

INSIDE:

THE BATTLEHOSTS OF GONDOR AND MORDOR CLASH

GAMES
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WHITE DWARF

WD365 May 2010

GAMES WORKSHOP'S MONTHLY MAGAZINE

WAR OF THE RING BATTLEHOSTS

The Legions of Middle-earth muster for war.

WARHAMMER

DA GREEN TIDE

Orcs & Goblins rampage across the Old World.

WARHAMMER
40,000

BLOOD ANGELS

A mini-campaign against the Tyranids.

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Orc Boar Boyz lead a great Waaagh! out of the mountains and into the lands of the Empire.

EDITORIAL



This month is something of a mixed bag for me. On the one hand, this is the 50th issue that I've worked on (not all as editor, mind), and there are some new Orc models released (love 'em!). But on the other hand (deep breath) this is also my last issue of White Dwarf.

I learned my trade under the white-bearded sage Grombrindal, and I've called the White Dwarf bunker my home for a few years now. I took over as editor 33 issues ago, and I like to think that I've put some sort of stamp on the magazine since then, introducing features like Old War Stories, Hall of Fame and Army Masters, and working with 'Eavy Metal to make our masterclass articles even clearer and more detailed. Luckily I've been supported by a great team, and I'll be leaving you in the capable hands of Andrew Kenrick, who I'm sure will waste no time stealing my chair and changing all my finely crafted plans. Not that I'm going far – just down the hallowed hall of the Studio to join the games developers, in fact, to head up their editorial team (that means I'm watching you, Kenrick).

But enough teary eyed reflection from me; what's happening this month? Well, for starters we have a great new supplement for War of the Ring. Called Battlehosts, this book introduces famous formations of warriors (led by powerful Heroes) for your games, giving you a whole new way to build your army and defeat your foes. In addition, Warhammer players are in for a treat as we introduce the long-awaited plastic Orc Boar Boyz and plastic River Trolls. I can't wait to get some of these, as my Orcs & Goblins haven't seen action for a while – a great excuse for some games of Warhammer, if one was ever needed!

So, no more whittering from me, you'll be pleased to hear – it'll be all change next month. I think this is one of the best jobs in the world, and I hope you'll wish the lucky so-and-so who inherits the editor's chair after me all the best. Farewell!

Mark Latham, Editor



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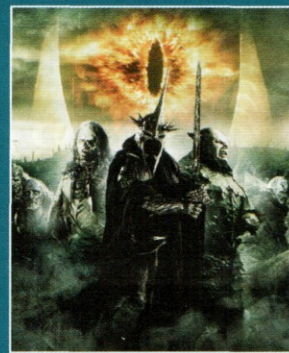


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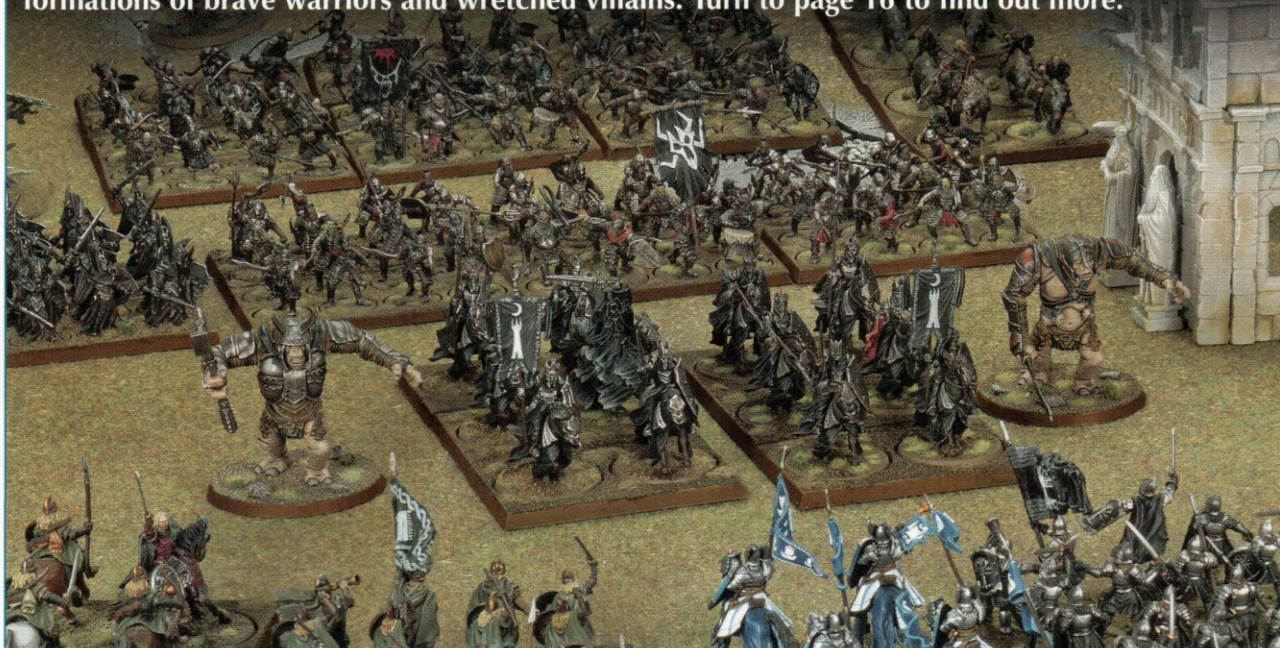
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THE BATTLEHOSTS MARCH TO WAR

The time of heroes is at hand, as the mightiest warriors and leaders of Middle-earth call their hosts to war. The fate of the War of the Ring itself will be decided by these battlehosts, great formations of brave warriors and wretched villains. Turn to page 16 to find out more.



FEATURES

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Adam Troke talks to Robin Cruddace about Battlehosts, finding all about what it means for your War of the Ring army, as well as taking a look at the new miniatures.

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Andy Hall smears himself in green warpaint and goes in search of the Orc & Goblin horde, finding out what makes them such an exciting army to play.

76 IN THE KRAKEN'S JAWS

Codex author Mat Ward delves into the forgotten history of the Blood Angels, revealing the heroism of their campaign against the Tiranids on Hollonan.

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Our series on Warhammer army selection concludes, as Andy Smillie discusses the implacable army.

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Keith Robertson channels the power of Gork (or possibly Mork) to convert and paint a Black Orc Big Boss.

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It's grudge match time as hobby hero Nick Bayton's brave men of Gondor face up to his dastardly arch nemesis Chris Peach and his horde from Mordor.



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WAR OF THE RING™

BATTLEHOSTS

NEW EXPANSION

As the Third Age draws to a close Middle-earth is riven in blood, for the War of the Ring rages across the lands. The armies of Men, Elves and Dwarves clash with Sauron's fell legions in desperate battle. At the forefront of these armies stride great heroes and hosts of legendary warriors who fight to oppose the Dark Lord, or destroy in his name.

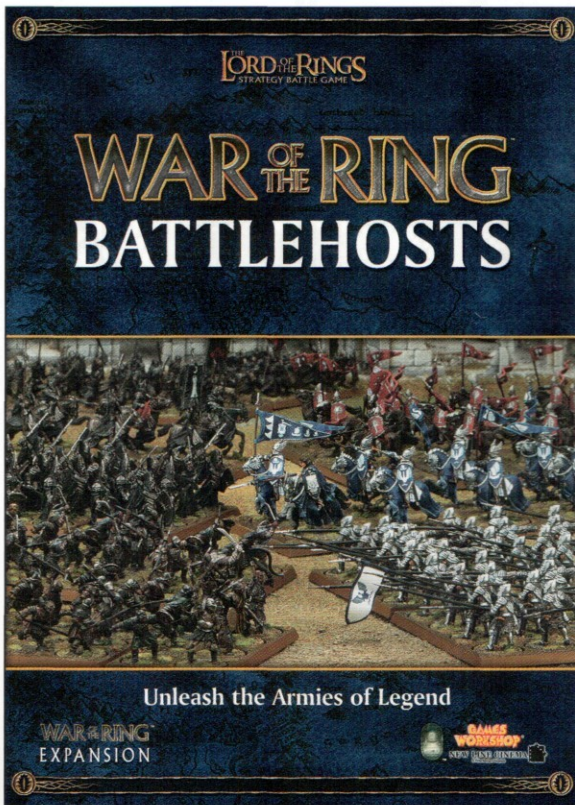
War of the Ring: Battlehosts allows players to field their collections of The Lord of the Rings models in new and interesting ways on the tabletop. A battlehost enables you to group formations into powerful, thematic units led by a Hero of great renown. There are 49 of these powerful bands of warriors described in the book, with multiple battlehosts for every army. Also included are new Fortunes and Fates, as well as advice for using your battlehosts in other scenarios, linked games and famous encounters.

WAR OF THE RING: BATTLEHOSTS

Product code: 60041499028

Written by Robin Cruddace

ON SALE MAY 8TH



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

Cavalry companies create powerful, hard-hitting formations in War of the Ring and are formidable warriors in the Strategy Battle Game. This month both the forces of Good and Evil gain new plastic shock cavalry.

KNIGHTS OF DOL AMROTH

KNIGHTS OF DOL AMROTH™
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Designed by Alan Perry

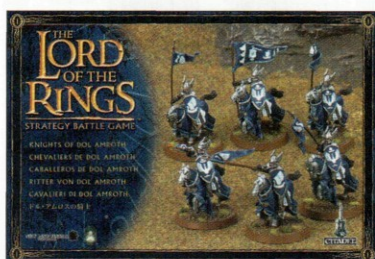
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Knight Banner Bearer



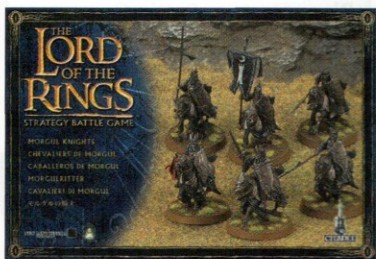
Knight Hornblower



There are few models that Alan Perry and Michael Perry have not sculpted, yet until now Gondor's most famous knights have remained beyond their grasp. However, with this month's bumper The Lord of the Rings release, that's no longer the case. As expected, Alan has done a fine job sculpting the new Swan Knights into a feature-packed plastic kit. Each box set contains six proud Knights that can be assembled in a variety of ways. The mounts and riders are totally interchangeable and there are full command options available. This means you can make a Knight Champion, Banner Bearer and Hornblower. Alternatively, if you just want to bolster a formation you can simply assemble all six of your models as lance-wielding knights.

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MORGUL KNIGHTS



While the Swan Knights are noble Númenórian Warriors, the Morgul Knights are their dread reflections. This month they are released as a new plastic kit sculpted by Alan and Michael. Both plastic cavalry kits have a real sense of movement. The Perrys have a flair for capturing natural horse poses that really accentuate the dynamic feel of the models, whether at a full canter or with lance levelled for a devastating charge.

The Morgul Knights kit allows you to assemble six models with numerous options. Not only are the riders and mounts interchangeable but the Knights' faceplates are as well, giving you a near endless amount of combinations. You also have the option of assembling a Morgul Knight Commander, Banner Bearer and Hornblower.



Morgul Knight Commander



Morgul Knight Banner Bearer



Morgul Knight Hornblower



“While the Swan Knights are noble Númenórian Warriors, the Morgul Knights are their dread reflections.”

MORGUL KNIGHTS
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NEW RELEASES

Along with the knights, Middle-earth is also bolstered with a host of fine metal Heroes and command miniatures to further enhance your collections and help ready your battlehosts for the tabletop.

Full rules for using these releases in The Lord of the Rings Strategy Battle Game can be found in next month's issue.

MAUHÚR

Mauhúr is an Uruk-hai Captain in the service of Saruman. This evil-hearted creature leads companies of marauding Uruks against the Rohirrim.



MAUHÚR'S MARAUDERS COMMAND

Mauhúr's Marauders have a fearsome reputation even amongst the Uruk-hai of Isengard. This pack contains a metal Drummer and a Banner Bearer for this infamous Legendary Formation.



DUINHIR

The Lord Duinhir led a contingent of Blackroot Vale Archers to support Minas Tirith in the War of the Ring. Like his men, he excels with the deadly longbow.



BLACKROOT VALE ARCHERS COMMAND

The Blackroot Vale Archers are expert shots. The command company of Duinhir's Legendary Formation includes a Banner Bearer as standard, and can be upgraded to include a Hornblower, metal models of which are included in this set.



FOOT KNIGHTS OF DOL AMROTH COMMAND

This set allows you to add a metal Knight Champion and Banner Bearer to your companies of Foot Knights. Even on foot these brave warriors are formidable foes.



MAUHÚR

Product code: 99061462060
Designed by Alan Perry

MAUHÚR'S MARAUDERS COMMAND

Product code: 99061462061
Designed by Alan Perry

DUINHIR

Product code: 99061464176
Designed by Michael Perry

BLACKROOT VALE ARCHERS COMMAND

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THE DWIMMERLAIK

THE DWIMMERLAIK
Product code: 99061466043
Designed by Alan Perry

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This month sees the last of the Nazgûl realised with Alan's rendition of the Dwimmerlaik in both foot and mounted forms. The models are distinguished by the layered look of the cloak. This theme continues onto the mount as well, with the beast and rider shrouded within its raiments.

FARAMIR, CAPTAIN OF ITHILIEN

FARAMIR, CAPTAIN OF ITHILIEN
Product code: 99061464179
Designed by Alan Perry

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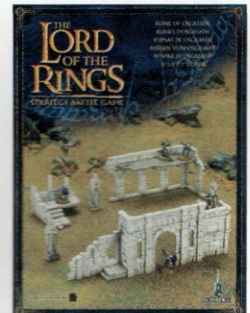


The new metal Faramir model depicts the hero of Gondor in full war regalia, mounted on a rearing steed with sword drawn and shield bearing the insignia of the Gondor Stewards. This version of Faramir can lead formations of Minas Tirith Knights or indeed any cavalry company.

RUINS OF OSGILIATH

The Lord of the Rings releases are not confined to just infantry and cavalry. Dave Andrews has been busy designing a brand-new terrain kit based on the ruins of Osgiliath.

This new plastic terrain kit will further enhance your games of The Lord of the Rings and War of the Ring as nothing sets off your lovingly painted miniatures better than some fine scenery for them to fight over. The new kit contains five separate elements: two statues, a crumbling stair, a ruined gateway and a large wall section. Multiple kits can be combined to make even larger buildings. The parts have a very thick and chunky quality, allowing your models to interact with the terrain and so, for example, they can stand over the gate or fight upon the stairs. The walkways even have room for War of the Ring movement trays.



You can find a guide to painting and using the ruins in the game on page 28.

RUINS OF OSGILIATH
Product code: 99121499021
Designed by Dave Andrews

ON SALE MAY 8TH

WARHAMMER®

ORCS & GOBLINS

Brian Nelson and Seb Perbet have joined forces this month to bring two new plastic kits to the grasping hands of Orc & Goblin players. With Boar Boyz and River Trolls the new kits are certainly at the 'hittier' end of the army list.

RIVER TROLLS

MULTI
PART
PLASTIC
KIT

RIVER TROLLS

Product code: 99120209022

Designed by Seb Perbet

ON SALE MAY 22ND



The River Trolls have always been very distinctive and popular models, so this was Seb's starting point when he came to design the new plastic versions. In fact, one of the new Trolls is directly inspired by one of its predecessors, carrying a fish. If anything, Seb wanted to take the amphibious theme even further than before, so the creatures are draped in seaweed and algae, with one Troll's chest covered in barnacles. One of the heads even has an arching bioluminescent stalk, inspired by pictures of deep-sea anglerfish Seb studied as research.

You can make three River Trolls from the box set. The body, legs and feet all go together to create three specific body shapes. From there all the other components, including the arms, assembled heads and crests, are completely interchangeable. There is no shortage of parts either, with five pairs of arms and five different heads to choose from.

The heads are a bit of a first in our plastic creature design. Rather than coming as a single component, they go together in three parts: two sides and a 'face' on the front. This really pushes the head out from the neck, giving the River Trolls a very perceptible three-dimensional quality.



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ORC BOAR BOYZ

MULTI
PART
PLASTIC
KIT



ORC BOAR BOYZ

Product code: 99120209021
Designed by Brian Nelson

ON SALE MAY 22ND



Boar Boy with spear



Boar Boy standard bearer



Boar Boy musician

Boar Boyz are Orc 'eavy cavalry, stampeding into the enemy lines atop snorting smelly beasts war boars. The kit allows you to assemble five Boar Boyz in a huge range of combinations. The boars have three separate body types, five heads, five jaws and even five different pairs of ears! All these parts are interchangeable, meaning no war boar in your force need ever look same. The riders themselves have been designed with an equal breadth of variety: arms, heads, shields and bodies can all be swapped about to create highly individual models. And if that wasn't enough there are components on the frame to upgrade three of your Boar Boyz to a command group.

Despite the almost limitless combinations, what Brian wanted to achieve was the impression that, far from having mastery of their mounts, the Orc riders were barely in control of the beasts. So they are sat in a position similar to a jockey, as if reacting to the ferocious pace of the war boars.

A full-colour frame diagram of the Boar Boyz kit can be found on page 69.



Boar Boy Boss with choppa

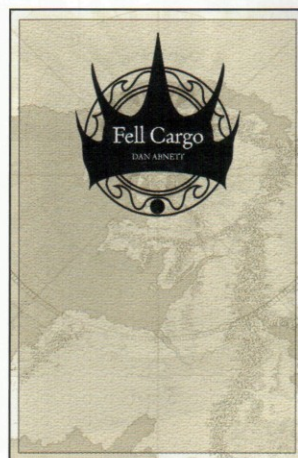
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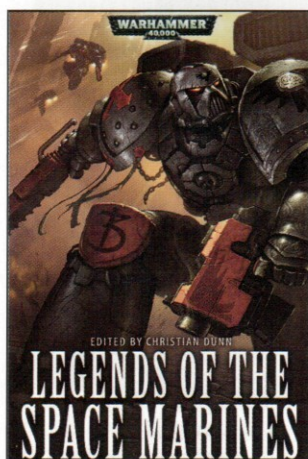


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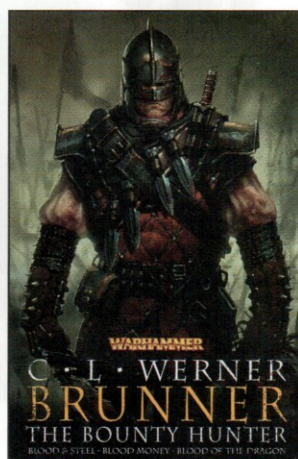
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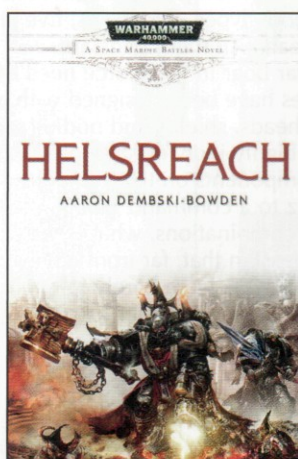
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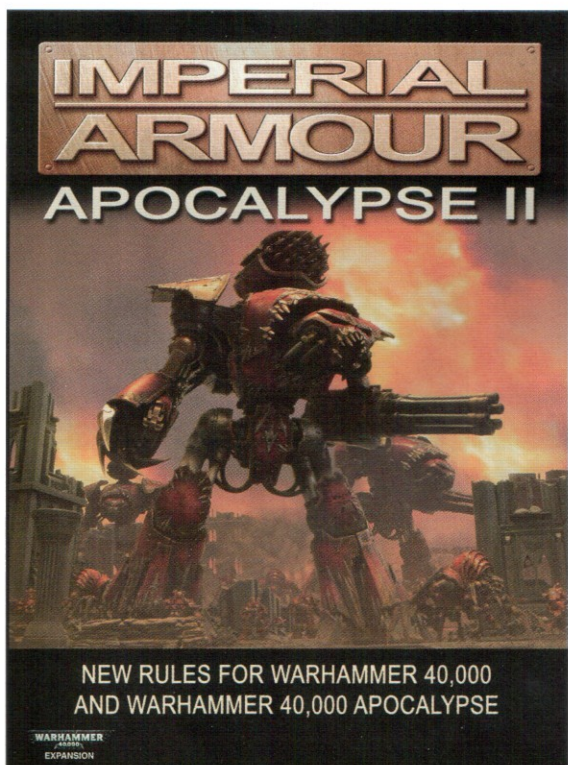
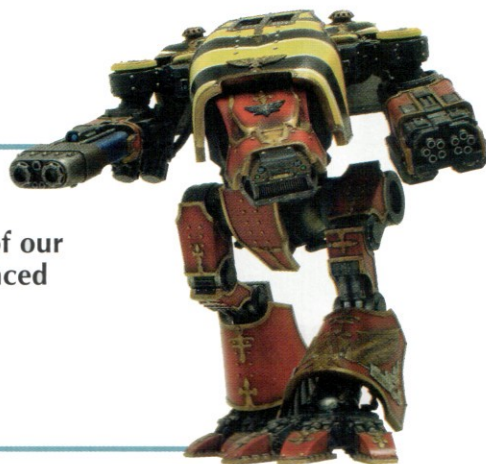
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IMPERIAL ARMOUR APOCALYPSE II

This 112-page, full-colour hardback provides comprehensive and updated descriptions including rules for using all of Forge World's recent models in your games of Warhammer 40,000 and Warhammer 40,000 Apocalypse.

Imperial Armour Apocalypse II is packed with over fifty new Apocalypse datasheets ranging from legendary units like the mighty Reaver Battle Titan to the Daemon Lord Aetaos'rau'keres – Tzeentch's Slayer of Souls. Also included are new Forge World units such as the advanced Tau XV-9 Close Support Armour and the Lucius-pattern Dreadnought Drop Pod. If that wasn't enough, there are new Apocalypse battle formations in the book such as the savage Ork Mega-Rippa Krew and the lethal Eldar Death Web.



WARHAMMER
 40,000


FOLLOW THE ELDAR PATH

In June, the Black Library are launching the definitive Eldar series, exploring this exotic race's point of view. The Eldar were an indulgent and reckless race. In order to control this self-destructive nature, the survivors of the Fall chose to devote themselves utterly to one path above all others.

Written by Gav Thorpe, this new series tells the story of three such paths – the pillars of Eldar existence – whereby an Eldar concentrates on one aspect of their life, to the exclusion of all else.

The first novel follows the Path of the Warrior, he who embraces Khaine, the god of war and murder. It features the character Korlandril, whose life transforms from artisan to warrior when he commits himself to the Temple of the Striking Scorpion, experts in hand to hand combat with chainsword and shuriken pistol. This path, the way of war and blood, has dark rewards. As Korlandril reaches the apex of his potential, he is consumed utterly, losing all remaining sense of self as a terrifying Exarch.

The series will continue to focus on very different paths – that of a Seer and an Outcast – illustrating the outcomes of these respective lifestyles. Through these novels, anyone interested in the ways of the Eldar will be able to explore the inner-workings of Eldar society. The series begins with Path of the Warrior.



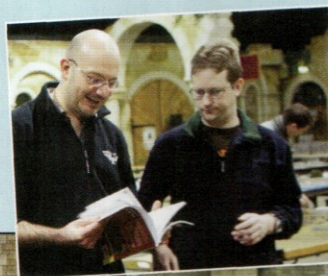
This 'striking' cover shows the novel's protagonist, the aspect warrior, Korlandril. In the book you follow his journey from artisan to Exarch.

www.blacklibrary.com

THE BATTLE FOR QUENELLES

Imperial Year 1813. The Red Pox ravages Bretonnia and wretched Skaven issue forth from their lairs to lay siege to Brionne and Quenelles. Thereupon the Dukes of Mousillon and Parravon, together with the fey folk of Athel Loren, march against them. This is the greatest slaughter of ratmen ever known in Bretonnia – for Quenelles!

Warhammer World was the location for a great battle as a Skaven horde controlled by five Lords of Decay went head to head against eight Bretonnian Dukes under the lordship of Alessio Cavatore. The Skaven players for their part enjoyed killing many Knights of the Realm with the Red Pox in the guise of the *Plague* spell, but the day belonged to Bretonnia as the horde of ratmen couldn't stand against the devastating cavalry charge. Of course, who won doesn't actually matter. What is more important is... that my Plague Monks reached the city walls, so victory should be mine! (Let it go, Andy – Ed).



Andy and Alessio scour the Skaven army book, each looking for a paragraph of rules that will kill the other's army, while below, the two armies gather for battle.





The Great Betrayal

Warmaster Horus, once humanity's greatest general, now corrupted by Chaos, has turned against the Emperor and hurled the Imperium of Man into ferocious civil war. The Warmaster and his many ruinous legions have assaulted the Emperor's seat of power, Holy Terra itself. Here the fate of humanity hangs in the balance during the greatest military campaign ever seen.

In the Horus Heresy board game, this legendary battle unfolds across the razed plains of Terra and in the frozen orbit above. Deadly fighting rages from the Emperor's golden Inner Palace to Horus' flagship, the Vengeful Spirit. Taking the side of either traitor or loyalist, two players control the Space Marine Legions or fell Chaos Space Marines. You'll also command Titans, the Imperial Army and a fearsome array of other units, including the Emperor and Horus themselves.

An innovative order system forces each side to consider the commands they issue to their troops. A dramatic, card-driven combat system incorporates escalating damage and allows players to allocate resources between attack and defence.

Brother fights brother, and the universe hangs in the balance!

www.horusheresy-boardgame.com

The Endless Trial

Now you can experience the thrill of Warhammer: Age of Reckoning for free!

- Play 24 careers to rank 10.
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- Smite your foes in Realm vs. Realm combat!

The WAR Endless Free Trial replaces the original 10-day trial, and gives new and returning players the opportunity to play any of the 24 different careers to rank 10 to find the right one for you when you choose to subscribe.

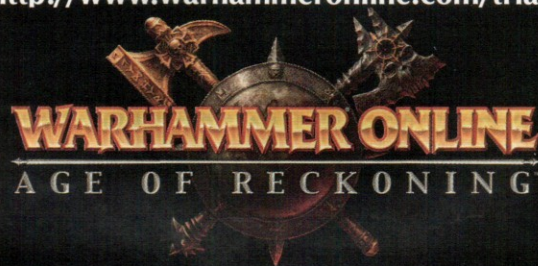
Players can explore the starting areas for both the Empire and Chaos factions. They can also adventure in the newly added dungeon, Hunter's Vale, or battle other players in the Nordenwatch, Khaine's Embrace and Gates of Ekrund scenarios.

Endless Free Trial players will embark on the New User Journey, which features enhanced tutorials and new community elements, such as a 'new player' guild, to streamline the transition of new players into WAR and its vibrant community of players and enjoy daily-organized events. Smiting your foes in Realm vs. Realm combat has never been easier.

Available now, the new streaming Endless Trial client is a seamless way for new users and returning players to get into the game.

What are you waiting for? Check it out today:

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New and Improved

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www.games-workshop.com



HALF TERM GAMING

The release of Battlehosts for War of the Ring means it has never been easier to mass your legions for war, but the excitement is not just confined to Middle-earth. This half term your local Hobby Centre will be a hive of wargaming activity.



This half term, pay a visit to your local Hobby Centre and you'll find a huge variety of games, events and activities waiting for you.

From army building to painting tutorials and masterclasses; from tips on tactics and strategy to enormous all-encompassing mega-battles.

This half term, war awaits you in store.

Turn to page 62 for all the details

ORCS & GOBLINS REINFORCEMENTS

The new plastic River Trolls and Orc Boar Boyz for Warhammer are two superb kits that should be at the top of every Orcs & Goblins player's wish list.

This month, as part of the half term gaming activities in your local Hobby Centre, we'll be holding all manner of modelling, painting and gaming events for you to try your hand at. Everyone has a 'green' side – this half term, let yours run wild!



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If you're a White Dwarf Subscriber, you'll be delighted to know that you can now purchase your tickets to this year's Games Day. Not only that but the first thousand customers to purchase a ticket will be able to claim one of the free White Dwarf Subscriber Seminar tickets.

If you are not a White Dwarf subscriber, sadly you will have to wait until the end of the month before tickets go on general release (and, of course, there's the chance that you might miss out on claiming your free Seminar ticket). So, to get the most from Games Day this year, become a White Dwarf subscriber today.

Turn to the inside back cover for our very best subscription offer.



WAR OF THE RING™

*** The Muster of ***
MIDDLE-EARTH™



This month sees the release of Battlehosts, the first Expansion for War of the Ring. The Lord of the Rings enthusiast Adam Troke dons his Elven cloak and gathers the fellowship responsible for its creation.

Whenever a rulebook or supplement is released, it's the product of a sizeable team of designers, sculptors, painters and photographers. Robin Cruddace has been the captain behind Battlehosts, the new War of the Ring Expansion.

I found Robin hard at work amid piles of part-written rules and page plans for future books and asked him what Battlehosts was all about.

'Battlehosts came into being as we started to think about how wargamers build and collect an army,' Robin explains. 'We asked ourselves why hobbyists choose one faction over another or a particular Hero over a certain monster. What we discovered is that many gamers have a tendency to band their collections together into certain groups, either story-driven groupings or those that are tactically advantageous. Sometimes collections are based around the forces present in a particular battle or chapter from The Lord of the Rings. Fans of the books and movies

tend to have an instinctual grasp of what goes with what: Faramir leads his band of Rangers as they patrol Ithilien, Mordor Trolls stride beside the hordes of Orcs on the Pelennor Fields, Treebeard marches alongside a whole host of Ents and so on.'

“The Battlehosts Expansion is all about collecting and fielding unified warbands.”

So, are these thematic groupings encouraged within Battlehosts? 'Absolutely,' Robin says with a grin. 'In fact, that's kind of the point. What could be better than to reward those who invest their time and effort into creating armies with a real sense of narrative?'

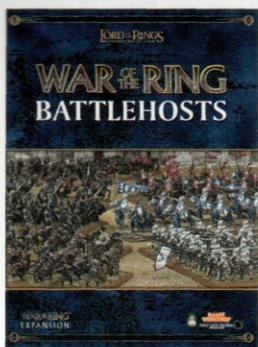
'The Battlehosts Expansion is all about collecting and fielding unified warbands called (drum roll please) battlehosts!'

THE HOST OF EREBOR

When you select your battlehost you have a great deal of choice about what you include in it, so long as you include the basic minimums. The Host of Erebor, for example, must include Dáin Ironfoot, 2-4 Dwarf Warrior Kinbands, Murin's Guard and 1-2 Dwarf Archer Kinbands.

It also has options to include a King's Champion and up to two formations of Khazâd Guard. When you build your own battlehosts use them as collecting guides, following their requirements to flesh out your existing The Lord of the Rings armies.





What's inside:
War of the Ring: Battlehosts contains everything you need to unleash these powerful units onto the battlefields of Middle-earth. The book includes nearly 50 new battlehosts, including at least two for every faction in War of the Ring. You'll also find new Fortunes and Fates for each faction, alternative uniforms and heraldry, suggestions and tips on how to field battlehosts as part of your own army.

My next question, then, is what exactly constitutes a battlehost? 'Put simply, a battlehost consists of several formations and Heroes fighting side-by-side,' Robin says. 'In joining forces, so to speak, the formations become a more devastating fighting force, with extra bonuses or special abilities that help them in battle. After all, Éomer will surely be more effective leading his band of valiant Rohirrim into battle than he would amidst the Clansmen of Lamedon! For this reason, battlehosts are greater than the sum of their parts.'

Over the next few pages we'll take a closer look at the new Expansion and the miniatures released alongside it. We'll talk to the talented team who put this release together and find out how Battlehosts will enhance your own War of the Ring gaming and collecting experience.

How Does Battlehosts Work?

With a firm outline of what Battlehosts is in mind, I wanted to learn how it would work in my own games, and how it would affect my collection of The Lord of the Rings miniatures. Robin was keen to provide the answers that I needed.

'Battlehosts adds more structure to the way that players build and collect their armies,' he says. 'Of course, that's not to

say that certain models will be excluded from your army, far from it. A battlehost is basically a large 'building block' for your force – multiple Heroes and formations cherry-picked for their thematic cohesion. These fit in alongside all the usual common, rare and legendary formations you would normally take.' As Robin talks me through the basics of battlehost selection, and points out the relevant sections of the book, it quickly becomes clear – battlehosts are tactically beneficial, often with some really nifty special rules or perks, but they're also a firm nod to the rich background of Middle-earth, rewarding thematically sound forces with real in-game advantages.

When you select a battlehost you can add companies, upgrade them, and field them alongside the other troops, Heroes and monsters in your army. In fact, there's a whole section in the book crammed full of ideas on how to model, paint, reinforce, and play with your battlehosts, fitting them seamlessly into your wider collection.

'That's one of the thrills of battlehosts,' adds Robin. 'On the tabletop they become cohesive fighting units that can operate as deadly and autonomous groups. When the formations in the battlehost are close together or within range of their leader,

WHAT'S IN A BATTLEHOST?

Here is a page from Battlehosts taken from the Rohan faction.

1 Points Cost: The good things in life are seldom free – here you can see what you'll need to pay to include the battlehost in your force. Points costs range between 25 and 100 points.

2 Requirements: Each battlehost is made up of a number of formations, led by one or more Heroes. This area tells you exactly what formations are included in the battlehost.

3 Special Rules: These special rules apply to the battlehost – usually these special rules help the battlehost operate as a powerful cohesive unit, so it often pays to keep the formations in a battlehost close together.

4 Painting Advice: This Banner Bearer has been painted by the 'Eavy Metal team to match the Studio's Éomer miniature – tips, suggestions and alternative colour schemes such as this are found throughout the Battlehosts Expansion.

Éomer's Knights

25 points • models

Though charged from the Court of Rohan due to the machinations of Galin Wormgange, Éomer, a Marshal of the Riders, must now lead his own household. He and his household are charged with protecting the Riders of Rohan. When Galin Wormgange is killed, Éomer is named as his successor. As he takes the reins, he must lead his household to the aid of the Riders of Rohan. As he takes the reins, he must lead his household to the aid of the Riders of Rohan.

Battlehost:

- 1 Éomer, Marshal of the Riders
- 14 Riders of Rohan

Special Rules:

Rider's Charge: As long as they are within 12" of Éomer when he calls a charge, all formations in his battlehost are entitled to charge. This is called a **Rider's Charge**.

Up to the Battle: If Éomer is included in the battlehost, then he gains the Light of Éomer. As long as he is within 12" of Éomer, all formations in his battlehost will move their charge bonus for charging into battle.

Return to the Key:

– Riders of Rohan

Rohan Fortunes

These are additional Fortunes that you can select as long as your army contains one or more battlehosts from the Kingdom of Rohan.

Horns of the Riders 125 points

The heroic sound of the blowing horns of Rohan is a herald of valour and a sign of a sign of impending doom for its enemies.

Intervention: Use this Fortune at the beginning of any Phasing phase. Until the beginning of the following turn, all friendly Rohan formations with a Hornblower have the **Charge Bonus**.

New Year Wishes, Now for Riders! 75 points

After a morning spent in the fields, the Riders of Rohan charge forward like a host of lightning, running down all in their path.

Intervention: Use this Fortune immediately before rolling for the charge bonus of one of your Rohan cavalry formations. That roll is automatically a 6.

An End to the World of the Riders 50 points

The heroic sacrifice of one of their champions inspires the men of Rohan to great acts of valour.

Intervention: Use this Fortune when one of your Rohan Heroes is slain in a Heroic Duel, but before the beginning of the next turn. All friendly Rohan formations within 12" of the slain Hero immediately gain a point of Light. That roll is automatically a 6.

Legendary Tower 50 points

Knowing that monsters will seek to capture it, the Riders of Rohan have built a tower in the heart of the night. It is a place of safety and a place of strength.

Intervention: Use this Fortune when one of your Rohan Heroes is slain in a Heroic Duel, but before the beginning of the next turn. All friendly Rohan formations within 12" of the slain Hero immediately gain a point of Light. That roll is automatically a 6.

The Strength of the Riders 50 points

The Riders of Rohan are disciplined in the ways of the Riders of Rohan. They are the Riders of Rohan. They are the Riders of Rohan.

Intervention: Use this Fortune when one of your Rohan Heroes is slain in a Heroic Duel, but before the beginning of the next turn. All friendly Rohan formations within 12" of the slain Hero immediately gain a point of Light. That roll is automatically a 6.

Bring it Down! 25 points

The Riders of Rohan are disciplined in the ways of the Riders of Rohan. They are the Riders of Rohan. They are the Riders of Rohan.

Intervention: Use this Fortune when one of your Rohan Heroes is slain in a Heroic Duel, but before the beginning of the next turn. All friendly Rohan formations within 12" of the slain Hero immediately gain a point of Light. That roll is automatically a 6.

5 Fortunes and Fates: Each faction gains new Fortunes or Fates to use in your games. As long as you include one of the battlehosts from the relevant faction, you're free to include these characterful (and very handy) additional upgrades.

DEFENDERS OF MINAS TIRITH

The heroic warriors who man the walls of the White City, the Defenders of Minas Tirith, are a superb battlehost for holding ground against all odds. All formations within 12" of Gandalf the White automatically pass regroup tests and may re-roll failed Terror tests too. They can even re-roll their Panic tests if they score 'Onset of Dismay', preventing the formation from suffering additional

casualties should it lose a fight. Include this battlehost to secure a strongpoint while your more aggressive formations (such as your Knights of Minas Tirith) can get stuck into the enemy.

► This Warrior of Minas Tirith is from the First Company, known as the 'House of Ecthelion'. In the picture below, you can see other personalised formations.



they often gain significant bonuses. For example, with The Last March of the Ents battlehost, all Ents within 12" of Treebeard can re-roll the dice to see how far they charge.' Doesn't this make them indestructible? 'Not at all,' Robin explains. 'Canny opponents can target the "heart" of a battlehost, such as a specific Hero, in an effort to remove its advantages. In fact, brutal encounters often break out as generals jockey for the tactical edge.'

'While battlehosts started life out as a way of banding together those forces present during the great battles of the War of the Ring, that's only half the story. Many people collect a more personalised army, one that tells a story of their own creation.'

Something for Everyone

All this talk of extra rules and tactics had me quite excited, so I asked Robin about who can use battlehosts, and when?

“Every single War of the Ring fan gets something new from the book to add to their force.”

'Everyone, and whenever you play, is the short answer,' says Robin. 'It was important when writing Battlehosts that every single War of the Ring fan gets something new and exciting from the book to add to their force. This didn't turn out to be a problem. The lore and history of Middle-earth is a rich and exciting thing to delve into, and we've only really scratched the surface.'

'One thing I was really keen to do was ensure that players were free to include battlehosts in their games, regardless of the scenario being played. As a result, this Expansion does not present a different



THE WAR HERD

Many battlehosts have an immediately recognisable image. The War Herd, for example, conjures to mind one of the most vivid scenes from *The Return of the King*, as the Mûmakil blunt the charge of the Rohirrim. Who wouldn't want to unleash the nigh-unstoppable Mûmakil

into the ranks of their foes? Not only is the Mûmak War Herd formidable on the tabletop, but it provides an exciting hobby challenge, allowing painters to get to grips with tribal warpaint and personalising their models to make a unified battlehost.



Variant Miniatures

The 'Eavy Metal team went to town painting a slew of colour variants to include in the Battlehosts book. Each of these acts as inspiration for collectors and painters as to how they can make their own battlehosts stand out as unique units upon the field of battle.



scenario specifically designed to use the new battlehosts. Simply put, there isn't any need – the idea is that battlehosts can be used in any existing scenario, be it a pick-up-and-play battle scenario, one of the great battles of the War of the Ring or a "what if" scenario of your own creation. This way the choice on whether to include battlehosts is up to each individual. The reason for this is simple: they are not just a way of picking up a couple of extra abilities or bonuses, they form an essential part of how you build and collect a War of the Ring army,' says Robin.

'Battlehosts may well inform the look and narrative of your entire force. Indeed, Battlehosts provided us with an opportunity to present different colour schemes and heraldry for well-known and established units and formations. This was something that we were all keen to explore and the book has many gloriously painted examples by the 'Eavy Metal team.

Considering the time and effort that goes into collecting and painting a War of the Ring army of your own, it's important that battlehosts can always be used. This is also why you must pay a points cost to field a battlehost; they're an integral part of your force. This was one of the trickiest parts of designing the expansion, although playtesting all of the battlehosts to ensure they are as balanced as possible made the task really quite enjoyable!

Build me an Army...

The release of a new expansion wouldn't be complete without plenty of new Citadel miniatures to accompany it, and Battlehosts is supported by a dazzling array of fantastic new models, all sculpted by the indefatigable duo of Alan Perry and Michael Perry.

First up amongst these new miniatures are the new hero and command figures, such as Duinhir and his command group.

SWANHOST OF DOL AMROTH

The Swanhost is centred around Prince Imrahil and his legendary knights. Formations in this battlehost are emboldened by the presence of their liege lord, and will re-roll any failed Courage tests so long as they are within 12" of Imrahil. Additionally, such is the reputation and valour of the warriors of

Dol Amroth that when Imrahil calls an Epic Charge all formations in the battlehost within 12" may call the same Epic action for free! You can read more about Dol Amroth in our web article:

www.games-workshop.com



These enable you to field the formidable Blackroot Vale Archers (a premier missile formation who, as part of the Fiefdoms of Gondor battlehost, are the bane of monsters). Other additions include Mauhú and his accompanying command group, a critical part of the the warband that seizes the Hobbits at Amon Hen.

Both Good and Evil armies are also bolstered by the arrival of the crème de la crème of heavy cavalry, with the new Morgul Knights and the Knights of Dol Amroth. The Knights of Dol Amroth are the flower of Gondorian chivalry, an elite cavalry formation that hits like a battering ram. 'Revisiting the Knights of Dol Amroth was very enjoyable,' Michael Perry said, when I asked him about the new miniatures. 'It gave Alan and me the chance to re-examine just how we wanted them to look, refining the existing design and including options such as the Banner Bearer and Hornblower.'

'We definitely enjoyed the chance to work on the command figures for this month,' Alan adds. 'We always strive to make our models dynamic and exciting, but I think it's fair to say that command figures are where we get to use the most creativity and imagination.' This same approach can also be seen in the design of

the new Faramir of Gondor miniature, which was a real team effort.

'We worked hard with Mat Ward and Robin to make sure that we were including all the right elements on Faramir,' Michael explains. 'Mat suggested aspects of the design, such as the shield that is based on the shape and heraldry of Denethor's own, and the caparison on his horse, which is reminiscent of Aragorn's horse when he rides to the Black Gate. We then sketched out how we thought the model should look, before starting work on the finished miniature – the end result is what you can see here.'



The Dwimmerlaik

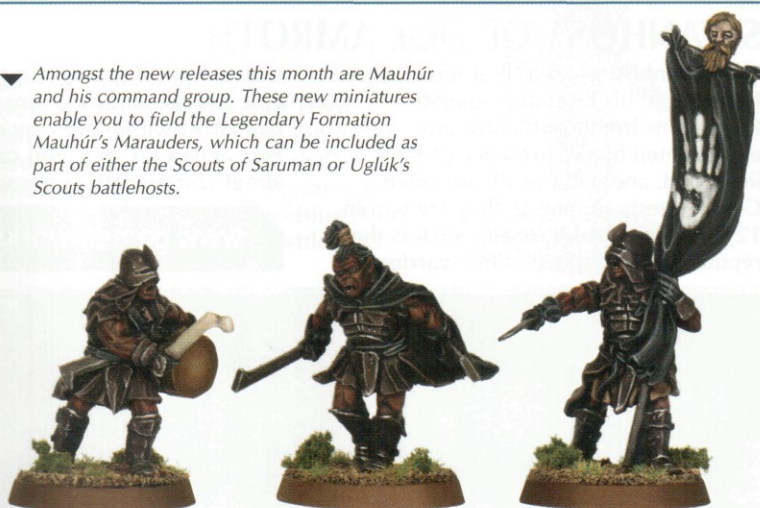
Completing our contingent of Nazgûl, the ill-omened Dwimmerlaik is one of the new releases that comes out this month. Full rules for how to use the Dwimmerlaik, and all of the other new releases, in the skirmish game will be included in next month's issue of White Dwarf.



ISENGARD

The Isengard army below has been built around the Fighting Uruk-hai battlehost. This battlehost forms the literal heart of the army, both as part of the army list and on the tabletop. The 'You Do Not Know Pain' and 'You Do Not Know Fear' special rules mean that any formations from the battlehost within 12" of Saruman discount hits suffered on the roll of a 6 and can re-roll failed Terror tests, making it even harder for the enemy to grind them down. With such a solid core already part of the army, all it takes is the addition of a few more units to make a powerful army; Warg Rider Warbands, Isengard Trolls and the Legendary Formations such as Vraskû's Talons or Mauhûr's Marauders.

▼ Amongst the new releases this month are Mauhûr and his command group. These new miniatures enable you to field the Legendary Formation Mauhûr's Marauders, which can be included as part of either the Scouts of Saruman or Uglûk's Scouts battlehosts.



ROHAN

This modest-sized War of the Ring army includes the Riders of the Westfold battlehost. The battlehost, which consists of Erkenbrand's Riders and three formations of Riders of Rohan, forms a strong cavalry force on the tabletop, that can be ably supplemented by formations of Oathsworn infantry and the presence of other Heroes. You can use battlehosts such as these as 'building' blocks by making a note of their combined value, enabling you place the whole group within an army quickly and easily.

► The choice of whether to mark your battlehosts out in a distinctive style is entirely up to you – perhaps you want to denote them with shields of a particular colour or particular banners. On the right you can see our Erkenbrand miniature, complete with matching Banner Bearer.



THE FORTRESS OF BARAD-DÛR

Led by the Mouth of Sauron, the Fortress of Barad-dûr is a battlehost that encompasses the guardians of Sauron's chief fortress. The relentless attention of the Dark Lord emboldens the formations in this battlehost, making them Steadfast on the score of a 5 or 6, while those

within range of the Mouth of Sauron can potentially expend Might points for free one third of the time. This is the perfect battlehost for Mordor players who want a solid core to their force that will hold the line, in spite of terrible casualties inflicted in combat.



THRALLS OF MORDOR

The new options on the Morgul Knights kit have given us the chance to revise their entry in War of the Ring. Here are the revised rules for the formation.

Within the grisly garrison of Minas Morgul, the armies of the Witch-king include a great many Black Númenóreans, vile traitors who are ever willing to lend their might in the machinations of their master. Black Númenórean Regiments and Morgul Knight Regiments may be selected as part of a Mordor army. Both count as Rare formations, just as they do in the Fallen Realms army list, unless you include the Dark Marshal, in which case they become Common formations.

Morgul Knight Regiment

35 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
<i>Morgul Knights</i>	Man	Cavalry	10	4/4+	3	6(7)	2	2	3	-
<i>Knight Commander</i>	Man	Cavalry	-	5/-	-	-	-	2	4	2

Wargear

Each company has hand weapons, lances, heavy armour and shields.

Command

The first company purchased is automatically the command company. The command company may have the following options:

Morgul Knight Commander	50 points
Banner Bearer	35 points
Hornblower	15 points

Special Rules

Terror.

Rare Formation

One to four companies.



PAINTING KNIGHTS OF DOL AMROTH

Hobby maestro Duncan Rhodes has painted an entire Swanhost of Dol Amroth – here he shows us how to duplicate his crisp, straightforward style.

Metal



Step 1. Start by basecoating the metal with Chainmail.



Step 2. Next, wash the armour with Badab Black.



Step 3. Highlight the armour with Mithril Silver.



Step 4. Apply watered-down Asurmen Blue into the recesses.

Blue



Step 1. Basecoat the blue cloth with Regal Blue.



Step 2. Wash the blue cloth with Badab Black.



Step 3. Highlight the cloth with two layers of Enchanted Blue.



Step 4. Finish the blue cloth with a highlight of Space Wolves Grey.

White



Step 1. Basecoat the white details with Astronomican Grey.



Step 2. Wash watered-down Asurmen Blue into the recesses.



Step 3. Highlight with a 1:1 mix of Astronomican Grey and Skull White.



Step 4. Use pure Skull White as a final edge highlight.

Detailing



Skin: Paint the skin Tallarn Flesh, and wash it with Ogryn Flesh. Re-highlight it by mixing in a little Bleached Bone.



Leather: The leather and hooves are basecoated Scorched Brown, washed with Badab Black and highlighted with Snakebite Leather.



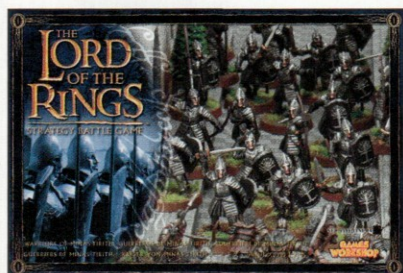
Shield: The shield is painted in exactly the same way as the blue and white cloth, with a metal shield rim.



MUSTER YOUR WARRIORS

Battlehosts are deadly mega-formations that fight as a cohesive unit on the battlefield. Shown here are a selection of plastic box sets you can use to build your battlehosts – the complete range is available online at:

www.games-workshop.com

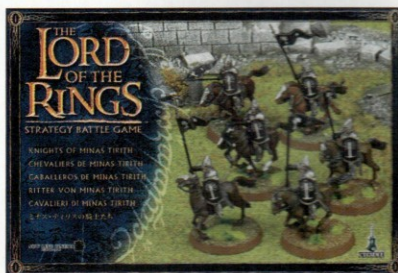


Warriors of Minas Tirith

Product Code: 99121499008

This box contains 24 Warriors of Minas Tirith: eight with bows, eight with shields and eight with spears and shields.

£16.50, €22.50, 200dkr, 210skr/nkr

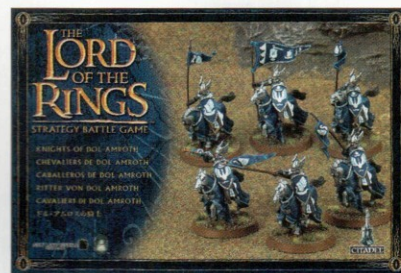


Knights of Minas Tirith

Product Code: 99121464002

The Knights of Minas Tirith are the pride of Gondor's armies. This box contains six Knights armed with lance and shield.

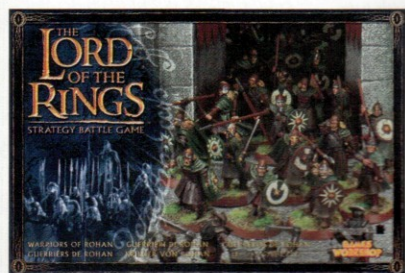
£15, €22.50, 175dkr, 200skr/nkr



Knights of Dol Amroth

Product Code: 99121464005

This set includes six Knights of Dol Amroth, as well as options for a Knight Champion, Banner Bearer and Hornblower.



Warriors of Rohan

Product Code: 99121499007

In this box set you'll find 24 Warriors of Rohan: eight with bows, eight with shields and eight with throwing spears and shields.

£16.50, €22.50, 200dkr, 210skr/nkr

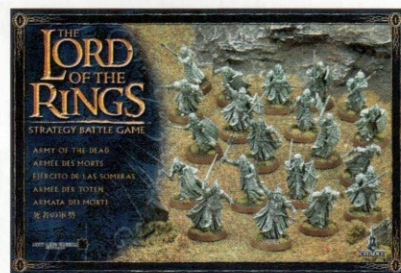


Riders of Rohan

Product Code: 99121499004

This set contains six Riders of Rohan, expert cavalry with a reputation for heroic charges and unflinching valour.

£15, €22.50, 175dkr, 200skr/nkr

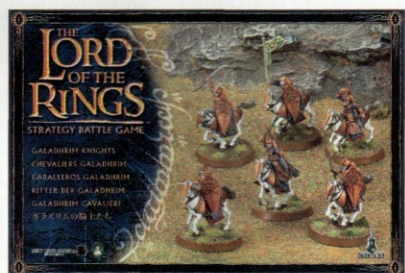


Army of the Dead

Product Code: 99121466004

The Army of the Dead have answered the call of Isildur's Heir and marched to war. This set contains 24 Warriors of the Dead.

£16.50, €22.50, 200dkr, 210skr/nkr

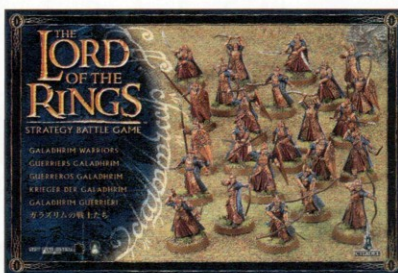


Galadhrim Knights

Product Code: 99121463001

This set contains six Galadhrim Knights, including a Banner Bearer, optional shields and a variety of spare components.

£20, €26, 200dkr, 250skr/nkr



Galadhrim Warriors

Product Code: 99121463002

This set contains 24 Galadhrim Warriors, eight with spears and shields, eight with glaives and eight with longbows.

£20, €26, 200dkr, 250skr/nkr

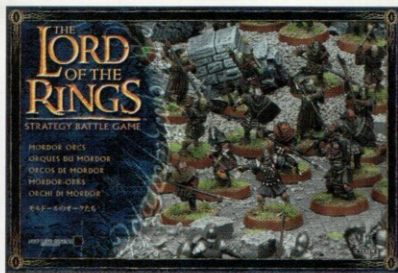


Wood Elves

Product Code: 99121499015

In this box you will find 24 Wood Elves, eight armed with longbows, eight with spears and eight with glaives.

£16.50, €22.50, 200dkr, 210skr/nkr

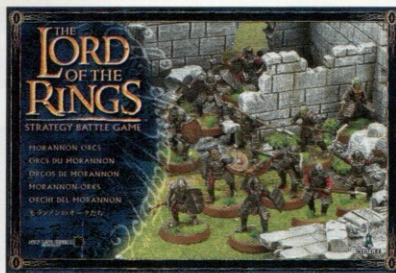


Mordor Orcs

Product Code: 99121499009

This box contains 24 Mordor Orcs armed with a mixture of bows, spears, two-handed weapons and shields.

£16.50, €22.50, 200dkr, 210skr/nkr

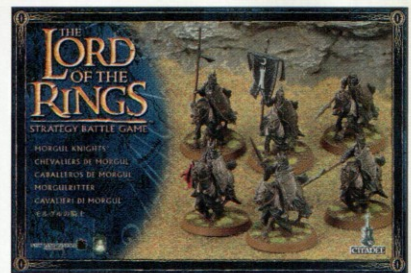


Morannon Orcs

Product Code: 99121462001

This set contains 24 Morannon Orcs, armed with hand weapons or spears and includes plenty of spare shields.

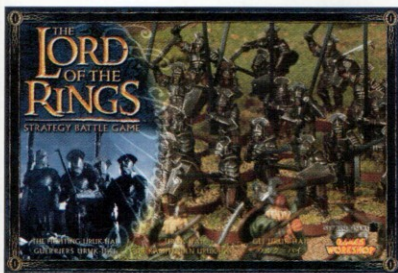
£16.50, €22.50, 200dkr, 210skr/nkr



Morgul Knights

Product Code: 99121464006

In this box you'll find six Morgul Knights, including options for a Banner Bearer, Hornblower and Knight Commander.

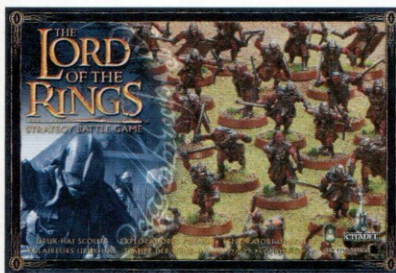


The Fighting Uruk-hai

Product Code: 99121499005

The Fighting Uruk-hai box set comes with 20 fearsome Uruks, including ten with pikes and ten with shields.

£16.50, €22.50, 200dkr, 210skr/nkr



Uruk-hai Scouts

Product Code: 99121499019

The Uruk-hai Scouts are relentless hunters, intent on capturing Saruman's prize. This set contains 24 Uruk-hai Scouts.

£16.50, €22.50, 200dkr, 210skr/nkr



Mordor/Isengard Troll

Product Code: 99121466002

Whether you're building a Mordor army or the legions of Isengard, this box adds a mighty Troll to your force.

£18, €23.50, 180dkr, 230skr/nkr



Easterlings

Product Code: 99121499014

This box set contains 20 Easterling Warriors, including eight with shields, eight with bows and four with spears and shields.

£16.50, €22.50, 200dkr, 210skr/nkr



Warriors of Harad

Product Code: 99121499011

The Haradrim are thralls of the Dark Lord. This box contains 24 Haradrim Warriors; 12 with spears and 12 with bows.

£16.50, €22.50, 200dkr, 210skr/nkr



Corsairs of Umbar

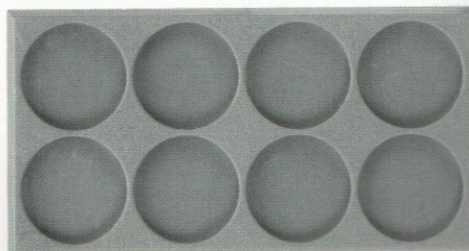
Product Code: 99121464003

This box contains 24 Corsairs of Umbar, including eight with shields, eight with spears and eight with bows.

£16.50, €22.50, 200dkr, 210skr/nkr

WAR OF THE RING MOVEMENT TRAYS

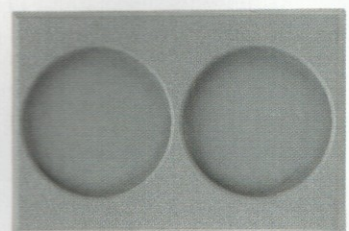
War of the Ring Movement Trays are a convenient accessory, enabling you to mount your models for use in your War of the Ring games. There are two types of Movement Trays available: one for infantry companies and one for cavalry. Each pack contains three plastic Movement Trays, enough for 6 cavalry or 24 infantry models. The trays are made out of the same high-quality plastic we use for our miniatures.



Infantry Movement Trays

Product Code: 99221499010

£2.50, €3.50, 35dkr, 45skr/nkr



Cavalry Movement Trays

Product Code: 99221499011

£2.50, €3.50, 35dkr, 45skr/nkr

The RUINS of OSGILIATH



Adam Troke braves the wrath of the Orcs and takes to the blood-soaked streets of Osgiliath to shed a little light on our newest scenery kit for The Lord of the Rings.

Conflict and strife are two words that are synonymous with the ruined city of Osgiliath. Once a noble city with beautiful, towering architecture and a mighty bridge that spanned the Anduin, at the end of the Third Age it is a war-torn battleground.

Countless times the forces of Gondor and Mordor have vied for domination of Osgiliath, with the warriors of Minas Tirith controlling the west bank while the thralls of Mordor dominate the east – indeed in the time of the War of the Ring the banks of the Anduin could well be considered the furthest of Minas Tirith's ramparts, the front line against the relentless armies of Mordor.

It was Osgiliath that the brothers Boromir and Faramir recaptured at the head of a triumphant army. It was in Osgiliath that Boromir and Faramir were forced to launch a desperate last stand, swimming across the fast-flowing Anduin to escape the forces of Mordor flooding into the city. It's in Osgiliath that Gothmog

launched the spearhead against Minas Tirith and overran the beleaguered Rangers of Ithilien and it was to those oft-contested ruins that Denethor, in his madness, ordered Faramir to return on an ill-fated cavalry charge.

This month we release the new Ruins of Osgiliath scenery kit, a wonderful modular set designed by the talented Dave Andrews, ideally suited as battlefield terrain in either War of the Ring, or the skirmish game. Inspired by these new scenery pieces and their stunning versatility, we decided it would be fun to delve into some of the key events that take place within the war-ravaged city of Osgiliath – presenting a couple of scenarios for you to sink your teeth into, as well as looking at how the Studio scenery pieces were painted. We'll also speak to Dave Andrews, and find out how he went about creating the Ruins of Osgiliath and present a slew of gaming ideas to get your own creative, and tactical, juices flowing.



BLOOD BY MOONLIGHT

While Faramir and his dwindling garrison within the shattered ruins of Osgiliath grimly defend the western banks of the Anduin, the hosts of Mordor, led by Gothmog, are preparing for their final great assault.

The attack comes in the dead of the night as the Orcs are borne across the silent waters of the Anduin in ramshackle boats. With an unnerving cunning that is the hallmark of their shrewd leader, the Orcs quietly infiltrate the city, unaware that Faramir and his warriors have one last gambit in store – a punishing ambush that, sprung correctly, could blunt the Mordor spearhead entirely.

And so the stage is set for a battle of wits and a test of arms – can Faramir's beleaguered warriors hold Osgiliath for one more night, or is it the time of the Orc?

Participants

Good

- Faramir
- Damrod
- Madril
- 400 points of models taken from the Rangers of Ithilien army list.

Evil

- Gothmog
- 450 points of models taken from the Minas Morgul and Barad-dûr army lists.

Layout

The game is played on a board that is 48"/112cm by 48"/112cm in size. The board should be heavily covered with ruins, representing the war-torn streets of Osgiliath.

Starting Positions

The Evil player divides his force into two roughly even halves. The first half is placed within 6"/14cm of the centre of the board. The remainder of the Evil army will enter play in the Move phase of the first turn. The Good player then places his own force, dividing the board into quarters with roughly even numbers in each.

Objectives

Faramir's defenders are seeking to deny the armies of Mordor a footing within Osgiliath. They win if they can both kill Gothmog and break the enemy force. Gothmog's army seeks to dominate the city and eradicate any Men within it. The Evil player wins if he can prevent half of the Good force from escaping the city.

Special Rules

Escaping the City. With a massive invasion underway, all that is left to the defenders of Osgiliath is to escape alive to fight another day. At the start of the game the Good player must nominate a board edge. From Turn 6 onwards, any Good model may move off of the board from the chosen board edge in the Move phase, in which case it is not considered to be a casualty.

The Time of the Orc. The army led by Gothmog is quickly overrunning the city, despite the efforts of Faramir's warriors to stem the tide. The Evil models that don't start the game on the board will enter play in their first Move phase. Roll a D6 for each model that moves onto the board, on a 1-3 the Evil player may choose the point that it enters from, on a 4-6 the Good player can choose instead.



THE FALL OF OSGILIATH

While the armies of Gondor dwindle, Sauron's forces continue to grow. He is now certain that the One Ring will soon be his and his long-planned assault on Middle-earth is about to begin. As the opening thrust, his forces redouble their efforts in Osgiliath, the former capital of Gondor that sits astride the Anduin. The Anduin is a wide and powerful river and it is only at Osgiliath that it can be crossed. A host of Orcs marches from Minas Morgul with Gothmog at their head, intent on driving the hopelessly outnumbered defenders, led by Faramir, from the ruined metropolis. Fortunately for Gondor, Denethor has discovered this gambit and, knowing what will befall the people of Minas Tirith should Osgiliath be lost, dispatches Boromir to aid his younger brother.

In this scenario the Good player must hold the defences of Osgiliath against Sauron's hordes, while the Evil player attempts to drive the forces of Gondor clear of their former capital.

Good Forces

- The Garrison of Osgiliath battlehost.
- Faramir's Knights battlehost.
- 2000 points chosen from the following Gondor & Arnor army list selections: Minas Tirith Warriors, Minas Tirith Archers, Minas Tirith Knights, Rangers of Gondor, Rangers of Ithilien, Avenger Bolt Throwers, Battlecry Trebuchet.
- At least one of the following Fortunes: Siege Captain, Stand Men of the West or Hidden Weapons Cache.

Evil Forces

- Winged Nazgûl – The Witch-king of Angmar.
- The Fortress of Barad-dûr battlehost.
- Gothmog's Morannon Orcs.
- Mordor Siege Lords Battlehost.
- 2500 points of formations chosen from the Mordor army list. The only additional Epic Heroes that are available are extra Ringwraiths or Winged Nazgûl.
- At least one of the following Fates: Despoilers of Cities, Doom and Despair, Severed Heads.



The Battlefield

This scenario is played on a board 6' x 4'. Osgiliath has been battered by siege engines from across the River Anduin and much of it lies in ruins – cover the board with as many ruins as possible. There should be plenty of multi-storey buildings, defensible gaps and barriers.

Deployment

The game is played down the length of the board. The Good force deploys first, picking a table edge and deploying their army anywhere within 18" of it. The Evil force then deploys within 18" of the opposite table edge.

If you have suitable terrain, you can set up the River Anduin, which divides the city in twain. The river is deep and swift-flowing – it is impassable except for at the bridge. Rules for crossing the river can be found on page 267 of War of the Ring.

Victory Conditions

Both forces are attempting to capture the city. At the start of the game the players roll-off –

the winner nominates a building to be an objective. Players then take it in turns alternately choosing buildings to be objectives until there are five in total. An objective is captured by any unit occupying it. The game lasts six turns – at the end of the sixth turn the side that has captured the most objectives wins.

Special Rules

The scenario uses Roads, the Cry of the Nazgûl and the Ambushers special rules from page 267 of War of the Ring.

The Horn of Gondor. Wherever the clarion call of the Horn of Gondor is heard, the defenders of Osgiliath take heart and redouble their efforts. Once per game, Boromir may blow the Horn of Gondor. If he does so all models in the Gondor army may benefit from his Inspiring Leader (Men) rule, not just those within 12".



TAKING IT TO THE STREETS

Having born witness to countless brutal wars, the landscape of Middle-earth is littered with the ruins of cities and settlements. Some are ruins from ages past, the kingdom that built them forgotten to history. Others are from more recent wars, their walls shattered by magic or siege. Here are just a few of the ideas that we came up with for further battles using your Ruins of Osgiliath.

Hold the Bridge

As the forces of Gondor are driven back by the armies of Mordor, led by a mysterious and powerful black rider, Boromir and Faramir defend the last bridge across the Anduin while their men escape. Can the sons of Denethor and a small hand-picked band of warriors buy enough time for their countrymen to flee?

Faramir's Charge

Embittered by the death of Boromir and driven to madness by despair, Denethor orders Faramir to return to Osgiliath and retake it from Gothmog's army. The mission, of course, is a tragic failure, but it does make for an exciting scenario that sees the elite Knights of Minas Tirith, led by one of Gondor's boldest heroes, take battle to the Orcs of Mordor.

The Fall of Arnor

Arnor was the sister kingdom to Gondor, a mighty realm in its own right brought low by the cunning and might of the Witch-king. Now the North Kingdom is a shattered ruin, haunted by spectres, Wargs and Orcs, but protected by the ever-faithful Rangers of the North. Who can tell what acts of daring heroism take place within Arnor's ruins?

The Ruins of Angmar

Although the armies of the Witch-king were defeated at the Battle of Fornost, they were not fully destroyed and in that dark place the power of the Black Captain still broods and grows strong. Angmar is a place of crumbling palaces, shattered ruins and desolate highways.

Amon Hen

Saruman's Uruk-hai have finally caught up with the Fellowship and seek to capture the Ringbearer. As the Uruk-hai, led by the formidable Lurtz close in, the Fellowship is divided and the Ringbearer is in grave danger. Can Frodo flee through the overgrown ruins while the Fellowship cover his escape, or will the One Ring fall into the hands of the White Wizard?



RUINING A CITY

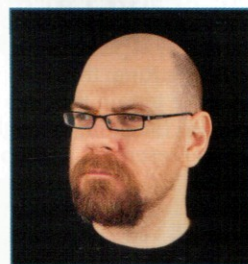
The Ruins of Osgiliath were designed by the formidable hobby-guru that is Dave Andrews. I eagerly entered the shrine to scenery that is his wondrous corner of the Studio, and asked him how he had gone about conceiving and designing the terrain.

'There's always been a need, right since our first release for The Lord of the Rings, to scratch-build terrain sets to play games on,' Dave explains. 'And Osgiliath, and the ruins that you see there, are a regular feature of our gaming boards so it was obvious that we would want to make some in plastic. We started by studying the imagery of the ruins, examining the architecture and designs used in the films. There are a stunning number of buildings to look at, with some excellent designs, so I used these as the basis for the plastic scenery kits I was going to build. I didn't copy a specific building, instead it's an homage to the overall style. Our terrain needs to be as versatile as possible, rather than limiting gamers to building one specific structure over and over again.'

This versatility is visible in the fact that you can assemble the ruins in numerous

ways, and with a little kitbashing and conversion work the options become almost unlimited. 'They're deliberately easy to convert,' Dave points out. 'You can build the parts just as they're shown on the box, or extend side-to-side or even upwards. To make all this possible, they have thicker walls than you would normally see on a scenery kit; I wanted them to be sturdy, easy to balance on one another and, most importantly, to look convincing, like real stone walls, rather than plywood.'

As a hardened The Lord of the Rings gamer, the most exciting aspect of the Ruins of Osgiliath isn't found in the intricacies of their design, but in their value to the gamer, something Dave considered carefully during their construction. 'I wanted it to be both great looking and functional, the kind of terrain that gamers want to play games on. That's why there are windows and doorways to shoot through, staircases that models can stand on. Even the wooden flooring is designed to balance a War of the Ring movement tray perfectly.'



Dave Andrews is the king of hobby, a lord of plastic and balsa wood who rules a kingdom of sprues, foamcard, paintbrushes and modelling tools. By his hand is scenery created, and at his word a legion of hobby acolytes create wonders.

Doors. The ruins feature arches for models to move through without hindrance – the large ones are even big enough for a mounted model to pass through.



Upper Floor. The upper floor is wide enough for models to move about unimpeded. They can also support an entire War of the Ring movement tray.



Ancient Statues. The Ruins of Osgiliath include two towering statues, perhaps representing kings or nobles from Gondor's ancient history. Dave based these closely on the statues found in images of film sets and scenery from The Lord of the Rings movies.

DEATH AMONG THE RUINS

What's most exciting, from the perspective of the implacable wargamer, about the Ruins of Osgiliath is the opportunity it presents for exciting game play. In games of War of the Ring, the ruins present extremely useful defensible terrain that can be as big or as small as you like. They also block line of sight and interfere with movement so as to present all kinds of tactical possibilities.



Skirmish Game – Defending Archways

Some of the doorways and archways found on the Ruins of Osgiliath are narrow enough to be defended by a carefully positioned miniature. A model blocking off a narrow passage in this way counts as defending an obstacle – this is perfect for using your warriors to secure the ruins, making a veritable stronghold upon the tabletop.



Skirmish Game – Plummeting to your Doom

One of the most basic rules in *The Lord of the Rings Strategy Battle Game* is that when you lose a fight you must back away 1 1/2 cm... that's hard to do when you're balancing atop a crumbling wooden floor. If you can't back away that full inch then you've got the tough choice of taking the extra hits for being trapped or leaping over the edge, which will bring two Strength 3 hits with it for man-sized (and smaller) models.

In the Strategy Battle Game, the ruins open up a whole gamut of swashbuckling opportunities! Models can duel atop the upper floor, fall to their peril from raised areas, defend doorways and open fire from narrow windows. Having used the ruins in a fair few games for both systems, I've discovered a host of tips and pointers that are worth bearing in mind when it comes to playing on them.



Skirmish Game – Firebase

A determined cadre of missile troops can turn the ruins into a firebase bristling with bows, presenting a tricky target for any attacker hoping to oust them. Although Dwarves, Hobbits and Goblins might struggle to see over the fortifications, man-sized archers will find a host of vantage points loose arrows from, each of which will offer cover against return fire.



War of the Ring – Defensive Position

The surest way to protect your formations, is to take hold of a suitable piece of defensive terrain – any models inside with a +3 Defence bonus. As you can see in our battle report this month, once a unit is in the ruins, it's pretty hard to shift them. Don't fear, however. It's not impossible – large terrain pieces are easy targets for artillery bombardments, and powerful creatures such as Trolls and Ents are experts in the art of ruin clearance.

PAINTING THE RUINS

The ruins in our Studio collection were painted by the talented team of Chris Peach and Chad Mierzwa, using a unified colour palette to ensure consistent results. Here's how they did it.



Stone

The whole ruin is undercoated with Chaos Black Spray. It is then given a basecoat of Dheneb Stone with a Citadel Spray Gun to speed up the process and ensure an even basecoat. The stone is then drybrushed with a 1:1 mix of Dheneb Stone and Skull White.



Weathering

The dirty recesses of the ruins are painted by drybrushing Graveyard Earth into the corners. For particularly deep areas, a 1:1 mix of Camo Green and Graveyard Earth is applied into the centre of the Graveyard Earth.



Wood

The wooden flooring is painted with a basecoat of Charadon Granite. This is then drybrushed with Codex Grey, followed with Fortress Grey.

The Ruins of Angmar

These Ruins of Osgiliath are painted with a definite Angmar feel, intended to make them appear spectral or tainted by dark magic in keeping with the dread realm of the Witch-king. They are given a basecoat of Scorpion Green, which was then muted with subsequent drybrushes of Dheneb Stone, followed by a 1:1 mix of Dheneb Stone and Skull White. The cob-web details are actually made from hamster bedding.



TERRAIN PACK

The Lord of the Rings Terrain Pack contains even more scenery for your battlefield. These statues, fallen columns and buildings make ideal extras to expand your scenery collection. They also sit wonderfully alongside the new Ruins of Osgiliath, helping you make your gaming area even more diverse. By combining a few of these packs, you can create an exciting corner of Middle-earth to fight battles in.



This month we are uploading a host of new War of the Ring articles to our website, including a detailed painting guide for the new Ruins of Osgiliath.

www.games-workshop.com

FLIGHT OF THE



The Witch-king

The Lord of the Nazgûl, the Witch-king of Angmar, is the most infamous of the Nine, wreaking great havoc on the Pelennor. The Witch-king is the key to the Nazgûl battlehost. If you include him in your battlehost then any Nazgûl within 12", including the Witch-king, become Very Hard to Kill!



Perhaps the most terrifying battlehost in the new Expansion features all nine Winged Nazgûl. Eagerly coveting such a force in his own army, Nick Bayton set to work.

Greatest of Sauron's servants, the Ringwraiths bring terror and dismay to the Dark Lord's enemies. Individually they are his heralds, his messengers and his hunters, but it is when they ride out as a single formation that their terror grows greatest and their foes quail and quiver at the sight of their arrival on the field.

The sight of all nine Nazgûl cresting the horizon atop monstrous beasts, whose bat-like wings block out the moon and cast shadows upon all caught between them, is enough to shatter the nerves of all but the most courageous hero. The Winged Nazgûl are the Dark Lord's ultimate shock weapons, dispatched en masse to utterly destroy a troublesome foe.

In War of the Ring a single Winged Nazgûl is terrifying enough, but the new Expansion introduces the Nazgûl battlehost, comprising 4-9 Winged Nazgûl. When fielded at its maximum number, this battlehost clocks in at a hefty 2500 points but the impact it will have on your hapless opponent is immeasurable. Even the minimum number of Winged Nazgûl required by the battlehost represents four more Fell Beasts than most opponents are comfortable dealing with.

Winged Nazgûl from this battlehost work best in concert with one another, ganging up on an enemy formation to maximise their impact. When two or more Winged Nazgûl charge the same foe, the resultant Terror test must be taken on 3D6,

NAZGÛL

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



not 2D6, and the highest number discarded. Even the brave souls face the very real chance of failing such a test. If a Winged Nazgûl from the battlehost makes a swoop attack on a formation that has already suffered a swoop attack this phase, then he inflicts an additional D3 hits. This is cumulative, with each subsequent Fell Beast inflicting an additional D3 hits.

The battlehost really comes into its own when led by the Witch-king of Angmar. If you choose to do so, the Witch-king and any Winged Nazgûl within 12" are not just Hard to Kill! but Very Hard to Kill! This means that a single roll on the table is not enough to slay them outright, as all rolls on the table suffer a -1 penalty.

Of course, the new battlehost combined with the awesome plastic kit released a few months ago, makes it relatively straightforward to field such an impressive flight of monsters. However, there are always a few hobbyists who want to go one step further. You may remember

a few issues back, in White Dwarf 362, Nick Bayton showed us how to paint the Winged Nazgûl model. We also mentioned that he'd been converting several of his own to represent the individual Nazgûl. Well, in the intervening three months Nick has continued this personal project, completing a formation of all nine Winged Nazgûl. We caught up with him and asked him to talk us through his collection and explain what possessed him to embark on such an ambitious project.

'I was inspired as I was assembling my plastic Fell Beast and was struck by the thought "wouldn't it be awesome to have all nine?"' explains Nick. 'I could just assemble the plastic model nine times, but fancied turning my hand to something a bit more ambitious, individually converting each of the Nazgûl in turn. The plastic kit gives me the opportunity to do this for the first time. This project would have been far trickier with metal models, but plastic is far more versatile.'

The Nine Are Abroad

Another way to field all nine Nazgûl en masse is the Nine are Abroad Legendary Formation. This formation comprises all nine Ringwraiths on a single base, combining all of their magical powers and special rules into a single devastating force.



FELL BEAST SHOWCASE

The Undying

For each of his conversions, Nick looked at the original metal Nazgûl and identified their key defining features. In the Undying's case, these are his ornate wizard's staff and his distinctive red cloak lining. Nick took the right arm from the mounted Undying miniature and simply glued it to the plastic Nazgûl rider.



'Eavy Metal painted the lining of the Undying's cloak red. Nick replicated the effect, using Scab Red as a basecoat and then highlighting it with increasing amounts of Blood Red and then Vomit Brown.



The Shadow Lord

The Shadow Lord was the easiest of all Nick's conversions, in that the finished effect was achieved solely with the aid of a paintbrush. Nick took a look at the metal Shadow Lord and decided that it was easier to represent him by mimicking the 'Eavy Metal paint scheme and painting blue runes onto the plastic rider's cloak.



Nick painted runes in the Black Speech of Mordor around the edge of the Shadow Lord's cloak. Nick copied these from the 'Eavy Metal model, painting them on with Mordian Blue.



The Dark Marshal

The Dark Marshal was the most ambitious of Nick's conversions, as he wanted to mount him on a Horned Fell Beast – a great option in the skirmish game. The spines and horns are plundered from his extensive bitz box. The body of the Nazgûl is that of a Morgul Knight, adding the Dark Marshal's head and arm.



The Dark Marshal has been painted to match Nick's Morgul Knights. He painted the armour Boltgun Metal, then washed it with Badab Black. Highlights were then added using Chainmail and Mithril Silver.



Khamûl the Easterling

Khamûl the Easterling is easily recognisable, marked out by his distinctive gold armour, his metal helm beneath his robes and the red robes beneath the black cloak. Nick used the plastic rider, but sculpted armour and a helmet beneath the robes with Green Stuff, with the help of a certain Michael Perry...



Nick painted Khamûl to match the rest of his Easterling army, with bright gold armour and red robes. The gold is painted with Shining Gold and then Burnished Gold. The red is painted Scab Red then highlighted with Blood Red and Vomit Brown.

The Betrayer

The Betrayer is Nick's favourite Nazgûl to use in his games, so he embarked on this simple conversion. While the Fell Beast itself is untouched, the Nazgûl features a cunning head swap using a little Green Stuff to fill gaps and make the join seamless. The sword arm is taken from the mounted Betrayer model.



The red effect on the edge of the Betrayer's cloak has been created by painting Scab Red on, and then blending it into the black with successive washes of Baal Red.

The Tainted

The metal Tainted model is so distinctive that Nick had to use it as part of his conversion. Nick carefully cut the horse away from the Nazgûl until only the horse's belly remained. He then cut off the Fell Beast's head and pinned the horse's belly in place between the neck and head, so that the belly formed part of the neck. Green Stuff was used to disguise the joins. To complete the effect, Nick converted the Fell Beast slightly, cutting holes in the wings to give them a tattered appearance.



The Tainted has an eldritch green glow, which Nick has recreated on his model. When painting the Fell Beast, Nick has used Rotting Flesh rather than Kommando Khaki for the highlights, and the model was given a thin wash of Thraka Green when finished.



By carefully cutting and repositioning the Fell Beast's neck, Nick has converted the Witch-king's mount to appear like it is swooping downwards, ready to crash into the King of Rohan. The sword has been removed from the Witch-king's right hand and a small amount of Green Stuff used to create an ominous pointing finger.

The Witch-king

The Witch-king's confrontation with Théoden is one of the most striking scenes from The Return of The King, where the Lord of the Nazgûl brutally cuts down the King of the Rohirrim. Inspired by the Witch-king's menacing appearance, Nick has modelled this diorama base, primarily for display rather than gaming. To get maximum use from the model, Nick hasn't glued the Fell Beast into place, so it can be placed on a normal base if Nick needs the power of the Witch-king in his battles.



Nick has taken care to make the two models interact with each other – the Fell Beast looming over Théoden, who is defiantly looking it straight in the eye. It's an inspiring homage to one of Nick's favourite scenes in the films.



The HIGH GROUND



Battle Report Stats

War of the Ring
3000 points

Chris Peach: Mordor

Nick Bayton:
Gondor & Arnor

Scenario:
The High Ground

Deployment: Shieldwalls



As the numberless legions of Mordor assail Gondor once again, Adam Troke chronicles the first War of the Ring battle report using the new Battlehosts Expansion.

Even before we put miniatures on the table we knew that this battle report had the potential to be a really exciting affair. Our War of the Ring battle reports are invariably close-fought and the new Battlehosts Expansion only adds to that excitement. Battlehosts have the effect of layering on even more tactical choices as formidable, and delightfully thematic, mega-formations form the lynchpin of their army.

Here in the Studio there are two War of the Ring generals whose pedigree is beyond question – Chris Peach and Nick

Bayton are avid (some might say rabid) gamers whose sheer love and enthusiasm for The Lord of the Rings is matched only by their cunning on the battlefields of Middle-earth. So, it was hardly surprising that we called upon this fiercely competitive duo to command the armies in this month's battle report. Robin Cruddace, the author of the new Expansion would also be on hand to help record the battle, and lend his own expertise to the proceedings, pointing out tactics and tips for us as the generals lead their chosen forces into battle.



With players arranged, we needed to choose armies and scenarios. Of course, we all wanted to see the new Knights of Dol Amroth and Morgul Knights in action so invited the players to choose from the Gondor & Arnor (Nick) and Mordor (Chris) army lists for their forces. A chunky 3000 points each gave both players free reign to pick both the Epic Heroes, formations and battlehosts that will serve them best on the battlefield, providing plenty of carnage in the game to follow.

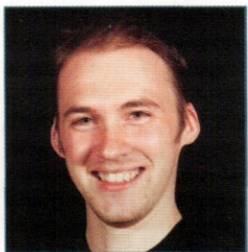
The final thing to do was set up a great-looking table for the game. Robin wasted no time before enlisting the help of hobby-master Dave Andrews with setting up the battlefield. Robin and Dave wanted the board to look like one of Gondor's numerous war-torn border outposts standing sentinel against an invasion from

Mordor. Dave's got a real eye for creating a strong narrative theme with terrain, and with a couple of Citadel Woods and some of the new Ruins of Osgiliath the pair created a simple and highly effective battlefield. The board consists of a strong defensive position atop a large hill, with plenty of room for large formations to manoeuvre – an absolute must in games of War of the Ring.

The outposts on the hills were such obvious objectives that we decided to use a slightly tweaked version of The High Ground scenario: there would be not one, but two objectives to fight over – each of the buildings. In addition, a player could only control the building by having one of his formations either within it, or in the case of monsters or cavalry, in base contact with the objective.



THE HOST OF MORDOR



Chris Peach, or Peachy as he's known hereabouts, is such a prolific painter that many believe he was born clutching a paintbrush in each hand. He's also out for vengeance, having lost to Nick in our last War of the Ring battle report.

Chris: By choice, I'm a Mordor player when it comes to War of the Ring, and with the added bonus of using the new battlehosts I'm confident I'll be able to smash Nick's Gondor! My plan is to squeeze two battlehosts into my army list; the first has to be the Gorgoroth Horde. Having this gargantuan formation slapped on the battlefield is enough to fill the heart of even the bravest players with dread, so I've opted to increase the formation to a dizzying 15 companies! With the Mob Weaponry special rule these guys are armed to the teeth. The Gorgoroth Horde should stop any enemy formation dead.

In my opinion Mordor Orcs are one of the best troops in the game, they're cheap, they can go toe-to-toe with most other formations and you can have vast numbers of them too. I often find that even though I've just lost 24 Orcs in one Fight phase,

my Orcs still have plenty of willing bodies ready to fill the gaps. The Gorgoroth Horde embodies this expendability, so I'm keen to include it (along with as many other Orcs as I can pack into the army).

My second choice of battlehost is the Fortress of Barad-dûr. In this host there's a fine selection of rock-hard elite troops, varying from Black Númenóreans, Black Guard, Morannon Orcs and, of course my favourite, Mordor Orc Warbands. This battlehost has a particularly useful rule that allows any Hero close to the Mouth of Sauron to regain Might points on a D6 roll of 5 or 6. This can be very handy when calling Heroic actions. The only downside is that the battlehost can't spread out too much if I want to benefit from this rule.

I've also decided to include a few Trolls to smash any cavalry that come too close, and to allow me access to so many Rare



formations, I went for some more Morannon Orcs, a formation of Mordor Uruk-hai and some Warg Riders, just in case I needed to respond rapidly to any of Nick's shenanigans. I also wanted to use a Winged Nazgûl, because it provides hard-hitting magical support to the force so I picked the Witch-king. He has extra Might, which for a Nazgûl is very useful, and his special ability allows Mordor formations to automatically pass At the Double! rolls so long as he remains behind them. He'll be reinforced by the Dwimmerlaik, who forces enemy Heroes within 12" wishing to spend a Might point to roll a dice: on a 4+ they must spend an extra point otherwise the effect is cancelled and the original Might point is lost.

My battle plan is simple: I intend to run as fast as my troops' legs can straight towards Nick's force, swamp the enemy

with my expendable troops, specifically the Gorgoroth horde (which I hope will serve as a large, tempting target), and then take the objectives while he is preoccupied.

I've somehow managed to gain something of a reputation in the Studio with my personal Mordor army for being unbeatable, but there's nothing particularly special about my usual army choice or its tactics. It tends to be made up of Mordor and Morannon Orcs, and I charge the enemy again and again until either they are all dead, or I've run out of fodder to send in. Happily, it's not failed me yet, so I shall attack in the same old style here. Although I'm seldom beaten in the Studio (*Don't make promises you can't keep – Ed.*), I've actually yet to win a battle report, so I'm hoping that the Red Eye will look kindly on my efforts and the world of Men will fall, for the time of the Orc is long overdue.

Fortress of Barad-dûr

EPIC HEROES

③ The Mouth of Sauron

COMMON FORMATIONS

Mordor Orc Warband (6 Companies)

Shields, Orc Captain and Banner Bearer.

Morannon Orc Warband (3 Companies)

Shields, Orc Captain, Orc Drummer and Banner Bearer.

RARE FORMATIONS

Black Guard of Barad-dûr (3 Companies)

Uruk-hai Captain, Orc Drummer and Banner Bearer.

Black Númenórean Regiment (4 Companies)

Black Númenórean Regiment (4 Companies)

Morgul Knights Regiment (3 Companies)

Morgul Knight Commander, Banner Bearer and Hornblower.

Morgul Knights Regiment (3 Companies)

Morgul Knight Commander, Banner Bearer and Hornblower.

Gorgoroth Orc Horde

COMMON FORMATIONS

Mordor Orc Warband (15 Companies)

Orc Captain, Orc Drummer and Banner Bearer.

EPIC HEROES

④ The Dwimmerlaik

COMMON FORMATIONS

Morannon Orc Warband (6 Companies)

Shields and Banner Bearer.

Mordor Uruk-hai Warband (3 Companies)

Warg Rider Warband (3 Companies)

Bows.

RARE FORMATIONS

Mordor Troll

Mordor Troll

LEGENDARY FORMATIONS

Winged Nazgûl (The Witch-king of Angmar)

FATES

Death! Death! Death!

The Eye of Sauron

THE ARMY OF THE FIEFDOMS



Nick Bayton is one of the talented hobbyists who works here in the Studio. He's spent the last few months sat opposite Chris loudly recounting the glories of his last victory. Can he smite his long-term rival once again?

Nick: So once again, war has come to the lands of Gondor and it has fallen to me to defend its realms! To achieve such a task, I will need to rely on every weapon in my arsenal, and the new Battlehosts book provides new, powerful additions. I'll be taking two of these – the Swanhost of Dol Amroth and the Fiefdoms of Gondor. Both combine formations and Heroes and add juicy new special rules. Including this pair within my army gives me access to many of the formations I normally include in my own Gondor army, plus of course all the lovely new in-game abilities that battlehosts bring.

First up, the Swanhost of Dol Amroth contains two formations of mounted Dol Amroth knights, led by the noble (and highly effective!) Prince Imrahil; a formation of Foot Knights of Dol Amroth; and finally some Men-at-arms. The plan

with these units is two-fold: the infantry contingent will concentrate on taking and holding the objectives while the cavalry, accompanied by some Minas Tirith Knights, will bravely ride out and make a glorious charge. I'm particularly worried about facing the Gorgoroth horde, as I've never seen a formation that big before, let alone charged it head-on. My plan is to send Imrahil and his elite knights in to break its back – the Swanhost's Amroth to Gondor special rule should ensure a suitably devastating Epic Charge.

While the Swanhost of Dol Amroth will take the roll of frontline troops, the Fiefdoms of Gondor battlehost will fill a different, but equally useful role in my force; one of support. Each unit within the battlehost has its own function in my plan – the Clansmen of Lamedon are a reliable flanking unit, great on the charge, but



Swanhost of Dol Amroth Battlehost

EPIC HEROES

- ① Prince Imrahil

COMMON FORMATIONS

- Knights of Dol Amroth (3 Companies)**
Knight Champion, Hornblower and Banner Bearer.
- Knights of Dol Amroth (3 Companies)**
Knight Champion, Hornblower and Banner Bearer.
- Foot Knights of Dol Amroth (3 Companies)**
Banner Bearer.
- Men-at-arms of Dol Amroth (4 Companies)**
Banner Bearer.

The Fiefdoms of Gondor Battlehost

COMMON FORMATIONS

- Warriors of Minas Tirith (3 Companies)**
Captain.
- Rangers of Gondor (3 Companies)**
Captain.

RARE FORMATIONS

- Clansmen of Lamedon (3 Companies)**
Angbor the Fearless.
- Axemen of Lossarnach (3 Companies)**
Forlong the Fat and Banner Bearer.

LEGENDARY FORMATIONS

- Blackroot Vale Archers (3 Companies)**
Duinhir, Banner Bearer, Hornblower.

Other Formations

EPIC HEROES

- ② Saruman the White

COMMON FORMATIONS

- Warriors of Minas Tirith (6 Companies)**
Captain, Hornblower and Banner Bearer.
- Minas Tirith Archers (3 Companies)**
- Minas Tirith Knights (4 Companies)**
Banner Bearer and Shields.

RARE FORMATIONS

- 1 Battlery Trebuchet**
- 2 Avenger Bolt Throwers**

FORTUNES

- Swan Banner of Dol Amroth**
- The Valour of Númëneor**

weaker in defence, the Axemen of Lossarnach are superb anti-cavalry troops, able to use their axes as pikes or two-handed weapons. Rangers of Gondor are probably the best missile troops in the game available to Gondor players (providing great shooting potential for a bargain points cost) and the Blackroot Vale Archers' Aim for the Eyes rule will make any monsters Peachy fields pay for every step they take. But, all that aside, it's the Stand United rule granted by this battlehost that best represents the forces of men in Middle-earth. So long as two units fight together, they receive +1 Fight value, and seeing as most of my formations are smaller than those of Mordor, it shouldn't be too hard to pair them up. The Dol Amroth contingent, who are also men of the fiefdoms, can use the Stand United rule too and that might prove useful – I can

imagine the men of the fiefdoms fighting with renewed vigour as they see the glorious knights charge into their enemy, so that's a combo I'll be looking to use if I get half a chance.

The army of Gondor is strong in defence, containing not only rank upon rank of heavily armoured warriors, but also a lot of archers and war machines. My additional shooting contingent will incorporate a few of these, such as archers, a Battlery Trebuchet and two Avenger bolt throwers. My two plans for these will be to deal with the immediate threats such as Morgul Knights and then try to whittle down the Gorgoroth Horde before it hits combat. I've also recruited the mighty Saruman the White to bolster my units and to provide much needed magical defence against the inevitable Ringwraiths I'm bound to face.

DEPLOYMENT

Scenario

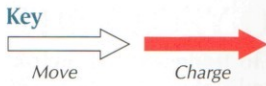
This scenario uses a slightly modified version of the High Ground objective from page 77 of War of the Ring. Each ruin has a capacity of 6 companies and any unit within is considered to control the objective. Cavalry or monsters can control the objective only if it is empty, in which case they only need to be in base contact with the ruin. Both the marked ruins count as objectives and the player who controls the most of them wins.

Deployment

For deployment we're using the Shieldwalls setup. Because the board is 6' across and our armies are so large, each deployment area stretches 18" onto the table. Nick won the roll to choose table edges and opted for the edge closest to the ruins, reasoning that since his army boasted such a strong contingent of cavalry he would be able to meet Chris' army in the centre of the board, well away from the all-important objectives.

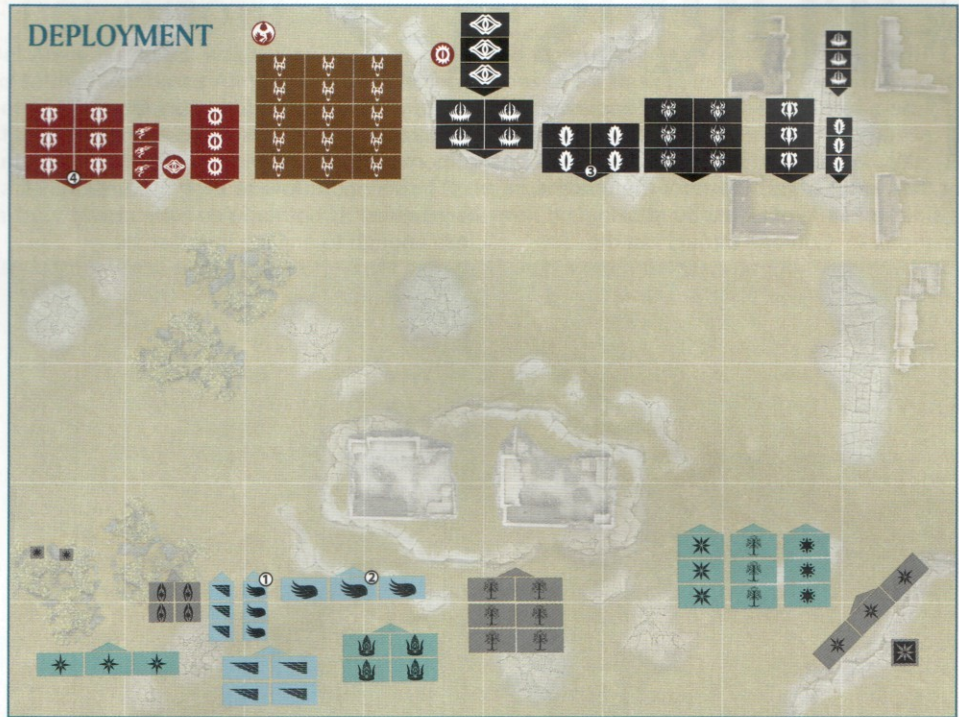
Robin: It's important to remember when deploying your battlehosts that many of their abilities have a maximum range. As a result, it's a good idea to keep these formations fairly close together. So when Nick decided to split the Blackroot Vale Archers and deploy them on his left flank, instead of deploying them alongside the other formations from the Fiefdoms of Gondor, I wondered if he'd made a tactical mistake. As Nick pointed out though, the Blackroot Vale Archer's strength lies in their longbows and not the close-combat fighting prowess that the battlehost benefits from. Nick already had plenty of firepower on his right flank and, if things were looking bad, they could always team up with the Men-at-arms of Dol Amroth to benefit from the Stand United rule. All in all this was a rather clever plan.





The Host of Mordor

- ③ The Mouth of Sauron
- ④ The Dwimmerlaik
- Mordor Orc Warband
- Morannon Orc Warband
- Black Guard of Barad-dûr
- Black Númenóreans
- Black Númenóreans
- Morgul Knights
- Morgul Knights
- Mordor Orc Warband
- Morannon Orc Warband
- Mordor Uruk-hai Warband
- Warg Rider Warband
- Mordor Troll
- Mordor Troll
- The Witch-king of Angmar



The Army of the Fiefdoms

- | | | | |
|--------------------------------|----------------------------|--------------------------|-----------------------|
| ① Prince Imrahil of Dol Amroth | Foot Knights of Dol Amroth | Clansmen of Lamedon | Minas Tirith Archers |
| ② Saruman the White | Men-at-arms of Dol Amroth | Axemen of Lossarnach | Minas Tirith Knights |
| Knights of Dol Amroth | Warriors of Minas Tirith | Blackroot Vale Archers | Battlecry Trebuchet |
| Knights of Dol Amroth | Rangers of Gondor | Warriors of Minas Tirith | Avenger Bolt Throwers |



★ TURNS 1-2

The battle began with Chris declaring that 'the Eye of Sauron was upon us all'. With a grin he placed a token near the woods at the centre of the board – this sinister Fate grants nearby Mordor formations +1 Courage throughout the game. With that ominous portent upon the battlefield, Nick won priority and moved first. His first act was to rush forwards and occupy the two objective buildings, the Foot Knights of Dol Amroth taking control of the western building, while the larger unit of Warriors of Minas Tirith took the west. Nick followed this by moving his knights boldly forwards between the ruins and the stand of trees on the western flank, keeping the Knights of Dol Amroth close to Imrahil, and supporting them with the formation of Knights of Minas Tirith. The Fiefdoms of Gondor battlehost held the eastern flank.

Chris followed this by swiftly moving his entire army forwards, cunningly using the Witch-king on Fell Beast to ensure that as many units as possible moved At The Double! He did this by cleverly moving all the formations in front of the Witch-king first, and then flying the Witch-king along the rear-line of his army, so that it was behind the other troops who then automatically gained the same benefit.

In the Shoot phase the Avenger Bolt Throwers in the woods inflicted a staggering 24 hits on the approaching Warg Riders, slaughtering them completely while the Rangers of Gondor loosed a volley into the Morgul Knights, slaying one. The

Battlecry Trebuchet rolled badly, but still managed to splatter three Orcs from the Gorgoroth Horde.

The second turn was even bloodier than the first as both armies were now close enough to engage in full-scale combat. Nick won priority again (although the low roll of a 2 meant that the Gorgoroth Horde was even bolder than usual) and spread out his troops, focusing on getting into optimum charge positions. He then used Saruman the White's sorcerous ability to weaken the Gorgoroth Horde, unleashing a salvo of magical powers that left them transfixed, in spite of their various Courage bonuses, and sitting ducks before the Knights of Dol Amroth.

Chris retaliated by throwing his Black Númenóreans straight at the eastern ruin, supported by the Fortress of Barad-dûr battlehost, who would guard their flank. The Mouth of Sauron augmented them with the *Strength from Corruption* magical power, giving them +2 Strength (and killing two in the process).

On the far side the Morannon Orcs quickly closed the distance on the deadly Avenger Bolt Throwers, swooping over the corpses of the Warg Riders thanks to the *Wings of Terror* power. Finally, the Witch-king attempted to prevent Imrahil and his Knights from charging by casting *Pall of Night* upon them, but the brave Prince of Dol Amroth passed his Will of Iron roll.

The shooting this turn was perhaps even deadlier than the last, with the Avenger Bolt Throwers again

PRIORITY TURN 1



Good



Evil

Points of Interest

- (A)** The Avenger Bolt Throwers wipe out the Warg Riders and kill 12 Morannon Orcs before they are destroyed.
- (B)** The Morgul Knights annihilate the Clansmen of Lamedon.
- (C)** An Orc Warband, bolstered by the Death! Death! Death! Fate, completely destroys the Axemen of Lossarnach, breaking the back of the Fiefdoms of Gondor battlehost.

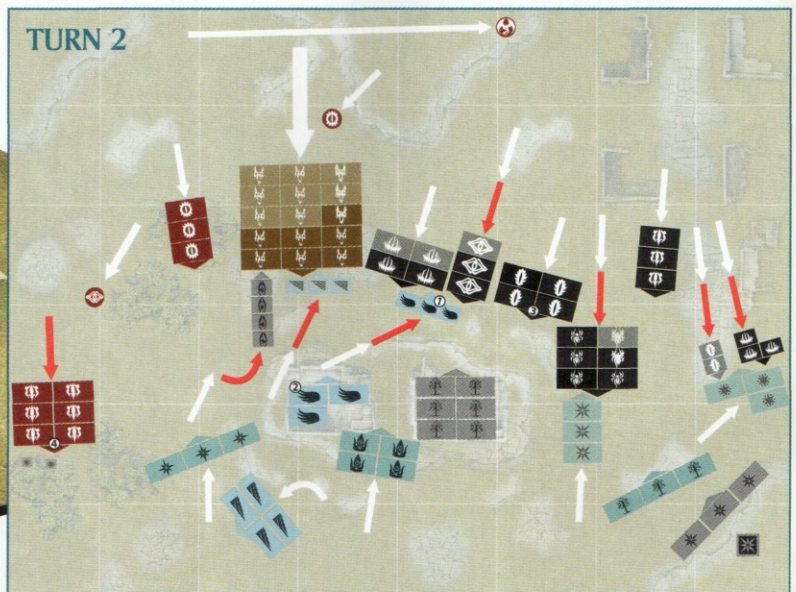
TURN 1 MOVES



THE GLORY OF DOL AMROTH

Robin: The Swanhost of Dol Amroth's attack was truly the stuff of legends. Thanks to the Swanhost's Amroth to Gondor rule, every member of the battlehost counted as having declared an Epic Charge when Prince Imrahil called the action. The resultant charges hit home with Unstoppable Charges (on a 4+, because of the For Dol Amroth! special rule) for a truly titanic impact! Nick

was prevented from charging this massive horde with both formations of Swan Knights due to the presence of the Black Númenóreans. Without the threat of a flanking countercharge, the Swan Knights could have teamed up and benefited from the Stand United rule, giving them an additional +1 to their Fight value and reaping an even higher tally of dead Orcs!



Forlong's Fall

Chris carefully used the Orc Warband to neutralise the Fiefdoms of Gondor battlehost, by sending them in with the added assistance of a Fate – Death! Death! Death! What should have been a perfect opportunity for the men of Gondor to show their quality quickly turned into a bloodbath.



hammering their target as twelve Morannon Orcs were peppered with the lethal bolts. The archers of Blackroot Vale leant their fire to the Avengers, killing two more Orcs. While on the opposite side, the Rangers of Gondor slew a further Morgul Knight and the Trebuchet was right on target, pulping six more Orcs from the Gorgoroth Horde.

The charges and combats were deadlier still as Imrahil and his knights launched an Epic Charge. Both formations of Dol Amroth cavalry scored the 4+ required for an Unstoppable Charge, one against the Black Númenóreans at the centre, while the other joined the Knights of Minas Tirith against the stricken Gorgoroth Horde.

Chris didn't just sit by as his army was charged, however. Both formations of Morgul Knights on the eastern flank charged the Clansmen of Lamedon, the Orc Warband hurled themselves into the Axemen of Lossarnach and the Black Guard joined in the fight against Imrahil's formation of Knights of Dol Amroth.

All the combats were brutal; the Clansmen of Lamedon were wiped out to a man and the Axemen of Lossarnach slaughtered by the Orcs. The timely use by

Chris of the the Death! Death! Death! Fate allowed him to re-roll all failed hits, inflict a bonus D6 casualties and then charge again because he'd had the foresight to declare a Heroic Combat, causing carnage. The Black Númenóreans attacking the eastern ruin were repulsed, while the Morannon Orcs butchered the troublesome artillery crew in the woods.

Of course, the prize fights this turn involved the heroic Knights of Dol Amroth, whose charge was cataclysmic. The Knights of Dol Amroth and Knights of Minas Tirith killed two Gorgoroth Orcs as part of a Heroic Duel, 42 in the Fight phase and then charged again as a Heroic Combat to kill 15 more. Although it cost all of the Knights of Dol Amroth their lives, they had brought about the destruction of 59 Orcs in a single round!

Imrahil and the other formation were similarly glorious, the Prince slaying five Orcs during the course of a duel, while his knights killed four Black Guard and 15 Black Númenóreans for no casualties in return. The Black Númenóreans, normally such a reliable formation, even lost two more warriors when they botched their Panic test.

THE CHARGE OF MORGUL

Robin: This turn Chris used the Knights of Morgul to shatter one of Nick's premier formations, the Clansmen of Lamedon. Taking on such well-armed and ferocious foes is a dangerous task, especially for cavalry who are often left vulnerable to infantry if they can't cause

enough damage on the charge – it only takes a few hits back to really cripple elite cavalry formations. Chris went for the 'maximum overkill' philosophy on this one, using two units to inflict 17 wounds for only 1 in return. The following Earthshaking Charge did the rest!





TURN 3

With the battle well and truly underway, Chris was pleased to win priority and force the Good side to move first. Nick's movement was quite limited, with his army redressing their ranks ready for battle once again, but there was nothing in the way of large, sweeping moves. Chris then commenced an onslaught of aggressive manoeuvres and relentless magical attacks.

The Dwimmerlaik and Witch-king between them crippled the Dol Amroth pikemen with *Sunder Spirit* and *Visions of Woe* and, much to Nick's dismay, slew Prince Imrahil with a *Black Dart*.

In response to the villainous sorcery, the Trebuchet on the hill hurled another boulder into the ranks of the Gorgoroth Horde, sending ruined bodies flying as it killed 12 Orcs. The Blackroot Vale Archers slew a Mordor Troll and the Minas Tirith bowmen on the eastern edge picked off two more Morgul Knights.

The charges saw a sprawling melee erupt as the Witch-king made a Heroic Charge into the rear of the leaderless Knights of Dol Amroth. In response, the Warriors of Minas Tirith countercharged the Witch-king, determined to help their allies. Other units soon joined the press and quickly the entire battleline was awash with units vying for dominance. Behind the western ruin, the pikemen of Dol Amroth found themselves taken in the flank by the Morannon Orcs and the Dwimmerlaik.

The combats were quick and brutal, with the Knights of Minas Tirith shattering the Gorgoroth Horde and wiping out the remnants. The Men-at-arms of Dol Amroth,

charged in the flank, were cruelly mangled by the Morannon Orcs in a Heroic Combat, losing seven models in the first round and eight in the second, for only two kills in return. The Blackroot Vale Archers suffered 19 casualties at the hands of the Mordor Uruk-hai while on the opposite flank the Morgul Knights' rampage was finally ended by the Minas Tirith bowmen on the hillside. The big combat in the centre saw the Witch-king wounded as his Fell Beast tore chunks from the Warriors of Minas Tirith and the Troll and Black Guard pulled three Knights of Dol Amroth from the saddle. With Good units dying left and right, Nick looked a little concerned.

The Archers of Blackroot Vale

Even with their battlehost shattered, the Blackroot Vale Archers showed their quality, utilising their special rule to ensure that they easily killed the Mordor Troll lumbering towards them. A +1 bonus on the Hard to Kill table helped turn minor wounds into certain death.



★ TURN 4

Turn 4 was a blur of activity as Chris sought to press his advantage and Nick set about attempting some rather desperate 'damage control'.

With his Swan Knights disordered, Nick did what he could, shifting Saruman into the other building where he could *Transfix* the Orc Warband clambering over the corpses of the Axemen of Lossarnach towards the eastern objective.

Chris used the Dwimmerlaik to cast *Wings of Terror*, enabling his Morannon Orcs to flank the Dol Amroth pikemen, which he then cast *Pall of Night* upon to stop them charging first! He also flew the Witch-king over the Warriors of Minas Tirith, perfectly positioning him to charge their rear.

In the Shoot phase, Nick unleashed a surprisingly effective set of shots. Duinhir's

remaining archers from Blackroot Vale killed four Mordor Uruk-hai, the Rangers of Gondor slew five Morannon Orcs, as did the Battlecry Trebuchet. Even the remaining Warriors of Minas Tirith managed to kill two more. In retaliation, Chris targeted the Knights of Minas Tirith with his Mordor Troll, who scooped up one of the many Trebuchet boulders littering the battlefield and unhorsed a knight with a mighty throw, forcing the formation back 3".

In the Charge phase the Knights of Minas Tirith, doubtless put off by the Troll's brutal murder of their companion, failed their Courage test and refused to charge the monster, leaving the Warriors of Minas Tirith to charge him on their own. This was followed by the Witch-king crashing into their rear, and the Morannon Orcs once again taking the Dol Amroth pikemen in



MORANNON ORCS

Robin: Although they weren't part of a battlehost, there's no denying Chris was able to put the formation of Morannon Orcs to excellent use. Morannon Orcs are robust infantry, with a high Defence and Strength and a relatively low cost. By pairing them with the Dwimmerlaik, he ensured they had plenty of magical

back up, and ran amok on the western board edge, using *Wings of Darkness* to quickly outflank the isolated Dol Amroth pikemen. This formation was able to easily kill both of the Avenger Bolt Throwers, the pikemen and then move on to menace the eastern ruin afterwards. Cunning stuff.



THE BLACK CAPTAIN STRIKES

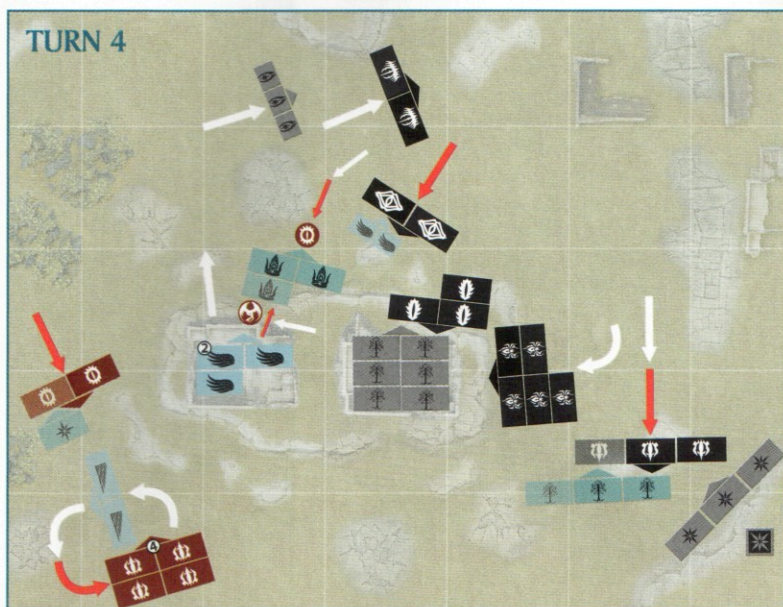
Robin: With the Witch-king free to swoop over the heads of the Warriors of Minas Tirith in front of the objectives, Chris quickly took advantage of the Black Captain's manoeuvrability by hurling the Witch-king into their rear while the Mordor Troll charged their

front. In the combat that followed, the beleaguered men suffered ten more casualties and failed to hurt either the Lord of the Nazgûl or the Troll. The ability to strike hard from an unexpected quarter sets the Winged Nazgûl apart as deadly hunters.



the side. The Mordor Uruk-hai charged the remnants of the Blackroot Vale Archers and the Morannon Orcs hurled themselves into the Rangers of Gondor.

A veritable bloodbath ensued as the Morannon Orcs tore through the lightly armoured Rangers, killing twelve for only two losses (with another Ranger lost to Panic). In their final act of defiance, the Swan Knights slew two Black Guard, before the elite Orcs of Barad-dûr wiped them out. The Blackroot Vale Archers and Dol Amroth pikemen also suffered a similar fate as the strong, tough Mordor Uruk-hai and Morannon Orcs made short work of the two isolated formations of fiefdom warriors. Then, to add further injury, the Warriors of Minas Tirith caught between the Witch-king and the Mordor Troll were also badly mauled, with ten warriors slain in short order, for no effect in return. Nick's army couldn't stand to suffer too many more turns like that.



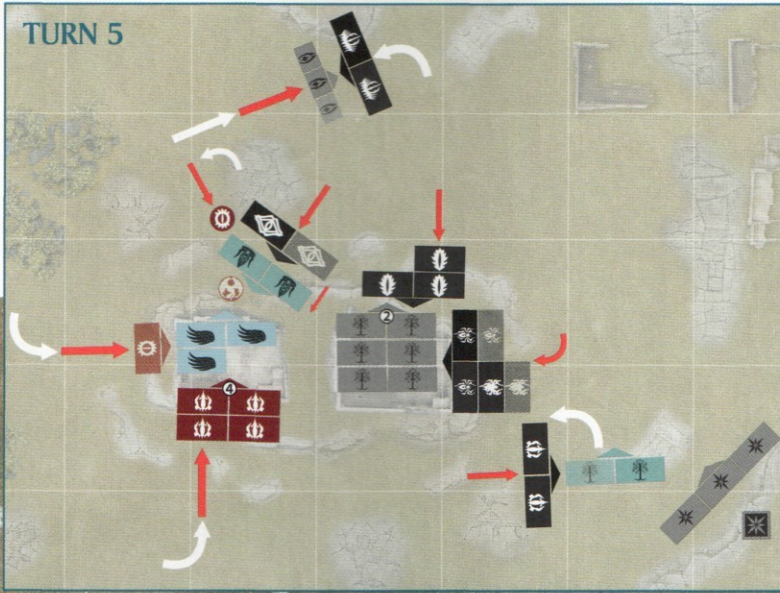
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The Shoot phase went awry for Nick, when the Trebuchet missed its intended target of the Morannon Orcs and sent a rock crashing through the ruins instead, killing two Knights of Dol Amroth. Oops.

EVIL



TURN 5



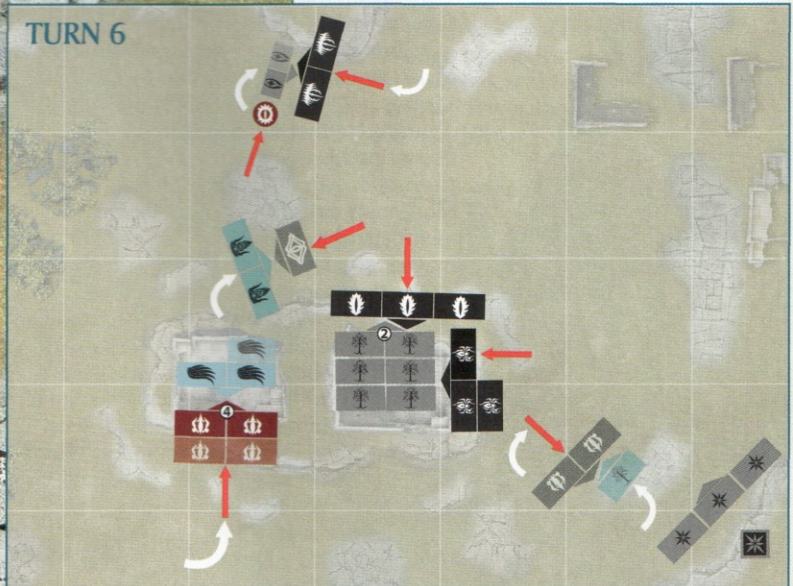
In the Fight phase the Rangers of Gondor and Morannon Orcs on the western flank wiped each other out. Because of Saruman's Voice of Command special rule, the Black Númenóreans and the Orc Warband hoping to charge the eastern ruin were denied, and looked on as the Warriors of Minas Tirith and White Wizard defied them. The formation of Black Númenóreans nearer the centre fought on against the Knights of Minas Tirith. Both inflicting minimal casualties.

In the western ruin the Dwimmerlaik and the Morannon Orcs attempted to storm the objective. Determined to dig the Knights out of their fastness, the Dwimmerlaik declared a Heroic Duel against the Dol Amroth Captain, but a bad roll saw the Ringwraith defeated and three Orcs cut down. A further three casualties inflicted by the rest of the knights (compared to four kills by the Orcs) meant that they won by two – and two more Orcs were lost in the following Panic test.

Points of Interest

- A** Saruman weakens the Witch-king with the *Light of the Valar* before finishing him off with a *Bolt of Fire*.
- B** The Battlecry Trebuchet misses its target and sends a boulder ploughing through the ruins, killing several Foot Knights of Dol Amroth.
- C** Saruman protects the ruins with the Voice of Command – denying the Black Númenóreans the opportunity to launch a charge.
- D** The Dol Amroth Captain fights off the Dwimmerlaik, enabling the knights to hold the ruins for another turn...

TURN 6



PRIORITY TURN 6



GOOD



EVIL



TURN 7

With the game rapidly drawing to a close, the battle was reaching fever pitch – Chris was doing everything he could to oust Nick's defenders, who were tenaciously holding onto the objectives. The battle was showing all the hallmarks of a classic Gondor versus Mordor match-up.

Chris won priority and started his Move phase by using the Dwimmerlaik to cast *Visions of Woe* on the Foot Knights of Dol Amroth. He then followed this by bolstering his own unit with *Strength from Corruption*, increasing the Strength of the Morannon Orcs by +2 but killing five members of the formation as the dark magics gripped them.

In response, Nick unleashed the full power of the White Wizard. First, Saruman cast *Dark Fury* on his unit of Warriors of Minas Tirith, bolstering their prowess for the fight to come. Then, passing his Focus tests, Saruman cast *Light of the Valar* on the Dwimmerlaik and his Morannon Orcs, reducing their Courage by 1, followed by *Transfix* on the roll of a 6, forcing a Courage test at an additional -3. The Dwimmerlaik's unit duly failed their test and were unable to charge!

In the Shoot phase the Mordor Troll felled yet another Knight of Minas Tirith and the Battlecry Trebuchet smashed apart five Orcs from the dwindling warband.

In the Fight phase the Black Númenóreans were again foiled by the White Wizard, unable to charge the ruin because of the Voice of Saruman. Undeterred, however, the Orc Warband went in alone, braving the wrath of the Warriors of Minas Tirith. No mercy was shown as the Men of Gondor, enraged by *Dark Fury*, completely wiped out the Orcs in a welter of blood for only one casualty suffered in return!

Elsewhere the Mordor Troll saw off the remaining Warriors of Minas Tirith, scattering the formation completely, while the Black Númenóreans at the centre killed off the remaining Knights of Minas Tirith.

With only one turn left to go, Chris had effectively cleared the outer area of defenders and just needed to make a final push against the warriors in the ruins. It looked like success must surely be within his grasp, however the tenacity and skill of the Gondorian defence meant that victory, or defeat, was balanced on a knife-edge. At this point, either player could win.



PRIORITY TURN 7



GOOD



EVIL

MAGICAL MAYHEM

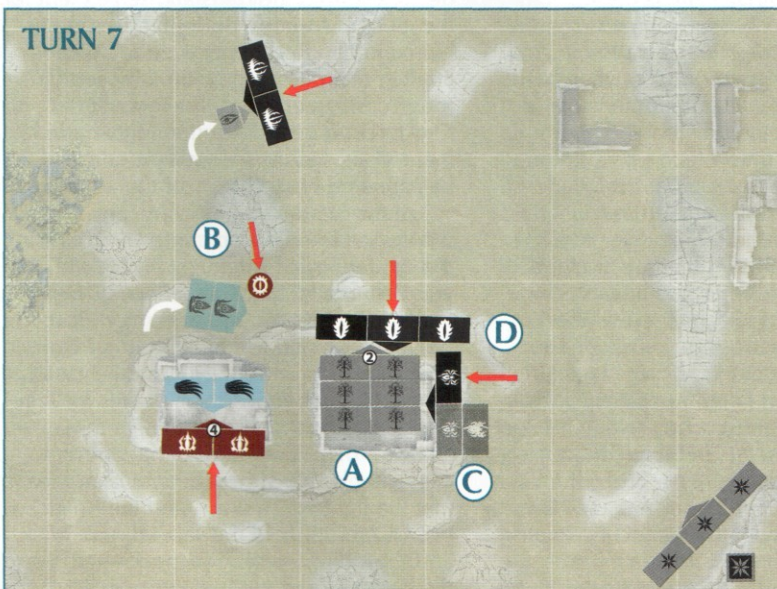
Robin: There's no question about it, in this game careful and cunning use of magic played an important role. Just look at how Chris romped down the right flank with the Dwimmerlaik and the Morannon Orcs thanks to *Wings of Darkness*. It's not surprising that the Nazgûl are considered foremost amongst the magic users in War of the Ring. With that said, however, they are by no means the only source of sorcerous prowess. Characters such as Elrond, Galadriel, Gandalf and Radagast can all level the playing field. This turn we saw a formidable exchange of magical powers as the Dwimmerlaik and Saruman managed to cast no fewer than five spells between them.



Points of Interest

- (A) Saruman unleashes a magical fusillade on the Morannon Orcs, transfixing them and sparing the Dol Amroth Knights for one more turn.
- (B) The Mordor Troll routs the remaining Warriors of Minas Tirith
- (C) The Battlecry Trebuchet hammers the Orc Warband, killing five with a well-placed boulder.
- (D) Bolstered by *Dark Fury*, the Warriors of Minas Tirith wipe out the attacking Orc Warband.

TURN 7





The White Wizard

As the game rapidly drew to a close it became increasingly obvious that turn after turn, Saruman had been able to stave off repeated assaults on the objectives through a cunning blend of magical powers and the Voice of Command special rule. Even before the battle was over both players (as well as the assembled audience) were in agreement that Saruman had been invaluable to Nick's defensive plans.



TURN 8

All eyes were on the battlefield as the final turn began, in fact it seemed as though half of the Studio had gathered around the gaming area to watch the end of this incredibly close-fought battle. Nick won priority this turn and quickly used Saruman to cast *Dark Fury* on the Warriors of Minas Tirith once again in an effort to deter Chris from attacking them. He also tried to *Transfix* the Dwimmerlaik's Morannon Orcs, thereby stopping them attacking the other objective, but Chris easily passed his Courage test this time.

Chris, clearly frustrated at his failed attempts to capture the eastern ruin, focused on the western objective, sending the Mordor Troll to join the fray alongside the Morannon Orcs. He also advanced the Black Númenórean Regiment near the centre towards the western ruin too. The Dwimmerlaik's attempts to cast magical powers of his own failed just when Chris needed them the most, Chris rolling a 1 for the effects of *Enfeeble* and then failing his Focus roll.

In the Shoot phase, Nick targetted the Morannon Orcs with the Trebuchet, hoping to thin down their ranks a little more, however the hitherto destructive

(if occasionally inaccurate) war machine finally faltered in its bombardment, failing to kill anything at all.

With everything else done, all that remained was for Chris to try one last desperate attack on the ruins; if he could only win a fight, he would push Nick's defenders from the ruins and seize them for the glory of Mordor. Both Black Númenórean Regiments were unable to charge, the rolls for how far they could move coming up short, however the Mordor Troll and Morannon Orcs hurled themselves against the western ruin and the beleaguered Foot Knights of Dol Amroth.

At the heart-stopping climax of the whole battle the action centered around the western ruin. The mighty Mordor Troll was first to attack the defenders, however their strong armour and sturdy fortifications proved too much for the lumbering Troll and it failed to cause any casualties at all. Chris and Nick rolled their attacks for their infantry at the same time, and were amazed to see that both formations had caused only two wounds each! That meant that the fight was a draw, and the Knights of Dol Amroth held the second ruin. Nick, and the valiant forces of Gondor had won the battle.

I'M THE KING OF THE CASTLE



Nick: Wow, that has to have been the closest run game of War of the Ring I have ever played! It seemed to swing backwards and forwards throughout, with Peachy and I both having turns of

good luck followed by turns where it seemed the dice gods had cursed us! But victory was mine, and for today, at least, the citizens of Gondor can sleep peacefully in their beds! It must be said that the Swanhost of Dol Amroth pretty much won me the game. For me, the highlight was the glorious moment when Imrahil and his knights formed up in a perfect battle line in front of the building, and charged down into the huge horde of Evil like heroes of old, vanquishing their foes through strength of arms and courage! It should be pointed out that normally I would not have undertaken such a rash charge, and indeed my gut feeling (and the advice of everyone around the table) was to hold back, but I was hungry for glory, and went for it (much to the delight of the Studio's foremost authority on glorious, but hopeless, cavalry charges, Duncan 'Light Brigade' Rhodes). I

might claim that it was the honour of Gondor that carried that through, but in truth luck played a part too. Although I rightly expected to kill a lot of Orcs on my first charge, and then to get the Earthshaking Charge to kill even more. I had broken the back of the Mordor advance before it had really started! Other high points included wiping out the Warg Riders with my Avenger Bolt Throwers in the first turn and then hammering the Morannon Orcs with them in the second. I only wish I'd got used the Dol Amroth pikemen more carefully.

I've got to give due respect to Saruman the White as well – he was a fantastic addition to the force, and it's nice to see him playing the part of the Hero. His valour in this game makes his ultimate betrayal even harder to swallow.

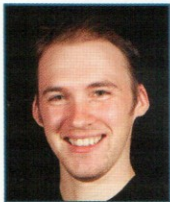
Perhaps the unsung heroes of the battle were the buildings themselves – I was lucky to occupy them so early in the game. Combining Defence 7 troops with a +3 Defence bonus from the stone walls makes tough formations even tougher. We've often said it in our games, but it just goes to show how crucial it is to hold on to key buildings on a War of the Ring battlefield!



Knights of the Match

Saruman's contribution was huge in this game, but for sheer heroism and the joy that comes from rolling a massive handful of dice, I really do have to nominate Imrahil and the Knights of Dol Amroth as the men of the match. They dished out more carnage in a turn than I've ever seen before.

BUT... NO MAN CAN SLAY ME!



Chris: Curse you Bayton, I nearly had it. Oh well, what a fight that was. I don't think it could have got any closer than that, down to the wire right up to the very last rolls of the dice, and I almost had

victory (or at least a draw) within my grasp.

In hindsight I probably should have swamped the objectives one at a time, slaughtered the occupants and then moved on to the next. Sadly, as it happened, I got lost in a battle frenzy, which proved to be my undoing and had dire consequences.

The Gorgoroth Horde did a splendid job of dying, which was what I wanted them to do, they successfully managed to hold off the Swan Knights for a few turns, which allowed me to bring up my reserves to crush them once and for all. I can't think of another formation anywhere that can soak up 59 casualties in one turn, and still look formidable. My Morgul Knights closed the gap on Nick's missile troops and keep his entire flank occupied for a while whilst I brought up my infantry to finish the job, so hats off to them too.

Crushing Nick's left flank caused a lot of problems for him, as it allowed me to put more warriors into the fight for the

objectives. But even with lots of troops, trying to push an enemy out of a fortified position is difficult. As long as you can win the combat by even one kill, and they don't get a Steadfast roll, then the building is yours. Frustratingly, it proved much easier said than done this time around.

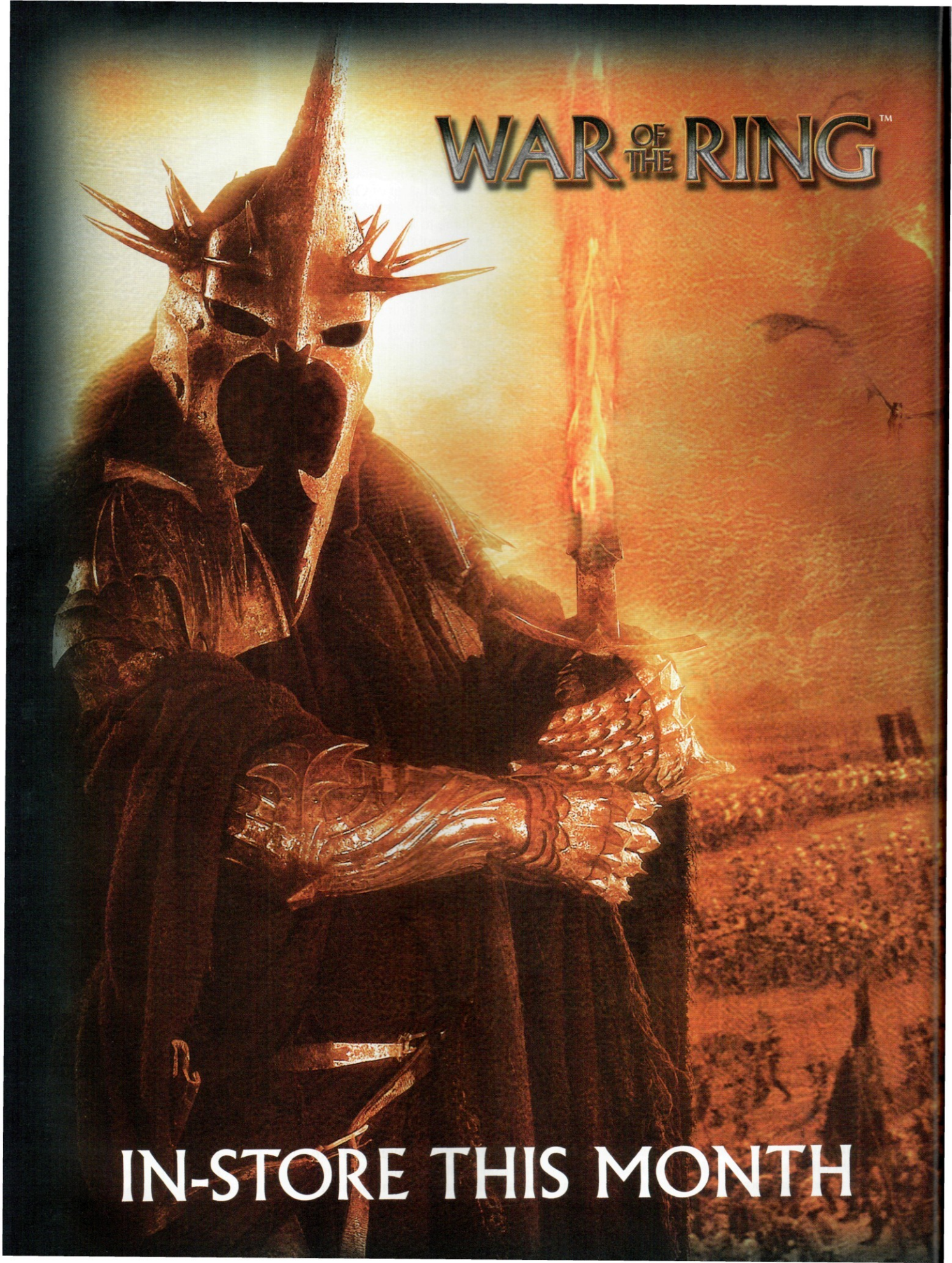
My biggest regret in the game was not moving the Dwimmerlaik to the Black Númenórean Regiment in the last two turns. Giving them a Hero would have allowed them to make an At The Double! roll, which would have got them into that all important final combat to capture the building, and I could have scraped a draw if not a win. As it was I made a few blunders near the end and it cost me dear, but what a splendid end it was. A true example of the Free Peoples fighting to the bitter end against incredible odds.

Personally I find War of the Ring to be a really tactical game that doesn't compromise at all on the 'fun' element of playing wargames. What makes it even better is when you get to play against a like-minded opponent who just wants to play a fun and exciting game with tons of narrative and daring do. Thankfully Nick is just such an opponent, so I can't wait for our next encounter. You never know, I might even win it.



Nazgûl of the Match

The Witch-king really proved his worth in this game, by allowing my troops to automatically pass their At the Double! rolls. He wasn't bad in the fighting either. In the turns where I used him aggressively, he was able to fly right over the Warriors of Minas Tirith and cause massive damage to their back ranks. Combined with his relentless tirade of magic, and 3 Might points, I can't praise him enough.

A dramatic scene from the movie War of the Ring. In the foreground, a Balin, a member of the Dwarves, is shown from the chest up. He wears a dark, ornate helmet with a tall, pointed crown and several sharp, metallic spikes. His face is partially obscured by the helmet, with only his eyes and a large, dark, circular opening for a mouth visible. He is holding a flaming torch in his right hand, which is clad in a detailed, scale-like gauntlet. The background is a fiery, orange-hued landscape, possibly a battlefield or a volcanic region, with a large, bright light source in the upper left corner. The overall atmosphere is intense and epic.

WAR OF THE RING™

IN-STORE THIS MONTH

BATTLEHOSTS

With the thunder of hooves and the crash of steel, the Battlehosts of Middle-earth march to war! This month sees the release of the first new expansion for War of the Ring and building your armies has never been easier!

Build me an army...

The Battlehosts expansion provides a great way to expand your armies and theme them according to your own tastes. Whether your calling is to the Free Peoples of Middle-earth or the Forces of Darkness, the staff in your local Hobby Centre can show you how to build your battlehosts.

A red day, a sword day

Learn how to give your battlehosts a cohesive look by incorporating themes into your painting such as battle-damaged armour, brightly coloured tunics, and symbols that signify each company's affiliation to your battlehost.

War will come to Men

The new expansion offers every general a range of new tactics and strategies. From the dazzling array of faction-specific Fortunes and Fates to additional special rules granted to each battlehost, the staff in your local Hobby Centre can show you how best to employ these new features.

To war!

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If up until now you have only played The Lord of the Rings Strategy Battle Game, War of the Ring: Battlehosts offers you a great opportunity to expand your forces and take your first steps into a wider arena of war.

Alternatively, all the new The Lord of the Rings Citadel miniatures released this month are, of course, completely usable in your games of Strategy Battle Game. Keep an eye on future issues of White Dwarf for the full rules for these characters and units in the months to come.

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WARHAMMER

THE GREEN TIDE

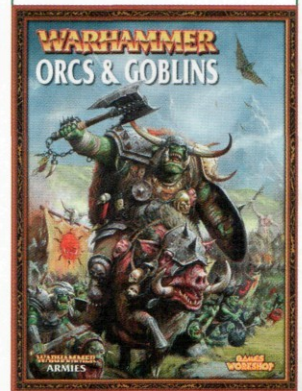
With the hordes of Orcs & Goblins swollen by some brand-new kits, Andy Hall asked Jeremy Vetock if there was any hope in holding back the green tide.





DA BOOK

Fancy joining the rapacious hordes of greenskins? Then your best bet is to start with the Orcs & Goblins army book. Within its pages you'll find all you need to know about collecting, gaming (and winning) with an army of battle-hungry greenskins.



The Warhammer world is crawling with many different races who take up arms against each other on a regular basis. For most, this is simply a means to an end, whether it is the conquest of new lands, defending ancestral homes, capturing slaves or even the pursuit of vengeance. However, there is one race more than any other who make war for the sheer thrill of it. Yes, we're talking about the Orcs & Goblins, a race collectively known as the greenskins.

Orcs are large, brutish creatures with a limited intellect but a natural affinity for thumpin' that makes them very good at waging war. During those brief gaps in life when an Orc isn't embroiled in battle, he has to deal with greenskin society. This is only slightly less dangerous than being on the battlefield, as Orcs constantly fight and war amongst themselves to gain personal status and establish dominance over rivals and other gits within the tribe. Sometimes this infighting continues even in battle, the greenskins trading blows when they should be fighting the foe. The animosity and squabbling of the greenskins is infamous.

So it follows that the leader of a tribe, known as a Warboss, must be the largest and strongest. He will have won the right

to rule not by popularity or cunning, at least not at first, but by sheer brute strength and force of will, imposing leadership and order by bashin' heads together.

A tribe of greenskins comprises not just Orcs but often Goblins too. Smaller and more nimble than their larger cousins, Goblins have a more developed sense of self-preservation. They are cunning rather than strong and are more intelligent than their bigger relatives, but lack the size to be able to challenge an Orc although they can usually outwit them.

While the Orcs and Goblins are undoubtedly the most common greenskins, it is a varied race, ranging from the diminutive and animal-like Snotlings to cave-dwelling Night Goblins and the superstitious Savage Orcs that inhabit the Southlands. The most fearsome of all the greenskins are the Black Orcs. Even tougher than the largest Big 'Un, Black Orcs immediately take over any tribe that they join, inevitably setting the other greenskins on a course for war and the conquest of nations.

Orcs don't have kingdoms or countries in the same way as men, but there are nevertheless areas that the greenskins control. The Badlands are aptly named, the



DA BOYZ

Orcs are the mean green Boyz that make up the rank and file of the Orc & Goblin horde. The Boyz are cheap but very tough; this means you can quickly raise large units of hard-to-kill warriors. It is a rare opponent that can outnumber an Orc & Goblin army, especially when faced by big mobs of Boyz.

Like most greenskins, Orc Boyz are subject to Animosity, the propensity for squabbling amongst his troops that plagues every greenskin general. At the start of every Orc & Goblin turn, each unit with Animosity must roll a D6. On the roll of a 1 it fights amongst itself and does nothing, but on a 6 it stomps forwards!





DA GODS

Greenskins worship the gods Gork and Mork. Gork is said to be fighty but kunnin' while Mork is kunnin' but fighty. Curious Empire scholars have written papers trying to understand the relationship between the two deities but the Orcs themselves really don't give a Snotling's armpit – just as long as they get to act with wanton violence and reckless brutality on a daily basis.

area to the south of the Old World where the greenskins are most numerous. But the greenskins are nothing if not prolific, and there are few areas of the Warhammer world where they do not pose a threat.

To learn more about the ways of the Orcs & Goblins there was only one real choice to talk to in the Studio; self-proclaimed hoary old gamer, Jeremy Vetock. Despite a recent dalliance with the Skaven, Jeremy is an Orc in all but name and skin pigment, owning a massive and constantly growing army of the blighters.

So, we threw some general Orc-related topics in Jeremy's direction and then translated his guttural phrases and crude, profanity-ridden answers below. Let's hope he doesn't offend any readers with sensitive – well, Elven – dispositions.

What attracts Warhammer players to the Orcs & Goblins?

There are many, many reasons why Orcs & Goblins are such an appealing army, but top of my list is that they are a force full of character. They are unpredictable and violent, yet it is sort of a slapstick cartoonish violence. They talk funny but often offering a frightening insight into how they think – 'Da only good Stuntz is a dead Stuntz, and the only thing better than a dead Stuntz is a dyin' Stuntz who tells yer where to find 'is mates'.

They also have a varied army, ranging from Snotlings to enormous creatures like Giants or Trolls. This means my army will invariably look and act different than anyone else's Orc & Goblin horde. And as a collector, there are many exciting projects to sink my teeth into. For instance, my army started out as a hodgepodge of 'models I liked' and then turned into an Orc army, a Night Goblin army and a Black Orc army. Mostly I mix all the contingents together, but I can separate them out along themed lines as I wish. I'm one day hoping to add a serious Forest Goblin contingent, a Wolf Rider force and a strong core of Savage Orc Boyz, but the prospects of doing a mostly mounted force

“Nothing says ‘my god is better than yours’ like a giant foot descending from the heavens, grinding your broken body into the ground.”



DA BOSSES

Orc Warbosses are hulking creatures that have fought and killed their way to the top. Successful Orc Bosses actually grow in size and repute. At the pinnacle of their power they will call a Waaagh! The Waaagh! is a call to arms, a great gathering of tribes that sweep into the civilised lands of the other races.

The sheer breadth of Orc & Goblin characters a player has at his disposal is amazing, everything from brutal Black Orc Warbosses to weaselly Night Goblin Shamans. This variety of heroes means you can populate your force with lots of cheaper characters but still have points spare to bring in a really powerful Warboss.



Orc Warboss on foot



Black Orc Battle Standard Bearer



Orc Warboss on boar



DA GOBBOS

There are many different tribes of Goblins throughout the world. These are numerous and varied ranging from hooded fungus-swilling loons to spider-riding forest dwellers. The one thing all Goblins have in common is that they are far from the best warriors the Warhammer world has to offer. Their main advantage lies in numbers, as there are loads of them. This makes Goblins cheap

and expendable, so it's very easy to muster large units of the spiteful little greenskins. Big mobs of Goblins are actually very dangerous, especially when you arm them with spears, giving the mob extra attacks.

Goblins are also capable short-range archers, a skill they can use to deadly effect when mounted on fast-moving wolves, making them good fast cavalry options.



DA TOUGH GUYZ

All Orcs are tough, but there are some that are harder than the others. At the top of this pile are the Black Orcs, the biggest bruisers around, denoted by their darker skin tone. Each carries a personal arsenal that allows them to choose the best weapon combination before each round of combat.

Black Orc characters are also useful in quelling Animosity, albeit in a very brutal way, by knocking heads together and inflicting D6 Strength 5 hits. This means you get a reliable unit of greenskins but the downside is one that will reduce in size for every 'Squabble' result you roll on the Animosity table.





DA BOAR BOYZ

Quite simply, Orc Boar Boyz are the closest thing a greenskin player has to heavy cavalry. On the face of it comparing the brutish Orcs and their fearsome pigs to a noble Knight of Bretonnia or the Empire might seem a little off kilter but they do perform similar functions. They are fast and hit hard, working well along the flanks

or at the head of a fast-moving reserves, to be used alongside boar and wolf chariots.

The thick skin of the boars gives the Orc riders an impressive 3+ armour save (very good for greenskins) and the mounts themselves hit with a Strength of 5 thanks to their fearsome tusks.



BOAR WARS

Breaking in a war boar is a long and very dangerous task. It is said that Savage Orcs have a bestial kinship with the creatures but the simple fact of the matter is that war boars are just too stubborn and nasty to ever be truly tamed. In the end, a war boar is never trained; the rider simply learns how to hang on better.



led by Orc Boar Boyz has recently turned my head – great new models have a habit of doing that to me! In my opinion, the longer you play Warhammer, the more you end up gravitating towards Orc & Goblin armies (or maybe the Empire) simply because of the vast range of choices and collecting opportunities. Once I started digging into the Orcs & Goblins I found there were too many great projects to do and ten years later I'm still adding to my already ridiculously large collection, with no signs of stopping!

If you do side with the Orcs, should you embrace their unpredictability?

What kind of question is that? Do Goblins itch their rude places? Does Grom have a weight – and odour – problem? Orcs & Goblins are meant to be a bit anarchic and out of control. While occasionally getting stuck in place or not getting off a charge can have devastating effects on the game's outcome, I find that it is always challenging and amusing. I'm not above a good bit of eye-rolling, cursing and complaining when units don't do 'wot dey should' but that too is part of the fun. I still complain about losing a game because my Trolls stopped to scratch their bums or my

Wolf Riders bolted off the table due to a loud noise! The game, the battle and the story is the thing for me – not so much simply who wins or loses. But, having said that, when I'm playing my most competitive friends, who certainly aren't as cavalier about victory as me, I can regularly give them a run for their money. It's good for da Boyz to deliver a serious whuppin' now and again.

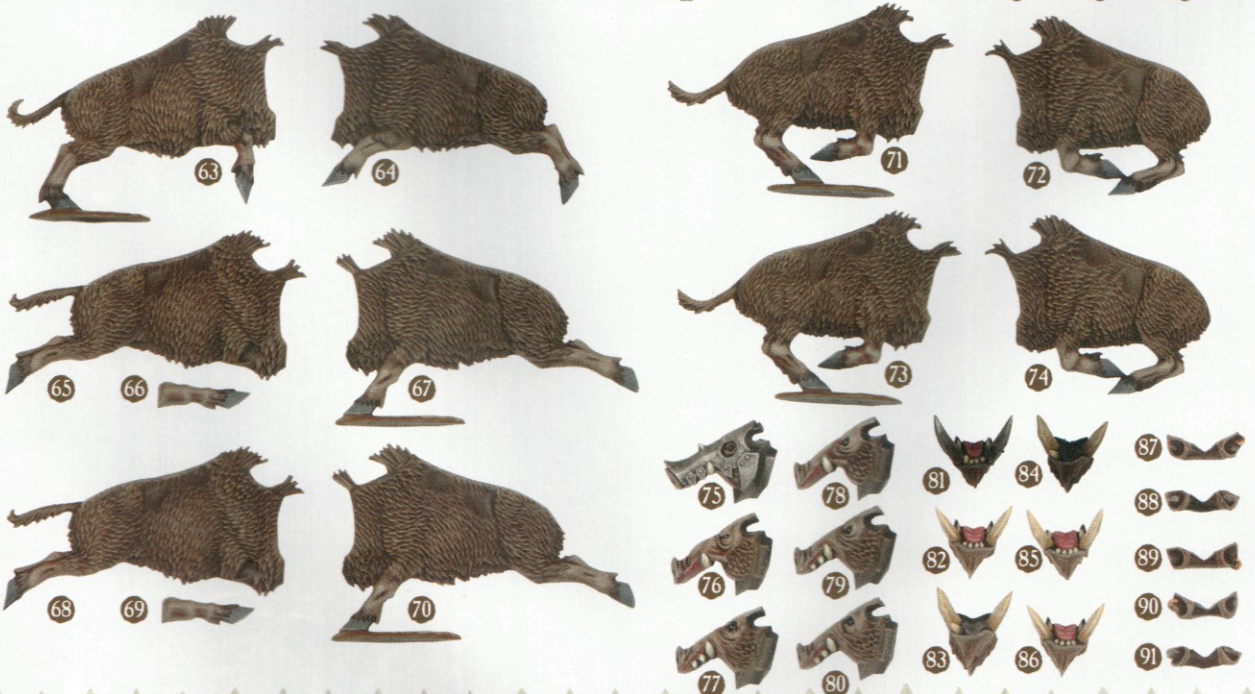
So, how do you give your opponents a really good thumpin'?

My best victories with Orcs & Goblins haven't come from trying to out-power my opponents. That doesn't suit my style of play, and it does go somewhat in the face of the devil-may-care attitude of the greenskins. Of course, you can build up formidable units and combinations, but I find my more competitive friends can out-do them (if not the first or second time, then certainly by the third). Instead, I have much more success by simply deploying lots of large infantry blocks. Orcs are cheap and at Toughness 4, don't go away too easily. And when they do – well, there are plenty more. Large blocks of Night Goblins help too! Now I'm not saying just swamp 'em with cheap troops – a few hard-hitting

BOAR BOYZ FRAME



- 1-8 'Eads
- 9-13 Torsos
- 14-18 Left leg
- 19-23 Right leg
- 24-29 Shoulder pads
- 30-34 Pig stikkas
- 35-39 Left arms
- 40-44 Right arms
- 45-46 Flags
- 47 Horn
- 48 Sheathed choppa
- 49 Iron jaw
- 50 Hooked hand
- 51-56 Shield
- 57-62 Choppas
- 63-74 Boar bodies and legs
- 75-80 Boar 'eads
- 81-86 Boar jaws
- 87-91 Boar ears





WAAAGH!

When greenskins gather in great numbers, they unconsciously focus magical energy known as the power of the Waaagh! Orc and Goblin Shamans don't channel the Winds of Magic in the same way as other races, but instead tap into this latent magical energy. This Waaagh! magic is raw and difficult to control, but highly destructive and potent when unleashed, causing green lightning to crackle and spark from eyes and heads to explode.

units are a must. My preferences lie with Black Orcs, Boar Boyz and a Giant. Wolf Chariots, Boar Chariots or Trolls are solid options too. I still find my best troops don't always match up well against enemy elites. So, instead of confronting them head on I either wear the foe down with a tide of smaller greenskins first or send a few scrappy units in alongside my hard hitters. My battlelines are typically staggered with blocks of 25 or more next to something that gives a heavy punch. Chariots or light cavalry units will often take the flanks, although occasionally overloading one side can work too.

What other strategies have worked in the past and what are your favourite troops?

I have become a master with blocks of Night Goblin archers deployed in a deeper formation. They have a few missile shots but also ranks. I tend to hold them back

until mid or late game, so their Fanatics can inflict injuries on already crippled units. Too many people just use their Fanatics as Turn 1 or 2 road blocks. This is OK, but try holding some back. I also swear by the netter upgrade. Night Goblin netters have to be the most irritating thing in the game! I'm also a big fan of small units of Trolls. They work well near your general as he can stave off those failed Stupidity tests. I gamble that my regeneration saves will allow them to survive the attentions of the enemy and sometimes it pays off big.

I love Squig Hoppers. They are fragile, but hit hard. I find my foes usually have something more obvious to target – Black Orcs and Boar Boyz normally attract the majority of missile fire – which leaves the Squig Hoppers free to cause havoc.

A big block of Orc Boyz flanked by a chariot or Giant makes for a formidable



DA SNEAKY GITS

The Night Goblins are found in the dark caves under the mountains of the Old World. They are easily recognisable on the battlefield by the black hoods and cloaks that they wear to shield their eyes from the hated sun. Night Goblins are the hated foes of Dwarfs, and the two races have fought many a long and bitter war.

Night Goblin units have access to all manner of unique troop types. Upgrading your Night Goblin units to include netters is always worth the points, as they reduce the enemy's Strength by 1. Fanatics can be added to a unit too, whirling maniacs that hurtle into the enemy causing havoc with their heavy ball and chains.



SOMETHING FISHY...

When the Orcs and Goblins march to war, it is invariably in the company of big guys such as Trolls and Giants. Trolls are repellant creatures, their strength only matched by their stupidity. They are a formidable foe, for they possess the ability to regenerate hideous injuries. There are different types of Trolls – those shown here are known as River Trolls, creatures that smell even worse than the Orcs around them. Complete assembly, painting and frame diagrams can be found on our website:

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reserve, which can be sent along one of the sides of the battlefield. The Boyz can pin a foe in place while the hard-hitting things finish them off!

With so much choice in the army, what's the best way to get started?

Lots of people ask this and I'm sure I should say 'start with the basics, like an army cornerstone unit, such as a regiment of 20 Orc Boyz or a horde of 30 Goblins'. A Battalion is great for this, giving you a solid core to the army. The Battle for Skull Pass is packed full of Night Goblins, so is a good starting point too. This is, of course, completely sound advice that will pay off, which is why I'm sure the majority of readers will ignore it utterly. I know I did. It is certainly not how I started my Orc & Goblin army, which has now grown to an unwieldy 15,000 points (it's at least that large, honestly I can't be bothered to count that high). My first model for my Orcs and Goblins was a Troll. The model appealed to me. I enjoyed painting it and moved on from there. However, just because one loony has done it, doesn't mean it's right.

Finally, who's da best: Gork or Mork?

That really depends on whether you feel fighty but kunnin' or kunnin' but fighty. A fence-sitter would call it a tie but that's too wishy-washy. A rebel would instead say the Spider-god, the mysterious arachnid worshipped by Forest Goblins, but that's a tad offbeat. So I'm going to have to go for good ol' Gork. He's big, he's brutal and his big foot is perfect for stomping on the greenskins' foes (and, by accident, stepping on the greenskins). Nothing says 'my god is better than yours' like a giant foot descending from the heavens, grinding your broken body into the ground.

DA REALLY BIG GUYS

Towering above even the mighty Trolls are the Giants. A Giant has loads of special attacks that can range from swinging his club through a whole rank of troops to sticking the enemy general down his pants! A Giant on his own in open ground will attract attention, especially from attentive war machine crews, so to get the best out of the creature you need to get him in combat as soon as possible. With a move of 6" you'll be able to cover the distance in no time at all. Once there, it'll be a roll of the dice that will decide the method of attack but either way it will be entertaining and likely devastating.



WAAAGH! GORBAD



GORBAD IRONCLAW

Gorbak was the mightiest Orc Warlord that ever lived (according to some – probably biased – accounts). Atop his fearsome (and explosively flatulent) boar, Gnarlak, Gorbak drove his horde across the Empire, and even brought the capital, Altdorf, under siege.

Even now his legend lives on, the name Gorbak Ironclaw is feared in the Empire and spoke with reverence throughout the Badlands. Burgeoning Orc Bosses all wish to one day surpass his infamy.

We asked out-going White Dwarf Editor and greenskin player Mark Latham for his thoughts on building a suitably big Orc horde to devastate the Old World with.

Mark: It's no secret that I'm a big fan of Orcs, although it's been a while since I got to wax lyrical about them in *White Dwarf*. When I came to put this army list together, I was guided first of all by my usual criteria for Warhammer armies: build an army with lots of men (or Orcs, in this case), featuring the models that I like best! With that in mind, I decided to design a force chock full of Orcs and Goblins, with a few character and Rare choices to support.

I started with my Core choices, ostensibly to see if a theme sprung to mind after the compulsory choices were made, but really because I like the basic Orc Boyz best of all. I find that by building a veritable green horde right from the start, I can't get too carried away by all the zany

stuff in the army list later – and there's an awful lot of zany stuff in the greenskin list. So, three big units of Boyz form the core of my army, one of which is upgraded to be Big 'Uns. I've given one of the units spears, and these will form an impressive defensive unit with their Toughness 4 and shields. People don't often think of Orcs in a defensive way, but they can be just as tough to shift as Dwarf Warriors if employed correctly. A big unit of Night Goblins with Fanatics is almost obligatory, and quite cost effective, so they were a no-brainer. All that was left was to grab some small units of Goblin cavalry to annoy the enemy by worrying his flanks.

The Special section of the army list contains some real tough cookies. I went for two small units of Boar Boyz and two Boar Chariots to provide a juggernaut of offence. Not only are these troops highly durable, but they hit like a ton of bricks. I sometimes take larger units of Boar Boyz,



but they provide more bang for your buck in smaller units – use scenery and Gobbos to shield them from enemy firepower until you're ready to launch a coordinated charge. This isn't the shootiest army you'll ever see, but a Rock Lobber is cheap and fun, so I picked one of those and delved into the Rare choices to get an accompanying Doom Diver, largely just for laughs. Finally, the lure of the Black Orcs proved too strong to resist, and I went for a unit of them to keep the ladz in check.

I knew I wanted to take some Trolls and a Giant to make my super-hard infantry line even hurtier, and I still had a thousand points left to spend on characters. With a lack of firepower in the army, a Great Shaman and a Level 2 Shaman were essential to threaten the enemy from range. Orc magic is brilliantly offensive (in both senses of the word). As I've taken both an Orc and a Goblin magic user this gives me access to both Spells of the Little Waaagh!

and Spells of the Big Waaagh! There are great spells in both Lores with some real favourites that Orc & Goblin players love to roll when picking spells. Some of my favourites in the Little Waaagh! include the *Foot of Gork* – D6 Strength 6 hits on the chosen enemy unit – and *Brain Bursta* – a magic missile that causes 2D6 Strength 4 hits. Over in the Big Waaagh! I'm a huge fan of *Fists of Gork* – every model in the target units get punched in the face by an Orc god!

To continue with my character selection I beefed up two of my Orc units with a pair of Big Bosses, leaving me just enough points for an awesome Lord. After scouring the list I had a cunning plan – Gorbard Ironclaw was a bargain at 310 points, leaving me just enough points to exploit his Orcs are da Best rule to upgrade a unit of Boar Boyz to Big 'Uns. Given my predilection for 'common or garden' Boyz, this choice of Warboss seemed rather apt.

LORDS

Gorbard Ironclaw
Heavy armour, Morglor the Mangler, Gnarla.

310 points

Orc Great Shaman

Level 4 Wizard, choppa, boar, Staff of Baduumm, 2 Dispel Scrolls.

329 points

HEROES

Black Orc Big Boss

Heavy armour, shield, Martog's Best Basha, Bigged's Kickin' Boots.

136 points

Orc Big Boss

Light armour, choppa, Porko's Pigstikka, Boar.

130 points

Night Goblin Shaman

Level 2 Wizard, hand weapon, Magic Mushrooms.

105 points

CORE UNITS

20 Orc Boyz

Light armour, 2 choppas, Big 'Uns, Orc Boss, standard bearer, musician.

250 points

30 Orc Boyz

Light armour, shield, choppa, Orc Boss, standard bearer, musician.

210 points

20 Orc Boyz

Light armour, shield, choppa, spear, Orc Boss, standard bearer, musician.

170 points

30 Night Goblins

Shield, hand weapon, spear, nets, Night Goblin Boss, standard bearer, musician, 3 Fanatics.

250 points

5 Goblin Wolf Riders

Light armour, shield, spear, Wolf Rider Boss, standard bearer, musician.

100 points

5 Forest Goblin Spider Riders

Spear, shield, Spider Rider Boss standard bearer, musician.

95 points

SPECIAL UNITS

5 Orc Boar Boyz

Light armour, shield, choppa, spear, Big 'Uns, Boar Boy Boss, standard bearer with Nogg's Banner of Butchery, musician.

213 points

5 Orc Boar Boyz

Light armour, shield, choppa, spear, Big 'Uns, Boar Boy Boss, standard bearer, musician.

188 points

Orc Boar Chariot

80 points

Orc Boar Chariot

80 points

20 Black Orcs

Heavy armour, Armed to da Teef, shields, Black Orc Boss, standard bearer, musician.

318 points

Goblin Rock Lobber

Orc Bully.

75 points

RARE UNITS

3 River Trolls

180 points

Giant

205 points

Goblin Doom Diver Catapult

80 points

TOTAL

3504 points

WARHAMMER® DA GREEN TIDE

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PART
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KIT



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PART
PLASTIC
KIT



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NIGHT GOBLINS
99120209010

NIGHT GOBLIN FANATICS
99120209011

ORC BOAR BOYZ
99120209021

ORC BOYZ
99120209001

ORCS
99120209007

SPECIAL

BLACK ORCS
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ORC BOAR CHARIOT
99120209006

RARE

GIANT
99120299011

RIVER TROLLS
99120209022

IN THE KRAKEN'S JAWS

Mat Ward takes the Blood Angels on campaign to the Hive World of Hollonan. The Sons of Sanguinius are bold and mighty beyond compare, but are they up to the dread challenges posed by the forces of Hive Fleet Kraken?



In response to a request for assistance, Chief Librarian Mephiston leads a strike force to the world of Hollonan. What at first appears to be a mere, if substantial, rebellion, is swiftly revealed to be a deep-rooted Genestealer infestation. Mephiston's strike force purges the alien parasites from the hives of Hollonan, but it is too late – even as the last brood is purged, ships from a Hive Fleet Kraken splinter fleet arrive in the system. Recognising that his force cannot repel such an onslaught, Mephiston seizes control of Hollonan's military and sends a request for aid to the Blood Angels, the Angels Encarmine and the Angels Vermillion.

The ensuing battles in the depths of Hollonan Tertius strain even the battle-lust of the Blood Angels. The first Tyranid strike neutralises the planetary defence batteries and automated sentry guns. The second annihilates the chain of antiquated, but vital, fusion accumulators that provide Hollonan with much of its power. What results is a terrifying battle for survival in the guts of Hollonan's underhive, with Mephiston's Blood Angels stretched to the limit as they rally the planet's defence force against the endless hordes of Termagants, Ravens and Carnifexes.

Only where Mephiston fights do the forces of humanity hold. In those two dreadful weeks, the Chief Librarian proves his might time and time again, never once sleeping or taking

rest, always carrying the fight to the alien invaders, though even his Battle-Brothers are weary to the bone. His deeds are legend. At the Chapel of the Emperor's Repose, Mephiston tears a Carnifex to shreds with his bare hands. He holds the entrance to the filtration plant alone for six hours. And in the final stages of that invasion, in the refugee-thronged underhive of Hollonan Tertius, he cleaves his way through the brood spearheading the assault, laying low the Hive Tyrant and its guardians before a Trygon strikes him down.

Mephiston's fall, which could have so easily robbed the heart from the defenders, instead drives them to redoubled effort. Such is the battle-spirit roused in those weary Blood Angels and warriors of Hollonan that they survive long enough for the desperately awaited reinforcements to arrive.

Like the avenging angels they are, fresh companies of Blood Angels, Angels Encarmine and the Angels Vermillion scream from the skies – but they are not alone. The Eldar of Ulthwé, led by the ancient Farseer Eldrad Ulthran, make planetfall alongside the Space Marines for their own enigmatic reasons. The Tyranids are crushed between the descending armies, this splinter of Hive Fleet Kraken scoured from existence. Eldrad Ulthran remains long enough to see Mephiston recovered from the rubble, wounded but alive – a second resurrection that only increases Mephiston's legend.

IN THE DEPTHS OF THE UNDERHIVE

As Mephiston leads the retreat through the underhive of Hollonan Tertius, the Tyranids spring forward once again. Can the Blood Angels hold the line while the citizens escape?

ARMIES

This battle is fought between Blood Angels and Tyranid armies of equal size, and of at least 1500 points. The Blood Angels army should include Mephiston, and can also include units chosen from Codex: Imperial Guard, if you wish (these units take up their normal Force Organisation slots).

OBJECTIVES

The Blood Angels are seeking to destroy critical synapse creatures, to buy time by throwing the Tyranids into disarray. The Tyranids are attempting to push past the Blood Angels to consume the civilians they protect (see Victory Conditions below).

BATTLEFIELD

The underhive is a tangle of industrial buildings and fortifications, now much ruined by the battles that have torn through Hollonan Tertius. The battlefield should therefore be as densely packed with city ruins and buildings as you can manage.

DEPLOYMENT

Split the table into halves and roll-off to see which player picks the half they will deploy in. The opposing player deploys in the opposite half. The Blood Angels deploy first, anywhere in their table half, at least 9" away from the centre line. The Tyranids deploy second in their half of the table, at least 18" away from the centre line.

RESERVES

The Blood Angels cannot keep any units in reserve – all available troops are already in place as the battle begins. Additionally, due to the tightly guarded perimeter the Blood Angels have set up, Tyranids units with the Scout and Infiltrate special rules cannot outflank.

FIRST TURN

The Blood Angels player rolls a D6. On a roll of 2 or more, the Blood Angels go first. On a roll of 1 the Tyranids seize the initiative and go first.

GAME LENGTH

The Blood Angels player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the Blood Angels player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of

1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

VICTORY CONDITIONS

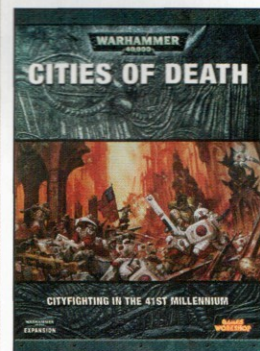
The Tyranids score 1 kill point for every Blood Angels unit they completely destroy, regardless of type. Additionally, they score a further 2 kill points for each Tyranid unit that exits the battlefield via the Blood Angels' table edge, to represent the havoc wrought behind the lines. The Blood Angels score 3 kill points for each unit of Tyranid Synapse Creatures they completely destroy, and 1 kill point for every other type of Tyranid unit they completely destroy. The side that scores the most kill points wins the battle.

SPECIAL RULES

This is a Gamma-level mission, and so uses the Cityfighting Stratagems and Dusk and Dawn mission special rules. One of the Blood Angels stratagems must be the Red Thirst Rises.

CITIES OF DEATH MISSION

The In the Depths of the Underhive mission uses the Cities of Death Expansion. Cities of Death allows you to fight bloody street battles and games of deadly urban warfare. Featuring battlefields covered with layer upon layer of dense terrain, the large amount of cover makes long-ranged weaponry less effective, favouring both the Blood Angels and Tyranids' propensity towards close assault.



THE RED THIRST RISES

The call of battle echoes through the Scions of Sanguinius, awakening bloodlust in even the most controlled heart.

- At the start of the game, before rolling for the Red Thirst, nominate D3 Blood Angels units of your choice – these units are automatically subject to the Red Thirst, there is no need to roll.
- The Voice of Mephiston: Such is his inspiring presence, that whilst Mephiston is still alive, all friendly units (not just Blood Angels units) can use his Leadership value for both Morale and Pinning tests.



PLANNED ARRIVAL

Though the defenders know it not, the tides of battle are about to turn – allies are nearby and have planned their advance meticulously. At the start of the game, choose a table edge and up to half the units you have held in reserve. When the nominated units pass their reserve roll, they will arrive from the chosen table edge, rather than determining their arrival point randomly.



Angels Vermillion
Assault Marine



Blood Angels Devastator
of the 4th Company



Eldar Fire Dragons of the
Khaine's Heart Shrine

TO STAND

AGAINST THE SWARM

Mephiston has fallen, but the fight goes on. As the Blood Angels mount a final defence at the heart of the underhive, their salvation comes from an unexpected source.

ARMIES

This battle is fought between Blood Angels and Tyranid armies of equal size, and that are of at least 2000 points. The Blood Angels are the defenders, and the Tyranids are the attackers.

The Blood Angels army can also include units chosen from Codex: Eldar, if you wish (these units take up their normal force organisation slots). Note that the Blood Angels army cannot include more Eldar units than it has Blood Angels units.

BATTLEFIELD & OBJECTIVES

As this is a Planetstrike game, the Blood Angels player can set up the table as he wishes, including whatever city ruins, buildings, bastions and defence lines he wants to represent the improvised defences prepared against the Tyranid onslaught. In reality, of course, these fortifications wouldn't be quite as effective as the embedded bastions we normally use in

Planetstrike games, but they'll be close enough for our purposes. As part of this set-up process, the Blood Angels player must nominate at least three separate city ruins, buildings or bastions to act as objectives.

ATTACKER PREPARES INVASION

Tyranid units arrive from reserve as normal for a game of Planetstrike – we can safely assume that they're burrowing through from the level above.

DETERMINE STRATEGEMS

Both sides have 3 stratagem points to spend in this scenario. One of the Blood Angels stratagems must be Planned Arrival.

DEFENDER DEPLOYS FORCES

Both armies deploy following the usual Planetstrike rules, with the following exceptions. Half of the Blood Angels units (rounding up) must be kept in reserve. If





the Blood Angels army includes any Eldar units, representing the Ulthwé allies, then these must be amongst those units that are kept in reserve.

ATTACKER LAUNCHES FIRESTORM

The firestorm proceeds using all the normal Planetstrike rules.

BEGIN THE PLANETSTRIKE

The Tyranids take the first turn!

MISSION SPECIAL RULES

The mission uses the Shock Tactics and Scramble! special rules as detailed in the Planetstrike book. Additionally, the following special rule applies

The Endless Swarm: The Tyranids are everywhere. For each brood destroyed, another takes its place. Any Tyranid Troops unit removed from play can be brought back into play from the Tyranid drop zone at the start of the next Tyranid turn.

GAME LENGTH

The Blood Angels player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the Blood Angels player rolls a D6 again at

the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

DETERMINING THE VICTOR

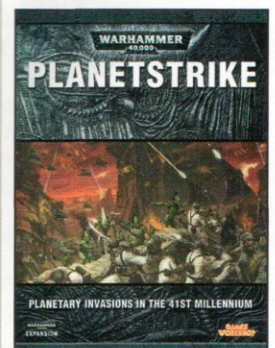
For the Blood Angels, this is a straightforward battle for survival. If the Tyranids wipe out the Blood Angels and Eldar, they win. If both the Blood Angels and Eldar hold out until the end of the game, without being eliminated, they win.

If the Tyranids can capture enough objectives, they can prevent further reinforcements reaching the beleaguered defenders and so force a draw. Therefore, if the Tyranids hold more objectives at the end of the game, the Blood Angels can no longer win the game. The Blood Angels player therefore needs to stay alive AND hold onto objectives to win. Remember:

- A Blood Angels unit controls an objective if it is in base contact with that objective and no Tyranid units are in base contact with that objective.
- A Tyranid unit controls an objective if it is in base contact with that objective, regardless of the presence of any enemy units.

PLANETSTRIKE MISSION

Planned Arrival is a mission that uses the rules from Planetstrike, which allows you to fight intense planetary invasions. The Tyranids are particularly nasty in Planetstrike, literally appearing right on top of the foe. The Blood Angels are up to the task, however, able to launch daring counter-attacks.



IN THE DEPTHS OF THE UNDERHIVE - HISTORICAL FORCES



Mephiston, Lord of Death



Veteran Sergeant Delael

"For our brothers, the lure of blood has become too strong. Honour them, for while they cannot no longer live as men, they will surely die as heroes."

- Chaplain Onazio



Banner of the Blood Angels 2nd Company, recovered from the ruin of the underhive of Hollonan Tertius and restored by the Chapter's artificers.

STRIKE FORCE: SANGUINATUS

Originally tasked to eliminate a Genestealer infestation, Strike Force Sanguinatus is not optimally equipped to coordinate the defence of Hollonan Tertius. Nonetheless, with Mephiston at its head, the strike force does Chapter and Primarch proud, rallying the Imperial Guard defenders of Hollonan long enough for reinforcements to arrive.

Commander: Chief Librarian Mephiston
Angels of Baal (Sanguinary Guard)

Tactical Force: Winged Rage

The main body of the strike force, Winged Rage operates under Mephiston's direct command for the duration of the Hollonan campaign.

Sub Commander: Veteran Sergeant Delael

Tactical Squads Arvo, Delael and Golaro.

Assault Squads Garibaldi and Chalael.

Devastator Squad Alcoro.

(All from 2nd Company)

Tactical Force: Blood Strike

With a high incidence of Black Rage and battle-lust within Strike Force Sanguinatus, Mephiston formed a separate tactical force from the most affected Battle-Brothers. Blood Strike consistently suffers higher casualties than other formations and is almost wiped out during the assault on the underhive.

Sub Commander: Chaplain Onazio

Black Harbingers (Death Company)

Tactical Squad Icaral (5th Company)

Assault Squad Ventro (3rd Company)

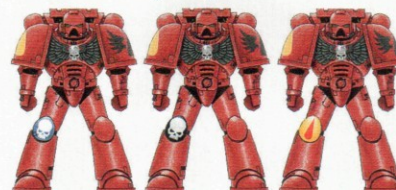


Banner of Mephiston



Angels of Baal

Tactical Force: Winged Rage



Squad Arvo

Squad Delael

Squad Golaro



Squad Garibaldi

Squad Chalael

Squad Alcoro

Tactical Force: Blood Strike



Chaplain Onazio

Black Harbingers



Squad Icaral

Squad Ventro

Imperial Guard 508th Army



Catachan Jungle Fighters

Mordian Iron Guard

Vostroyan Firstborn



Armageddon Steel Legion

Kaledon Hunters

Athonian Tunnel Rats

IMPERIAL GUARD 508TH ARMY

When the call goes out to defend Hollonan, only the 508th is in range to assist in time. Already under-strength after a sustained campaign in the Derion Sector, and arriving too late to construct any meaningful defences, the 508th are brutalised by the attackers. By the time of Mephiston's final battle in the underhive, only the most quick-witted Guardsmen remain.

Commander: Lord General Bolvar Heldstrak

3 Regiments, Catachan Jungle Fighters

3 Regiments, Mordian Iron Guard
(2 mechanised)

2 Regiments, Vostroyan Firstborn
(1 mechanised)

1 Armageddon Steel Legion

1 Remnant battalion, Kaledon Hunters

1 Remnant battalion, Athonian Tunnel Rats



TO STAND AGAINST THE SWARM - HISTORICAL FORCES

BLOOD FORCE: ALPHA

Landed in force at the Aechi skydrome. Suffered heavy losses during sustained hand-to-hand combat against the Termagant hordes.

Tactical Squads Balar, Fierenzo and Pattrazi.
Devastator Squad Primario.
(Angels Vermillion, 2nd Company)

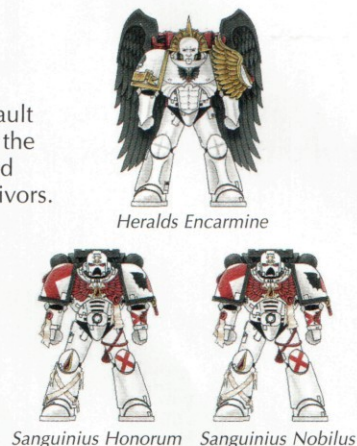


ASSAULT FORCE: ENCARMINE

Conducted the shock assault on Brakas hab-block and the Synapse Brood entrenched within. There are no survivors.

Heralds Encarmine
(Sanguinary Guard)

Sanguinius Honorum,
Sanguinius Nobilus
(Angels Encarmine Death Company)



STRIKE FORCE: DELIVERANCE

The main relief force. Landed amongst the ruins of Darkspire spaceport and fought through twenty Tyranid-infested levels of Hollonan Tertius. Captain Castigon leads the charge against the Tyranid Warriors lurking on the perimeter of the underhive, but is incapacitated in the final moments of the assault. Sergeant Borael takes command of the strike force.

Commander: Brother-Captain Castigon
(Blood Angels 4th Company)

Tactical Squads Naelas, Vargo and Zincael.
Devastator Squads Corleas and Azpharon.
(Blood Angels 3rd Company)

Tactical Squads Borael, Zapharan, Alars, Caelon, Ephraem and Zastor.

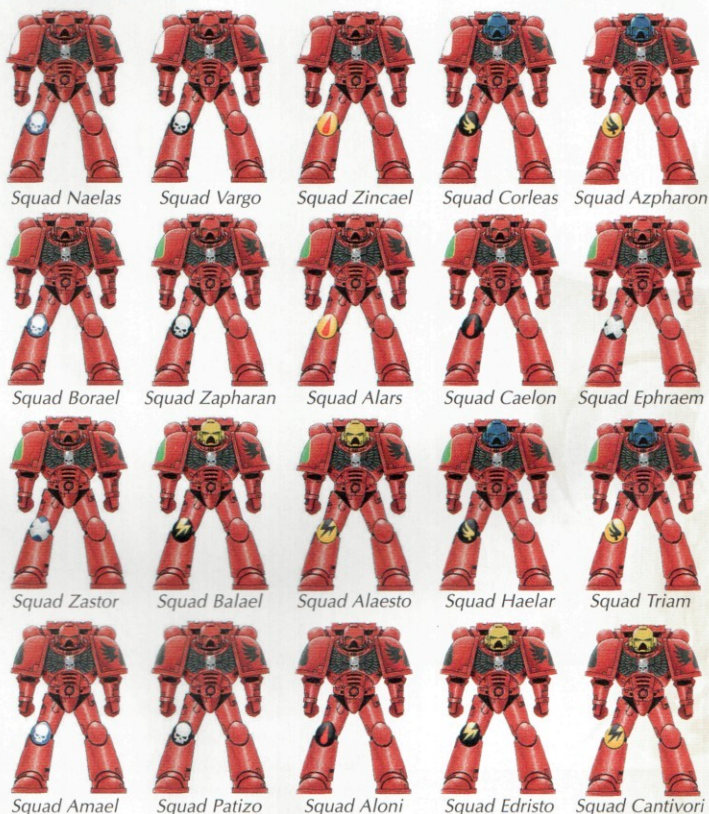
Assault Squads Balael and Alaesto.

Devastator Squads Haelar and Triam.
(Blood Angels 4th Company)

Tactical Squads Amael, Patizo and Aloni.

Assault Squads Edristo and Cantivori.
(Blood Angels 5th Company)

Strike Force: Deliverance



WAR HOST: SWORD OF UNYIELDING FLAME

Autarch Malan Ulanis masterminds a series of daring hit-and-run attacks to draw Tyranid forces away from the underhive. Surviving forces then converge to assist Strike Force Deliverance.

Commander:
Autarch Malan Ulanis
Guardian Host Isha's Hope
Fire Dragons of the
Khaine's Heart Shrine



WAR HOST: SHAPERS OF UNFOLDING DESTINY

After initial insertion through Hollonan Tertius' fusion exhaust tunnels, the war host bypasses much of the perimeter fighting and arrives at the underhive in time to seal victory.

Commander: Farseer Eldrad Ulthran
Striking Scorpions of the Shadow's Passage Shrine
Striking Scorpions of the Hooded Claw Shrine



WEAR & TEAR

In the final part of our series on army composition, Andy Smillie takes a look at building a resilient army that advances implacably towards its foe.



Over the last few months we've been discussing army composition, looking at balanced armies; fast, close-combat orientated armies; and armies that utilise magic and missile weapons to attack from range. In the final part of my series, I'll look at a fourth type of army; an immovable force designed to beat the foe through attrition, slowly grinding down enemy units while making the opponent work for every victory point it wins. I refer to this type of army as a 'Wear and Tear' force. The key to putting together a Wear and Tear army is in finding two or three exceptionally resilient units to build the rest of your force around, a sort of eggs in three foam-lined titanium-plated baskets approach. By necessity, these units will be expensive, so expect to be fielding a relatively small but hardy force in battle.

In my opinion, units suited to this role should be resilient (either with a high Toughness or a decent armour save, or preferably both) and have plenty of friends (each unit should have three ranks and a command group). More importantly, these units need a high Leadership value (or need to be close enough to benefit from a character that does). As an added bonus, it'd be nice if these units have access to a special rule that helps make them a little more reliable and predictable in combat, such as Stubborn or Unbreakable. Chaos Warriors, with a Toughness 4, a potential armour save of 3+ (or 2+ in close combat) when armed with a hand weapon and shield, Leadership 8 and the Will of Chaos special rule are the epitome of a good Wear and Tear unit. So too are Saurus Warriors (which have a high Toughness, a good armour save and the Cold Blooded

Continued on page 85...

XAPATI-QU (STONE DEFENCE)



In my experience, Lizardmen are naturally suited to the Wear and Tear style of play. With the Cold Blooded special rule, all of their units roll three dice for Leadership tests and choose the two lowest. This dramatically improves their chance of passing such tests and with a Slann with Leadership 9 in the force it's very rare that the Servants of the Old Ones will ever run away. In addition all of their units are either tough and toting natural armour or incredibly agile and able to avoid danger.

Xapati-Qu is a great example of a Wear and Tear force. It's formed around three expensive and highly resilient units – the Slann, the Skink Priest and his Stegadon, and the Temple Guard. These

units account for more than half the points of the army, and provided they don't fall, your opponent will have a hard time defeating you. With the Slann leading the Temple Guard unit even a powerful single monster, such as a Greater Daemon or a mighty Lord mounted on a Dragon will struggle to win the combat, especially with the Temple Guard's 3+ save and combat resolution bonus.

The Engine of the Gods is indispensable to your force. With the Portent of Warding, any unit within 12" gains a 5+ ward save from ranged attacks – that means a third of all magic missiles and bowfire will bounce off any of your units clustered nearby.



LORDS AND HEROES

Slann Mage-Priest

Soul of Stone, the Focused Rumination, Dispel Scroll, Dispel Scroll, Bane Head, Battle Standard Bearer, War Banner.

440 points

Skink Priest

Level 2 Wizard, Engine of the Gods, Plaque of Tepok.

405 points

Saurus Scar-Veteran

Cold One, Enchanted Shield, light armour.

125 points

CORE

10 Skink Skirmishers

70 points

10 Skink Skirmishers

70 points

15 Saurus Warriors

Spears, Saurus Champion, standard bearer, musician.

210 points

SPECIAL

16 Temple Guard

Revered Guardian, standard bearer, musician.

291 points

5 Terradon Riders

150 points

Stegadon

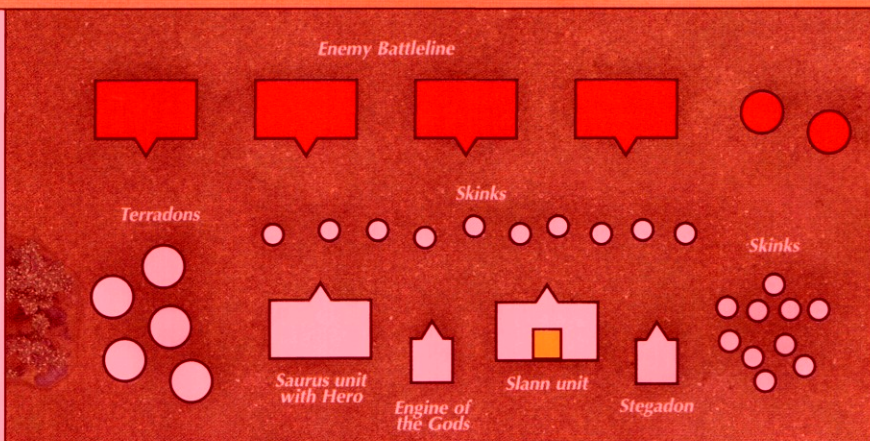
235 points

TOTAL

1996 points

Standard Deployment

Set-up is the key to victory with the Xapati-Qu and you can see the way it will normally deploy for battle to the right. As you can see, it's very important to keep all of your units within 12" of the Slann (to benefit from his Leadership) and within 12" of the Engine of the Gods (to benefit from the Portent of Warding). You can keep your opponent guessing exactly where your units are going by placing the expendable Skinks first, but it's more important to keep your units together than to counter the enemy's clever deployment.



THE MORBID MARCH

The idea with the Morbid March is to summon Crypt Ghouls faster than your opponent can kill them. With a total of 11 casting dice, two Power Stones, a bound item and a bonus to raising Crypt Ghouls, this shouldn't be too difficult. However, if you're faced with an army with a lot of shooting then you need to deploy as far back as possible to minimise casualties on the first turn and give yourself time to raise some models.

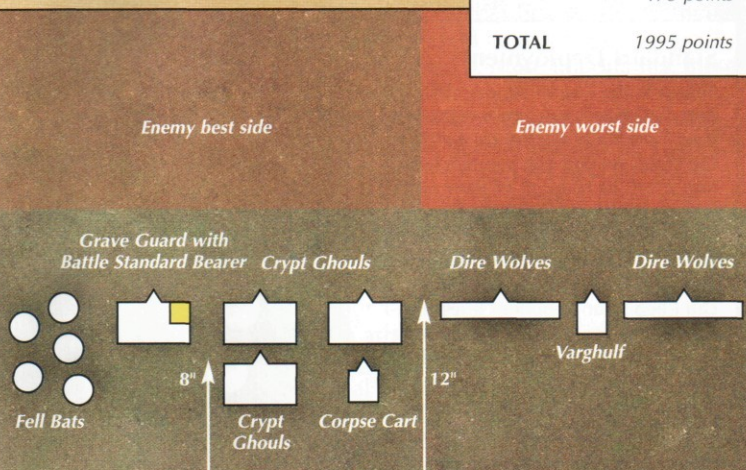
A quarter of the army's points are tied up in the Grave Guard unit led by the Battle Standard Bearer. With a high Toughness and heavy armour, this unit is almost impossible to wipe out (especially as you can raise back any casualties it

sustains) and adds +8 to combat resolution before it even fights (3 ranks, standard bearer, War Banner, Battle Standard Bearer, Walking Death and the fact that it will often outnumber its foe, especially after a round of combat). Use the Grave Guard to deal with the most powerful enemy unit and stop it from damaging the rest of your force. The Vampire Lord should lead a Crypt Ghouls unit and focus his energies on raising the dead. The Dire Wolves and Fell Bats can attack war machines and hold or contest table quarters. The Varghulf is a little pricey but he is one tough beast and allows nearby units to march, allowing you to swiftly advance up one flank.



Standard Deployment

The Morbid March has a lot of models to deploy, which means that you'll usually get a chance to see where your opponent puts his more dangerous troops before committing your own key units (the Grave Guard and Crypt Ghouls unit led by the Vampire Lord). Start by deploying the Dire Wolves on one flank and then place the Varghulf next to them, to allow them to threaten the enemy's flank on Turn 1. Then put the Fell Bats on the opposite side of the board, to threaten the other flank. Next, put a unit of Crypt Ghouls roughly in the centre of the board, a second unit of Crypt Ghouls facing the least opposition and the Grave Guard on the side facing the heaviest opposition. Finally, place the last unit of Ghouls behind the other two and the Corpse Cart within 6" of all the Crypt Ghouls units.



LORDS AND HEROES

Vampire Lord

Level 3 Wizard, Forbidden Lore, Master of Black Arts, the Accursed Armour, Book of Arkhan, Power Stone, Sword of Striking, *Summon Ghouls*.
450 points

Vampire

Battle Standard Bearer, Walking Death, Infinite Hatred, Sword of Battle, the Flayed Hauberk, Talisman of Lycani.
225 points

Vampire

Dark Acolyte, Black Periapt, Helm of Commandment, *Summon Ghouls*.
190 points

Necromancer

Dispel Scroll, Power Stone, Vanhel's Danse Macabre.
100 points

CORE

Corpse Cart

Unholy Lodestone.
100 points

10 Crypt Ghouls

Ghast.
88 points

10 Crypt Ghouls

Ghast.
88 points

10 Crypt Ghouls

Ghast.
88 points

6 Dire Wolves

48 points

6 Dire Wolves

48 points

SPECIAL

20 Grave Guard

Seneschal, musician, standard bearer, War Banner.
295 points

5 Fell Bats

100 points

RARE

Varghulf

175 points

TOTAL

1995 points

Continued from page 82...

special rule), Empire Greatswords (with a 4+ save and the Stubborn special rule, they're very sturdy) and Black Orcs (who have heavy armour, a Toughness of 4 and an unusually high Leadership for an Orc).

Most Wear and Tear armies that I've used comprise mostly close-combat oriented infantry regiments, simply because you can field larger numbers of them for less points than cavalry. This works well, as deeper units, with a large rank bonus and the ability to bring a lot of swords to bear, will prove intractable enough to withstand the enemy's attention. Cavalry units often lack the numbers to survive a protracted fight, whereas war machines and missile troops lack the staying power or close combat impact that a Wear and Tear force depends upon. These units all have their place in the army, but will not be the mainstay of such a force.

I recommend combining a powerful core of infantry with an equally powerful character. No Lord choice comes cheap, especially when mounted on a monster or tooled up with some powerful magic artefacts, but this can be seen as a bonus rather than a drawback. An expensive but resilient character is ideal as one of your cornerstone units as it can prove difficult for your opponent to kill, and therefore

score victory points from. If, for example, you field a fully kitted out Chaos Lord on a Chaos Dragon you'll have a single model worth close to 1000 points. Not only is such a character a deadly and terrifying foe on the battlefield, but it is such an investment that there's a good chance that your opponent will have to catch and kill him in order to win the game. As a single, mobile model, he should be able to pick and choose his own battles, avoiding unfavourable match-ups whilst chewing up anything else in his path.

I've found that this ploy is double-edged, however – make sure that the character is resilient or you could end up handing your opponent an easy victory! This is especially true for expensive Lord choices such as Wizard Lords. They may be able to dish out a hefty amount of damage via the medium of magic, but if they become cornered in melee by a unit or challenged in close combat, they're unlikely to put up much of a fight.

So with that little tidbit, that concludes my series on army composition. Hopefully it will have given you an insight into some of the ways I pick my armies, and maybe it will have started you thinking about different ways that you might pick your army too. To war!

Vulnerable Units

Vulnerable units are those that are easy for the enemy to wipe out and claim victory points for. The Dire Wolves in the Morbid March army list, for example, are a vulnerable unit. A scouting unit of enemy missile troops could potentially wipe them out in a single turn. But these units are invaluable in your force, able to harry the opponent's flanks or get in the way of his troops. And if they do get killed, they didn't cost you many victory points in the first place.



Psychology 101

Regardless of how tough, well armoured and brave your warriors are, if beaten in combat by an outnumbering Fear- or Terror-causing enemy, the unit will break and run away. And due to the fairly elite nature of Wear and Tear armies, that's a lot of points to be legging it off the table.

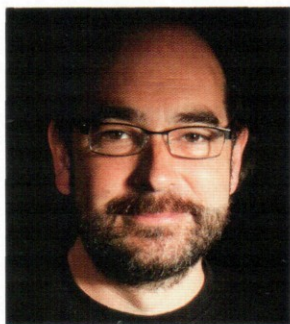
Be aware of engaging those units that could threaten such flight – especially large blocks of Fear-causing enemies such as Zombies or Skeletons – and make sure you have something to counter them with. For example, the Saurus Scar-Veteran leading the unit of Saurus in the Lizardmen army is mounted on a Cold One and therefore makes his unit immune to the effects of Fear, as he causes Fear himself. Similarly the Slann could take spells from the Lore of Light and make nearby units immune to psychology by casting Guardian Light.

Obviously Fear and Terror aren't a problem for the Morbid March, as all of its units are Undead and therefore Immune to Psychology. Conversely, they do cause Fear themselves, which means that your large blocks of infantry can engage enemy and chase them off in melee. Now who said being dead didn't have its upside?

In other armies there are various ways to get around the effects of Fear and Terror if you don't have Fear-causing units of your own. Many armies have magic banners and items that make a unit immune to the effects, or able to cause Fear themselves, such as the Icon of Magnus in the Empire army book or the High Elf Lion Standard.



STANDARD BEARER



This month our spies have seen Jervis wandering around the Studio gaming area, endlessly arranging scenery on the Gameboards. We hope we won't regret asking him what he's up to.

This Standard Bearer starts with a confession: I have a tendency to get obsessed about things. Often these are sensible things to be obsessed about, like getting to the canteen in time for my espresso coffee and sausage cob in the morning! But often they are rather more whimsical, like deciding to walk along Hadrian's Wall from one end to the other, for example.

However, when I reflect on these obsessions, be they serious or whimsical, it usually turns out they have at their heart an important principle, often one that I hadn't even been consciously aware of until I stopped to think about it. For example, getting my espresso coffee and sausage cob gives me a chance to chat to people in the queue at the canteen, and wander through the Studio saying 'Morning' to the people I meet, which is important, because it's easy for writers to spend all of their time hunched over a computer keyboard and not see what's going on around them. On the other hand, walking Hadrian's Wall gave me a chance to reflect on things and also do something purely for myself – although family and work will always be the most important things in my life, I've found that every now and then it's important to get some time for quiet contemplation too!

Anyway, this month's Standard Bearer is about one of these more whimsical obsessions, but one I can't help but feel incorporates an important principle. Fortunately for all of you, this principle isn't about some new-age life lesson, but is rather more usefully about the importance of the terrain over which we fight our battles. Specifically, I've become somewhat obsessed about the way that we set up the terrain for our battles.

Strangely, this obsession seems to have been fuelled in a large part by the wonderful plastic terrain pieces we've brought out over the last couple of years. It's already difficult to imagine that only a few years ago we didn't make any plastic terrain pieces at all. Instead we had to make do with homemade hills made out of polystyrene covered in pollyfilla, and cardboard cut-out buildings held together with tape! Now things are rather different. I can still remember how excited I was when we released Cities of Death with a full range of plastic ruins. It was the start of a new age, and since then the range of Citadel scenery we make has grown and grown, and now includes things like the Temple of Skulls, Arcane Ruins, Fortified

Manors, and even the Realm of Battle Gameboard itself to fight over, to name just a few!

But enough of my gushing – the bottom line is that now the terrain looks just as good as the Citadel miniatures that are fighting over it. All of which is lovely, of course, but isn't actually the thing that I've become obsessed about. No, what's been preoccupying me recently isn't how good the individual terrain features we make are, it's the way that they are set up on the gaming table. All too often when I go out to visit game clubs or tournaments, I see terrain that has just been plonked down willy-nilly on the battlefield. It even happens in the Studio's gaming area sometimes, where we really should know better! The result is a strangely abstracted battlefield that simply doesn't look 'real'. Now, of course, this doesn't spoil the game, but it does mean that the game lacks *verisimilitude*. This means 'the quality of appearing to be true or real' –

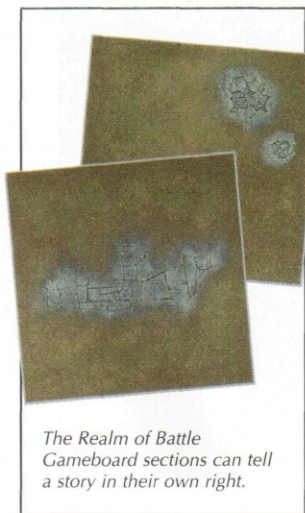
as well as being an impressively long word that is entertainingly difficult to say out loud (go on, give it a try!) Seriously, though, I think that *verisimilitude* is something that is very important for our hobby. Speaking

“We had to make do with homemade hills made out of polystyrene.”

personally, what I love most about our games is the way that they encourage you to suspend your sense of disbelief so that the game starts to come to life, allowing a great story to unfold before you. Authors often say that the characters in the books they write seem to take on a life of their own, and I don't know about you, but I find the same thing is true about the models in my army. It's as if my miniature armies are really made up of heroes and cowards, of great leaders and incompetents, and of stalwart veterans and untrustworthy sell-swords, all of who have their own hopes, fears and agendas that are being acted out upon my gaming table.

But I digress. The point I'm rather obtusely trying to make is that the way you set up terrain on your battlefield can make an immense amount of difference to your enjoyment of the game, because it makes the battle feel more 'real'. At its best, the way you set up your terrain can help pull you into the action, making you feel like you're standing right there on a real battlefield. My good friend Nigel Stillman (who veteran readers will remember as one of the founder members of the Studio) expressed it really well when he said:

'Wargames are miniature dramas set in another world, be it a fantasy world, science



The Realm of Battle Gameboard sections can tell a story in their own right.

The woods are scattered about the board, making them feel like individual copses rather than a contiguous forest.

The chapel is placed in the corner of the board so that it doesn't get in the way.

The hill provides a great vantage point for a cannon or piece of artillery.

Although the watchtower is defended, it is hardly a focal point for the battle.

Here you can see a battlefield set-up of the sort that most of us play on. The terrain is scattered about the board, making for a perfectly fine game but not telling a cohesive story.

Walls and fences reinforce the idea that this is a real, lived-in village.

The Arcane Ruins placed atop the hill provide a natural focal point at the end of the road and perhaps an additional objective for the Beastmen.

The Fortified Manor makes for a great centrepiece for the battle, instantly giving a focal point for the defenders to rally around. The addition of a couple more buildings makes it seem like a village.

The Gameboards can be assembled so that the road sections all link together.

Here a Fortified Manor and Arcane Ruins have been added to the terrain shown in the first example, and set up to help tell a story. The Beastmen are pouring out of the woods deployed at the edge of the battlefield to attack the village defended by the Empire army. Above them all looms a sinister ruin.

fiction world or the historical past. Everyone who plays a wargame is to some extent inspired and motivated by the background as revealed in words and pictures or maybe in films. The model armies evoke this background and so does the battlefield, because this sets the scene for the drama to unfold. Indeed, the battlefield can be very powerful in bringing to life the world in which the battle takes place. When the landscape complements the armies it enhances the entire wargame and creates the true atmosphere of the time and place.'

“The Studio terrain collection is blessed with all kinds of cool bits.”

Although we've shown examples of Warhammer scenery, Games Workshop produces a wide range of scenery for Warhammer 40,000 and The Lord of The Rings Strategy Battle Game as well. You could set up a Skyshield Landing Pad amidst a densely forested landscape, and have one side attempt to defend the landing pad until reinforcements arrive. By setting up Warhammer 40,000 ruins in a grid pattern you instantly create the impression that it is the remains of a real city complete with streets running between the buildings. You can even add terrain from the Honoured Imperium set to form the focal point for the board, with statue-dominated plazas and the ruined facades of Administratum buildings. Ruins of Osgiliath can be deployed atop a hill to create the ruins of a windswept settlement.



Wise words indeed, and ones that I've taken very much to heart recently. So much so, in fact, that my colleagues in the Studio have grown rather tired of me taking ages setting up the scenery for the battles we fight. It's been worth it though, and I can honestly say that the extra time that I've been spending on the preparation for my battles has been worth every minute. I'd even go as far as saying that setting up the scenery for a battle is starting to become a really important part of the whole experience, rather than an afterthought or a chore.

The trick, I've found, is to try and make sure that every battle I fight is fought on a battlefield that has a 'story' to it. So, rather than thinking 'I need to set up X buildings, Y woods and Z hills', and then plonking them down here and there on the tabletop, I say to myself, 'Let's see, I think I'll set up a small settlement over here, with a range of hills over to the west, and a forest to the south.' Then I set up the terrain features, trying to make sure that they all look as natural as possible. I've found that looking at the layout from several different angles, and bending down to get a 'model's eye view' really helps with this. I've also found that pieces like the Skyshield Landing Pad, Arcane Ruins and Temple of Skulls can really help with this process, probably because they have a lot of 'story' built right into the model, and so just placing them on the table creates a powerful narrative for the battlefield. Because of this I often use them as centrepieces or focal points for my set-up. Instead of just being a generic set-piece battle, it becomes the Battle of Skull Temple!

With the basic terrain in place, I'll then 'dress' the battlefield, adding small extra features to enhance the story I've started to create in my head. For example, if I have set up a Fortified Manor for a Warhammer battle, I'll often use hedges and walls to mark out a road or path to the settlement.

The Studio terrain collection is blessed with all kinds of cool extra bits and pieces like this, as well as other useful things like piles of rocks, road signs, oil drums and craters, and I'll use these liberally to improve the appearance of the battlefield. As an aside, if I'm playing Warhammer or War of the Ring, I will usually agree with my opponent that these extra pieces of terrain will be treated simply as decoration that is treated as open terrain as far as the game rules are concerned. That way we can have an attractive battlefield without slowing the movement of our troops down too much. Of course, such 'house rules' aren't necessary when playing Warhammer 40,000 or The Lord of the Rings Strategy Battle Game, both of which benefit from plentiful and varied terrain. But this is by-the-by, and as long as you keep in mind that the most important thing is to create an evocative battlefield, then you won't go too far wrong!

By now some of you may be worrying that you simply don't have enough terrain in your own collection to set up a battlefield like this. But don't let that put you off, because even a small collection of terrain can be used to create a truly memorable battlefield – it just requires a little bit of imagination and creativity. Indeed, what I've found is that simply starting to think of the battlefield as a 'real' place and taking care about how you place terrain does a lot to give the landscape a feeling of 'verisimilitude'. In any case, once you starting giving the terrain on your battlefields the attention it deserves, and then find out how doing so improves the quality of your games, you'll find yourself wanting to add new pieces to your collection. Before you know it you'll have more than enough terrain to fill your tabletop battlefield many times over, and I'm confident that your battles will be all the better for it.

And that is quite enough from me on my latest hobby obsession. As always, please feel free to write to me care of White Dwarf at the address below. I don't always get the chance to reply, but I do read all of the letters I receive, and I really value all of the feedback and insights that you send me. In particular, I'd love to hear about your latest 'hobby obsession', and why you think it's important. You never know, you may be able to pass your obsession on to me, just as I hope I have passed my own on to you.

Write to Jervis at:

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

PAINTING MASTERS

AT THE

GOLDEN DEMON



Painting Master Seb Perbet won the 2009 Open Category at the UK Golden Demon with this spectacular Orc versus Empire Knight scene.



Over the past few years we've featured loads of great painters, the very best of whom have been bestowed with the title of Painting Master. These guys (and girls) not only show off their talents in the pages of *White Dwarf* but also at the many Golden Demon painting competitions that take place around the world.

In fact, it's fair to say that our Painting Masters series and the Golden Demon competition are inextricably entwined. A few of the Painting Masters have come to our attention through their Golden Demon success. As the premier miniatures painting event in the world, this will perhaps come as no surprise.

In addition, many of our Painting Masters are current or former members of the 'Eavy Metal team, which has always had a close relationship with Golden Demon, whether this is through team members entering

models in the prestigious Open Category or even forming part of the judging panel.

Painting Master Darren Latham is a prime example as he is not only 'Eavy Metal's lead painter but one of the judges at the UK Golden Demon. Who better, then, to ask how top-level painters prime themselves for competition?

'From a judge's perspective I can tell you what we look at first and foremost is how the miniature sits within our worlds. Basically it has to look like it belongs in the Warhammer world, the Warhammer 40,000 universe or that it has just stepped out of Middle-earth. I've seen brilliantly painted models not make it past the first cut simply because they've been converted and painted to look like a miniature from a real-world historical era, as a modern soldier or a generic sci-fi warrior. Of course, the simplest way to avoid this trap is to use an unconverted Citadel miniature. If you do go

This month we revisit our Painting Masters once again, taking a look at their Golden Demon entries from the past and present.

for a heavily converted or scratch-built entry, make sure that you don't veer away from the look and feel of our worlds.'

Assuming you clear this first hurdle, it is then that Darren and his fellow judges will consider the standard of painting. 'I think it's a given that we're looking for the best painting possible, and each year the standard increases. I've no doubt that those final figures in any category – no matter which Golden Demon you're at – are some of the best painted models in the world.'

“The simplest way to avoid this trap is to use an unconverted... miniature.”

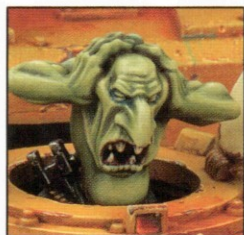
And only then will they look at presentation. 'No matter how well your model is presented it needs a sterling paint job to back it up. However, good presentation, by which I mean a nice base and other such elements, that complements the figure (and stays within the category restrictions) can help your entry's chances.'

So that's a judge's point of view, but what about those Painting Masters who have actually entered and, in many cases, won? We talked to as many Painting Masters as we could collar, presenting some of their collected thoughts about how they approach Golden Demon. We even have a sneak peak at a few models of a couple of future Painting Masters.

Entering the Golden Demon

Painting Masters such as Mark Lifton and David Rodriguez are lauded for consistently collecting Golden Demon statues – it's certainly how they came to our attention in the first place. Then there are 'Eavy Metal painters past and present, including Keith Robertson, Martin Footitt and Seb Perbet, who astound the judges with their Open Category entries.

The question of how they select their projects spawns a variety of answers, but the common theme is that you must like the model you will be painting. Don't be tempted to paint a miniature just because it's perceived as following a trend or is the latest release. The judges certainly don't consider such things. You should choose a



Keith Robertson's big yella Battlewagon was his 2009 UK Open Category entry.

model you like and a project you're enthused to do, after all you're going to be spending many hours looking at it!

Fundamentally, what you are trying to do with a model is show the judges what an accomplished painter you are, so where possible try and show a breadth of techniques and skills. A model that focuses solely on one technique to the point that dominates the entire figure risks looking 'faddish'. However, beware of going too far the other way; by using techniques not appropriate to the model simply to try and impress the judges. For instance, using a non-metallic metal technique on an area that clearly wouldn't benefit from it, such as a tree trunk! So try and show a variety of expertly executed techniques but keep it in perspective and suitable for the miniature.

Another thing to bear in mind is that your model will be viewed from lots of different angles and distances. When working on a miniature for a long period of time it is easy to get tunnel vision and only view and paint the model up close. While the judges will definitely be studying the figure from a very short distance, don't forget they also look at it from further away

as well. A good rule of thumb is that a paint scheme needs to work at arm's length as well as up close. A model painted in various hues of grey may look great from a few inches away but could appear a dull mass from further afield. The answer to this is contrast. Look at the overall scheme and make sure you are using complementary and spot colours. When you're painting the model look at it from various distances to make sure that it works at all levels.

Finally, if you fail to win a statue the first time you enter, don't be put off. Learn from the experience and analyse what worked and what didn't. Take note of the winners of that category and find out what they did and use it for your next entry (although a straight copy of a previous winner's model is not the best idea!).

Also, be aware that painting for competition is not easy. It takes a lot of work and a great deal of determination to win a statue at the Golden Demons. All who succeed have put many hours of painting labour into their entries; and that's the most important point – there is no easy route to winning, just skill, practice and a unadulterated love for the hobby.

Fancy a Go?

Entering Golden Demon is simple.

They usually take place at Games Day, but the time of year and actual date will depend on where you live. The easiest way to find out this information, along with category details and competition rules, is to visit the website or keep an eye on White Dwarf.



Ari Neilsson won the 2009 UK Young Bloods Category with this Imperial Guardsman.



▲ Keith Robertson's beautifully painted Skink Chief was a finalist in the 2008 UK Open Category.



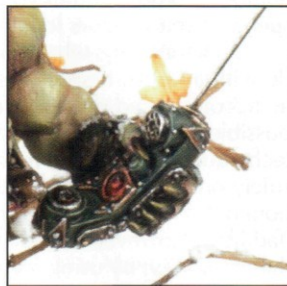
◀ Mark Lifton's Easterling entry for 2009's UK The Lord of the Ring's Miniature Category was this simple but effectively painted miniature.



▼ Another of Mark Lifton's 2009 entries was this diorama from the Duel Category entitled 'Alas, poor Yarrick'. Mark chose the Kommando Nob to be holding the Imperial hero's head because he likes the contemplative look on the face of the greenskin.

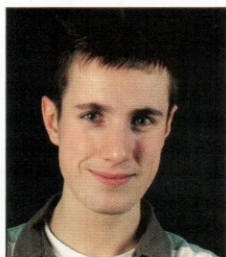


After taking a year off in 2008, Painting Master David Rodriguez returned to the Golden Demon fold by winning silver in the 40K Monster Category in 2009.



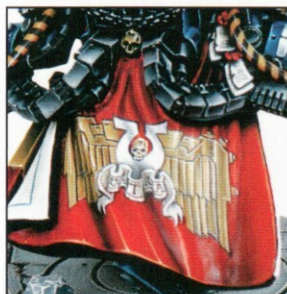
PAINTING MASTERS COMING SOON

We'll be featuring more Painting Masters in White Dwarf very soon. The next two candidates are Joe Tomaszewski and Fil Dunn, who you'll already recognise from the pages of White Dwarf. Fil was one of our Four Gamers and Joe is a member of 'Eavy Metal. Both have painted models for Golden Demon in the recent past, so let's take a look...



Joe Tomaszewski

You may be familiar with Joe and his work as he is an 'Eavy Metal painter and we've featured his miniatures in these pages on many occasions. Most recently he painted the Vermin Lord, giving us a Masterclass on directional lighting. He first came to our attention as a young 'un by winning silver in The Lord of the Rings Miniature Category at UK Golden Demon 2004, so budding painters who aspire to join 'Eavy Metal should take note!



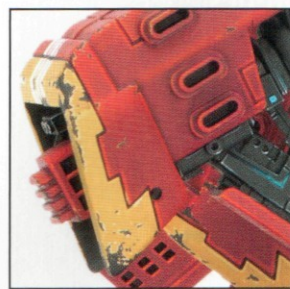
Joe Tomaszewski won gold in the 2008 Open Category with his truly fantastic version of Marneus Calgar. Note the non-metallic metal trim on the armour and brilliant freehand design on the back of the cloak.



Fil Dunn

Fil heads up the 'Eavy Metal and hobby teams here in the Studio. He originally planned to enter his big Tau battlesuit in the 2009 Golden Demon but as he became a dad to twins just before the competition he couldn't make it. Rumours are that he still plans to enter his impressive model at this year's competition, albeit with a brand-new paint scheme.

As well as these talents we're always on the look out to feature new and inspiring models by the best miniatures painters in the world. If you think you have what it takes to be a Painting Master, or know someone who may fit the bill, then let us know via the usual address.



ORCS & GOBLINS

WARHAMMER

The new Brian Nelson-designed Boar Boyz proved too tempting for 'Eavy Metal's Keith Robertson, who has created and painted this all-plastic Black Orc Big Boss on war boar.

BLACK ORC BIG BOSS



Black Orcs are the largest and scariest of all Orc-kind. Not only that, but they brook no nonsense from inferior greenskin breeds. That's why mobs led by Black Orc Big Bosses are far more disciplined (well, for Orcs). You're more reluctant to misbehave if you know you're gonna get smacked in the face by a huge dark green fist.

For this reason – as well as the sheer power of their profile – getting a Black Orc hero to lead your Boar Boyz is a good idea, so you don't have to worry that your shock unit of cavalry is going to act up instead of launching a key charge.

However, if the Big Boss is a tad 'over-enthusiastic' in restoring order there's a chance you may run out of Boar Boyz!

Since the new plastic Boar Boyz arrived in the Studio, 'Eavy Metal veteran and ace converter, Keith Robertson has been eyeing them up with a conversion in mind. Before

we knew it he'd already started to build something very cool and worthy of this month's Masterclass. Not only was this an opportunity to get Keith to show off his converting skills when let loose with the Orc & Goblin plastic kits, but it's a great way of complementing the other boar-riding characters in your collection, such as the plastic Orc Warboss.

As well as a bespoke model, Keith wanted to create a very individual paint scheme to make the miniature stand out amongst the horde but not so much that it clashed with any unit it was placed with.

Bearing that in mind, Keith decided to try out a unique striped pattern on the boar itself and infuse the Black Orc's red armour with a deep blue tone. We'll discover how he did all those techniques in great detail over the next few pages. But first let's take a look at how Keith went about assembling the miniature.

The Conversion

For the conversion there was a key objective that Keith wanted to achieve. While he could have quite happily run riot through the whole Orc & Goblin range, he deliberately kept to just two kits – the Black Orcs and Boar Boyz box sets. This is far from limiting, as the amount of components you get on the plastic frames means that you have a vast variety of bits to create your model. Keith carefully pored over the frames, picking out parts that fitted his vision, as well as components that complemented each other so the finished model looked as natural as possible.

Keith used a small amount of Green Stuff in the conversion, in addition to Green Stuff that he used to fill in any gaps. He used a piece of Green Stuff to sculpt an armour plate, sculpting it around the waist to marry up the legs and torso, giving a seamless join. A little bit of Green Stuff was also used to make the gauntleted right hand look as though it was gripping the ruff of the boar, offering the model a measure of control. In contrast the Boss' left arm is raised high with a big, meaty axe blade in hand to sweep down and decapitate foes on the charge.



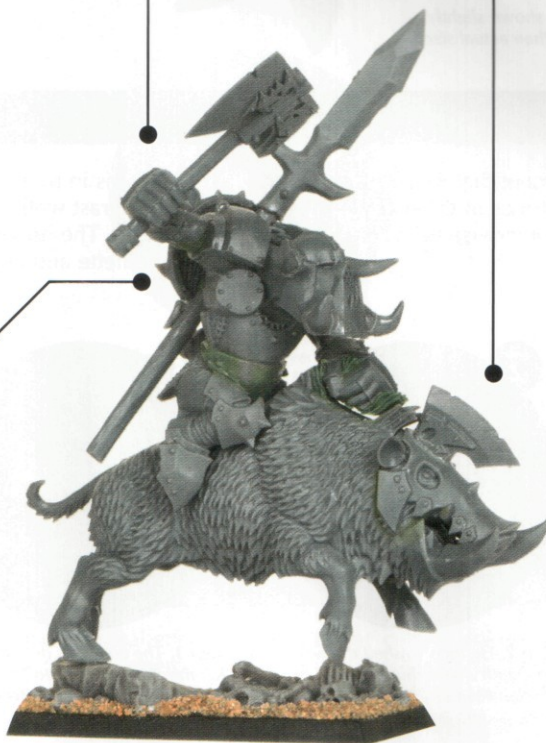
The Top Half. The Big Boss' head and torso are from the Black Orc kit. With the head, Keith actually took off the four horns from the helmet and reversed them so that the 'tusks' are now side horns and vice-versa.



The Boar's Head. Keith chose the heavily armoured boar head. He then added an upturned choppa blade from the Black Orc's frame to make the boar look even meaner. A perfect mount for a Black Orc Big Boss to ride on.

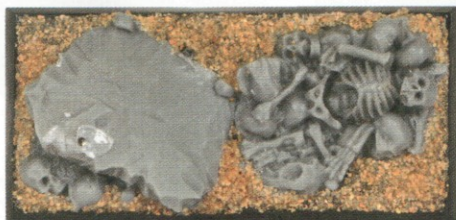


Wargear. As is typical for a Black Orc, this Boss has weapons all over him. On his back Keith has stuck a spear and shield, both of which are from the Boar Boyz kit. The Boss' right arm and axe handle itself is from the Black Orc frame, the axe head is from a Black Orc great weapon.



Kit-bashin'

This model is a classic conversion done by a veteran member of 'Eavy Metal and a Painting Master. However, you certainly don't need such credentials to kit-bash. Mixing and matching bits from different kits is part of the fun, and with so many Orc & Goblin models in plastic, the range of parts is truly staggering. These projects can be relatively minor, from head and weapon swaps, to something more elaborate and unique, like using the spare parts from the Giant kit to create a mini diorama.



The base. There was a third and final kit used in this conversion, namely the Warhammer Basing Kit. Some suitably corpse-strewn resin parts and a flat piece of stone was added to a standard cavalry base. Once stuck on the base it was surrounded by sand to add texture. The boar was then mounted onto the raised resin parts.

PAINTING THE BOAR

For ease of painting, Keith kept the rider, the boar and the base separate. He started with the boar, which is very distinctive due to the striped pattern along its back. Keith researched real-world patterned fur, to make sure that the stripes looked realistic and not cartoony.

Keith planned out the pattern by doing a quick sketch first so he could work out how the stripes would lay on the boar; including their placing, thickness, length and how they would taper out. He then decided on the colours, going for mid-to-dark brown fur with black stripes.



Model shown slightly larger than actual size.



Boar Fur

The stripes were a fantastical element that Keith added (although boar piglets can have stripes in the real world, these disappear as they mature), otherwise he wanted the animal to have a natural look.

With this in mind, Keith kept to a muted brown as this would contrast well with Orc's skin and complement the red armour. The hooves were painted black to keep the natural palette and complement the overall paint scheme.



Step 1. Keith basecoated the fur with a 1:2 mix of Scorched Brown and Khemri Brown, adding in a small amount of Orkhide Shade.



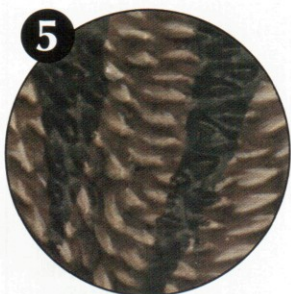
Step 2. He then washed the whole area with a generous coat of Devlan Mud.



Step 3. The coat was drybrushed Khemri Brown followed by a painted layer of Khemri Brown on individual clumps of fur.



Step 4. A highlight of Kommando Khaki was applied to every clump of hair.



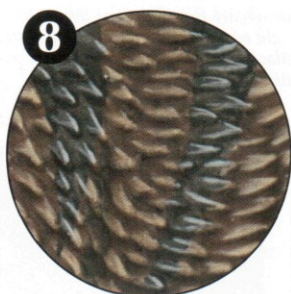
Step 5. The stripes were then outlined and blocked in using pure Chaos Black.



Step 6. The raised clumps of black fur were highlighted with a 1:1 mix of Chaos Black and Codex Grey.



Step 7. Keith then applied pure Codex Grey to the edge of the black fur as the next highlight.



Step 8. He used pure Fortress Grey as the final highlight for the clumps of the black hair.

Boar Skin

As with the fur, the aim for the boar's flesh was to keep it looking natural and muted so it could complement the brighter colours of the rider. A warm fleshy tone was used so Tallarn Flesh was applied as a base, blended with

Khemri Brown in the early steps to tie the fur and skin together. Below, we've shown how the sides of the mouth are painted but the same method was used for the boar's impressive snout.



Step 1. Keith started by painting the areas around the mouth and ears with a 1:1 mix of Khemri Brown and Tallarn Flesh.



Step 2. Next, Keith used pure Tallarn Flesh. He applied it more to the edges of the skin area.



Step 3. He then created a 1:1 wash mix of Dark Flesh and Scab Red, applying this liberally across the skin area.



Step 4. A highlight using a 1:1:1 mix of Tallarn Flesh, Bleached Bone and Fortress Grey was applied to the edges and raised areas.



Step 5. The next highlight layer used the previous mix with Bleached Bone added in equal parts.



Step 6. Finally, a 1:1 mix of Bleached Bone and Skull White was carefully applied as the last highlight.

Head Armour

Badab Black was used to achieve a very dull metal effect on the armour. Rather than applying this in one generous coat, Keith carefully painted it on in several thin layers. This gave him more control over the tone and allowed him

to 'target' certain areas such as the recesses or the key lines around the bolts that hold the pieces of armour together. Shown here is one of the plates but the same technique was used on the choppa blade on top of the boar's head.



Step 1. Keith painted the metal areas on the boar's armour first with Boltgun Metal.



Step 2. He then applied Badab Black over four thin coats.



Step 3. Next, a coat of Devlan Mud was applied over the metal.



Step 4. Edging, scratches and chips were applied with Chainmail.

PAINTING THE RIDER



Model shown slightly larger than actual size.

After the muted and natural tones of the boar, the Black Orc Big Boss himself was a real chance to add some brighter and starker contrasting colours to the model. But what Keith didn't want to do was confuse the bright colours with something that was shiny, clean and new. This was an Orc after all, so his equipment needed to look used and extremely battered.

Keith chose to give his Big Boss red armour as it naturally draws the eye but contrasts well with the green of the flesh and will complement the dark brown of the boar's coarse fur.



Black Orc Flesh

The rider was most definitely a Black Orc and so needed not just a green skin tone but almost black-tinged flesh. Black and green are very cool colour tones, so Keith wanted to add a bit of warmth to the flesh by applying

washes of Scab Red and Ogryn Flesh in the recesses. To give the skin warmth and and so make it look a real, living and breathing creature (well, as realistic as an Orc riding a large armoured war boar can get).



Step 1. First he basecoated the Orc's flesh with pure Orkhide Shade.



Step 2. He then layered on a 1:1 mix of Orkhide Shade and Knarloc Green.



Step 3. Next, he continued to layer up the skin, this time with a 1:3 mix of Orkhide Shade and Knarloc Green.



Step 4. Keith then used pure Knarloc Green as a highlight on the raised areas.



Step 5. The next highlight was a 1:1:1 mix of Knarloc Green, Golden Yellow and Rotting Flesh.

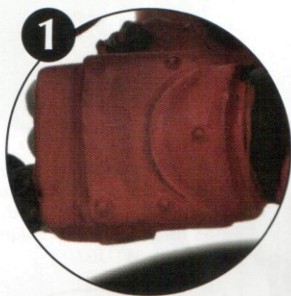


Step 6. A wash of Scab Red followed by Ogryn Flesh was applied into the recesses.

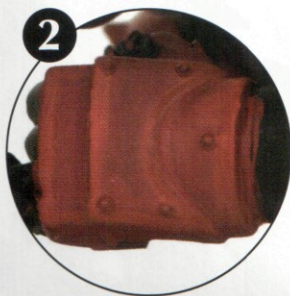
Armour and Chipping

We've already mentioned a couple of the reasons why Keith chose to paint the armour red, the other was it would fit in with the existing Studio army. When painting characters it's always a good idea to take into account not

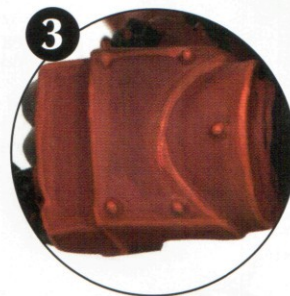
only the individual paint scheme of the model, but how it will fit in with the rest of your collection. Strike a balance between making your heroes stand out but not so much that they overtly clash when placed in units.



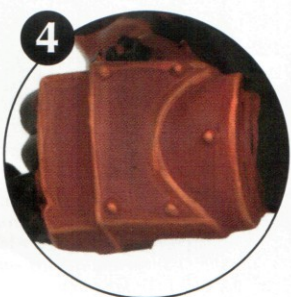
Step 1. Keith began by basecoating all the armour plates with Mechrite Red.



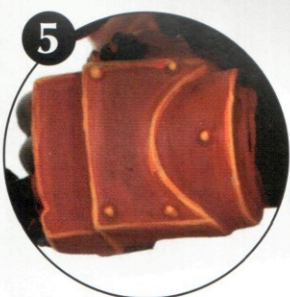
Step 2. He then used a 1:1 mix of Blazing Orange and Mechrite Red as a thick edge highlight on all the plates.



Step 3. The plates were then layered with pure Blazing Orange; the paint was applied towards the edges and on the raised areas.



Step 4. Next, Keith used a 1:2 mix of Blazing Orange and Vomit Brown. Again, this was worked towards the edges of the armour.



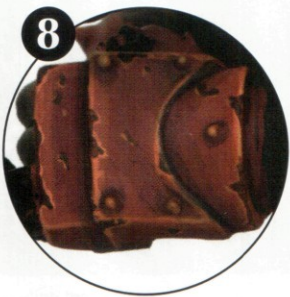
Step 5. A pure Vomit Brown edge highlight was then applied to the armour.



Step 6. Keith then washed Asurmen Blue into the recesses and shaded areas by 'dragging' the pool of wash into the area with the tip of his brush.



Step 7. To weather the armour, Keith then applied a 1:3 mix of Blazing Orange and Vomit Brown in small patches on the plates.



Step 8. He then applied pure Scorched Brown over the areas covered by the previous mix, making sure the edges remained exposed.



Step 9. Finally, Chainmail was painted into the middle of the armour chips to create a battered and worn look.

Straps



Step 1. Keith painted a 1:1 mix of Scorched Brown and Chaos Black directly into the recesses of the strapping.



Step 2. He then painted on a 1:1 mix of Scorched Brown and Bleached Bone onto the raised parts and edges.



Step 3. A highlight using a 1:3 mix of Scorched Brown and Bleached Bone was then applied to finish the straps.

FINAL DETAILS



Spear head. The spear used the same metal method as described for the boar's armour.



Shield icon. The red armour method was used here, but then a further step was added by coating the icon with a glaze of Baal Red.



Boar's Armour. The red part of the armour on the boar was painted with the same technique as already described for the Big Boss.



Helmet. The helmet also used Keith's boar armour technique for the faceplate and jaw guard. The tusks used the horn technique detailed in WD362.



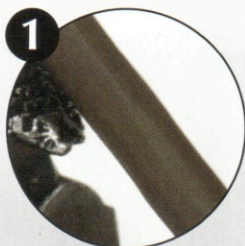
Axe icon. For the brass icon, Keith used a 3:1 mix of Dwarf Bronze and Tin Bitz, highlighted with Mithril Silver and shaded with a wash of Devlan Mud.



Bone. The skeletons were painted with Khemri Brown, washed with Devlan Mud and then highlighted with a 1:1 mix of Khemri Brown and Bleached Bone, followed by pure Bleached Bone and then Skull White.

Slate. This was painted with a 2:1 mix of Codex Grey and Scorched Brown, drybrushed Codex Grey, washed Badab Black and then drybrushed Fortress Grey and Skull White.

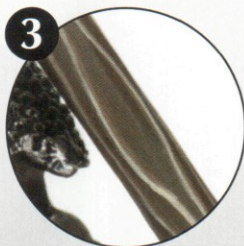
Spear Haft



Step 1. Keith basecoated the haft with a 1:1 mix of Calthan Brown and Charadon Granite.



Step 2. He then painted on thick lines of Graveyard Earth down the shaft.



Step 3. A thinner line of Bleached Bone was then painted inside the thicker lines.



Step 4. Patches of the staff were washed with Thraka Green and a knot was painted on using Scorched Brown.

OTHER EXAMPLES

War boars are a favourite of many powerful Orc Warbosses as there is much prestige in taming the untameable beasts and then using them as personal mounts.



There are many different ways that you can paint the boars in your own army. Both of these examples have been painted with a very dark grey-brown. The pinkish skin is kept to a minimum on the very edge of the snout and in a mottled pattern on the boar's belly.



Gorbad Ironclaw's armour has been painted in a similar way to Keith's Big Boss, making him stand out as a powerful character amidst the rest of the Orc & Goblin rabble.



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

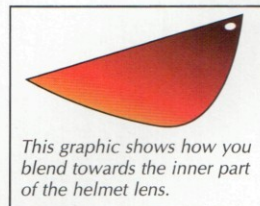
We've had a couple of similar questions recently about painting the eyes in Space Marine helmets. Maxime Fabre of Montpellier, France wants to know how to paint threatening, glowing eyes on his Raven Guard. Tobey Parkes of Cheshire, England, also asked how to paint eyes on his Ultramarines. While we had Keith's attention we asked him how he paints it.

Keith: The eyes in power armour helmets are lenses so that's how we paint them. This uses a similar method to painting gems. Choose the colour of the lenses and then start with a dark shade and blend up to a lighter tone, working towards the inner corner of the eye where the tear duct would normally be. You then add a small dot of white back in the furthest corner. To get a glowing effect that will add a disquieting edge to the Space Marine, I'd refer back to the Directional Lighting technique as explained in WD360. Take the main colour of the eye and then blend that around the eye sockets of the helmet.

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



The Damned Legionnaires, painted by Anja Wettergren, have sinister glowing red eyes.



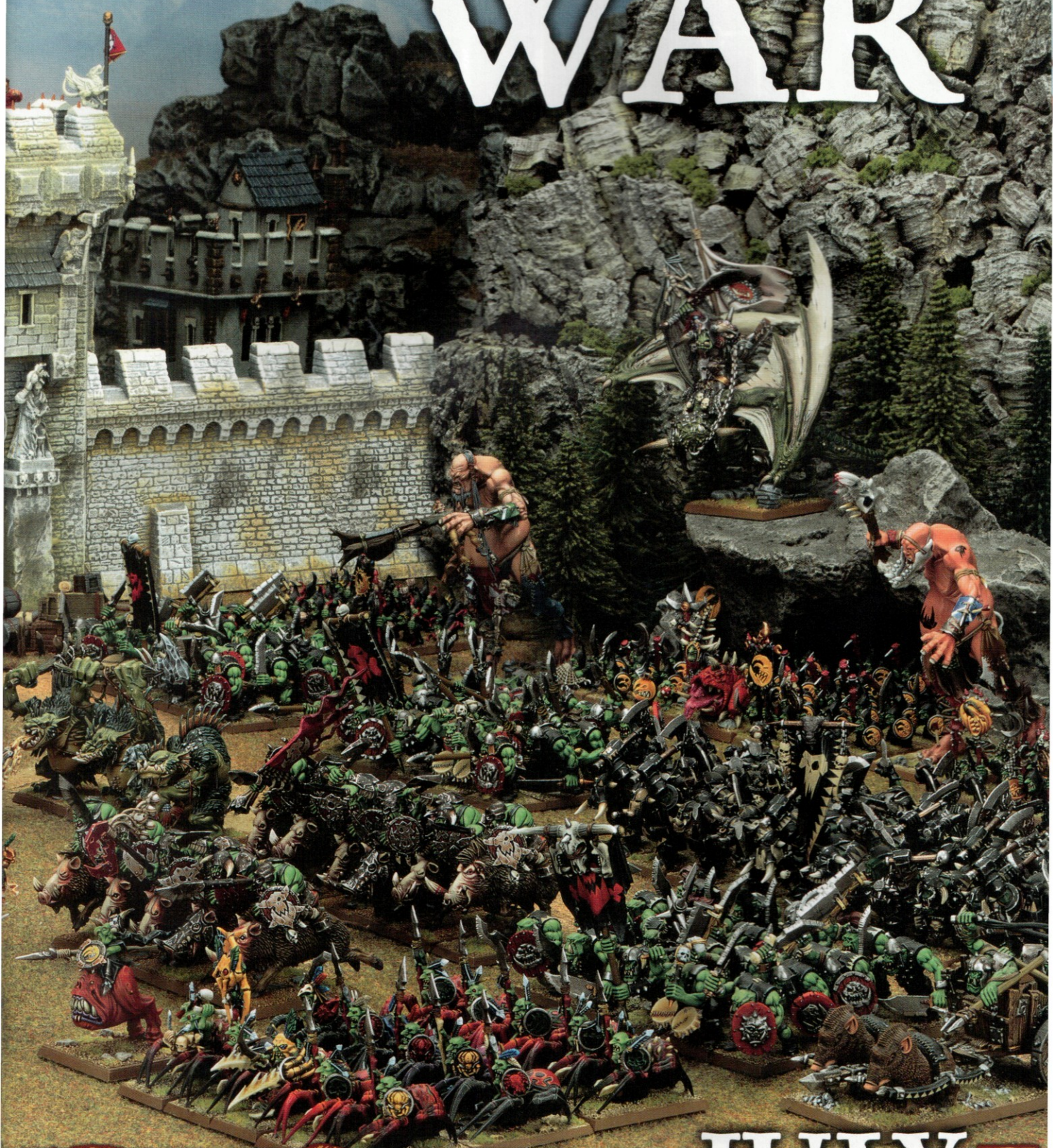
This graphic shows how you blend towards the inner part of the helmet lens.

A WORLD OF CHAOS A TIME OF HEROES



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- Access to Warhammer World facilities including the Citadel Miniatures Hall.
- Tickets cost £55 per player.

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The Events Diary

106-108

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May 2010

May 1st



BLOOD BOWL XLIX GRAND TOURNAMENT

Date: 1st–2nd May, 2010

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: 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 per player and include lunch on both days, and an evening meal on Saturday.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

May 1st

BATTLE OF THE CLUBS 10TH ANNIVERSARY

Date: 1st–2nd May, 2010

Venue: Sporthal University of Tilburg, The Netherlands

Details: In this contest between teams of three to five players, only nominated players scores 'count' for their team. With careful selection the Team Captain must try to steer his team to overall victory.

The Warhammer tournament will be held on Saturday 1st May, and the Warhammer 40,000 tournament will be held on Sunday 2nd May.

Tickets: €17.50 per player.

Contact: martina.jiricka@games-workshop.co.uk

Website: www.games-workshop.com



May 29th

OPEN WAR XIII

Date: 29th May, 2010

Venue: Warhammer World, Nottingham, England

Details: Choose your game system from Warhammer, Warhammer 40,000, Blood Bowl or Epic and play in three games over the day.

Tickets: £15 and includes prizes, certificates and lunch.

Contact: openwar@hotmail.net

June 2010

June 5th



WARHAMMER 40,000 BATTLEFIELDS

Date: 5th–6th June, 2010

Venue: Warhammer World, Nottingham, England

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

Details: Test your leadership skills to the limit in this unique Warhammer 40,000 event. Aimed at the more experienced general, this two-day event will test your abilities as a leader and master tactician as you do battle to claim honour and glory.

Tickets: Tickets cost £55 per player 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.

Contact: Customer Services – 0115 91 40000

Website: www.warhammerworld.org

June 20th

PENNINE PILLAGE

Date: 20th June, 2010

Venue: Belgrave Social Club, Halifax

Details: The Pennine Raiders invite you to battle your way through the principality of Thursdale in four linked scenarios. you will need a 1200 point army.

Tickets: Tickets cost £10 and includes trophies, prizes and certificates for the winners, and a meal.

Contact: For a rules pack contact Peter Plinston on 01422 369834 or email hardplin@tiscali.co.uk

June 19th



THE LORD OF THE RINGS DOUBLES TOURNAMENT

Date: 19th–20th June, 2010

Venue: Warhammer World, Nottingham, England

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

Details: Compete in this relaxed tournament with a friend as your ally. Designed to challenge players' abilities to work together to defeat all comers, who will emerge as this year's The Lord of the Rings Doubles Champions?

Each team will need two fully painted forces: one Good, one Evil, selected from the Legions of Middle-earth supplement. Each force must be made of two 350 point contingents.

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: Customer Services – 0115 91 40000

Website: www.warhammerworld.org

June 26th

FIELDS OF BLOOD

Date: 26th–27th June, 2010

Venue: Queen's University, Belfast, Northern Ireland

Details: Fields of Blood is our annual Northern Irish tournament held once again during Belfast's huge Q-CON gaming convention. This year we will be hosting a Warhammer 40,000 Doubles Tournament consisting of six games played over two days.

You will each need a fully painted 1000 point army for Warhammer 40,000 to take part.

Tickets: A team ticket costs £40 and covers entry to the tournament for two players for the weekend. Tickets available from Games Workshop Belfast, Dublin and Blanchardstown (Weekend entry ticket to Q-CON must be purchased separately at door).

Contact: GW Belfast – (0044) 028 90 233 684

July 2010

July 31st

WARHAMMER BATTLEFIELDS

Date: 31st July–1st August, 2010

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Test your leadership skills to the limit in this unique Warhammer event. Aimed at the more experienced general, this two-day event will test your abilities as a leader and master tactician as you do battle to claim honour and glory.

Tickets: Tickets are available from the Games Workshop website and cost £55 per player. Each ticket 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: Customer Services – 0115 91 40000

Website: www.games-workshop.com



SPACE WOLVES

EXHIBITION

17th May–2nd July

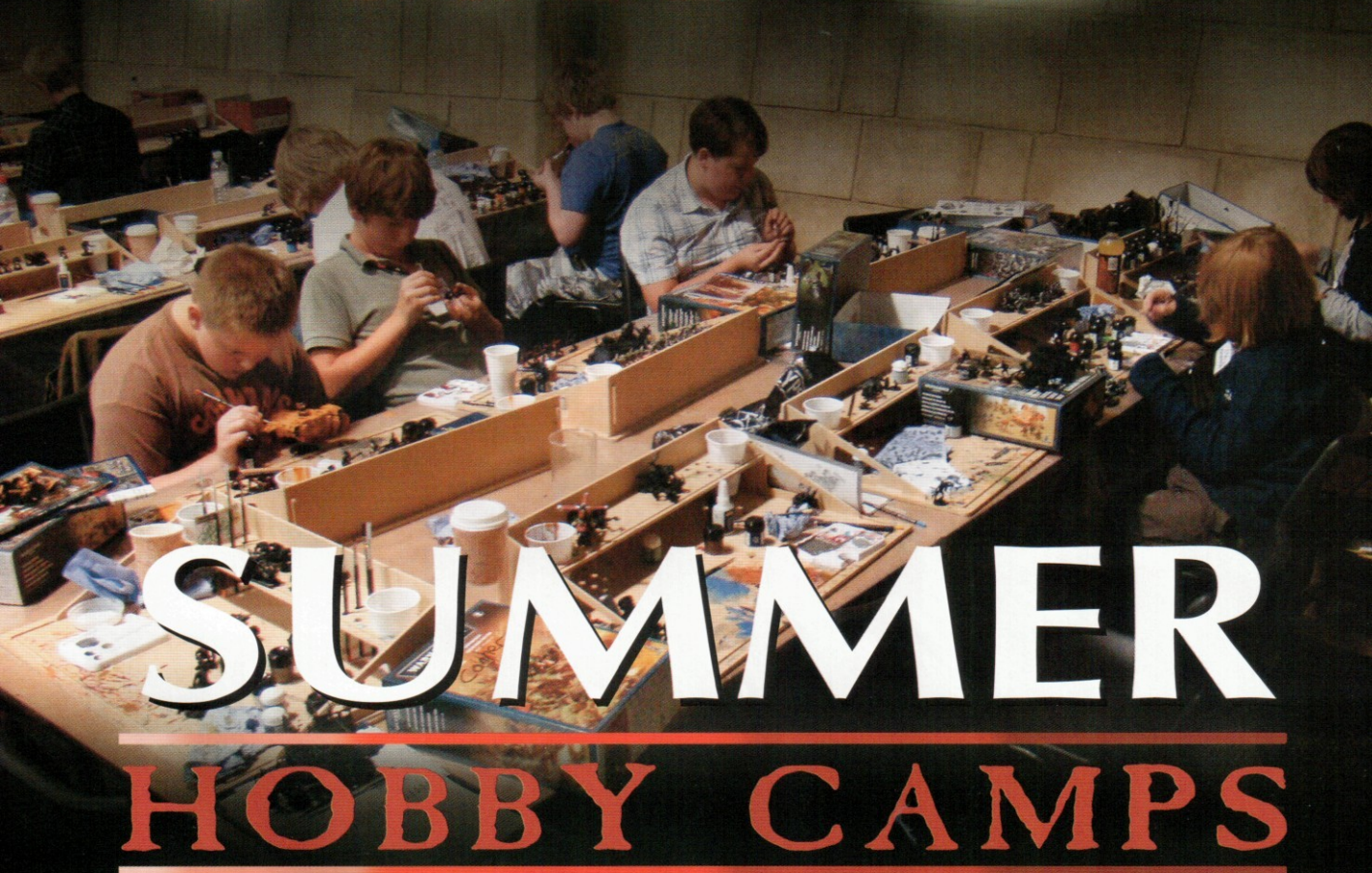
The Space Wolves are the most savage and barbaric of all the Space Marine Chapters, whose red-hot battle-lust is channelled through boltgun and frost axe.

This May take a trip to Warhammer World in Nottingham, England, and find out more about these warriors of myth, whose noble deeds give rise to legends.

www.warhammerworld.org



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16+
- **9th–13th August**
12 to 16 (parents may attend their children)
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12 to 16 (parents may attend their children)
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12 to 16 (parents may attend their children)

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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.

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May 2010

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Tel: 00 381 11 3612 525

BELGRADE, ANET Hobbystore:
Tel: 00 381 11 2632 222

BELGRADE, EXIT Hobby store:
Tel: 00381 11 62 78 27

BELGRADE, White Dragon:
Tel: 00 381 6382722

NOVI SAD, Dragon:
Tel: 00 381 11 636 4038

NOVI SAD, Valhalla:
Tel: 00 381 2135358

PODGORICA, Neutron Podgorica:
Tel: 00 381 69 060 669

ZREJANIN, Takeda:
Tel: 00 381 2364272

SINGAPORE

SINGAPORE, Comics Mart PTE Ltd:
Tel: 6883 2724

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Tel: 6836 9069

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Tel: 65 6462 2751

SINGAPORE, Forgeworks Hobbies:
Tel: 65 6438 5975

SINGAPORE, Paradigm Infinitum Pte Ltd:
Tel: 65 6734-3838

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BRATISLAVA, Madmaxon:
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Tel: +36704550489

KOSICE, Draco:
Tel: +421552296557 +421905518060

SPISSKA NOVA YES, War Gaming:
Tel: +421983219195

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LIUBLJANA, Crna Luknja:
Tel: 00386 59081220

SOUTH AFRICA

BELVILLE, The Boys and Mens Hobby Shop:
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BLOEMFONTEIN, The Games Dungeon:
Tel: 0027 12 451 9970

CAPETOWN, Pastimes Retail:
Tel: 0027 21 421 1191

CAPETOWN, Wizards Books and Games:
Tel: 0027 21 683 0360

CAPETOWN, World of Wargames:
Tel: 0027 21 701 4649

DORINGKLOOF, Battle Planet:
Tel: 00 27 8245 93933

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Tel: 0027 82 763 1489

GAUTENG, The Undergound:
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JOHANNESBURG, Esswex Retail:
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JOHANNESBURG, Outer Limits Johannesburg:
Tel: 0027 11 482 3771

JOHANNESBURG, Outer Limits Pretoria:
Tel: 0027 12 342 4360

JOHANNESBURG, Wizards Book and Games:
Tel: 0027 11 890 9233

JOHANNESBURG, Warfair:
Tel: 0027 82 431 2242

JOHANNESBURG SOUTH, Dragons Den:
Tel: 0027 11 432 3996

MENLYN, Top CD:
Tel: 0027 12 361 3122

PIETERMARITZBURG, Games Direct:
Tel: +27 33 342 9978

RUSTENBURG, Warrory:
Tel: 0027 72 910 2608

UMLANGA, The Hobby Specialists:
Tel: 0027 31 566 4806

SOUTH KOREA

SEOUL, Orc Town:
Tel: 026 402 5946

STOREFINDER KEY

GAMES WORKSHOP HOBBY CENTRE

(*) Indicates Gaming World facilities.

PREMIUM STORE

Stocks most of the product range.*

NEW STORE OPENING

Indicates new accounts

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

SWEDEN

GW GÖTEBORG:

Drottninggatan 52, 411 07,
Tel: 031-333950

GW STOCKHOLM:

Regeringsgatan 30, 111 53,
Tel: 08-21 38 40

KARLSTAD, Spel & Fantasi:

Tel: 054-15 10 70

STOCKHOLM, Science Fiction Bokhandel:

Tel: 08-21 50 52

UMEA, Fantasia:

Tel: 090-77 03 60

UPPSALA, Prisyfndet:

Tel: 018-10 66 07

ARVKA, Bokla:

Tel: 0570-13411

AVESTA, Vega Video:

Tel: 0226-80078

ESKILSTUNA, Lasses Leksaker:

Tel: 0161-301 35

FALKENBERG, Lekcenter:

Tel: 0346-907 69

FRITSLA, Fritsla Hobby:

Tel: 0320-70166

GÄVLE, Hobbyshoppen:

Tel: 026-18 62 99

GÖ



GCN Objectives

The GCN has six core objectives which guide what they do:

- To assist running local events. The very act of clubs banding together often provides more support for local club events and shows.
- To support club activities. For example, by organising interclub events as part of the Open Play League or as part of larger global campaigns.
- To assist running games at local and national levels. For example at Games Day and Golden Demon, or at local gaming shows.
- To provide a forum for gaming clubs, both online and in person, allowing clubs to be more unified. This has led to great strides cooperating with companies such as Games Workshop.
- To facilitate club development, and help new clubs avoid all the pitfalls that others have already overcome. Another important aspect of this is to help clubs wanting to join the GCN achieve the standards necessary.
- To promote good communications between Gaming Clubs, and games originators, manufacturers and retailers, to get the members solid guidance and support from the gaming industry.

And Special Directive No. Seven (and most important of all): To have a good time enjoying our hobby and making new friends. In short, to have fun!

The Gaming Club Network

The Gaming Club Network is an independent organisation whose aim is to help hobbyists set up and run great gaming clubs – something it has been doing for the past ten years.

The GCN started life as a group of independent clubs who formed a network so they could help and support one another and promote gaming. Since then, it has grown from a handful of clubs in close proximity to a large number spread across the whole country.

Games Workshop works closely with the GCN as they adhere to a set of standards that create safe places where people can enjoy the hobby. For example, the GCN encourages all members to be at least 16 years of age, which gives the club access to a wealth of hobby experience and lots of great players. We advertise all GCN clubs on our website, in your local Hobby Centre, and right here in White Dwarf. We even invite GCN clubs to attend Games Day so they can show off their fantastic hobby skills.

GCN clubs run many exciting events

throughout the year. Some, like the Bracknell Forest Gamers' Winds of War, are annual events drawing players from many different clubs. Others, like Konflikt planned for later this year, bring clubs together for a single event.

Helping the Community

Running your own gaming club may seem a daunting prospect, but with a bit of help from the GCN, you'll be gaming with your friends in no time. The GCN can offer advice with many aspects of running a club, from setting one up, to organising events and how to manage your club's finances. They even have volunteers who can come to your club and help you with anything you may be struggling with.

Help is never very far away and the GCN Council are always on hand to get you on the road to gaming.

The GCN Council

The GCN Council are the custodians of the Gaming Club Network, providing guidance and support to gaming clubs.



President

Richard Kerry

Richard is ultimately responsible for all activities of the GCN.



Vice President

Laurie Stewart

Laurie oversees the inner workings of the GCN, from CRB checks to child safety.



Treasurer

Steve Nolan

Steve is responsible for the financial dealings and accounts of the GCN.



Secretary

Gareth Williams

Gareth is the administrator of the GCN, providing support and logistical help to clubs.



Promotions Officer

Dan Currey

Dan is the man to speak to about joining the GCN and advertising your events.



Events Officer

Scott Miskin

Scott's role is to create and advertise the inter-club events and activities of the GCN.

If you have any queries about the Gaming Club Network or if you would like to register your club with the GCN, email: council@gamingclubnetwork.org

Club Profile: The Chelmsford Bunker

The Chelmsford Bunker is one of the oldest GCN Gaming Clubs in the UK, having been set up in 1999. We asked what being part of the Gaming Club Network meant for them.

“Welcome to the Chelmsford Bunker!” These words have been heard by more than two hundred people attending our club, as each new person has walked through the doors into our fantastic hobby.

We opened our doors eleven years ago; a group of friends getting together to play games at a scale and length that we wanted to. We have moved beyond the garage we first met in and now have access to some twenty tables, a bar and a kitchen to keep energy levels up whilst shouting about the latest win on the gaming front.

We were (and still are) a bit nuts for large scale ‘mega battles’, as we like to call them, and in a local club you can choose the space and the length of game that you like! We have been known to play huge games of Apocalypse over 12' x 6' of table, and hold club Blood Bowl tournaments over a whole weekend.

Hosting Events

One advantage of being a GCN club is being able to run games at Games Day. In 2002 we felt ready and able to attend Games Day with a table and showcase our club, putting on a Warmaster Chaos incursion game. We had such fun that we have attended every Games Day since, putting on participation games like the ‘Charge of the Mûmakil’ with eleven of the mighty beasts!

Over the years we have hosted The Lord of the Rings battles, (once at

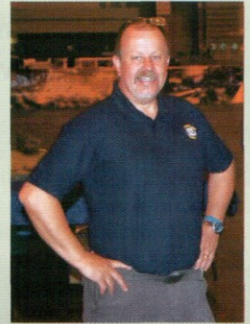
Warhammer World), 40K tournaments, Warmaster campaigns, have contributed to the old Citadel Journal with rules and campaign systems, and assisted in Forge World open days.

In the last few years our attendance at other GW-related events has increased too, and we have attended a number of campaign weekends run by the fantastic guys in our fellow GCN club, The Tempus Fugitives. We also have many more members attending tournaments now, and club nights give members the chance to try out new army lists and new tactics. Sometimes simply talking it through with other members helps you compile a better army.

A Return to Wargaming

If you are an adult it can be off-putting trying to get back into wargaming, or learning to play for the first time. Our club assists and coaches people through this process; there is always someone asking for a rule assist or guidance on what to do next and there is never a shortage of members who stop for a moment, offer a helping hand, then go back to their own games.

We like to offer help whenever we can because it is important to us that we share our hobby, help bring new people to the games and keep them keen. This is only possible thanks to GCN membership, because Games Workshop know that we meet the high standards required to be a member club.



GCN CHELMSFORD,
Chelmsford Bunker

Contact:
Mike White

Email:
enquiries@bunkerassault.co.uk

Website:
www.bunkerassault.co.uk

SCHOOL AND LIBRARY CLUBS

GCN membership is aimed solely at independent gaming clubs. However, there are other types of gaming clubs that you can be part of, including school and library clubs.

If you run either a school or library club, or if you would like to set one up, Games Workshop can offer lots of support and advice aimed at a younger club membership age.

If you would like to know more, contact our Community Coordinator, Bek Hawkyb on:

0115 900 4821

Please note, if you 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 AT WWW.GAMINGCLUBNETWORK.ORG

GCN membership guarantees the highest standard of customer service and safety. As part of our ongoing commitment to our customers, we do not promote any club outside of the Gaming Club Network.

AVAILABLE TO ORDER

Every product in our ever-expanding range is available to order, and ordering them directly from Games Workshop ensures that you get exactly what you want, when you need it.

You can order ANY current Games Workshop product, including our Collectors Range, Bitz Packs, Specialist Games range and models that are exclusively 'available to order'. Whether you want to

place an order for the latest Bitz Pack or simply pre-order the latest miniatures, ordering directly from Games Workshop is quick and convenient. There are four main ways to get your hands on the latest products.



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

1 ONLINE



Our online store offers a fast and convenient service that allows you to order anything from our entire range, and have it delivered straight to your door. Games Workshop online ensures that your order is just a click away, 24-7!

- Register on the Games Workshop website to gain personal recommendations, store products in your personal Wish List, save your favourite articles, receive your free monthly newsletter, and more.
- We aim to despatch all orders within three days, straight to your door, or FREE to the Hobby Centre of your choice.

www.games-workshop.com

2 HOBBY CENTRES

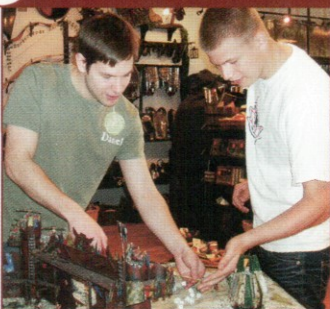


All of our Hobby Centres carry a large range of products, but there simply isn't enough space to stock the entire GW range – which is why we now offer web order points in all of our stores.

- The benefit of ordering in-store is that our expert store staff are on hand to advise you on your purchases.
- Don't forget – whether you order your miniatures from the in-store order point, or directly from our website, you can still choose to have them delivered to your local Hobby Centre free of charge!

See page 110 for the Store Directory

3 TRADE STOCKISTS



Games Workshop has a vast number of independent stockists across the globe who carry our most popular ranges. Some of these are Premium Stores, who offer a greater range of services and can place orders for you from our catalogue.

- To find a Premium Store near you that carries the entire GW range, just call our Customer Services team on +44 (0)115 91 40000, or log onto www.games-workshop.com

See page 110 for the Directory

If you are unable to get to a computer and there is no Hobby Centre or Independent Stockist near you, you can still place your order by calling Customer Services on +44 (0)115 91 40000.

WAR OF THE RING™

The hosts of Gondor and Mordor have been bolstered with the addition of new miniatures this month, but don't forget there are even more models available to order. Here is just a small selection of what's on offer – go online for more!



The Mouth of Sauron

99061466010

£13.50, €19.50, 150dkr, 190skr/nkr



Prince Imrahil of Dol Amroth

99061464058

£15, €22.50, 175dkr, 200skr/nkr



**Knight of Minas Tirith
Standard Bearer**

99061464040

£8, €11.50, 85dkr, 100skr/nkr



Orcs & Goblins

As well as the new plastic Boar Boyz and River Trolls, there are a host of additional models available to order, from Goblin Shamans to Gigantic Spiders. Here is just a small selection of what's on offer – go online to see the complete range!



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99060209203

£6, €9, 60dkr, 75skr/nkr



Goblin Warboss on Gigantic Spider

99110209167

£18, €25, 200dkr, 250skr/nkr



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99060209169

£8, €11.50, 85dkr, 100skr/nkr



**Night Goblin Boss with
additional hand weapon**

99060209177

£5, €7.50, 70dkr, 80skr/nkr



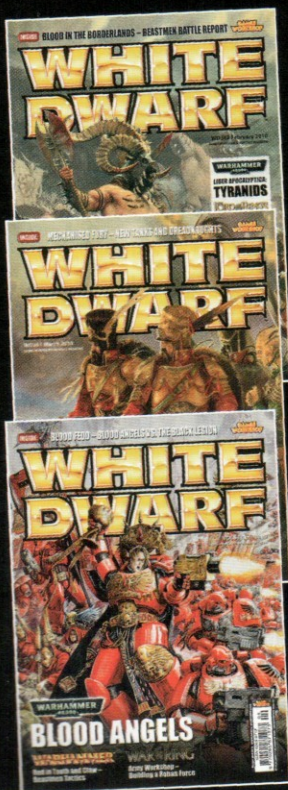
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