN gaming club near you and get involved.

The GCN strives to meet the following objectives:

- Promote good communications between Gaming Clubs and Games Workshop.
- Assist in the running of local gaming events.
- Support other clubs' activities.
- Assist in the running of games at the national level.
- Provide a forum for Gaming Clubs.
- To facilitate club development and growth.
- To create a safe environment for people to play in.

THROW DOWN THE GAUNTLET!

Whether you are new to the hobby or a veteran gamer, GCN clubs are an ideal place to find and challenge new opponents. Play in campaigns, leagues and tournaments in a friendly environment with fantastic scenery, all created by dedicated hobbyists like you.

SETTING UP YOUR OWN GAMING CLUB

If you would like to set up your own Gaming Club please contact Bek Hawkyb, our Community Coordinator on 0115 900 4821, who will give you advice on the basics of setting up and running a club. This includes providing packs for schools, libraries, independent clubs and information on the GCN.

Please note, if you are want to set up a gaming club in a school we will need to speak to a teacher or member of staff before we can register your club.

VISIT THE GCN ONLINE AT WWW.GCNM.ORG.UK

GCN membership guarantees the highest standard of customer service and safety. As part of our ongoing commitment to our customers, we do not promote any club outside of the Gaming Club Network.

AVON

GCN BRISTOL,
Portbury Knights:
Contact: Alan Vynels
Tel: 07771 101448

BEDFORDSHIRE

GCN BEDFORDSHIRE,
Bedford Gladiators Association:
Contact: David Wilkin
Tel: 0779 1552929
Email: gladiatorsclub@yahoo.co.uk

BERKSHIRE

GCN BRACKNELL,
Bracknell Forest Gamers:
Contact: Don Curry
Email: dcurry@btuk21.com

GCN MAIDENHEAD,
MAD Gamers:
Contact: Francis Jee
Email: fje@btinternet.com

GCN READING,

The Spiky Club:
Contact: David Cole
Email: spikyclub@hotmail.co.uk

BIRMINGHAM

GCN DUDLEY,

Dudley Darklords:
Contact: Paul Sheldon
Tel: 0121 208 2640

GCN SOLIHULL,

Toll Road Gamers:
Contact: Mark Simkin
Tel: 0121 418 7512
Email: tollroadgamers@yahoo.co.uk

GCN SUTTON COLDFIELD,

The Immortals:
Contact: Grant Osborn
Tel: 07824 402 152
Email: grant.osborn@hotmail.com

GCN WALSAIL,

Warlords of Walsail:
Contact: Martin Farnhill
Tel: 07737 475042
Email: martin.farnhill@btopenworld.co.uk

GCN WOLVERHAMPTON,

Da Boyz Club:
Contact: Darren Pugh
Tel: 07790 567 551
Email: daboyzclub@hotmail.com

BUCKINGHAMSHIRE

GCN HIGH WYCOMBE,
Armageddon Inc.:
Contact: James Schofield
Tel: 01494 865 905

CHANNEL ISLANDS

GCN BRELAEDES,
Jersey Privateers Gaming Club:
Contact: Paul Noel
Tel: 01534 738192
Email: noelwaelock@hotmail.com

CHESTER

GCN CHESTER,
Royal Guild of Minded Boards:
Contact: Christopher Fry
Tel: 01243 827521
Email: chris_fry@btopenworld.com

GCN CHELTENHAM,

Hyde Clarendon Strategy Games Club:
Contact: Paul Mather
Email: paul.mather@btopenworld.co.uk

GCN MACCLESFIELD,

MacGargames:
Contact: Duncan Harradine
Website: www.maccwargames.org.uk
Email: duncanh@btopenworld.co.uk

GCN STOCKPORT,

Stockport Slayers:
Contact: Laura Kelly
Email: murlerlaurel@hotmail.com

GCN WARRINGTON,

Spawm:
Contact: Anthony Spier
Tel: 0779 313 3077
Email: anthony.spier@btopenworld.com

GCN WARRINGTON,

Warrington Warlords Gaming Club:
Contact: Paul Tennant
Tel: 01244 676 449
Tel: 01244 205 632
Email: paultennant@hotmail.com

CLEVELAND

GCN CLEVELAND,
East Cleveland Warmiaths:
Contact: James Adams
Tel: 07964771754
Email: james.adams@btopenworld.co.uk

GCN MIDDLESBROUGH,

Middlesbrough Gamers Club:
Contact: Paul Crosby
Tel: 07964771754
Email: mbcgmc@gmail.com

GCN REDCAR,

Redcar Ironboards:
Contact: Ian Whitmore
Tel: 01642 582027

CORNWALL

GCN BUDOK,
Dice and Dagger:
Contact: Kurt Baker
Email: celticwarriors@aol.com

GCN SOUTHWALL,
West Cornwall Games Club:
Contact: Neil Sharp
Email: neilsharpgm@aol.com

CUMBRIA

GCN WINDERMERE,
North West Warriors:
Contact: Adam or Devina Turner
Tel: 07625 511 867
Email: north_west_warriors@hotmail.co.uk

DERBYSHIRE

GCN CHESTERFIELD,
COGS:
Contact: Anthony Barnes
Tel: 07784 422 8764
Email: awb@btopenworld.com

GCN DERBY,

Derby Wargames Society:
Contact: Ben Curry
Tel: 07699 704 563
Email: bencurry@btopenworld.co.uk

DEVON

GCN PLYMOUTH,
Cross Swords Gaming Club:
Contact: Anthony Cross
Tel: 01752 837 133
Email: crossswords@btopenworld.co.uk

GCN PLYMOUTH,

Plymouth Association of Wargamers:
Website: www.plymouthwargamers.co.uk

DORSET

GCN POOLE,
Battlescar:
Contact: Paul Cleveland
Tel: 01202 385 632
Email: paulcleveland@btopenworld.co.uk

GCN BOURNEMOUTH,

Wessex Wyvern:
Contact: Christian Williams
Tel: 01202 374 298
Email: chriswilliams@wexssexwyvern.org.uk

ESSEX

GCN CHELMSFORD,
Chelmsford Bunkers:
Contact: Gareth Williams
Tel: 01243 38542
Email: garethwilliams@btopenworld.co.uk

GCN ESSEX,

Essex Warhounds:
Contact: Colin Ward
Tel: 01273 348 0211
Email: colinward@essex.warhounds.co.uk

GCN LITCHFIELD,

Colchester Games Club:
Contact: Colin Wilson
Email: info@colchesterwargamesclub.co.uk

GCN SOUTHWEND,
Southend Toy Soldiers Club:
Contact: Neil Gayer
Tel: 07391 446 441
Email: chloeseng@btopenworld.com

GCN WINDERMERE,

Warzone: Southend:
Contact: Michael Ryan
Tel: 012169 694805
Email: warzone@btopenworld.co.uk

GCN THURLOCK & ROMFORD,

Tropics Fulgents:
Contact: Stuart Macken
Tel: 07609 154020
Website: www.tropicsfulgents.co.uk

HAMPSHIRE

GCN BASINGSTOKE,
Sad Muggers Society:
Contact: David O'Brien
Email: davidob@btopenworld.co.uk

GCN SOUTHAMPTON,

Hammer N' Axes:
Contact: Daniel Few
Email: senefm1@hotmail.co.uk

GCN SOUTHAMPTON,

Shadowgawm:
Contact: Gary Donaldson
Tel: 07882 368649

GCN SOUTHAMPTON,

Soleil Warriors:
Contact: Ben Cabret-Lee
Tel: 07748 18 9929
Email: ben@soil.co.uk

HEREFORDSHIRE

GCN HEREFORD,
Spread Eagle Wargames Society:
Contact: Tim Hill
Tel: 07748 18 9929
Email: davey@spreadeagle.co.uk

KENT

GCN ASHFORD,
Stanhope Gaming Group:
Contact: Simon Cannon
Tel: 01233 863 996
Email: s.cannon@pap.ac.uk

GCN TUNBRIDGE WELLS,

Tunbridge Wells Wargame Society:
Contact: Colin Stone
Tel: 01753 480 0211
Email: colin@colinstone.freemove.co.uk

LEICESTERSHIRE

GCN ARNESBY,
Leicestershire Warriors Wargaming Club:
Contact: Patrick Foster
Tel: 07836 816 3471
Email: pfof@btopenworld.co.uk

GCN LEICESTER,
Leicester Fat Kats:
Contact: Antony Evans
Tel: 07836 135 127
Email: antonyevans70@yahoo.co.uk

GCN LEICESTERSHIRE,

SQUIGGL:
Contact: Adam Nicholson
Tel: 0797 656 7179
Email: adn145@yahoo.co.uk

GCN LOUGHBOROUGH,

Loughborough 1st and Only:
Contact: Matt Sully
Email: zeeenastulld.com

LINCOLNSHIRE

GCN LINCOLN,
Golshylks:
Contact: Chris Simmons
Tel: 07748 182 416
Email: brucecally@hotmail.com

LONDON

GCN CLAPHAM,
Clapham Wargames Guild:
Contact: Thomas Poff
Tel: 07866 969 389
Email: info@claphamwargames.org.uk

GCN COVENT GARDEN,

Con Gaming Clubs:
Contact: Karl McWilliam
Tel: 07859683838
Email: mrdmckarl75791@aol.com

GCN LONDON,

Brent Cors Imps:
Contact: Daniel Humpage
Tel: 07881 27469
Email: mousie.danger@hotmail.com

GCN WANDSWOOD,

Taneford Wargames Club:
Contact: Martin Hartnett
Tel: 01753 480 0211
Email: martin.hartnett@btopenworld.co.uk

GCN WATFORD,

Watford Wargames Federation:
Contact: Bob Long
Tel: 01928 81906754

MERSEYSIDE

GCN LIVERPOOL,
Liverpool Gaming Guild:
Contact: Lewis Fleming
Tel: 01298 713 351
Email: jennette.fleming@btopenworld.co.uk

GCN RUNCORN,

Hallton Daemons:
Contact: Jonnie Fleming
Tel: 01298 713 351
Email: jennette.fleming@btopenworld.co.uk



School gaming clubs are a great way to find out about the hobby and meet up with friends for regular games and painting sessions.

NORFOLK

GCN NORTH WALSHAM,
Blackbirds:
Contact: Dave Hicks
Tel: 07877 312 874

GCN NORWICH,

Athermalt:
Contact: Lee Lowe
Tel: 07921 859 581
E-mail: lee.athermalt@btinternet.com

GCN OLD BUCKENHAM,
Old Buckenham Bone Crushers:
Contact: Paul Gilling
Web: www.buckenhambonecrushers.co.uk/wargames

GCN WYMONDHAM,
Wymondham Wanderers:
Contact: Barry McCarthy
Tel: 07966 955 502
E-mail: vandad1@bt.com

NORTHAMPTONSHIRE

GCN NORTHAMPTON,
Northampton Warlords:
Contact: Mark Peat
Tel: 077 810 482 57
E-mail: markpeaty@btinternet.com

GCN RUSHDEN,

Phoenix Gaming Club:
Contact: Carl King
Tel: 07979 281150
E-mail: carlking1@btinternet.com

NORTHUMBERLAND

GCN BLYTH,
Northernland Adventurers' Guild:
Contact: Mark Anderson Coulter
Tel: 0772 746 7398
E-mail: bldlyer@btinternet.co.uk

NOTTINGHAMSHIRE

GCN KIRBY IN ASHFIELD,
K.I.A.:
Contact: David Lathford
E-mail: legat@nottinghamshire.co.uk

GCN NOTTINGHAM,

Da Wot Netts:
Contact: Scott Mikala
Tel: 07815 446872
E-mail: scott.mikala@btinternet.com

GCN NOTTINGHAM,

1st Company Veterans:

Contact: Stephen Walton
E-mail: steve2004@btinternet.com

GCN SUTTON IN ASHFIELD,

Last Bastion Gaming Club:
Contact: Lee Groves
Tel: 01914 625 722
E-mail: lastbastiongaming@btinternet.com

OXFORDSHIRE

GCN OXFORD,
Oxford Gaming Club:
Contact: Mike Sharp
Tel: 07802 764143
E-mail: mike.sharp@btopenworld.com

SHROPSHIRE

GCN SHREWSBURY,
Gatekeepers Wargames Club:
Contact: James Sherry
E-mail: info@gatekeepers.me.uk

GCN TELFORD,

STAGS Telford:
Contact: Carl Evans
Tel: 01952 597927
E-mail: phosnic22@btopenworld.co.uk

SOUTHPORT

GCN Southport,
Lost Boys Wargaming Club:
Contact: Paul Hiron
Tel: 0796 300 1468
E-mail: hpi1@btadslmailbtopenworld.co.uk

STAFFORDSHIRE

GCN CANNOCK,
Games Club Cannock:
Contact: Richard Byrne-Vye
Tel: 01543 495 229
E-mail: lemmich@btopenworld.co.uk

GCN TAMWORTH,

TGC:
Contact: Phil Hinton
Tel: 01827 287446
E-mail: philhinton2002@yahoo.co.uk

SUFFOLK

GCN ASSINGTON,
Suffolk and Essex Games:
Contact: Mark Aldhouse
Tel: 01440 765349

GCN BECCLES,

Curious Dwarfs:
Contact: Giles Robinson
Tel: 07922 36668
E-mail: gjarlinton@btopenworld.co.uk

GCN IPSWICH,

Swarm Wargames Club:
Contact: Matt Holden
Tel: 01473 827 208
E-mail: matt@hulldhouse.freemove.co.uk

GCN NEWMARKET,

Newmarket Dwarf Wargames Society:
Contact: Mark Hayes
E-mail: mark.hayes@btopenworld.com

SURREY

GCN GUILDFORD,

Guildford Games Club:
Contact: Ben Lee
Tel: 07795 491188
E-mail: ben@plasticman.biz

GCN MITCHAM,

Mitcham Marauders:
Contact: Jason Fowler
Tel: 0779 340372
E-mail: mitchammarauders@btopenworld.co.uk

GCN TOLWORTH,

Tolworth First Founding:
Contact: Peter Corps
Tel: 07788 790136

GCN WORKING,

1st Founding:
Contact: Ashley Homewood
Tel: 0193 278 7445

SUSSEX

GCN BOGNOR REGIS,
BRGA:
Contact: Frank Hill
Tel: 07906 119 483
E-mail: nrfrankhill@yahoo.com

GCN BRIGHTON,

Brighton Warlords:
Contact: Peter Cooke
Tel: 0797 499 4249
E-mail: peter.cooke423@btopenworld.com

GCN BRIGHTON,

Gambit Games UK:
Contact: Gareth Nyeen
Tel: 01313 225 0461
E-mail: gareth.nye@btopenworld.com

GCN LANCASHIRE,

Coppull & Chorley Knights:
Contact: Jonathan Taylor-Turk
WebSite: www.cack-wargames.club.org.uk

GCN CRAWLEY,

Crawley Magic and Tabletop Games:
Contact: Mark Lane
Tel: 07925 555 129
E-mail: mark.temple@tgcgame.com

GCN HASSOCKS,

Clayton Warlords:
Contact: Roger Smith
Tel: 0773 556 296
E-mail: roger_g_smith@hotmail.com

GCN EASTBOURNE,

Eastbourne Elemental:
Contact: Luke May
Tel: 0787 790 9125
E-mail: luke.weatherlight@gmail.com

GCN WALBERTON,

Walberton Wargames:
Contact: Mike Buddham
Tel: 01245 554185
E-mail: walbertonwargames@yahoo.co.uk

WARWICKSHIRE

GCN NUNEATON,
Nuneaton Model and Games Club:
Contact: Brian McCrack
Tel: 07966 707 127

WILTSHIRE

GCN CALNE,

Calne Gaming Club:
Contact: David Powers
Tel: 07961 684 865

GCN SWINDON,

SWAT:
Contact: John Hunt
Tel: 01793 492 938
E-mail: jlhunt@btopenworld.com

GCN SWINDON,

Swindon and District Wargames:
Contact: Paul Smith
Tel: 01793 700609
E-mail: nettle.in@btopenworld.com

YORKSHIRE

GCN HALIFAX,
Pennine Raiders:
Tel: 0142 236 9834
E-mail: harjinn@btopenworld.co.uk

GCN HARRGATE,

Harrgate & Ripon District Games:
Contact: Patrick Wheldall
Tel: 07819 317 426
E-mail: pat.wheldall@hotmail.com

GCN HUDDERSFIELD,

Cellar Dwellers:
Contact: Richard Ansdler
Tel: 07984 41 3974
E-mail: shersquacy@yahoo.co.uk

GCN LEEDS,

Night Owls:
Contact: Steve Nadel
Tel: 0113 225 0461

GCN LEEDS,

Leeds Games Club:
Contact: Rob McPherson
Tel: 0783 149 5512
E-mail: ronep@btopenworld.co.uk

GCN OSSIST,

Osselt Wargames Club:
Tel: 0192 426 4964
E-mail: paulossett@btopenworld.com

GCN SHEFFIELD,

Dysaries:
Contact: Nick Johnson
Tel: 07743 348081
E-mail: welshaster@dysaries.com

GCN YORKSHIRE,

York Garrison:
Contact: Roby Jenkins
Tel: 0796 727 7994
E-mail: garrison@btopenworld.com

SCOTLAND

GCN CAITHNESS,

Northern Knights:
Contact: Dave Yennett
Tel: 0784 976 0848
E-mail: daveyennett@btopenworld.com

GCN DUNFIRMLINE,

Dunfirmline Wargaming and Roleplay Fellowship:
Contact: Brian Forrester
E-mail: bforrester@btopenworld.com

GCN EDINBURGH,

Edinburgh League of Gamers:
Contact: Brian Macdonald
E-mail: bmacdonald@btopenworld.com

GCN FIFE,

The Gaming Kingdom:
Tel: 07834099774
E-mail: the_gaming_kingdom@yahoo.co.uk

GCN GLASGOW,

St Aiden Warriors Club:
Contact: Alan Hobbs
E-mail: mardind@btopenworld.com

GCN INVERNESS,

Da Klub:
Contact: Stephen Miller
Tel: 07876 371 222
E-mail: steveindred@btopenworld.com

GCN KIRRIEMUIR,

Kirriemuir Wargames Club:
Contact: David Tulloch
E-mail: david.tulloch@btopenworld.com

GCN RENFREW,

WPAS:
Contact: Andy Thompson
Tel: 0141 886 2466
E-mail: atthompson@btopenworld.com

GCN STIRLING,

Stirling Wargames:
Contact: Paul Brooks
Tel: 01786 430 082
E-mail: paul@stirlingwargames.co.uk

WALES

GCN BRIDGEND,

Bridgend YMCA Games Club:
Contact: Bill Evans
Tel: 0163 676 4134
E-mail: bldgndgm@btopenworld.co.uk

SAFETY IN THE COMMUNITY

GCN membership guarantees the highest standard of customer service and safety. As part of our ongoing commitment to our customers and hobbyists, we do not promote any gaming clubs outside of the Gaming Club Network.

AVAILABLE TO ORDER

The Lord of The Rings plastic box sets are the perfect way to build up your force so it's ready to participate in the greatest battles of the War of The Ring. Here is just a small selection of our extensive range of plastic kits.

You can buy our products from the following sources



- | | |
|---|----------|
| • Games Workshop stores | Page 105 |
| • GW Online store
www.games-workshop.com | Page 119 |
| • Games Workshop Direct | Page 119 |
| • Independent Stockists | Page 105 |

THE LORD OF THE RINGS STRATEGY BATTLE GAME WAR OF THE RING Warriors of Rohan

PLASTIC BOX SETS



WARRIORS OF ROHAN

This set contains 24 plastic Warriors of Rohan.
99121499007 £15+, €22.50, 175dkr, 200skr/nkr

Riders of Rohan



RIDERS OF ROHAN

This set contains 6 plastic Riders of Rohan.
99121499004 £12+, €22.50, 175dkr, 200skr/nkr

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked f do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

Warriors of Minas Tirith



WARRIORS OF MINAS TIRITH

This set contains 24 plastic Warriors of Minas Tirith.
99121499008 £15†, €22.50, 175dkr, 200skr/nkr

Knights of Minas Tirith



KNIGHTS OF MINAS TIRITH

This set contains 6 plastic Knights of Minas Tirith.
99121464002 £12†, €22.50, 175dkr, 200skr/nkr

Rangers of Middle-earth



RANGERS OF MIDDLE-EARTH

This set contains 24 plastic Rangers of Middle-earth.
99121464001 £15†, €22.50, 175dkr, 200skr/nkr

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

AVAILABLE TO ORDER

Mordor Orcs



MORDOR ORCS

This set contains 24 plastic Mordor Orcs.

99121499009 £151, €22.50, 175dkr, 200skr/nkr

Morannon Orcs



MORANNON ORCS

This set contains 24 plastic Morannon Orcs.

99121462001 £151, €22.50, 175dkr, 200skr/nkr

Warg Riders



WARG RIDERS

This set contains 6 plastic Warg Riders.

99121499012 £121, €22.50, 175dkr, 200skr/nkr

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.†

The Fighting Uruk-hai



THE FIGHTING URUK-HAI

This boxed set contains 20 plastic Uruk-hai.
99121499005 £15+, €22.50, 175dkr, 200skr/nkr

Bitz Packs

Bitz Packs are for hobbyists who want to add that extra level of detail to their force, or create bespoke conversions. Here are the latest Bitz releases – check the online store for more.

Space Marine Jump Packs

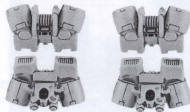


Space Marine backpacks



SPACE MARINE BACKPACKS

99080101001 £2.50†, €3.50, 35dkr, 45skr/nkr



SPACE MARINE JUMP PACKS

This set contains 5 two-part plastic jump packs.
99080101002 £5†, €7.50, 60dkr, 70skr/nkr

Chaos Space Marine Chirurgon Backpacks



CHAOS SPACE MARINE CHIRURGEON BACKPACKS

99060102134 £6†, €9, 70dkr, 80skr/nkr

Chaos Space Marine Backpacks



CHAOS SPACE MARINE BACKPACKS

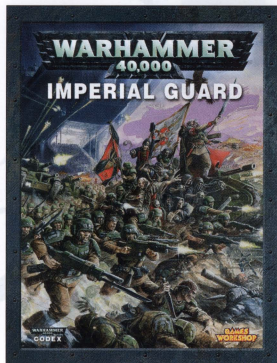
99080102002 £2.50†, €3.50, 35dkr, 45skr/nkr

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

AVAILABLE TO ORDER

ADVANCE ORDERS

Can't wait to get your hands on the latest releases? Then our Advance Order service is for you.



Codex Imperial Guard

Product Code: 60030105004

The Imperial Guard is the largest and most diverse fighting force in the entire galaxy, comprising countless billions of soldiers, armoured battle tanks and powerful artillery pieces. It is the Imperium's ultimate war machine, the hammer of the Emperor against which aliens, traitors and Warp-spawned horrors alike shall be crushed.

The Imperial Guard Codex contains extensive information including the origins of the Guard, the methods by which it answers the call to arms and a look at the Imperium's most famous regiments.

There are also full rules for all the troops and vehicles and a brand new army list that incorporates all of the twenty different types of tanks.

Released: 02/05/09

- Get the latest products delivered to your door on the day of release!
- If you have your orders delivered to your local store, we'll send them POST FREE!

Warhammer 40,000

Released 2nd May

- Codex: Imperial Guard
- Cadian Command Squad
- Cadian Shock Troops
- Catachan Command Squad
- Catachan Jungle Fighters
- Imperial Guard Valkyrie
- Imperial Guard Sentinel
- Imperial Guard Ratlings
- Imperial Guard Primaris Psyker

Warhammer 40,000

Released 16th May

- Imperial Guard Regimental Advisors
- Imperial Guard Lord Commissar
- Imperial Guard Cadian Battleforce
- Imperial Guard Catachan Battleforce



Cadian Command Squad

Product Code: 99120105036

Cadia has a special and honoured place in the history of Mankind. It stands upon the edge of the Eye of Terror within a narrow corridor of stable space called the Cadian Gate. Its location means that Cadia is always at war with Mankind's most hated foes: the forces of Chaos. Such an environment breeds tough soldiers and even tougher officers to marshal them.

Released: 02/05/09



Catachan Command Squad

Product Code: 99120105037

The men forming the Catachan regiments are tough, resourceful and uncompromising warriors. They excel at fast-moving, close-quarter firefights, infiltration and sniper work. Catachans take great pride that their officers, renowned hunters and esteemed warriors all, share every danger and hardship with the troopers.

Released: 02/05/09



Imperial Guard Valkyrie

Product Code: 99120105038

The Valkyrie Assault Carrier is a twin-engine attack craft used for aerial insertions and drop missions. Screaming across the battlefield, a Valkyrie aircraft deploys its cargo into the fray, providing a deadly torrent of covering fire as the troopers disembark.

With the release of the new Imperial Guard Codex, the Valkyrie can be found in the Codex for the first time, and can be included in your army with this brand new multi-part plastic kit.

Released: 02/05/09

Pictures for illustrative purposes only. Product contents may vary. Products sold unprinted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

HOW TO ORDER

Our hobby range contains thousands of products, with more added every month. There are three ways to get your hands on GW products.

1 At Games Workshop Hobby Centres



• Range of products

All our centres stock a large 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.

• Webstore order point

All of our stores have a webstore order point which you can use to access our entire range, including Specialist Games, Collectors and Bitz Packs allowing you to individualise your Warhammer, Warhammer 40,000 and The Lord of The Rings forces.

• Gaming Rooms

Like regular Hobby Centres, all Gaming Rooms provide the full range of Games Workshop services. However they are larger than a normal Hobby Centre and have many tables, which makes them perfect for meeting fellow hobbyists.

2 On Our website at: www.games-workshop.com



At games-workshop.com we offer a fast, accurate and convenient service that allows you to order anything from our entire range of miniatures and other hobby products and have them delivered to your home or to your local Hobby Centre.

- We aim to despatch all orders in three days, straight to your door.
- You can order ANY Games Workshop product.
- Our Advance Order service lets you order models and products before they are released, reserving your copy.
- Our complete range includes Specialist Games, Collectors and Bitz Packs, with new additions every month! Check out what's new today.



3 By calling the Games Workshop Direct Sales team



If you want to place an order, need some hobby advice or have a question about Games Workshop, just give us a call on +44 (0)115 91 40000.

Our experienced team will guide you through the ordering process, answer any queries you may have, and are also on hand for any individual tips and advice you may require.

MAIL ORDER OPENING TIMES

Monday:10am – 6pm
Tuesday:.....11am – 6pm
Wed-Sat:10am – 6pm
Sunday:12pm – 4pm

Methods of payment

We accept the following credit cards: Visa, MasterCard, Maestro (formerly Switch).



We only accept the following cards in Northern Europe: Visa and Mastercard.

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.†

WHITE DWARF

SUBSCRIPTION OFFERS

Get your first 3 issues for only £5!

Continue your subscription for just £9 a quarter giving you a FREE magazine every 3 months!

- ☐ I would like to pay by Direct Debit
(I understand that £9.00 will be debited from my account every 3 months)

Originator's Identification Number 388464	Instruction to your Bank or Building Society to pay by Direct Debit.	
To the Manager (Bank Name)		
Address		
Postcode		
Name(s) of account holder(s)		
Branch sort code		Please pay Games Workshop Direct Debits from the account detailed in this instruction subject to the safeguards issued by the Direct Debit Guarantee. I understand that this instruction may remain with Games Workshop and, if so, details will be passed on electronically to my Bank/Building Society.
Bank/Building Society		
Ref No (Office use only) 		
Signature(s)		
Date		
Banks and Building Societies may not accept Direct Debit Instructions for some types of account		

I would like to subscribe to White Dwarf beginning with issue: WD

Title **Forename**
Surname
Address
Postcode **Country**
Telephone (inc STD code)
Email address

The subscription is a gift for the person detailed below

Title **Forename**
Surname
Address
Postcode **Country**
Telephone (inc STD code)

RETURN THIS FORM TO

Warners Group Publications plc, The Maltings, West Street, Bourne, Lincolnshire, PE10 9PH

TERMS AND CONDITIONS: The guarantee is offered by all Banks and Building Societies that take part in the Direct Debit scheme. The efficiency and security is monitored and protected by your own Bank or Building Society. If the amount is to be paid or the payment date details change, Games Workshop will notify you 10 working days in advance of your account being debited or as otherwise agreed. If an error is made by Games Workshop or your Bank or Building Society, you are guaranteed a full and immediate refund from your branch of the amount paid. You can cancel your Direct Debit at any time, by writing to your Bank or Building Society. Please also send a copy of your letter to us.

ALTERNATIVE WAYS TO PAY

I would like to subscribe for:

- ☐ **1 YEAR 12 issues (WDSUB1)** **£40, £70, 550dkr, 650skr/nkr**
☐ **2 YEARS 24 issues (WDSUB2)** **£76, £125, 1000dkr, 1150skr/nkr**
☐ I am an existing subscriber ☐ I am a new subscriber (please tick a box)

CHEQUE AND CREDIT CARD PAYMENTS

☐ Postal Order (UK only)/Cheque (made payable to Games Workshop Ltd)

☐  ☐  ☐  ☐  ☐ 

Card Number

Issue Number (Switch/Maestro Only) **Valid From** **Expires**

Cardholder's Name **Date**

Signature (signature of parent or guardian required if recipient is under 16 years of age.)

Reply by the 30/04/2009 to take advantage of this offer.

Games Workshop Limited. Registered in England and Wales - Company No. 01467092



SUBSCRIBE
TO THE WORLD'S GREATEST
HOBBY MAGAZINE
TODAY!

WHY SUBSCRIBE?

- All the latest News and New Release information.
- Exclusive in-depth features about the Hobby.
- Savings off the cover price.
- Ensure that you never miss another issue of your favourite Hobby magazine.
- **FREE** delivery, early and direct to your door.

SAVE 33%
with our new Direct Debit offer

SUBSCRIBE WITH MAIL ORDER

0115 91 40 000

www.games-workshop.com

DIRECT DEBIT
MANDATE

PERSONAL
DETAILS

GIFT
SUBSCRIPTION

POST YOUR
ORDER

ALTERNATIVE
SUBSCRIPTION OFFERS

NEXT MONTH

WARHAMMER
40,000

IMPERIAL GUARD

The Imperial Guard are the largest fighting force in the galaxy and next month they get a new Codex. White Dwarf will be deploying to the frontlines to find out about all the new rules and models.



ALSO IN NEXT MONTH'S WHITE DWARF:

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

THE WAR CONTINUES...

Next month, we delve even deeper into War of The Ring. Mat Ward highlights some of the strategies he's devised to get the best out of your formations on the field of battle. In addition, we present the rules for using the latest models in The Lord of The Rings Strategy Battle Game.

WARHAMMER

'EAVY METAL MASTERCLASS

Joe Tomaszewski takes on this year's awesome Games Day miniature – the challenge is to do a stunning paint job. We're sure he won't disappoint.



THE EMPEROR NEEDS YOU!



WARHAMMER
40,000

NEXT ISSUE: IMPERIAL GUARD