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WD306 JUNE £4.00

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& CITADEL MINIATURES' CATALOGUE



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Willow Road, Lenton, Nottingham, NG7 2WS

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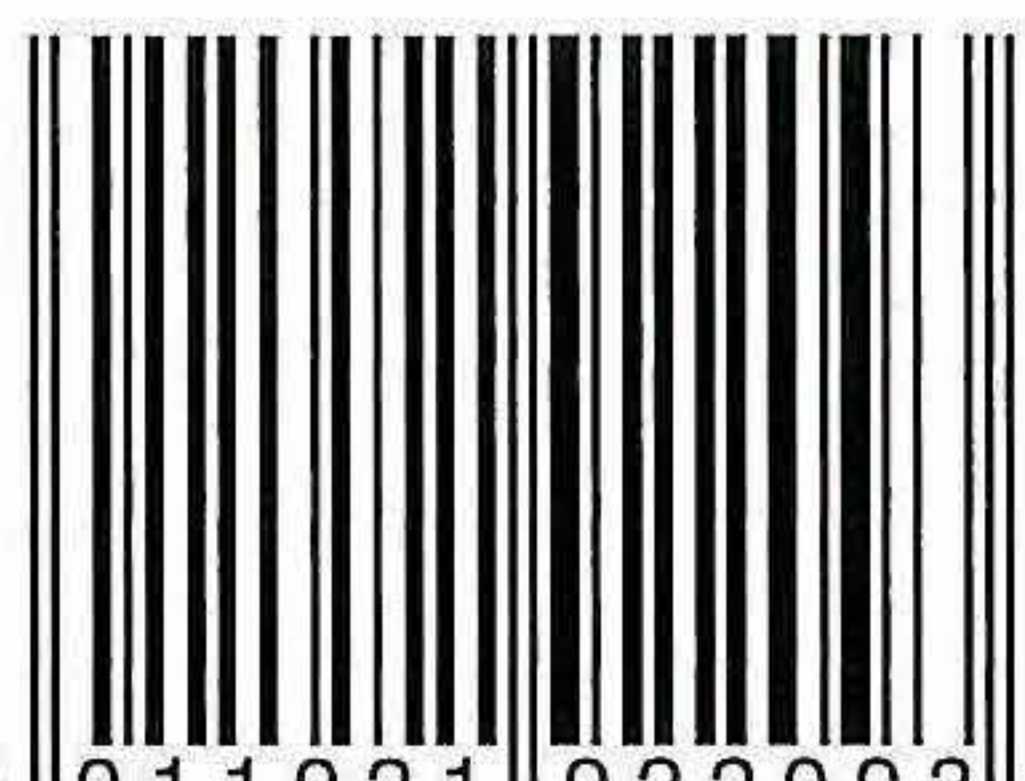
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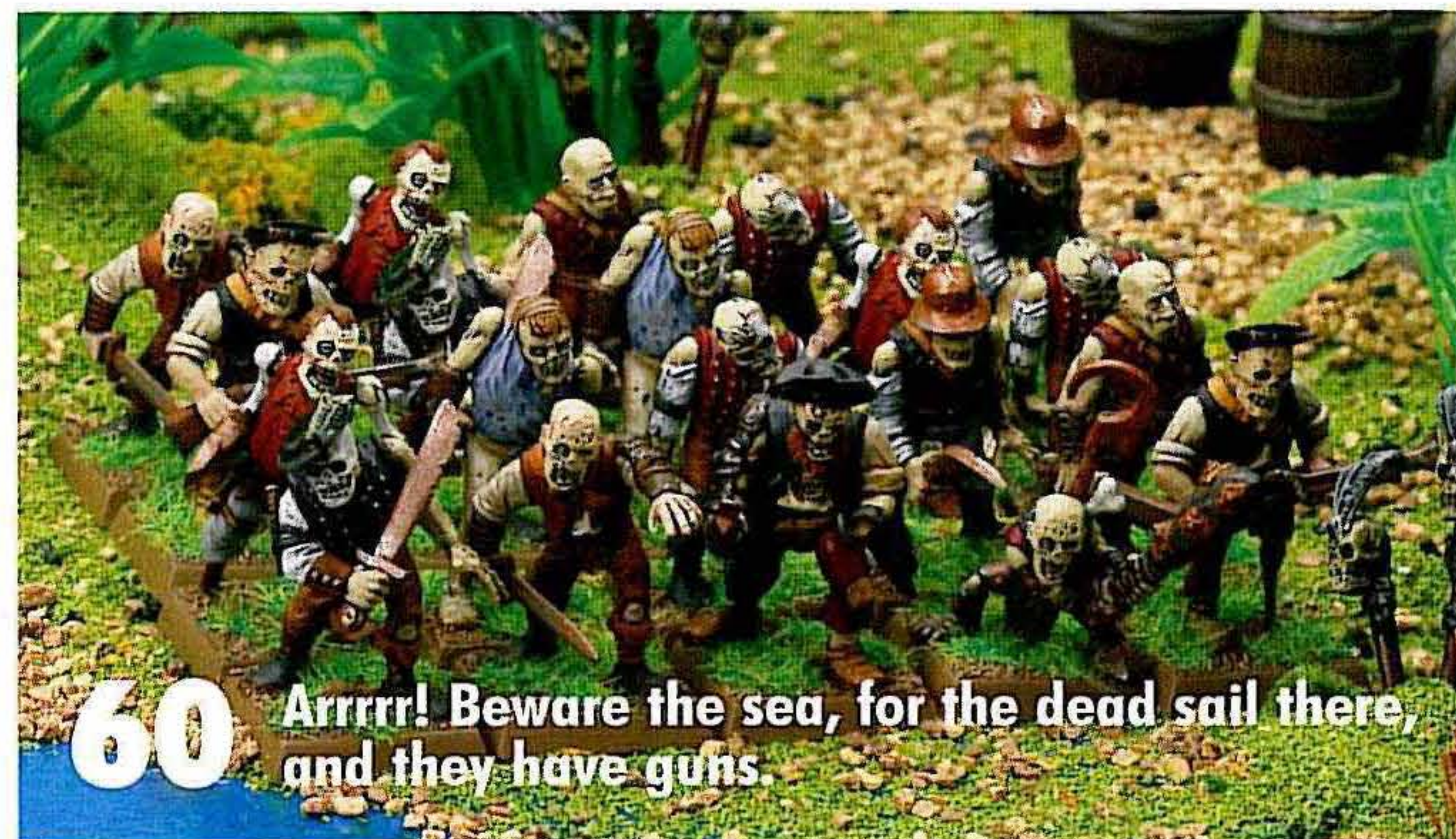


Product Code: 60249999306

ISSN: 0265-8712 06



18 Phil Kelly tells us why we're alien food.



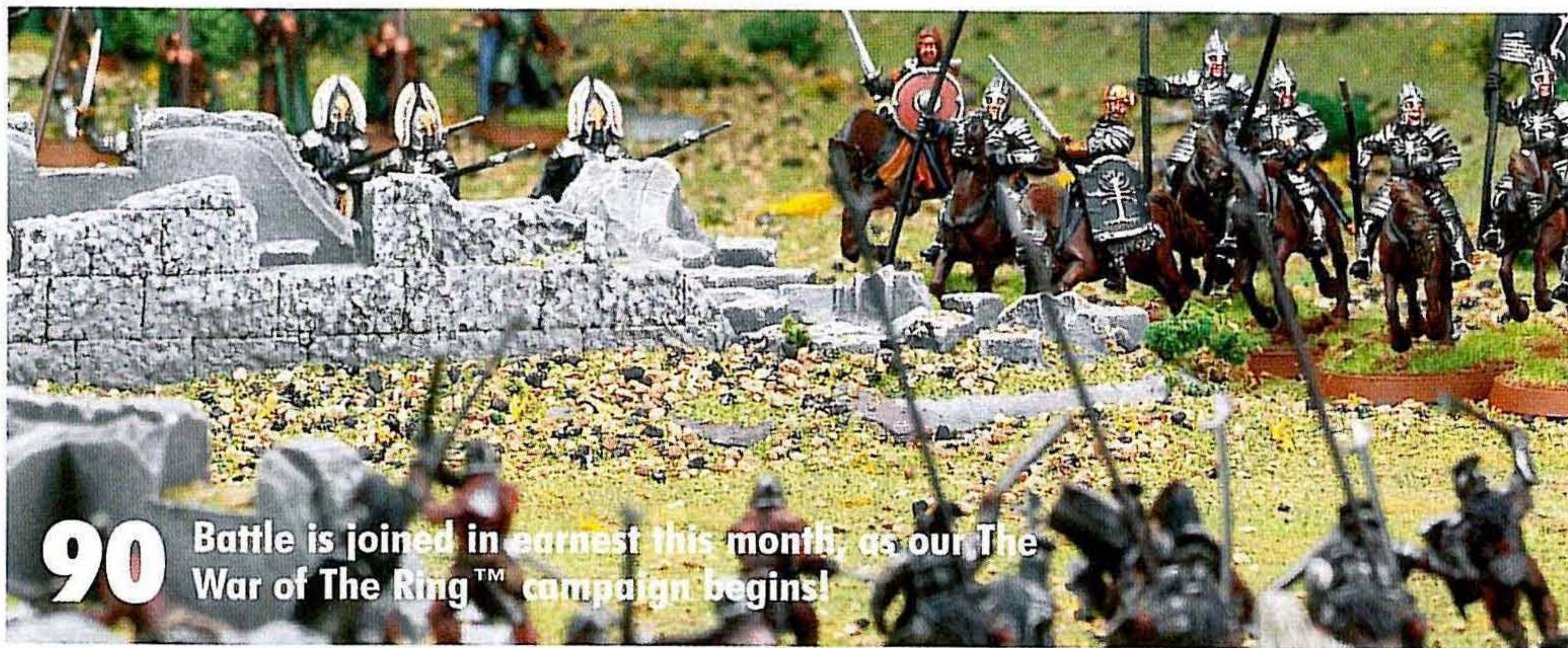
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THE TREES ARE ALIVE!

There are far more than Elves living in the depths of the Loren Forest. Swelling the arboreal ranks of the Wood Elf host are the dark and dangerous Treekin. "They are the physical embodiment of the spirit creatures dwelling in Athel Loren," says Mat Ward, who co-authored the forthcoming Wood Elves army book with Anthony Reynolds.

The Treekin bear some resemblance to Treemen but are much smaller, and their differences do not stop at their size, as Mat explains, "The Treekin and Treemen are essentially the group consciousness of the forest. The Treekin are spirits that inhabit dead branches and can enter and leave them at will." This is unlike Treemen, who have possessed living trees and are bound to them forever.

Like you'd expect a creature made of solid wood to be, Treekin are tough in a fight. "They're a combat unit," Mat tells us, "their Ward Save and bark Armour Save makes them very durable. They're one of those types of units that can take damage and hit back."



NAMCO FORGES WARHAMMER DEAL

Games Workshop and videogames publisher Namco Hometek Inc. recently put pen to paper in a deal to develop games based upon the Warhammer world, and the renowned Japanese publisher is already lining up a Warhammer title to spearhead a worldwide assault on the PC gaming market.

"Warhammer is considered among the greatest fantasy gaming brands in the world," says Grantley Day, Director of PC Development for Namco Hometek Inc. "We plan to extend its rich characters, environments and lore to the videogame arena, with some blockbuster titles for the PC."

The move into PC games is a major step for Namco, whose videogame heritage encompasses

arcade and console classics such as Pac-Man and Tekken. "Namco has created some of the greatest videogame franchises of all time," says Jon Gillard, Games Workshop's Business Development Manager. "We are confident they'll make some incredible games set in Warhammer's rich and engaging world."

These new PC games will pave the way for Warhammer titles appearing on console and handheld platforms too. But for now, those of you itching for dark and bloody adventure within a digital Warhammer world will have to wait as Namco remains tight-lipped about game specifics.

We'll bring you more details as soon as they emerge.

New Warhammer games will join the ranks of other Namco classics such as Tekken and Soul Calibur.



TICKETS FOR GAMES DAY

Games Day 2005 is fast approaching. All our White Dwarf subscribers can beat the rush and buy their tickets from 23rd May.

Call Direct on 0115 914 0000 if you're a subscriber and you can order your ticket and the special Games Day model too!

MORE FROM THE ONLINE STORE

If you've logged on to the Games Workshop online store recently you'll have noticed that, like the website, it's been through a few changes.

The site has undergone a redesign in keeping with the style set by the web team, to make the store look congruent with the main website. But more importantly than the aesthetic overhaul is that the Online store is now much faster than ever before and organised to make a hobbyist's visit a pleasant one with user-friendly and logical menus.

These changes mean that more than ever the Online store is the best way to order all of your hobby products from miniatures to modelling tools. Advanced order models, classics and components are all just a mouse click away.

The site address remains:

www.games-workshop.co.uk/store

SELL-SWORDS FOR SALE

There's never been a better time to hire some Dogs of War for your Warhammer armies. As of 6th June hobbyists will be able to order Regiments of Renown from GW Direct as boxed sets with full command. This will effectively replace the separate components, which will no longer be available except in the case of the unit captains.

You will be able to get separate blister packs to bolster your mercenary units. This means that complete regiments are much more affordable than they were previously so you'll be able to use them in your army without the need for your own personal Paymaster!

If you want to order any of the regiments, log on to:

www.games-workshop.co.uk/store



WELCOME TO THE CITADEL

New Warhammer World exhibition opens!

For many years now, Games Workshop has been in possession of one of the finest collections of painted miniatures in the world. Despite being extensively photographed, and often appearing in this magazine or the various codexes and Warhammer army books, the full collection has remained hidden away in the Design Studio, inaccessible to all but a few lucky visitors.

But that is all set to change...

In April this year, work commenced on the creation of a new gallery at Nottingham's Warhammer World, dedicated solely to displays of the finest painted Citadel miniatures on the planet.

Robin Dews, who is in charge of the project to create the new Citadel Miniatures Hall, explains. "For many years now we've had an ambition to create a dedicated exhibition area where we could display some of the thousands of beautifully painted miniatures created by the 'Eavy Metal team. Our aim is for this to be a permanent public exhibition that celebrates and showcases the art of the painted miniature."

"The visitor centre at Warhammer World attracts thousands of people a year, including many Tournament players, casual gamers, club members and of course their friends and families. Our goal has always been to constantly improve the facilities on the site. We'd had the present exhibition set-up for quite a while now and so it really was time for a change."

The space above the store where the new Miniatures Hall has been created was actually quite a gloomy space with no natural light. In order to house the new collection the room has been stripped bare and the walls on three sides of the room have been covered with illuminated, mirror-backed cabinets.

"I wanted the whole effect to be sumptuous," enthuses Robin. "The

feel I was after was that of a gallery, where you go to look at exquisite pieces of art. The impact of 36 metres of mirror-backed cabinets has been to create a shimmering palace of light!"

In addition to the work of the 'Eavy Metal team, the new display will also showcase models from former Golden Demon winners and highly individual painters, modellers and artists such as John Blanche. This will finally give all visitors the opportunity to view new and historical miniatures and models they would simply never otherwise see. Robin continues: "In essence the whole idea is elegantly simple. I see this as our crown jewels display – an exhibition of the finest painted miniatures in the world, on show in a gallery setting and presented with gravitas, history, purpose, place and respect..."

The new Citadel Miniatures Hall is due to open in early June and will be free to visitors during normal Warhammer World opening times. We'll see you there.

Right: Robin's early concept of how he envisaged the exhibition. Robin loves making models and it was so cool we just had to show you it. But don't worry, there'll be no real vampires waiting for you when you look around.



A graphical representation of the Citadel Miniatures hall, with numerous cabinets and leather benches.

ADVANCE NOTICE

On 4th July, Games Workshop will be changing its prices across its Northern European regions. We have listed the major changes below:

Warhammer plastic regiment sets will be changing from price band J to K.

Warhammer 40,000 plastic battle squad boxed sets will be changing from price band J to K.

The Lord of The Rings plastic boxed sets will be changing from price band H to I in The Netherlands, Belgium and Finland.

Individual paint pots will rise to 25kr in Denmark.

A range of smaller price adjustments will also take place on this date. For a full listing please go to our website at:

ne.games-workshop.com

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GAMING MARATHON

Walberton Wargamers gave battle in earnest recently, raising money for the Tsunami Appeal with an all-day gaming marathon.

22 members of this GCN club, aged between 11 and 15, enjoyed eight hours of gaming, with 11 tables running Warhammer 40,000, Warhammer and The Lord of The Rings scenarios.

They used the small army rules (Combat Patrol, War Party and Border Patrol) to cram as many games in as possible – one member managed 10! Daren MacAninch, GW Hobby Manager, ran non-stop painting workshops, refusing all offers of tea, coffee or fish and chips! And the result? Over £1,100 raised!

See page 123 for more on the GCN.

CLASH FOR THE ASHES

You could be forgiven for thinking the Ashes are only reserved for cricketing tests between the UK and our antipodean cousins, but no more. The Ashes now also refers to a contest between those self-same nations at games of Warhammer, Warhammer 40,000 and The Lord of The Rings.

Started by UK regional controller Mik Parkin, a game for the Ashes – a burnt Warhammer 40,000 rulebook – is played whenever one nation visits the other, with the winner keeping them until the next encounter.

Recently, Gary Shaw of the Metro store in the UK and Marc Unsworth of the Northland store in Australia fought it out in a best of three games contest of The Lord of The Rings. Glory went to the UK as Gary romped home two games to one. And so we retain the Ashes, that is, until next time...



Gary and Marc fight it out in the ruins of Osgiliath.



It's all smiles as both players shake hands after a game well-fought.

The new site is the template of how the overall Fanatic website will look. "The site is devoted to total hobby support," Andy tells us, "and for this reason we've combined the Battle of Five Armies store with the web content." In an unobtrusive sidebar you'll find the game and the miniatures. One click and you can order them as you're browsing the site. "You're going to get lots of content too," Andy assures us. You'll find loads of articles that can be downloaded at a glance as PDFs with an overview and preview. There's also some new stuff in the form of two Battle of Five Armies reference sheets, detailing the

www.thebattleoffivearmies.com



WINTER WAR HOTS UP

You'll be able to command just about every regiment you can find in Codex: Imperial Guard, like Sentinels and Enginseers. Here are screenshots from the new game expansion, featuring some of these regiments, to whet your appetite. It will be out by the end of this year.



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The Web Team always make sure there's something new online for hobbyists, with weekly updates of News, Hobby Articles, Sneak Peeks, Events and the infamous Poll of The Week. To get all this and more sent to your inbox sign up to the Inquisitor Newsletter!

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

WHITE DWARF WALLPAPERS

Another month and we reveal the second wallpaper in our mighty batch of 13! The fact that these feature Skaven and there are 13 of them is no coincidence (*honest govnor!* – Owen). This



WIN A REPLICA OF THE HELM OF SAURON!

In conjunction with Battle Orders, White Dwarf is offering you the chance to win an awesome replica of Sauron's helmet, worn by the Dark Lord in the Fellowship of the Ring film when he was vanquished by Isildur.

This collector's piece is the first in the Dark Lord Sauron line and is manufactured from the original movie prop mould. It is meticulously detailed with an intaglio-etched surface and corroded metal colouring. The helmet stands 31" tall and is made from steel-reinforced fibre glass resin with a genuine leather-lined interior. Limited to only 3,000 pieces worldwide, it is fully functional and comes with a wooden display stand bearing 'The One Ring' inscription. Each piece is individually serialized on a solid brass plate mounted on the inside of the helmet and comes with a parchment certificate of authenticity.

To win, all you have to do is enter and answer the following question:

- **What is the name of the Dark Lord Sauron's fortress in Mordor?**

Also, answer the tiebreaker below in no more than 12 words. In the event of a tie the judges will decide the ultimate winner on the basis of the best answer.

- **I will have The Helm of Sauron as my own because...**



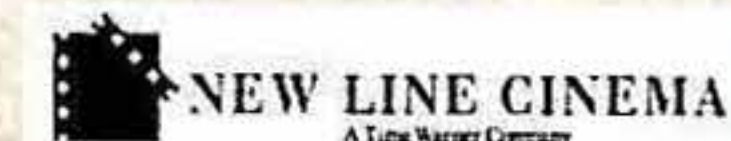
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2. Entries are limited to one per household, and must include the entrants' age.
3. Eligible entries must be received not later than 27/07/05. The Promoter cannot accept responsibility for late, lost or misdirected entries.
4. One winner will be chosen at the judges' sole discretion by 28/07/05.
5. The prize consists of one full-size replica of the Helm of Sauron. No cash alternative. Limit one prize per entrant.
6. Winners will be notified by 04/08/05. Winners must confirm receipt of the prize notification and provide all details requested by the Promoter within one week of the above date, failing which the Promoter reserves the right to draw alternative winners.
7. By accepting the prize, winners agree and give their explicit consent (for the purposes of any data protection legislation) – unless otherwise stated in writing – that the Promoter can use their name and likeness for advertising and promotional purposes.
8. The judges' decision is final and no correspondence will be entered into. Entry indicates acceptance of the rules as final and legally binding.

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EDITORIAL



Guy Haley

Guy: Released this month is the most deadly creature in the galaxy: The Tyranids. I say creature because each beast is but one

cell of a vast organism, driven on by the implacable will of the Hive Mind, invading worlds and stripping them bare...

Anyway, you can read that kind of thing in the excellent codex (it's chilling stuff). In the real world, we can be thankful of the joy of a great new army, and not worry about being rendered down for our genetic codes. I've been fortunate enough to get hold of one of the stunning new Carnifexes, which I spent one very happy evening putting together for a future issue of White Dwarf. I've honestly not been so excited by a model for years, (though obviously various strains of greenskin have come pretty close). Not since I stuck together one of my first real models, a plastic Tyrannosaurus Rex kit, 20

years ago have I been so overcome by hobby love. It was so much fun that I had to grab Jes Goodwin, the sculptor of the monster, and congratulate him on doing such a top job. It's one of the best kits we've ever made.

BASES

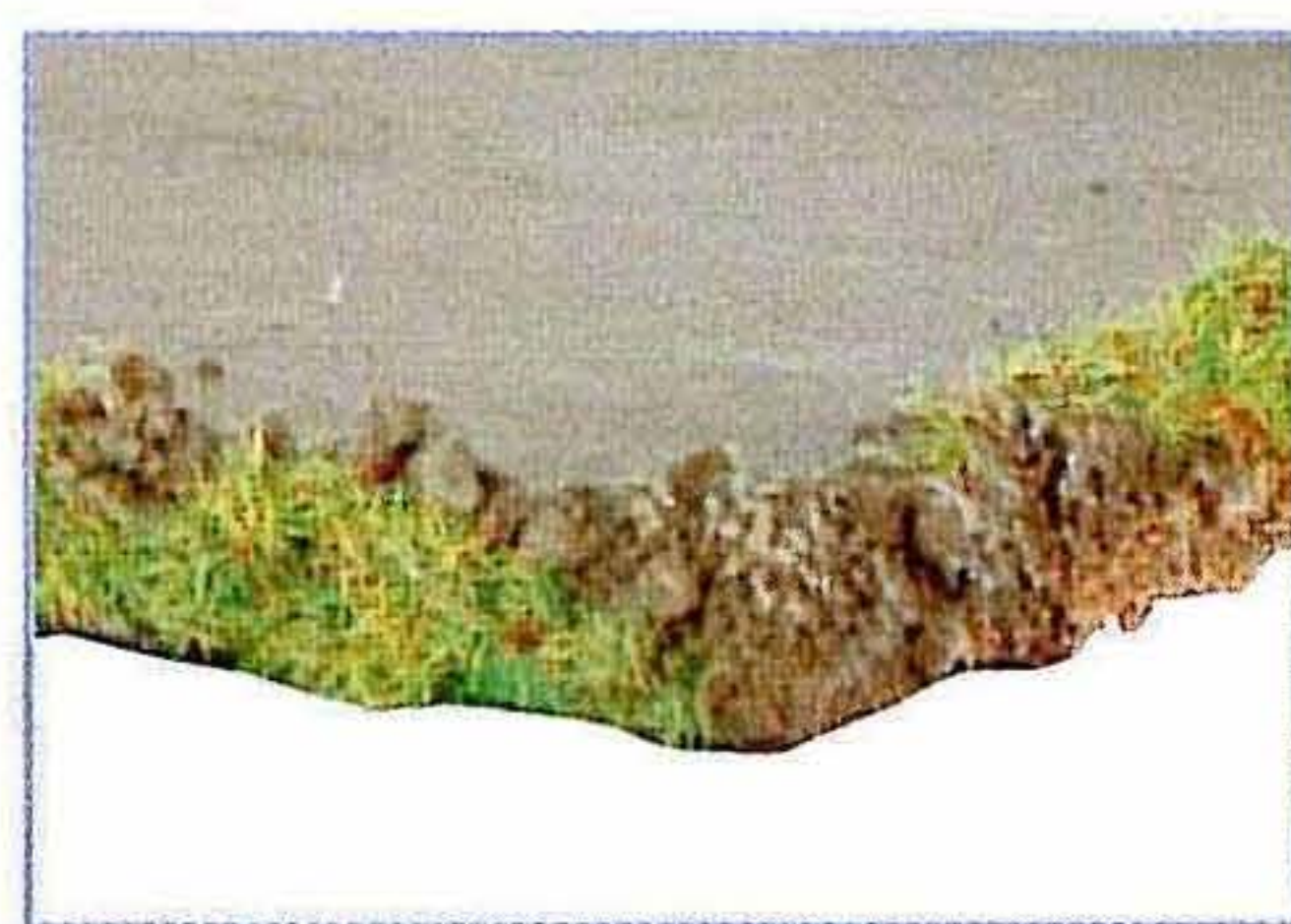
Tonight sees me take to the field as a general in one of a series of irregular mega-games. 2,000 points of Goblins require a lot of big movement trays, so I've been tarding up some of my old card ones so as not to embarrass myself. On page 138 you'll be able to find a whole load of tips on basing your models, but you can also apply these to the edges of your movement trays. Applying flock and sand to them makes your models look even better, and gives a good grip, very important when you are shifting units of metal miniatures by the power of your fingertips alone! Lucky for you, we've recently started making pre-textured movement trays. These save you a fair bit of bother, as they only need painting, and have plenty of nice touches modelled onto them. These are available in Hobby Centres now. Anyway, below you can see one of my movement trays before tinkering and one after – splendid!



You can see more of him next month.



Before



After

GAMES

Speaking of playing games, it's been a blessedly big feature over the last month, (once we got past WD304). I've played five games, losing just two, and only one of those due to the infamous Haley luck. Against Steve Cumiskey's Tomb Kings, I failed nearly every single Animosity test. That includes three successive failures for my big unit of Boar Boyz, who, paralysed by internal bickering, were surrounded, roundly trounced and sent scurrying off the board. I don't like having a Black Orc leading them – it doesn't fit in with my army background. They will be taking *The Bashin' Flag of Bork* in every game from now on though. There never was a wiser spend of ten points.

My other loss was against George Dellapina's Ravenwing Army – 12 Landspeeders and six bikes! That was nasty, and, for my poor Orks, pretty much unbeatable. I am ashamed to say I got rather grumpy about it... Still, more wins than losses this month.

Keep on gaming,

Guy Haley
Editor



Paul Rudge

Rudgie: This month sees the final part in the Battles Companies saga and what a finale it's set to be, with both myself and

Christian fielding a combined force of Evil against Greg and Nick's Good. To my joy the points totals have jumped to 500 a player, allowing me to finally deploy the dreaded Mûmak. As there are a considerable amount of rules for the Mûmak, I thought it wise to play a few test games and one of the highlights of doing this was in a game against Christian's Isengard horde in which Saruman was reduced to a red stain below the Mûmak's foot. So I guess the question is, will my unbeaten run continue unabated? You can find that out later (on page 98).

Battle Companies may have finished but the army is not. As I still want to be able to field a 500 points force that does not include the giant grey steamroller. I've been busy painting an allied contingent of Easterlings. For a colour scheme I am using the same one as I did for my Harad in an attempt to make them look more like an elite unit in this force, rather than a completely separate unit.

Top Tip: A few Easterlings can go a long way! The weakness in a Harad army is the lack of armour and shields. However, rather than painting an Easterling army with an allied Mûmak, I use a few well placed Easterling warriors to shield my weaker Harad spearmen, who in turn add to the fighting abilities of my Easterling warriors.

THE WHITE DWARF TEAM



A Harad-Easterling shield wall.



Christian Byrne

Christian: I have played a lot of Warhammer 40,000 this month, so to mark the occasion I have added a couple of models to

my Black Legion. First of all are some more Raptors (bringing the squad up to seven, with another three waiting in the wings), and a new Chaos Lord (seen opposite), whose arms were cannibalised from my Red Corsair Champion from WD303. I'm not doing an army of Corsairs, and it seemed a shame to let George Dellapina's sculpted pelt go to waste. I added some extra bits myself, such as the eyes and the lens on his shoulder and chest. As for the painting, the colours and icon were inspired by Adrian Smith's depiction of Horus from the cover of the Horus Heresy art book.

This month I've also completed my Uruk-hai army, so to celebrate I have started a Dwarf army, because they are hard as nails and the models are some of the nicest



Christian's Dwarfs – there's plenty more on the way.



Greg MacGregor

Greg: It's been a great month on the battlefield for me. Rudgie's Mûmak was turned to soup as me and the

Kyme-ster took it down in our Battle Report warm-up game. In a fantastic display of tactical astuteness, myself and Kyme easily won our specially-tailored scenario. Prince Imrahil and his Swan Knight cohorts smashed their way through Rudgie's cavalry before getting stuck into Christian's Uruk-hai and helping us to secure the vital game-winning objective.

Nick's Boromir held up the Mumak splendidly, before my King of the Dead sauntered over

to deliver a knockout blow to Rudgie's pride and joy. Back to the circus for you, nelly. You can see how we got on in the rematch on page 98 as we played out the real thing.

Apart from rapidly assembling another five Knights of Dol Amroth, five Army of the Dead and two Gondor Fiefdom warriors over the last four weeks to join up with my Battle Company, I've also been painting a new Viper for my Eldar. I've decided to re-do the runes on some of my skimmers, to better reflect their Ulthwéan heritage.

Next up, our Battle Companies hit the road to take on all-comers as we visit a few Hobby Centres. Watch this space to find out how we got on.



Yet another Chaos champion

sculpted for The Lord of The Rings. So far I have completed three Warriors and one Captain.

As for Warhammer, I am entering the final phases of my Chaos Horde – an army I hope to take to London Conflict. Last week I completed a Chaos Warrior unit, an Ogre unit, a Chaos Giant and a second unit of Chaos Hounds. My Chariot conversion is entering the last stages of painting, which leaves one more unit of Hounds, some Furies and some Marauder Horsemen left to do. It's going to be a busy month.



Nick Kyme

Nick: Holy monkfish, this month has been a hot one for gaming. I've had to put my dice in a cup of water to cool them off! First

stop on the war gaming express was the Border Princes and the campaign that's hurtling across the office like a freight train driven by manic monkeys.

I fought two more opponents this month, first tangling with Sally Walton's horde of Chaos Undivided. I put my faith in war machines and Thunderers (surprise, surprise) and luckily for me the gamble paid off. After the powder smoke had cleared and my eardrums stopped ringing from the furious fusillade, there was nothing left, not so much as a mutated pinky. Huzzah! My next challenge was the greenskin mob of Chris Lane. This proved to be a tougher contest (owing to the fact I wasn't as flukey with my missile fire – boooo!). The Dwarfs scraped a victory once more though, due to the surprising heroics of a unit of Crossbowmen duffing up some Black Orcs! It's three wins out of three so far. It's Guy next – I'm trying not to get too excited...

The main event though this month was The Lord of The Rings Battle Report. Greg and I pooled our forces together to fight against the might of Rudgie and Christian in a 1,000 points monster game. You can read all about it in our The Lord of The Rings section – it's a hum-dinger.

Looking back on the White Dwarf Battle Companies odyssey I'm really pleased with my Gondor force. Thanks to a few dedicated months of painting I've got 500 points that I can add to at my leisure.

As a bit of a footnote, I've not been neglecting Warhammer 40,000. Work continues apace on my Sisters of Battle. You can see one below.



Nick's latest Sister of Battle.

SUBMISSION GUIDELINES

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

In time, we'll be putting full guidelines on:

www.games-workshop.co.uk/whitedwarf

However, until then, follow these general pointers:

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

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

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

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

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FEAR THE GREAT DEVOURER

CODEX: TYRANIDS

The Tyanids are the most rapidly evolving race in the galaxy, super-predators destined to hunt all others to extinction. From the cold darkness of the void they come, a race of ravenous aliens, a numberless horde governed only by the instincts to hunt, kill and feed. Each Tyranid is a living weapon, perfectly adapted to its designated function, but each creature is no more than a single cell in a galactic entity governed by a monstrous Hive Mind. As the Tyranid hive fleets drift through space they strip all life from the worlds in their path, leaving nothing but scoured rock in their wake.

ARMY LIST

The complete Tyranid army list, which allows you to choose your forces for a tabletop battle. Also included are comprehensive lists of biomorphs and weapon enhancements with which to equip these murderous alien broods, giving you enough options to constantly evolve your army to better destroy your opponents.

BACKGROUND

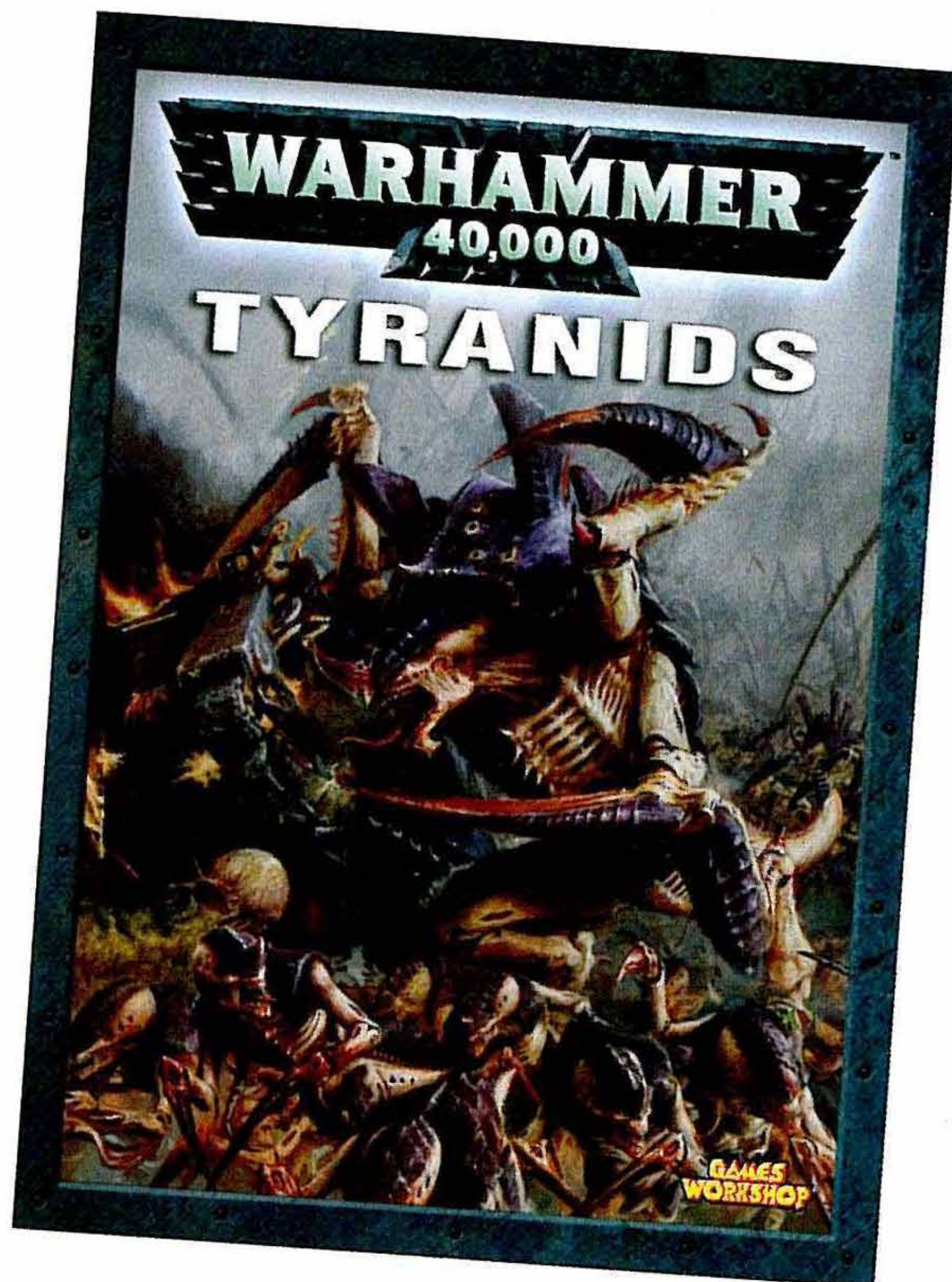
The history of the invasions, from first contact to the galaxy-spanning war that threatens to consume the Imperium of Man.

HOBBY SECTION

Tyranids showcased, with guidance on the colour schemes of each of the major hive fleets and how to paint their constituent warriors.

CODEX: TYRANIDS£12.00

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



TYRANID HIVE TYRANT

The Hive Tyrant is a large and massively powerful Tyranid creature, the closest thing to a leader of a battlefield swarm yet seen. Like many Tyranids they seem able to mutate rapidly, and several different physical characteristics have been reported. All Hive Tyrants are highly psychic and their relationship to the Hive Mind is closer than even that of Tyranid Warriors. The Hive Tyrants embody the Hive Mind completely, but their destruction does not diminish it in any way.

This multi-part boxed set contains 1 Tyranid Hive Tyrant, sculpted by Jes Goodwin.

This model requires assembly.

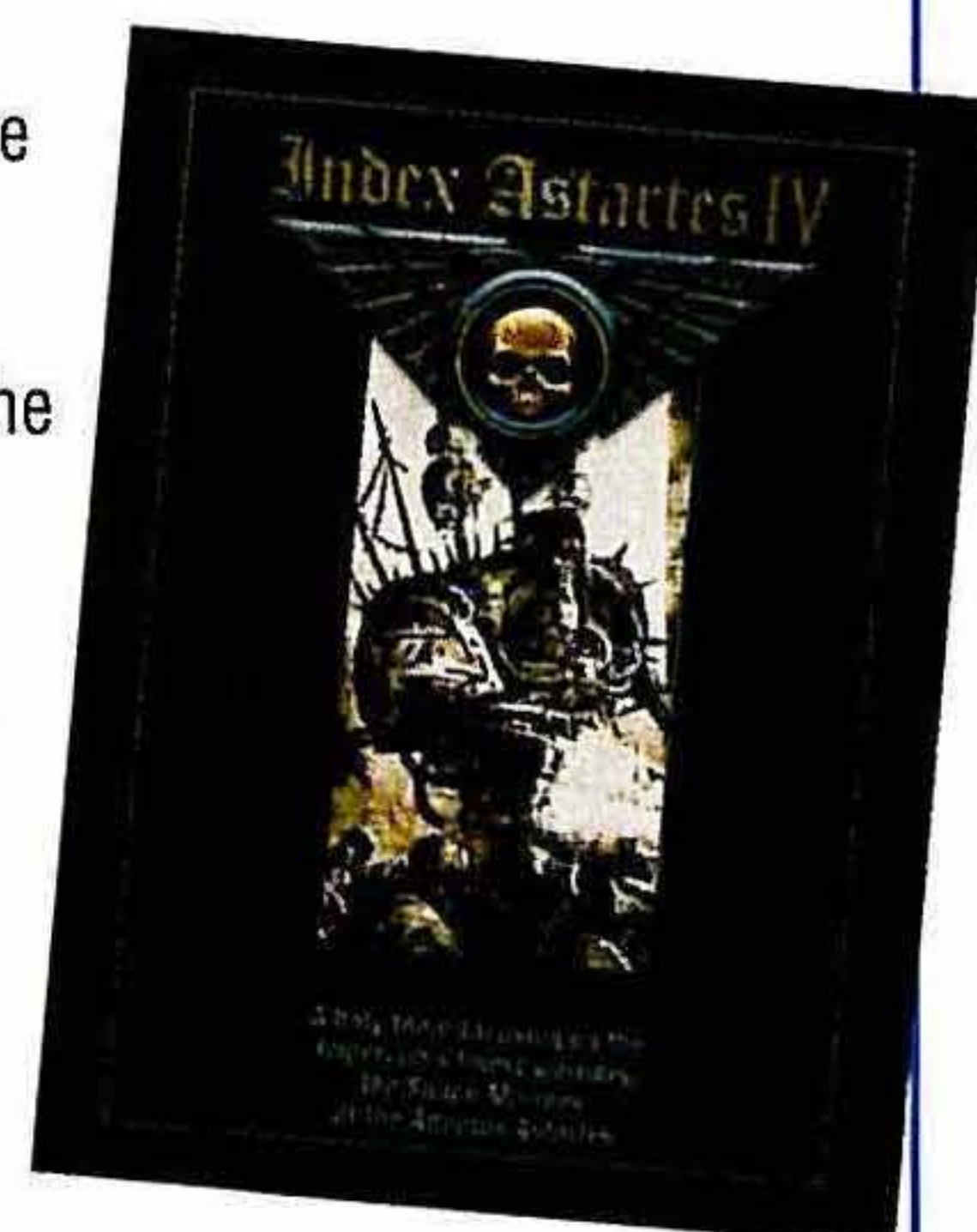
TYRANID HIVE TYRANT£20.00

Denmark	kr	250.00	Sweden	kr	300.00
Euro	€	35.00	Norway	kr	300.00

INDEX ASTARTES 4

The Index Astartes series focuses on the finest warriors of the Imperium, the Adeptus Astartes, delving into the backgrounds, doctrines and tactics of the various chapters.

This volume includes the Raven Guard, Salamanders, Crimson Fists and many more. Also covered are former loyalist chapters, now the Word Bearers, Black Legion and Alpha Legion. There is also a section on Renegade chapters and the Space Marine Predator.



INDEX ASTARTES 4£10.00

Denmark	kr	125.00	Sweden	kr	150.00
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GENESTEALERS

The Imperium first encountered Genestealers on the moons of Ymgarl long before they were alerted to the approach of the hive fleets. Only with time has it been learned that Genestealers are vanguard organisms for the hive, created to seek out and undermine potential prey-worlds by infiltration. Genestealers are legendary ferocious close combat opponents, with lightning fast reflexes and deadly claws capable of ripping through the thickest armour.

This multi-part boxed set contains 8 Tyranid Genestealers, sculpted by Mark Harrison and Jes Goodwin.

These models require assembly.

GENESTEALERS.....£15.00

Denmark	kr	200.00	Sweden	kr	250.00
Euro	€	27.50	Norway	kr	250.00



TYRANID BATTLEFORCE

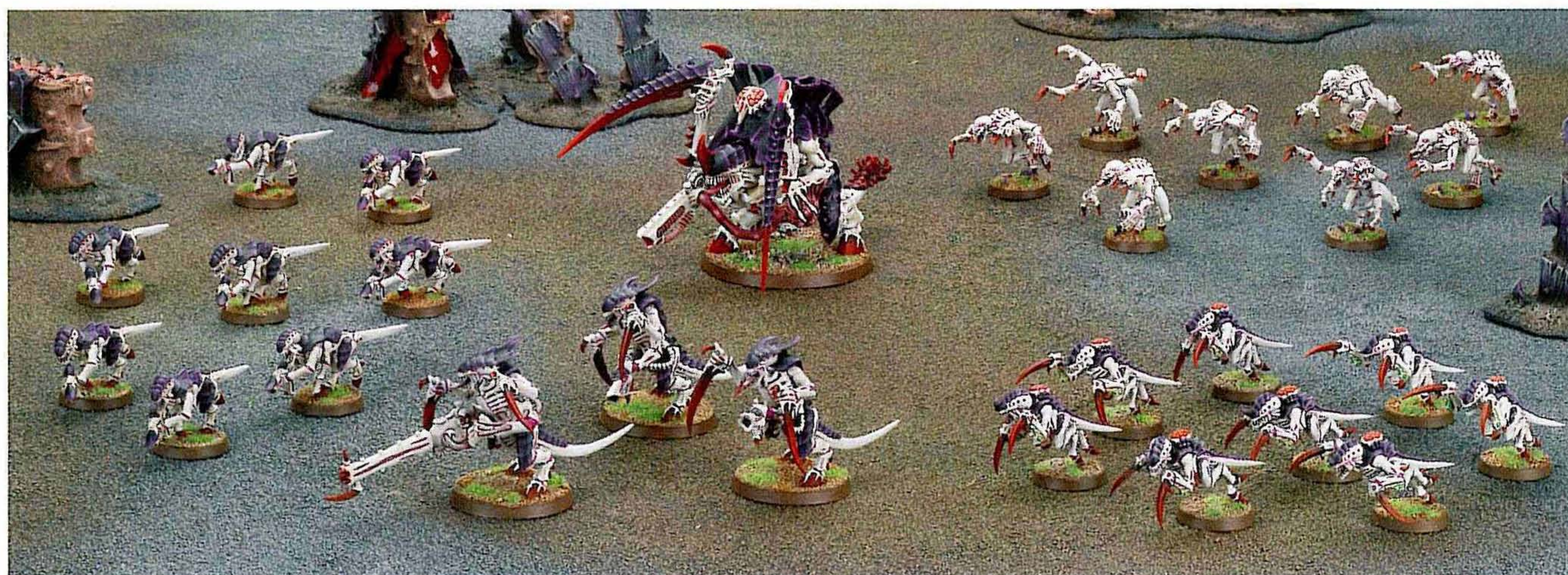
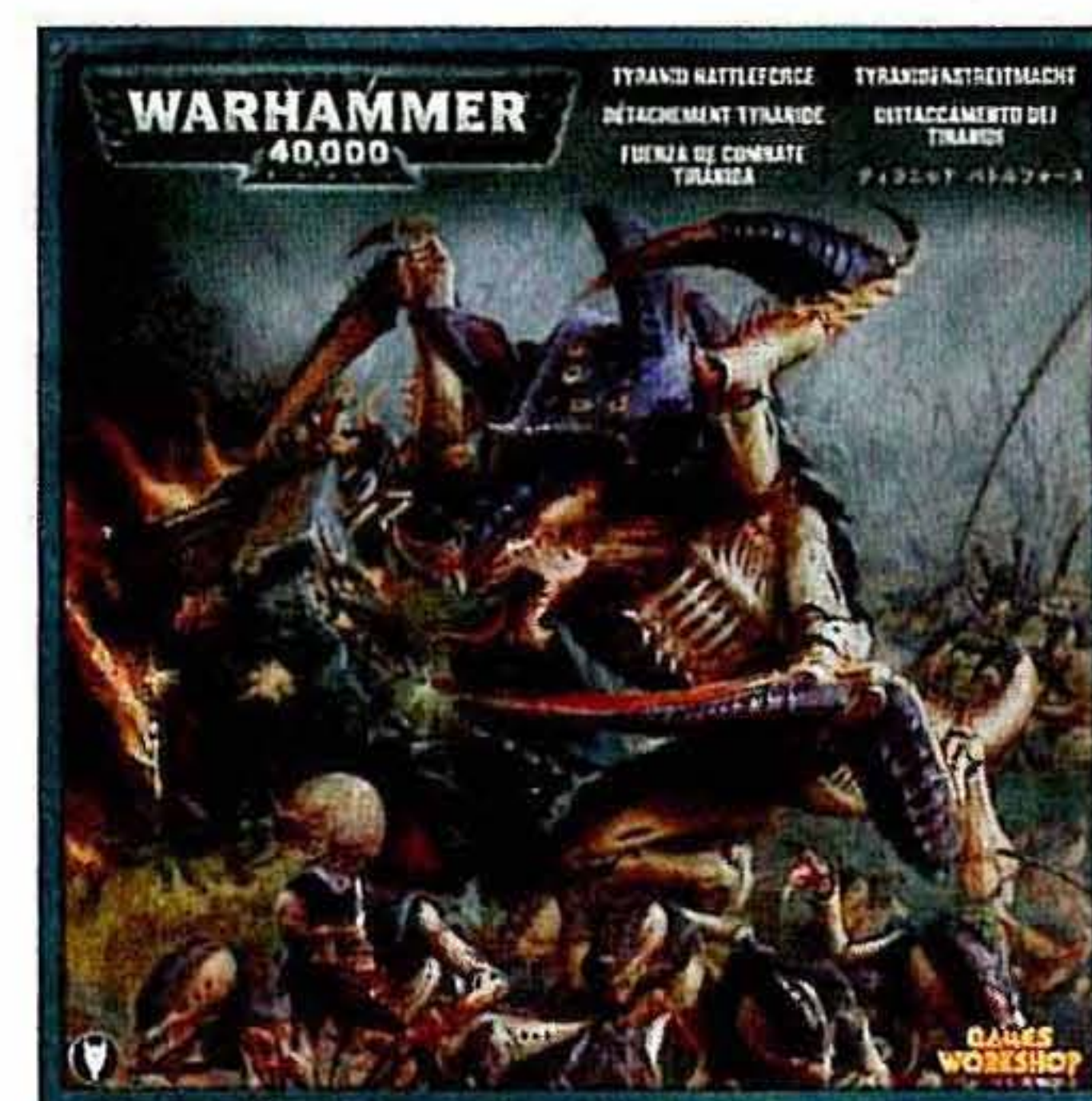
The Tyranid menace is much feared throughout the Imperium. Entire planets have been consumed by this alien race, powerless against the numberless, ravenous hordes. Only the most determined resistance can hope to stand against them, and even then the chance of victory is slim.

This boxed set contains 8 Genestealers, 3 Tyranid Warriors, 8 Hormagaunts, 8 Termagants and 1 Carnifex, sculpted by Mark Harrison and Jes Goodwin.

These models require assembly.

TYRANID BATTLEFORCE.....£50.00

Denmark	kr	650.00	Sweden	kr	750.00
Euro	€	80.00	Norway	kr	750.00



NEW RELEASES

TYRANID TYRANT GUARD

Tyrant Guard are living shields, whose resistance to injury is amazing. Blind and ultimately controlled by the Synapse creatures they protect, these half-sentient but ferocious beasts appear to have been bio-engineered specifically to counter anti-Tyrant doctrine.

This blister pack contains 1 Tyrant Tyrant Guard, sculpted by Mark Harrison.

This model requires assembly.

TYRANID TYRANT GUARD£10.00

Denmark	kr 115.00	Sweden	kr 140.00
Euro	€ 15.00	Norway	kr 140.00



SPACE MARINE COMBAT SQUAD

Once a warrior has proven his courage in the Scout Company, he is elevated to the rank of battle brother in one of the chapter's Battle Companies.

This multi-part boxed set contains 5 Space Marines, sculpted by Jes Goodwin, Mark Harrison and Dave Thomas.

These models require assembly.

SPACE MARINE COMBAT SQUAD£9.00

Denmark	kr 115.00	Sweden	kr 140.00
Euro	€ 15.00	Norway	kr 140.00



ZOMBIE PIRATES OF THE VAMPIRE COAST

The dread Zombie Pirates ravage the coasts of Lustria, attacking the ships of explorers and intruders making landfall on the island. They can often be seen materialising from the watery depths of a pool or river, wreathed in ethereal mist. Foes witnessing this dire manifestation must use all their courage or flee from it.

This multi-part plastic conversion kit contains 3 Empire Militia and 2 Zombie sprues which when combined can be used to make 20 Zombie Pirates. This kit is only available for a limited period.

These models require assembly.

ZOMBIE PIRATES OF THE VAMPIRE COAST£15.00

Denmark	kr 200.00	Sweden	kr 250.00
Euro	€ 27.50	Norway	kr 250.00



PLAGUE LORD NURGLITCH

Nurglitch was the first of the Plague Lords of Clan Pestilens, and was responsible not only for their ascension as a clan and their seat on the Council of Thirteen, but also for the corruption that gnarls their bodies and marks their souls.

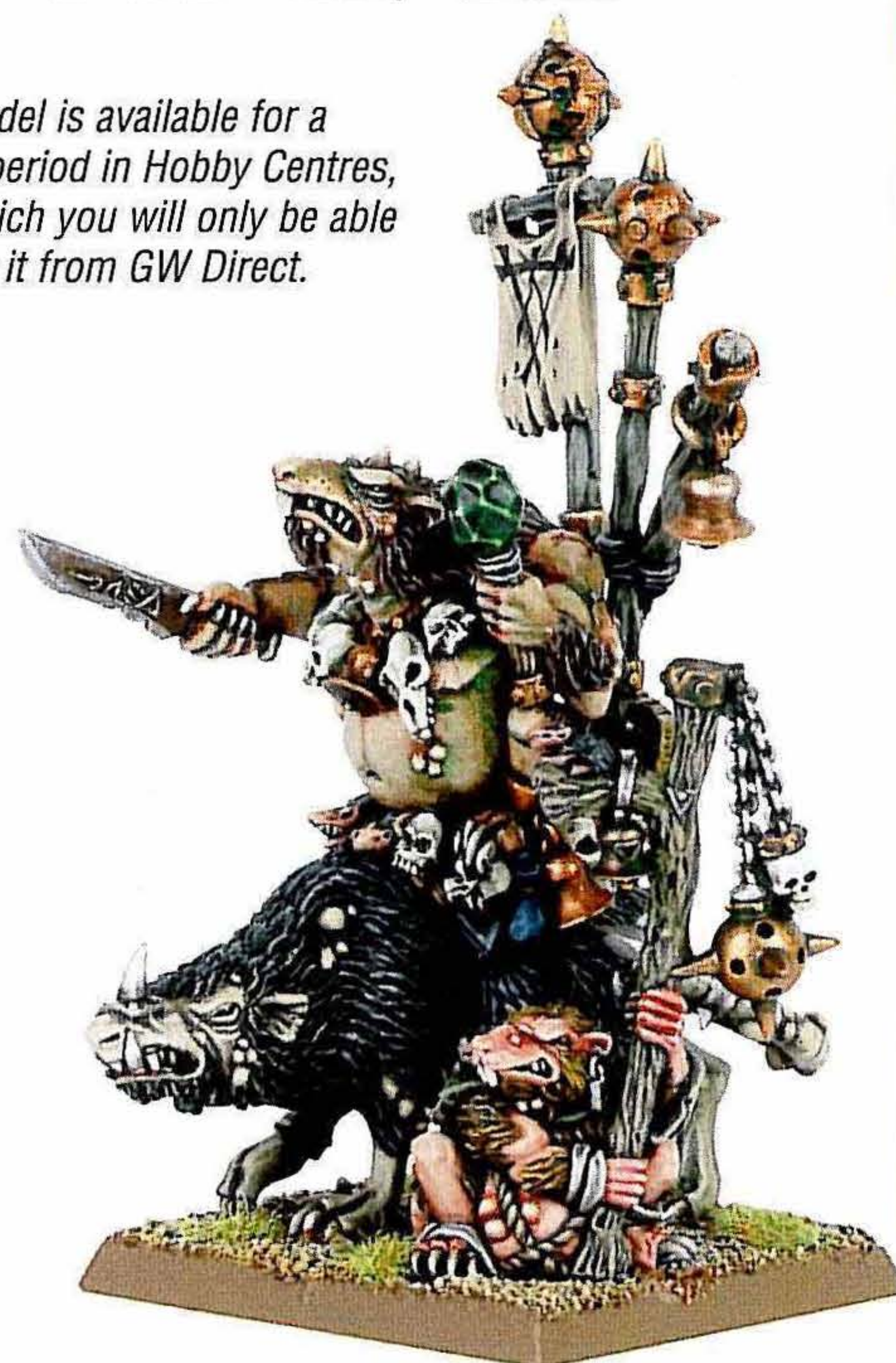
This blister pack contains 1 Plague Lord Nurglitch model, sculpted by Colin Grayson.

This model requires assembly.

PLAGUE LORD NURGLITCH£15.00

Denmark	kr 200.00	Sweden	kr 250.00
Euro	€ 27.50	Norway	kr 250.00

This model is available for a limited period in Hobby Centres, after which you will only be able to order it from GW Direct.



SKAVEN PLAGUE MONKS

Plague Monks form the bulk of Clan Pestilens's troops. They wear robes and bandages to hide their horribly bloated, sore-covered bodies. So used are they to living with constant pain that they are impervious to it and must literally be chopped to pieces before they stop fighting with their characteristic fanatical zeal. The putrid stench and swarms of flies that always surround them are a feared sign of the presence of these acolytes of pestilence on the battlefield.

This plastic multi-part boxed set contains 20 Plague Monks, sculpted by Colin Grayson. These models require assembly.



SKAVEN PLAGUE MONKS.....£18.00			
Denmark	kr	225.00	Sweden kr 270.00
Euro	€	30.00	Norway kr 270.00

SKAVEN RAT OGRES AND GIANT RATS

Rat Ogres are the masterpiece of Clan Moulder's mad research. They are massive hulking monsters, created from a mix of different creatures. Those that survive to maturity become a mass of sinewy muscles and razor-sharp claws, driven by a strong instinct to kill but utterly dependent on a Packmaster's guidance. Clan Moulder has also grown giant rats to the size of wolves. A seething mass of stinking fur and sharp fangs, they can overwhelm even the hardest of enemies.

This box contains 2 Rat Ogres, 6 Giant Rats and 3 Pack Masters, sculpted by Colin Grayson and Martin Footitt. These models require assembly.

SKAVEN RAT OGRES AND GIANT RATS.....£18.00			
Denmark	kr	225.00	Sweden kr 270.00
Euro	€	30.00	Norway kr 270.00



NEW RELEASES

LIZARDMEN BATTALION

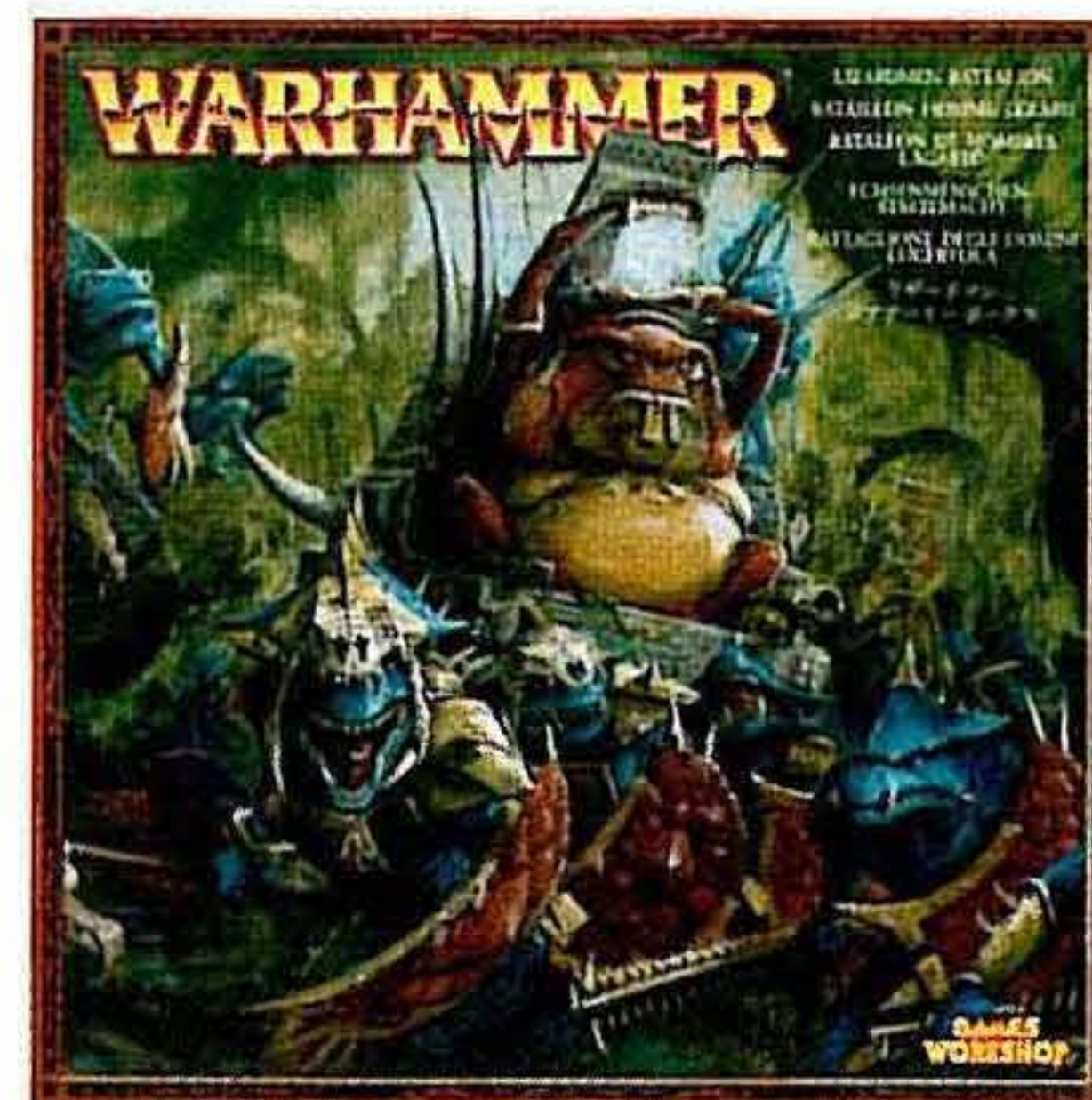
The Lizardmen are an ancient race, created by the god-like beings known as the Old Ones to be the guardians of the Warhammer world. Their age-old civilisation is based deep within the steaming jungles of Lustria and the Southlands, where their mighty temple-cities rise from the ancient trees and cloying swamps.

This boxed set contains 24 Lizardmen Saurus, 24 Lizardmen Skink and 8 Lizardmen Saurus on Cold One. Sculpted by Colin Grayson, Aly Morrison, Trish Morrison and Martin Footitt.

This model requires assembly.

LIZARDMEN BATTALION.....£50.00

Denmark	kr	650.00	Sweden	kr	750.00
Euro	€	80.00	Norway	kr	750.00



AQUILA ARMY CASE

Three times the carrying capacity of a standard Games Workshop figure case, this new army case with Imperial Eagle symbol can transport an entire horde. One half has enough room for 128 models, while the other contains foam that can be easily adapted to safely contain the largest tanks or monsters.

With a hard-sided canvas shell, the Aquila is especially hard-wearing, ensuring your models get to the tabletop in one piece.

The Aquila Army Case is only available for a limited period.

AQUILA ARMY CASE.....£60.00

Denmark	kr	900.00	Sweden	kr	1000.00
Euro	€	120.00	Norway	kr	1000.00



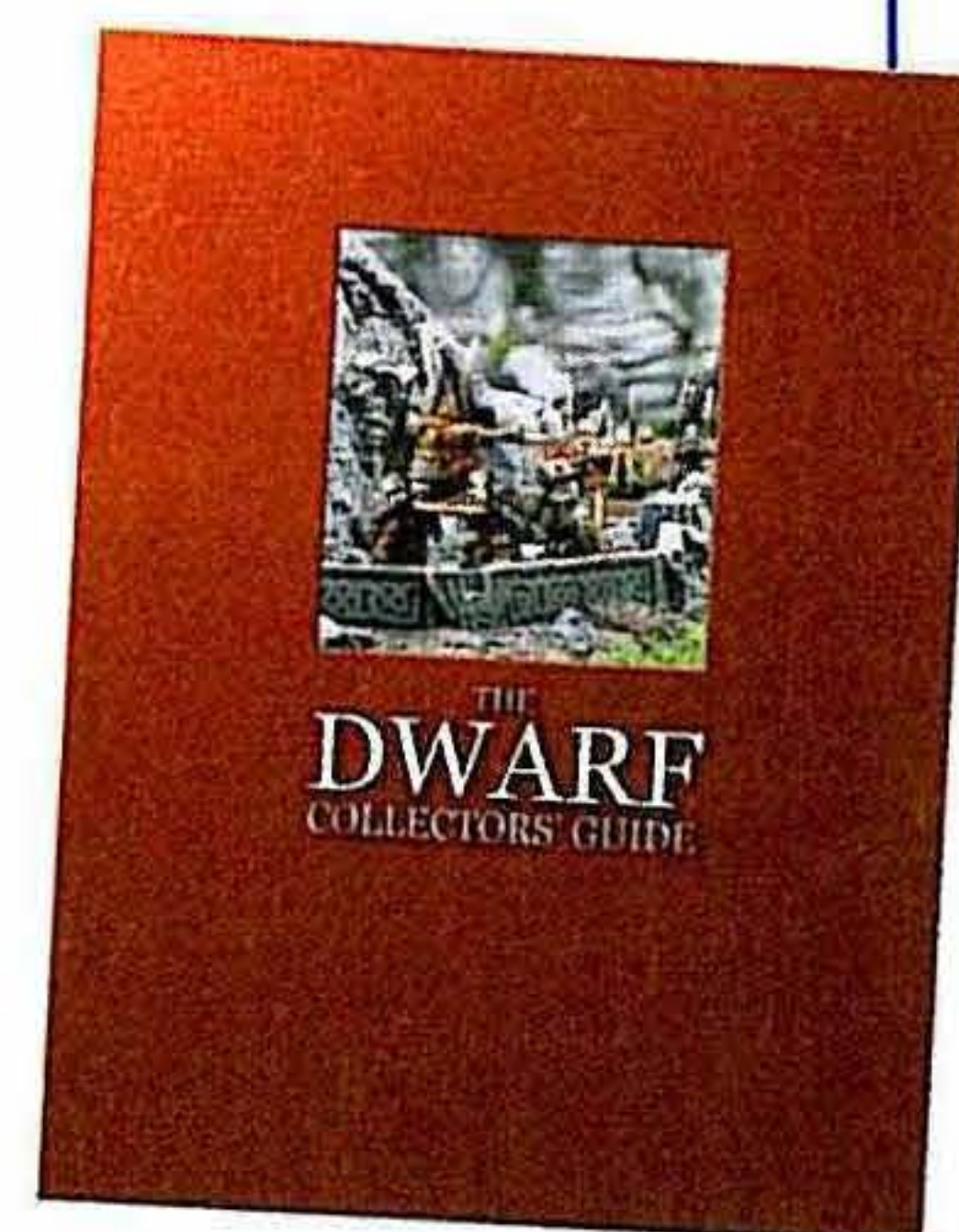
DWARF COLLECTORS' GUIDE

This vital tome for any hard-core Dwarf player contains the entire range of available Dwarf miniatures including current, classic and collector's models. There are great models like High King Thorgrim Grudgebearer, the Gblobber and even Bugman's Beer cart.

The book also contains a background section examining the Dwarf Realms and a showcase featuring collectors' armies and models.

DWARF COLLECTOR'S GUIDE.....£5.00

Denmark	kr	60.00	Sweden	kr	70.00
Euro	€	8.00	Norway	kr	70.00



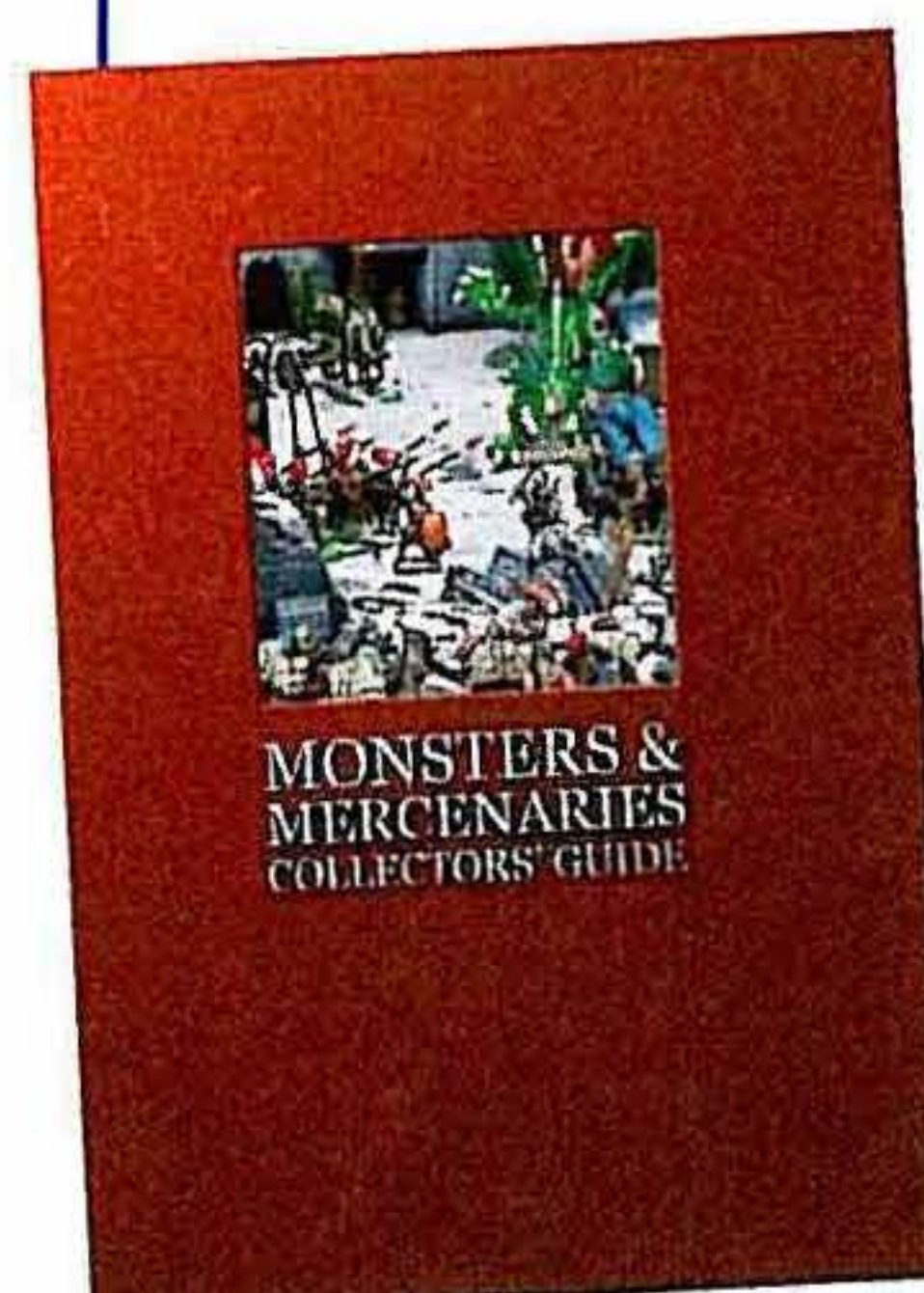
MONSTERS AND MERCENARIES COLLECTORS' GUIDE

This collectors' guide is a collection of all the available Dogs of War, Kislev and Ogre Kingdoms models in the current range. Within its pages you'll find the likes of Borgio the Besieger, Kislev Winged Lancers, Ogre Maneaters and more.

Included is a detailed background section for all of the above races as well as a showcase of collectors' armies and models.

MONSTERS AND MERCENARIES COLLECTOR'S GUIDE.....£5.00

Denmark	kr	60.00	Sweden	kr	70.00
Euro	€	8.00	Norway	kr	70.00



SKINK WARCHIEFS

Skinks are small, agile, intelligent creatures bred by the Old Ones from the giant amphibious creatures that have inhabited the Lustrian swamps since the dawn of time. In times of war, Skinks often take up their weapons to fight alongside Saurus, yet they are not born warriors and their skittish nature will often see them flee from strong resistance. Despite this, they are stealthy and swift creatures, and can be deadly when using their favoured weapons.

This blister pack contains 2 random Skink Warchiefs, sculpted by Juan Diaz.

This model requires assembly.

SKINK WARCHIEFS.....£6.00

Denmark	kr	75.00	Sweden	kr	85.00
Euro	€	10.00	Norway	kr	85.00



TEHENHAUIN, PROPHET OF SOTEK

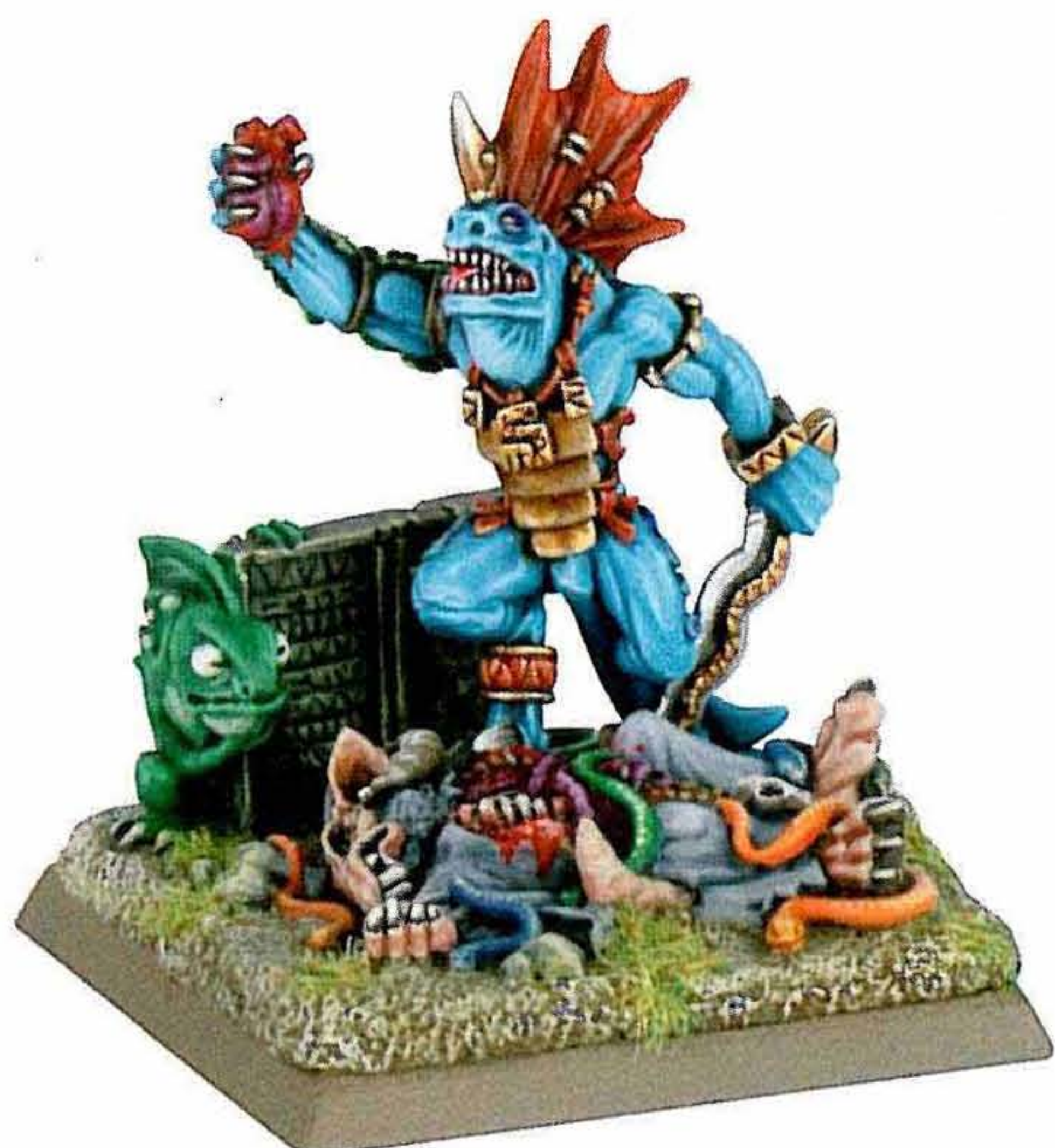
Tehenhauin leads the faithful of Sotek in their ceaseless wars against the vile Skaven of Clan Pestilens. He is a living manifestation of the vengeance of his kind, and his destiny is to bring about the incarnation of the Serpent God himself. Tehenhauin leads his kin, the Red Crested Skinks, in battle after battle against the Skaven, taking captives where he can, and offering them up as sacrifices to Sotek. Though the Slann Mage-Priests may not yet have realised it, Tehenhauin is the greatest hope of the Children of the Old Ones, for his role in combatting the blasphemous and unnatural rat-spawn is pivotal to the Old Ones' plans for the world.

This blister pack contains 1 Tehenhauin model, sculpted by Juan Diaz.

This model requires assembly.

TEHENHAUIN, PROPHET OF SOTEK£7.00

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



This model is available for a limited period in stores, after which you will only be able to order it from GW Direct.

THE LORD OF THE RINGS STRATEGY BATTLE GAME

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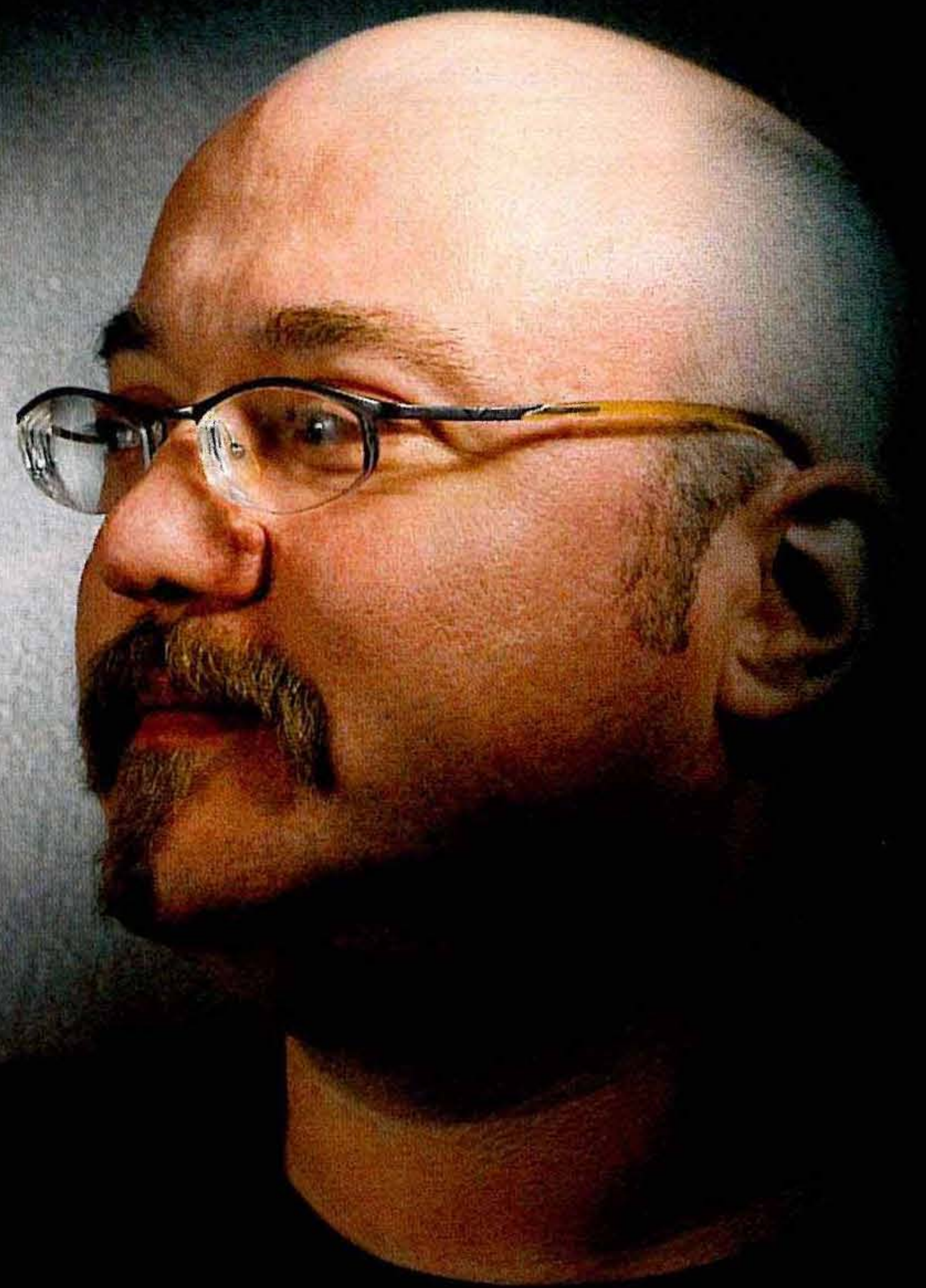
Gimli on dead Uruk-hai

GIMLI ON DEAD URUK-HAI £7.00

This blister pack contains 1
Gimli on dead Uruk-hai.
Sculpted by Michael Perry.

This model is only available from Games Workshop Hobby Centres or Independent Retailers participating in The Wrath of Umbar Roadshow (for full details of venues and dates see page 117), and will only be on sale in those stores the day the roadshow visits. It is also available from GW Direct from 15th July to 31st August (see page 126 for contact details).

FIRST & ONLY



Commissar Gaunt, Inquisitor Eisenhorn, Malus Darkblade – all icons of the Black Library. The man behind the legends, best-selling Black Library author and Ghostmaker Dan Abnett, talks to White Dwarf about Gaunt, Warhammer 40,000 and the craft of writing.

By Nick Kyme

Dan Abnett is one of the Black Library's most prolific and popular writers. Author of almost twenty published novels as well as a raft of well-loved comic book characters, Dan just keeps on coming up with the goods. Cranking out such a plethora of great novels, it comes as no surprise to learn that writing has always been a passion of his. "I always enjoyed writing and telling stories as a kid. I used to write and draw avidly," Dan says. "At a fairly early age there was a synthesis of these two things when someone showed me a comic. I thought, 'Wait a minute, I can do both of these things at once and tell a story that's exciting.'"

This epiphany heralded the beginning of an illustrious career for Dan who, after finishing university, ended up working in comics as an editor for Marvel in London. It was a job that would see him working on such diverse titles as the

Care Bears, Thundercats and even Thomas the Tank Engine. Eventually, Dan discovered that he preferred the writing side of things and left the drawing board behind. "It was a great learning curve," Dan explains. He took this experience with him to work freelance on American comics for giants Marvel and DC, something he still does today. In fact it was as a result of working on prominent titles in the comics world that Dan came to the attention of the Black Library, then on the look-out for comics scriptwriters.

"I'd just done a couple of issues of Conan and somebody said to them, 'You should try Dan, he's just written Conan.'" (It was actually David Pugh who recommended Dan, whom fans of early issues of *Inferno!* might remember for his wild *Obvious Tactics* comic strip). *Darkblade* and *Titan* followed, short stories too. Dan's evolution from comic books to novelist had begun. "Comics and short stories just led up to the idea of doing novels," he says. "I now consider the novels for Black Library to be the most important thing I do."

“I used to write and draw avidly. At a fairly early age there was a synthesis of these two things when someone showed me a comic – I thought, ‘Wait a minute, I can do both of these things at once and tell a story that’s exciting.’”

Read a bibliography of all Dan's novels and you'll see how important. Such a vast workload might be daunting for some but Dan chalks up his ability to produce such a large output to experience. "I've been doing it for fifteen years, so I'm pretty well-practised at it," he tells us. "I actually enjoy the process of sitting down at a word processor and writing, which some writers don't. The fact that it's not a hardship helps enormously." Believe it or not, Dan thrives on a crammed work schedule, producing his best material under pressure. "I'd rather have slightly too much to do than slightly too little," he says.

You might think a writer's life is all about eating take-out, playing computer games and penning the odd story here and there. For Dan it's a discipline and he approaches his writing, both comic scripts and novels, like any other job, utilising a method of his own, devised as he worked on more and more novels. "I get up every morning and tend to write a minimum of three thousand words on a novel. On a particularly good day I might write four, five or even six thousand words," he explains. "In the afternoon I'll do a minimum of three to five pages of comic script." Though both benefit from his meticulous attention, he has found he prefers the immediacy he gets with writing fiction. "Because in comics you're writing a script, you're one step removed from the audience, from the actual words," he explains. "I like novels more. I'm actually getting in there and writing fiction. That's why I write my novels in the morning. To ease myself into the day, I do what's fun."

Dan's material is tremendously diverse, but unlike a lot of writers he's happy to say what inspires him and divulge his secrets. "I use anything and everything really," he says, "I read voraciously and all sorts of things – fiction that I think is very good, documentary fact and reference material. I also read stuff that I know isn't very good, but delivers some degree of satisfaction. It's like eating junk food, though there might be a good idea locked away in a very poorly written sentence," Dan pauses and, with a grin, admits, "or I'll just enjoy it because I can't believe how bad it is!"

Dan finds ideas coming out of the strangest places, which can spark off a train of thought seemingly incongruous with the initial source.

"I might read a report about a new piece of technology or an archeological dig. There might not be much in common with the final story, but something clicks."

"It would be easy to say I just did Sharpe in space, but the honest answer is I looked at the vast array of Games Workshop material before me and thought, 'Oh my God, I'd better start with humans, because I understand how they tick.'"

Gaunt's Ghosts is one of Dan's best-known works for the Black Library, but despite the eclectic material that generally inspires him, the idea for it came about for a simple reason.

"It would be easy to say I just did Sharpe in space, but the honest answer is I looked at the vast array of Games Workshop material before me, bearing in mind I only had a passing knowledge of it at that stage, and thought, 'Oh my God, I'd better start with humans, because I understand how they tick.'"

Double Eagle, a spin-off from the Gaunt's Ghosts series which describes the adventures of Imperial Thunderbolt pilots, takes this notion and develops it further. "I make no bones about the fact that it is inspired entirely by my enthusiasm for the Battle of Britain," Dan says.

This is something that comes across in the novel in terms of its structural similarity to the war reports of World War II. The referent realism this endows the book with is something Dan believes is very important. "It's about authenticity. We're writing about future war and fantasy, but I think the best way of doing that is grounding it in things people will recognise."

This sense of identification by the reader is possibly one of the reasons for Dan's success. He reads a lot of military history, this informs his

Continued overleaf...

BOLTERS ON THE BEACH

If you're going on holiday this summer why not take a Black Library novel with you to while away the lazy days with a fix of Warhammer, Warhammer 40,000 and Necromunda action!

The Black Library has a vast range of titles to choose from by great authors like Dan Abnett, Andy Chambers, Graham McNeill, William King and many more besides.





fiction comic. Dan has written and continues to write some of their biggest strips, including Judge Dredd, and is responsible for creating some of 2000AD's best-loved characters, like Sinister Dexter.

"2000AD is a forum for wild and sometimes wacky explorations of what comes into the parameters of science fiction," Dan says. "Warhammer 40,000 has a flavour all its own. It's not so much a case of finding new things as finding new ways of describing an already well-defined universe." One series of novels written by Dan that does just that is the Eisenhorn trilogy. "It was less about the Imperium at war and more about societies and cities," Dan tells us. The stories typified by Gaunt's Ghosts essentially dramatise the games fought on the tabletop, but it is the environment away from the battlefield that offers more opportunity to develop the 41st millennium, as Dan describes. "If you take things to a city, you can pretty much mirror anything in modern society.

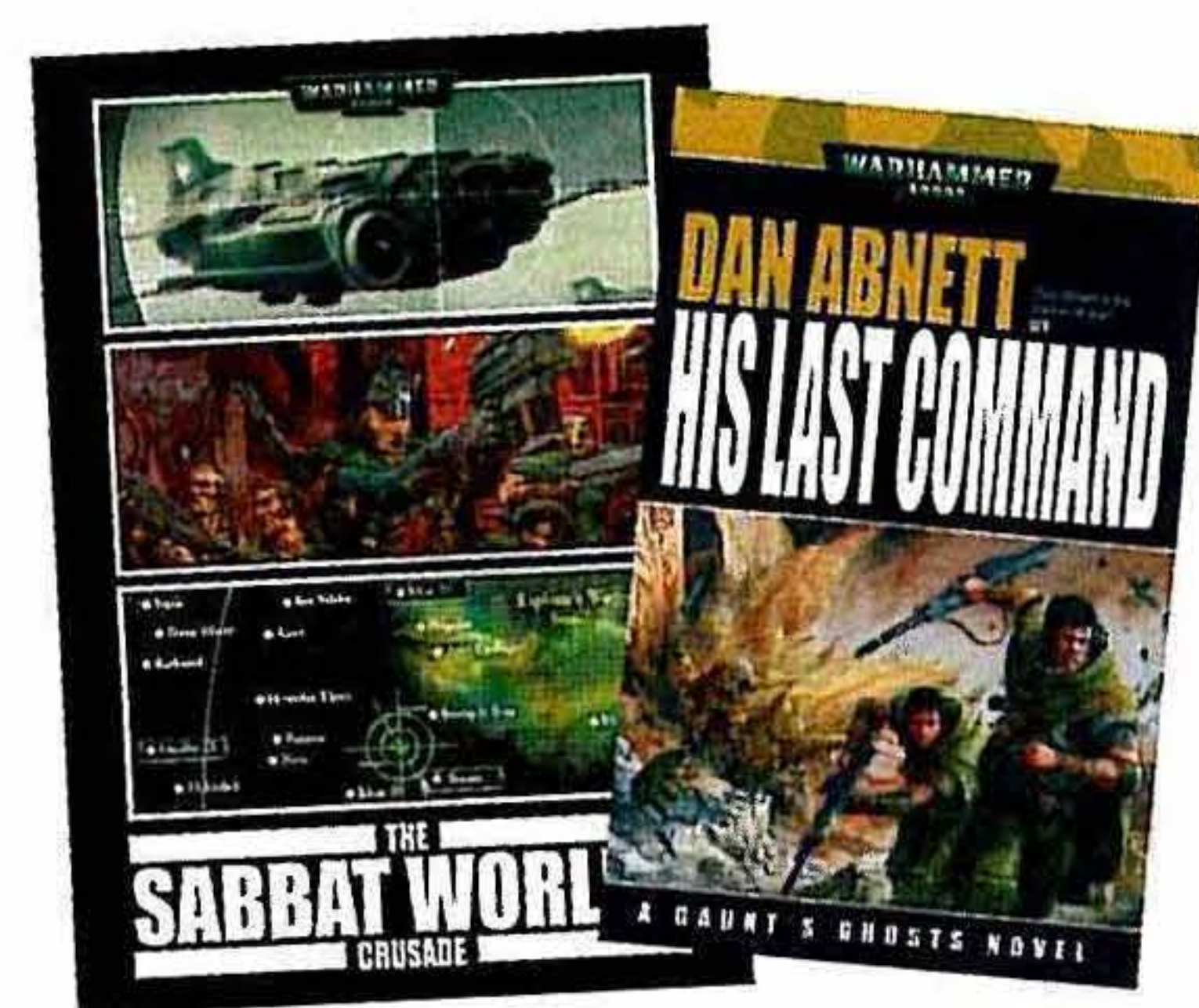
It's the stuff people know in their hearts has been there all the time, they'd just never heard anyone describe it before." An example can be found in the follow-up to Eisenhorn – Ravenor, in which one of the main characters is a street kid, living in a hive city. Not something you'd ever encounter in the game.

Characters are at the heart of Dan's novels, and this is certainly the case in latest book in the Gaunt's Ghost series, Traitor General. "The plot is hurled forward by simple character choices and decisions. It all came out of the characters," Dan says.

Traitor General begins a new sequence of events called 'The Lost', which are further developed in the next three books. These happenings are also part of the Sabbat Worlds campaign story arc. The second book of 'The Lost' is His Last Command. "This book will answer all the questions set-up in Traitor General, some of the answers to which are going to be quite surprising," Dan tells us. "It's also the second most ominous title of the four books."

Gaunt's Ghosts at Games Day

His Last Command, the follow-up to Traitor General and the next in the Gaunt's Ghosts series, will be released at Games Day. Also released will be the Sabbat Worlds Crusade background book. Charting the first ten years of the conflict, this book will be accompanied by a huge Sabbat Worlds campaign map. It's also rammed with extra background detail and cool new artwork visualising lots of stuff not seen before, like some of the alien races, Stalk Tanks, Saint Sabbat, Warmaster Slaydo and more!



And the most ominous? That would be the final instalment, Only in Death, which opens with – brace yourselves dear readers – the death of Gaunt!

Before this, Dan is heading out to the open sea with another novel. Fell Cargo is based, in part, upon the Inferno! short stories of the same name and tells of the adventures of swashbuckling pirates in the Warhammer world.

"I really enjoyed it," Dan says. "I set out to put in every single pirate cliché that I could possibly imagine." Everything is there, either cunningly veiled, or as a Warhammer equivalent. "The only one I didn't put in is women dressed as men."

With this whole raft of new books following in the wake of numerous others, there seems to be no stopping Dan. If you've got aspirations to follow in his footsteps then he offers this advice. "Read and absorb stuff and see what ideas you get, but most importantly, just write. I firmly believe that with writing you just do it. Exercise your writing muscles so you can do it more easily, with more fluidity," he says, "70 per cent of writing is stamina and the ability to keep at it."

novels and helps achieve a kind of pseudo-realism. "Moulding Thunderbolt pilots to be like Spitfire pilots, who have the same concerns, do the same activities and have the same long periods of stress, is very useful."

This injection of realism that Dan puts in all of his books is something that is afforded to him by the way the Warhammer 40,000 universe works. It is part of the appeal in exploring and expanding upon it with his novels.

"There's something in particular about Warhammer 40,000 that I enjoy – the mix of the gothic and science fiction," he explains. "It's not just what the next book is going to be about, what they haven't seen before, it's about where we can push it next."

This is quite different from Dan's experiences at 2000AD, Britain's well-known and award-winning science

Black Library Fan Fiction Forum

If you've been inspired by Dan's words to have a go at writing, or you're already a budding author and would like to show your work to others, then visit the Black Library website. On there you'll find a forum for fan fiction with guidelines and moderators who'll read your work and offer advice and constructive criticism. Log on to this address: www.blacklibrary.com/forum

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40,000



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Battle Report
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Ultramarine Tyrannic
War Veterans

THEY CAME FROM OUTER SPACE

The greatest threat to the galaxy is back, and this time it's even spikier

From the cold void of space, Mankind's doom approaches. The Tyranids – an utterly alien race intent upon nothing less than the consumption of every living thing in the galaxy – are back. Andy Hoare talks to Phil Kelly, the author of the new **Codex: Tyranids**; Jes Goodwin, leading miniatures designer; and Roberto Cirrilo, Games Workshop's newest artist extraordinaire.

The release of the new Codex: Tyranids this month provides us with more than just the opportunity to

bring the army in line with the updated edition of Warhammer 40,000. The new book has a number of significant alterations, making the Tyranids even more horrifically alien and dangerous than they were before.

Tyranids have been with Warhammer 40,000 in one form or another since the first edition of the game, but it wasn't until the third edition of Warhammer 40,000 that they became the customisable force they are today. Games Developer Phil took over the reins of the Tyranids project from Andy Chambers, to become broodfather of the Tyranids as we know them now. As Phil is a huge fan of the race, this was a golden opportunity for him.

"Tyranids are the ultimate bad guys" says Phil enthusiastically. He explains that this is why they were chosen for their appearance in The Battle for Macragge. "You don't need to explain who or what they are, which makes them the ideal adversary," the exact opposite of the noble Space Marines against which they are pitched in the boxed game.

"We wanted a bit of a change of pace, as the Space Marines had just had their big release. It was definitely time to switch the limelight to the gribbly side of things." And gribbly the new codex most certainly is. "Tyranids have been beaten on for too long – now it's time they beat back!"

How they are going to do is down to a little bit of clever tinkering. "The main point about the army list was that because Andy Chambers had done such a good job last time round with the biomorph system, it didn't need rewriting from scratch. Most of the changes are cosmetic," says Phil. He's a Tyranid player himself, and has had many long conversations with other Hive Minds, building up a picture of what players felt needed working on. One major effect of these discussions is that Custom Hive Fleets have become a fully integrated feature of the codex. Due to the enthusiasm of Tyranid players for that element of the army, the army is more customisable than ever.

ALIEN EVOLUTION

With the Custom Hive Fleet section gone, the the customisation rules are now built into the army list entry for each brood type. This means that players no longer need to flick between different sections of the book, something no doubt you'll all appreciate! The emphasis of the customisation has also shifted from mutants within broods to broods of mutants. "When we sat down and thought about it, we came to the conclusion that the Hive Mind, consisting as it does of a gestalt consciousness of billions upon billions of component brains, spread out over countless light years, is unlikely to experiment at the level of the individual creature, or follow the progress of single beasts as they make their



A monstrous, tusked Carnifex roars in triumph on the devastated world of Jangrille Prime.



IN AT THE DEEP END

New Games workshop man Roberto Cirillo, lead concept artist on Codex: Tyranids, reveals how pencilled ideas become alien nightmares...

Roberto joined Games Workshop in 2004, and brings a wealth of commercial design experience with him, having worked in the computer games industry for almost 13 years.

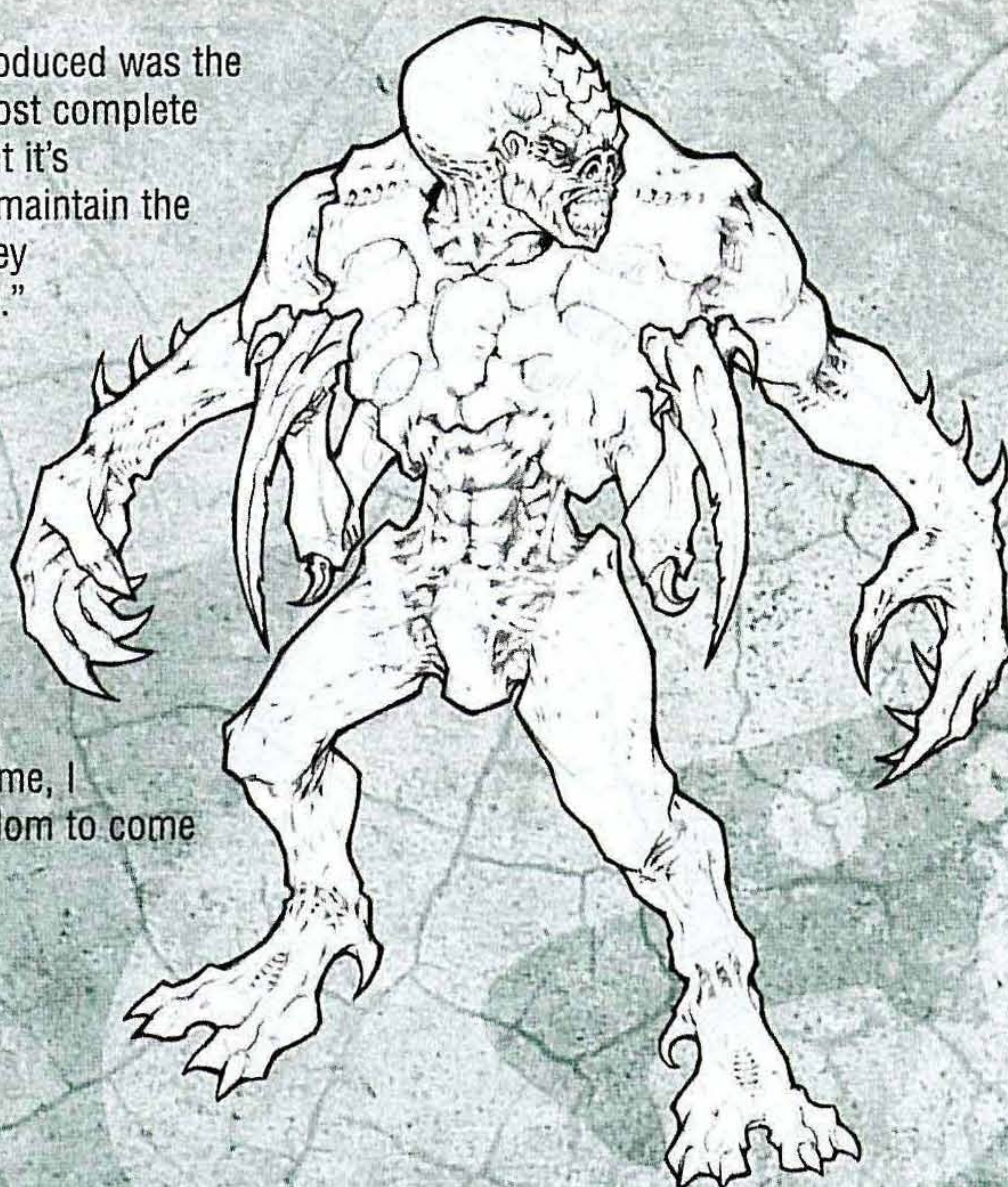
In true Design Studio style, Roberto was thrown straight in at the deep end, being chained into his art cubicle to begin work on the new Tyranids book the moment he walked in the door. Many artists working in the wider industry might have trouble fully engaging with the very specific and refined imagery of the Warhammer and Warhammer 40,000 universes, but Roberto took to it straight away. "I've always followed the releases of new Warhammer 40,000 miniatures with interest and excitement," explains Roberto. "Even when I haven't had time to engage in the hobby."

Roberto's first task was to work alongside Jes Goodwin on the design for the new Hive Tyrant. "It started with Jes talking me through some of his original designs and ideas. We discussed what was essential to keep and which elements were worth exploring." It was this expansion on an already well-realised design that enthused Roberto the most. "I just love all the weapons and bio-organic devices; the way they so smoothly integrate themselves into the rest of the living creature. It all makes for one big, mean alien!"

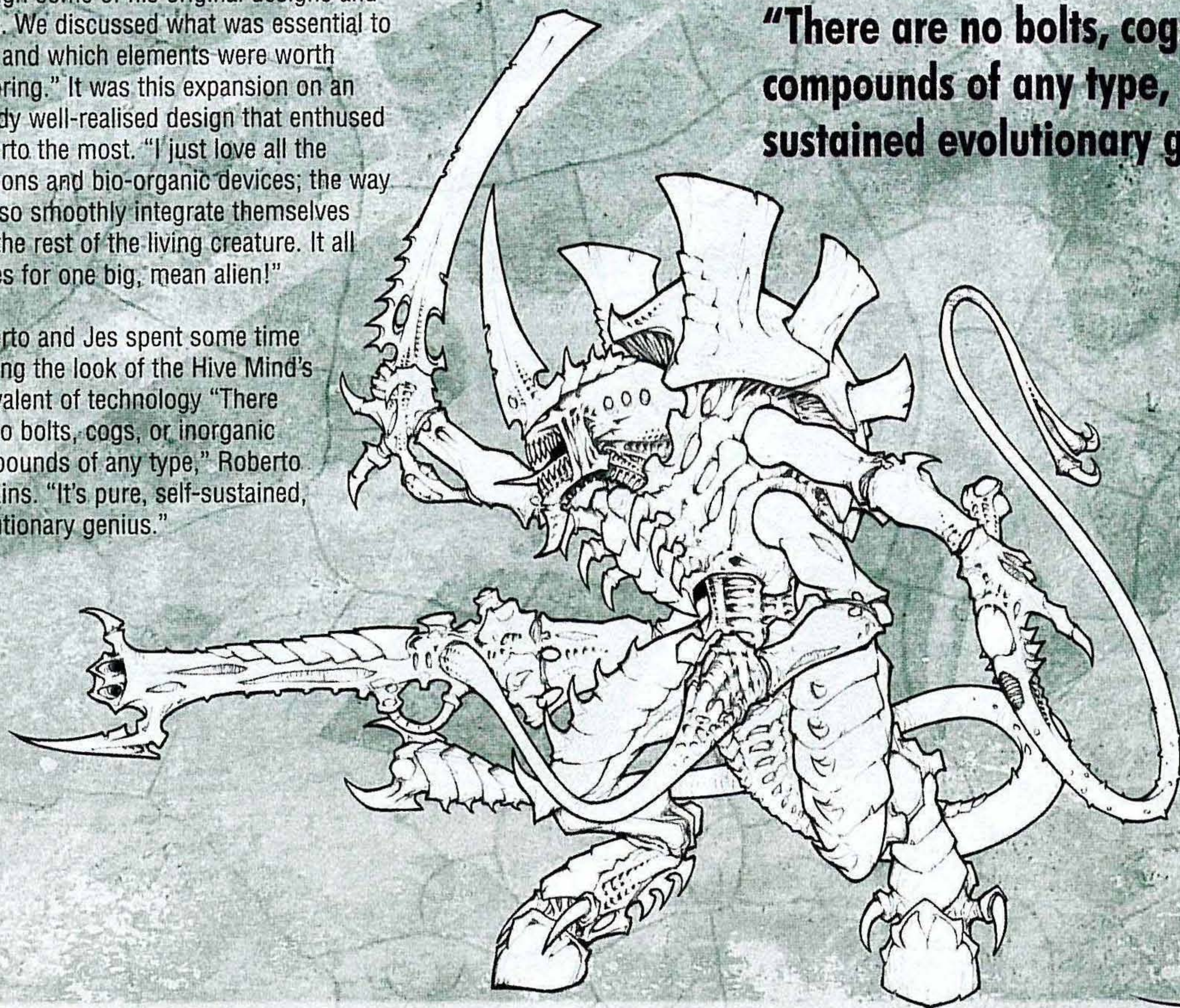
Roberto and Jes spent some time refining the look of the Hive Mind's equivalent of technology. "There are no bolts, cogs, or inorganic compounds of any type," Roberto explains. "It's pure, self-sustained, evolutionary genius."

Another concept Roberto produced was the Broodlord. "I was given almost complete freedom," says Roberto, "but it's important that new designs maintain the look and feel of the race. They have to fit the existing range."

As well as collaborating with Jes, Roberto worked closely with Phil during the conceptual design process. "It was important that I didn't come up with something that simply wouldn't work in the game, but at the same time, I needed to maintain the freedom to come up with cool new designs."



"There are no bolts, cogs, or inorganic compounds of any type, it's pure, self-sustained evolutionary genius"



Roberto's concepts for the Broodlord (above) and Hive Tyrant (left).

way in the big, bad galaxy," says Phil. "Instead, we thought it far more appropriate that the experimentation takes place at a larger level." This philosophy extends to another aspect of the army, in that there are no Special Characters in the codex. Phil really wanted to concentrate on the 'horde' aspect of the race, and so stripped out any indications of such un-Tyranid individuality.

Another area that has received a lot of attention is that of Instinctive Behaviour. As existing Tyranid players know, the Instinctive Behaviour rules were intended to reflect the nature of the Hive Mind's control over the broods – if the control was weakened by the destruction of certain 'Hive Node' creatures, the lesser broods were wont to behave in a far less controllable fashion. Since these last rules were written, they have generated a number of questions that have needed attention in extensive FAQs. Phil set out to address this, and soon found that a new rule was required, rather than a fix of the old one. The new Instinctive Behaviour rules are simple and tied to the existing Morale system, so players no longer have to refer to a table mid-game. If a Tyranid brood outside Synapse range wishes to move, it must pass a Leadership test – if it passes it may move, if it fails it falls back.

And when it comes to the rules for Synapse Creatures, Phil's been a bit of a clever swine. "One of the problems that developed with the old codex was the vulnerability of the middle-weight beasties. This led to Warriors and Raveners dropping out of players' armies, which was a shame as they were cool models." We've all seen what happens when you introduce a good old krak missile to a Tyranid Warrior, so perhaps this wasn't surprising! "To alleviate this problem, we've rewritten the Synapse rules so that creatures within range of the Hive Node are immune to the effects of the Instant Death rule. This simulates the Hive Mind invigorating the creature despite it suffering horrific injury, and gets around an undesirable weakness in the list – bonus!"

ALL CREATURES GREAT AND SMALL

With Tyranid Warriors et al made viable choices, Phil turned his attentions to ensuring that a number of army configurations became a real possibility. "Early in the project, I identified several army types I wanted our playtesters to concentrate on," Phil tells us. "These are the 'critter' army (lots of little guys), the 'Godzilla' army (lots of big guys) and of course the balanced army containing a healthy mix of both. As it turned out, the balanced army proved the most effective."

SHINY AND NEW

The first thing players will notice upon opening the new codex is that there's a wealth of background material to get stuck into. "I don't want to give too much away, but

the Nids are getting big and scary through eating their greens," Phil hints. The background section makes doom-laden reading. You really get the feeling that the game is pretty much up for the Eastern Rim, and the rest of the galaxy doesn't have too much to look forward to either...

Though he took great care to bring the background up to date, the bulk of Phil's work was the development of the army list itself.

"We've changed the way Spore Mines work," says Phil, "as we found that too many in play at once could bog things down in what we came to call the 'Spore Mine phase!' Spore Mines can now be deployed in broods, which Deep Strike onto the table causing all sorts of havoc for the enemy. You can still deploy them the old way of course, via the Biovores, but this new option opens up all manner of possibilities."

You can also say hello to the Broodlord. This new HQ choice is a super-Genestealer – the ultimate leader for the ultimate predators. "The Broodlord makes the all-Genestealer army viable," says Phil, "something we've wanted to do for a while. He's also the first Tyranid HQ choice who isn't a Monstrous Creature, so his introduction makes it

"The Broodlord makes the all-Genestealer army viable. His introduction makes it possible to field a new type of army entirely – the horde of little guys"

possible to field a new type of army – a horde of little guys"

And then there are the new toys for the beasts to use. "We've added a whole bunch of biomorphs, including reintroducing the good old Bonesword – it looked so good on the original Hive Tyrant, plus the new Acid Maw, Feeder Tendrils, Scuttler, Toxic Miasma and more."

THERE'S SOMETHING IN THE TREES...

Another part of the army list Phil was keen to tackle was the Lictor. "Marking the Lictor's position on a map drawn before the game was too much of a departure from the normal way in which the game plays," explains Phil. "It took a lot of playtesting to get the Lictor right, but we're really pleased with its new rules." The Lictor Deep Strikes into any piece of terrain when the time comes – simple, in line with the game and guaranteed to play a part in the battle. The fact that it can assault on the turn it arrives means the Lictor is as pesky as it ever was.

Another cool thing about the Lictor is its Pheromone Trail. This is a simple rule, with

each Lictor allowing you to re-roll one Reserves roll. This neatly communicates the character of the creature, emphasising the fact that its role is to range ahead of the Tyranid horde, scouting out tasty targets. "This rule really helps the army when the Escalation Scenario special rule is in play," explains Phil, "as you need your first waves of infantry to be on the board, moving forward right from the early game."

LENDING SUPPORT

Despite all of this going on in the Codex, Phil also plans to explore key elements of the Tyranids within the pages of this very publication. For instance, Phil will be putting Tyranid Kill-teams in the spotlight, expanding the options open to the Tyranid player and introducing all manner of gribbly fun.

"We've also got a series on a Tyranid invasion" says Phil, "describing the stages of a hive fleet consuming a world and using this as inspiration for terrain building projects, scenarios and campaigns."

Keep watching the skies...



EVOLVED EVOLUTION

Exposed to the weapons of numerous prey-species, the Tyranids undergo constant adaptations in order to best their foes.



Jes Goodwin has been the man behind many of the designs for the Tyranid race over the years, and was at the forefront of the design process for the latest codex.

“We wanted the range to have the appearance of having evolved, rather than having been redesigned, in keeping with their background,” says Jes. “We wanted players to be able to field models from any of the ranges that have been produced over the years, side by side.”

In order to do this, Jes went back to the original Tyranids, as they appeared in the first edition of Warhammer 40,000. “A misconception that has grown up around Tyranids is that they are insects” explains Jes. “They’re not that at all, it’s just a very literal way of interpreting the fact that they all have six limbs. People even refer to Tyranids as ‘bugs’, which I think is fine – from an Imperial Guardsman’s point of view, referring to something he is



The original ‘Ymgarl Stealer’ from *Rogue Trader* and new Genestealer with feeder tentacles.

completely ignorant and scared of!” Jes relates that originally, Tyranids were conceived more as ‘alien dinosaurs’. “Even the name offers a clue – Tyran doesn’t just relate to the planet on which the race was first encountered, it is also meant to conjure mental images of beasts such as the Tyrannosaurus Rex.”

Part of this process was to ensure that the many and varied creatures in the army had a consistent anatomy, a task begun with the

plastic Gaunts and Warriors produced for the last version of the codex. “Obviously, each creature has six limbs,” explains Jes. “Whether these are arms, legs, wings, weapons or whatever. Each creature also has five plates on its forehead, claws that bond with, rather than hold, weapons, and a number of spiracles – small breathing holes – located at the side of the head and tail.”

Jes intends that these visual links go beyond the current models, binding all the ranges



The original Hive Tyrant (right) has similarities to the new ‘evolved’ version (left).



together. The new Genestealers, for example, have been designed to sit alongside the old miniatures, yet to look like a natural evolution. "Genestealers utilise human DNA," explains Jes, "and there are a number of clues to this on the miniatures." Hooves then, Jes explains, indicate mammalian DNA, whilst the detailing around the face, particularly the sub-dermal plates, olfactory organs and the melded claws indicate to those with an eye for detail that the Genestealers may be alien, but they're all too familiar in places.

Having said that, one of the heads available on the sprue has a gob full of tentacles. What's all that about? "That does two things," explains Jes. "Firstly, it provides a visual and a genetic link to the Lictor. Secondly, it harks back to the original 'Ymgarl Stealer' in Rogue Trader – it's basically a genetic halfway house between the two." Now that's attention to detail.

Just as much work went into the new Hive Tyrant. "The most important consideration with the new Hive Tyrant was to make it more anthropomorphic, as it is, after all, an army commander and so should look more individual than the rest of the beasts." With the reintroduction of the Bonesword and lash whip, the new miniature harks back to the original Hive Tyrant. "The old model had a lot of character," says Jes, "and the intention is that both can stand side by side and neither look out of place."

If that weren't enough to get your toxin sacs dripping, then there's the new plastic Carnifex. "We'd always wondered just what the Tyranid equivalent of a tank was. In the past we've tried all manner of beasts, mainly through the Epic Warhammer 40,000 range. With this miniature, we really decided to make it the tank of the army."

The new Carnifex kit is packed full of options, including a multitude of heads, biomorphs and weapons. You can even configure it as the first edition's Screamer Killer. With its enormous size, multiple options and crustacean-inspired armoured shell, the new Carnifex is a model that no Tyranid player will want to be without.

Tyranid players certainly have a lot to look forward to, but these releases are by no means all. "There are always things we can take forward," says Jes, "things we didn't get the chance to do at the time of the project, but that we intend to cover one day. Like variant heads for the Hive Tyrant, each with a different crest. Also, I'd like to do a metal Ymgarl Genestealer, bringing that side of things full circle. And, perhaps the next time the range is revisited, plastic Gargoyles, but that's many years away yet..."

COLOUR SCHEMING

With a new codex release often comes an 'Eavy Metal army. The new Tyranid one is designed to represent an element of Hive Fleet Leviathan, and purple was used as a dominant colour, as it was present in the earliest versions of the race, and has not been used too much in other armies. By adding white to the mix, the team have created what Phil refers to as, "a very 'icky' colour scheme", one that perfectly communicates the alien nature of the Tyranid race. "Also," says Phil, "it's extremely photogenic, and looks good against pretty much all the terrain we have."



Despite at first appearing to be very different, you can configure the new Carnifex (top) to resemble the original Screamer Killer (bottom).



LETHAL ENGINEERING

The Tyranids are such a diverse race that they can be a modeller's dream. With so many plastic kits and interchangeable weapons, the sky's the limit for converting a Tyranid army. This workshop covers a few simple tips for making your own Tyranids a bit more personalised, from action poses to drooling ichor, by Phil Kelly.

GAUNTS

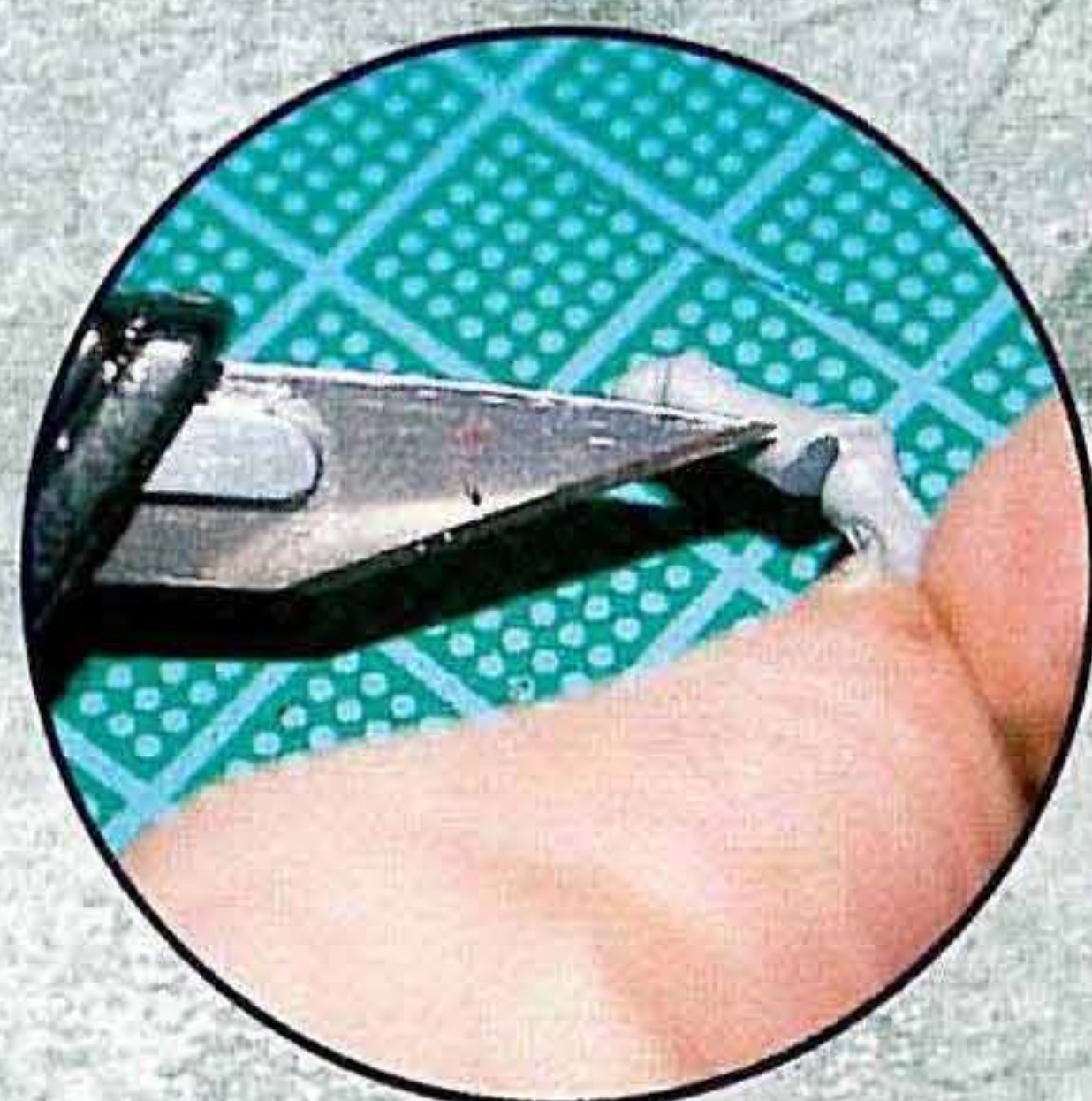
Gaunts, the most numerous of all Tyranids, have a new lease of life now the new codex has been released. Not only are they lower in points cost, but they have more options – you can upgrade them to be scouts, or to recycle when their squad is wiped out, for example. Furthermore, their fleshborers now benefit from living ammunition as their flesh-beetles seek out a nice soft spot on the enemy to burrow into.

With this in mind, many Tyranid players may wish to dust off their old Termagant models or put together some brand new ones. The trick to getting the most out of your Termagants is to pose them in a dynamic way, and here we show you a few ways in which to achieve this.

POSITIONING TIP

Glue the arm holding the fleshborer onto the Gaunt body first of all, to find the pose you are after. You might find the feed arm doesn't quite match up with the socket on the fleshborer, but a few simple alterations to the part will allow you to reposition it so that it fits.

To lengthen the feed arm, simply bend it outward a fraction with your fingers – gently but firmly – until it fits, and then glue it in place. To shorten the feed arm, take a sharp craft knife and cut a 'V' shape out of the inside of the feed arm's elbow (see below). Then place a blob of polystyrene cement in the gap and gently bend the arms closed again. Fit it into the already glued fleshborer arm whilst the glue is still a little wet and you should have a really nice fit. Once the gun is in place, position the head.



HUNTING

Termagants often scuttle into the enemy lines hunting for targets for their fleshborers to devour. Simply by dropping the fleshborer and the feed arm you can make your Termagant look like it is searching for new prey – a whole brood like this can look really menacing.



HISSING

To create the impression that a Termagant is communicating with its fellows, simply point the head in the opposite direction to the fleshborer.



AIMING

If you want your Termagant to look like it is firing its fleshborer at the enemy, bring the gun arm and the feed arm up close to the neck joint (but not so close that the head will not fit on). Then align the head so that it is facing in the same way as the barrel – bingo, you have a Termagant taking aim.



Termagants patrol ahead of the Tyranid swarm.

TOXIN GAUNTS

Termagants can be equipped with toxin sacs in the new codex – this means not only that they are Strength 4 in combat, but also their fleshborers are fired at S5 – with a re-roll to wound. Here are a few alternative places to put your Termagants' toxin sacs.

Carapace

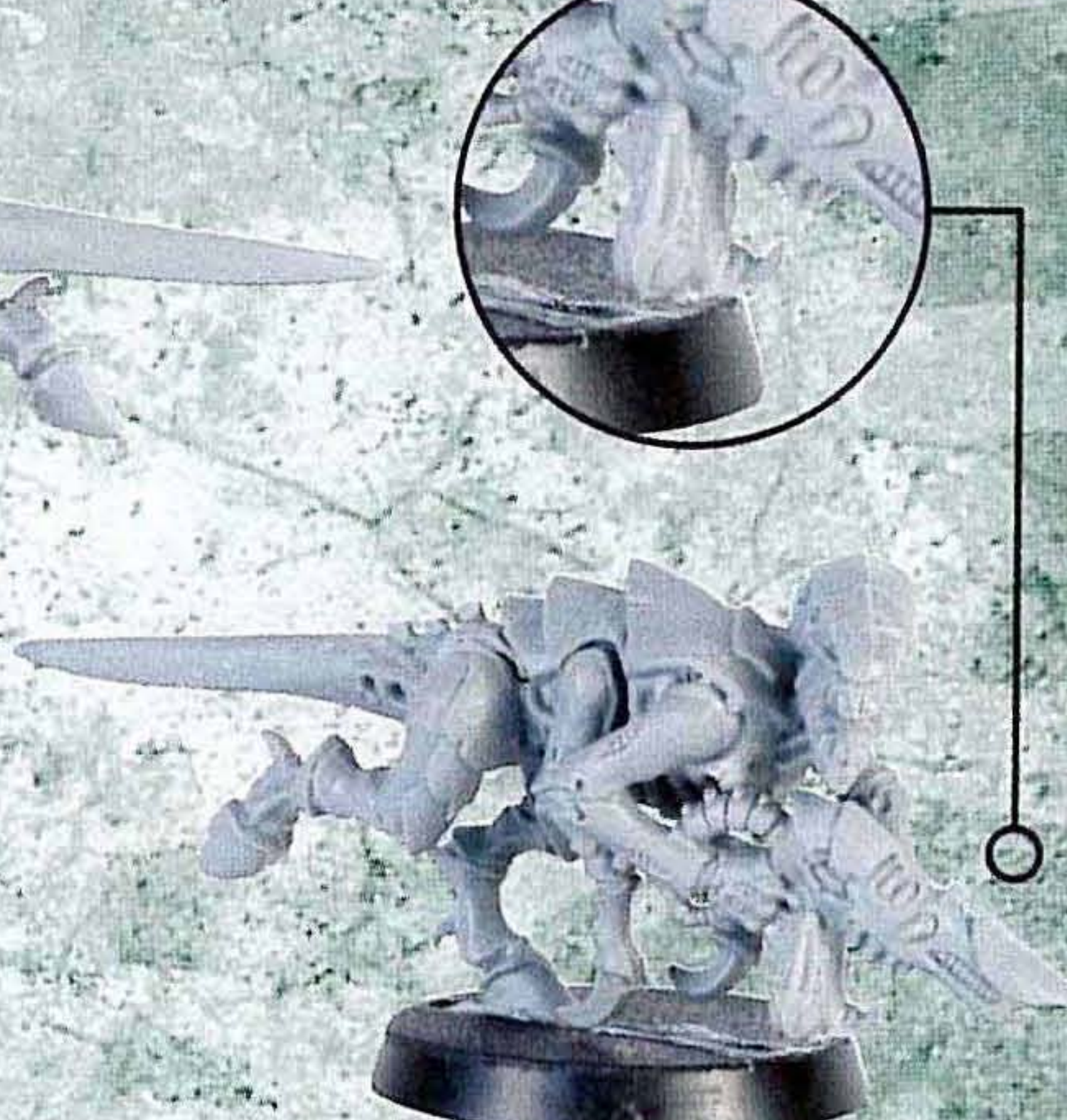
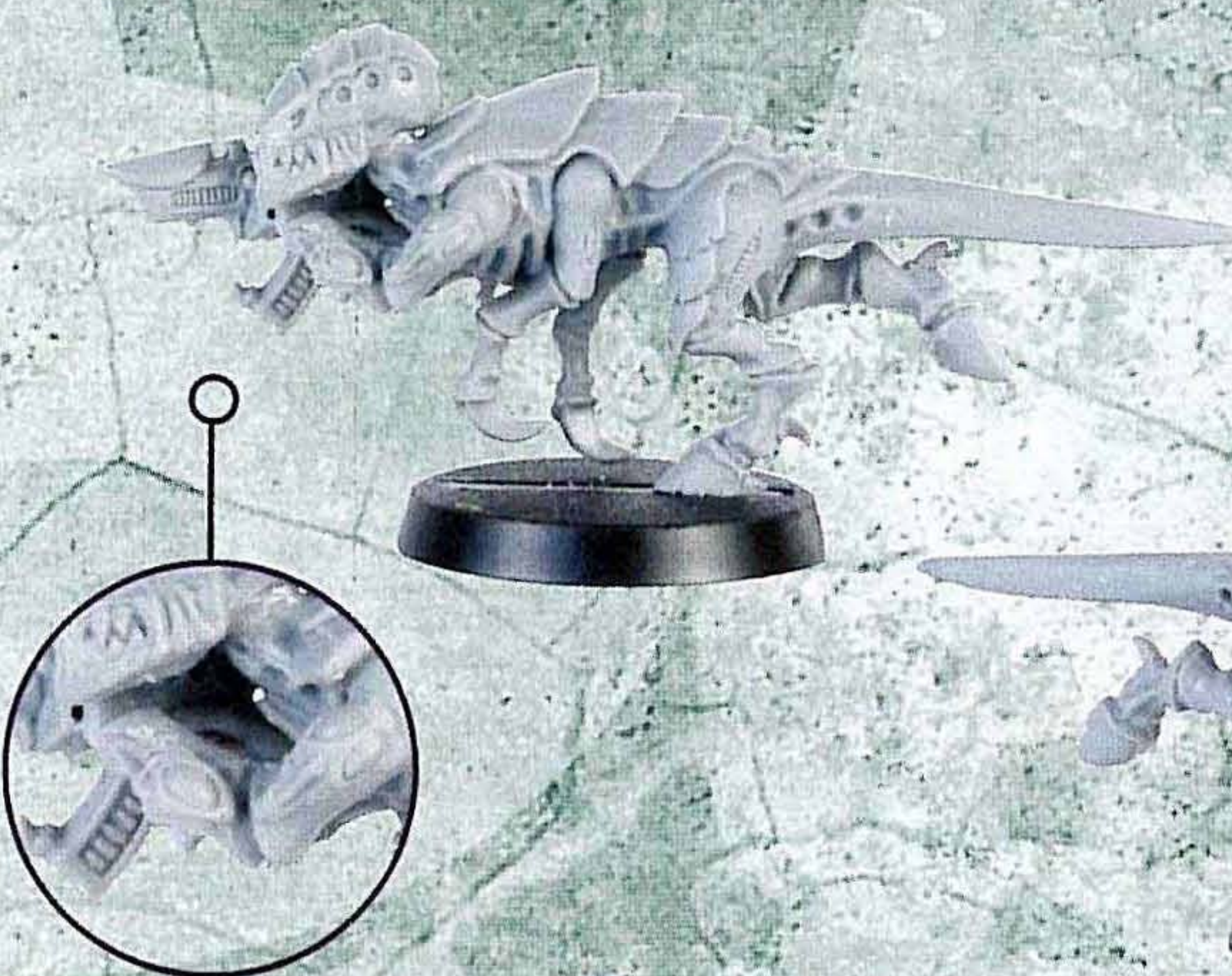
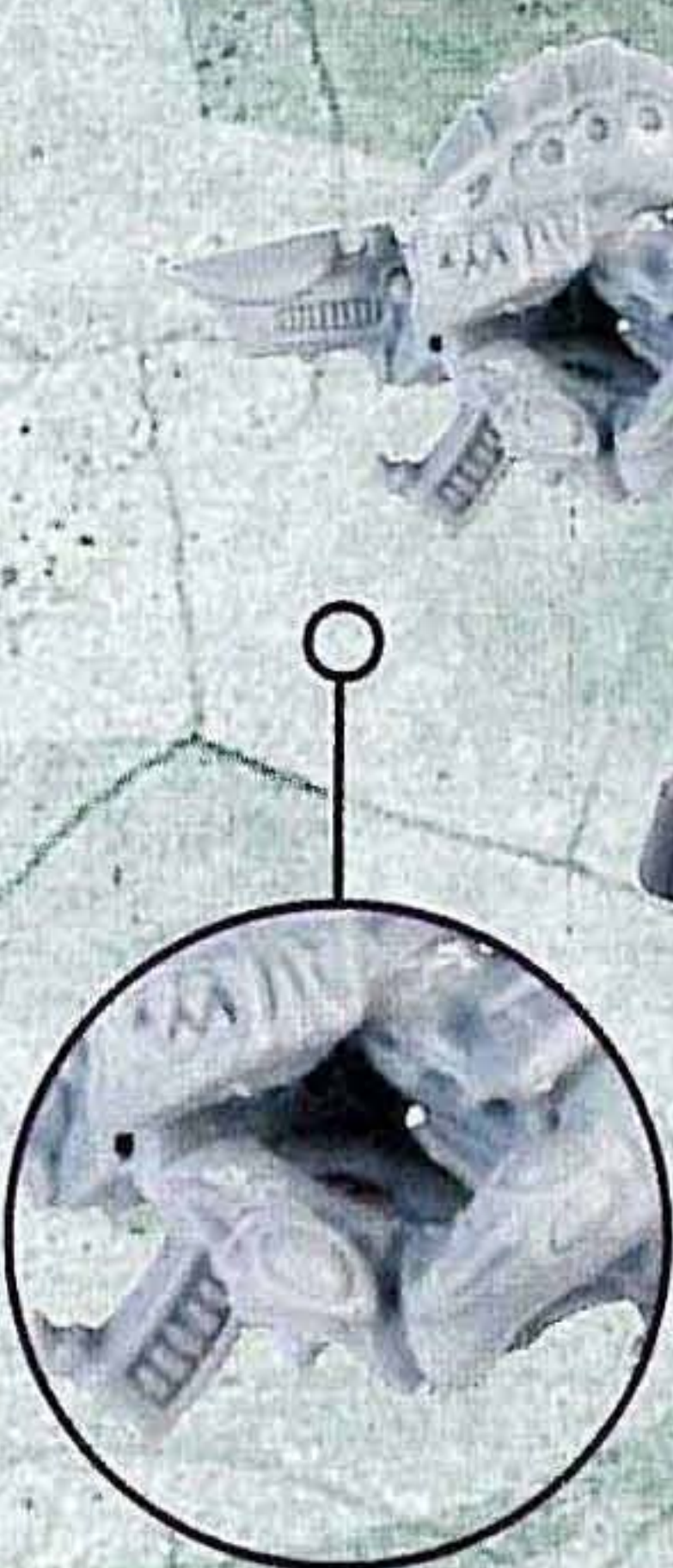
This is simple enough and is obvious on-table, but it's also the site for the adrenal glands biomorph. Should you wish to field a really souped-up Gaunt, bear that in mind.

Feed Arm

You could put the toxin sacs on the upper and lower sections of the feed arm to represent the poison flowing into the gun.

Fleshborer

Toxin sacs also fit nicely on the fleshborer. Once painted up, the Termagants and their toxin-fuelled fleshborers are ready for lunch.



DYNAMICALLY POSED SPINEGAUNTS

In Codex: Tyranids, Spinegaunts are merely Gaunts armed with spinefists. They are cheaper than even the humble Guardsman, and can be expended by the truckload without so much as a twinge of angst. Their signature weapon has roughly the same amount of punch as a staple gun – this makes them perfect 'cannon fodder' troops, and Tyranids do so like cannon fodder. Furthermore, the separate arms on the Gaunt sprue allow for far more dynamic poses than the Termagants.

You might like to use the Hormagaunt bodies supplied in the Gaunts boxed set for your Spinegaunts as, with a bit of clever posing, it can make them look like they are firing on the move and pegging along at a right old pace. You can even enhance this look by gently (and we do mean gently) bending the model's leg so that the body tilts over to one side.

This is a tricky process and it's generally a bad idea to bend the model at the point where the model meets the base unless you are really careful – there's no better way to break a Hormagaunt body than by doing this hastily. A slight bend in a leg or knee joint (not ankle) can achieve the same effect. Then attach the guns in an action pose. These often look cool if they are pointed in the same direction.



A Spinegaunt leaning to one side, spinefists held in running pose.



This Spinegaunt is posed to look like he is firing off a shot.



The 'sprinting along' pose, made by placing the arms in a running position.



Firing on the move, or 'The John Woo' – note the head pointing in the same direction as the spinefists.





In a tide of sharp claws, Hormagaunts overwhelm the Word Bearers.

LEAPING HORMAGAUNTS

The special rule Leaping allows Hormagaunts to move like quicksilver and attack their foes from further away. You may want your broods to look like they are bounding along in great leaps, and descending on the enemy in a flurry of stabbing talons. By attaching the body of a Gargoyle to a normal round base by its tail, rather than a flying base, it's easy enough to have a Hormagaunt leaping up and over his foes. This looks great when your Gaunts all pile in against the enemy, giving the effect that the foe is drowning under a cascade of stabbing, slashing Tyranids.

To make your leaping Hormagaunt you will need one Gargoyle and a Hormagaunt sprue.

It's easiest to select a Gargoyle with a tail that curls under it. You can use the Gargoyle with the wavy tail but you'll need to bend the tail right underneath it; this takes quite a bit of doing but the final result is worth it in the end.

Then, cut a small v-shaped gap into the base you intend to use (one without a slot

is better) and ensure the Gargoyle's spiky tail fits into the groove. Glue it in place. You'll find that it unbalances pretty easily at this point, so you'll need to bend the Gargoyle's tail in such a way that the main body of the miniature sits above the base, not away from it. Then place clippings of metal under the base (described in the box-out far right). This will balance the Gargoyle.

Next, clip the smaller set of limbs from the Hormagaunt sprue and glue them into the middle section of the Gargoyle.

Astute players may worry that the rear legs of the Gargoyle are slightly atrophied rather than the powerful legs Hormagaunts use for their bounding leaps, but these conversions look so dynamic that you can get away with using these slightly leaner limbs.

Put a couple of these leaping Hormagaunts in each brood and when you swamp an enemy unit they'll really look like they're in trouble!



Once the glue is dry, fill in the gaps with Green Stuff. Finally, attach scything talons to the sockets for the front legs – the scything talons that reach forward look the best. You might like to clip off a little of the ball joint at the shoulder for a better fit.



SLIME AND ICHOR

The genre of alien horror is quite big on slime and ichor, and adding a little drool can really set off the larger gribbles in a Tyranid force. There are a number of ways to achieve this.

One of the quickest and best is to use an epoxy resin. This is technically a glue, but it's a thick one – catch it whilst it sets with a cocktail stick and you can string it out into long thick strands of drool. This is an ideal finishing touch to your big critters.

A good way to practice, if you've invested in a Carnifex boxed set, is to take one of the heads that you're not planning to use and try out a few strings of drool. Mix up the epoxy as instructed on the tube, but add a tiny amount of paint into the mix with a cocktail stick – Scorpion Green is a good choice.

Then, when the epoxy starts to resist the mixing process, quickly apply it to the regions that you wish to cover in alien ichor. As it dries, it will become stringy. You need to tease it out with the end of the cocktail stick until it forms thin strands that you can attach either to the other jaw of the Tyranid's mouth, or dangle from its chin or tongue. Once you've had a go and got the feel of the epoxy, try it on the finished model.

Another great use of this technique is on the Tyranid bio-weapons. Simply mix the epoxy

Epoxy resin makes excellent stringy drool on a Carnifex's teeth.



up as described above, and then attach it in long strings of gloop from your deathspitters and devourers. You might like to try this technique out on some spare weapon parts first of all.

There is a golden rule here, as with many aspects of the hobby – **DON'T OVERDO IT!** Countless great models have been spoilt by the application of too much fake slime or blood – you don't want your Hive Tyrant to look like he's being sick, just as if he's really hungry for a nourishing repast of slaughtered Space Marines.

Even though the Tyranids are commonly used as a swarm army, you can add an extra level of detail by taking the time to alter the modelling of the units. By doing this you can theme your squads so they enact specific functions, such as gunslinging or leaping Gaunts, or troops that are scanning an area. By continuing this with the bigger creatures, you will create a stunning-looking Tyranid force.



The massive bulk of a Carnifex looms over a brood of Spinegaunts

WEIGHTING BASES

It is a rare Tyranid player indeed who has no Hormagaunts in their army. Barer still is the Tyranid player who hasn't had his Hormagaunts, posed for maximum stab factor, topple forward.



This can be easily fixed. Simply get into the practice of keeping spare bits of metal when you are preparing your metal miniatures. Those little tabs that come on small pieces of metal kit, or the odd chopped-off slotta-base tab, are perfect.

When a model is unbalanced, simply glue these pieces under the base itself at the furthest point from the bit of the model that unbalances it. Keep attaching these offcuts until the model starts to behave itself again and stands proper.

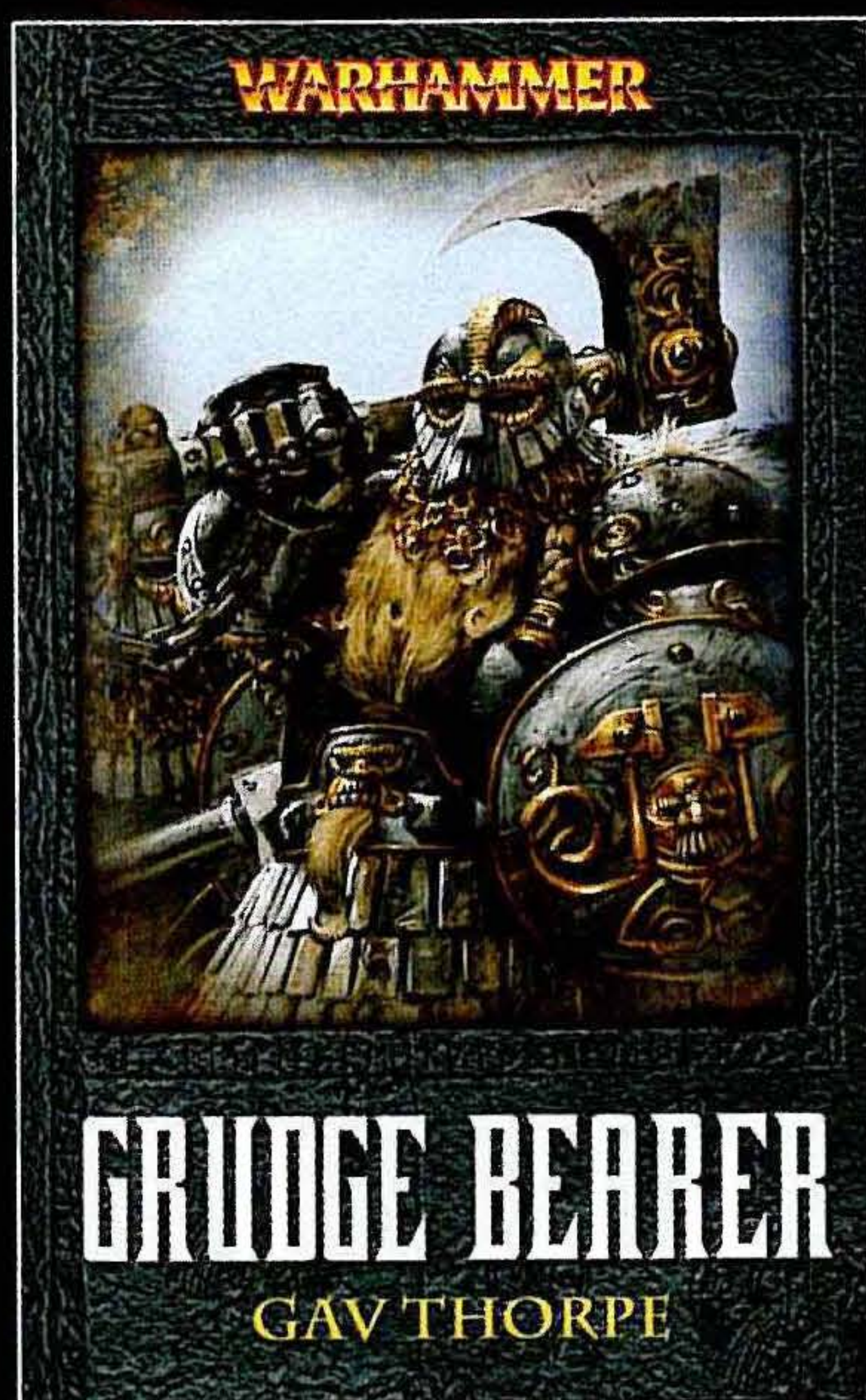
This also applies to Spinegaunts with Hormagaunt bodies, or indeed any model with a bad habit of nosediving.



RENDING RAVENERS

Many Tyranid players like to field Raveners with rending claws instead of scything talons. The conversion that allows you to do this is simplicity itself. Put together a Ravener as normal, but leave off the medium set of limbs. Take a set of rending claws from the Genestealer frame and glue them in place – the rending claws on the Large Biomorphs sprue are a little too large for such lithe and lightning-quick beasts.

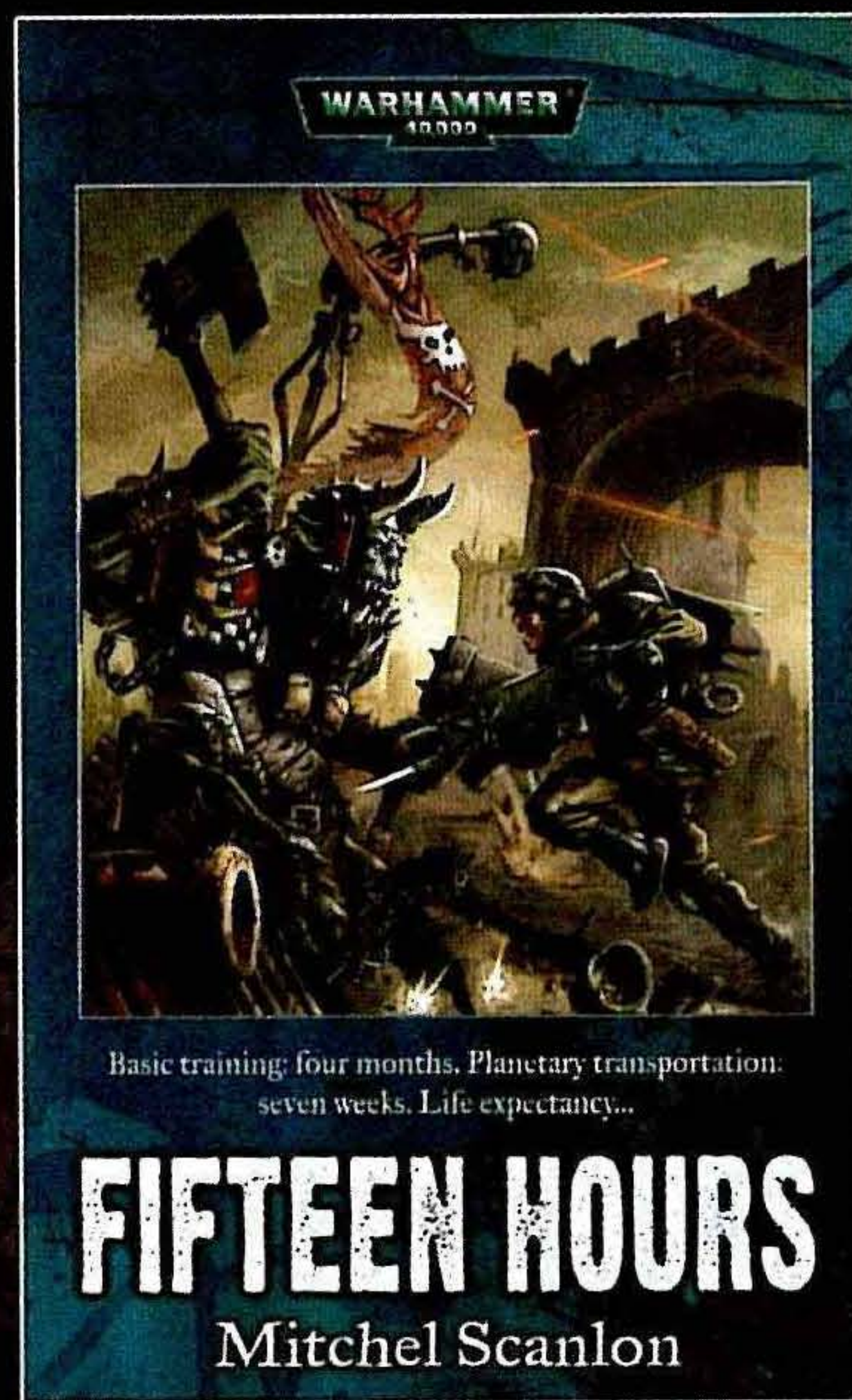




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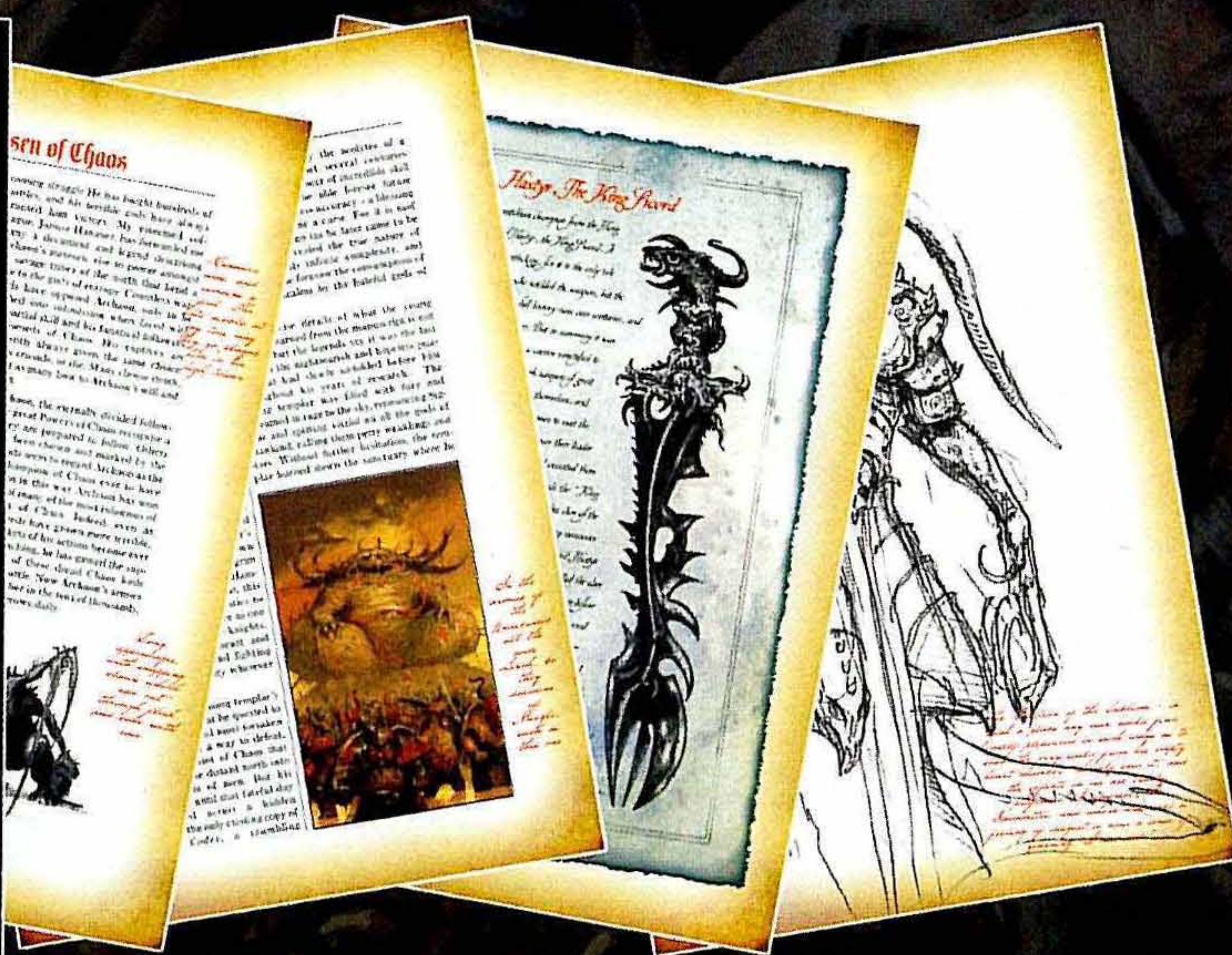
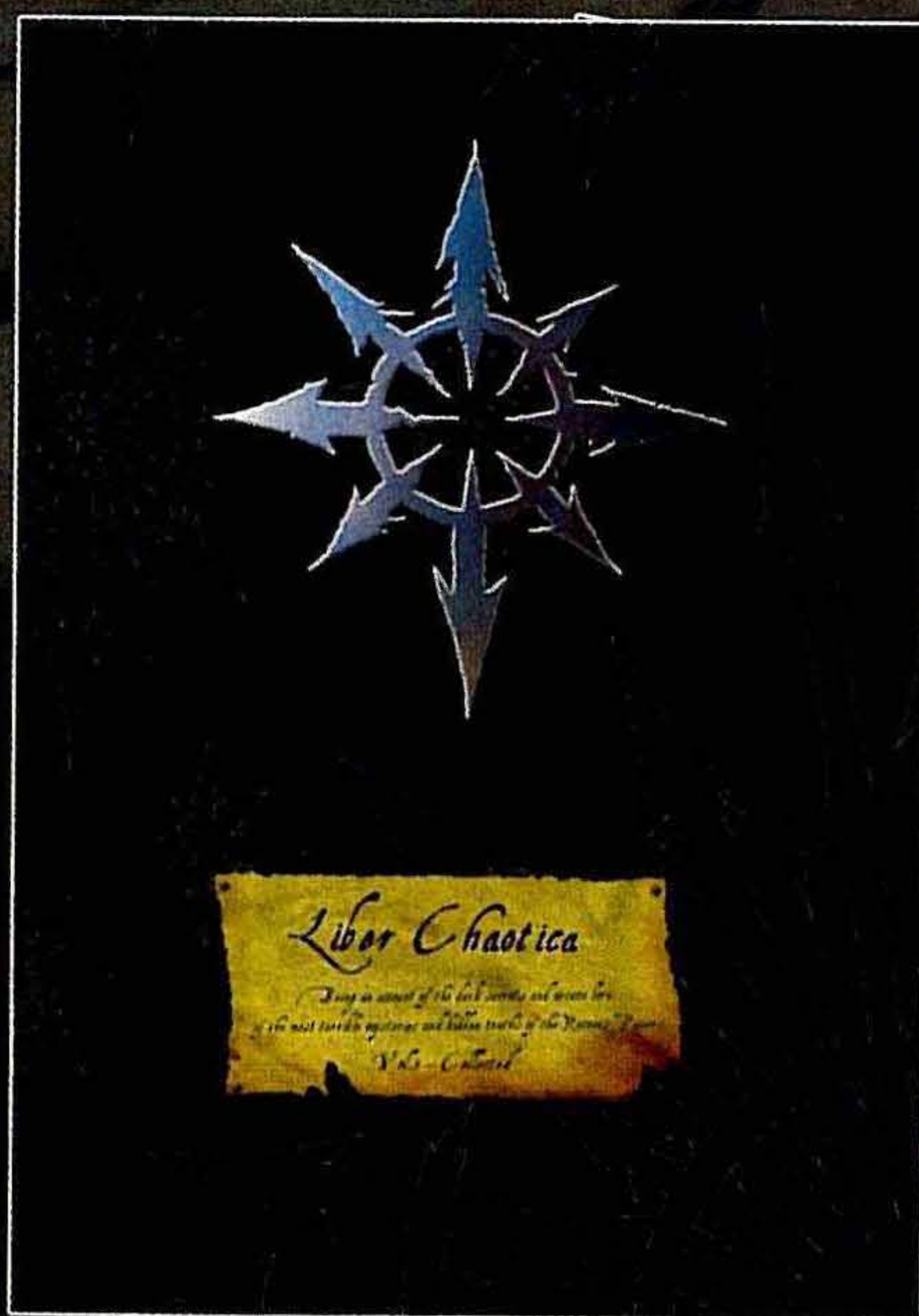
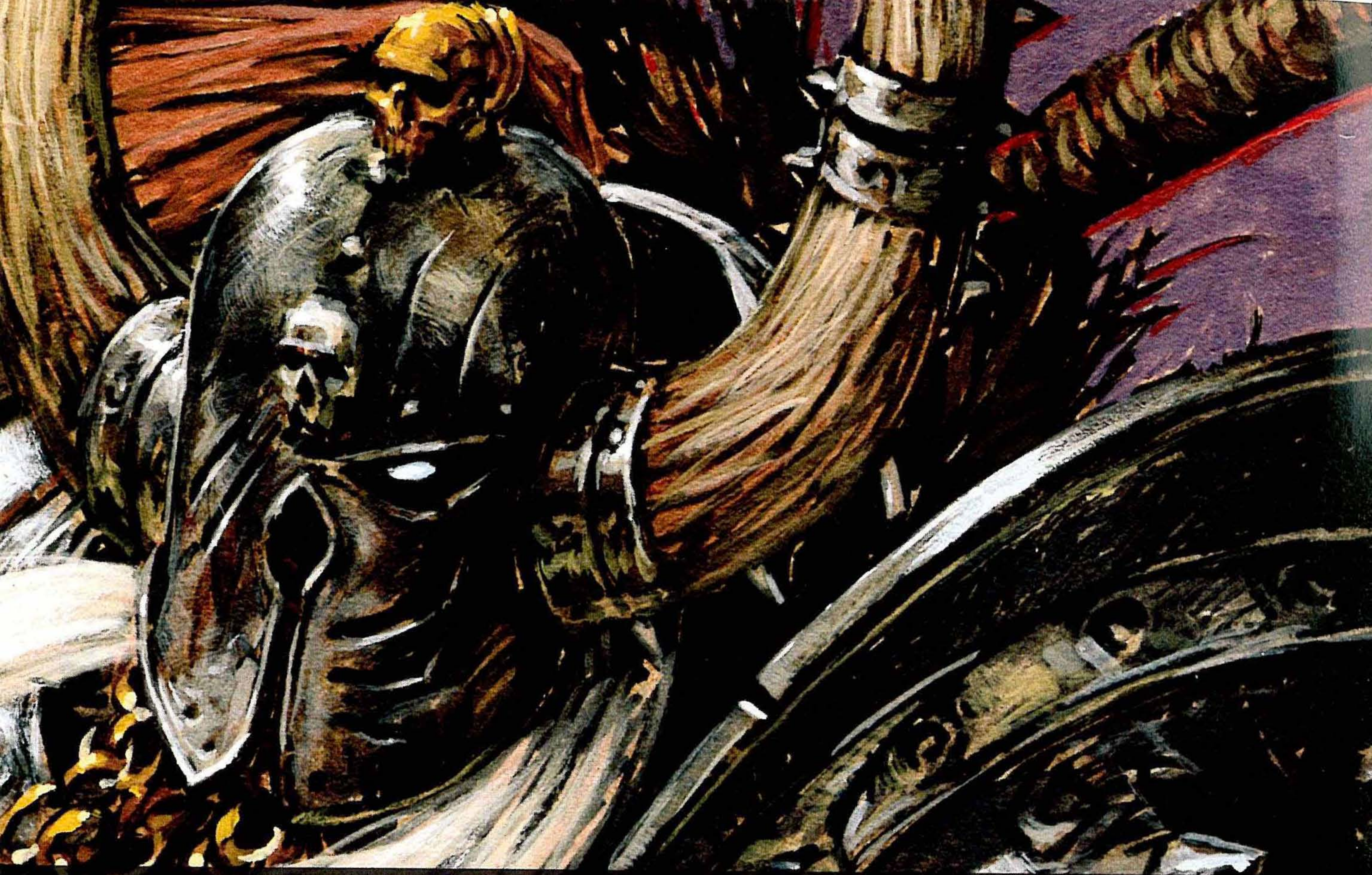
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Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing new scenarios, weapons, rules and army list entries of all types. It also acts as a forum for dedicated players of Warhammer 40,000 who have produced inspired, well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

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

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The Deathwatch are a highly elite force. Specialising in countering the incursions of aliens that threaten the freedoms and lives of Mankind, they are equipped with unique weaponry to neutralise xenos predators. Graham McNeill presents rules for using these alien-hunters in your games.

Deathwatch members are primarily volunteers from Space Marine chapters that rigidly adhere to the Codex Astartes. Because teams are made up of battle brothers from several chapters, it is essential they follow a similar doctrine. On the Eastern Fringe of the Imperium, the Inquisitorial Fortress at Talasa Prime has recruited, trained and equipped Kill-teams from the Ultramarines, Scythes of the Emperor and Lamenters Chapters for service against the Tyranids.

There are two ways that members of the Deathwatch can be incorporated into normal Warhammer 40,000 armies. The first is to use an entire team of Deathwatch Space Marines. Up to one Kill-team can be included in any Imperium army as an HQ choice (see right for army list entry). For this purpose, an Imperium army consists of any Space Marine army picked using only Codex Space Marines*, any Imperial Guard army (including Catachans, Steel Legion etc) or any Inquisitorial army (Daemont Hunters, Witch Hunters or Alien Hunters).

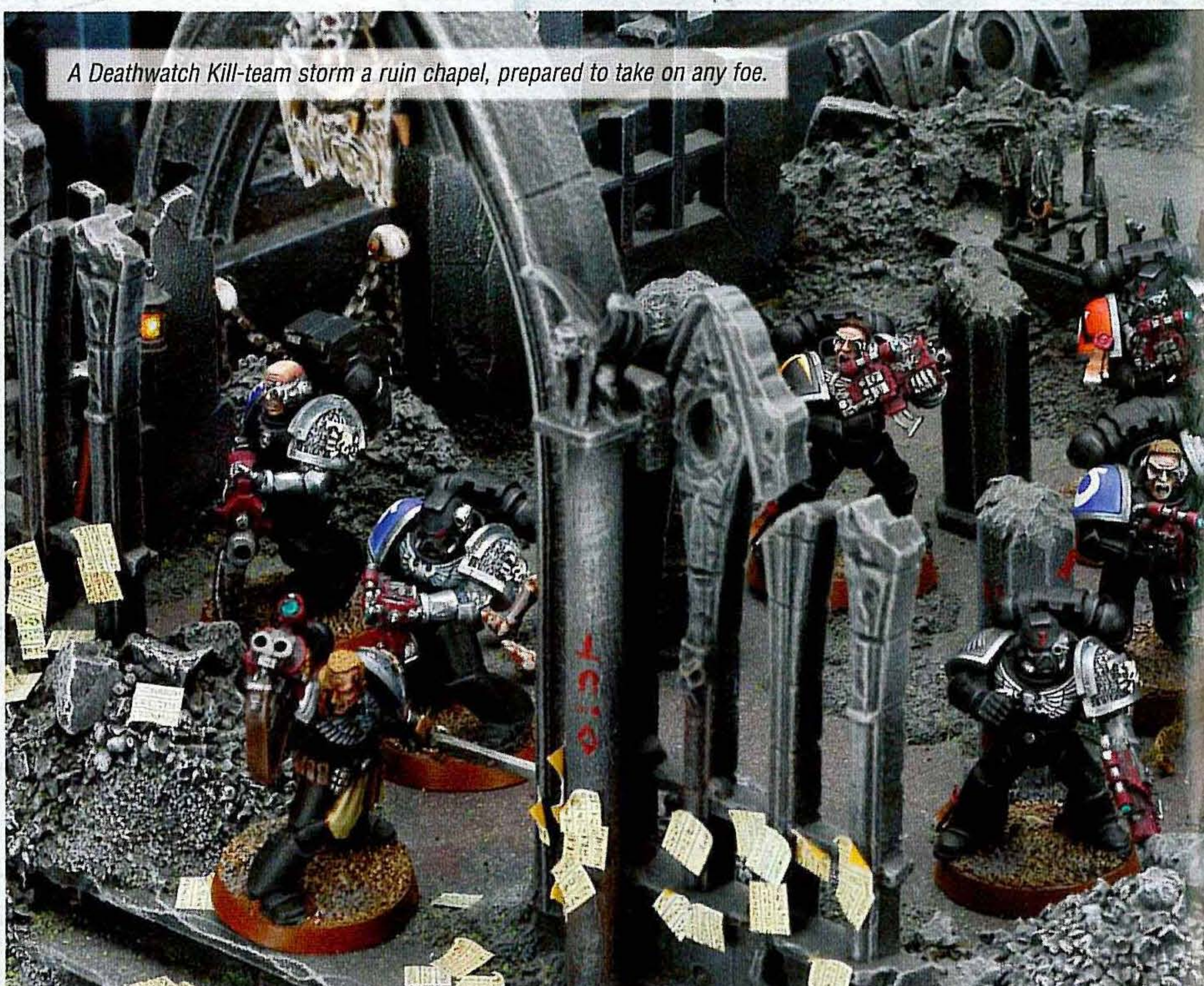
As an alternative to fielding entire Kill-teams, you may upgrade one or more members of any Space Marine army selected using only Codex Space Marines* to members of Deathwatch. As a reward for the service provided to the Deathwatch, the rare ammunition types they use are made

available in limited numbers when the volunteer Space Marine is back in regular service with his chapter. Only Independent Characters or members of Headquarters, Veteran or Tactical squads can be upgraded, and these must wear the distinctive Deathwatch shoulder pad. Deathwatch members must be armed with a bolter or a combi-weapon with a bolter component. It costs 5 points to make a model a Deathwatch Veteran (there is no change to their profile). Each may then select one of the following ammunition types at the cost specified in the squad rules opposite.

- M.40 targeter with auto-sense link and Stalker silenced shells
- Metal storm ammunition
- Inferno bolts
- Kraken bolts

This ammunition may only be used with a bolter or the bolter part of a combi-weapon.

**In truth, the Deathwatch are recruited from all different chapters including Space Wolves, Blood Angels etc. However, the discipline and training of such individuals is legendary, so for this article we've only covered 'Codex' Deathwatch – other chapters with their own codexes get plenty of extras already!*



A Deathwatch Kill-team storm a ruin chapel, prepared to take on any foe.

O-1 DEATHWATCH KILL-TEAM

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Captain	60	5	5	4	4	2	5	3	9	3+
Veteran Space Marine	30	4	4	4	4	1	4	2	9	3+
Space Marine	20	4	4	4	4	1	4	1	8	3+

Number/Squad: The Deathwatch squad consists of one Space Marine Captain and between 4 and 9 Deathwatch Space Marines. The Captain (or Librarian) is an Independent Character and may not leave the squad. If all the members of his squad are killed, he acts as an Independent Character as normal.

Equipment: Bolter and close combat weapon, frag grenades, melta-bombs.

Options: The Captain may select items from the Space Marine Armoury.

The Captain can be upgraded to a Librarian (Codicier) at +40 points. As a Librarian he is now equipped with a force weapon and psychic hood. He may use the Psychic Power 'Storm of the Emperor's Wrath'. He may replace this power with an alternative power at the points cost listed on page 21 of Codex: Space Marines. He may select Librarian only items from the Space Marine Armoury.

Any squad member can be a Veteran, but costs 30 points rather than 20 points.

Up to 2 Space Marines can be armed with a special weapon from the following list in place of their bolter: Heavy bolter with Hellfire ammo and suspensors at +15 points, M.40 targeter, bolter and ammo at +10 points,

plasma gun at +6 points, meltagun at +10 points, flamer at +3 points.

Any Veteran can be armed with a weapon from the following list unless they are also armed with a special weapon. The new weapon replaces their close combat weapon: power fist at +25 points, lightning claw at +25 points or a pair of lightning claws at +30 points (replaces both bolter and close combat weapon), power weapon at +15 points.

All models not armed with a special/Veteran weapon may be issued with one of the following special ammo types: metal storm ammunition at +5 points, inferno bolts at +5 points, or kraken bolts at +5 points. Note that the same ammo must be used throughout the squad. See boxout below for rules and details of these weapons.

SPECIAL RULES

True Grit. All Deathwatch Marines have True Grit. See the Universal Special Rules section of the Warhammer 40,000 Rulebook.

Transport. A Deathwatch Kill-team may be mounted in a Rhino at +50 points. If the Squad numbers six models or less then they may be mounted in a Razorback at +70 points. A Deathwatch Kill-team may be mounted in a Drop Pod (see p21 of Codex: Space Marines).

Deep Strike. The Deathwatch have many ways of reaching a battlefield by surprise. Unless they are mounted in a Rhino, they may always start the game in reserve and arrive by Deep Strike. Whether this is by teleporter, termite, alien technology or grav-chute is up to the player.

WEAPONS OPTIONS NOTES

Heavy bolter. Potentially a very versatile weapon – if equipped with an additional suspensor unit that provides just enough stability to allow it to be fired on the move. The effective range is seriously reduced but it gains the ability to provide suppressive fire while advancing. Because Kill-teams often operate alone, this justifies the use of the rare suspensor units.

Range: 18" Strength: 5 AP: 4 Assault 3

It is also capable of utilising the Hellfire round, a ceramic sheath that shatters into thousands of needle-like shards on contact, penetrating the hide of the target and carrying mutagenic acid into the enemy's blood stream. The acid is so powerful that even the most enormous creature is vulnerable. A Hellfire round is loaded and fired singly. It wounds on a 2+ regardless of the target's Toughness.

Range: 36" Strength: 5 AP: 4 Blast, Heavy 1

Bolter with M.40 targeter. A normal bolter equipped with an M.40 targeter with auto-sense link and Stalker silenced shells acts as a perfectly satisfactory sniper weapon. In this mode the bolter is a Heavy 2

weapon which causes Pinning tests but is otherwise identical in terms of range, accuracy and strength to a normal bolter.

Metal storm ammunition. A bolter loaded with metal storm ammunition may be fired from the hip with remarkable accuracy. The metal storm shells explode in proximity to the enemy, their fragmentation casing making pinpoint accuracy unnecessary. The penetrative and destructive qualities of the round suffer as a consequence.

Range: 18" Strength: 3 AP: – Assault 2

Inferno bolts. A bolter loaded with Inferno rounds can cause far more horrific wounds than a conventionally loaded bolter. This is achieved by filling the bolt with an oxy-phosphor gel. Re-roll any failed rolls to wound (but not any vehicle Armour Penetration rolls).

Range: 24" Strength: 4 AP: 5 Rapid Fire

Kraken bolts. A bolter loaded with a Kraken penetrator round is capable of piercing the toughest hide thanks to its adamantine core and improved propellant.

Range: 30" Strength: 4 AP: 4 Rapid Fire



Deathwatch Kill-teams are available as a complete five-man squad boxed set or as separate components from GW Direct. If you want to add them to your army, log on to: www.games-workshop.com/store/deathwatch or call: 0115 91 40000 for more details.

Kluctmier's Last Stand

A living tide of Tyranids descends upon Granica IV!

The Tyranids are back with a vengeance, and the brave soldiers of the Imperial Guard must drive them off, no matter the cost. For amongst their ranks is an Inquisitor with a precious secret – a genetic virus that could destroy the Tyranid threat upon Granica once and for all. Owen Rees, long-standing Guard player who you may recognise from WD298's Desert Kidnap, takes on Phil Kelly, the author of Codex: Tyranids.

ESCAPE FROM GRANICA IV

Inquisitor Lord Kluctmier of the Ordo Xenos is on the verge of an important breakthrough that, should he complete it, will spell a biological meltdown for a splinter fleet of Hive Fleet Leviathan. Just as he reaches the last stages of his research, the Tyranids launch a new offensive. Luckily the brave soldiers of the Imperial Guard stand ready to buy the Inquisitor the time he needs to escape.

SET-UP

1 Place the Inquisitor's Chimera and his shuttle 56" apart in the defender's deployment zone.

2 Both players roll a dice, the winner deploys a unit in his deployment zone no more than 15" onto the tabletop. The enemy then places a unit in the same manner; that unit may not be within 24" of an enemy model. The players take it in turns to place their units in this manner in the following order: Heavy Support first, then Troops, followed by Elites, HQ and finally Fast Attack.

3 Roll a D6. Highest score may choose whether to go first or second.

Game Length: The game lasts six turns.

Line of Retreat: Units that are forced to fall back will do so towards their nearest board edge, using the normal Fall Back rules.

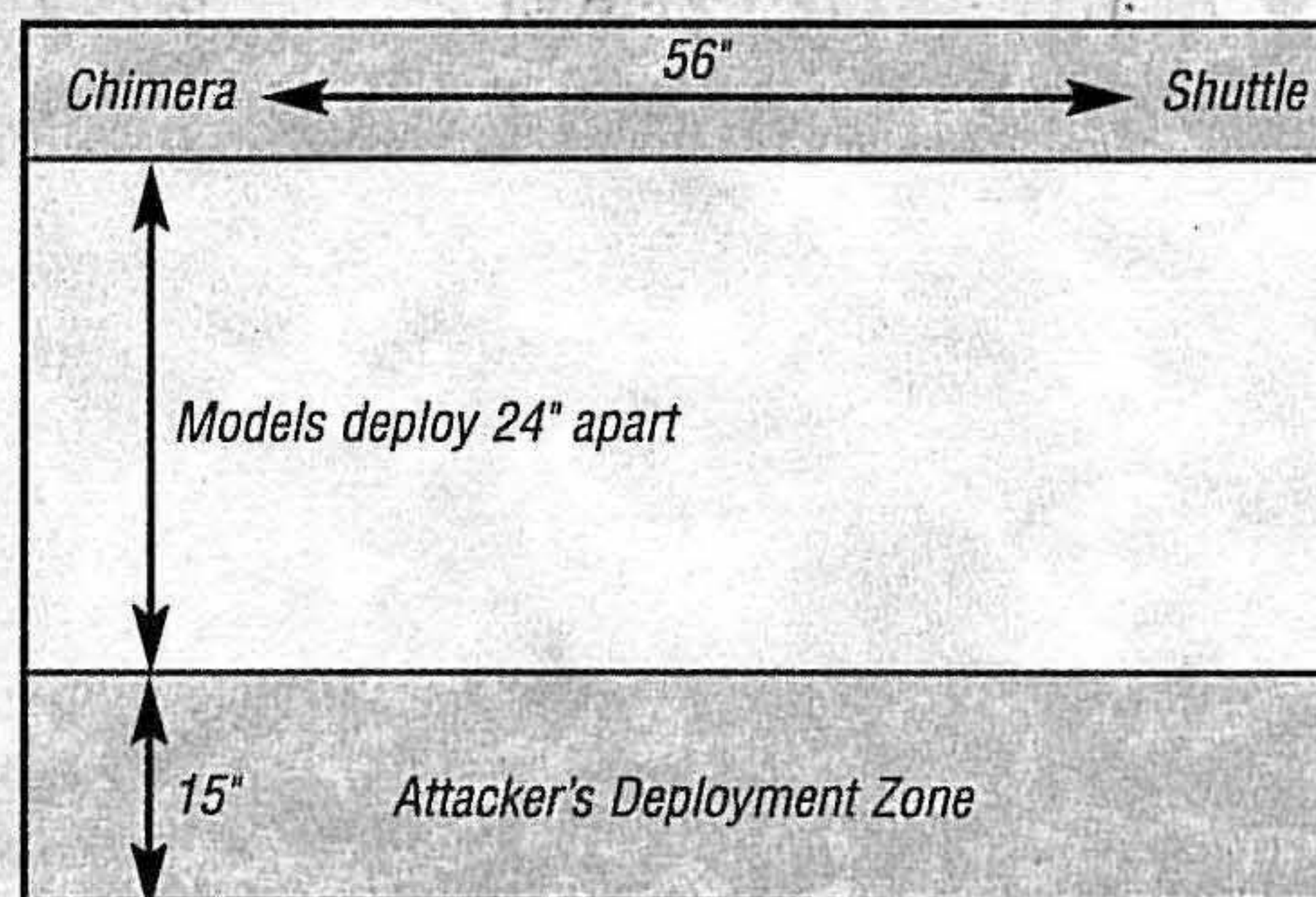
SCENARIO SPECIAL RULES

Deep Strike, Infiltrate.

MISSION OBJECTIVES

The attacker must prevent the Inquisitor from escaping or wipe out every single other infantry model on the board. If he achieves either of these criteria he scores a solid victory. If he fulfils both he scores a victorious slaughter.

The defender must keep the Inquisitor alive and get him into base contact with his shuttle. If he succeeds in this he scores a solid victory. If he succeeds in this and still has over half of his army left alive in Victory Points at the end of turn 6, he scores a victorious slaughter.





The Genestealer brood slid from amongst the shadows of the gas culvert, clawed feet splashing through the trickle of waste running down its centre. Flickering blue luminas lining the walls reflected from curved chitin and scythe-like talon as the stealers scuttled on. The echoing scrape of claws on stone was punctuated by the occasional muffled explosion from the complex above, and thin lines of dust drizzled from the ceiling as the aliens stalked towards their unwitting prey.

Crouched low, the leader of the brood flicked out his tongue to taste the air. Its athletic body spoke of brutal power and whipcord muscle, its every movement laden with menace. Turning its great crested head, the

Broodlord stared at its Genestealer offspring, and a psychic communique passed between each member of the brood. The flesh was close.

Padding forward on twisted, taloned hands, the Genestealers began to climb the ribbed walls of the culvert. With a single slash of its powerful claws the Broodlord ripped open the access port in the ceiling, and one by one the Genestealers crept out. The scene above ground was one of total chaos. The air stank with the tang of fear-response and the hot, intoxicating scent of blood. The prey lay ahead amongst the buildings, their gun-tanks booming as the air was criss-crossed with hissing beams of fire. Row upon row of Humans were desperately trying to hold

back an encroaching avalanche of Tyranids so dense that it seemed like a roiling wall of talons and teeth rather than a collection of individual aliens. The hissing, clattering screeches emitted by the horde was deafening. Each shell launched by the prey's battle tanks tore a bloody chunk from the mass of bodies, but they did not falter.

The Broodlord sent a psychic pulse to his stealer-kin, and they shuddered as alien adrenaline coursed through their systems. Feeder-tendrils twitched in anticipation as they rounded the corner and caught sight of their prey, who remained oblivious to their presence.

With a terrifying scream, the Broodlord and his progeny charged into the rear of the prey's lines.



HOLDING THE LINE

Owen: Phil and I have quite a history of playing each other, generally my Imperial Guard against his Tyranids (the Studio's Battle for Vogen Cityfight campaign a few

years ago springs most prominently to mind). One defining feature sticks out in all those games – I have never beaten his Tyranids with my Guard! Well this time it'll jolly well be different, inaugural Battle Report with the new codex or not (I'm not afraid – much... mummy!)

The scenario calls for a defensive posture, which suits most Imperial Guard forces, with the Inquisitor and his retinue racing towards the awaiting Aquila. I am going to have to really hot-foot it across the board – the Inquisitor won't be able to get tied in combat for long. To help, I need some serious ass-kicking potential in his unit and, with 2,500 points to play with, I can indulge! This then formed my first choice, Inquisitor Lord Kluctmier with force weapon and retinue of obligatory ablative henchmen. I slapped them in a Chimera with the usual smoke launchers and reinforced armour.

But what to back them up with? This small force needs an escort, and what could be more appropriate than a tooled-up unit of Deathwatch Space Marines. Phil agreed to let me choose a Librarian from the new Codex: Space Marines (a fine unofficial and sportsmanlike, gentlemanly agreement), and I went shopping. I selected two heavy bolters,

inferno bolts for all, a lightning claw-armed Veteran and a power fist-armed Space Marine! I reason that the Librarian's force weapon combined with between five and seven power weapon attacks will be adequate to take out any monstrous creatures that thunder into my lines. These boys weigh in at a massive 360 points, but if anyone is going to give those 'Nids a run for their money, it's them. I don't normally go to town on characters and the like, as I prefer lots of troops, but this was really fun for a change. Besides, with Phil no doubt trying to show off all the new beasties, I needed some close combat monsters of my own.

So that's the Inquisition part – now for the rest. These troops are actually glorious speed bumps. Something I know I definitely want to take is three Leman Russ battle tanks. The Tyranids will have serious trouble getting through their armour, and secondly, I use a Drop Troop army and don't normally use these tanks. Onto the list go all three! I know Phil will still try and take them down, and anything which takes the heat off my infantry can only be a good thing.

Three is the magic number for my next choice too. I'm taking three platoons, armed to the teeth with special and heavy weapons. I'm squeezing as many AP2 weapons out of the Studio army as I can, as Phil likes 4 Wound, 2+ Armour Save Carnifexes running around loose. (Strangely, I've never been as keen.)

With the three tanks and three platoons I will form what I call 'Hedgehog' formations. The idea here is simple, there is enough firepower

and different types of weapons to deal with anything Phil can throw at each one. However, they will be separate enough so that if Phil attacks one of them he can't just roll up a flank. Each Hedgehog formation will be able to see the other two to lend fire support should one fall. I am in no doubt that the Tyranids will reach me, but it is what they reach and when that will matter. Because of this, I am selecting Doctrines to stiffen my men's resolve. I have a high regard for Close Order Drill and Iron Discipline, which will come in very handy here, especially the Initiative bonus against Phil's Gaunts.

So far, this won't be enough on its own. I need something else which will take the fight to the enemy when part of my battle line gets swamped. 20 Conscripts, 5 Ogryns in a Chimera and a Command HQ fill this role well. I am also taking a unit of Storm Troopers to drop in behind enemy lines and remove any Biovores. Phil always takes these and their mines would play havoc with my tightly packed Guardsmen. Also, if he diverts creatures away from the battle line, it means less organic spiky nastiness enveloping my soft and tasty Guardsmen!

So that's the army. Facing the new Tyranids is a scary prospect, but with solid discipline I hope to keep on top. The plan is simple: wear down the little things, swamp and slow down the big things, counter-attack when necessary and run the Inquisitor like the clappers behind my lines – oh, and see how much of a dent the Deathwatch can make. One thing is for certain though: it's not going to be a quiet day on Granica IV.



GRANICA IV PLANETARY DEFENCE FORCE

2,500 points



COMMAND PLATOON

112 points

Captain Dundle armed with power weapon. Iron Discipline.
1 Guardsman armed with lasgun and equipped with Vox Caster.
1 Guardsman armed with meltagun.
1 Veteran armed with lasgun and carrying a standard.
1 Medic armed with lasgun.



KILL TEAM ZAPHERION

360 points

Brother Zapherion armed with bolter and force weapon and equipped with psychic hood.
1 Deathwatch Veteran armed with paired lightning claws.
1 Deathwatch Veteran armed with bolter and power fist.
3 Space Marines armed with bolters.
2 Space Marines armed with heavy bolters.
All armed with Inferno bolts, frag grenades and melta bombs.



INQUISITOR LORD KLUCTMIER

160 points

Equipped with power armour and Icon of the Just and armed with bolt pistol and master-crafted force weapon.
Acolyte armed with laspistol and close combat weapon.
Warrior armed with hellgun, frag grenades and krak grenades.
Familiar armed with hand weapon.



INQUISITORIAL CHIMERA

93 points

Chimera armed with multi-laser, heavy bolter, smoke launchers and equipped with extra armour.



STORM TROOPERS SQUAD

154 points

Storm Trooper Veteran Sergeant armed with hellpistol and power weapon and equipped with Vox caster.
1 Storm Trooper armed with grenade launcher.
1 Storm Trooper armed with meltagun.
7 Storm Troopers armed with hellguns.
All are equipped with frag grenades and krak grenades and have the ability to Deep Strike and Infiltrate.



OGRYN SQUAD

135 points

Ogryn Bone 'ead armed with ripper gun and frag grenades.
4 Ogryns with ripper guns and frag grenades.



CHIMERA

93 points

Chimera armed with multi-laser, heavy bolter, smoke launchers and equipped with extra armour.



1ST INFANTRY PLATOON

278 points

Command Squad
Junior Officer armed with power fist and has Iron Discipline.
1 Guardsman armed with meltagun.
2 Guardsmen armed with lasguns.
1 Heavy weapon team armed with autocannon.



Infantry Squad

Sergeant armed with lasgun.
1 Guardsman armed with plasma gun.
7 Guardsmen armed with lasguns.
1 Heavy weapon team armed with lascannon.



Infantry Squad

Sergeant armed with lasgun.
1 Guardsman armed with grenade launcher.
7 Guardsmen armed with lasguns.
1 Heavy weapon team armed with lascannon.



2ND INFANTRY PLATOON

235 points

Command Squad
Junior Officer armed with plasma pistol, power weapon. Iron Discipline.
1 Guardsman armed with meltagun.
3 Guardsmen armed with lasguns.



Infantry Squad

Sergeant armed with lasgun.
1 Guardsman armed with meltagun.
7 Guardsmen armed with lasguns.
1 Heavy weapon team armed with missile launcher.



Infantry Squad

Sergeant armed with lasgun.
1 Guardsman armed with plasma gun.
7 Guardsmen armed with lasguns.
1 Heavy weapon team armed with heavy bolter.



3RD INFANTRY PLATOON

232 points

Command Squad
Junior Officer armed with bolt pistol. Iron Discipline.
1 Guardsman armed with meltagun.
1 Guardsman armed with lasgun.
1 Heavy weapon team armed with lascannon.



Infantry Squad

Sergeant armed with lasgun.
1 Guardsman armed with flamer.
7 Guardsmen armed with lasguns.
1 Heavy weapon team armed with missile launcher.



Infantry Squad

Sergeant armed with lasgun.
1 Guardsman armed with meltagun.
8 Guardsmen armed with lasguns.



CONSCRIPTS

101 points

1 Conscript armed with flamer.
1 Conscript armed with grenade launcher.
18 Conscripts armed with lasguns.



LEMAN RUSS BATTLE TANK

185 points

Leman Russ armed with battle cannon, lascannon, heavy bolter sponsons, storm bolter and equipped with track guards.



LEMAN RUSS BATTLE TANK

187 points

Leman Russ armed with battle cannon, lascannon, heavy bolter sponsons, heavy stubber and equipped with track guards.



LEMAN RUSS BATTLE TANK

175 points

Leman Russ armed with battle cannon, lascannon, heavy bolter sponsons and equipped with track guards.

IMPERIAL DOCTRINES

Storm Troopers
Conscripts
Ogryns

Skills and Drills

- Close Order Drill
- Iron Discipline



IN THE SHADOW OF THE OVERFIEND

Phil: Yes, it may sound like a dodgy manga film, but that title's there for a reason. Tyranids have always been the province of one Andy Chambers,

until recently the Warhammer 40,000 Overfiend and long-term mentor of us young whippersnappers in Games Dev. After he left the company last year, the Tyranids project landed squarely in my lap (me having a penchant for gribbly monsters and all). I really wanted to do his beloved 'Nids proud, and this revision of the codex was a chance to do just that. So I had a few words in a few ears to make sure its inaugural Battle Report would be a big one. This was going to be a 2,500 pointer against an old gaming buddy, complete with special scenario – a classic match-up between Humanity and the invading alien horde.

Well, I thought the best way I could showcase the Tyranids army was to include a brood of each unit type, and I had more than enough points to do it. Besides, as tempting as it is to field an army with half a dozen monstrous creatures or a couple of hundred Gaunts, I believe the most effective pattern for a Tyranid army is one that includes a diverse range of unit types. The creatures that I chose for my force are as follows:

The Immovable Synapse: A Hive Tyrant with a venom cannon and a pair of Tyrant Guard – with so many T6 Wounds this guy will not be going anywhere in a hurry, and can snipe some light tanks in the meantime.

The Sewerstalkers: A Broodlord and his retinue of super 'stealers will infiltrate near the enemy lines, popping up through the tunnels and forcing Owen to split his fire or watch them chomping on vulnerable rear armour and squishy weapons teams.

The Phantom Menace: A single Lictor will play hide and seek and jump out on any Guard squads or passing tanks presenting their vulnerables to a piece of terrain.

The Warrior Elite: Two chunky squads of Tyranid Warriors, one shooty, one fighty. They're pretty tooled up (devourers and rending claws respectively) and with 26 Wounds between them they will ensure my Synapse web stays intact. Being slow, they will try and head Owen's Inquisitor off at the finish line. My six bases of Rippers with the Leaping ability will bog the Deathwatch down nicely if they interfere.

'Stealer Central: Ten Genestealers, without upgrades but no less deadly for it, will Fleet of Claw straight into the centre of the Imperial Guard lines, just behind my Gaunts.

The Bullecatchers: One 12-strong squad of Spinegaunts and one 24-strong squad of Termagants. This little lot gets me 36 bodies to throw at the enemy for just over 200 points – the true meaning of cannon fodder.

The First Wave: Two units of 16 Hormagaunts and a brood of 12 super-fast Gargoyles – these will sprint into the soft lines of infantry in Turn 2 and close down firing lanes. The plan is for them to butcher almost all of the enemy squads they contact and stay in Synapse range to weather the

inevitable counter-attacks. This way there will be plenty of squads drawn into a nice messy mêlée when the Stealers and Warriors arrive.

The Tankbusters: Tyranids struggle with taking out tanks. As a result I took two Zoanthropes – their close-range S10 Warp Blast is about the only convincing ranged anti-tank capability the 'Nids have. I also took a trio of Raveners with rending claws – these are just fast enough to converge upon the Inquisitor's transport and rip its hull open to get at the juicy goods inside.

The Carnifexes from Hell: Okay, I've a confession to make. In the spirit of taking everything, I should have taken Biovores. I usually do. They excel against Imperial Guard. But by now you will have seen the new Carnifex model and 'Eavy Metal had two painted up, ready to roll. Could you have said no to those killing-machines' eyes looking up at you? No, me neither. I took both.

Right, with that lot I reckon I could take on pretty much anything. It's time for dinner.

TRAVELLING LIGHT

I turned down the opportunity to take the pricey extended carapace for my monstrous creatures, as the Imperial Guard have few AP3 weapons and lots of AP2 and AP1 ones. Instead I took one Carnifex with a venom cannon for suppressing the fire of those battle tanks, and put the spare 75 points into a beast of a 'fex with Toughness 7, an extra Wound, regeneration and a barbed strangler for wholesale squad removal.



THE SWARM

2,500 points



HIVE TYRANT

164 points

Hive Tyrant armed with venom cannon, lashwhip and bonesword and equipped with the toxin sacs, implant attack and enhanced senses biomorphs.



TYRANT GUARD RETINUE

90 points

2 Tyrant Guards armed with rending claws and scything talons.



BROODLORD

70 points

Broodlord armed with rending claws and scything talons.



GENESTEALER RETINUE

150 points

6 Genestealers armed with scything talons and equipped with the extended carapace and feeder tendrils biomorphs.



LICTOR

80 points

Lictor armed with rending claws and scything talons and equipped with the feeder tendrils and flesh hooks biomorphs.



TYRANTID WARRIOR BROOD

162 points

6 Warriors armed with rending claws, scything talons and equipped with the toxin sacs biomorphs.



TYRANTID WARRIOR BROOD

220 points

1 Warrior armed with venom cannon.
3 Warriors armed with devourers.
3 Warriors armed with deathspitters.
All are armed with scything talons and equipped with the enhanced senses and toxin sacs biomorphs.



HORMAGAUNT BROOD

208 points

16 Hormagaunts armed with scything talons and equipped with the toxin sacs and adrenal glands biomorphs.



GENESTEALER BROOD

160 points

10 Genestealers armed with rending claws.



SPINEGAUNTS BROOD

60 points

12 Gaunts armed with spinefists.



TERMAGANT BROOD

144 points

24 Gaunts armed with fleshborers.



HORMAGAUNT BROOD

160 points

16 Hormagaunts armed with scything talons.



RIPPER SWARM

84 points

6 Ripper swarm bases equipped for leaping.



GARGOYLE BROOD

144 points

12 Gargoyles armed with fleshborers and bio-plasma.



RAVENER BROOD

150 points

3 Raveners armed with scything talons, rending claws and devourers.



ZOANTHROPE BROOD

110 points

2 Zoanthropes armed with the Warp Blast psychic powers.



CARNIFEX

152 points

1 Carnifex armed with barbed strangler, scything talons and flesh hooks and equipped with enhanced senses, toxin sacs, 2 adrenal glands (I&WS) and the tusked biomorph.



CARNIFEX

191 points

1 Carnifex armed with venom cannon and crushing claws and equipped with enhanced senses, 2 adrenal glands (I&WS), regenerate and the reinforced chitin biomorphs.



TYRANID DEPLOYMENT

Phil: My deployment is pretty much dictated by the mission. Seeing where the Chimera is starting play and I think that, by about Turn 3, it will be in the middle of the board – the terrain has worked out such that poor old Owen will have real trouble getting his transport past one of the buildings without coming close to the front of my army.

So here's where I'm placing the hard centre of my force. This consists of the Tyrant, the Tankbusters and the regenerating Carnifex. To either side of them I'm putting enough Hormagaunts to make it to the Guard lines – they will sprint forward with the Tyrant keeping them in line and using the bonesword's Catalyst power to make sure they get to attack – even if Guardsmen in cover nail them first.

The fast left flank is bolstered further by Gargoyles – as the Chimera drives across the table their fleshborers can have a pop at its rear armour. They might be able to pin Owen's Conscripts in place whilst two units of Genestealers creep up to join in the fun – after all, I have to nail all of the fleshy things

in Owen's army to get a victorious slaughter. The right flank is chaff central. The Rippers, the Spinegaunts, and the Termagants stand ready to drown the Guard infantry in a tide of stabby alien bodies, and are backed up by the two large units of Warriors. I am confident that I can tie up the Deathwatch with swarms of smaller Tyranids long enough to take out the Inquisitor with the big stuff. I considered holding a couple of units in Deep Strike for a rapid reaction force, but in the end my fondness for hordes got the better of me. I just love the look of massed Tyranids on the starting line. On my mark, devour!

IMPERIAL GUARD DEPLOYMENT

Owen: My deployment zone is full of buildings, which makes driving behind them impossible – the task of escaping with my Inquisitor is getting to be a taller order by the minute. I might be able to walk behind the central building though. I position the Conscripts, Ogryns and Command HQ to the left of the central building to tie up any Tyranids there. The remainder of my forces are deployed in their three 'Hedgehog' formations between the landing pad and the

central building. I place a sneaky Russ on the extreme right flank for enfilading fire, and place one platoon on a building (which makes for great fire arcs and Cover Saves). Everyone is set up in base-to-base contact to benefit from Close Order Drill. Finally, I set up my Deathwatch.

Now this is a bit controversial, as I place them on the right flank near the landing pad. It's a gamble really, if I can make it through they'll be there at the finishing line when things get a little tough. If they start with the Inquisitor they'll provide short-term assistance and will soon be outrun by the Chimera. I consider Deep Striking, but that firepower will be invaluable at the start.

Phil's deployment looks a little scary. No Biovores? Yay! All those Tyranid Warriors? Yikes! And was that a Barbed Strangler I spotted on that Carnifex? Damn! I forget about infiltrating Genestealers and their Broodlord...

Looks like the first turn is important for the Imperial Guard – let's see if that legendary Rees luck holds out!

SNEAKY 'STEALERS

In the previous Codex: Tyranids, Genestealers had Infiltrate as standard. This ability has been removed and replaced with Fleet of Claw, as Games Workshop fiction has always portrayed these alien killers as lightning-swift. However, Genestealers can infiltrate a planet's infrastructure long before the rest of the swarm attacks. To represent this, the Broodlord has the infiltrate special rule, as do his Genestealer retinue. The flip side is that the hulking Broodlord cannot Fleet of Claw, and therefore neither can his squad. Phil's infiltrating brood would have to rely on stealth instead of speed...

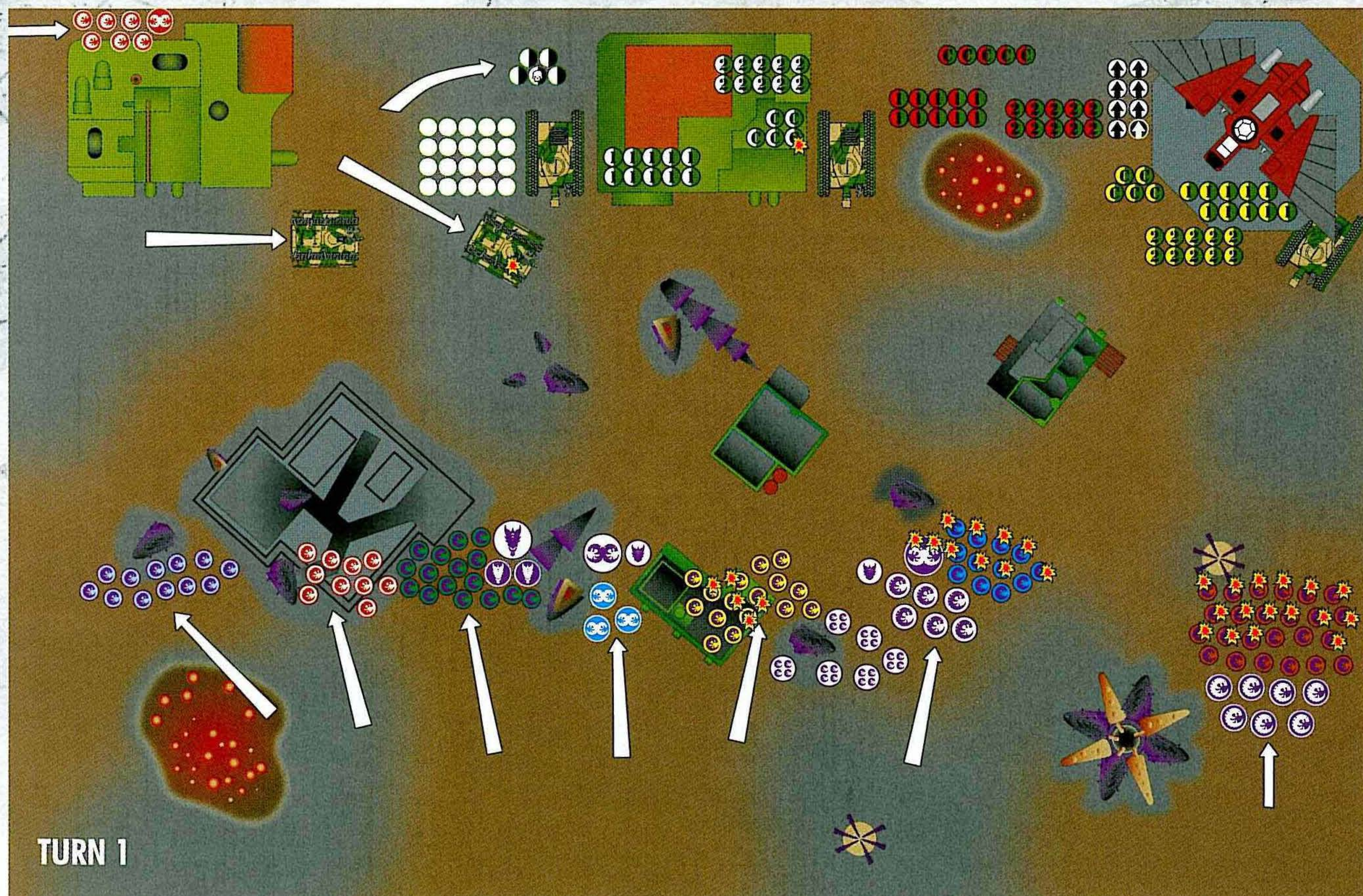




TYRANID TURN 1

Phil: When I won the all-important roll for first turn, I believe I said “woo” and probably “hoo” as well. Everything was in Synapse range, so off the gribbles went, the whole line sprinting forward as fast as they could. The Gargoyles swooped over to the left flank, behind the ruined bunker – they would fly into the Conscripts at the earliest opportunity and introduce themselves. Fly, my pretties! The Genestealers to their right crept into the bunker, despite a poor difficult terrain roll their Fleet of Claw ability meant the majority made it in there and would hence get a nice juicy 4+ Cover Save. My super-Hormagaunts likewise took up their position on one of the outhouses. With my elite foot troops ensconced like this, Owen would have a hard time winking them out of their lairs. Behind the research station, the Broodlord and his mates skulked towards the Command Squad of the Guard on Owen’s flank. The jaws had begun to close.

My Shooting phase was pathetic – the Hive Tyrant’s venom cannon took the multi-laser off the Chimera in an attempt to stop it early and, despite Owen’s lads being packed in nice and tight, my Zoanthropes killed but a single Guardsman with their blast template shots. Well, the Tyranids were never going to win any prizes for long-range firefights, but I contented myself with the knowledge that in a couple of turns I’d be all over the Imperial Guard lines like a cheap suit.



The Tyranid horde races towards the Imperial Guard battle line.



IMPERIAL GUARD TURN 1

Owen: My luck failed on the roll for first turn – like I didn't see that one coming! Mind you, killing a single Guardsman and disabling a turret isn't much to write home to the Hive Fleet about. The Tyranids were a lot closer now, and some of them would even get a charge in next turn (those nippy Hormagaunts, for example). I had to thin the numbers; and fast, or Kluctmier would end up the same consistency as the anti-alien goo he was carrying.

First move had to be the Inquisitor, going full pelt in his Chimera. This restricted the line of sight of the Conscripts, but not a moment could be wasted – if I dallied even a little all would be lost. I didn't bother with smoke this turn as those venom cannons could only glance anyway and I might need those launchers later.

I moved the Leman Russ a tad to get a better shot with its 'I-can't-miss-there's-that-many-of-them' battlecannon. The Command HQ moved behind the Conscripts to help keep their morale high if they were charged; it also moved them away from the Broodlord and his mates. And that was it – it may take ages to set up a Guard army to begin with, but the short Movement phases do tend to make up for that!

I concentrated my firing on the Gaunts this turn. Their potential to tie up my units would prove lethal if not dealt with quickly. The Leman Russ on the left took aim at the Hormagaunts in the outhouse building; it hit a respectable seven but Phil made all his 4+ Cover Saves. I had a sinking feeling, as the Conscripts achieved nothing either.

Both the other Leman Russ tanks fired on the Spinegaunts heading towards the landing pad, slaying eight in total and wounding the nearby Carnifex twice. It was at this point that I discovered that Phil hadn't taken extended carapace (which would have given a 2+ Save against battle cannons)! I was in with a chance of slaying one of these big brutes on Turn One and gaining a fantastic moral victory early on. Third Platoon would have the honour of this task and let fly with lasguns, lascannons, krak missiles and the odd special weapon. As the dust settled the brute was still there – it hadn't taken a single wound. It took all my willpower to restrain not firing everything else I had at it. After all it wasn't in charge range – what could it do?

First Platoon took down five of the souped-up Hormagaunts lurking in the building. I finished off with the Deathwatch, who had a crack at the Termagants in front of the Tyranid Warriors piling down towards the landing pad. The inferno bolts claimed five

and the heavy bolters another three, I was impressed! Second Platoon joined in the fun and really hammered home the point, killing another eight. At the end of the turn, most of the major Gaunt broods had been thinned down nicely across the board.



TYRANID TURN 2

Phil: Serious losses, but acceptable nonetheless – they were all cheap Gaunt cannon fodder doing their job. Still, time to get the old claws dirty. Somewhat predictably my entire force moved forward at top speed, with much of it only just out of charge range of Owen's Chimera as it pelted towards the landing pad. A couple of good Fleet of Claw rolls meant that both Hormagaunt units were in assault range of the Conscripts cowering behind the Chimeras. My few remaining Spinegaunts, though seriously battered, were also in range to tie up the infantry on the right flank.

The Shooting phase was likely to be a bit more impressive this turn as most of my short-range weaponry was within maiming distance. The Gargoyles, as planned, fired some wriggly death-beetles into the rear of the Chimera, chewing off its heavy bolter and stunning it so it couldn't fire next turn. The Hive Tyrant's venom cannon only managed a Crew Stunned result as well, which was downgraded by the extra armour. The damned thing had a charmed life. My Zoanthropes took a bead at the battle tank on the left-hand side, but couldn't penetrate its

mighty AV14 hull. Neither could the Carnifex with his S10 venom cannon. I was getting a little miffed with these boring metal targets, so I switched to targets that go "squish, ouch, oh dear I've died" instead. This proved to be a lot more fun.

The Carnifex on the right flank, angry at taking so much damage last turn (a nasty reminder that battle cannons are in fact AP3, not AP2, made me wish I'd gone for the extended carapaces after all), spat out a great globule of death at the 3rd Platoon. The barbed strangler seed pod did its stuff, ripping apart eight of the platoon and killing two of their Command Squad, forcing them to run off the table screaming. Thirteen casualties with one shot... all right! The Termagants, with their re-rolls to wound, took out three of the squad on the landing pad, and the shooty Warriors behind them slaughtered the other seven with shots from their devourers and deathspitters. Ha! Eat living ammunition (or the other way round, I suppose).

The Assault phase was basically a whole lotta Hormagaunts piling into the Conscripts. You can picture it now; cordial introductions and formal etiquette just went right out the

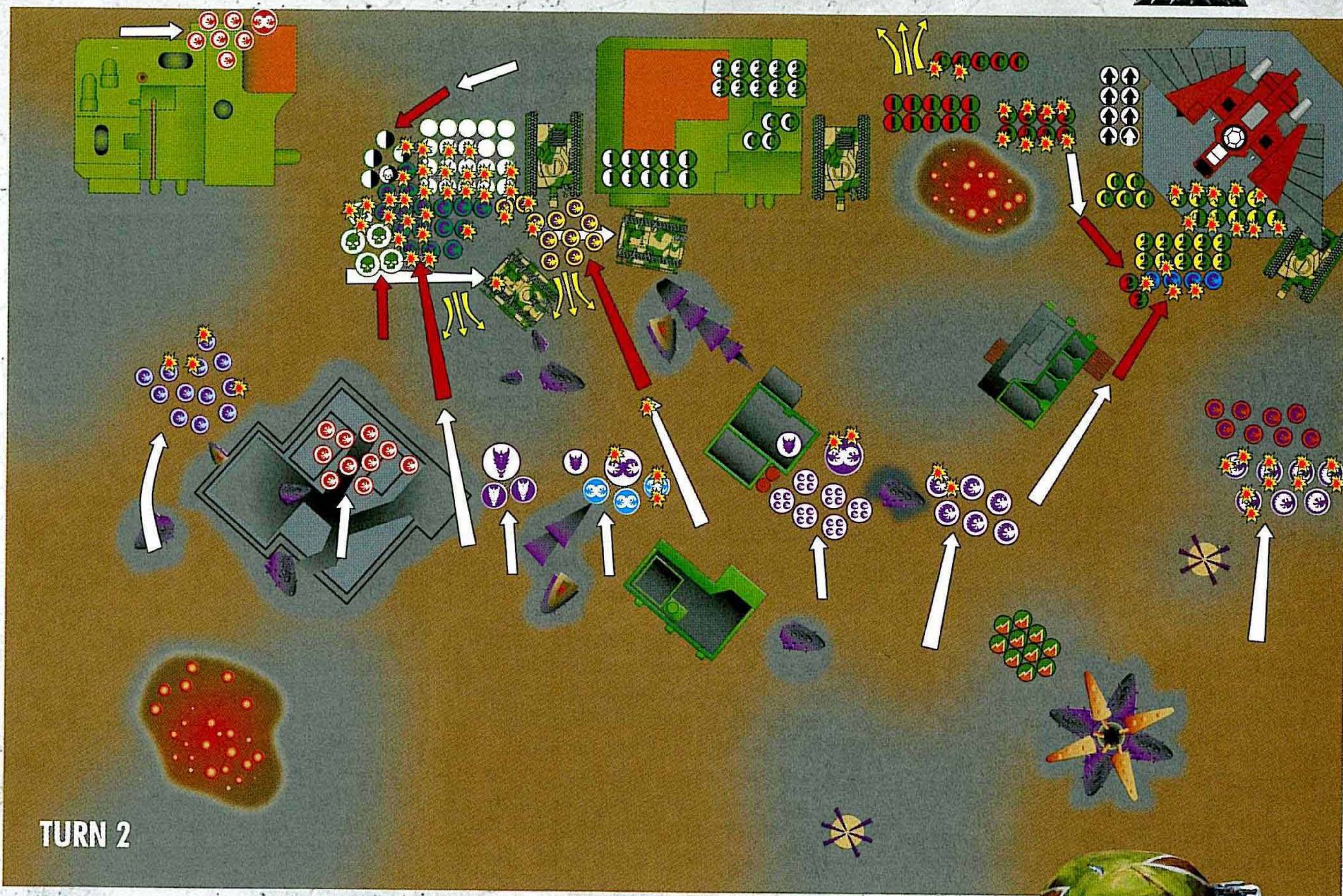
window. Nonetheless, although I killed off a healthy ten of the whiteshields, the blighters still held in place with some ghastly re-rollable Leadership trick. Guess they breed them tough on Granica. The Spinegaunts ran hard into the squad on the far right, killing one but losing one of their number to a bayonet thrust. A draw, but one that meant less incoming fire. Fine by me, I could wait.

SYNAPSE GOODNESS

One of the main changes to the Tyranids is their new ability to withstand hits that would normally 'instant kill' them if they are within Synapse range. This is to represent the Hive Mind becoming so strong it can directly control the bodies of its warriors even if they have suffered grievous injuries. In game terms, this means that Warriors, Raveners, Lictors and Zoanthropes become a lot less vulnerable to being obliterated by a volley from a Devastator squad or an assault from a Veteran Sergeant with a power fist. However, as Owen found out, with a little luck the humble bolter, and even the hellgun, can do the trick...



The Conscripts are overwhelmed by the Hormagaunts.



TURN 2

IMPERIAL GUARD TURN 2

Owen: It had been touch and go for a moment with the Chimera – Kluctmier might yet make it to the Inquisitorial shuttle! I toyed with the idea of debussing the Inquisitor behind the building, but I really didn't think he would make it considering the distance. There was nothing for it but to take fate by the horns and drive right across the front of the advancing Tyranid horde, popping smoke as I went.

The first real taste of Tyranid nastiness came in that turn, with the barbed strangler on the Carnifex claiming an entire squad! Plus I'd lost a whole unit from the super shooty Tyranid Warriors and Termagants (respect for that living ammunition – wow)! Thankfully both units that had been charged in Phil's turn had held, notably the Conscripts. I had to blunt both assaults with counter-attacks and try to kill more of the advancing horde in the meantime. The arrival of the punctual Storm Troopers helped matters – they executed a perfect Deep Strike behind the shooty Tyranid Warriors.

The roar of battle cannons once again opened the Shooting phase. With such a target-rich environment, any scattering shot would still blow huge holes in the Tyranid lines, but they were all bang on target anyway. I aimed for the nastier parts of the Tyranid force this turn, and managed to kill a respectable four Gargoyles with the Russ next to the

Conscripts. A shell from the central Leman Russ wounded a Ravener – it could not be instant killed, though, due to being in Synapse range. A long-range shot right down my line from the Russ by the landing pad wounded the Carnifex heading for my Inquisitor's Chimera, and also took the wounded Ravener with it – not bad! I fired as much as I could at that lightly wounded Carnifex, as those crushing claws are bad news for vehicles. First Platoon managed a wound with a lascannon, but all the other lasguns, plasma guns and autocannons achieved nothing. I had nothing much else to use against it – it looked like it would survive the turn. Those T7 Carnifexes are hard!

If I couldn't take down the big Carnifex I'd be sure to have a crack at the other. The unengaged squad from Second Platoon tried to take it down with a krak missile, but failed. The lasguns, however, did find a small weak point and took another wound from the beast. Just one wound left... Again, though, I had to tear myself away from this Leviathan, as it was still out of charge range, and those Tyranid Warriors armed more heavily than Arnie in Commando had to be thinned. The Deathwatch would easily take the Carnifex, I reasoned, but these leader-beasts were the real danger. The Kill-team laid down deadly accurate fire and killed two Warriors. The Storm Troopers opened up with their rapid firing hellguns. In this situation their AP rating of 5 meant all the difference as the Tyranid Warriors had no saving throw: five



wounds caused, meaning two dead and another wounded. The grenade launcher made it a clean break and killed another. Only two shooty warriors now remained – eat lead, scary death monsters!

The Assault phase saw the combined charge of the Ogryns, Command HQ and the surviving Close Order Drilled Conscripts taking a fearsome toll on the Hormagaunts, ripping 13 of them apart. The Hormagaunts felled three Conscripts in return but it was all too much for them (they were just out of Synapse range), and both broods were run down. The final stroke this turn saw the Guard squad from 3rd Platoon reinforcing the squad in close combat with the Spinegaunts. Two Gaunts went down for naught in return, but they held their nerve as they were in Synapse range of the shooty Warriors.

Overall a fantastic turn with some serious hurt inflicted in both Shooting and Assault phases. Now the fun really started – the dreaded Tyranid assault...

TYRANID TURN 3

Phil: Crunch time. That display of competence from the Guard really hurt (damn those Ogryns hit hard!) but I'd have my icky revenge yet. The Lictor entered play this turn, and with the Storm Troopers proving themselves such a thorn in my side, I elected to have it jump out from the spore chimney (it's behind you!). The Rippers diverted to back him up, and on the left flank the Broodlord, built for strength not speed, finally made it into assault range. Everyone else advanced, the left flank well in range of assaulting the Imperial Guard who had somehow killed off even my elite Hormagaunts with their counter-charge.

The payback began with the Hive Tyrant levelling his venom cannon at the Ogryns and killing three of the lumbering brutes in an explosion of toxin-laced blood. Whee! I do love fleshy targets.

Someone had to have a crack at the careening Chimera though, so the regenerating Carnifex (who had yet to showcase this ability) took a couple of desultory pot-shots at it. He got a glancing hit, which finally destroyed the thing. The Zoanthropes tried to fry a battle tank each, but the Deathwatch Librarian was having none of it, nullifying their powers with his psychic hood. The barbed strangler-armed Carnifex fired off another seed pod, taking out no less than eight Guardsmen from 3rd Platoon's squad one. Those things rock! The

Termagants opened fire on 2nd Platoon's Command Squad, killing all but one of them (mmm, re-rolls), and it was time for combat.

By the spore chimney, the Lictor neatly snipped the head off of a Storm Trooper before the Rippers fell on them in a stabbing, hissing mass, pulling down six and devouring them there and then. The Storm Troopers broke, and the Initiative 6 Lictor caught them with ease. What a team.

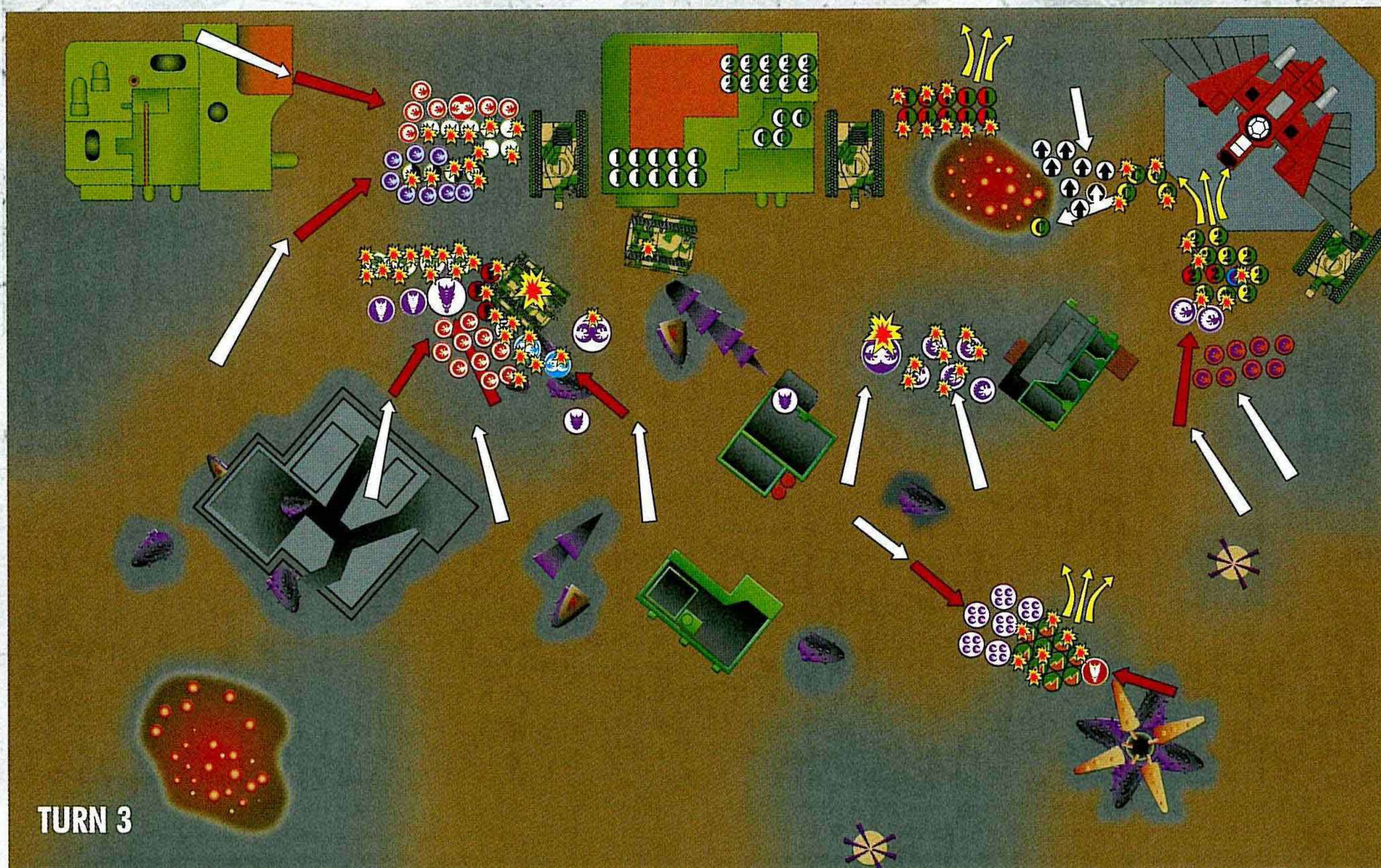
Meanwhile the shooty Warriors smashed into the tattered remains of 2nd Platoon fighting under the landing pad, killing two Guardsmen as they finished off the last two Spinegaunts. The Hive Tyrant, for an encore, assaulted the Ogryn Bone'ead. He inflicted two wounds and Owen was just about to roll for his return attacks when I gleefully informed him that the Tyrant had an implant attack and therefore those wounds counted double. Splat!

Over on the left flank, the Gargoyles charged in, taking out one of Owen's HQ with their bio-plasma attacks, following up by slicing apart two more of the HQ with their claws. The Broodlord and his Genestealer retinue got their claws into the Conscripts, and in a flash of rending claws took down seven of them before they could even cry for help. The Guard Colonel, understandably miffed, cut two Gargoyles down with his power sword, but by the time the dust had settled he was the only Guardsman left in the combat. He stood firm, ensuring that my broods wouldn't get shot up in Owen's next turn.

The main event was yet to come. My Raveners and Genestealers assaulted Inquisitor Kluctmier, who was nestled in the cover of the Chimera chassis. I used the bonesword's psychic power, Catalyst, to ensure that the Ravener would get to strike back if he was killed, but it was nullified by the Librarian. Kluctmier showed us how psychics were done, killing the surviving Ravener towering over him with his force sword then going on to wound the other. The wounded Ravener was denied its revenge by the Inquisitor's 4+ Invulnerable Save, but the Genestealers efficiently tore his retinue apart. The Inquisitor stood firm – but not for long.

SURPRISE! YOU'RE DEAD!

The Lictor rules were rewritten several times during playtesting to make sure that this lethal jack-in-a-box functioned like a hidden assassin, not an assault powerhouse or lame duck. Instead of having to draw a map of the battlefield before the game, mark on his position and hope the enemy comes within gribbling distance, the Tyranid player now simply Deep Strikes the Lictor in from any terrain piece of his choice. The Lictor can still scatter, making him unpredictable, but never outside the confines of the terrain piece. Canny players will find their Lictors becoming a lot more useful, especially as their new Pheromone Trail rule allows a re-roll on those failed Reserve rolls.





Inquisitor Kluctmier is attacked by a mass of razor-edged claws.

IMPERIAL GUARD TURN 3

Owen: It was looking bad for the Guard. The Inquisitor's transport has been nobbled and he is fighting for his life against the Raveners and Genestealers. I had no real counter-attack left. The Conscripts were gone, and the Command HQ wasn't faring too well either. I had been well and truly overwhelmed. There was just no way I could get Kluctmier out of this mess. Looks like it was damage limitation from here on in. I had to try and stop Phil achieving his secondary goal of whopping me.

My Movement phase consisted of very little really in the way of actual moving; my platoons remained where they were for maximum shooting, and 2nd Platoon's Command squad's sole-surviving member, Lieutenant Ashbridge, moved into range of the badly wounded Carnifex with the nasty Barbed Strangler. The Deathwatch also moved forward to get into the fight.

Since Phil was lording it with his Tyranids, I reasoned it would not hurt to rock the boat a little. Lieutenant Ashbridge took aim with his plasma pistol and promptly took down the Carnifex – one shot, one kill.

Next on the endangered species list were the fifty Tyranid Warriors with scything talons. The Deathwatch started proceedings by taking one of the ugly brutes down. The Leman Russ on my far left took a long shot with its battle cannon, slaying another. I then ordered a full broadside from the entirety of First Platoon – I was really hoping they'd take off another two models here. One was left, but I reckoned the Deathwatch could handle this last one with ease.

I still had two Leman Russ left and a whole bunch of tightly packed Tyranid monsters to reckon with. The first shell fired at the Carnifex wounded it (only one Wound left now), and also clipped a Genestealer. I couldn't resist trying for two Carnifexes in

one turn and fired the second Leman Russ' battle cannon at it. Alas, I rolled the inevitable 1 on the 'to wound' dice.

This duly set the stage for the Assault phase. There wasn't much I could do; the Genestealers had a massive Initiative advantage over both the Inquisitor and my Colonel (basic troops with I6 – mental). They promptly tore Kluctmier to ribbons with three rending hits, inflicting four other wounds too. He didn't even have the chance of a glorious end, oh the ignominy! Meanwhile the Broodlord and his cronies finished off my Colonel. To top it all off, the remaining two Tyranid Warriors fighting Second Platoon wiped them out when they tried to retreat after losing two of their number.

This turn I had lost the game, but I once again had blown big holes in Phil's force. Phil had to slay all the soft things for a Victorious Slaughter. Of course that included the Deathwatch.



Genestealers clamber up the side of the ruined hab block.

TYRANID TURN 4

Phil: Got him! Kluctmier was dead, and that canister of precious anti-Tyrannid gubbins wasn't going anywhere. Time to go for the secondary objective – destroy everything with two legs. That I could do, even if it meant taking more battle cannon shells in the meantime.

The third wave of my force, the Rippers and Lictors who had taken out the Storm Troopers, moved towards the Deathwatch as the Termagants and tattered remnants of the two Warrior squads closed in. Damn, they'd taken some punishment in the last turn – hats off to Owen for canny target selection. The Genestealer squad and Carnifex made it to the building in the centre of the board, intent on messing up 1st Platoon and a battle tank respectively.

The Gargoyles flapped up onto the very top of the building and perched precariously with the express intention of eating the Guard up there. The Shooting phase saw the regenerating Carnifex splatter more shots from his venom cannon across the hull of the

nearest tank but achieve nothing. Speaking of achieving nothing, he still had to regenerate a Wound thanks to my inability to roll a 6.

The Zoanthropes switched targets to the Deathwatch, being as they were so obligingly bunched up, but even their AP3 blast templates only managed to kill one. The Hive Tyrant picked one out with his venom cannon, which was saved, and the Termagants inflicted a healthy six wounds. Unfortunately all bar one of these were saved. Those boys in black are tough.

The Gargoyles, after shooting two Guardsmen down with their fleshborers, swooped in and pitched another three from the roof in the Assault phase, losing two of their number in the process. Below, the boss Carnifex finally got his claws dirty when he did what these beasts do best and flipped over a battle tank, scoring no less than four penetrating hits.

The resultant explosion killed two of the Genestealers assaulting 1st Platoon (giving Owen a good chuckle) but the Genestealers still managed to take three of the

autocannon-toting squad down, losing one of their number to bayonets and two to the Sergeant's power fist. A drawn assault against Guard, the shame!

The Broodlord again proved his worth when he assaulted the tank on the other side of the building, ripping it a new exhaust hole with his rending claws and slaughtering the crew inside. Two dead tanks in one Assault phase; excellent news.

Over by the Deathwatch slaughter party, my last mighty Warrior took on the lone Guard Sergeant who had taken out my strangler Carnifex. Sadly the plucky blighter's flak armour saved him, but at least he didn't kill his assailant with his power weapon. The Deathwatch Librarian took out two Termagants and his mates killed another two, and though the Termagants did two wounds in return, they were both saved. As were the wounds inflicted by the shooty Warriors. The power fist-armed Deathwatch Space Marine did his stuff and bumped off a shooty warrior; suddenly the Deathwatch were in their happy place. My assault had pretty much bounced off.

IMPERIAL GUARD TURN 4

Owen: Phil just kept upping the ante in this game. Two Leman Russ tanks falling to the claws of a Carnifex and the Broodlord – that smarted. At least a few Genestealers went down in the resulting explosions. 1st Platoon had also been assaulted by Gargoyles and a couple of Deathwatch had fallen victim to living ammunition and warp blasts.

There wasn't much movement this turn as most things were now dead or in close combat. A small nudge with the last Leman Russ, in order to line it up with the one-Wound Carnifex, was all that was possible. I decided on shooting everything but the battle cannon as the double Scatter roll and 'anything but a 1' dice roll seemed a long shot. Two heavy bolters, a lascannon and the heavy stubber just pinged off – oh well, on to the assault then!

First up was the Gargoyles' assault against 1st Platoon's lascannon armed squad. Their bio-plasma claimed a Guardsman, but the actual attacks from the flying beasties did nothing. In return the Guardsmen fluffed it big time. Nice one boys – no tea and medals for thee...

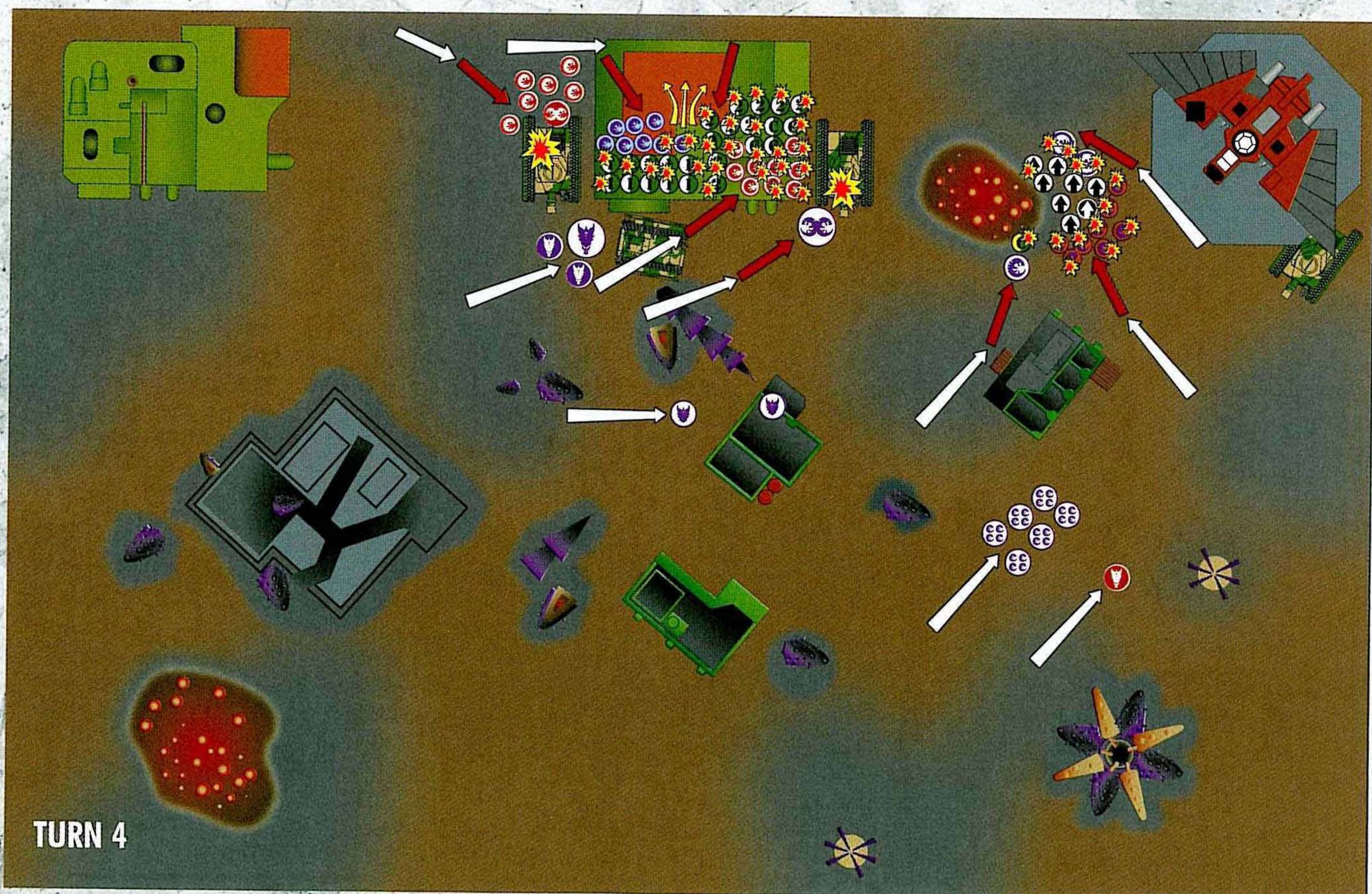
In the streets below, I charged the sole unengaged squad from First Platoon into the Genestealers, assaulting their Command squad to try and stem the tide. Foolish me. Phil did the clever thing and directed his

IT'S ONLY A FLESH WOUND

Phil's main Carnifex was an absolute beast. Its Toughness 7 helps protect it against a lot of the nasty anti-'fex weapons out there – autocannons and plasma weapons only wound it on a 4+, and Imperial Guard power fists need a 5+ to do it a mischief. He invested in reinforced chitin to give it another wound (this critter can survive 4 hits from a lascannon) and the Regenerate biomorph. For every Wound the 'fex has lost at the beginning of the Tyranid player turn, the Tyranid player rolls a dice – the regenerating 'fex regains a lost Wound for every dice that comes up a 6. Unfortunately for Phil, sixes weren't coming up.

attacks at the newcomers: the Genestealers continued the turn's trend and munched right through this squad. Mind you it bought time for the Lieutenant to activate his power fist and he nobbled two of the critters. They lost the combat, but held on nonetheless.

Finally, it was up to the Deathwatch to claw back some honour. That they did, despite the fact that the heroic Lieutenant Ashbridge finally met his maker at the claws of the last mighty Warrior. The Librarian sent a shooty Warrior back to the Hive Mind with his crackling force sword. The Termagants couldn't touch the Deathwatch and, in return, the finest alien-hunting Space Marines in the galaxy went to work and wiped them out. Suddenly the last remaining Tyranid Warrior looked a little outmatched – ha! What's next, Kelly? Is that the best you've got?



TYRANID TURN 5

Phil: The game was boiling down into a series of small knots now, rather than sweeping battle lines. The Broodlord, having got himself a taste for tanks, went for the Ogryns' Chimera whilst the Hive Tyrant climbed up onto the wreck of the Russ tank (mainly for the look of the thing). The Rippers, Lictor and Carnifex (which STILL hadn't regenerated) closed in on the Deathwatch – those guys had to go.

The Shooting phase was good and short – only one of my Zoanthropes was in Warp Blasting range of the last remaining battle tank, and his psychic chicanery was, you guessed it, nullified by the Deathwatch Librarian's psychic hood. Was there nothing this guy couldn't do?

In the Assault phase, the rampaging Broodlord and his 'Stealers ripped into the Chimera, getting a single glancing hit – which was still enough to destroy it! He was fast becoming the premier tankbuster in the army, putting those Zoanthropes to shame. They are so much more effective when they are actually able to use their powers...

Up on the roof of the research station, the Gargoyles seemed to be slowing down, and could not kill any more of 1st Platoon, the Hive Tyrant and his Tyrant Guard barrelled in to reinforce them, killing four – those Tyrant Guard can really dish it out now they have scything talons instead of lashwhips. The last

two Genestealers not squished by power fists or shredded by exploding tanks took out the officer. The 1st Platoon was destroyed outright – just the Deathwatch to go. Easy.

Unfortunately it wasn't working out quite as easy as that. Though the Lictor claimed one with his rending claws (I have noticed that if Owen doesn't get to make Saving throws my worries disappear) they saved the three wounds inflicted by the Rippers. The Librarian, squaring up to the Carnifex, ducked under a swinging crushing claw and thrust upward with his force sword. This killed the beast outright, despite needing a 6 to wound (the three bonus attacks he got from the Might of Heroes could have something to do with this). In retrospect, that was a dumb play; I should have kept the Carnifex for an attack on a normal Space Marine, not on the Librarian when he was the nearest target. After the power fist took out my last mighty Warrior, I decided that the Lictor should hit and run, falling back behind the nearby building – it was not a good place to hang out, and the Rippers should pin them in place whilst I organised another attack.

IMPERIAL GUARD TURN 5

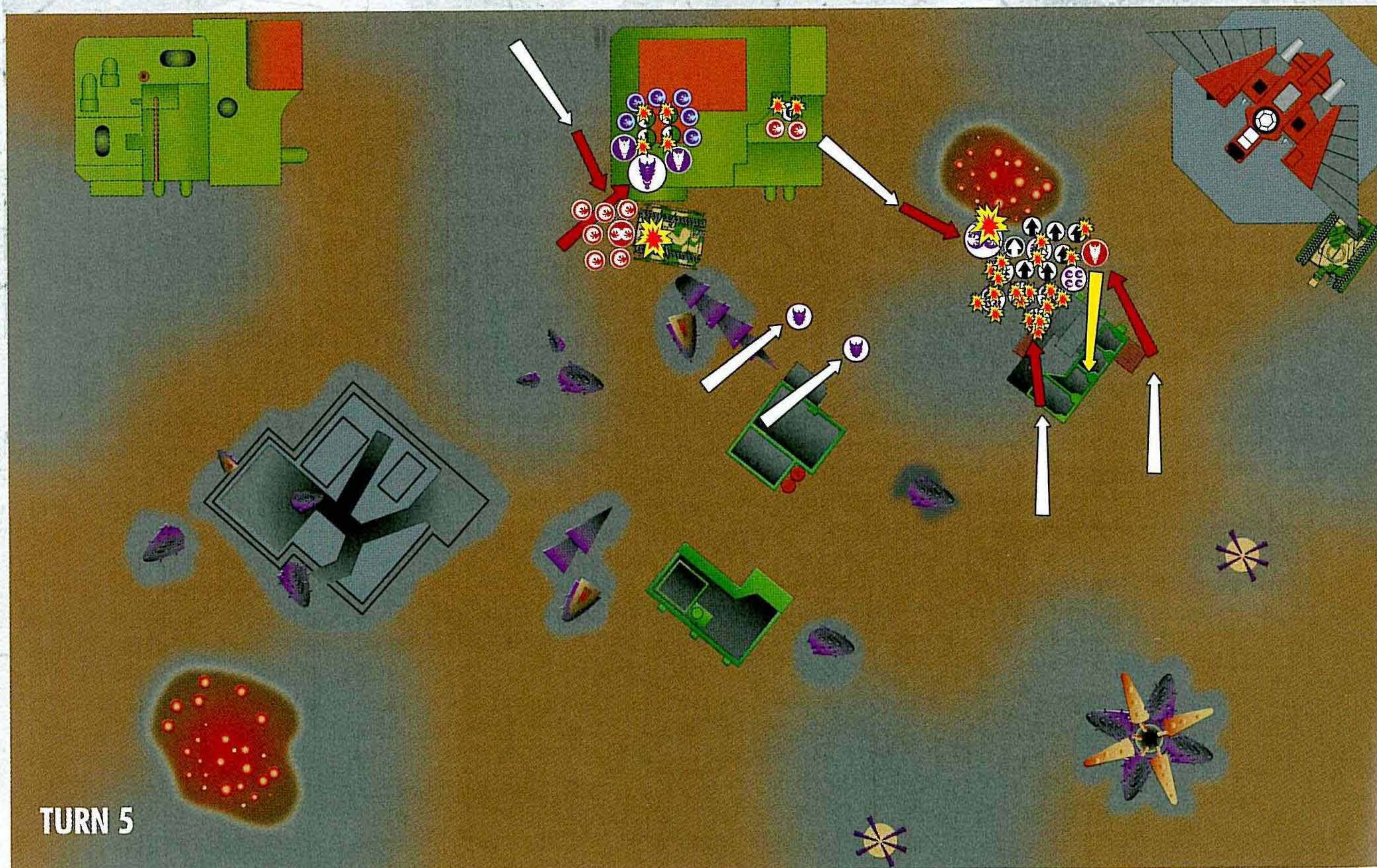
Owen: Take that Mr Carnifex! The force weapon toting Librarian took the challenge and felled that infernal beast as it charged. I'd lost another Deathwatch Marine to the Lictor, but the rest had survived and even managed to fell the last Tyranid Warrior with my power fist. Phil had completed his Guard-

slaughtering duties on my left flank and was now moving across to see off what was left of my force. I wanted to make sure as many of them went with me as possible.

No movement occurred and it was straight onto the shooting. I fancied my chances of bagging the Hive Tyrant with the Leman Russ and adopted the same tactic as last turn – firing my non-ordnance weapons. I couldn't pick out the Hive Tyrant though because of his Tyrant Guard. These guys were tough and, despite a decent set of wound rolls, they passed all their Armour Saves. I'll treat that unit with more respect in future. Perhaps I should've stuck with the ordnance after all...

To assault and the slicing, dicing Deathwatch. They didn't disappoint, destroying five bases of Ripper Swarms for one loss in return. Thank goodness for that power fist, is all I can say, as this Space Marine killed three whole bases on his own with Instant Death Strength 8 attacks! They weren't going anywhere though, as these critters are Fearless, even with only one base left.

Not a bad turn considering I had so little on the board. So what if I'd lost everything bar a Leman Russ and the Deathwatch? I was having the game of the year! This battle was now all about the boys in black. Surely they couldn't take on the entire army? I had my doubts, but it would be a great end to the game either way! Besides I was enjoying watching Phil trying to get past my Librarian's psychic hood...



TYRANID TURN 6

IMPERIAL GUARD TURN 6

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A LUMP IN THE THROAT

Phil: I love a nice big game, me, and this one was no exception. Barring the poor old Zoanthropes, I think everything had its day in the sun, and the

army showed just how nasty it can be – Andy Chambers would be proud. I must say I had a blast chomping my way through the Guard lines in so many different and gribbly ways.

I really enjoyed flexing the muscles of the new improved Tyranid bio-weaponry – although they still have major issues with tanks, they excel at eating up fleshy snacks. The new Living Ammunition rule really makes Termagants and shooty warriors a much tastier prospect; it was great to see even the smaller Tyranids splattering strings of gore across the battlefield. Non-power armoured armies beware.

So it all went according to plan, almost faultlessly in fact, for the first few turns. I should have stuck the Hormagaunts in against 1st Platoon instead of the Conscripts waving big placards that said “eat us first”. This would have cut down on the amount of fire my tooled-up Carnifex had to endure, and perhaps meant that he could have taken out the Librarian in the end game instead of just impaling himself. Owen’s courage under fire was commendable – the way to beat Tyranids is to choose the right targets and stick to your game plan and Owen nearly pulled it off. He certainly knows how and when to sacrifice units, every bit as callous and experienced as a Guard general should be.

In retrospect; I think I over-committed to taking out Kluctmier. With that building in the

way Owen would have had one hell of a time getting across the board without waving the Chimera under the nose of a monstrous creature, and both units of Genestealers in the same place at the same time was overkill. If I’d wanted to take out all the squishy stuff I should have planned a little surprise for the Deathwatch, or abandoned the tanks and shot them up with the Zoanthropes.

That’s the crux of it really; I underestimated the strength of these chaps, and effectively attacked them in easy-to-handle waves – a schoolboy error for a Tyranid player. I was getting kind of frustrated with them and started to make mistakes, like throwing the wounded Carnifex at that Librarian and hoping for the best. What I should have done, bizarrely, is to sit back and shoot in that last turn and kept the hell away from the nasty Librarian and his master-crafted death stick. But that’s just not very Tyranid now, is it?



THE MEN IN BLACK

Owen: I think that was an honourable loss for me. Phil and I totted up afterwards what was left of our forces and we had annihilated each other’s army, a draw

under normal circumstances. However, few are the games of Warhammer 40,000 where just the dead bodies count; it’s always about the mission. Phil fulfilled his admirably and in the end his strategy of attacking my centre and relying on the Tyranid’s speed to catch up if things went wrong paid off. Who knows what would have happened had I placed the Deathwatch on the other flank...

Speaking of these guys I have never seen anything quite like it! They really were blessed and turned an outright rout into

respectable defeat. Squad of the game award was never more deservedly won. But they were not solely responsible and I still stand by my strategy of dividing up my force into three groups. This worked pretty well, as after Phil had got past the Close Order Drill and Iron Discipline of 1st Platoon there wasn’t an awful lot of time to hot-foot it over to the other side of the board. The fact I had tried to concentrate on as many of the little ones early on further stymied the response. I would really recommend Close Order Drill to anyone, it’s free and its benefits are significant. The humble infantry was also responsible for taking down a Carnifex with Lieutenant Ashbridge showing the way.

Those Leman Russ proved their worth too. Their mighty cannons sprayed the surrounding scenery with plenty of ichor. Their armour proved more than a match for the venom cannons too, and Phil expended a lot of energy trying to stop them. Keeping one on the flank and firing down lines worked a treat. This is a great tactic, as it forces the Tyranid player to make a decision – take out the tank on a lonely flank or plough into the main part of your army. Either way, you win. It’s a shame I didn’t use this tactic with another of my tanks.

The Tyranids have come a long way since the last Codex and I have a healthy respect for them. The Tyranid Warriors, in particular, are very good now they aren’t affected by the Instant Death rule. The Tyrant Guard are excellent at their job and I really like the new abilities of the Lictor.

In fact there is so much I like about this army I am sorely tempted myself to collect a force, especially when that new Jes Goodwin Carnifex looks so awesome!

All that’s left now is for the Deathwatch to hatch a daring rescue mission for the canister now nestled deep within the Hive Fleet’s geno-vats. I think Phil and I will be having a few more games before this story is over.



DEATHWATCH KILL-COUNT

Models	Victory Points
16 Termagants	96
3 Shooty Tyranid Warriors	87
3 Fighty Warriors	81
6 Ripper Swarms	84
1 Zoanthrope	55
1 Carnifex	191
1 Lictor	80
5 Gargoyles	60

In total, the Deathwatch took out 734 pts (over twice their own value) without conceding any points themselves – well and truly the men of the match!



Brother Zapherion placed his boot firmly on the Zoanthrope's blackened corpse, and wrenched his still-crackling force sword free from its carapace. The dead lay all around, his team knee-deep in alien corpses, but the battle was far from over. Kluctmier was not responding. The Inquisitor's death meant that Zapherion's work had only just begun.

With a psychic pulse, the Librarian sent his senses wide. The assault of the alien swarm was all but spent, and they were moving with caution now, having learnt the nature of those who stood against them. The Deathwatch had repelled wave after wave of Tyranid attacks, and the remaining aliens had regrouped around their leader-beasts. Behind him, he could sense Brother Lupio's battle-lust, and Brother Fernandez's stubborn desire to fight to the bitter end. Behind that, on the very cusp of his senses, Zapherion could detect the chittering sussuration of the next wave of aliens. There was no choice, even if they fought their way through the last of the Tyranids they would have no

time to recover Kluctmier's canister and affect an escape. That was a fight for another day.

"Request immediate teleport, instant effect," said Zapherion, opening a vox-link to his strike cruiser. He heard a growl of displeasure from Lupio, but silenced it with a glance. The surviving Tyranids were moving toward their position with gathering speed.

"Do you receive us, Excrutio? Request immediate teleport!" repeated the Librarian, more forcefully this time. More and more Tyranids were pouring out of the building, and though his comrades had begun to open fire the psychic imperatives of their leader-beasts kept them coming. Genestealers were sprinting across the open ground, their massively-built leader at their head. The heavy bolters opened up, smashing its retinue to the ground, but still it came on.

With a deafening screech, it fell upon the Space Marines, but in a crackling hemisphere of bright blue light, the Deathwatch were gone.



PURGE THE ALIEN

Ultramarines Tyrannic War Veterans

by Graham McNeill

A series focusing on the Imperium's finest warriors, the Space Marines of the Adeptus Astartes

The Ultramarines have fought the Tyranid swarms since Hive Fleet Behemoth smashed into the realm of Ultramar. To stem the Tyranid tide, Chaplain Cassius formed an elite cadre of warriors. Graham McNeill reveals the origins of these brave Space Marines.

In the 250 years since the arrival of Hive Fleet Behemoth, Ultramar has been the bastion of the Eastern Fringe. Time and time again the Ultramarines have sallied forth to face the Tyranids, sparing others the terror and death that accompanies them.

But the price has been a steep one; during the Battle for Macragge the Ultramarines First Company was utterly wiped out in a heroic last stand beneath the northern polar fortress. The First Company contained the chapter's finest veteran warriors equipped with Terminator armour, a precious and ever-dwindling resource. Such losses of men and materiel are not easily replaced.

The Ultramarines would never allow such losses, however grievous, to deflect them from their duty and Chapter Master Marneus Calgar immediately commanded that a new First Company be recruited. Captain Agemman of the Second Company was honoured with command of the First Company and, together with Calgar, began the long, arduous process of rebuilding it.

THE AFTERMATH OF MACRAGGE

The surface of Macragge had been ravaged by the Tyranid attack, though nowhere near as thoroughly as worlds more comprehensively enveloped. Once the



remains of the dead aliens had been destroyed or removed for study, the planet was deemed cleansed by both the Inquisition and the Ultramarines. The Ultramarines' dead were taken in gloomy procession from the depths of the northern defence fortress and returned with full honours to the Fortress of Hera, whereupon Marneus Calgar himself carved their names upon the walls of the Temple of Correction.

Over the next century, the Techmarines of the Ultramarines ritually repaired the damage done to the dead warriors' suits of Terminator armour. The attack of the Tyranids had grievously scarred this holy battle gear and great was the labour undertaken by every Techmarine as he sought to restore each suit to its former glory. But armour is not enough for a warrior to fight the foes of Mankind; he must have training, skill, determination and, above all, courage and honour.

The worlds that comprise Ultramar provide no shortage of neophytes, but the initiation process takes many years and even then decades of combat experience are needed to harden them to the rigours of war until they are considered worthy members of the chapter. To accelerate the process Marneus Calgar offered his warriors for secondment to the Deathwatch, the chamber militant of the Ordo Xenos. At any moment on the Eastern Fringe the Ordo Xenos is guaranteed to be fully engaged in rooting out Xenos perfidy, so the Ultramarines assigned to them quickly gained experience.

The Ultramarines under the Ordo Xenos saw regular battle. As they were in the Galactic East, which saw successive assaults from Hive Fleets, the experiences that made veterans of these warriors inevitably came from fighting Tyranids. Under the personal direction of Chaplain Cassius, a new elite

emerged. Known as Tyrannic War Veterans, these new squads were a departure for the Ultramarines, a chapter for whom such specialisation was almost unheard of. Two factors gave the appropriate weight to the argument for their formation; first, the necessity of having a full strength Veteran company available and second, the chapter's deeply-felt hatred for the Tyranids.

THE CONCLAVE OF HERA

Perhaps not surprisingly, there was resistance to the recognition of Tyrannic War Veterans within the ranks of the Ultramarines. Though the Master of Sanctity himself urged the formation of such squads, many of its Masters protested that they were unsanctioned by the Codex Astartes and therefore unthinkable. Arguments both for and against the formation of Tyrannic War Veteran squads raged back and forth, but no



Tyrannic War Veterans face the alien threat head-on.

Chaplain Cassius quietly entered the Chapel of Sanctity. The figure kneeling in the centre of the stone-flag, dimly lit by flickering candles, seemed not to notice him.

"Sergeant Remas," said Cassius, his voice stern, but not without sympathy. The sergeant looked up and then slowly rose to his feet. He was shorter than the Chaplain, but more solidly built. He wore a black tunic, its cuffs and hems decorated with a fine golden thread. There was a golden scythe embroidered on his left arm, the chapter badge of the Scythes of the Emperor.

Cassius motioned him to a seat at the side of the chapel; noticing that the sergeant limped heavily as he moved across the stone floor.

"Tell me what happened," said Cassius.

For a moment Remas hung his head. As he looked up, light glinted from the three silver studs embedded in his forehead; each inscribed with the figure of a horseman. The shadow of a deep, ragged scar crossed his left cheek. Remas's eyes were sad, but they held the Chaplain's gaze.

As he spoke, the sergeant's voice remained steady, almost completely emotionless, but occasionally a nervous shudder shook his right arm.

"There was no warning when the other ship appeared, nothing showed on our surveyors until we were close enough to pick it up visually. It was a strange shape, like a great beast from the deep, a huge spiral of armour on its back. It would not respond to our signals and kept moving towards the core planets of the system. We were having problems communicating with our fortress-monastery, so I took the decision to board.

"As soon as the boarding torpedo struck, we dispersed. The inside of the ship was like nothing I had ever seen before. Tubes of dark fluid ran along the walls, bloated creatures like maggots hung from the ceiling and the tunnels twisted like intestines. There was a constant, low pulsing sound and a stench like rotting flesh.

"We had just reached a wider chamber when they struck. There were three of them, each twice as tall as a man. They had bony plates on their back and, through their ribs, I could see ugly, throbbing organs. They had four arms, two with claws large enough to crush a man's head, and their spines ended in huge stingers that dripped black poison.

"Two of them had claws like swords that tore through power armour with ease. I saw one split Harvan in two, carving through his armour as though there was nothing there. The third had a long tube of gristle growing from its arms that

groaned and made a noise like tearing flesh as it fired."

Remas paused for a moment. His eyes turned to the shredded banner standing in the corner of the chapel. It was checked and bore the image of a golden horseman. Cassius had been told that when the Ultramarines found Remas's drifting ship, the unconscious sergeant was clutching the banner so tightly they had to wait until he woke before he would release it.

"I hope never to see that weapon used again. With one shot it killed three of my men, burning through their armour and spraying them with vile mucus. They died in agony. It was as though a plague rotted their flesh, but it took seconds, not days, to kill them."

"Their memory will live on," promised Cassius. He indicated that Remas should continue.

"We killed a dozen of these creatures, maybe more, and left their ship crippled. We could find no consoles, no plasma drives, nothing to show how it was controlled, only things like swollen glands and organs that seemed to be part of the ship's structure. We destroyed everything we could and planted demolition charges powerful enough to rupture it from stem to stern. When we pulled away, only myself and Brother Tobias were left alive."

Remas fell silent, but continued to stare intently into Cassius's eyes as though he was looking for something; forgiveness perhaps. Or maybe he hoped that Cassius could deny what had happened. But Cassius had seen the last communications from the Scythes' fortress. He had seen the plains burning under a huge pall of smoke as the aliens approached the walls. He had heard the terror in the final message from the Scythes' Astropaths. "The Tyranids are coming!" He knew there was no hope he could give Remas, except a chance for redemption in the wars that were inevitably coming. At last Remas looked down, but when he spoke there was a new firmness to his voice. "The Chapter is not lost. While any of us survive, The Scythes of the Emperor will serve with honour to the last man."

"Indeed they shall," nodded Cassius. "But first I need you to help me."

"Of course, Chaplain," said Remas. "Tell me what I must do."

"I want to know about the Tyranids; how they fight, how they react to threats and how we may yet defeat them," said Cassius. "Tell me everything."



resolution could be reached. Eventually, Marneus Calgar decided that such arguments, while providing much theoretical debate on the origins of the Codex Astartes and the intent of Roboute Guilliman, were ultimately fruitless. In order to break the deadlock, the Chapter Master decreed that all warriors of the Ultramarines could have their say upon the matter at a great conclave to be held on Macragge following the great Feast of Remembrance, where the chapter honours those who died to defeat the Tyranids of Hive Fleet Behemoth.

Ultramarines travelled from far and wide to attend the Conclave of Hera, Marneus Calgar waiting for as many warriors to arrive as possible before beginning proceedings in the shadow of the great Primarch himself. Each warrior was permitted to speak his mind on the inclusion of the Tyrannic War-Veterans within the chapter and many opinions and views were aired before the Chapter Master. Chaplain Cassius and Captain Agemman of the First Company spoke passionately of their value, bringing a surviving warrior of the Scythes of the Emperor before the conclave to speak of what he had seen and learned in battle against the Tyranids. The conclave continued for many months, warriors who had been unable to reach Macragge before its beginning now arriving and speaking their mind on the issue. At last, Lord Calgar decreed that he had heard all he needed and retired to his chambers atop the mighty fortress to ponder the matter.

For many days and nights the Chapter Master of the Ultramarines thought of the widely differing views espoused at the conclave, praying and fasting for guidance from Roboute Guilliman and the Emperor. As dawn broke on the morning of the 40th day, Lord Calgar emerged from his chambers as word reached Macragge of Tyranid creatures attacking settlements on Espandor – monsters stranded in Ultramar after the battles against Behemoth. Calgar took this as a sign and declared before his assembled warriors that the Tyrannic War Veterans would indeed become part of the Ultramarines' military structure. This new infestation would be their first trial and, should they be successful, then all would recognise their usefulness.

THE CLEANSING OF ESPANDOR

Espandor is a sparsely populated world, consisting largely of thick forests and remote agri-complexes. Local militia had discovered a Tyranid nest deep in the forest, cut off and isolated, but growing stronger and larger with each passing day. Several nearby communities had been devastated and the creatures were approaching a critical mass of population. It would only be a matter of time until they were too strong to stop. Cassius gathered the warriors who had fought the



A squad of Tyrannic War Veterans fight their way out of a Tyranid ambush.

Tyranids the most and, together with Captain Agemman, began training them to work together and utilise the specialised weapons found to work best in combination against the threat of the Tyranids.

Upon arrival on Espandor, the Ultramarines found yet more communities had been wiped out by the Tyranids. The local planetary defence forces were unable to hunt down the creatures when they retreated back into the forest for fear of ambush. The Ultramarines made planetfall near Konor's Reach, one of the largest agri-complexes on Espandor and, thus far, safe haven for the scared populace. Cassius immediately organised his warriors into three detachments and together he and Captain Agemman led them to the site of the most recent Tyranid attack. With auspexes specially modified to detect Tyranid pheromone trails, the Ultramarines were able to track the aliens into the dark depths of the forest. The trail continued for many miles, eventually ending at a great, bio-organic structure enmeshed within the trees that

resembled a great hive. Hissing Tyranid creatures poured from the hive and attacked the Ultramarines, but with flammers and disciplined heavy bolter fire, the aliens were forced back and the warriors of the Ultramarines pursued them within the blasphemous structure.

Inside was a warren of caves formed from gelatinous, slimy material, each tunnel a potential hiding place for a Tyranid creature. With great discipline, the Ultramarines fought downwards through the hive, cleansing and burning everything before them. At the heart of the hive they discovered a wounded creature that obviously still served as some kind of leader-beast. Only its crippling injuries had prevented the Tyranids from spreading further across the surface of the planet, but the alien monsters that protected it were no less fierce than any other. The Ultramarines fought their way through the creatures and Captain Agemman himself slew the beast. The expertise learned in previous engagements with the Tyranids proved

"The blasphemy of the Tyranids is such that only one solution is acceptable. Extermination."

Chaplain Cassius, Ultramarines Master of Sanctity

invaluable, as each warrior knew precisely where to strike their foes to cause maximum damage and understood how the aliens fought. Such was their skill and training that not a single warrior was lost in the battle. With the aliens expunged, the hive and the surrounding area was destroyed by a sustained orbital barrage to ensure that no taint of the aliens remained.

Upon returning to Macragge, the value of the Tyrannic War Veterans could not now be doubted and their incorporation into the Codex Astartes was formally recognised by all the various Masters. Soon, the expertise gained from fighting the Tyranids was included within the training of all Space Marines of the Ultramarines chapter. Those who excelled in this field of warfare are now often seconded to units likely to see action against the Tyranids, in order to further hone their skills.

COMBAT DOCTRINE

The Tyranid hunters fight with a mix of close combat weapons and long-range firepower that best exemplifies how to defeat the Tyranids. They carry special ammunition for heavy bolters, known as Hellfire shells, which were developed by the Magos Biologis of the Adeptus Mechanicus working in tandem with the Ordo Xenos. These shells are designed to shatter upon impact, shredding their targets with thousands of needles coated with a powerful mutagenic acid – lethal even to Tyranids. Flamers are an important part of their arsenal, as such indiscriminate weapons are deadly to the smaller, but no less dangerous, Tyranid organisms.

But firepower alone will never be enough to halt a Tyranid assault, and each warrior is highly trained to recognise and strike weak points in a Tyranid's body. Every warrior has

had his reflexes honed to incredible heights, that he might better fight the Tyranids in close combat. In addition, Tyrannic War Veterans are trained to utilise krak grenades in close combat, something normally only possible when attacking armoured vehicles. They have proved that larger Tyranid creatures, that would be too huge to defeat with conventional close combat weaponry, can be brought down by the careful placement of a grenade somewhere vital.

Tyrannic War Veterans are trained to work with other squads of Space Marines to utilise their skills most effectively, driving larger broods of Tyranids towards the guns of Devastator squads or guiding smaller ones onto the blades of Assault squads. Having now fought successfully in several major engagements, it would seem that the Tyrannic War Veterans are now an established part of the Ultramarines chapter.



MISSION – CLEANSE THE NEST

The Tyrannic War Veterans have discovered the source of a Tyranid infestation and every asset has been brought to bear in an attempt to destroy the spawning pool in the alien nest before hordes of xenos reinforcements arrive. Cleanse the Nest is a new Raid mission. The Space Marine Player is the attacker and must include at least one unit of Tyrannic War Veterans (see page 50 of Codex: Space Marines). The Tyranid player is the defender.

SET-UP

1 Each player rolls a dice. The winner chooses a long board edge.

2 Mark a 24" square area central to the defender's edge of the board. This is the defender's deployment zone. Place the spawning pool in the exact centre of this area.

3 The defender places his forces within this deployment zone using the Hidden Set-up rules. Any forces he chooses not to deploy at the start of the game are held in Reserve.

4 The attacker then sets his army up anywhere on the board, at least 18" from the defender's deployment zone. Any forces he chooses not to deploy are held in Reserve.

5 The attacker gets the first turn.

Reserves: Tyranid Reserves or Troops brought back into play via the Sustained Attack rule will move on from the table edge of their deployment zone. Space Marine Reserves or Troops brought back into play via the Sustained Attack rule may move onto the table from either of the short board edges.

Game Length: The game lasts six turns.

Line of Retreat: Attackers forced to fall back will do so towards the nearest table edge. Defenders will fall back towards the table edge within their deployment zone.

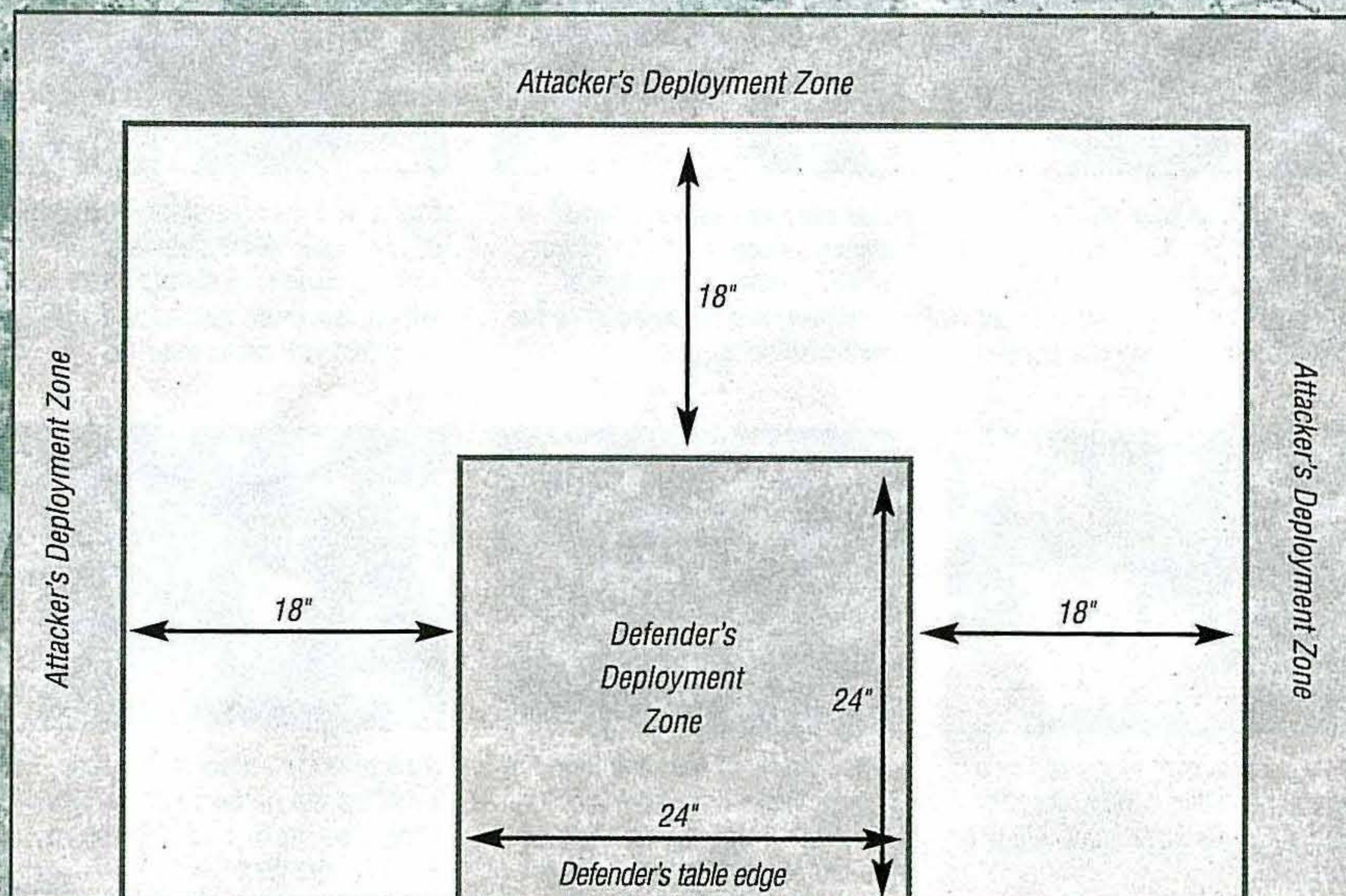
DESTROY THE SPAWNING POOL

The attackers have been issued with special mutagenic bombs to drop into the spawning pool. The spawning pool cannot be destroyed by shooting at it, only by non-vehicle models moving into contact with it and dropping a mutagenic bomb into the pool. To do this, a model must assault the pool in its Assault phase and remain in contact until the end of its next Assault phase. At this point the mutagenic toxins are released from the bomb and the spawning pool is destroyed.

The attacker wins if he destroys the spawning pool, otherwise the defender wins the game.

SCENARIO SPECIAL RULES

Concealment, Deep Strike, Hidden Set-up, Reserves, Sustained Attack (note that Sustained Attack applies to both forces in this mission).



WARHAMMER
40,000

JOIN THE FIGHT AGAINST THE TYRANID THREAT!

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Contact details of all our Hobby Centres can be found from page 130.

DOK BUTCHA'S CONVERSHUN KLINIC



You might remember George Dellapina for his Feral Orks, Speed Freeks 'n Oomie Imperial Guard armies wot we have shown before in dese 'ere pages. George is a good pal ov mine, doh he's only a Pigdok, not a proper Dok like me. He's been making anuuvver army, dis time ov daemons. Brrr. Not dat I'm scared ov anyfink, y'understand. I'm an Ork.

BLOODLETTERS

by George Dellapina

These resculpted Bloodletters are part of a brand new Khorne army George is converting and painting. The transformation was inspired by a piece of artwork in Codex: Chaos. "I wanted the models to look more dynamic, as if they're coming out of the Warp," says George. Each also carries two Hellblades.



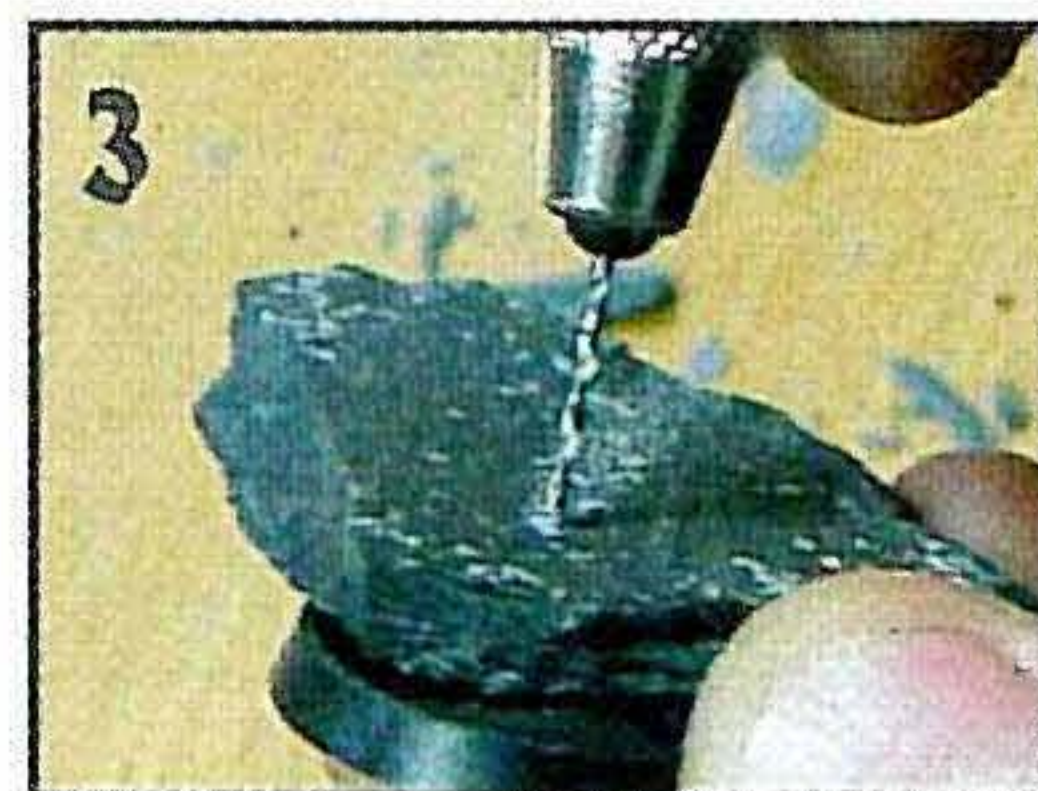
MAKING SLATE BASES



1 First of all, remove the tab from the model you wish to mount on the slate with a pair of clippers. Drill holes for pins into the feet (or foot, if only one will contact).



2 Glue the piece of slate, which is available from most DIY stores (or the ground, if geological conditions are favourable) to the base with superglue.



3 Drill a hole into the slate for each of your pins. Most slate is quite soft, so a pin vice should cope with it. However, approach it with care, lest you break your bit.



4 Make a pin from brass rod or a paperclip. Glue it either into the model or the slate itself. Allow it to dry.



5 Check the fit of the model on the base to make sure both surfaces are flush. If not, a little filing of the model or clipping of the pin may be in order.




6 Now glue the model to the base by filling the remaining hole with glue, thus making sure the pin itself is held fast.



WARHAMMER



 **Wayfarer's Companion**
A guide to the Lustrian
temple city of Itza

 **Warhammer Chronicles**
Zombie pirates looking for
brains... and gold

 **A Tale of Four Gamers**
The gamers' armies clash in
the opening campaign moves

Dead in

Shiver me timbers, there be Zombie

This month's Warhammer Chronicles is a voyage into the murky waters off the Lustrian Vampire Coast. At the helm are Captains Hoare and Ward who, through many bold acts of piracy and bravado upon the high seas, bring you priceless treasure in the form of a new variant for the Vampire Counts army list using Zombie Pirates. Just don't ask 'em what happened to the crew...

Andy: Whilst writing Warhammer Realms: Lustria, I grew more and more fascinated by the few, brief mentions of Luthor Harkon and the Vampire Coast. These were seeded in the background as far back as the early Nineties, but aside from the occasional reference, very little had been written about him. This subject had to remain an interesting sideline to the main events, which are of course the epic war between the Lizardmen and the Skaven and The Conquest of the New World.

Though I knew I wouldn't be able to do much in the book on the Zombie Pirates, I knew they'd be an ideal subject

WHAT IS WARHAMMER CHRONICLES?

Warhammer Chronicles takes a look at the Warhammer game and its rules, introducing new scenarios, rules and army list entries of all types, frequently stolen from army books in progress here at the Studio, as well as providing occasional Question and Answer forums. It also acts as a forum for dedicated players of Warhammer who have produced inspired, well thought out and just plain brilliant additions to the game. If you've got something good for Warhammer Chronicles then write to us at the address given here.

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

Warhammer Chronicles
Games Workshop
Willow Road, Lenton
Nottingham
NG7 2WS, UK



the water



Pirates on the shores of Lustria! Arrrrrrrrgh!

to explore further in White Dwarf. With Hollywood showing a resurgent (and perfectly laudable) interest in all things piratical, we thought the time was right to dredge up this neglected element of the Warhammer background. After all, everyone loves Zombie Pirates, right?

EVERYTHING BEGINS WITH AN 'R'

With this in mind I recruited the aid of Mat Ward, an evil villain known for his love, serendipitously, of both pirates and the undead, and we set about working up a Zombie Pirate army list based on the Regiment of Renown we made for the Conquest of the New World

campaign. Knowing that this list would appeal to the type of player who enjoys modelling every single miniature in his army and coming up with all manner of crazy conversions, I approached the guys in the US Studio, asking them to produce some interesting troop types that would work on a visual level, and then integrated them into the army list.

Almost everything the guys came up with made it into the list (we'll save the exploding pony for later lads!) and Mat has included a few more units that will, I'm sure, provide endless hours of converting pleasure for the madder among you. When it comes to the list

itself, you'll notice that, in common with a number of variant lists we've produced lately, it relies on the presence of a special character – in this case the Vampire Lord, Luthor Harkon.

Although this may at first glance appear restrictive, particularly if you plan on taking the army to a tournament, it actually allows us to produce more and varied army list variants without losing control of the massive number of lists we now have in the game. So, the army list is 'official', but may or may not be usable in any given tournament, depending on whether use of special characters is allowed.



ARMY SPECIAL RULES

ARCH GRAND COMMODORE LUTHOR HARKON

A Vampire Coast army can only be led by Luthor Harkon. If he is destroyed, the Undead in the army will slowly start to crumble to dust. To represent this, at the end of the phase when the General is killed, and at the beginning of every Undead turn thereafter, all Undead units on the battlefield must take a Leadership test. If the test is failed, the unit suffers a number of wounds equal to the number they failed the Leadership test by. No saves of any kind (not even Ward Saves) are allowed against such wounds, eg, a Pirate Mob (Ld 2) takes the test and rolls a 7: the unit suffers 5 wounds (7-2=5). Characters never suffer wounds because of a destroyed General. Units can use the Leadership of a character leading the unit for this test, as normal. Note that if the General is taken below one Wound, but manages to regenerate enough Wounds to come back, this rule does not apply. The General has to be dead (ie, removed from the table) for this rule to take effect.

AQUATIC

Having risen from all manner of graves that share a watery characteristic, all models in the army can move over marsh, rivers, lakes or any other water features without penalty, and will benefit from soft cover while in such terrain.

BRAINDEAD

All models in the Vampire Coast army, excluding characters, are Zombies – so

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

BLACK POWDER WEAPONS

The pirates of the Vampire Coast carry a large assortment of black powder weapons, ranging from pistols to Great Cannon – not a normal sight in the retinues of more traditionally minded (and less clinically insane) Vampire Counts. Though Zombies are not normally known for their ability to shoot straight (or at all) Harkon has long ago woven an enchantment that allows them to do just that, though even the misused magics of the Slann have a hard time making soggy and waterlogged black powder weapons discharge with any reliability. All black powder weapons that require a roll to hit will always hit on a roll of 6 if the firer has Ballistic Skill 0, regardless of any modifiers. However, any rolls of 1 will result in the gun misfiring – resolve the hit against the firing unit instead of the target.

UNDEAD

All units in the Vampire Coast army are Undead and use the following rules.

Break tests: Undead cannot be broken, but Undead units beaten in combat

suffer one additional wound for every point they lose the combat by (no saves of any kind, not even Regeneration or Ward Saves, are allowed against such wounds).

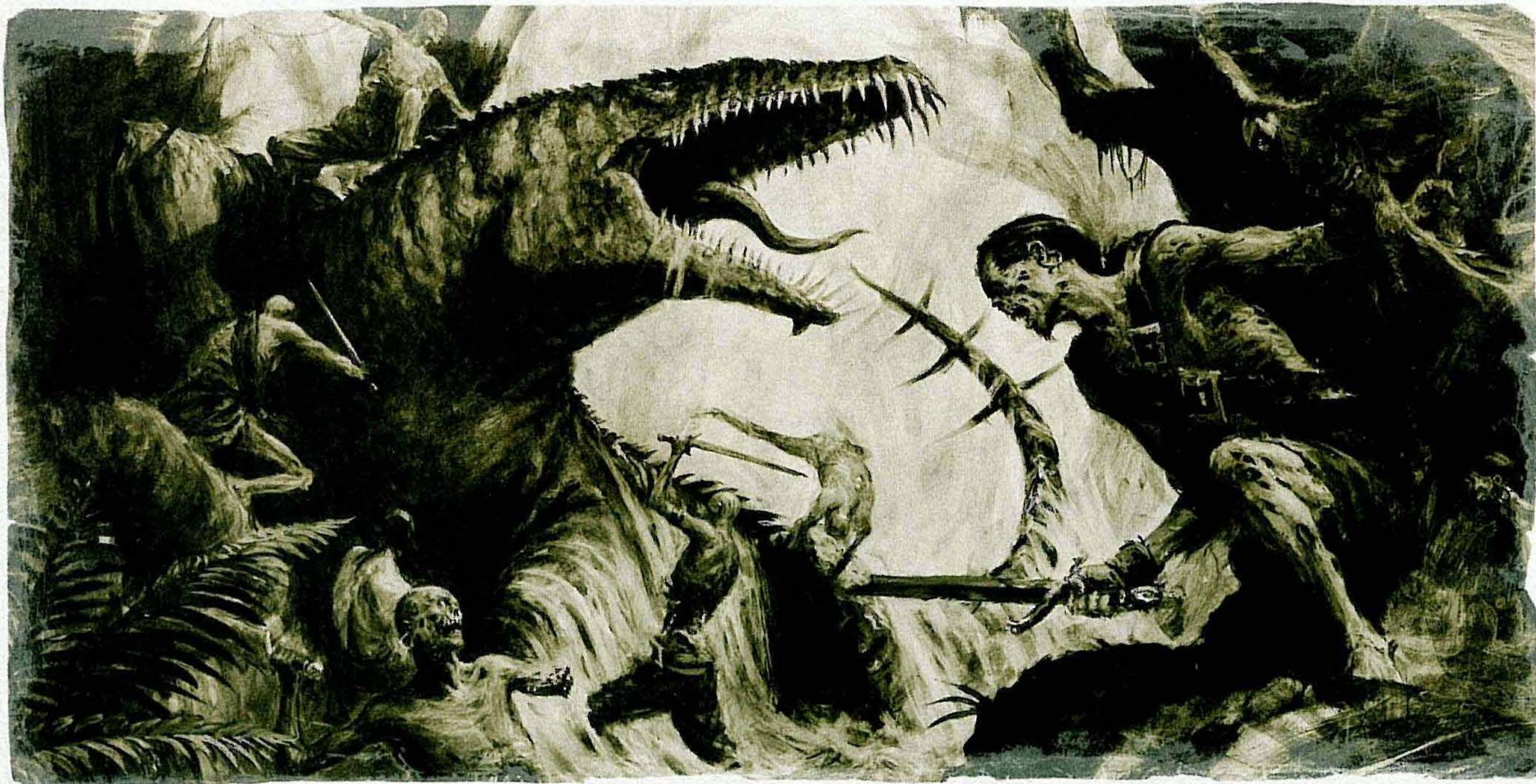
If characters are present in the unit, or if they are riding a monster, the controlling player can decide how to allocate the wounds amongst the unit, the monster and the characters. In multiple combats, each Undead unit on the losing side suffers one additional wound for every point their side has lost the combat by. If an Undead unit is wiped out by combat resolution in the first turn of a combat, the enemy gets the option to make an overrun move as normal.

Immune to Psychology: Undead are Immune to Psychology (see the Special Rules section of the Warhammer rulebook).

Charge Reactions: Undead can react to charges only by holding their ground.

Marching: Undead cannot make a march move unless they are characters or are within 12" of the General at the start of their Movement phase. Note that all the normal rules for marching will apply (for example, the presence of the enemy within 8" still stops them from marching, etc).

Fear: Undead cause *fear* (see the Warhammer rulebook).





The stretch of Lustrian shoreline known as the Vampire Coast owes its name to a luckless Norscan raiding party which, as is the way of their kind, attacked an Empire Merchant ship and took everything of value from within its holds. Unfortunately for the raiders, this included the sarcophagus of Luthor Harkon, a Vampire of unknown heritage, and, by the time the longship broke apart on the shores of Lustria, all its crew had undergone a marked change in both allegiance and vital signs.

Though stranded many thousands of miles from home, Luthor never looked back and took his newly indentured vassals on a march of conquest, carving out a realm for himself on the eastern coast of the southern continent. The winds and currents along that stretch of coast proved to be incredibly treacherous to unwary vessels and, over time, Luthor's army became swollen with the lifeless corpses of all manner of unfortunate mariners. Before long, the Vampire Coast had its own pirate fleet, crewed by the dead and the damned.

It is quite possible that Harkon might have become a great power in the world but for his colossal pride and greed. Determined to augment his magical abilities, Luthor took an expedition to the ruined city of Huatl, hoping to find some secret that would increase his might. It was on the third week of his excavations that his servants uncovered an undisturbed chamber, sealed tight with ancient and powerful glyphs. Convinced that this vault concealed great secrets from him, Luthor commanded his servants to break down the doors, yet the power of the glyphs thwarted him. Each time Luthor's Zombies assailed the portal, the witchfires in their eyes dimmed and

extinguished as the magic that animated them was drained away by the glyphs. Enraged, Luthor assailed the vault with his own dark magic, but the seals had been placed to defeat greater sorcerers than he and, faced with a direct assault, responded in kind. As the chamber began to collapse around him, Harkon found that he could not break the magical conduit between himself and the glyphs – worse, he realised that they were draining not just his magical energies, but his very life force also.

With a supreme effort, Harkon managed to break free from the glyphs and

staggered outside, just as the passageway collapsed and the vault was swallowed once more. But the magical backlash shattered his mind and severed his connection to the Winds of Magic. Now Luthor teeters on the brink of insanity – his personality fractured in a dozen different facets which battle for dominance within his mind. In the years since, the only common goal that Harkon's various personalities have been able to work towards is that of finding a cure for his condition. To this end, he has bent his obsessions to seizing Slann artefacts, hoping their power can heal his damaged psyche.

LUTHOR HARKON

	M	WS	BS	S	T	W	I	A	Ld
Luthor Harkon	6	7	6	5	5	4	8	5	9

Cost: 260 points

Equipment: Hand weapon and brace of pistols. Luthor must be used exactly as presented here and may not be given any additional equipment.

SPECIAL RULES

Magical Void: The catastrophic results of Luthor's great experiment severed him from the Winds of Magic. As such, and unlike other Vampires, beyond his power to control his undead hordes, he has no magical abilities. He does not generate Power dice. However, Luthor's unusual condition means that he emanates a peculiar anti-magic field. As a result, he has Magic Resistance (3) and generates 4 Dispel dice.

Split Personality: Luthor's many personalities continually bicker and rage within the walls of his psyche, and his actions are guided by whichever is in ascendance. If no single personality is dominant, Harkon remains almost motionless as the battle within his mind rages. This can result in Luthor being driven by his more lucid traits, but more often can lead to the more, well, extreme characters surfacing. At the start of each of the Vampire Coast player's turns, and whenever Luthor suffers a wound, roll a D6 to determine which personality is in control.

D6 Result

- 1-3 **Brainlock.** Luthor's personalities fight amongst themselves, leaving him dazed and confused – he must pass a Leadership test or suffer from the rules for stupidity until this table is rolled on once more, even though he would normally be Immune to Psychology.
- 4 **Mad.** A completely unhinged character from the deepest depths of Luthor's mind has surfaced and gained control of his actions – he suffers from the rules for frenzy until this table is rolled on once more, even though he would normally be Immune to Psychology.
- 5 **Bad.** Perhaps an understatement, as this is Luthor's 'core' personality, but at least this one is fairly rational – he may act as normal until this table is rolled upon once more.
- 6 **Dangerous to Know.** A steely and determinedly ruthless portion of Luthor's soul has clawed its way into the light of day. He follows the rules for hatred until this table is rolled on once more, even though he would normally be Immune to Psychology.

In addition, when Luthor is severely wounded and the strain is too much for the dominant personality another, stronger, facet of himself takes over and continues the fight. As a result, when he loses his last Wound, Luthor also gains the ability to Regenerate until the end of the turn.

BOOTY OF THE VAMPIRE COAST

In this section the common magic items are listed first (see the Magic section of the Warhammer rulebook). They are followed by a list of 'Vampire Coast only' magic items. These items can only be used by models chosen from this list and must be selected within the points limitations set by the army list. Note that all the rules for magic items presented in the Warhammer rulebook also apply to 'Vampire Coast only' magic items.

COMMON MAGIC ITEMS

Sword of Striking Weapon: +1 To Hit	30 points
Sword of Battle Weapon: +1 Attack	25 points
Sword of Might Weapon: +1 Strength	20 points
Biting Blade Weapon: -1 Armour Save	10 points
Enchanted Shield Armour: 5+ Armour Save	10 points
Talisman of Protection Talisman: 6+ Ward Save.	15 points

MAGIC WEAPONS

Bloody Nora This vicious Cat o' Nine Tails lashes out at the Pirate's enemies, granting him +2 Attacks, increasing to D3+2 extra Attacks when he charges.	50 points
Dirty Serpent This blade drips with brine and is covered in rust, but is capable of slicing through the thickest of armour. No Armour Saves are possible against it.	50 points
Sloppy Cruickshank's Long-Lost Cutlass Sloppy Cruickshank's favourite weapon, the cutlass that made the Pirate Captain the toast of a many drinking dens. The cutlass grants the bearer Killing Blow.	25 points

Lucky Levi's Hook Hand 35 points
This crude but effective piratical prosthetic grants the user +2 Strength, but he may not use any weapons or items that require two (or more) hands.

Wharf Rats 25 points
A swarm of scabrous rodents surround the character, granting him an additional D6 Strength 2 Poisoned Attacks, at Initiative 2.

MAGIC ARMOUR

Bloody Bill's Buckler 25 points
The character gains a Ward Save of 5+, and a 6+ armour save that can be combined with other equipment normally.

ENCHANTED ITEMS

Gentleman Jenkins' Trusty Compass 25 points
Gentleman Jenkins was said to have voyaged the length (and depths) of the six seas, thanks to his trusty compass. The Compass grants the user the Scouts special rule.

Mad Mullet's Spyin' Glass 10 points
The Spyin' Glass allows the bearer to pick out characters from enemy units when targeting them with a ranged weapon.

Black Buckthorn's Treasure Map 15 points
You may add 1 to the dice to determine who chooses the table edge upon which to deploy.

Slann Gold 35 points
The character bears a sacred Slann artefact, though he thinks it little more than a pretty bauble. The Slann Gold turns the bearer into a Level 1 Wizard, who uses the Lore of Death.

Firewater (one use only) 15 points
By drinking this potent brew, the character may make a single, Strength 3 Breath Weapon attack, which counts as a Flaming attack, once per game. However, he must pass an immediate

Toughness test, or suffer a single wound with no saves of any kind allowed.

Hard Stuff (one use only) 30 points
By drinking a drop of the hard stuff at the beginning of the Close Combat phase, the character gains +2 Toughness until the end of that phase. However, he must pass an immediate Toughness test, or suffer a single wound with no saves of any kind allowed.

Moonshine (one use only) 15 points
Upon drinking this bizarre concoction, the character undergoes a temporary, though terrifying physical transformation.

Use at the beginning of the character's Movement phase – he causes *terror* for the remainder of the game turn. However, he must pass an immediate Toughness test, or suffer a single wound with no saves of any kind allowed.

TALISMANS

Ex-Parrot 30 points
This sad and dishevelled, but ever loyal bird sits upon its master's shoulder, granting a measure of protection from hostile magicks. The owner gains Magic Resistance (2).

MAGIC BANNERS

Dead Man's Chest 35 points
Who knows what treasures are locked away within the Dead Man's Chest? Presumably the Zombie Pirates do, for they rally to it like the Reiksguard to the Imperial colours.

The Chest counts as a Magical Banner, and grants each model in the unit +1 Attack in the first round of any hand-to-hand combat.

Ship's Colours 50 points
The vessels of Harkon's fleet fly a bewildering array of flags, but pirates aren't the most original of artists so each tends to display some variation on the skull and crossbones device. All models in the unit cause *terror*.



ARMY LIST ORGANISATION

The army list is divided into four sections:

Characters

These represent the Vampire Lord Luthor Harkon and the powerful individuals in his thrall. They form a vital and potent part of your force.

Core Units

Included in this category are the most common forms of Undead Pirate – Deckhands and Gunnery Mobs.

Special Units

Special Units are your best troops and include the lethal (when they hit) Deck Gunners, and the nasty little Razor Tooth Rats. They are available to your army in limited numbers.

Rare Units

So called because they are scarce compared to your ordinary troops. They represent uncommon or unique creatures, such as the Rotting Leviathan and the highly destructive Queen Bess.



LORDS

1 ARCH GRAND COMMODORE LUTHOR HARKON260 pts

HEROES

VAMPIRE FLEET CAPTAIN80 pts

Harkon's captains, or 'shipwrights' are all carefully animated from the mariners that he captures. Given the Arch Grand Commodore's whimsical nature, these tend to be bloodthirsty souls whose grasp on rational thought is a little less than solid.

	M	WS	BS	S	T	W	I	A	Ld
Fleet Captain	4	4	3	4	4	2	4	3	9

Equipment: Hand weapon.

Options:

- May be equipped with a brace of pistols (+6 points) or an additional hand weapon (+4 points).
- May wear light armour (+2 points).
- May choose a mix of Magic Items from the magic items list with a maximum value of 50pts.

SPECIAL RULES

Wight Blades: Any hand weapon carried by the Fleet Captains counts as Magical and uses the rules for Killing Blow – this does not apply to any magic weapon bought from the magic items list.

SYREEN90 pts

Tales speak of the Syreens that lure mariners to their doom on the rocks along the Vampire Coast. These wretched creatures are much akin to the Banshees of the Old World, and are to be as feared on dry land as they are on the seas.

	M	WS	BS	S	T	W	I	A	Ld
Syreen	6	3	0	3	3	2	4	2	8

Equipment: None.

SPECIAL RULES

Ethereal: Syreens are insubstantial, ghostly beings that can pass through barriers as if they were not there at all. They suffer no movement penalties for moving over or through any kind of terrain. They never suffer any movement penalties, even from such things as magical effects. They can even move through impassable terrain, so long as they do not end their move within impassable terrain. They may not, however, move through other units. Nevertheless, Syreens do block line of sight (no one can see through them), and cannot see through anything themselves that would normally block line of sight.

Syreen's Call: This is a shooting attack that hits automatically with a range of 8" and does not require line of sight. The target unit must pass a Leadership test or suffer as if the 'Doom and Darkness' spell from the Lore of Death had been cast upon them (see page 151 of the Warhammer rulebook). This effect behaves in exactly the same way as that spell, although it itself cannot be dispelled.

CHOOSING AN ARMY

Both players choose armies to the same agreed points value. As you must field Luthor Harkon with the army, the minimum size for the army is 2,000 points, but it can certainly be a lot higher. Most players find that 2,000 points per side provides a game that will last an evening. Whatever value you agree this is the maximum number of points you can spend on your army. You can spend less and will probably find it impossible to use up every last point. Most 2,000 points armies will therefore be something like 1,998 or 1,999 points, but they are still 2,000-points armies for our purposes. Once you have decided on a total points value for your army, it is time to choose your troops.

CHOOSING CHARACTERS

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can field is shown below. Note that this table has been formatted to reflect the fact that there is only one (compulsory) Lord-level character available to the army.

Army Value	Maximum Characters	Maximum Lords
2,000 or more	0-4	1
3,000 or more	0-6	1
4,000 or more	0-8	1
Each +1,000	+2	1

An army does not have to include the maximum number of heroes allowed; it can always include fewer than indicated. However, an army must always include at least one character: the General, who, in the case of this army, is always Luthor Harkon.

CHOOSING TROOPS

Troops are divided into Core, Special and Rare units. The number of each type of unit available depends on the army's points value, indicated in the chart below.

Army Points Value	Core Units	Special Units	Rare Units
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each +1,000	+1	+1	+1

In some cases other limitations may apply to a particular kind of unit.

continued next page...

This is specified in the unit entry. For example, the massive artillery piece dubbed Queen Bess is a Rare Unit choice that is limited to a maximum of one in the army, reflecting the fact that it is a unique war machine.

UNIT ENTRIES

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

Profile: The profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

Unit Sizes: Each entry specifies the minimum and maximum size.

Weapons and Armour: Each entry lists the standard weapons and armour for that unit type. The value of these items is included in its points value. Additional or optional equipment cost extra and are covered in the Options section of the unit entry.

Options: The different equipment options for the unit and any additional points cost for taking them. It may also include the option to upgrade a unit member to a musician or standard bearer.

Special Rules: Many troops have special rules which are explained in the army special rules section, and are summarised the army list.

It would be tedious to repeat all the special rules for every unit within the army list itself. The army list is intended primarily as a tool for choosing armies rather than for presenting game rules. Wherever possible we have indicated where special rules apply, and where space permits, we have provided notes within the army list to jog your memory. Bear in mind that these descriptions are not necessarily exhaustive or definitive, and players should refer to the main rules for a full account.

Army Battle Standard: One Vampire Fleet Captain may carry the Battk Standard for +25pts. He may not choose any extra weapons, magic or otherwise, or carry a shield.

CORE UNITS

Core Units are the most common unliving warriors in a Vampire Coast army. There is a minimum number of Core Units that must be fielded, as previously described. There is no maximum limit to the number of Core Units that can be fielded.

ZOMBIE PIRATE DECKHANDS MOB6 pts
Festooned with all manner of rusty and corroded weaponry, Zombie Pirates make up the bulk of Harkon's damned followers. Unlike most reanimated vassals some vicious spark of personality resides deep within their rotten souls, making them all the more formidable in combat.

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

Unit Size: 20-40

Equipment: Hand weapon.

Options:

- Upgrade one Zombie Pirate to a Musician for +5 points
- Upgrade one Zombie Pirate to a Standard Bearer for +10 points



A mob of Zombie Deckhands, made by Chad Mierzwa.

ZOMBIE PIRATE GUNNERY MOB.....7 pts
Though their weapons are rusted and sodden, many of Harkon's Undead Pirates cling to the guns they held so dear in life. Wielding a shabby collection of black powder weapons long past their best, the zombies of the Gunnery Mob still gain a small spark of the satisfaction they enjoyed in life through the random discharge of noisy, indiscriminate firepower.

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

Unit Size: 10-20

Equipment: Hand weapon, handgun

Options:

- Any unit may replace its handguns with a brace of pistols (+1 points/model)
- Upgrade one Zombie Pirate to a Musician for +5 points
- Upgrade one Zombie Pirate to a Standard Bearer for +10 points

BLOATED CORPSE30 pts

Some cadavers lurch from the sea swollen with noxious gases, their liquefying tissues seeping from rotten and tattered skin. It is preferable by far to fight such a creature at a distance for, when slain, their tortured forms disintegrate in a poisonous shower of decomposing internal organs and diseased fluids.

	M	WS	BS	S	T	W	I	A	Ld
Bloated Corpse	4	2	0	3	4	2	0	1	2

Unit Size: 1 (Bloated Corpses do not count towards the minimum number of Core choices)

Equipment: Hand weapon

SPECIAL RULES
Poisoned Attacks

Gaseous Demise: When a Bloated Corpse is slain, place the small template centred upon it. Any models completely under the template are hit automatically – any models partially covered are hit on a 4+. Any models hit must pass a Toughness test (a roll of 6 always fails) or suffer one wound with no Armour Save allowed.

SCURVY DOGS10 pts

Many Pirate settlements are filthy dives of scum and villainy, infested with all manner of vermin and wild dogs, many of which are taken pity upon by drunken pirates, and brought aboard ship as affectionate, if somewhat noisome pets. Many such dogs serve their masters beyond the death of both. These are less affectionate, and a whole lot more noisome.

	M	WS	BS	S	T	W	I	A	Ld
Scurvy Dog	9	3	0	3	3	1	3	1	6
Bad Dog	9	3	0	3	3	1	3	2	6

Unit Size: 5-20

Equipment: None.

Options:

- Promote one Scurvy Dog to a Bad Dog for +10 pts.

SPECIAL RULES
Fast Cavalry

Slavering Charge: Scurvy Dogs and Bad Dogs resolve their Attacks at Strength 4 on the turn they charge.



Zombie Pirates venture into the rotten depths of Lustria.



SPECIAL UNITS

Special Units are powerful and rarer Undead Troops. There is a maximum number of Special Units that can be fielded, and this varies with the size of the army, as previously described.

RAZORTOOTH RATS45 pts

Most rats abandon a sinking ship, but the lean rodents that scuttle about the bilges of Harkon's fleet are more than content to forsake their vessel even before it has foundered, driven by an undying hunger for the flesh of the living.

	M	WS	BS	S	T	W	I	A	Ld
Rat Swarm	6	2	0	2	2	5	0	5	10

Unit Size: 1-5

Equipment: None

SPECIAL RULES

Cannot be joined by characters; Skirmish; Do not block line of sight.

DECK DROPPERS25 pts

Fell bats hang from the topmost spars, high in the rigging of Harkon's pirate fleet, dormant until the coppery tang of blood fills the air. When battle rages they dive amongst the combatants, each bearing a vicious (though somewhat disorientated) Zombie Pirate in their sharp talons.

	M	WS	BS	S	T	W	I	A	Ld
Deck Dropper	1	3	0	3	3	2	0	3	6

Unit Size: 3-10

Equipment: Hand weapon

SPECIAL RULES

Flying Unit.



Rob Hawkins's Deck Droppers.

CARRONADE70 pts

Many of the ships in the Vampire fleet carry small bore, short-barrelled cannons, known as carronades or 'smashers'. Though their power pales by comparison to that of an Imperial Great Cannon, it can still wipe out whole files of foemen in a single shot.

	M	WS	BS	S	T	W	I	A	Ld
Carronade	-	-	-	-	7	3	-	-	-
Zombie Crew	4	3	0	3	3	1	0	1	2

Unit Size: 1 Carronade and 3 crew

Equipment: Hand weapon

SPECIAL RULES

Cannon: A Carronade is a Cannon (see page 122-123 of the Warhammer rulebook) that can move and fire with a range of 36" and a Strength of 7.

ANIMATED HULKS40 pts

Not all mariners are of human stature and girth. Indeed, many Ogres take passage aboard ocean-going vessels in search of money or food. Thusly, not all of Harkon's eternal indenturees are of similar size to a man, though for some reason the reanimation process often yields more unpredictable results.

	M	WS	BS	S	T	W	I	A	Ld
Animated Hulk	6	3	0	5	4	3	0	D6	2

Unit Size: 3-10

Equipment: Hand weapon

DECK GUNNERS10 pts

Dead or alive, all pirates love guns, and the bigger they are, the better. Though the barrels be corroded and the aim of the gunners be poor (arrr!), the sheer power and range of Harkon's swivel gunners commands respect from his foes.

	M	WS	BS	S	T	W	I	A	Ld
Deck Gunners	4	3	0	3	3	1	0	1	2

Unit Size: 3-10

Equipment: Hand weapon, Swivel Gun (Handgun with range 36" and Strength 6)

SPECIAL RULES

Unit Strength 2; 6+ Armour Save; Cavalry base



RARE UNITS

The maximum number of Rare units that can be fielded varies with the size of the army, as previously described.

ROTTING LEVIATHAN200 pts

There are many great and wondrous creatures in the seas of the Old World. From the Sea Dragons and Kraken of the Great Ocean, to the crab-like Prometheans of the Lustrian coastline, the sea's bounty is truly as varied as land-going life. Not that Harkon cares much about this either way. He just waits until they're dead and infinitely more controllable.

	M	WS	BS	S	T	W	I	A	Ld
Rotting Leviathan	6	3	0	6	5	5	0	5	5

Unit Size: 1

SPECIAL RULES

Terror; Scaly Skin (3+)

Slimy Skin: All opponents attempting to strike the Rotting Leviathan in close combat suffer a -1 penalty to hit.

0-1 QUEEN BESS250 pts

The Queen Bess takes up both a Special and a Rare slot.

This enormous and oft-repaired monstrosity is Harkon's pride and joy. The exact heritage of the Queen Bess is uncertain but, from the reports that have reached the Colleges of Nuln, it is likely to have begun life as nothing less than a Hell-Hammer cannon! It has since been much 'refined' and 'improved' by Harkon (in one of his more than usually lucid moments) not to mention reduced in size somewhat. Even so, the Queen Bess remains one of the most powerful pieces of black powder artillery ever to grace the shores of Lustria.

The Zombie Pirates launch a raid on an unsuspecting coastal town.



	M	WS	BS	S	T	W	I	A	Ld
Queen Bess	-	-	-	-	7	5	-	-	-
Crew	4	3	0	3	3	1	0	1	2

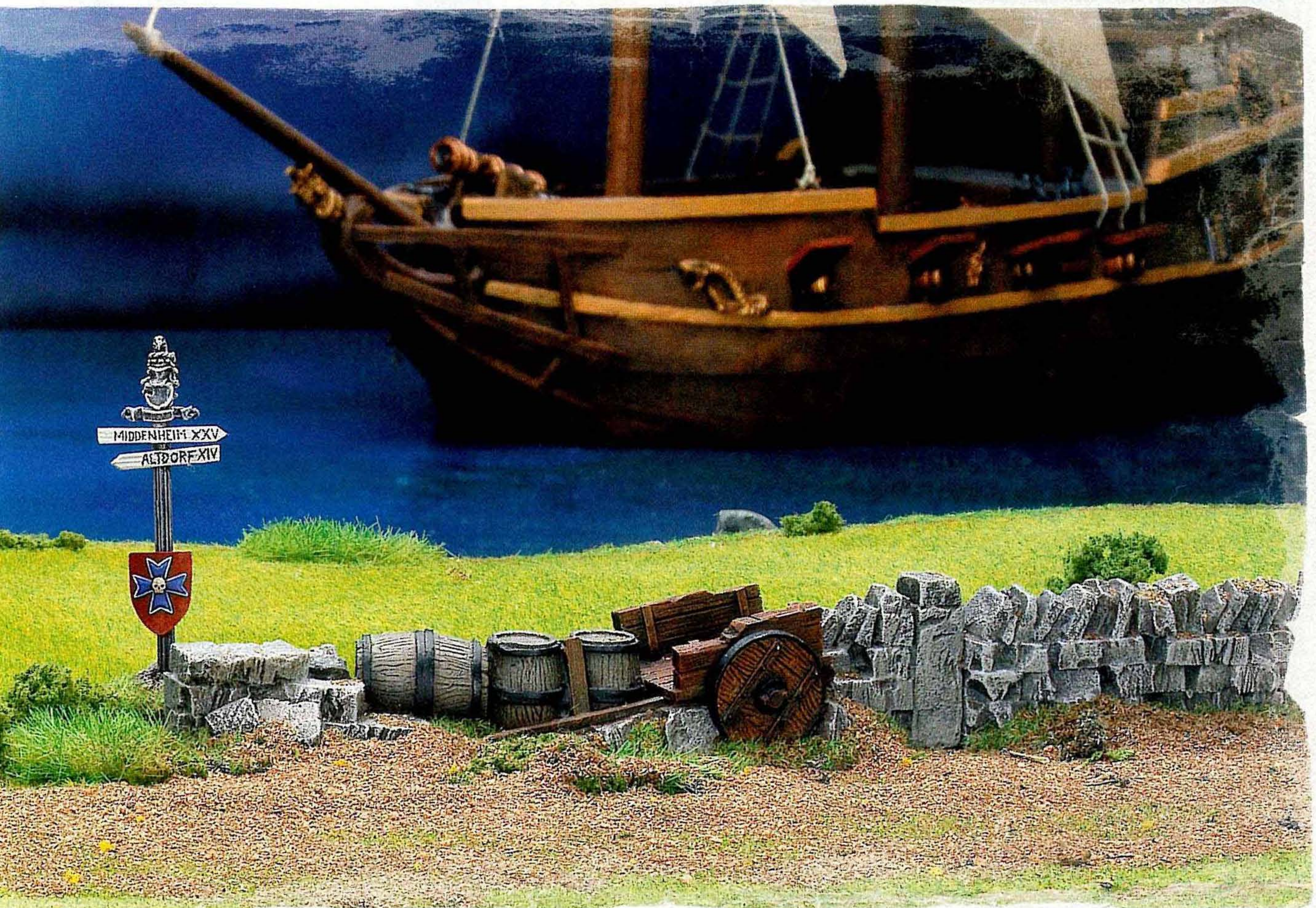
Range	Strength	Damage	Armour Saves
72"	10	D6	none allowed

Unit Size: 1 Queen Bess and 5 Crew

SPECIAL RULES

The Queen Bess fires using the following procedure:

1. Align the Queen Bess at the target and declare the distance you are aiming.
2. Roll two Artillery dice and add the scores to the distance aimed. The shot travels forward this distance before striking the ground.
3. For each Misfire you roll, refer to the Cannon Misfire chart. Otherwise, place the small template with the hole over where the shot strikes the ground. All models completely under the template are hit automatically; models partially under the template are hit on a 4+.
4. Roll the Artillery dice to establish how far the shot bounces – move the template that many inches directly forwards. All models touched by the template as it moves are hit on a 4+.
5. If you roll a Misfire for the bounce roll, the cannon ball sticks in the ground and does not bounce.
6. Work out the effect of hits normally. Models have no Saving throw against being hit by a shot from Queen Bess!





Mark Jones is crazy about Zombies. When he's not building the impressive terrain pieces you see in all our army books, he's raising the dead in the form of countless Zombie models...

Mark: Zombies, Zombies! Where do I begin? Since catching a late night horror fest at an early age, I've been hooked on these putrid undead creatures. The movie in question, a classic black and white film made in the 60s, still captures my imagination to this day. If there's a movie with a title like 'Dawn of the Cursed Zombie Flesh Eaters Massacre', I have to see it.

It's no surprise that when I started to collect Citadel miniatures the undead, particularly the classic metal Zombie models, caught my eye. I've now built up a vast collection of Plague Zombies to shamle ahead of my Death Guard Chaos Space Marines and I always keep some Zombie bits to use elsewhere too.

Although I didn't consciously decide to limit myself, in the end I only really used parts from two particular boxed sets: the Zombie sprue (naturally) and the Empire Militia, who are remarkably piratical looking, with tricorn hats, cutlasses and other useful paraphernalia.



DIGGING UP THE RAW MATERIALS

When you say pirate, what immediately springs to mind? The classic pirate image is of a swarthy figure dressed in buccaneer boots, a huge long-tailed coat, with a peg leg and a cruel hook for a hand. There is a brace of pistols across his chest and he wields a cutlass.

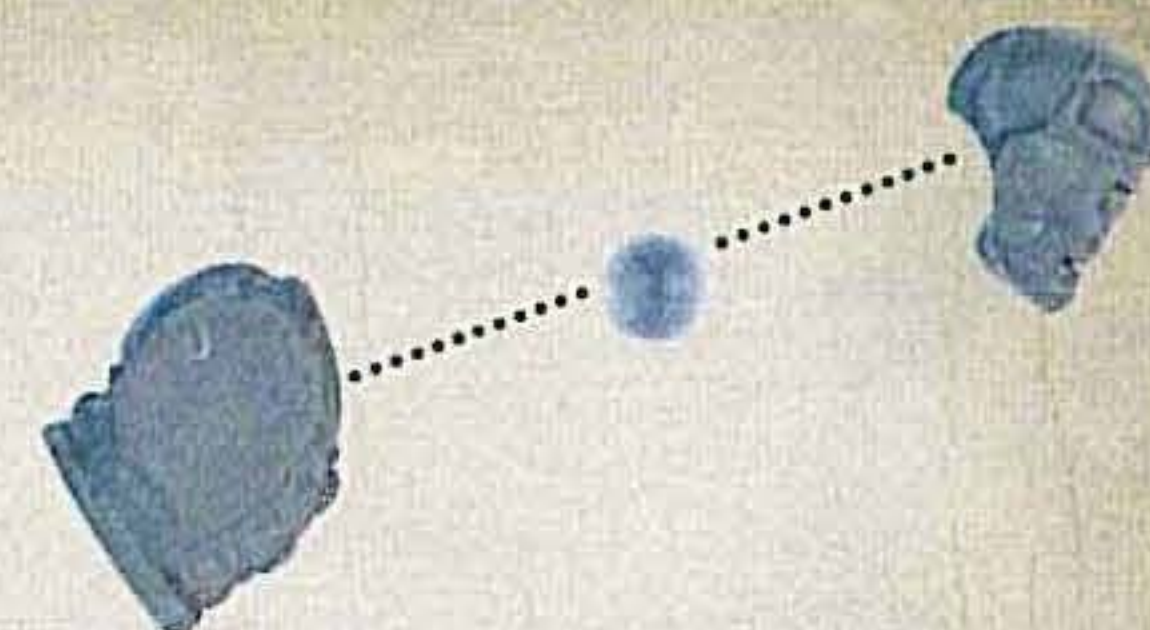
His ugly, battle-scarred face is covered by a long straggly beard, with a patch over one eye, a tricorn hat on his head and a talkative parrot squawking on his shoulder. He commands a galleon full of equally brutal crewmen all armed to the teeth, with the Skull and Crossbones flying from the top mast. The cabin boy is called Jim and there's always a map leading to a buried treasure chest full of pieces of eight, X marks the spot.

All you have to do is mix these archetypes with Zombies and you've pretty much got the idea behind Zombie Pirates.

To make my rotting sailors, I made several macabre piles of body parts from the Zombie and Militia sprues (see below) and mixed them up.

All the heads were taken from the Zombie sprue. Zombie heads don't actually have a neck to fit into the Militia torsos. However, a simple solution soon presented itself.

There are lots of plastic beads on my desk from different modelling projects. They were a little on the large side to fit the socket, but with trimming and Green Stuff, I got them to bridge the gap between Zombie heads and Militia bodies.



Torsos



Legs



Heads

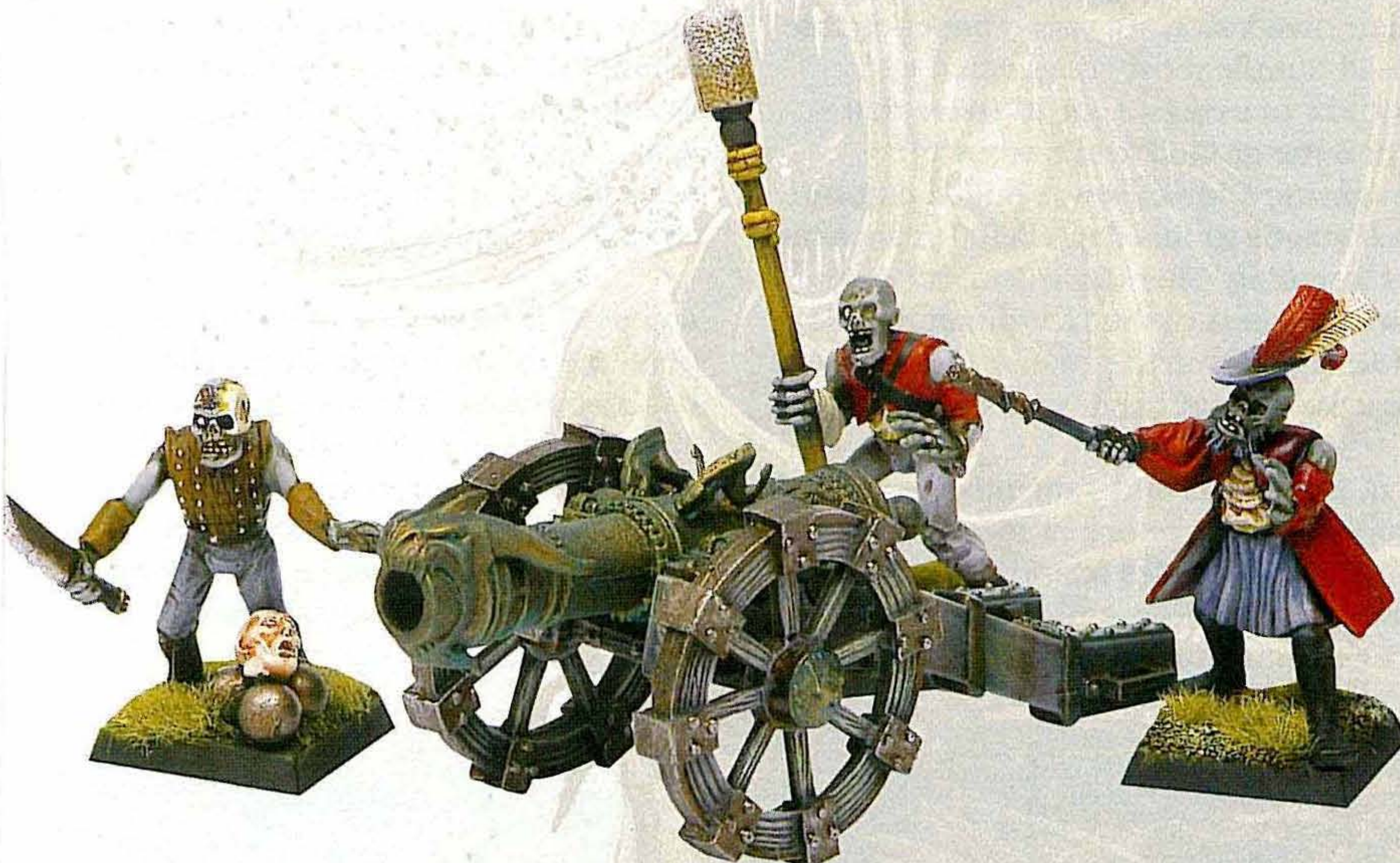


Arms





Deck Gunners, by Rob Hawkins (no relation to Jim).



This scurvy crew have salvaged a cannon from their pirate ship and put it on wheels. Based on the Empire cannon and its crew, the models, made by Chad Mierziwa, have an Imperial look to them. Chad has painted the gun-carriage's wood to look dank and rotten.



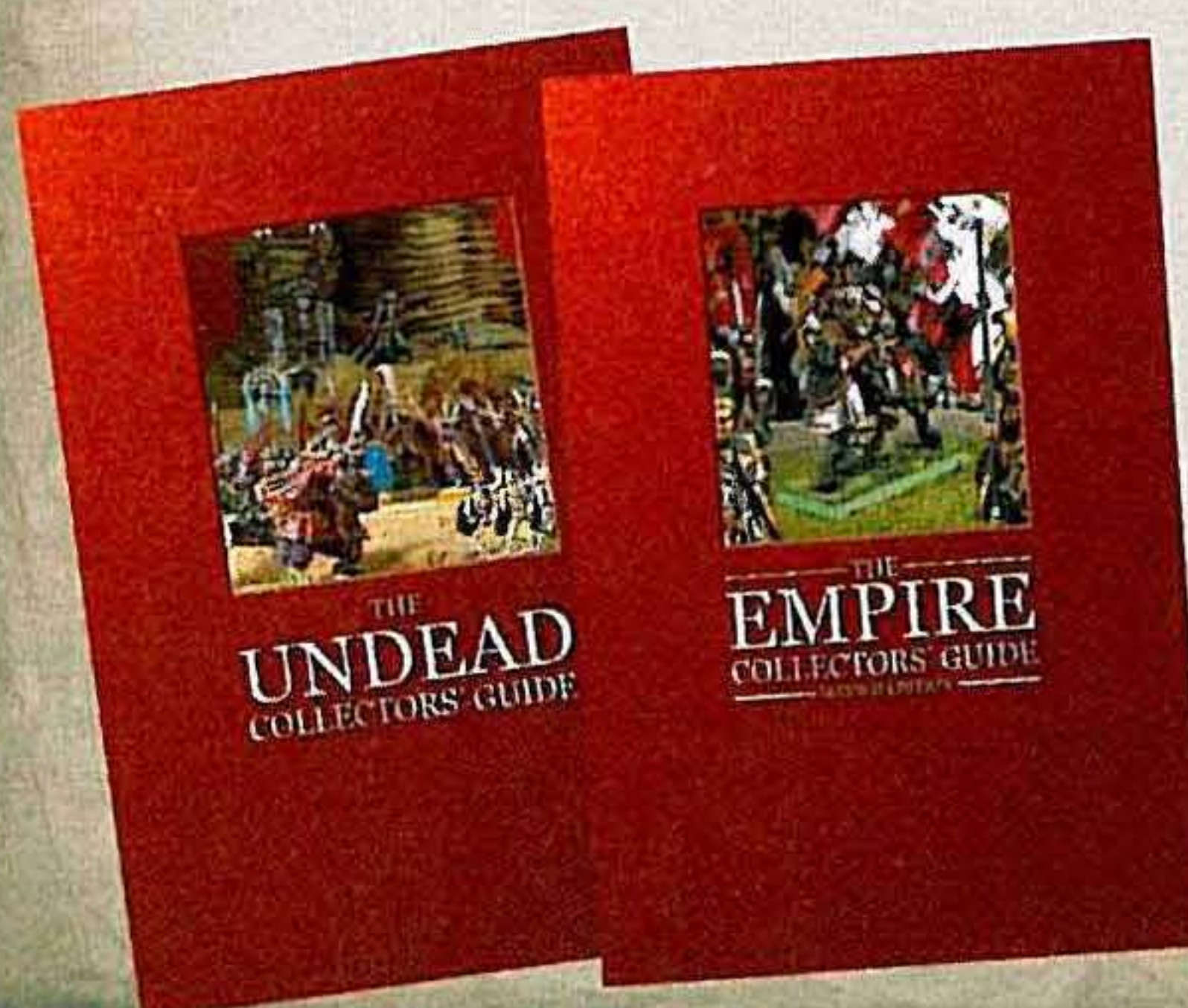
Gabrio Tolentino converted this model to represent Luthor Harkon. It's made from the Kislev Kossar Champion, with the head from a Vampire Counts Necrarch and the sword from the Uli and Marquand weapon sprue from the Fanatic Mordheim range.



Rob Hawkins's Fleet Captain conversion. The body is that of a Gretchin.

HAVE A GO YOURSELF... OR YOU'LL WALK THE PLANK!

In Hobby Centres for a limited time there are bags of Zombie Pirates to be had. Games Workshop Direct also have a whole bunch of components that will allow you to toss together your very own bunch of Scurvy-ridden Zombie seamen. There's a web page at www.games-workshop.co.uk/zombiepirates devoted to the bits to build them.



If the ideas online don't satisfy your thirst for ideas, take a peek at the Undead and Empire Collector's Guides. They are crammed with every component for their respective range.

You also can contact the Hobby Specialists on 0115 9140000 for advice, or visit the the Undead and Empire sections of the Online Store at: www.games-workshop.co.uk/store

The Wayfarer's **C***ompanion*

A guide to the **Temple-City** *of Itza*

Compiled by

*Morr Androclitus, Hoarapoin the Peripateticus,
Scribe, Bachelor of Ancient History*

*A collection of most wondrous tales,
descriptions of lands most perilous,
and eruditions of interest. Gathered
from the far corners of the world, and
presented here for your edification and
entertainment by Ermanus Van
Stekel and Sons, printers to the
Mayor of Marienburg.*

THE FIRST

Few travellers have penetrated deep into the domains of the Lizardmen and returned, for the Hosts of Itza are to be found marching to war against any who defile their realms.

Many thousands of years ago, at the very dawn of creation, the Old Ones came to the world, and remade it according to the tenets of their own vision – a vision impenetrable to all but the most enlightened and godlike of beings. Legend states that upon the ground first trod by the enigmatic Old Ones was built a city, one that stands to this day, 12,500 years after its founding. That city is Itza, called the First, greatest of the Lizardmen temple-cities and home to some of the mightiest practitioners of magic in the world.

Itza is located amidst the most impenetrable regions of the Lustrian jungle, many miles inland of any point at which explorers and invaders might make landfall upon the eastern coast.

There are no easily travelled routes that may be followed, at least by any other than those native to Lustria, for Itza lies a great distance from any river. Even a party that has navigated the Amazon or Lambada will be forced to abandon their boats and trek across the densest jungle to be found on the continent. And that's assuming the Lizardmen allow the invaders to get that close...

To the west of Itza is the great mountain range known as the Spine of Sotek, a range that stretches the length of the entire continent and is passable at only a handful of points. At the Chasm of the Condor, the pass closest to the city, the sentinels of Itza stand vigilant, ready to send back word should intruders attempt to approach from the west.

Itza itself is one of the most impressive of all the extant temple-cities. The concentration of the most venerable of Mage-Priests in one location at times causes the very air to seeth with magical power, arcane energies arcing from the pyramids' summits, while at other times a feeling of serene contemplation overcomes all who visit it.



CITY OF LUSTRIA

All around the high temple pyramids gather flocks of Terradons, each carrying a Skink dignitary from a far distant city. The wide avenues are crowded with scribes and artisans, going about the business that is vital to the running of such an important place.

And watching over it all are the warriors of the Host of Itza. The temple-city's armies are second to none, for they guard the First City, the sacred ground upon which the Old Ones themselves once walked, and beneath which in buried vaults are housed the most powerful of the Old Ones' creations, devices so potentially devastating that not even the Slann Mage-Priests dwell upon their nature long.

Itza has never once, in over 10,000 years, yielded to an attacker. The consequences of it doing so are too terrible to contemplate, and not only for the Lizardmen.

The Pyramid of Sotek

At the very heart of the temple-city of Itza is to be found the largest of its pyramid temples – that dedicated to Sotek. From the altar atop this mighty structure the Priests of the Red Cult lead daily ceremonies of appeasement and veneration of the twin-tongued serpent god. Upon the high days of Sotek, the entire population of the temple-city gathers in the central plaza – even the remains of the Lord Kroak himself are brought out – to voice their adulation of their god. It is said that the hissing chants sent up by the multitudinous congregation are amongst the most unsettling of sounds to be voiced from mortal throats, and they can be heard for many miles around.

The sacrificial pit of Sotek

Pyramid temples and plazas dedicated to the Serpent God Sotek have a deep sacrificial snake-pit descending into the depths beneath. At the bottom dwell enormous serpents, a manifestation of Sotek, fed by sacrificial victims hurled down from above. As the First City, Itza receives a great many of the captives taken all across Lustria, by its own armies and by the hosts of the other temple-cities. These are forced to trek many hundreds of miles through the most perilous jungles in the world, fitting punishment for the woe they would do to the children of the gods.

Upon reaching Itza, a journey that may take many months, the captives are sacrificed by the thousand as due veneration to the Serpent God, lending Sotek the power to continue his eternal war against the god of the rat spawn.

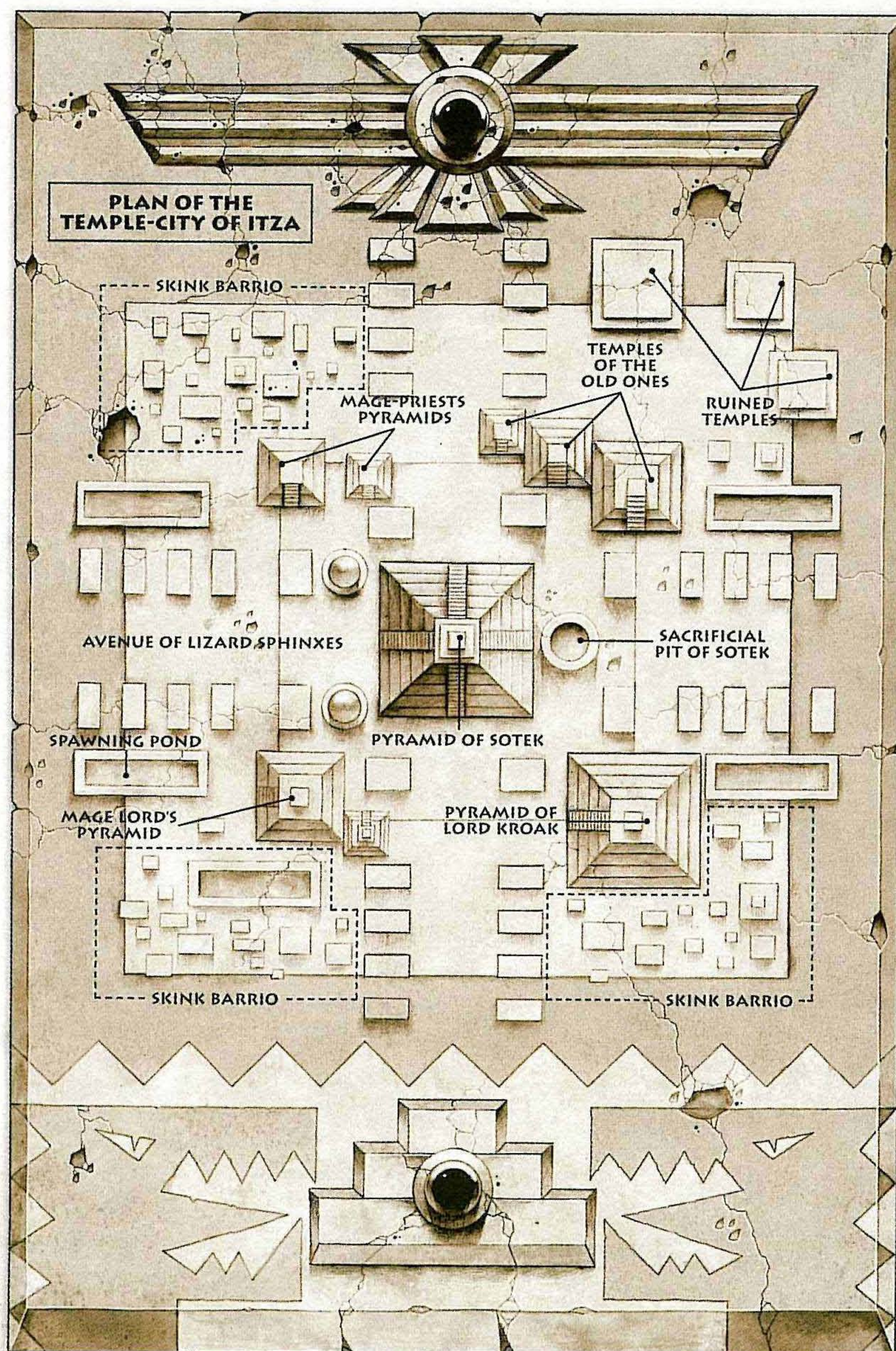
The Pyramid of Lord Kroak

This huge structure houses the remnants of the venerable Lord Kroak, the first spawned Slann and most powerful of the Old Ones' servants. The desiccated body of the Relic-Priest is at most times housed deep within the pyramid, and guarded by a cohort of the mightiest of

Saurus Temple Guard. At significant times, however, Kroak's body is brought to the temple atop the pyramid, where his spirit gazes out through millennia-dead eyes across the domains of his lost masters. The pyramid is decorated with sculptures painted in striking colours, depicting aspects of Kroak's life and the battles in which, even after his death, his actions have been critical.

The Temples of the Old Ones

These temples, each dedicated to a single Old One are attended to by scores of Skink Priests, who maintain ancient



The Chronicle of Itza

(Abridged)

Dedicated to my Lord the Duke Jonquille of Brionne. May he win honour and riches in the land of Justria!

Mendoza

(Excerpts from the translation by Mendoza, wizard of Estalia, translated into the Reikspiel by Androclinus Hoarestein)

THE TIME OF THE OLD ONES

(Circa Imperial Years 15.000 to -5.590)

Itza is the first of all cities. The Old Ones dwelt there in the time before time. But the city was merely an intention in their minds. So it was that they caused the Slann of the First Spawning to come forth. And the Slann measured the lines of the city according to the will of the Old Ones, and the Old Ones were satisfied and content.

Then came the moment of correcting the orbit of the world. The Old Ones caused the Slann of the Second Spawning to come forth so that they might accomplish this task. When the world was in the correct alignment the Old Ones brought forth the Saurus so that the city might be built upon the lines that had been marked out for it.

Then the Old Ones caused the Skinks to be spawned, so that they might direct the work of the building of the city, because the city rose up slowly. Afterwards the Old Ones brought forth the Kroxigor so that the great stones for their mighty pyramid might be raised up, one upon the other, for the Old Ones desired to survey the entire earth from on high. Thus it was that the city of Itza was founded in the five-thousandth cycle of the sun since the coming of the Old Ones into the world. Then the cities of Xlanhuapeç and Tlax were founded after the same design.

THE CATASTROPHE

The Collapse of the Polar Warp Gate. Circa -5.589 to -4.420

The mighty Gate crashed down in the ten thousandth cycle of the sun and the Spawnings of Chaos came forth. The plans of the Old Ones were confounded and then came the moment when they perished. (Mendoza: Undoubtedly the Old Ones are the gods worshipped by the Lizardmen, whom they believe once dwelt amongst them on the earth.)

When the Old Ones perished, the Slann of the First Founding also perished. Lord Kroak of Itza was the last of the Slann of the First Spawning to perish. Afterwards there was a time of ruin of cities which lasted until the prophecy of Itz-Tepec.

(I have discovered that this Itz-Tepec uttered a prophecy that the Slann were destined to continue the work of the Old Ones. This means that the Slann believe that they are custodians of the world on behalf of their dead gods!)

THE COMING OF THE NEW ONES

The Time when Elves discover Justria. Circa -4.419 to -1.400

The coming of the New Ones for the first time in Justria and there was strife at the city of Pahuax. (Mendoza: According to the annals of Ulthuan, this must be a reference to the first High Elf seafarers to reach Justria.) At the moment of the conjunction of the two moons, the invaders were vanquished by Lord Huinitenuhli.

The alignment of the Itx-star was accomplished in Itza, thus fulfilling the first part of the prophecy of Itz-Tepec.

The dispute of Lord Quex and Lord Itza-Xloc in Itza and the confusion of the Skinks. At this time the great pyramid of the Old Ones fell down and the hidden plaque of Otzli-Potec was revealed.

THE TIME OF TRIBULATION

The Scaven Infestation of Justria Circa -1.399 to 100

The Time of Tribulation begins as foretold in the prophecy plaque of Chaqua. At this moment the rat spawn appeared in Quetza and pestilence spread across the land. At this time Sotek stirred (Mendoza: Sotek is the great god of the Lizardmen. To placate him they sacrifice untold thousands of their enemies.) Afterwards, Sotek became manifest and the rat spawn diminished in the land, until the time of their migration.

The Great Pyramid of Sotek was begun in Itza.

(I have questioned some who claimed to have seen this edifice. It is said to be a mountain of stone with a labyrinth of vaults concealed within. No one knows if there are treasures hidden within these vaults, and no one who has set out to find this place has ever returned!)

THE ERA OF SOTEK

Circa 101 to the Present

The Pyramid of Sotek is completed in Itza. 10.000 rat spawn are sacrificed upon its altar (Mendoza: Surely there must be great treasure heaped up in this temple!)

Lord Xloc of Itza accomplished the defeat of the Skeletons according to the prophecy of Huanca-Xlanpec. (Mendoza: This must be a reference to a battle against the Undead forces of the Vampire Coast. I date this event to the years around 930 by the Imperial reckoning. The Vampire and his forces washed up on the coast of Justria some time earlier.)

The Eclipse of Zla... Strife in Xhotl...

(This entry is unreadable due to the worm-eaten condition of the manuscript at this point.)

The star stela of Quetli was brought back by the mighty army of Tepec-Inzi. Between the rising of the sun and the descent of the Iztl-star the five armies were vanquished. Sotek was satisfied.

(As to where these armies came from into Justria is a mystery. Perhaps they were from Ulthuan or Naggaroth, or from old Dwarf realms or even the accursed land of the Undead?)

Lord Xuatep spoke...

(Much of the manuscript is obliterated here and I am therefore unable to account for events over many centuries.)

Manuscript ends here

Footnote:

Here ends my translation of the Chronicle of Itza. The poor state of the later half of the scroll means that the events of the last thousand years are illegible. Those who would learn more must consult the works of Ibn Jellaba and Marco Columbo, the Norse and Dwarf sagas, the Annals of Ulthuan or listen to the tales of adventurers.

plaques and artefacts housed within the secret vaults beneath. Each day ceremonies are enacted upon the altars atop each pyramid temple and at certain days of the year, or at the conjunction of portentous stellar phenomena, the air sizzles with the power of the ancients called forth by their ever-loyal servants.

Ruined Temples

Many structures in and around Itza have been allowed to fall into apparent disrepair. The truth is that the Lizardmen measure such notions by different standards than Men or Elves. Some structures may be allowed to crumble almost to dust before being rebuilt to their former glory at the command of a Mage-Priest or the prompting of a prophecy. Many is the plundering adventurer who has mistaken such a ruined structure for an unguarded one, and paid the ultimate price for their ignorance as its sentinels strike to defend its riches.

Mage-Priests' Pyramids

Although each pyramid temple is dedicated to a god, who will also be considered to be a manifestation or messenger of one of the Old Ones, it serves as a residence for a Mage-Priest. Exceptionally revered Mage-Priests may even have a pyramid temple built for them. The mummified relics of former Mage-Priests are hidden in crypts within their own pyramid temples, or the temples of the gods. From the palanquin chamber in the temple atop the pyramid, the Mage-Priest can commune telepathically with other Mage-Priests on top of distant temples or even receive inspiration from the sun, moons, stars and planets to which the pyramid is aligned. The palanquin rests on a plinth enclosed by a sacred pool. Saurus guards and Skinks attend the Mage-Priest in the surrounding chambers and pillared porticos.

Avenue of Lizard-Sphinxes

The great avenue that leads in to the First City is lined for many miles with great statues of mighty Lizards, hewed millennia past from single stones. Those few visitors who have returned from Itza have all told of the impression granted by these silent and unmoving sentinels, for they are all of nightmarish aspect and tower high above the mortals passing below. Some have sworn the monolithic heads have slowly moved to follow their passing. These travellers also report that the avenues are lined with cloying swamps that boil with carnivorous life reminding travellers that there is only one way into or out of, Itza – and that is travelled only at the discretion of the city's masters.



Many an optimistic adventurer has marvelled at the First City of Itza, only to find there is more than jewels hidden there.

The Bridge of Stars

Located several miles to the east of Itza, the Bridge of Stars is a structure as ancient as the temple-city itself, spanning a vast chasm rent in the earth aeons ago, before even the coming of the Old Ones. Located as it is at a major approach to the city, the Bridge of Stars is heavily defended by the cohorts of Itza, and has been the site of many a defeat for the Lizardmen's foes. It was famously held by the venerable Kroxigor Nakai during the Defence of Itza against the Chaos hordes when the Polar Gates fell. So great was the tally of Daemon-things reaped by the Kroxigor that day that it is said such creatures fear the site as they do no other place in the material world, hearing the death knell of uncounted numbers of their kin echoing down the millennia.

Pyramid of Itzl

It was during the epic defence of Itza, when the Polar Gates collapsed and Chaos engulfed the world that Lord Kroak sat atop the great Pyramid of Itzl, a calm amidst the hellish storm. It is said that the pyramid contains the most powerful and arcane machineries of destruction, and that the first of the Slann Mage-Priests unleashed these in a cataclysmic tempest of mystical power that reduced the rampaging hordes of Daemons to ashes. Such is the power still contained within the pyramid to this day wizards and others with the mystic sight can sense its latent potency from many miles away. As they draw nearer to the source, they often experience a great deal of discomfort, and it is doubtful that any but the most skilled of mages

would survive standing upon the pyramid itself, so strong is its arcane, destructive potential.

The Barrios of the Skinks

The barrios of the Skinks form the suburbs of the city. Here the Skinks live and pursue their craft of making the artefacts of Lizardmen civilization. Itza has a teeming population of many tens, perhaps hundreds, of thousands, the majority being Skinks. In the open spaces around the barrios are kept the Stegadons and other beasts needed for work in the vicinity of the city, or ready for marching out with the army. Others are kept in small clearings further out in the jungle, among the overgrown ruins on the edge of the city, or at the outlying stone quarries and mines.

Spawning Ponds

Typical of many temple-cities, Itza occupies a clearing in the jungle bordered by swamps. The roads leading into the city cross over these by means of paved causeways, flanked by avenues of lizard sphinxes carved from massive blocks of stone. The swamps are the spawning places of the city, where Lizardmen have been born since time immemorial at times decreed millennia ago by the Old Ones.

Some of these places may have been enclosed by stone embankments and made into rectangular sacred ponds infested with piranha fish. These hazards act as defences for the city, trapping unwary foes who try to approach through the jungle to circumvent the causeways' guards.

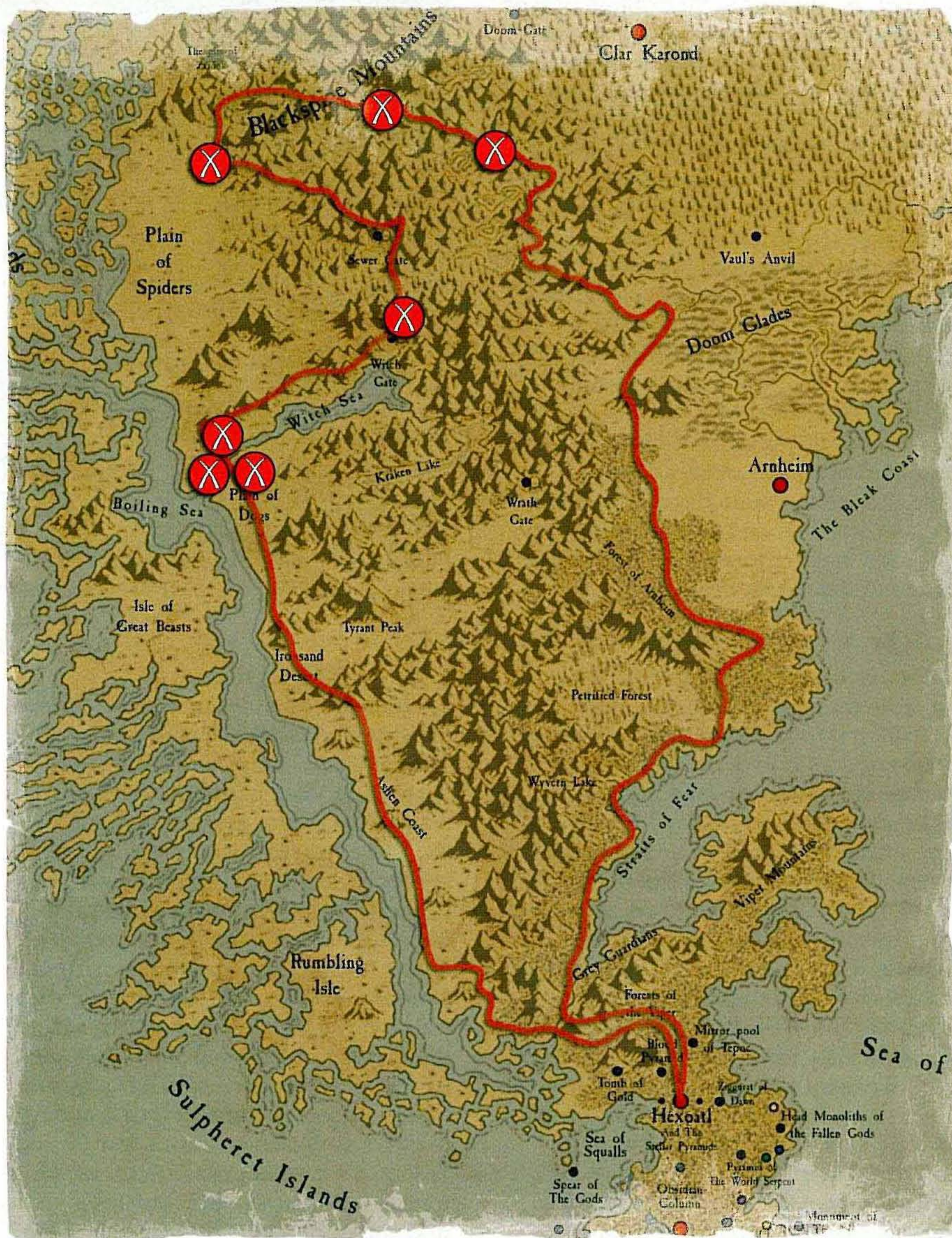
THE LEADERS OF ITZA

Lord Tepec-Inzi

Having discovered the so-called Black Way – a series of water-filled caverns stretching for many thousands of miles beneath the earth – the Dark Elves of Naggaroth began a series of raids on the domains of Lustria, culminating in the year 315 with the theft of the most sacred Star Stela of Quetli from Itza. For centuries, the Mage-Priests had meditated upon the nature of the Elves' dark kin, attempting to discern their place within the plans of the Old Ones and whether their actions should be tolerated or punished. The decision, however, was made for them, for the Druchii used their secret way to launch an attack directly into the heart of the Lizardmen empire, stealing one of its most sacred artefacts from perhaps the most heavily guarded vault in the land.

To what use the Dark Elves intended to put the sacred artefact was beyond the Slann, but they could not allow the Druchii sorceresses to harness its power, nor to sully its purity with their dark magicks. The master Mage-Priest Lord Tepec-Inzi, roused from a decades-long meditative trance by the turmoil of his fellows' thoughts, determined to recover the Star Stela and thwart whatever mischief the Druchii had in mind.

Marshalling the host of Itza, Lord Tepec-Inzi travelled northwest, to the northernmost temple-city of Hexoatl. The Chronicles state that the journey was accomplished in an impossible time, suggesting that the Mage-Priest impelled his army to travel faster than any mortal could hope, or that he employed some manner of grand spell in order to cover the 1,500 miles between the two.



The route travelled by Lord Tepec-Inzi and his army to recover the Star Stela.

At Hexoatl, Lord Mazdamundi granted Lord Tepec-Inzi the greater part of the Sacred Host of his city. His force thus doubled in number, the Mage-Priest led a vast horde of Lizardmen north into the Forest of Ash and along the grey shores of the Ashen Coast. At the mouth of the Witch Sea, the Mage-Lord intercepted the Dark Elves, whose raiding vessels were emerging from the Black Way, having surfaced at the Witch Gate. As the raiders passed the narrow straits leading into the Boiling Sea, Tepec-Inzi struck, unleashing a sorcerous blast of such potency that the waters rose and dashed the Dark Elves' ships against the rocks, killing many hundreds of Druchii in an instant and forcing the survivors to form hasty lines upon the beaches.

The battle that ensued was bloody in the extreme, for the Dark Elves were cornered by the Lizardmen, backed up against the cruel sea, and could expect no quarter from those whose holiest of artefacts they had plundered. Though the bulk of the Druchii were slaughtered, a number of Dark Elves did effect an escape, and these carried with them the sacred Star Stela.

It would be many months before the Mage-Priest brought these survivors to ground, and many battles were fought against the cruel denizens of the chill land of Naggaroth. But triumph Lord Tepec-Inzi did, and he returned to Itza ten months after the theft of the Star Stela, returning it to its rightful place at the heart of the Lizardmen empire.

Lord Kroak

Among the Lizardmen it is the custom for exceptionally potent and revered Mage-Priests to be mummified when they die. They are then kept in secret crypts within the depths of the pyramid temples and are brought out for various rituals and processions, or occasionally for battle. Such Relic-Priests are extremely rare and sacred. They are venerated above all else among the Lizardmen and their secret resting places are hidden and well guarded.

The mummies are revered because magic lingers within the dried and preserved husk of each dead Mage-Priest. The mummified remains, wrapped in the finest feather cloaks or sheathed in gold, are a sacred relic and powerful talisman for the army in battle. The mummified Slann sits upon a palanquin exactly like his living counterpart. His inlaid eyes stare out of his golden death mask giving the impression of eternal wakefulness.

The Venerable Lord Kroak is the most venerated of these relic-priests. His mummified remains have accompanied Lizardmen armies to countless victories over untold centuries. It is said that Lord Kroak still greets the rising of the sun on the first day of the new year from behind the enigmatic and serene visage upon his golden death mask.

It is also said that Lord Kroak was present at the beginning of the world and therefore is fated to endure until the last moment of time itself. Though long dead, the spirit of the Mage-Priest is said to hover near his body, acting through his servants when the need is great. Upon the field of battle, nearby Slann or Skink Priests may find themselves spirit-melded with the shade of the Venerable Lord Kroak, acting as a conduit for his mighty powers, the channel through which he shall punish the enemies of the Lizardmen for their transgressions.

Lord Xlotc

In the year 888 by the Imperial Calendar, the Vampire Lord Luther Harkon arrived upon the shores of eastern Lustria. He immediately began a campaign of destruction and desecration that saw him plunder scores of the most sacred of the Lizardmen's sites. It was Lord Xlotc of Itza who committed the formidable weight of a Mage-Priest's intellect to discerning the Vampire's intentions, and formulating a plan to put an end to them.

Xlotc wove a spell that would stretch Harkon's desire for mystical artefacts to the extent of his sanity, causing the Vampire Lord to lose all grip on reality as his search consumed him. At length, Lord Xlotc drew Harkon and his horde

of Undead pirates towards the ruined city of Oyxyl, having seeded the notion within his fragmented mind that its temples and vaults overran with treasures. Harkon and his armies never reached their goal however, as Xlotc's own cohorts intercepted him several hundred miles to the northeast of the city, and at the appointed hour launched a devastating attack that decimated the Undead hordes, and put paid to the Vampire Lord's plans for many centuries to come.

Ten-zlati, the Oracle of Lord Kroak

Of the Skink Priests who have spirit-melded with the Venerable Lord Kroak, many have found themselves spiritually enriched, but physically stricken by the experience. Ten-zlati, however, is different, for he has acted as a conduit for the Relic-Priest's powers on many occasions, yet has suffered no ill-effects.

Besides his good physical condition, Ten-zlati is able to serve the Lord Kroak particularly well because, unusually for a Skink Priest, he is a highly skilled rider of the winged Terradons. Thus, Ten-zlati travels far and wide upon the back of his terradon, Zwup, and Lord Kroak's spirit is always able to act through him, no matter how far he is from Itza – something of great advantage to the Lizardman Empire.



Lord Tepec-Inzi's forces close in on the thieves of the Star Stela.

THE HOSTS OF ITZA

Representing the hosts of Itza on the tabletop is a simple matter of theming your force selections to the character of the temple-city and of the individuals who lead it.

Lords

The most well-known of the leaders of Itza is the Venerable Lord Kroak, though obviously he is only available in larger games when Special Characters are in use. Lord Kroak only ever takes to the field of battle when the realms of the Lizardmen are under significant threat, and this is of particular relevance if you are playing a campaign based around Itza. More often, one of the lesser Mage-Priests of Itza will lead an army, though even then, it takes a dire threat indeed to rouse such a being from their deep

contemplative trances. Of the Mage-Priests who reside in Itza, it is the Lords Xlotc and Tepec-Inzi who are most likely to be found leading the host. Lord Xlotc has a particular interest in defeating the forces of undeath and is highly skilled in the Lores of Life and of Light as a consequence. Lord Xlotc is a Slann of the Third Generation. Lord Tepec-Inzi is a far 'younger' Slann, being of the Fifth Generation, and his reckless (for a Slann) pursuit of the Dark Elves who stole the Star Stela has led him to concentrate on the aggressive lores of Fire and of Death.

In addition to the Mage-Priests, there are a number of Saurus generals who are actually more likely to be found leading the armies of Itza. The Saurus Oldblood known as the mighty Lord Gor-Boq is such an individual, and this leader has reportedly served the temple-city for many thousands of years.

Heroes

Itza is home to an unusually high number of both Skink Priests and scribes, and so it is not uncommon for large numbers of Priests to accompany



Andy Hoare
Andy never leaves home without a substantial skirmish line of blowpipe-toting Skinks. These little lizards gave his opponents many headaches during Ogre playtesting.

The eternal foes of the Lizardmen, the Skaven have long tried to overrun the Children of the Old Ones.

the city's armies to war. These seek to enact the will of the Old Ones by challenging the enemy's magical mastery and sensibly avoid mêlée to concentrate on using their magic from afar.

Core

As with all temple-cities, the bulk of Itza's armies consist of resolute Saurus and doughty Skinks, acting in unison in the prosecution of their city's wars. On a number of occasions over the millennia, the spawning pools have brought forth Sacred Spawnings of such number that a so-called Sacred Host has risen. The rules for Lizardmen Sacred Hosts have appeared in Warhammer Chronicles (see WD300) and are perfectly valid to represent an army from Itza.

Special

Itza is home to its fair share of units from the Special selection, though of all of the units on offer, the most in keeping are the Terradons. Being as Itza is very much at the heart of the Lizardmen empire, it must maintain close links with other temple-cities, and numerous couriers arrive daily from all over the continent mounted upon the sky-borne Terradons. As a consequence, the Skinks of Itza maintain a tradition of rearing and training Terradons, and are famed throughout Lustria for their use.

Rare

Of the units available from the Rare selection, Stegadons are the most prevalent in the Host of Itza as large numbers of such creatures are reared in and around the city for use as beasts of burden and of war. On very rare occasions, a Slann Mage-Priest may take it upon himself to relocate from Itza to another site, or vice versa, and will travel in a mighty cavalcade, accompanied by the largest creatures bred by the Skink beastmasters. Such processions are a sight few outsiders have ever witnessed, for the Lizardmen will allow no one to approach within many miles of their most precious cargo.

Why not use this as inspiration for a battle? You could play an Ambush (see page 209 of the Warhammer rulebook), making sure you use at least one Stegadon as well as a Slann Mage-Priest. If you wanted to get more inventive, you could employ new Victory Conditions, stating that the Lizardmen player must earn Victory Points for getting his units off the table.

You could also allow him more Stegadons than normal, perhaps pooling the miniatures of as many Lizardmen players as you can find, for a truly monumental game.

Ten-zlati, the Oracle of Lord Kroak

150 points

There are two ways in which you could represent the Oracle. The first is by way of the 'counts as' principle – simply equip your Skink Priest with a Cloak of Feathers, but model the miniature so he is riding upon a Terradon. This has the advantage that you don't need to introduce any new rules into your game, and you can use it in more formal gaming environments, such as leagues or pick-up games.

The second way is much more fun – use the following profile to represent Ten-zlati!

Taking Ten-zlati counts as a Hero unit. Ten-zlati must be fielded as presented here, and no extra equipment or magic items can be bought for him.

	M	WS	BS	S	T	W	I	A	Ld
Ten-zlati	6	2	3	3	2	2	4	1	5
Zwup	2	3	0	4	3	1	2	1	5

Equipment: Hand weapon, Venom of the Firefly Frog (applies to Zwup's attacks too).

Armour: None

Magic: Ten-zlati is a Level 2 Wizard, and takes his spells from the Lore of the Heavens.

Special Rules

Venom of the Firefly Frog. This intense poison is distilled from the glands of the rare and deadly firefly frog. When applied to weapons, it can cause even the tiniest scratch to become inflamed, and ultimately fatal.

Cold-Blooded. All Lizardmen are cold-blooded and naturally slow to react to psychology, if they react at all. To other races the Lizardmen seem incapable of emotion, bloodthirsty and little more than heartless killers. This is not necessarily true, for the Lizardmen merely view the world from a very different perspective. For all Leadership tests, all Lizardmen units roll 3 dice and choose the lowest 2 scores.

Mounted, Flying Unit, Hit-and-Run Attack; (see page 30 of Warhammer Armies: Lizardmen).

THE ORACLE OF KROAK

This conversion of the Oracle of Kroak was very simple to achieve. The Terradon itself needs no conversion, but the hands of the rider were snipped off just under the wristbands, so they could be replaced with the hands from the Skink Priest. These were snipped off of the donor model, again just below the wristband, then pinned to the Terradon rider's wrists. In order to give the model the ornate appearance appropriate to a character, I added two components I had spare from the Saurus Cavalry sprue (don't worry – there are so many details on the sprue you won't miss them!). The parts were one of the two banners, and some feathers, which I added to the rider's head.



Components

Terradon Rider	9906020805709	£2.00	Terradon left wing1	9906020805704	£2.50
Terradon Head 1	9906020805701	£0.60	Terradon right wing1	9906020805704	£2.50
Terradon Body	9906020805703	£2.00	Skink Priest	99060208046	£4.00

Call Direct on 0115 91 40000 to order these components.

A Tale of Four Gamers

Now they have completed the main body of their armies, the Four Gamers are off to Lustria in search of loot. There's going to be a right royal Rumble in the Jungle as the forces of Asger Granerud, Dave Allen, Stephen Green and Paul Scott battle each other over the treasures of the Old Ones.

Five months in, and the gamers now have appreciably sized armies. They've demonstrated their respective painting and converting skills, now it's time to put their armies where their mouths are and take to the field of battle. Will they conquer all, or will their inability as generals only match their inability to hit a deadline? (I ask you, how long does it take to paint a handful of models, eh?).

In Grombrindal's infinite wisdom, he had arbitrarily changed the rules. The Four Gamers are now going to play *The Conquest of The New World* as featured in WD305, and thus have less time to concentrate on modelling from now on. From WD307 until the end of *A Tale of Four Gamers*, they will have but £10 to spend a month. They must battle it out to the death, the one who carries off the most Lustrian plunder being declared the winner, Grand High Poobah of the New World and overall Master Diceman (plus other, as yet to be determined titles). There is also the invaluable prize of taking part. Those lucky gamers! Now, to the table, my plucky warriors, tropical mayhem awaits you...



Let the fun begin (our money's on a decisive victory for Nurgle here).

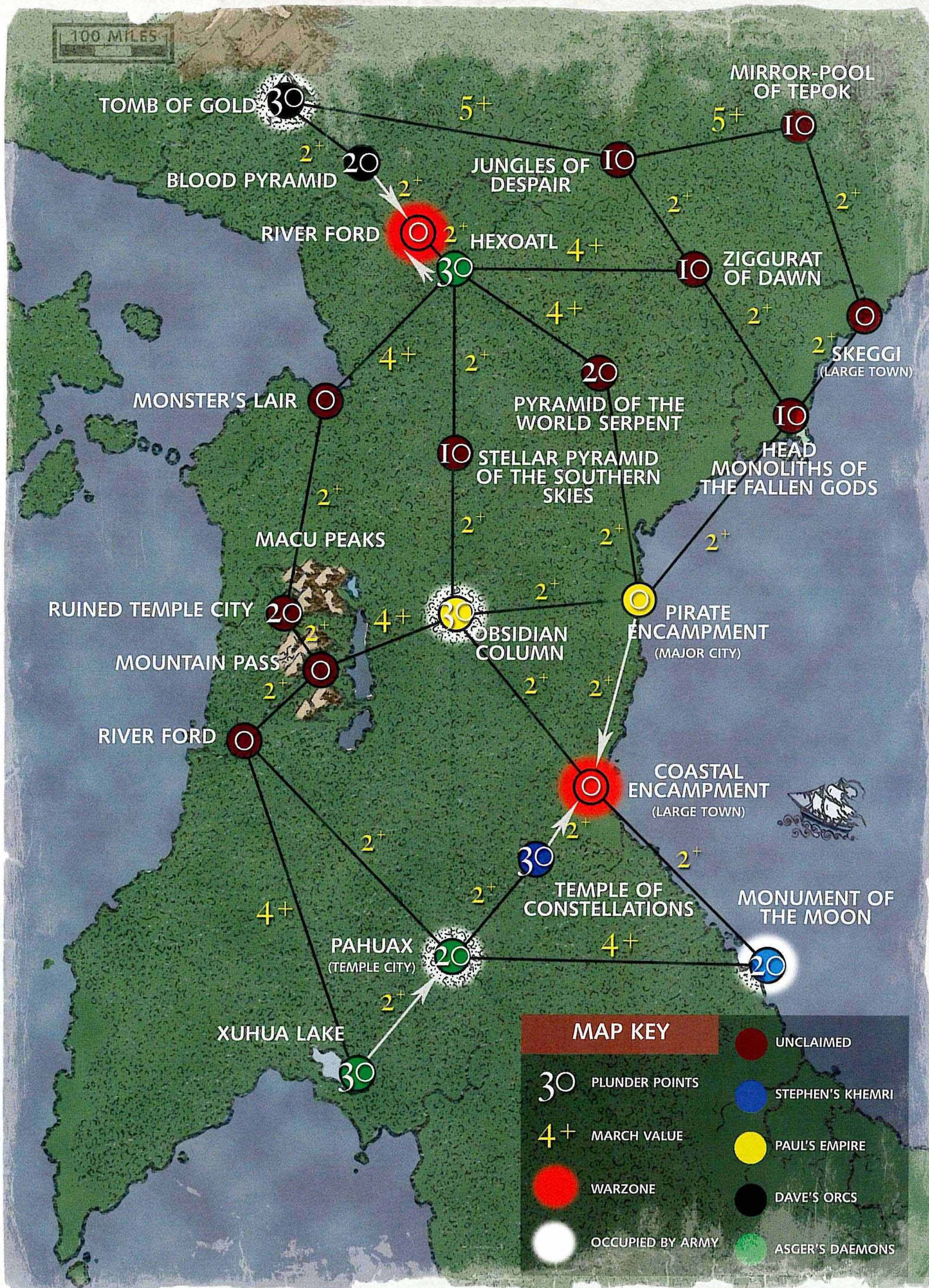
Black fire surged from Geshmaal's eye sockets and engulfed the Saurus warrior. It screamed, flesh and muscle stripped away leaving nought but a smoking skeleton. The Liche Priest stalked towards it and crushed the steaming skull beneath his boot. The burning sun above flickered through the jungle canopy, illuminating the battle scene. The Liche Priest looked around, cold eyes surveying the carnage, the heat above causing him neither pleasure nor discomfort.

The Lizardmen had come at them with desperate fury, but the battle was won. A sound that transcended ages escaped from Geshmaal's mouth as a hiss. With remembered ceremony, one of the Liche Priest's captains walked disjointedly up beside him and saluted. Bowing, he presented his master with an ornate obsidian amulet. Half of the artefact was missing. Geshmaal felt its power and knew the other half was close.

A stone temple loomed ahead, the one the Lizardmen were protecting. It bore the sacred effigies of the scaled beasts. The undead legions advanced into the vast temple mouth soundlessly.

Within the temple a massive vaulted chamber stretched out before Geshmaal and his legions. A wide crack in the stone ceiling allowed a shaft of errant sunlight into the room, where it illuminated a partially shattered mosaic. It matched the half symbol on the amulet. The Liche Priest stalked forward but halfway to the mosaic he stopped. He realised suddenly the walls were daubed in a filthy residue. To mortals the stench would be horrific, almost unbearable, but Geshmaal's human senses had long since diminished, rotted away within the desiccated husk of his body. But he could feel the magic here. Eyes burning like balefires, his Liche-sight penetrated the gloom and another symbol was revealed, scrawled on the facing wall, a cluster of three orange orbs. He realised abruptly they weren't alone.

Creatures loomed out of the darkness, misshapen daemons riven with pox and clutching plague-tainted blades. The Lizardmen weren't protecting the temple – they were running from it. Geshmaal muttered an incantation, a nimbus of dark energy wreathing his fist as his minions raced forward to protect him. With a noisome hiss, the Daemons attacked.



BRAVE DAVE

You have to be to fight Asger



Dave Allen

Dave: The only unit that I need now to bring the army to 2,000 points is Grimgor's bodyguard. I want to make them look a bit different.

I thought the best way to give them some extra character would be to have a few of them without helmets. Ork Nobs are about the same size as Black Orcs so I grabbed myself some of these heads and stuck them on with some superglue and a dog collar made of Green Stuff. These Black Orcs now look more like the seasoned campaigners they are!

Onto the campaign. I thought I'd start by placing both my armies in one corner of the map and spreading out from there. I nabbed the Tomb of Gold and the Blood Pyramid, accruing 50 plunder points and some tactically interesting territories from the outset. However, things didn't look so rosy when Asger claimed Hexoatl. During the Campaign moves our armies clash at the River Ford – I'm going to have to play the dangerous Dane!

I know Asger doesn't have any missile troops in his army and that the best way to beat him will be to try and whittle him down as he advances, I don't have much in the way of missile troops myself but in this campaign you can spend 10 plunder points on hiring a Dogs of War unit – counting as a core choice in your army – so I invested in a nice unit of Ogre Leadbelchers to give him some food for thought.



CAMPAIGN TURN 1

The campaign begins with our bold adventurers laying claim to two territories apiece, then commencing their first move. Dice rolls dictate whether the path they choose is open to them (see map). If they reach their destination location and meet another army there, they fight. Of course, it would be boring if not, this is Warhammer, not Teapartyhammer – The game of fantasy tea parties. And, er, hammers. Look, it's dead simple, the rules were in WD305. Sheesh.



Battle at the River Ford



Asger and Dave clash over a strategic crossing point.

Dave: Asger and I rolled to see which scenario we would be playing and ended up fighting over the river ford in the Fall of Kjell Redfist scenario from the Lustria book. Asger, in defence, set up his dirty daemons in a column by the ford, while I positioned the Orcs about the other side of the river, hoping to catch him in a pincer movement. Neither of our armies suffered any adverse effects from the events table (a list of nasty occurrences that can beset armies adventuring in Lustria).

The Orcs took the first turn. I didn't move much as I was quite happy with my deployment, though the Trolls went stupid and stumbled forward a bit. Ruglud's Armoured Orcs also squandered their shots in my much needed Shooting phase by failing their animosity roll and peppering the nearby Rock Lobber with crossbow bolts.

The Orc Shaman destroyed a couple of Plaguebearers with Brainbursta. My catapult squished a Plaguerider and the Ogres removed a few more Plaguebearers with their cannons.

In Asger's turn he declared that his Nurgling unit and his chariot were to charge my Trolls, the Plagueriders charged the Leadbelchers, and another unit of Nurglings, together with the Herald, went for one of my Orc units. I fled in response, but they merely loped off a bit and were cut to ribbons.

The Trolls fought well, regenerating all the Wounds they lost and then going on to bash off part of the Chariot of Nurgle. The Plagueriders weren't so gentle with the Ogres though, seeing them off in short order. Oh, crabs!

I manoeuvred about a bit in my turn, but the terrain prevented me from declaring any charges (I should have made better use of Loose Order Drill to make sure of some faster units on a table with such dense terrain. I won't complain too much about this though – I set up the scenery).

However, the Trolls still proved strong on the flank, inflicting another Wound on the chariot and taking only a single Wound in return from the various leprous imps who opposed them.



DAEMON MASTER

Asger's force nears completion



Asger Granerud

Asger: Dave's write up of our game below understates his bad luck in this battle. Investing in a Leadership 9 general for 1,500pts battles, and getting the effects of having Leadership 7 is not

a fair deal. Funny yes, fair no...

What I need to try to do myself is to remember to use my breath weapon. It's like psychic powers in Warhammer 40,000, I have a mental block that stops me from using them.

On the modelling front, I have added another beast



to my chariot. Well okay, in fact I have not done just that, I cheated a little. I stuck two regiment bases (25mm x 100mm), to both sides of the base, broadening it, and put a few Nurglings on them. Though it is not an entirely correct way to represent a second beast, it is cheap, original, in my army's character and uses the right base size.

As for the rest of my force, I have been finishing off the Plaguebearer units, converting a standard bearer, a Daemonic Herald, and adding another base of Nurglings to my Nurgling swarm. I am happy now that I can see an entire army forming before my eyes, instead of just the individual units I had a couple of months ago.

Asger charged his winged Exalted Daemon into my Rock Lobber and a unit of Plaguebearers joined in the combat with the Trolls. Ruglud's Armoured Orcs were afflicted with the *Buboes* spell, making them far weaker. Faced with so many opponents who smell worse than they do, the Trolls broke and were chased down. Their destruction also panicked Borgut's Big 'Uns, who also headed for my table edge. The Exalted Daemon smashed the catapult crew to pieces, which caused Ruglud (whose Leadership was lower than normal due to the *Buboes* spell) to hightail it. Things were beginning to look bleak for the Boyz.

My next turn was taken up with rallying units and forming a coherent battle line. Asger took advantage of his position to manoeuvre his Chariot and Plagueriders around the back of my force. It looked as if I myself would be the victim of the pincer attack. His Exalted Daemon spewed noxious gas over Borgut's Big 'Unz, killing four.

I tried to break out of his trap by having Borgut and the Black Orcs charge into the Plaguebearer units, whilst Ruglud's Armoured Orcs targetted the Exalted Daemon and wounded it. In the Close Combat phase the Black Orcs managed to miss with all their attacks, though combat resolution saw a single Daemon succumb to instability. In the other combat Borgut and the Herald wounded each other in a challenge, but no further damage was inflicted.

Asger's next Movement phase saw Daemons from all over the board charge in to lend their weight to the combats involving Borgut, his Big 'Uns and the Black Orcs. Both units are incapable of fending off so many Daemons and were destroyed utterly.

The only Orc unit remaining was Ruglud's Armoured Orcs, who fired off a volley at the Plagueriders, but missed. Asger spent a turn repositioning and then Ruglud's boyz spent my next turn bickering with one another until they were charged by the Exalted Daemon and ran off because of a Terror test.

I was fairly confident in the fact that I had killed a good few Plaguebearers and one of the Daemonic Cavalry, but when we came to tot up Victory Points it turned out that I had lost quite badly. I think the reason for my defeat lies in the following points:

- 1) My luck was terrible.
- 2) Asger's army is nastier than mine.
- 3) Asger is a better player than me.

So my army retreats to the Blood Pyramid to lick its various infected wounds. I'm sure that in the next campaign turn the daemons will be nice and let me go unmolested until I can build up my strength properly. Or maybe Asger will jump at the chance to wipe out one of my forces and claim 20 Plunder Points. We'll see...

ALLEN'S 'ARD BOYZ

HEROES

Borgut Facebeater, 19 Big 'Uns336pts
Choppa, 'Ardlad's Axe o' Doom,	
Drogs Dead 'Ard Armour,	
Orc Shaman (65)100pts
Level 2 upgrade (35)	
Black Orc Big Boss (80)109pts
Battle Standard Bearer (25), Heavy armour (4)	

CORE

10 Black Orcs (100)153pts
Great axes (20), Full command (33)	
10 Orc Boyz (50)98pts
Additional hand weapons (20),	
Full command (28)	
10 Orc Boyz (50)70pts
Additional hand weapons (20)	

3 Ogre Leadbelchers (165)165pts
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SPECIAL

Rock Lobber (70)75pts
Bully (5)	
3 Trolls (150)150pts

RARE

10 Ruglud's Armoured Orcs (190)190pts
Effigy of Gork (40)40pts

TOTAL1,486pts
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ASGER'S DIRTY DAEMONS

HEROES

Exalted Daemon (230)395pts
Mark of Nurgle (40), Sorcerer (80)	
Plague Flail (15), Stream of Corruption (30)	
Daemonic Herald (120)185pts
Mark of Nurgle (40), Spellbreaker (25)	

CORE

11 Plaguebearers (176)183pts
Musician (7)	
11 Plaguebearers (176)183pts
Musician (7)	
2 Nurgling bases (80)80pts
2 Nurgling bases (80)80pts

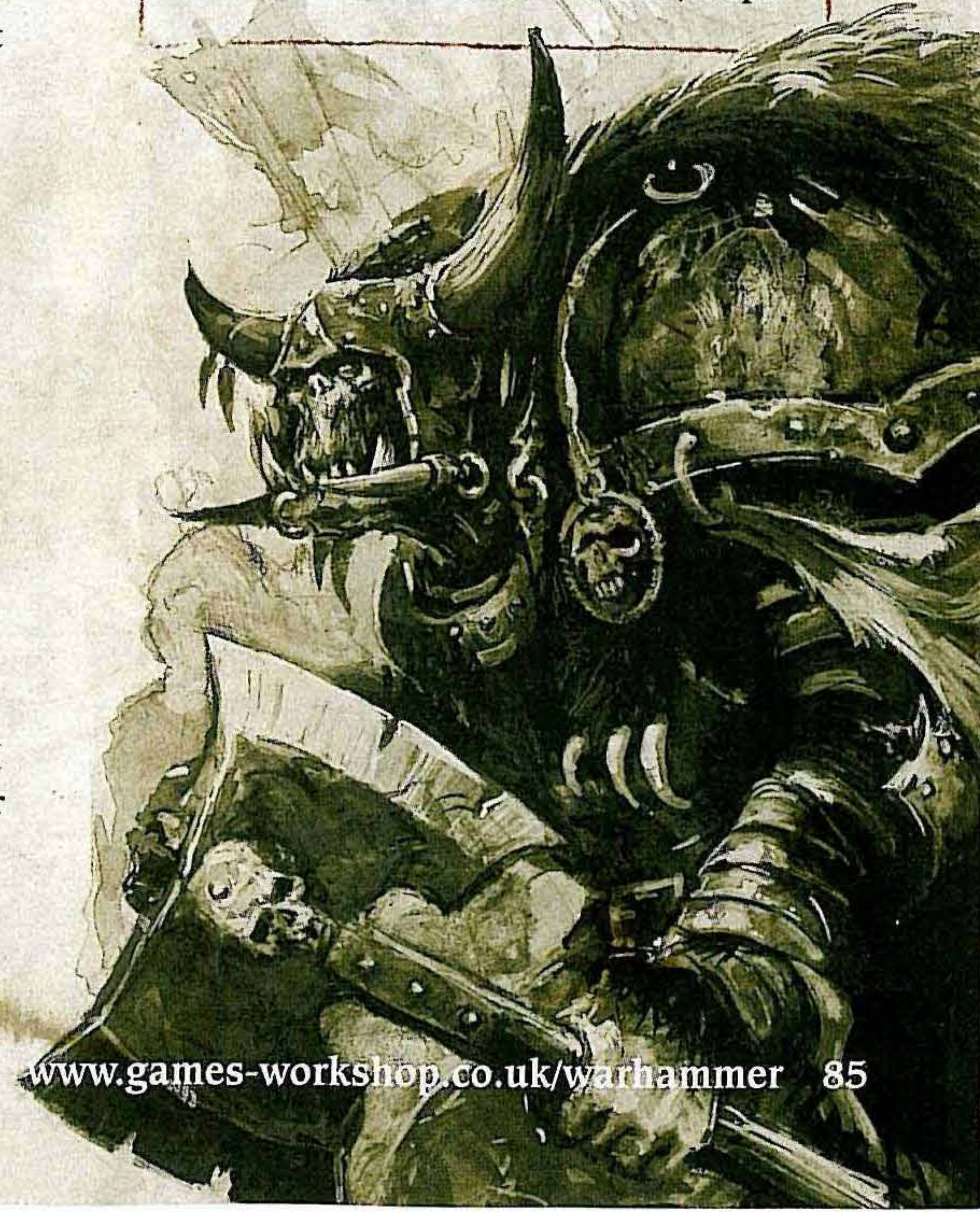
SPECIAL

3 Plagueriders (240)240pts
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RARE

Chariot of Nurgle (150)150pts
-------------------------	-------------

TOTAL1,488pts
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Paul's peasants prepare to face some Tomb King road rage as Stephen's chariots wheel around.



Battle at the Coastal Encampment



Can the Bull take the riches of Lustria for the Empire?

Steve: Our first campaign turn took place and I found myself having to do battle with Paul's Stirland Raiders for the Coastal Encampment. If I had rolled anything but a 1 for my other movement then I would also have been facing Asger's Daemon Horde at Pahaux.

Paul and I rolled for the scenario and got Pitched Battle, making everything fairly straightforward for our first game in the jungle.

We are all playing 1,500 point games as this is the most some of the other gamers can muster (I actually think they don't want me to have Chariots as a Core choice and both a Bone Giant and a Screaming Skull Catapult on the table at the same time, but I might just be being paranoid). This limits my options, as a lot of what I have painted comes from the Special and Rare choices.

HERE BE PIRATES! ARRR!

The Bull hires some dubious help



Paul Scott

Paul: After fighting umpteen marauding bands of foul Beastmen and Chaos Warbands, the Stirland River Patrol, the Bull and his army have moved to pastures new.

Another reason to have them is that they will fill a Rare slot as Duellists. They are very nice and will hopefully give me some much needed punch against the Dane's beasties and Mr. Allen's wall of green brutality.

After sailing the oceans of the Warhammer World they have arrived in Lustria, taking up with a bunch of Empire ex-patriots, who happen to be pirates. Having pirates in my army gives me something to set against my River Patrol.



Putting these fearsome river-raiding dogs together has been very simple. They are a mix of Militia and Soldiers of the Empire. The main thing needed for these troops are the pistols from the Militia set. With these and a mix of Militia outfits and Soldier uniforms, I think they look the part.

GUARDIANS OF THE TOMB

Stephen's army is getting BIG



Stephen Green

Steve: Having three Ushabti adds a big hard hitting unit to my Tomb King's arsenal. These bad boys are quite quick, charging 10", and come with nine Strength 6 Attacks.

skin colour, highlighted with black with a bit of Skull White mixed into it. Each model has a loin cloth hanging from its waist, some of which are crocodile skin. I used Gloss Varnish to give them a shiny look where appropriate.



This is very handy as I am noticing more and more Ogre units appearing round the office.

I made every effort to get three different figures but the Jackal headed one seemed very difficult to get hold of. I even got the nice fellows in Warhammer World to check their stock room for me. Never mind, they'll have some more soon. I just wanted mine right away!

I stuck to my blue and bronze for the Ushabti, using Chaos Black for their

Upon setting up I was fairly happy with my selection of troops, seeing the vast quantities of Empire infantry assembled in front of me. The Screaming Skull Catapult was going to have a field day with all that to shoot at, but I was a little nervous about Paul having taken two Wizards, which could have proved devastating to my dominance of the Magic phases.

The first turn was fairly uneventful as Paul shuffled his troops a little and fired, whilst I moved my Chariots round to the right and Tomb Scorpion and swarms up on my left, with the rest of my force heading up the low hill in the middle.

The first magic phase was a non-starter. Two Dispel Scrolls and four Dispel dice put paid to any chance I had of casting.

Turn 2 was a different matter entirely and it all kicked off. Paul's knights smashed into my depleted infantry, every machine on the field misfired and my Chariots continued round the flank.

The knights made short work of the skellies and by a hair's breadth missed

following up into my Liche Priest. However, this was a lucky turn for the Tomb Kings, as it turned out.

On the swarm end of the knight unit was sat one of Paul's Wizards and the other had just come into line of sight of the Liche Priest with the Staff of Ravening. The Tomb Scorpion at last made it to the Mortar. My Chariot unit and Tomb Prince charged into the end of Paul's line. My cavalry in the centre went smashing into Paul's Swordsmen.

A Magic phase and combat round later, the Chariots were happily overrunning

Continued overleaf...



STE-RA THE MIGHTY

HEROES

Tomb Prince (100)	201pts
Chariot (45), great weapon (4),	
light armour (2), Chariot of Fire (25)	
Golden Eye of Rah-Nutt (25)	
Liche Priest (115)	160pts
Cloak of the Dunes (20), Hieratic Jar (25)	
Liche Priest (115)	160pts
Staff of Ravening (45)	

CORE

16 Skeleton Warrior (128)	169pts
Spears and shields (16),	
Full Command (25)	
12 Skeleton Warriors (96)	106pts
Bows, Standard Bearer (10)	
3 Chariots (120)	173pts
Standard Bearer (14), Champion (14),	
Standard of the Cursing Word (25)	
8 Heavy Cavalry (128)	188pts
Full Command (35),	
Banner of Undying Legion (25)	

2 Tomb Swarm bases (45)	90pts
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SPECIAL

3 Carrion (72)	72pts
Tomb Scorpion (85)	85pts

RARE

Screaming Skull Catapult (90)	90pts
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TOTAL	1,494pts
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PAUL'S PEASANTS

HEROES

Captain 'The Bull' (50)	115pts
Sword of Might (20), shield (3)	
Full plate armour (12),	
Icon of Magnus (30)	
Battle Wizard 'Mad Jeni' (60)	145pts
Level 2 upgrade (35), Two Dispel Scrolls (50)	
Battle Wizard 'Albert Grunger' (60)	154pts
Level 2 upgrade (35), Silver Horn (45)	
Barded horse (14)	

CORE

19 Swordsmen (133)	158pts
Full Command (25)	
20 Halberdiers (120)	145pts
Full Command (25)	
15 Free Company (75)	85pts
Sergeant (10)	
15 Free Company (75)	85pts
Sergeant (10)	
10 Archers (80)	85pts
Marksman (5)	
10 Huntsmen (100)	106pts
Marksman (6)	
5 Knights of Morr (125)	230pts
Inner circle (15), Full Command (40)	
Morr's Banner (50) (<i>as Banner of Ulric</i>)	

SPECIAL

Mortar	75pts
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RARE

10 Pirates (Duellists) (50)	110pts
Pistols (40), Champion (10),	
Musician (10)	

TOTAL	1,493pts
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Continued from last page...

on my right. The two Wizards were dead, one to swarm infestation and one to The Staff of Ravening chobby death. (*Is that its official title? – Guy*). The Mortar crew were routed and cut down by my Scorpion. The only bad news was that my cavalry were taking a beating.

At this point I realised I had not moved my Carrion and they sat useless on the right flank for the rest of the game.

The battle lasted little longer after this fateful turn. Two units of infantry destroyed my horsemen but were in turn swept away by the chariots and Tomb Prince. The knights fell one by one to the Tomb Swarms. The Scorpion hung around on my left, unable to make it back into the game. How very disappointing.

However the territory gave no Plunder points so I was no better off campaign wise and I had a daemon legion stalking me. As we played our games at the same time as Asger and Dave I did notice how quickly those evil nasties went through Dave's horde of greenies, but we'll soon see what happens when Bone Giant meets Exalted Daemon...

Next month we venture into the second campaign turns. At the moment the gamers are all scared of tournament monster Asger, whose daemons have proved unbeatable before and during the campaign. But will his position of terror-bringer remain secure? Perhaps the other gamers will gang up on him, or overthrow him with guile. Though knowing this bunch that isn't likely...

TURN 1 SUMMARY

Player	Plunder	Campaign Points	Army actions this Turn	Final Plunder
Dave	50	2	-10 Plunder for Ogre Leadbelchers 1 Campaign point to mine for gold Moves to River Ford	40
Steve	20	2	Moves to Coastal Encampment	50
Asger	60	3	Moves to Pahuax Moves to River Ford	80
Paul	30	2	Moves to Pyramid of the World Serpent	50

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Check out the Events Diary on page 122. You'll find there's plenty more going on in every Games Workshop across the UK.

There are even more activities planned, ring your nearest Hobby Centre to find out what is going on

(see page 130 for a full list of every Hobby Centre).

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DAVE ALLEN

£30 to spend (+£5 left over)

PURCHASED	COST
Black Orc Standard Body	£3
Black Orc Muscian Body	£3
Black Orc Banner Top	£1.50
3 Black Orcs Blisters	£18
4 Ork Nob Heads	£2
TOTAL:	£27.50
Remainder:	£2.50

ASGER GRANERUD

£28 to spend (+£3 left over)

PURCHASED	COST
9 Plaguebearers	£18
2 Nurgling Bases	£7
1 Centigor Spear Arm	£1.50
TOTAL:	£26.50
Remainder:	£1.50

STEPHEN GREEN

£33.50 to spend (+£8.50 left over)

PURCHASED	COST
1 Tomb Guard Command	£7
4 Tomb Guard Blisters	£24
TOTAL:	£31
Remainder:	£2.50

PAUL SCOTT

£27.50 to spend (+£2.50 left over)

PURCHASED	COST
1 Militia Sprue	£5
2 Mordheim Equipment Sprues	£8
1 Ogre Maneater	£10
TOTAL:	£23
Remainder:	£4.50

www.games-workshop.co.uk/conquest

THE WAR OF THE RING™ —CAMPAIGN—



THE LORD OF THE RINGS™ STRATEGY BATTLE GAME™

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The War of The Ring™
begins this month!

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The campaign will be supported by a cool website. You play your battles as you normally would, but then you report the result of those battles into a specially designed website to be part of a larger campaign fighting for Middle-earth. All over the country hobbyists will be fighting games to influence the war between Good and Evil. The website stores all the reported battles and gives an overall result of who is winning the war. Your games will decide who wins!

How it works

Taking part in this campaign is simple:

1. Check out the following pages in this booklet to choose your area to defend – there are 12 to choose from.
2. Have a look on our website www.thewarofthering.co.uk for hobby ideas, scenarios and special rules for your area.
3. Play a game.
4. Report your results on the site to influence the campaign!
5. Check back on the website regularly to see some great new hobby articles, and how your side is doing. You can also speak to fellow generals and co-ordinate attacks by talking to other gamers on the forums.
6. Play more games to defend your area, or invade other areas as you choose!

When tales of mighty heroes are retold and great victories regaled will you be able to claim that your sword, your shield, and your bravery made a difference? Don't be found wanting – sign up for The War of the Ring™ campaign now!

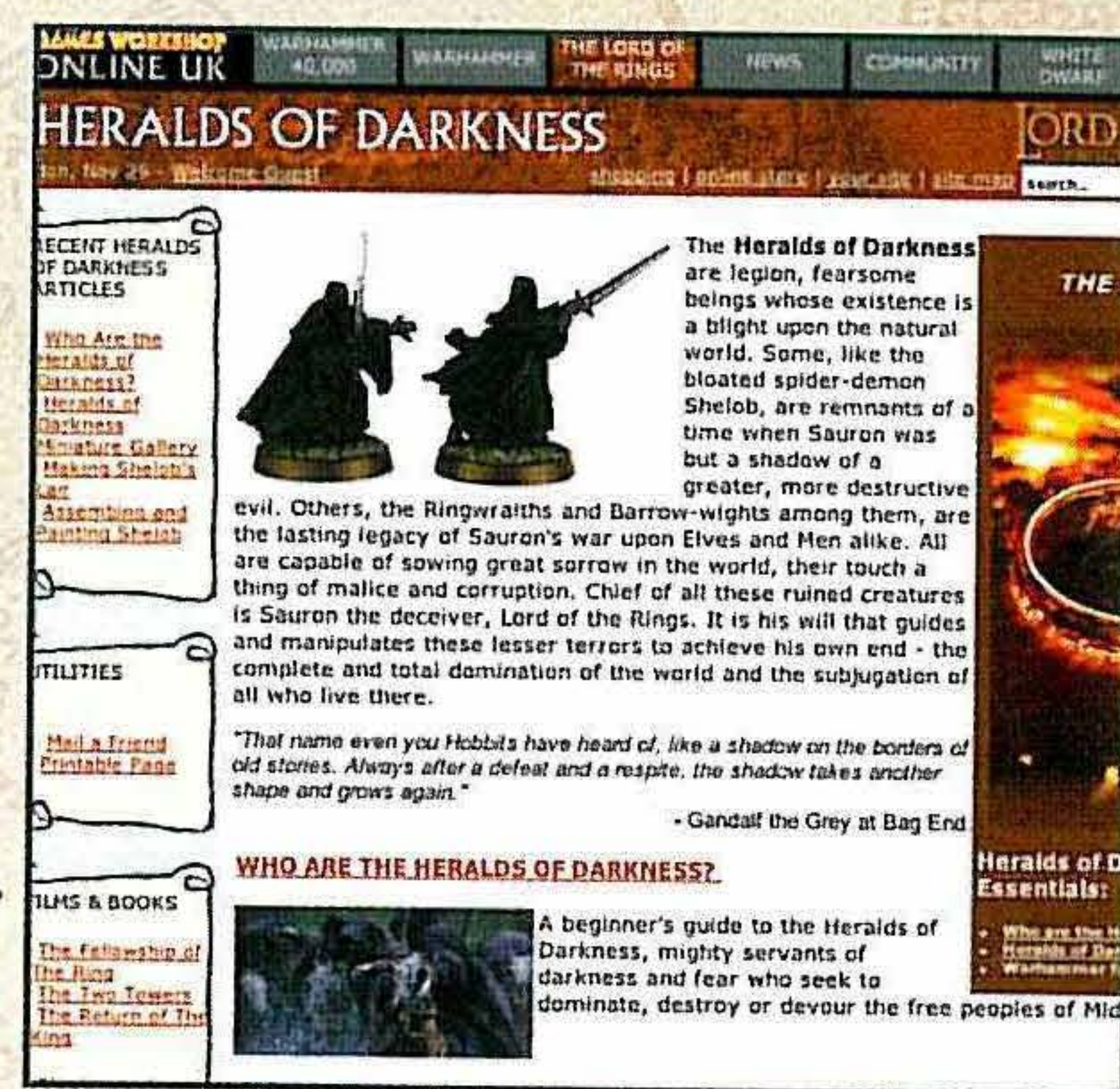
THE FELLOWSHIP JOURNEY

As well as playing your own scenarios or points match battles in your chosen area we will also be providing special scenarios based around the Fellowship's journey. This means that you can use all your character models to re-enact their great adventure.

Each week during the campaign a new scenario will be available to be played. For that week only you can report your scenario results into the area where the conflict occurred.

The dates below show the Fellowship's journey and the gaming activity that will be based around this epic quest.

1st June	The campaign begins!
3rd June	The Hobbits are ambushed at Weathertop by Ringwraiths.
10th June	The Ringwraiths attempt to stop Frodo reaching Rivendell.
17th June	The Fellowship are attacked by the denizens of Moria at the bridge of Khazad-dûm.
24th June	The Fellowship are ambushed by Goblins on the banks of the Silverlode.
1st July	Uruk-hai attack the Fellowship, Boromir is slain and the Fellowship divided.
8th July	The Riders of Rohan attack the Uruk-hai that have captured Merry and Pippin.
15th July	The Rohirrim defend the gateway of Helm's Deep from Saruman's Evil force.
22nd July	The Nazgûl arrive at Osgiliath and try to take the ring from Frodo.
29th July	Osgiliath is overcome and Faramir's forces flee.
5th August	The Orcs penetrate Minas Tirith and pour into the city.
12th August	Sam attempts to rescue Frodo from the Tower of Cirith Ungol.
19th August	The forces of Good arrive at the Black Gate to lure out the Dark Lord.
31st August	Campaign finishes.



Stick to the web

A dedicated website has been designed for The War of The Ring™ Campaign, one with loads of gaming, painting and scenery-making ideas for every army. It's the ideal place to satisfy your hunger for hobby action! The website also includes:

- **Forums** – A place to get together online with your allies and swap tactics, plan where to post your results, or just chat about how the campaign is going.
- **Hobby pages** – The website will have a load of new painting, modelling and gaming articles for you to read and use in your campaign games!
- **Battle-Tracker** – View your victories and defeats during the campaign! How have you affected the result?
- **Interactive map** – Shows you who is winning the war as it unfolds! It also allows you to follow the path of the Fellowship of The Ring which will unlock special areas of the website (see the Fellowship's journey, left, for dates).

Loads of Gaming!

All our Hobby Centres in the UK will be running special games for The War of The Ring™ Campaign, so you can pop down with your army and join in. Results posted from the Hobby Centres are worth more in the campaign, so it's well worth the visit.

Our Hobby Centre staff are also a great source of knowledge and will be able to give you help and advice.

With over 100 dedicated Games Workshop Hobby Centres across the UK there should be one in a town or city close to where you live. Stocking a full range of products for The Lord of the Rings, Warhammer 40,000, and Warhammer as well as all the

hobby materials you could possibly need, they are an ideal way to collect further models for your army.

For your nearest Hobby Centre on page 130 or use our online store finder on our website at:

[www.games-workshop.co.uk/
storefinder](http://www.games-workshop.co.uk/storefinder)

Gaming clubs are also a great place to meet other hobbyists. Attending clubs allows you to discuss gaming strategies, pick up new painting and modelling skills as well as increasing your stable of regular opponents. Some clubs will be running special The War of The Ring™ games. For more information on clubs and to find those nearest to you go to:

[www.games-workshop.co.uk/
gamingclubs](http://www.games-workshop.co.uk/gamingclubs)

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[www.games-workshop.co.uk/
storefinder](http://www.games-workshop.co.uk/storefinder)

Stop the Wrath of Umbar

Our roadshow, The Wrath of Umbar, will be running throughout the summer at selected Hobby Centres and independent stockists. Pop along to one of the roadshow events and join in with battles fought over superb custom-made terrain.

For more details and a full list of where and when the Wrath of Umbar roadshow will take place turn to page 116 or go to:

www.thewarofthering.co.uk

No Web Access? No problem!

Don't worry if you don't have web access, there are loads of ways you can participate in the campaign, you can play games in your local Hobby Centre, visit our roadshow or join in with activities in your local club. You will still have a chance to influence the outcome.

Games Workshop Direct

Our Games Workshop Direct staff are all Hobby Specialists. They can answer all of your hobby questions, provide tips on modelling and painting techniques, and suggest components for conversions. They can provide assistance with making an army list, as well as giving advice on how various units work on the tabletop. They can also give you tips for the campaign, help to explain how it works and assist you in devising your force. See page 126 for more details, or call them on:

0115 91 40000

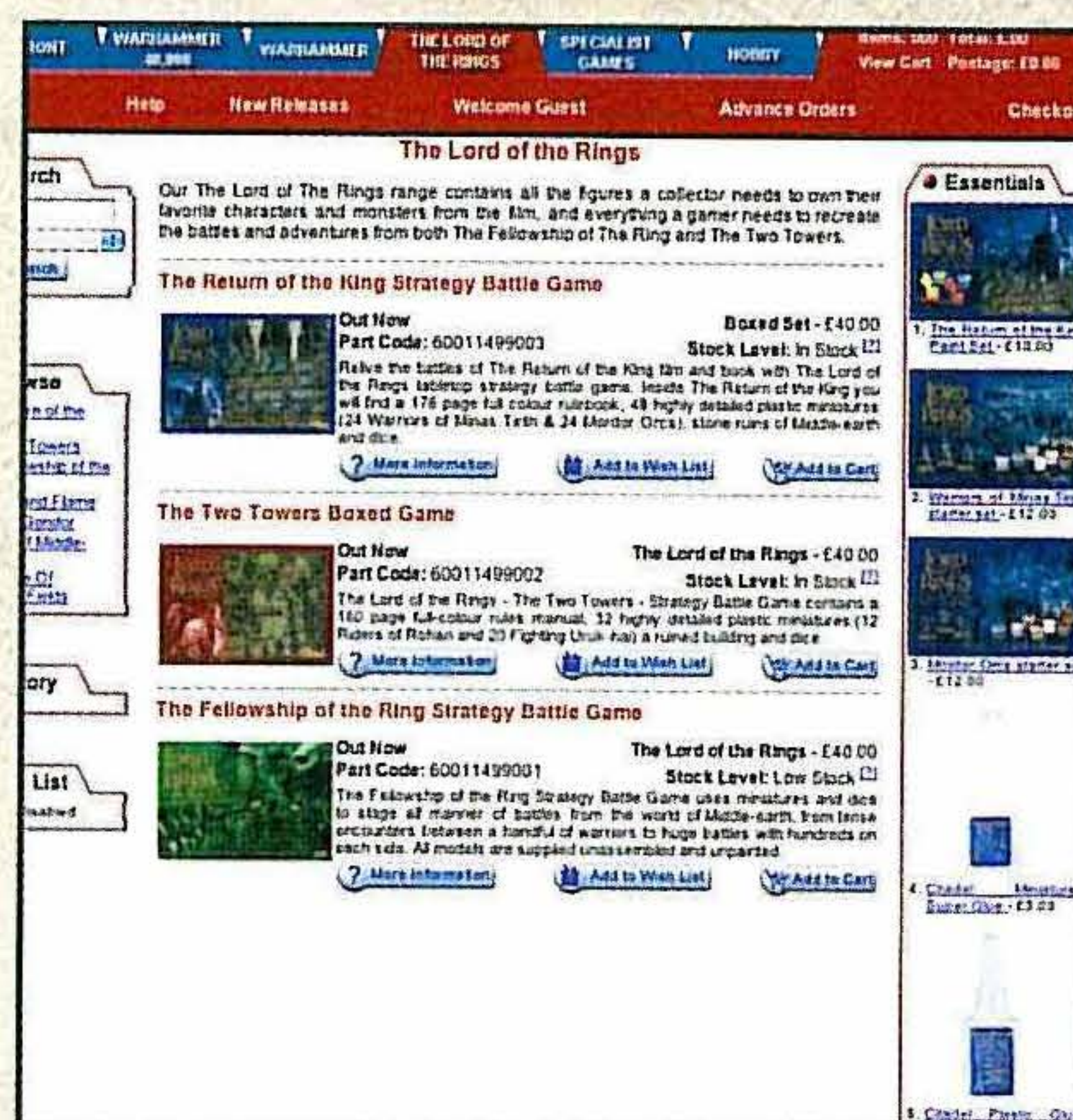
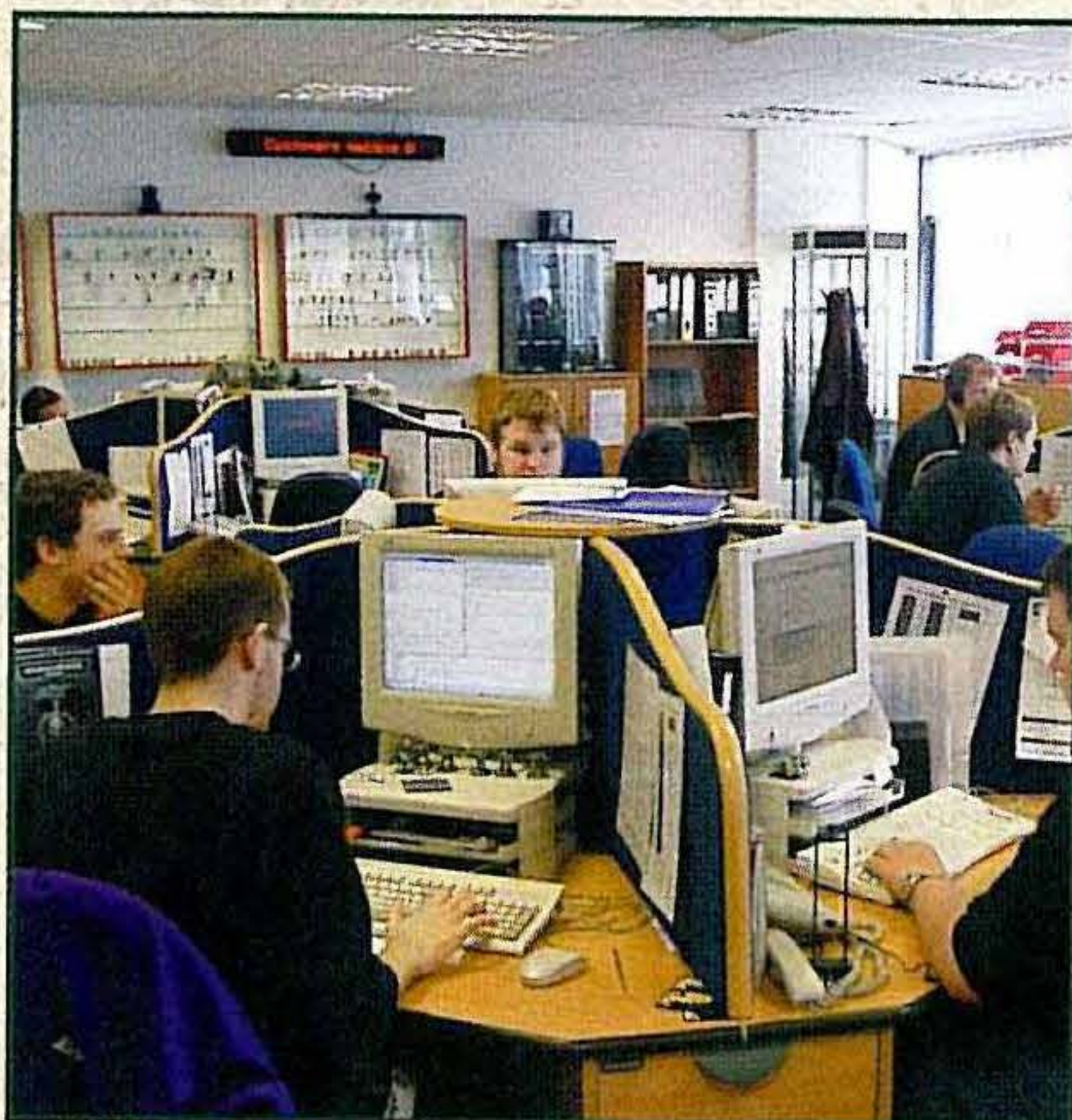
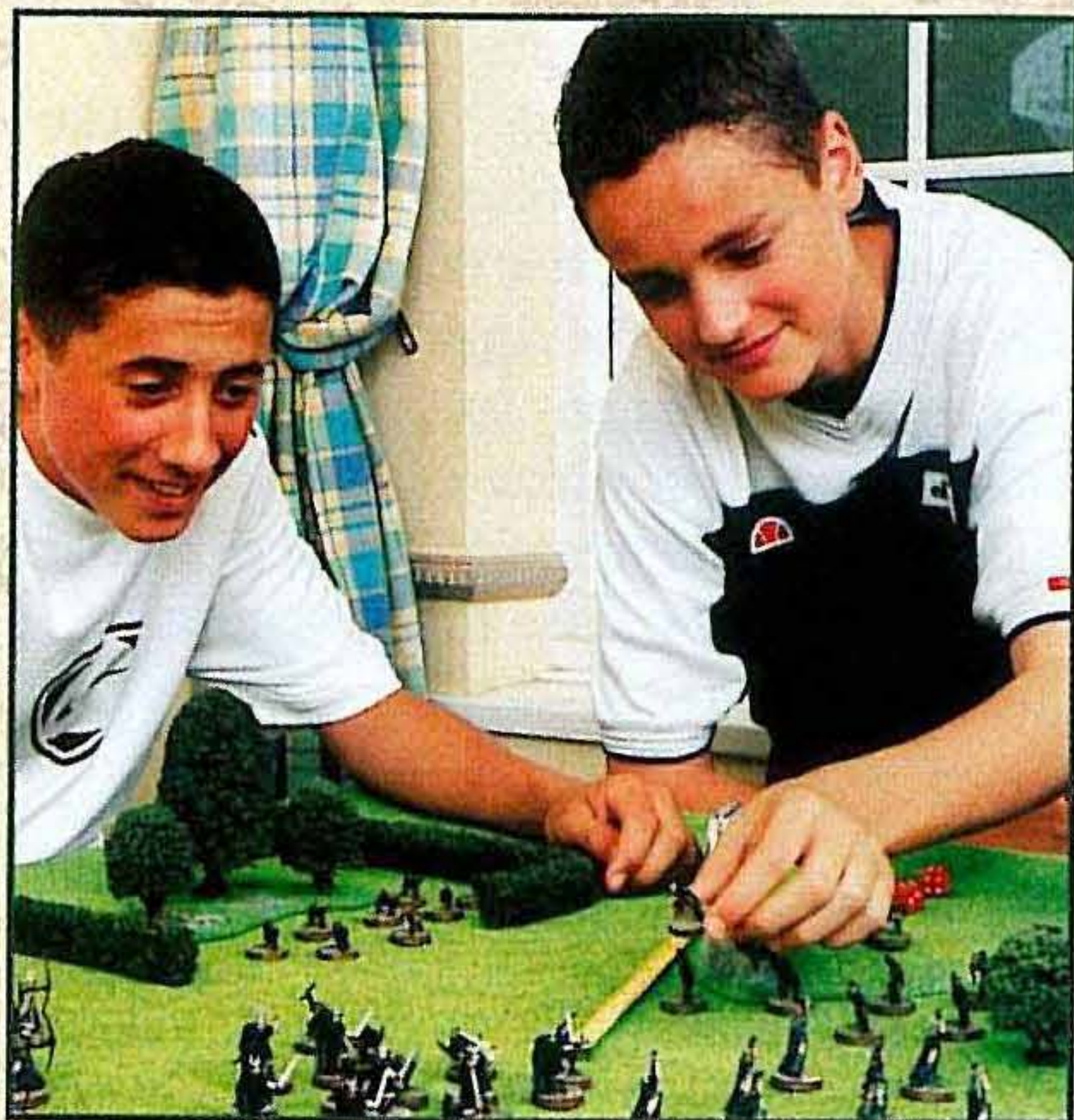
Our Online Store is open 24 hours a day, 7 days a week, 365 days a year, so it's always there when you want to order. You can browse through our entire catalogue online, too. Take a look by visiting:

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The Games Workshop Website

The campaign website is part of the much larger Games Workshop website, which has essential news, hobby advice and gaming tips online.

With literally thousands of pages only a few mouse clicks away, our website provides an incredible amount of hobby material be it painting, modelling, gaming, background or essential downloads. There is a whole section dedicated to The Lord of the Rings, giving you loads more information about your hobby.



WWW.THEWAROFTHERING.CO.UK

THE WAR OF THE RING™ CAMPAIGN MAP

This map shows the 12 areas of Middle-earth that you can choose to base your battles in. Each area has its own background and character and allows you to theme the games you play there.

These pages give you some information on the different areas, and have starting suggestions as to what kinds of terrain and forces you can use to re-enact The War of The Ring™.

Theming your force around a particular race or event is a great way of adding character to it. Whilst it is perfectly feasible to construct an army merely by picking characters and troops at random there can sometimes be historical discrepancies – such as if you took an army led by Aragorn and Elendil, who both lived several thousand years apart! On these pages you'll find some ideas for themed armies.

So what are you waiting for? It's time to decide where your allegiances lie!

ERIADOR



Eriador is now largely deserted, yet was once home to the mighty Kingdoms of Arnor, Angmar and Eregion.

Elves bound the western and eastern boundaries of Eriador: Círdan is master of the Grey Havens in Lindon, whilst Elrond holds a bastion of the forces of Good at Imladris, in the foothills of the Misty Mountains. Men, Dwarves and Hobbits also have a home here, with the Dwarf holds and mines of the Blue Mountains being the largest of their communities west of Erebor. The Shire and outlying communities of Men and Hobbits of the Bree region stand astride the crossroads of the Old South and Great East roads. During The War of The Ring™, Evil emerged from its lairs in the wilderness of Eriador and poured from the Ettenmoors and Misty Mountains. Orcs, Goblins, Wargs and Trolls attacked communities of the Free Peoples scattered across the land.

Eriador is a great place to set your games in The War of The Ring™ as it offers so much variety. In terms of scenery making, setting games in Eriador allows terrain builders the full cope of terrain possibilities. From the peaks of the Blue Mountains through the plains of Minhiriath and the wetlands of Midgewater and Swanfleet, Eriador accommodates many environments.

In addition, this region of Middle-earth has borne the stamp of civilisation for centuries, the lands are covered in ruins, including the forts on the Weather Hills, the ruined city of Tharbad on the Greyflood and the ancient works of the lost kingdom of Arnor.

The obvious combatants are Elves and Hobbits, and below we list forces to select for Rivendell (which could also be used for Lindon) and the Shire. But you could also use the Erebor Iron Hills suggestions to represent the Dwarfs of the Blue Mountains, or the Rohan list for the settlements of Men, such as Bree.

In WD304, in the Scouring of the Shire article, there are tips and ideas for creating burned woodlands and log barricades that would be perfect for games set in Eriador.

Rivendell

Heroes

- Elrond
- Arwen
- Elladan and Elrohir
- Glorfindel
- Elven Captains
- Bilbo
- Halbarad
- Rangers of the North

Warriors

- Wood Elf Warriors



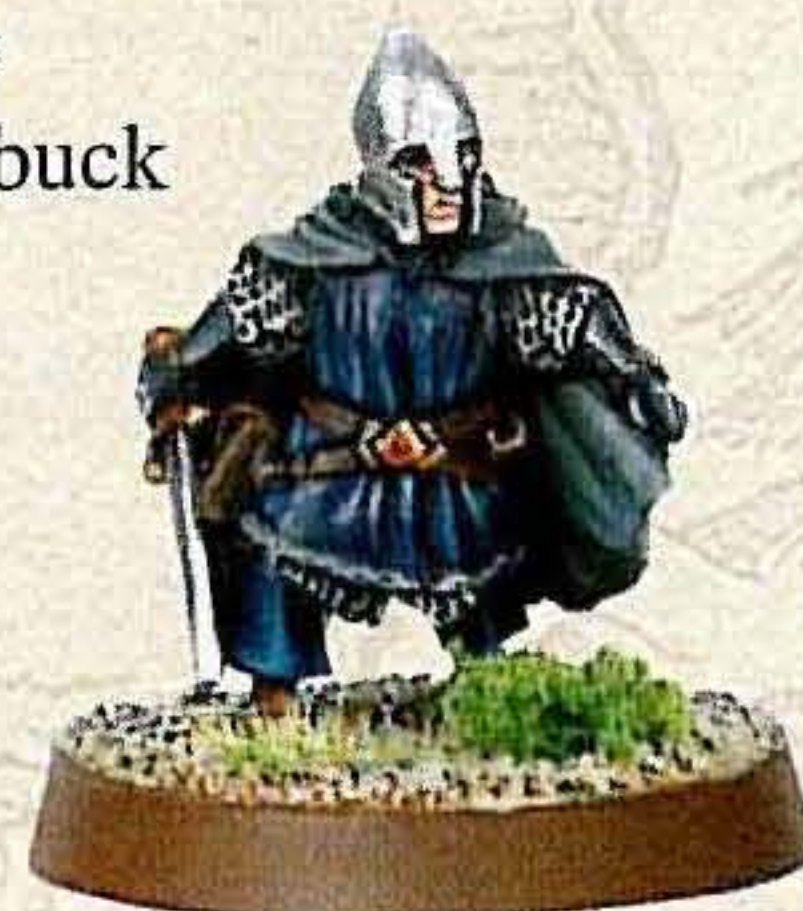
Shire

Heroes

- Frodo
- Samwise Gamgee
- Meriadoc Brandybuck
- Peregrin Took
- Paladin Took
- Farmer Maggot
- Fredegar Bolger
- Lobelia

Warriors

- Hobbit Militia
- Hobbit Archers
- Shirriffs



IRON HILLS



Beyond Mirkwood lie the plains of the

east, bounded to the north by the realms of the Dwarves – Erebor and the Iron Hills. Along with the communities of Esgaroth and Dale, this area is the last outrider of Western civilisation, and exposed as it is, felt the full fury of Sauron's malice. Even as Gondor came under assault, armies from the East fell upon the Lonely Mountain and its communities of Dwarves and Men.

As the northern plains of Rhovanion and Rhûn run into the borders of the forest of Mirkwood and the foothills of the Grey Mountains and Iron Hills, terrain for games could include standard set-ups of plains and broken foothills. You could also use more exotic tables such as Dwarven strongholds or the lake town of Esgaroth.

What better place to play with Dwarves than in their homelands? You can also use Rohan models to represent the Men of Dale and Esgaroth. For those wanting to field Evil forces, the Angmar and Misty Mountain suggestions are perfectly suitable here too, whilst taking the Easterlings from the Mordor list of themed combatants allows you to add Sauron's human supporters to the fray.

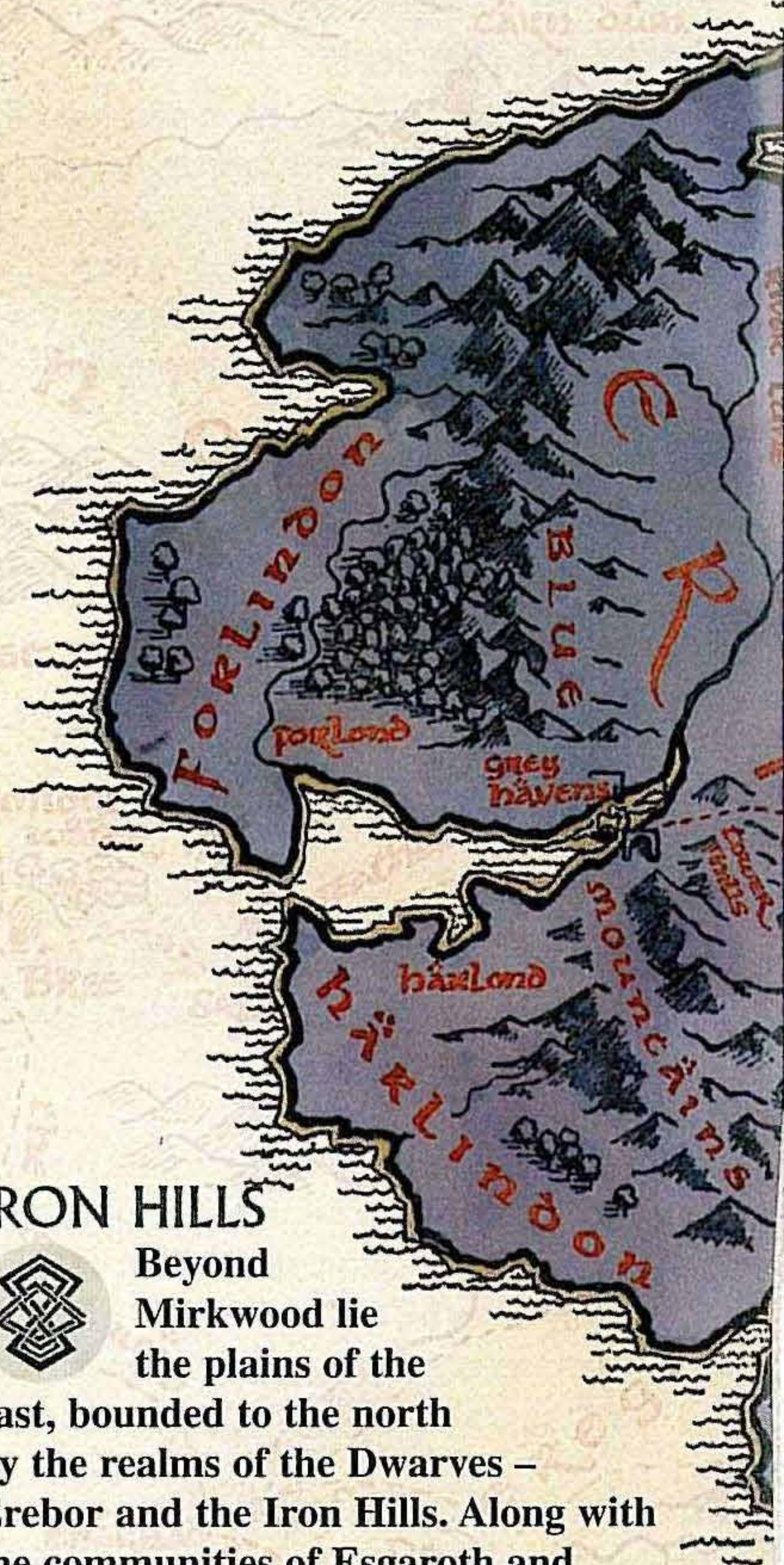
Erebor

Heroes

- Dáin
- Gimli

Warriors

- Khazâd Guard
- Dwarf Warriors
- Dwarf Kings





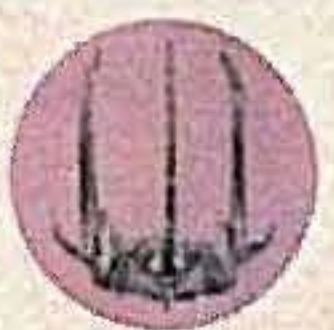
And there's more...
For more information on every
army in Middle-earth just visit
The Lord of The Rings section of
the Games Workshop website at:

www.games-workshop.co.uk/lotr

You'll find modelling ideas,
tactical discussions, specific
scenarios, painting guides, related
terrain articles, background,
gamers' armies, new rules and
more. Mat Ward's excellent War
in Middle-earth series is also
there, providing rules for many of
the key settings of Middle-earth.

The campaign map. A poster-size version is available with WD305. Ring
GW Direct (see page 126) to order a copy if you do not have one already!

ANGMAR



Chief of the Ringwraiths, the Witch-king gained his name thousands of years ago when Angmar grew to oppose the great northern realm of Arnor. North of Imladris, centred around the dark peak of Carn Dûm, Angmar contested control of the north for hundreds of years before Arnor finally fell. Angmar's own end followed not long after, when the Witch-king fled before the combined might of Elves and Men under Eärnur of Gondor and Círdan of the Havens.

After its fall, the northern borderlands remained a foul and evil place, Carn Dûm replaced by the Orc fortress of Mount Gundabad. At the end of the Third Age, the civilised lands again felt the malice of the northlands when creatures guided by Sauron swept out of the highlands once more.

Some of the most exciting terrain layouts for tables can be set in Angmar. The terrain of the northern lands is one of desolate wilderness, with the foothills of the Ettenmoors and the great peaks of the Misty Mountains making great settings for battles. Many of the hills of the region are crowned by the ruined forts of ancient Rhudaur and the hillmen of Angmar.

Angmar offers some fantastic ideas for different styles of game. In the final years of the Third Age, the Elves of Rivendell and the remnants of the northern Dunedain hunted across the northern highlands seeking out the evil that haunted them, allowing you to stage some superb 'monster hunts'. Then, of course, the assault upon Rivendell makes a great large-scale game, as Orcs, Wargs and Trolls beset Elrond.

This list of forces shows the obvious choices for a themed Angmar army, but equally valid are raiding forces from the Moria, and Dunlendings from the Isengard. You could use Elves themed from Rivendell in Eriador or Angmar too. See WD305 for more on the region and rules for some of the troop types below

Angmar

Warriors

- Orc Warriors
- Warg Riders
- Spectre
- Spectral Warg

Heroes

- Orc Captains
- Orc Shamans
- Duskwraiths
- Revenants
- Barrow-wights



MIRKWOOD



The mightiest forest now in Middle-earth, Greenwood the Great fell under the shadow 2,000 years ago when Dol Guldur was taken as a stronghold by the Nazgûl. Renamed Mirkwood, these woods have seen bloodshed untold throughout the history of the Third Age.

In the north lies the realm of Thranduil, the Elf Lord of Mirkwood, and in the far south the dominion of the Eye holds sway through the power of Dol Guldur, the foulest lair outside Mordor itself. Between lies endless forest, inhabited by woodsmen, Beornings, and Evil in forms unlike any other.

Fighting in Mirkwood is easy to theme, just use loads and loads of trees. However you can also use different terrain layouts, as large areas of Mirkwood are more open and a river and mountain range can also be found within its borders.

With the option of fighting with Elves, Men and a host of Evil creatures (including spiders!), Mirkwood is a great location for battles. Take a look at the War in Middle-earth article in WD294 for full rules for fighting in Mirkwood. WD293 contains a full list for using Mirkwood Elves too. Both articles and more can be found on the Games Workshop website: www.games-workshop.co.uk/elves

Mirkwood

Warriors

- Warriors of Mirkwood
- Thranduil
- Mirkwood Sentinels

Heroes

- Taurdirim
- Mirkwood Captains
- Legolas



MISTY MOUNTAINS



The Misty Mountains have been part of the history of the peoples of Middle-earth since the First Age. Formerly the borders of Arnor, Eregion, Lothlórien, Fangorn and Gondor all touched the mighty mountain chain, under which the Dwarves of Durin's House had their mightiest stronghold, Khazad-dûm.

Late in the Third Age, the Misty Mountains are now the home to much that fears the light of day. Khazad-dûm is now Moria, home to Goblins, Trolls and Durin's Bane. Ancient Angmar still leaves its foul legacy in the north, whilst Rivendell and Lórien are isolated bastions of light. The mountains are now surrounded by Dunland and a growing darkness from Isengard.

Battles among the ruins of Moria open up many possibilities. As they would be fought underground, there's the potential for special rules, scenarios and unusual terrain as war rages in the depths. See The Darkness Dwells in Durin's Halls in WD292 or:

www.games-workshop.co.uk/moria

Battles can be running skirmishes between those crossing the passes, Galadriel's Elves and the denizens of the mountains (not forgetting the Eagles!), or you can play big points match battles based on Dol Guldur's three massive assaults across the Anduin into Lórien.

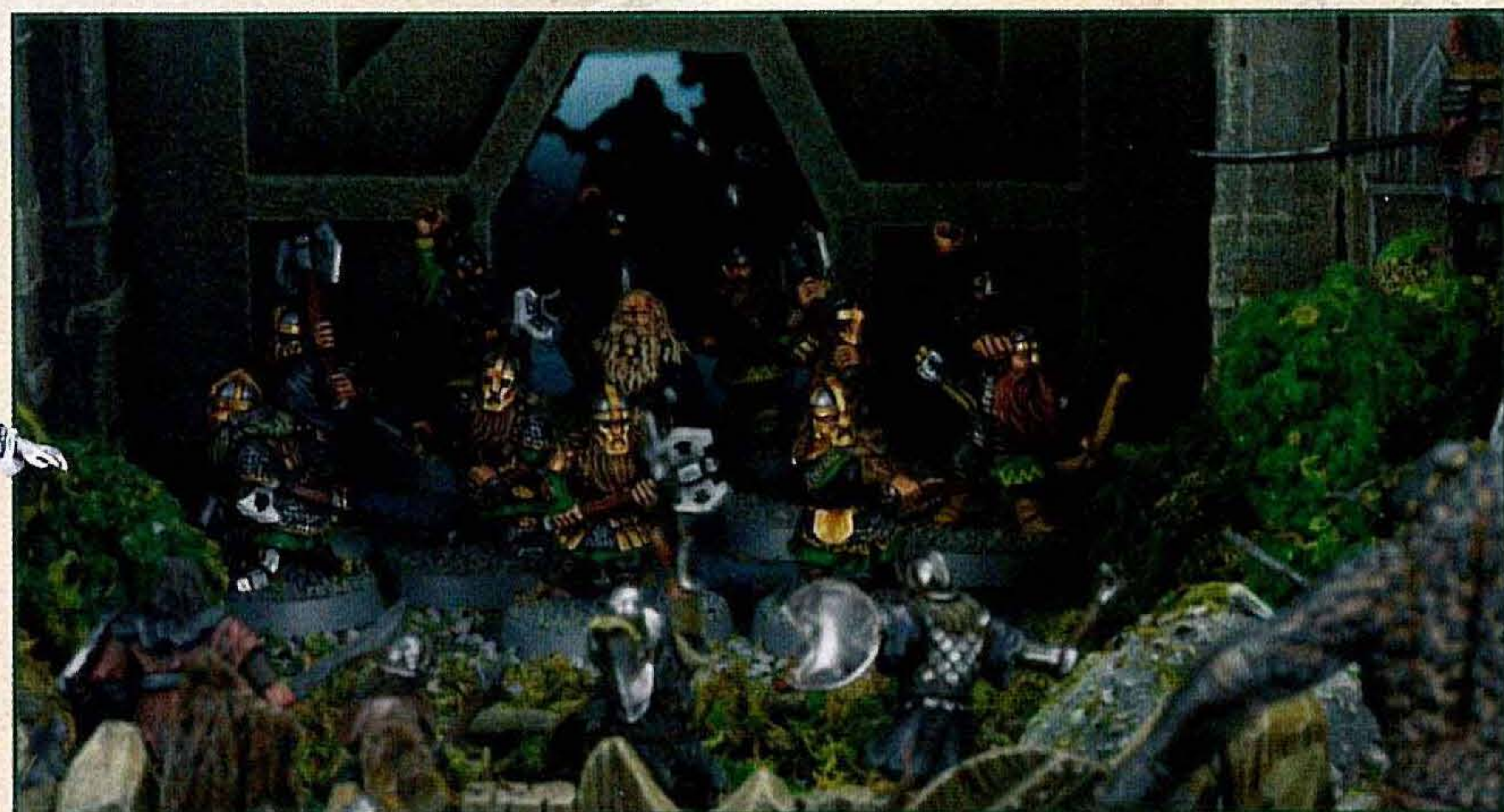
Moria

Warriors

- Goblin Drums
- Cave Trolls
- Goblin Warriors

Heroes

- Goblin Shamans
- Goblin Captains
- Balrog



Dwarves emerge from the mountains to defend their lands.

FANGORN AND LOTHLORIEN



Beneath the trees of Lothlórien and Fangorn lie great powers whose might is ever a threat to the Dark Lord. In Lothlórien, the Lady Galadriel wields the power of one of the Elven Rings, keeping the evils of the wider world at bay. Sauron would dearly like to extinguish the light of Lothlórien, but the power of Galadriel is enough to oppose even he.

In Fangorn dwell the Ents, great tree shepherds who care little for the events of the outer world, seeking only to preserve their beloved charges. There is little hope for those who would anger an Ent. In *The War of The Ring™*, both of these forests come under siege as Sauron stretches his hand forth; Orcs, Uruk-hai and Goblins, all fighting to destroy and burn the great woodland realms of the Elves and Ents.

Much like Mirkwood, games in this area can be simply themed by putting trees all over the table! Playing games set here allows you to use Galadriel, Celeborn and Haldir, and, best of all, have an Ent run amok across your gaming table.

Don't forget that the Fellowship of the Ring also travelled through these forest realms, so you can fight some great battles with your favourite heroes in these settings.

Lothlórien

Warriors

- Wood Elf Warriors

Heroes

- Galadriel
- Celeborn
- Elven Captains



DUNLAND AND ISENGARD



Two mighty fortresses guard the gap between the Misty and the White Mountains. Aglarond has always been a stronghold for first Gondor, and then (renamed Helm's Deep) Rohan. The tower of Agrenost was taken in the days of Gondor's waning by the Chief of the Wise, the White Wizard Saruman. Fighting during *The War of The Ring™* became very intense around Dunland and Isengard thanks to Saruman's influence, the Fords of Isen, Helm's Deep and Isengard all seeing bloody battles.

Isengard remains an area of strategic importance. To the north lie the Misty Mountains, to the west the lands of the Dunlendings, to the east the ancient

power of Fangorn holds sway, whilst Gondor's ally, Rohan lies to the south.

A perfect place to use Uruk-hai, games set in this area could also include struggles in the foothills between Dunlendings and Rohirrim; and in the forest, between Orcs and Ents. As well as re-creating the battle for Helm's Deep as featured on pages 58-63 of the *Siege of Gondor* book, there are also the big battles at the Fords of Isen and Isengard itself to refight.

There are lots of models you could use to theme an Evil Isengard force; the list below shows some of them, but don't forget that the mountains north of Isengard swarm with Goblins!

Isengard

Warriors

- Uruk-hai
- Uruk-hai Demolition Teams
- Siege Assault Ballista
- Uruk-hai Berserkers
- Warg Riders
- Dunlendings
- Orc Warriors

Heroes

- Saruman
- Gríma
- Uruk-hai and Orc Captains
- Dunlending Chieftains
- Sharku and Uglúk
- Lurtz
- Uruk-hai Shamans



ROHAN



Once the northernmost province of Gondor, Calenardhon, as Rohan was originally known, was given to the Rohirrim after they rode to the aid of the beleaguered Cirion, Steward of Gondor, over 500 years before the reign of Théoden. Rohan is a wide land of plains bordered by the White mountains, the forest of Fangorn and the mighty river Anduin. Rohan and Gondor have ever been allies, each coming to the other's aid in times of danger. Traditionally Rohan's ills came from the Dunlendings of the west, from Orcs out of the mountains or from across the great river. In *The War of The Ring™*, however, a new threat arose – the traitor Saruman. With armies of Uruk-hai, Orcs, Wargs and evil Men, Saruman brought war out of the north, and Rohan fought against this threat before riding along the northern marches to the aid of Gondor.

Rohan offers you the chance to use Riders of Rohan models and potentially fight all-cavalry battles between the horsemen of the Rohirrim and Warg Riders of Isengard. Attacks on the farmsteads, villages and refuges of Rohan all make great games, leading up to the epic siege of Helm's Deep.

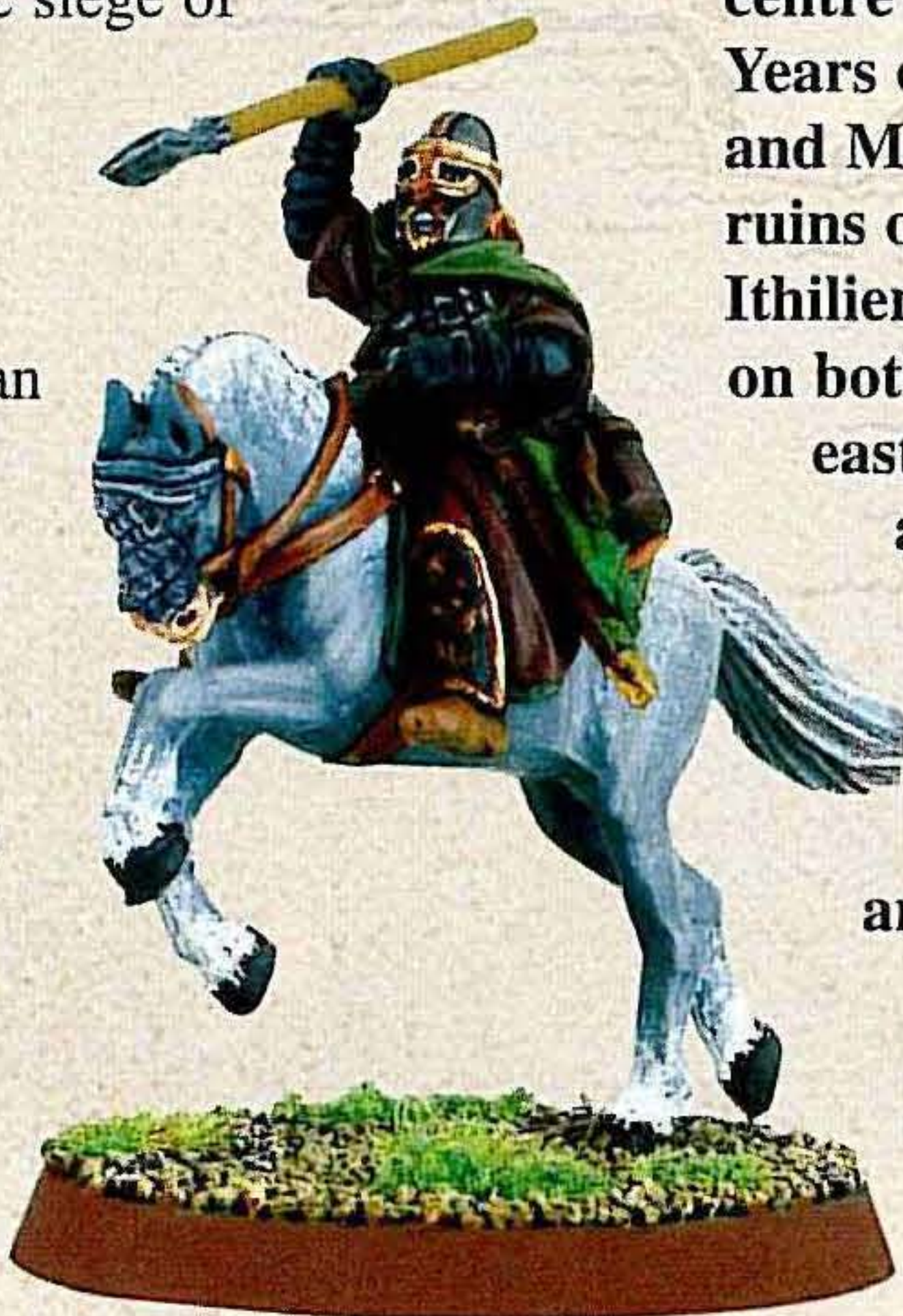
Rohan

Warriors

- Warriors of Rohan
- Riders of Rohan
- Rohan Royal Guard

Heroes

- Captains of Men
- Théoden
- Éomer
- Éowyn
- Gamling
- Háma



RHÛN

The wilds of Rhovanion and Rhûn appear a desolate wilderness, but are in fact home to many creatures. The line of the Princes of Rhovanion – those who ruled the lands south and east of Mirkwood as allies of Gondor – are long gone. Only the woodsmen of Mirkwood remain.

However, to the east have risen nations of Men allied to the Lord of The Ring, who have driven west to challenge the might of Gondor. Rhovanion and Rhûn offer plenty of opportunity for battles as the Easterling minions of Sauron push west and north, to later when Aragorn leads the forces of the West against Mordor.



Riders of Rohan sally forth into the forces of Isengard at Helm's Deep.

GONDOR



The key to the fighting in *The War of The Ring™*, and the focus of the remaining members of the Fellowship of the Ring centre on the borderlands of Gondor. Years of open warfare between Gondor and Mordor along the Anduin, in the ruins of Osgiliath and the wilds of Ithilien have created legends and heroes on both sides. The might of the west and east battle between Minas Morgul and Minas Tirith throughout *The War of The Ring™*, from small skirmishes along the Harad Road, to huge battles at Osgiliath, the Pelennor Fields, and the siege of Pelargir.

As Gondor is a civilised realm, setting games in Gondor's provinces allows you to set up table layouts of villages and fields, as well as the more usual wilderness and hill terrains.

You could also set one of your games in one of the great cities of Gondor, such as the great fortress of Dol Amroth or ports of Belfalas. This also allows you to play different types of game, including sieges and house-to-house skirmishes.

Battles in the foothills and woods of Ithilien, fighting across the Anduin, massive battles at the Pelennor Fields and the fighting inside the cities of Minas Tirith and Pelargir allow a gamer to fight over all kinds of terrain. Another idea for a great game is to follow the path of Aragorn, Gimli and Legolas after they

leave the Rohirrim and Merry at Dunharrow, and go to encounter the Army of the Dead on the way to Pelargir.

The list below includes warriors and heroes that are featured in *The Beacons* are Lit! article in WD295 that provides rules and background for a variety of Gondor Fiefdom troops. You can also find their rules and background at: www.games-workshop.co.uk/gondor There are also some great ideas for converting models to represent them.

Gondor

Warriors

- Warriors and Knights of Minas Tirith
- Guards of the Fountain Court
- Knights of Dol Amroth
- Men-at-arms of Dol Amroth
- Citadel Guard
- Avenger Bolt Thrower
- Battlecry Trebuchet
- Clansmen of Lamedon and Pinnath Gelin
- Hunters of Anfalas
- Bowmen of Morthond
- Axemen of Lossarnach
- Warriors of Ringló Vale
- Wardens of Pelargir

Heroes

- Captains of Men
- Denethor
- Faramir
- Beregond of Gondor
- Boromir
- Prince Imrahil
- Angbor of Lamedon
- Corinir of Pelargir



MORDOR



Little needs to be told of the cursed land of Mordor and the slave lands of Nûrn. Shrouded in night and dominated by the great strongholds of Minas Morgul, the Morannon and Barad-dûr, the land is entirely under the sway of the Dark Lord. Fighting battles in Mordor is a great challenge for gamers using Good armies. Scenarios can be desperate fights involving Variags of Khand, Easterlings or Haradrim as they head for Gondor. Of course there are also Orcs beyond number and creatures even more fell.

Terrain set-ups include the slave fields around the Sea of Nûrnen, the borderlands either side of the Mountains of Shadow and Ash Mountains, and the fortresses of Morannon and Minas Morgul. Special scenario rules for fighting in the gloom of the Shadow of Mordor can add another dimension to playing in this setting – see WD289 for full Mordor terrain rules.

As with the Gondor forces, this Mordor list includes lots of ideas for using different kinds of warriors, mostly from the Legions of the Eye article in WD299. You can find the article at: www.games-workshop.co.uk/mordor

Mordor

Warriors

- Orc Warriors
- Mordor Uruk-hai
- Mordor Trolls
- Warg Riders
- Morannon Orcs
- Orc Trackers
- War Catapults
- Siege Bows
- Easterlings
- Great Uruks
- Dûrghaz-nar Warriors
- Nûrn Overseers
- Morgul Guards
- Orcs of Gorgoroth

Heroes

- Mouth of Sauron
- Gothmog
- Orc and Dol Guldur Shamans
- Grishnákh
- Shagrat and Gorbag
- Witch-king
- Shelob
- Mordor Uruk-hai and Captains
- Easterling Captains
- Sauron
- Ringwraiths
- Orc Captains
- Mordor Troll Chieftains



HARAD



Harad has a long and ancient history, but little of it is recorded in the West, save the numerous clashes over the Harondor borderlands and the history of Umbar. A land of deserts stretching south from Harondor and the Mountains of Shadow, Harad extends all the way to the jungles of the far south (home of the mighty Mûmakil).

Once a stronghold of the Númenóreans, Umbar has changed its allegiance many times in the bloody warfare of the 3,000 years since the creation of Gondor. When the time came for the final battle, the armies of Harad and the fleets of Umbar accounted themselves amongst the followers of the Lord of The Ring.

Fighting in Harad adds all manner of interesting alternatives to games, with sandstorms, the lack of water and the heat all coming into play (see WD299 for full rules for fighting in Harad's deserts).

But you don't have to have a desert board to play games in Harad, green boards do just fine for battles set along the more verdant Gondorian border or Harad's major rivers, and you could fight a battle in the built-up areas of Umbar, from where the Corsairs set sail to attack Gondor's southern fiefs.

WD300 and the GW website have the full list of Harad troop types. Take a look at: www.games-workshop.co.uk/harad Visit: www.games-workshop.co.uk/thelordoftherings/gaming or see WD300 and 301 for boat rules. Or you could come along to one of the Wrath of Umbar roadshow events (see page 116) and take part in a mighty struggle with the Corsairs.

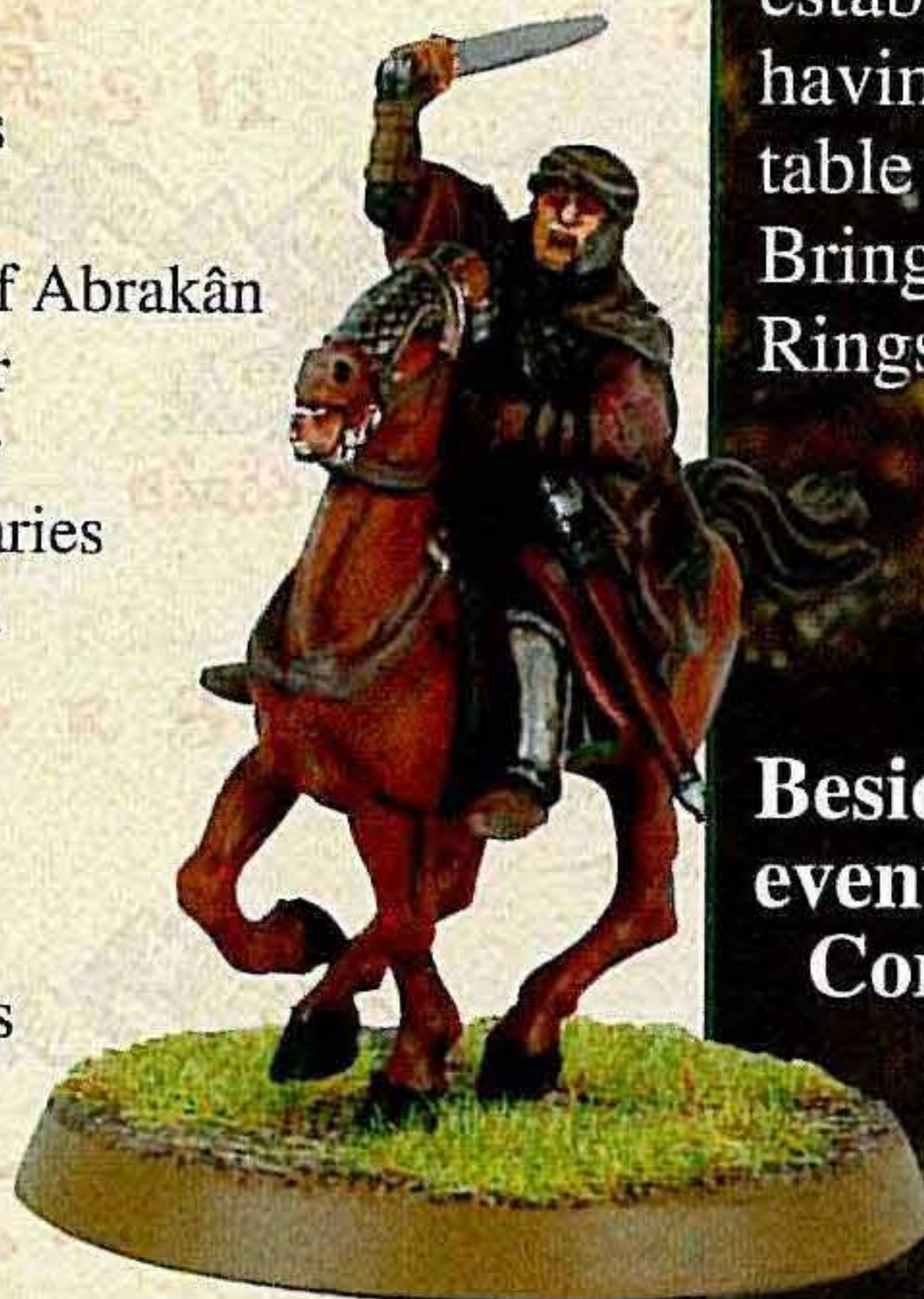
HARAD

Warriors

- Haradrim Warriors
- Haradrim Raiders
- Merchant Guard of Abrakân
- Wardens of Umbar
- Corsairs of Umbar
- Khandish Mercenaries
- Watchers of Kârna

Heroes

- Suladân
- Hâsharii
- Númenórean Lords
- Corsair Captains
- Haradrim Chieftains
- Kings of Harad
- Mûmakil



IN-STORE THIS SUMMER!

Our Hobby Centres will be holding a number of events to recreate key moments in The War of The Ring™ for the duration of the campaign.

Attack at Weathertop 4th June

Help Frodo, Aragorn and the Hobbits drive away the evil Ringwraiths.

Helm's Deep 16th July

Refight Saruman's attempt to topple the ancient fortress of the people of Rohan in a variety of narrative scenarios.

Pelennor Fields 30th July

Gondor is the last bastion of Good Men in the world, and Sauron would see it removed from the face of Middle-earth.

The Black Gate Opens 27th June

Games Workshop attempts to establish a brand new record by having more miniatures on the table at once than ever before! Bring your The Lord of The Rings models to your nearest Hobby Centre and earn a place in GW history!

Besides these four main events, there will be others! Contact your local Hobby Centre for details. Also see page 122 for our Warhammer World Campaign weekend.

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RIDE TO RUIN

The WD team's Battle Companies clash for office bragging rights

The board is set, the pieces are moving. At last we come to the greatest battle of our time (or office, at least). The White Dwarf Battle Companies have become mighty armies. In this Battle Report they clash, the forces of Gondor and Dol Amroth against Isengard and Harad, for the possession of an ancient and powerful relic. To the victor, the spoils, as Nick Kyme recounts.

Over the last few months, the White Dwarf team have been hard at work painting and battling with their The Lord of The Rings models. Using humble Battle Companies as a way to get started in the game, our forces progressed a few models at a time. In last

month's instalment, Battle Companies became armies, bolstered by additional warriors and powerful heroes until they swelled to a mighty 500 points each. Now they are ready to battle in this summer's online The Lord of The Rings campaign, The War of The Ring™ (to find out how the campaign works and how you can get involved turn to page 90). But before they wage war to help decide the very fate of Middle-earth, a battle must be fought. In a fitting conclusion to the series, Nick's Gondorians and Greg's warriors of Dol Amroth ally to fight against Rudgie – the 'Scorpion of Harad' – and Christian's minions of Isengard.

During the Battle Companies games Rudgie's Haradrim were undefeated and Christian's Uruk-hai a force to be reckoned with. To make matters worse, for this battle Rudgie has a massive Mûmak

and Christian's army is led by Saruman and Lurtz, making them even deadlier! But the Free Peoples have heroes too. Boromir leads the Gondorian charge and Prince Imrahil rallies the Knights of Dol Amroth to his banner. Together, could they stand against the dark forces of Sauron? By the measure of their courage would the battle be decided.

The scenario

The Lord of The Rings strategy battle game is at its best when played using a scenario. We all had so much fun playing some of the Battle Companies scenarios that we decided to modify one and use it for the game. Our combined forces were charged with retrieving a powerful relic that would aid our respective causes in the coming war. So it was that we decided to base our game on the Recovery scenario, (from WD297) with a few added twists.



SCENARIO – RECOVER THE RELIC

Description

Rumours of a powerful relic lying hidden on the battlefield have drawn the armies here. It could be a potent weapon to further aid the cause of either force and must be recovered at all costs. Both armies must scour the area for its location and escape with it as quickly as possible.

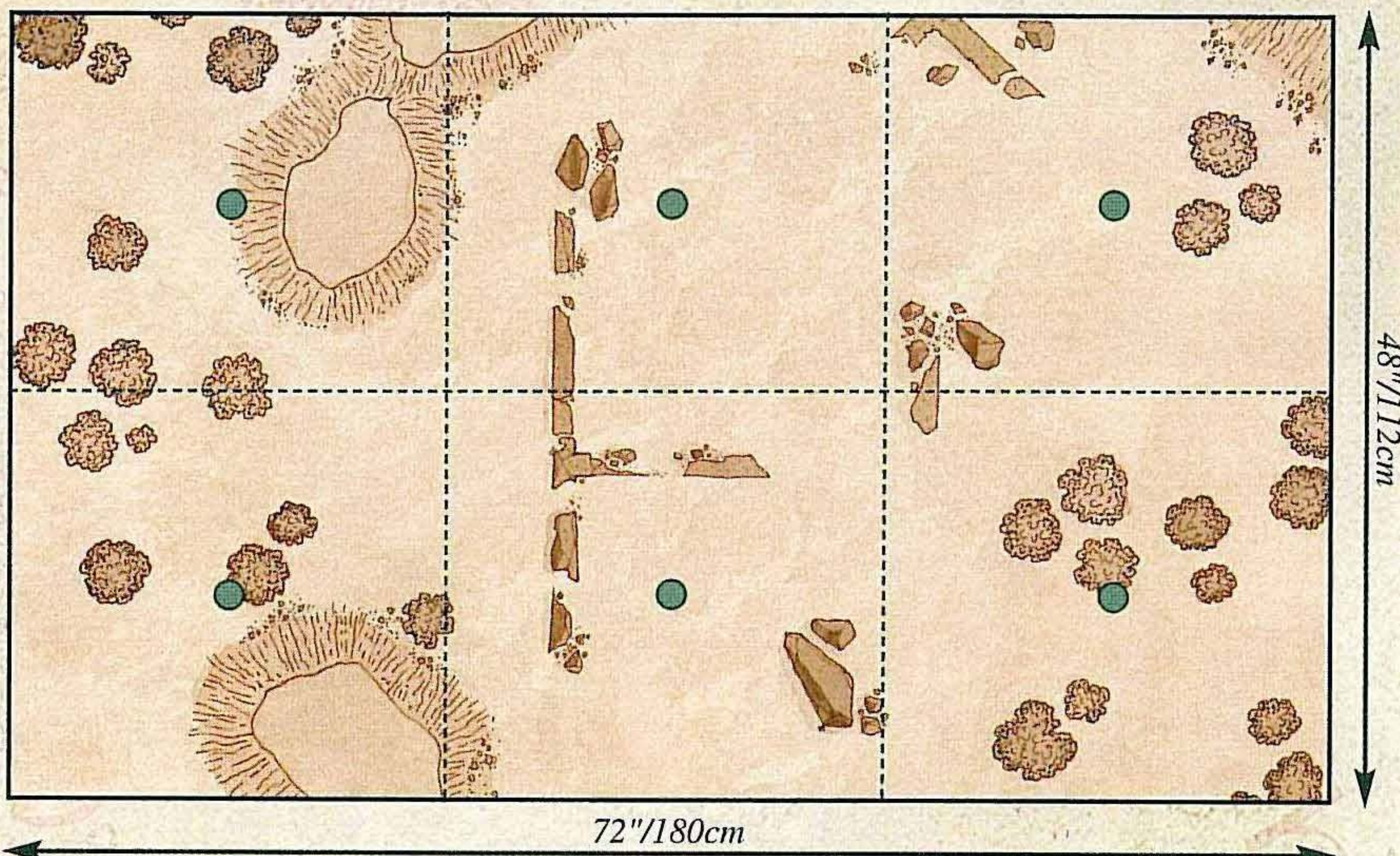
Points Match

This is a points match scenario that can be played with any forces. Both sides should be of equal points though we suggest 500 points per side as best.

Layout

This scenario is played on a board 48"/112cm x 72"/180cm. The board should have a few trees around the outer edges of the field and, in the centre, several sections of ruins.

Divide the board in six 24"/56cm x 24"/56cm squares and place a counter that represents the relic in the centre of each. One of the counters should be marked with an 'X' – this is the position of the relic. The players take it in turns to place each of the counters face down so that neither player knows which one is the relic. Once



placed, each counter is moved 2D6"/4D6cm in a random direction (roll another dice, on a 1-2 towards the Evil side's edge, 3-4 towards the Good side's edge, 5 a neutral edge, 6 a neutral edge – denominate which neutral edge is which before rolling).

Starting positions

Both forces start the game off the board and come on from the long edges in their first Movement phase. As the Good side starts the game with Priority they come on first with the Evil side coming on from the opposite board edge.

Objectives

The Good side wins if it finds the relic and escapes the board via the Evil side's table edge.

The Evil side wins if they find the relic and escapes via the Good side's table edge.

Special Rules

The Relic. Players can search for the relic by moving next to a counter and revealing

it. They should only reveal it to themselves and keep it secret from the other side, even if it is the relic. They may, if they wish, hold on to counters that aren't the relic to deliberately try and fool their opponents. Once found, the relic may only be moved by a model on foot, but at the normal rate (this is different to the Battle Companies scenario). If a Warrior or Hero manages to move off the correct board edge with it then they have escaped and won the game. If a model is killed while carrying a counter then the counter stays where it is and another model may retrieve it.

Rapid deployment. Time is against both forces who want to retrieve the relic quickly before the enemy. As such the armies may arrive piecemeal. To reflect this a D6 must be rolled for each model in each player's force before they move on. On a 3+ the model arrives and may move on the board from their edge, any other result means the model does not come on that turn. Roll a D6 every turn with a 3+ meaning the model has arrived until both sides have their entire armies on the table.



MORDOR IS MISSING

Followers of our Battle Companies series might be wondering what has happened to Guy and his Mordor Orcs. So badly battered were the servants of the Eye that they have retreated into the Land of Shadow to lick their wounds. Oh, and Rudgie and Christian didn't want Guy's bad luck to rub off on them! So our fearless leader bowed out, secretly relieved he didn't have to paint thirty more Orcs, a steep task, even if he painted them all brown.





THE FORCES OF ISENGARD

Saruman	150 points
Lurtz	60 points
Uruk-hai Captain with shield (+1 Wound, +1 Strength, +1 Fate)	31 points
6 Uruk-hai Warriors with shields	66 points
6 Uruk-hai Warriors with pikes	66 points
4 Uruk-hai Warriors with crossbows	48 points
5 Uruk-hai Berserkers	75 points
1 Orc Warrior with two-handed weapon	5 points

TOTAL501 points

THE RAIDERS OF HARAD

Grima Wormtongue	25 points
Mûmak of Harad with Mahûd Chieftain and Tusk Weapons	320 points
Maruk – Haradrim Warrior with spear and horse (+1 Fight, +1 Fate)	22 points
5 Haradrim Raiders with lances	60 points
7 Haradrim Warriors with bows	42 points
5 Haradrim Warriors with spears	30 points

TOTAL499 points



THE ARMY OF GONDOR

Boromir with horse	115 points
Dagorgrad – Warrior of Gondor with horse, lance, shield (+1 Attack, +1 Strength, +1 Fate)	47 points
Nuledan – Ranger with bow (+1 Fate)	13 points
3 Guards of the Fountain Court	30 points
4 Rangers of Gondor	28 points
5 Knights of Minas Tirith	65 points
1 Knight of Minas Tirith with Banner	38 points
Avenger Bolt Thrower	70 points
3 Warriors of Minas Tirith with bows	24 points
2 Warriors of Minas Tirith with spears and shields	18 points
2 Warriors of Minas Tirith with shields	16 points
1 Warrior of Minas Tirith with Banner	32 points
TOTAL	500 points

THE DOL AMROTH ALLIANCE

Prince Imrahil with armoured horse and lance	155 points
Eldan – Knight of Dol Amroth with armoured horse (+1 Wound, +1 Fate)	34 points
King of the Dead	75 points
3 Knights of Dol Amroth with armoured horses and lances	57 points
3 Knights of Dol Amroth	27 points
2 Bowmen of Morthond	14 points
1 Axeman of Lossarnach	7 points
2 Warriors of Minas Tirith with spears and shields	18 points
2 Warriors of Minas Tirith with bows	16 points
2 Warriors of Minas Tirith with shields	16 points
2 Spearmen of Pelargir with shields	16 points
4 Warriors of the Dead	60 points
TOTAL	495 points

The armies advance...

Turns
1-6

The combined force of Gondor and Dol Amroth surged onto the battlefield. Boromir, leading the knights of Minas Tirith, made headway up the left flank of the field with Imrahil and his Knights of Dol Amroth taking the centre. Supported by small groups of Warriors of Minas Tirith and Fiefdom troops, the majority of the Good force arrived on time with only a few Rangers, Knights of Dol Amroth and Warriors of the Dead missing as they deployed.

The Mûmak heralded the approach of the Evil alliance of Harad and Isengard, crashing in to the right of Prince Imrahil and his knights, keen to avoid Boromir and the Avenger Bolt Thrower on the other side of the table. Almost all of the Harad troops arrived straight away, Raiders and spearmen moving on to support the mighty beast. For Isengard both Saruman and Lurtz came onto the field and brought with them most of the Uruk-hai. Only two Uruk Crossbowmen, a Berserker and a Pikemen failed to arrive in the first turn. At first they held the line, waiting for the rest of their forces to arrive but then began their slow advance.

As the first turns unfolded the forces of Good made the early running with both

groups of knights led by Boromir and Prince Imrahil advancing towards the enemy. Bringing up the rear was the Good infantry. Seizing the counters closest to them the Good side were rewarded as a Warrior of Minas Tirith found the relic on the right! But, he was left with the Mûmak before him and so moved surreptitiously towards the left flank which was only defended by the Uruk-hai crossbowmen.

In the centre, Imrahil continued to move towards the Mûmak, taking refuge in the ruins. Meanwhile Boromir continued his advance up the Good's left with the knights of Minas Tirith, using the trees to shelter from the Uruks' crossbows.



With Lurtz leading the Uruk-hai pike block, they were a formidable group of warriors.

The Uruk-hai pike block came up the centre, using the woods and ruins to stymie any massed cavalry charge the Good knights might be planning against them. Saruman moved with them, protected in the centre of a mass of brutes and steel. He cast Terrifying Aura early on and then used his Palantir to Effortlessly Immobilise Imrahil and Boromir, slowing the cavalry advance.

Boromir called an Heroic Move in an effort to get himself and his cavalry into the cover of the trees, before Saruman could immobilise him. But the evil wizard cast Instantly Command and forced the Gondorian hero out into the open where he was met by a hail of Uruk-hai crossbow bolts. Luckily for Boromir, he and his horse went unhurt, but Saruman's magic continued to hinder the Good heroes.

Arrows darkened the skies with the Harad archers on the back of the Mûmak causing the most damage early on. They felled one of the Avenger's crewmen, which had been advancing into position down the centre, seriously reducing its effectiveness.

Further volleys accounted for two Minas Tirith Bowmen, a Warrior with sword and shield and a Ranger. The Good forces tried

Boromir rides down the left flank with the Knights of Minas Tirith.

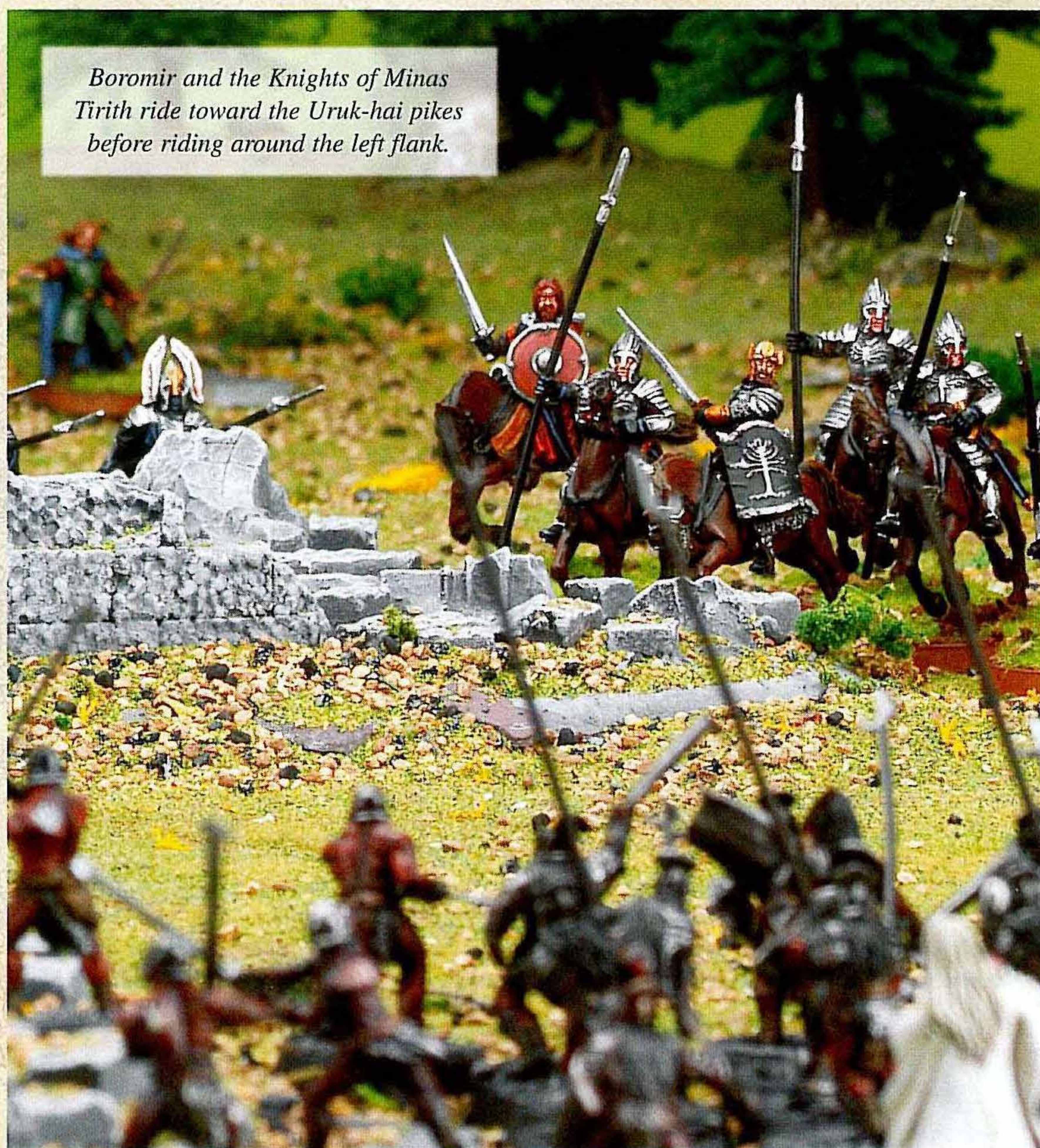
Prince Imrahil leads the Knights of Dol Amroth down the centre.



to respond, the Rangers and Minas Tirith bowmen coming together to return Volley Fire. They took out a Harad bowman, hoping to prevent further Volley Fire from the Mûmak riders. A Harad Warrior and a Raider's horse also fell, but the Evil side still came on, aware that the Good forces had the relic, knowing not who bore it.

As turn six ended, combat had yet to be joined but forces on both sides were now in position to strike. The relic bearer had made it as far as the Good side's left flank and could start moving towards the Evil table edge. He was protected by Guards of the Fountain Court and Warriors of Minas Tirith, all the while the decoy counters moving alongside. The Mûmak grew close to the Dol Amroth forces in the centre and to the right, while the King of the Dead and his dread warriors lingered in the nearby ruins. The King of old waited for his chance to strike and fell the creature with his Drain Soul ability. But the beast was protected by a group of Raiders and spearmen with Grima Wormtongue lurking close to force Imrahil to use double Might Points should he call an Heroic Move against the Mûmak to prevent a stampede.

The pikes were close to the Knights of Dol Amroth, and with Boromir ready to charge the Uruk-hai crossbows on the far left flank and clear the way for the relic bearer, battle was about to be joined...



Boromir and the Knights of Minas Tirith ride toward the Uruk-hai pikes before riding around the left flank.

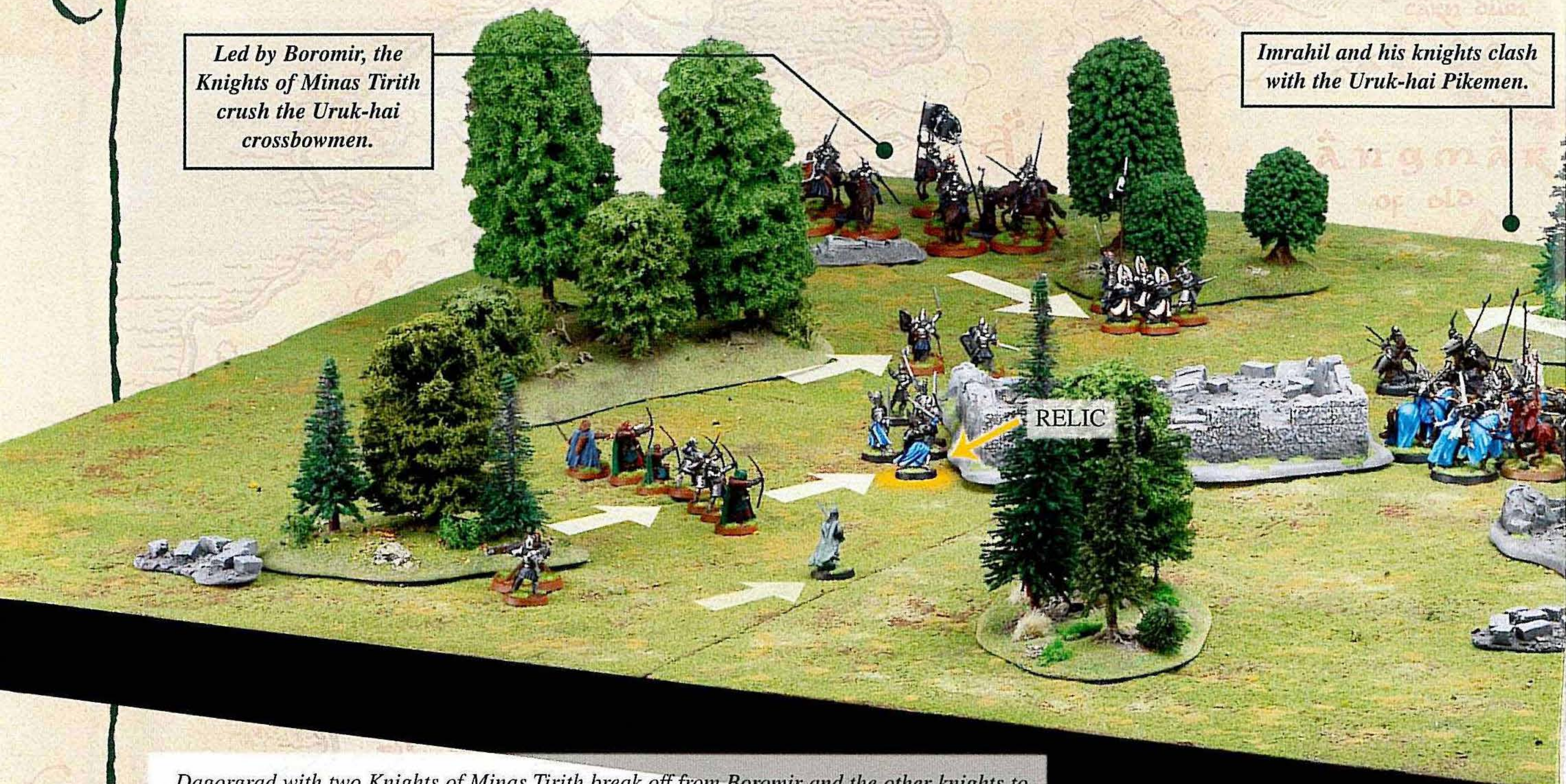


Saruman is protected by Lurtz and the Uruk-hai pike block.

RELIC

Led by Boromir, the Knights of Minas Tirith crush the Uruk-hai crossbowmen.

Imrahil and his knights clash with the Uruk-hai Pikemen.



Dagorgrad with two Knights of Minas Tirith break off from Boromir and the other knights to ride around the trees in order to block the Uruk-hai Berserkers coming that way.

The relic was getting closer to the edge of the battlefield but the forces of Gondor and Dol Amroth were getting battered and would be hard-pressed to hold out. Could they endure long enough for the Knight of Dol Amroth with the relic to escape?

Battle is joined in earnest

Turns
7-11

With a cry, Boromir urged his knights into combat against the Uruk-hai Crossbowmen. The knights slew three, all skewered on lances.

Prince Imrahil and his men of Dol Amroth continued to make way down the centre. They waited in the ruins, but found themselves facing the Mûmak, readying itself to stampede down the right flank, and a massive block of Uruk-hai! Their task was an important one; they had to buy

time for the Warrior of Minas Tirith bearing the relic to advance with the rest of the infantry. But would they be enough?

Knowing him to be a threat, Saruman continued to use Effortlessly Immobilise on Imrahil to prevent a charge against the Uruk-hai, calling an Heroic Move to do so. For several turns did the evil wizard neutralise the gallant Prince, his Berserkers nearby eager to join battle against the noble lord. Meanwhile, Eldan

the one-armed Battle Company Hero of Dol Amroth, seeing the threat to his kin, charged the mighty Mûmak to prevent it from stampeding. Miraculously he survived, but more Harad piled in to fight against him and the few Fiefdom warriors and Knights of Dol Amroth accompanying him. All the while, the King of the Dead edged closer to the Mûmak.

Meanwhile, the Uruk-hai, led by Lurtz charged two Knights of Dol Amroth protecting the immobilised Imrahil, slaying one of them. Boromir and his men pushed back the Uruks on the left flank again, slaying another crossbowman and the only Mordor Orc in the battle.

Avenger Bolt Thrower

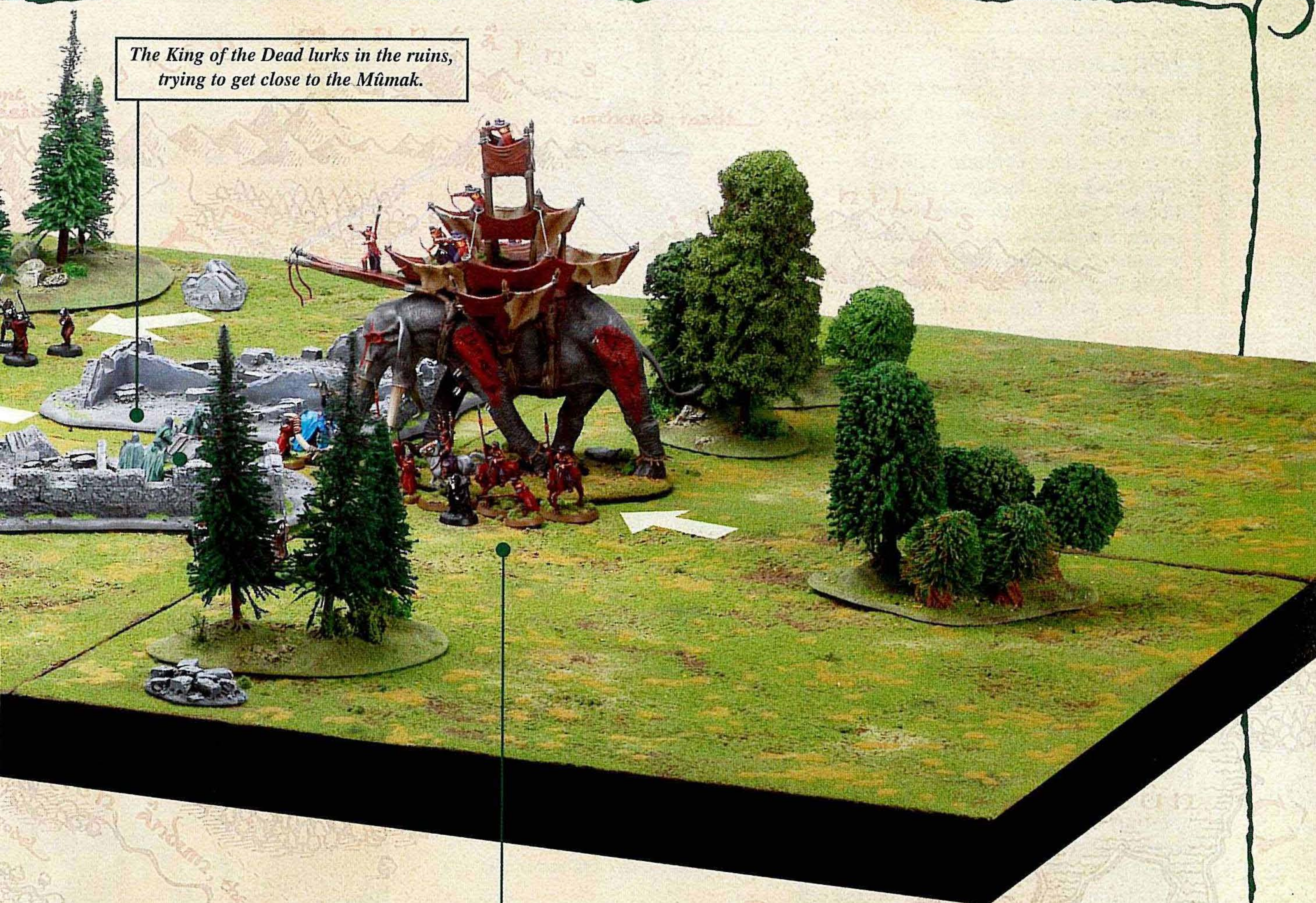
With only two crewmen the Avenger Bolt Thrower is quite vulnerable to concentrated missile fire. A short range and lack of manoeuvrability means it needs to be in a good position if you're to get the most out of it. Reduced to a single crewman, it cannot move at all and in this game it meant it was effectively neutralised. The Avenger could no longer be proactive and move into a position where it would be effective, it would have to wait for the enemy to come to it.



The Gondorian infantry continued to move up the table, the Rangers and Minas Tirith bowmen joining them. The relic bearer was getting closer, but so were the enemy, so the forces of Gondor started to form a protective line to shield him.

The arrows continued to fly with both sides trading casualties. Significant though was the demise of the last Avenger crewman who fell to

The King of the Dead lurks in the ruins, trying to get close to the Mûmak.



The Harad Raiders and Warriors guard the flank of the Mûmak as the Warriors of the Dead close in.



Prince Among Men

Imrahil is one of the greatest heroes available to the Good side. He is one of the few that can carry a lance and with a good store of Might, Will and Fate he can turn the tide of any battle. Imrahil's ability to be counted as a banner for all Knights of Dol Amroth within 12", as well as his extended Stand Fast rule, means he is best in the thick of the fighting with his kinsmen. His high defence makes him tough enough to meet most challenges, whilst his Fight and Attacks allow him to take on very tough opponents.



a Harad Volley. It had done little during the battle thanks to their attentions. Worse was the death of the relic bearer to bow fire. Luckily, a nearby Knight of Dol Amroth took up the casket containing the relic and continued the advance.

As the game wore on, Saruman still confounded Imrahil, who had managed to move away from the Mûmak but was now immobilised in the ruins with Uruk-hai Berserkers bearing down.

The King of the Dead now clashed with the Harad protecting the Mûmak, trying to forge a way through to attack the

creature. The Mûmak crushed a Warrior of the Dead, though his fell brethren tore through the Harad warriors with ease.

Boromir, having despatched the Uruk-hai crossbowmen, formed his knights into a second line of defence behind the Gondorian infantry. They now faced off against the Uruk pikes that had disengaged from the Knights of Dol Amroth. With Lurtz's bellowing command they smashed into the Gondorian infantry, piecemeal at first but then with all the force of a hammer blow. Lurtz had called an Heroic move to ensure they charged first.

Warriors of Gondor fell and by the end

of a brutal couple of turns, a Guard of the Fountain Court, two Warriors of Minas Tirith and an Axeman of Lossarnach lay dead with only one Uruk slain in response.

The Mahûd riding the Mûmak also called an Heroic Move and the beast stampeded at last. With the creature so close, Imrahil used his Will to resist Saruman's powers this time and felled a Berserker that had charged him. The King of the Dead was not so lucky. Seeing the threat, the Mûmak went straight for him and despite his Fate points, the King of the Dead was crushed along with one of his warriors and a Warrior of Minas Tirith. With the King dead again, the Mûmak was unstoppable.

Imrahil finds a gap in the Uruk-hai defensive line and charges into the unprotected Saruman!



Heroes clash as the end draws near

Turns
12-14

The Fiefdom warriors in the ruins near the Mûmak fought desperately to slow the beast, a Warrior of Pinnath Gelin even managing to wound it! The Harad fighting alongside it were also hard pressed, a Raider slain by a Warrior of Minas Tirith and an archer shot off the Howdah by a Bowman of Morthond.

Sensing the end was close and now free of enchantment, Prince Imrahil charged at Saruman, while Fiefdom warriors engaged the wizard's Uruk-hai bodyguards. Still more Uruks from the pike block came to

Saruman's aid, but using his last point of Might, Imrahil crushed the evil wizard.

All around, other battles were being fought. Against the Uruk-hai meat grinder a Knight of Dol Amroth on foot and two Warriors of Minas Tirith died. Dagorgrad charged the Berserkers who slew a Knight of Minas Tirith but lost one of their own in return. All the time, the relic bearer was drawing closer to the table edge.

In the battle against the Uruk pikes, a Warrior of Minas Tirith, Knight of Dol

Amroth, Knight of Minas Tirith and Guard of the Fountain Court all fell. Even Imrahil, calling an Heroic Move, couldn't staunch their bloody rampage. He fought hard against Saruman's vengeful minions and slew a Berserker. Boromir though, perhaps glimpsing glory charged straight at Lurtz, who was hewing Gondorians left and right. In the ensuing fight, the lord of Gondor slew the Uruk-hai captain; a history-defying moment of drama.

Near the copse of trees Dagorgrad still fought the Berserkers who were joined by



an Uruk-hai captain. The knights and Dagorgrad had the upper hand, killing another Berserker, but the Good side was all but vanquished.

A ripple of fear spread through the Good side. With half of their force dead, they all had to take Courage tests. It was a crucial moment as the relic bearer was only scant inches away from victory. The Harad archers sensed it and poured arrows at the Knight of Dol Amroth with the relic, but to no avail.

Desperate that they should succeed, Boromir used his last point of Might to call a Heroic Move. As he and Imrahil had both passed their Courage tests, if either could get close enough after they moved to the relic bearer then the Knight of Dol Amroth would automatically pass his test thanks to the Stand Fast! rule. With only a few inches to spare, thanks to Boromir Imrahil came close enough to the relic bearer, allowing him to escape.

Just like the ring bearer, the relic bearer had completed his vital, albeit much shorter, journey. Victory was Gondor's and Dol Amroth's, but at a huge cost in life.

Mighty Boromir.

What he lacks in Will and Fate, Boromir makes up for in Might. His six points make him a powerful hero in combat, capable of defeating the most powerful foes or calling Heroic Moves in dire situations. On a horse he is even deadlier, and accompanied by Knights of Minas Tirith he is a real force to be reckoned with. Beware magic though, for Boromir's meagre Will is no defence against it.



Good Conclusion

Nick: A tense and thrilling game, what a great way to end our Battle Companies series. Greg and I knew we'd be up against it from the start with Rudgie's Mûmak and Christian's double-hard Uruk-hai. We were lucky though and found the relic quickly. From that point on it was a matter of getting our man to safety across the board, whilst mounting a decent defence against the Evil aggressors. By the end of it there was almost nothing left

of the Good force but we emerged victorious none-the-less.

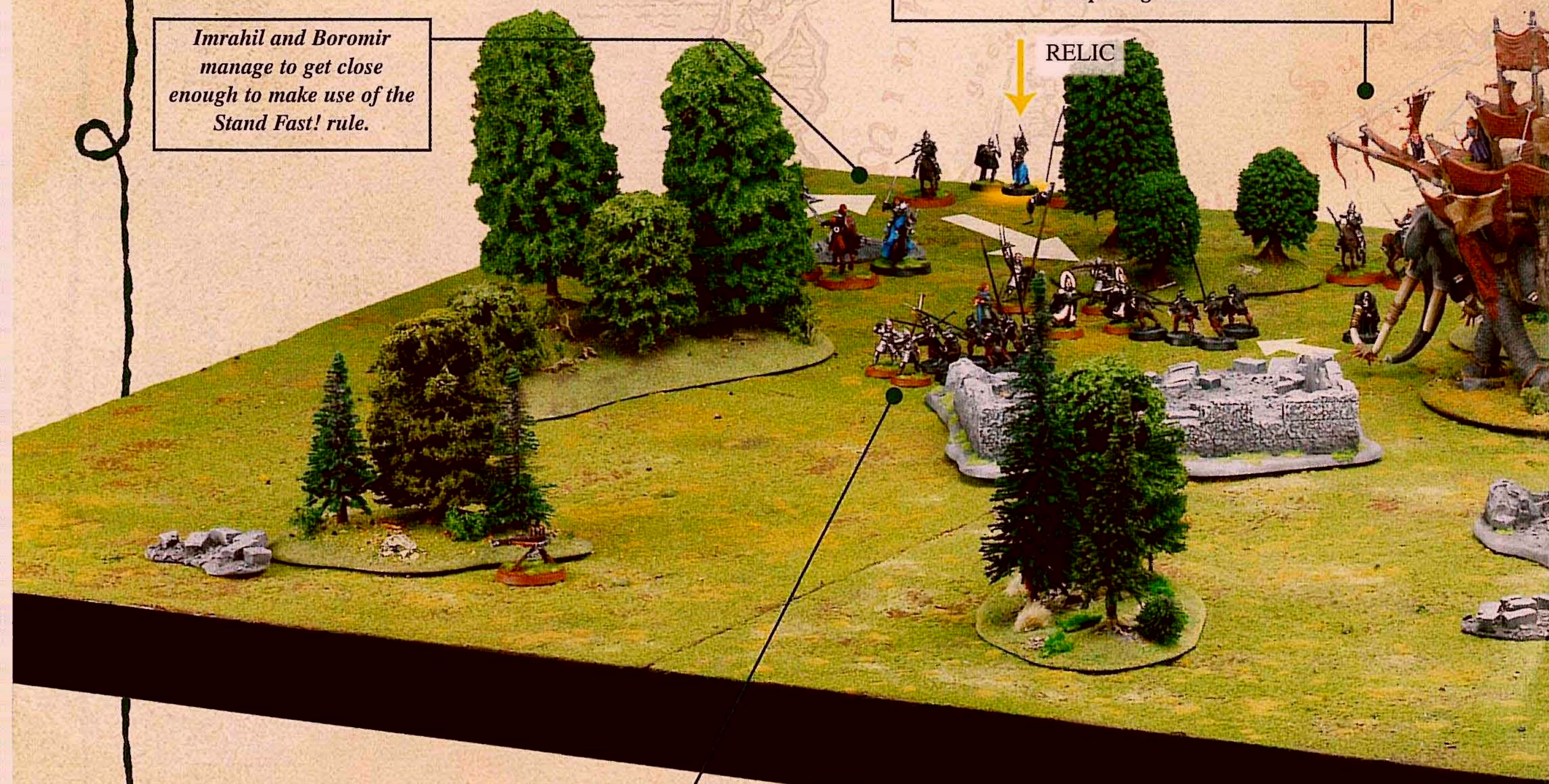
Man for man, I was pretty pleased with my Gondorians. They held up well against the Uruk-hai, even if they did lose a lot of models. Boromir was great, taking down Lurtz and a load of Uruk-hai Crossbowmen with his knights – those Might points sure come in handy! My only real disappointment was the Avenger. I had

Imrahil and Boromir manage to get close enough to make use of the Stand Fast! rule.

Grima Wormtongue is the last surviving Evil hero, narrowly avoiding being squashed by the stampeding Mûmak.

RELIC

The Good force throws all its Warriors into the fray to stem the Uruk-hai Pikemen attacks.



high hopes for this war machine but Rudgie cleverly neutralised it quickly and it spent most of the game as a spectator until it was finally vanquished. The Rangers too performed poorly, I should have got them into the fray sooner and not wasted time Volley Firing.

Greg: I could regale you with tales of fine generalship and astute tactical decision making. However, it wasn't exactly difficult to decide that, once we had discovered the item, to high tail it away from the Mûmak and towards the largely open left flank (Rudgie and Lord Byron's right side). I think the seeds of victory were sown in our warm up battle, where the combined efforts of Boromir and the King of the Dead slew the Mûmak. Imrahil also swept through all Rudgie's cavalry in this pre-match practice game.

It was this practice that created a culture of fear whereby Rudgie stuck the Mûmak on a flank away from the action, and both players became fixated on our heroes. They became reactive rather than taking the game to us. Our plan worked, but it may have been different if the Evil side had discovered the ancient item instead.

Evil Conclusion

Christian: Those Gondorians! Thanks to them my boys will go back to Isengard minus a relic that Saruman wanted. Oh well, at least there is plenty of man flesh lying about for consumption.

The game was against us early on as both Rudgie and myself realised that we didn't have the relic. So we had to try and block as many avenues of escape as possible. The main threat I had to contend with was two separate cavalry detachments, both led by hard-as-nails heroes. That was the main reason why I parked my infantry between the woods and the ruins. When all looked clear I attacked, smashing into the wall of Gondor, who crumbled under the weight of Uruk-hai. Hats off to the boys though, they had a plan and stuck to it, preferring to use their heroes and cavalry to defend the relic bearer, rather than attack outright.

Rudgie: Defeated at last, well it had to happen sometime! I think in hindsight I should have deployed in the centre of the battlefield but I thought it better to avoid the possible combination of Boromir and the King of the Dead. Boromir's six points of Might and the King of the Dead's anti-Mûmak sword has only one possible outcome, a dead Mûmak! My own combination of Grima and the Mûmak did its job and made sure the enemy characters stayed well away (Grima's ability to force Good heroes to use two Might points instead of one is simply great). My seven Archers, safely deployed within the howdah, did a great job neutralising most of the enemy shooting, but the highlight of the game for me was squishing the King of the Dead. But in the end, Nick and Greg did a great job of avoiding the beast and legging it off the table with the objective.

The Power of the Palantir.

Saruman's Palantir means he can exert his magic to a greater extent than even Gandalf. Whilst unable to Sorcerous Blast with it he can still use Effortlessly Immobilise and Instantly Command to confound and distract powerful Good heroes, effectively taking them out of the game. This subtle use of Saruman's power is enhanced by the fact he can cast it on any model on the board, so there is no escape. Used well, this can be a serious thorn in the side of any Good force.



SEA RAIDERS

Convert and paint the Corsairs of Umbar, their ships and their hunters

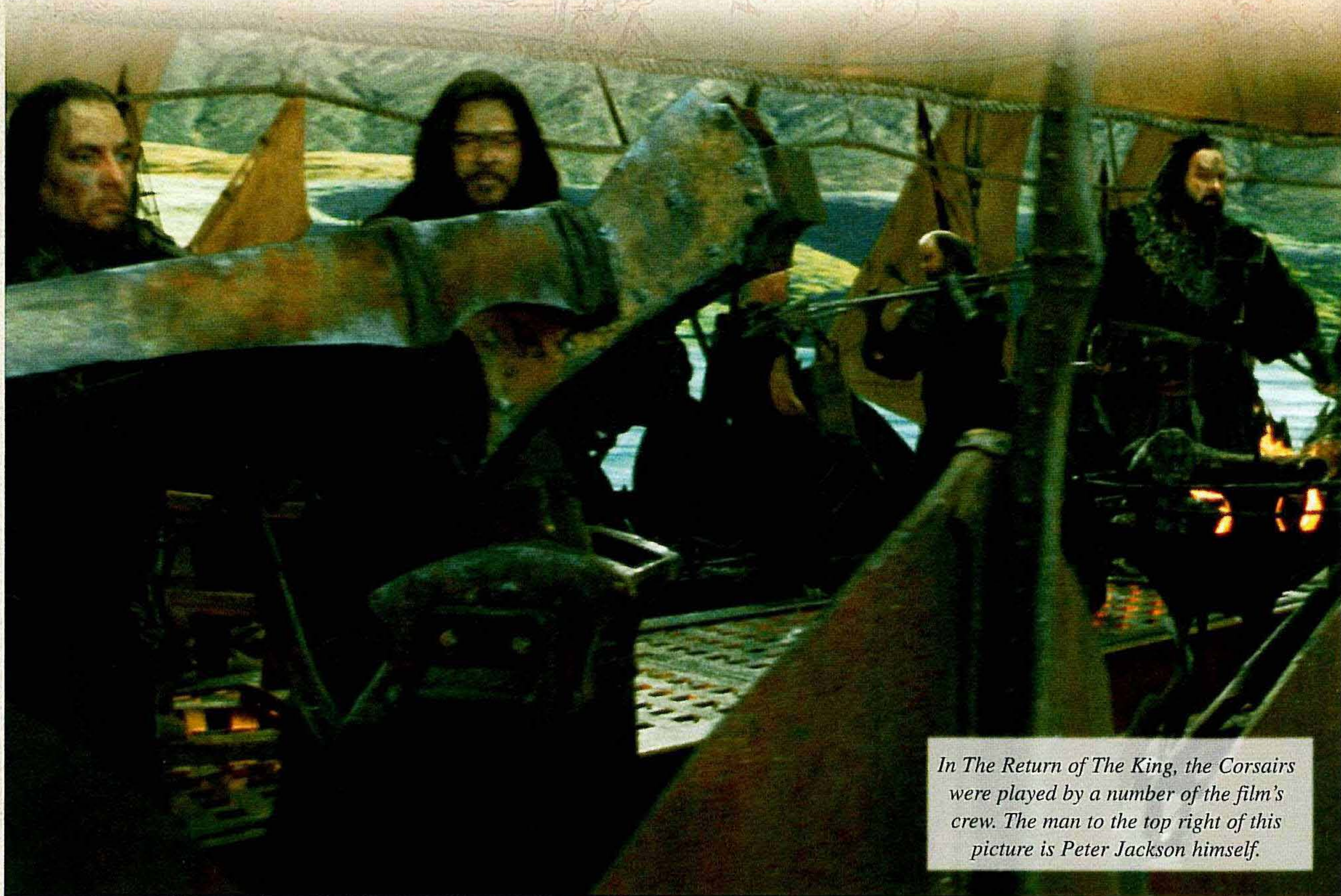
Worse things happen at sea in Middle-earth. For a start there's the dread pirates known as the Corsairs of Umbar cruising around the waterways of Gondor. Hobbyists Nick Davis, Rob Hawkins, and Chad Mierzwa show you how to make your own Corsair fleet.

The descendants of Castamir the Usurper and his followers, the people of Umbar are Gondorian in origin. However, a long hatred exists between them and the land of their ancestors. These seafarers were sent by Sauron to attack Gondor until Aragorn and the Army of the Dead captured their fleet. Recreate their battles using the rules for fighting coastal raids in WD300 and WD301.

Corsair Captain



The Captain of the Corsairs requires the most conversion work. Use a body from a Warrior of Minas Tirith and attach a cloak from a Warrior of Rohan. Choose an extra head you have lying around. (We used Elrond's but you can choose your own. A little modelling putty disguised his Elvish features). Add a sash and puffy trousers around the knees made from modelling putty or Green Stuff. To finish off, add a scimitar from a Wildman of Dunland.



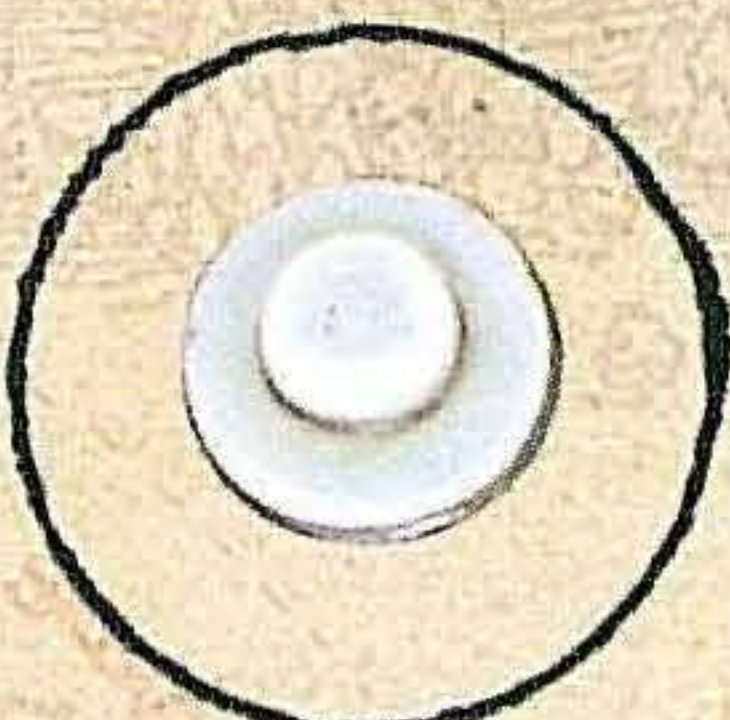
In The Return of The King, the Corsairs were played by a number of the film's crew. The man to the top right of this picture is Peter Jackson himself.

Grappling Hooks



What crew of pirates would be complete without some specialised equipment for boarding actions? Try making grappling hooks from sections of paper clips and a bit of modelling putty. For the rope, use either twine or twisted floral wire to get the right look.

Bucklers & Head Wraps



Corsairs often favour the use of scimitars and bucklers. To make a buckler, simply use a hole punch and punch out a circle from a sheet of plasticard. Then glue a smaller disc of plasticard or cardboard to the top to make a shape as shown above. You could use a ball of Green Stuff instead of a second disc of plasticard if you wish. For the head wrappings, wrap bands of Green Stuff around the head or helmet of the model. Start from the bottom and work your way up. Flatten and shape the Green Stuff with a sculpting tool as you go up.



Here's a selection of some of the finished models. A good level of variety can be achieved by combining components from an assortment of boxed sets and blisters. Warriors of Rohan make great bodies for your Corsairs, but try experimenting with other models.

Painting Corsairs

The Corsairs of Umbar are evil pirates from the lands south of Gondor who constantly raid the ports. Here's how to make your own Corsairs so you can get playing some waterborne skirmish games. Use the Coastal Raid rules from WD300 and 301. All the colours you need to paint them are shown in the palette box below.

PAINT PALETTE

	Dark Flesh
	Tanned Flesh
	Dwarf Flesh
	Elf Flesh
	Vermin Brown
	Chaos Black
	Catachan Green
	Snakebite Leather
	Scorched Brown
	Boltgun Metal
	Mithril Silver
	Black Ink
	Brown Ink
	Flesh Wash



1 Drybrush the base with Codex Grey followed by Fortress Grey. Drybrush the cloak with a 2:1:1 mix of Chaos Black, Catachan Green, and Bleached Bone.



2 Highlight the cloak by adding more Bleached Bone to your mix from the last step. Paint the tunic, skin, buckler, boots, and sleeves with Scorched Brown.



3 Highlight the tunic and buckler with Snakebite Leather and the leather areas with Dark Flesh followed by Vermin Brown. Paint the face and hands Dark Flesh.



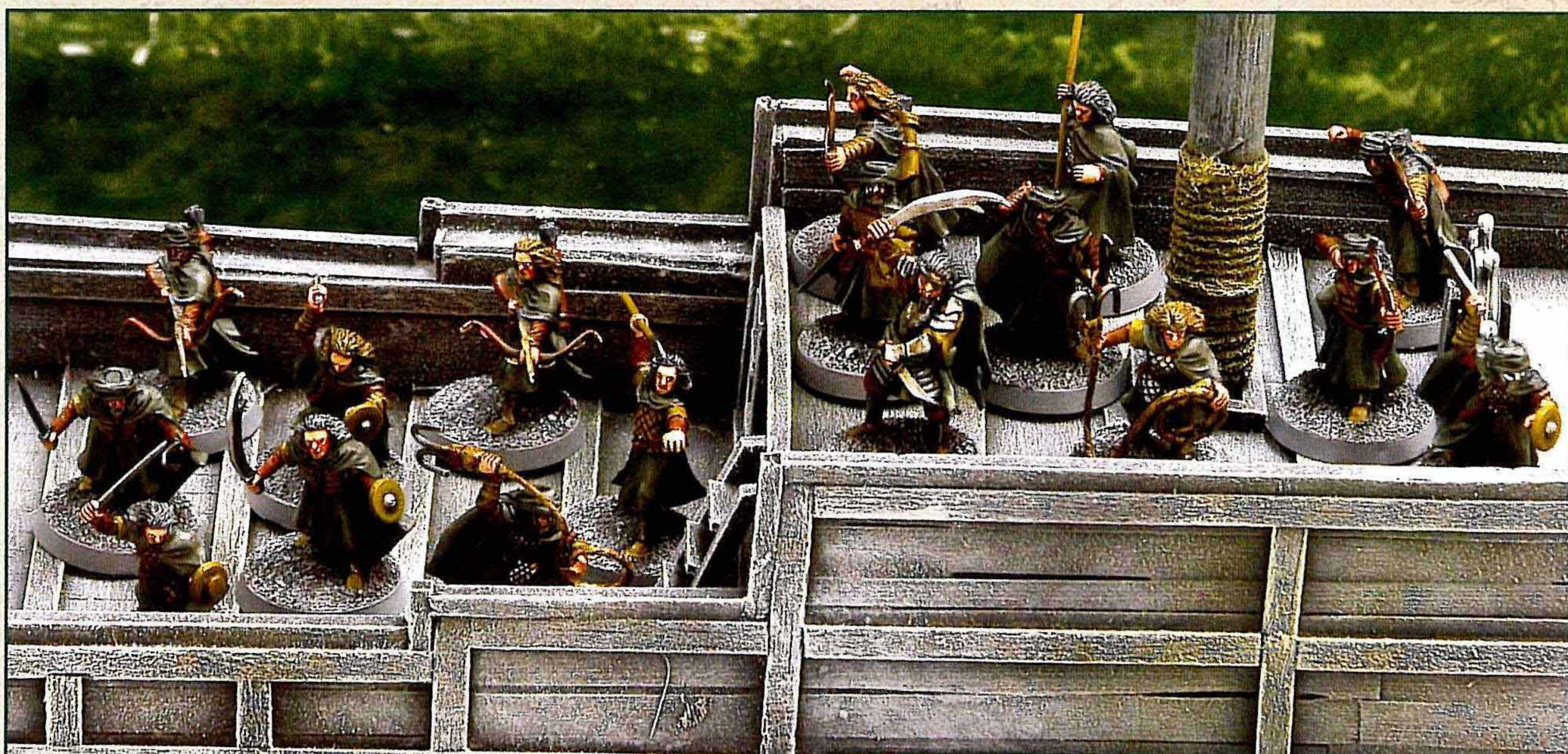
4 Highlight the skin with Tanned Flesh, then Dwarf Flesh, and then Elf Flesh. Apply thinned Flesh Wash to the hands and face. Pick out the eyes with Skull White and Chaos Black.



5 Paint the hair with whatever colour you choose. Drybrush the hair with a lighter shade of the base colour. Next, paint any metal areas with an even coat of Boltgun Metal.



6 Apply washes of both Brown and Black Inks to the metal areas then pick out the very edges of the metal with Mithril Silver. Paint the edge of the base with Codex Grey, and you're done!



Corsairs of Umbar, hungry for battle, spot their next prey off the port side of their black-sailed vessel.

BUILDING SHIPS OF UMBAR AND GONDOR

JRR Tolkien's world offers many opportunities for the tabletop battle gamer to find adventure on the high seas. From the Black Fleet of the Corsairs of Umbar, to the White Ships of Dol-Amroth, to the elegant Swanships of the Elves, to the humble raft that the Hobbits use to cross the Brandywine River, battles involving the waterways of Middle-earth can be many and varied.

Building a Gondorian Ship

Nick Davis: I decided to build a ship from the Navy of Gondor. The people of Gondor have a natural enmity with the Corsairs of Umbar, and I thought that a Gondorian vessel would have plenty of opportunities to engage the enemy in battle. I settled on building a large three-masted ship, one of the fleet's workhorse vessels that is used to patrol the Gondorian coast and the River Anduin.

Materials

- Foamboard
- Masking Tape
- Balsa Rod
- Aluminum Foil
- Wood Dowels
- Thin Cloth
- Citadel PVA glue
- Thin Cardboard
- Balsa Wood
- Cocktail Sticks
- Plasticard
- Paper
- String or Thread
- Superglue

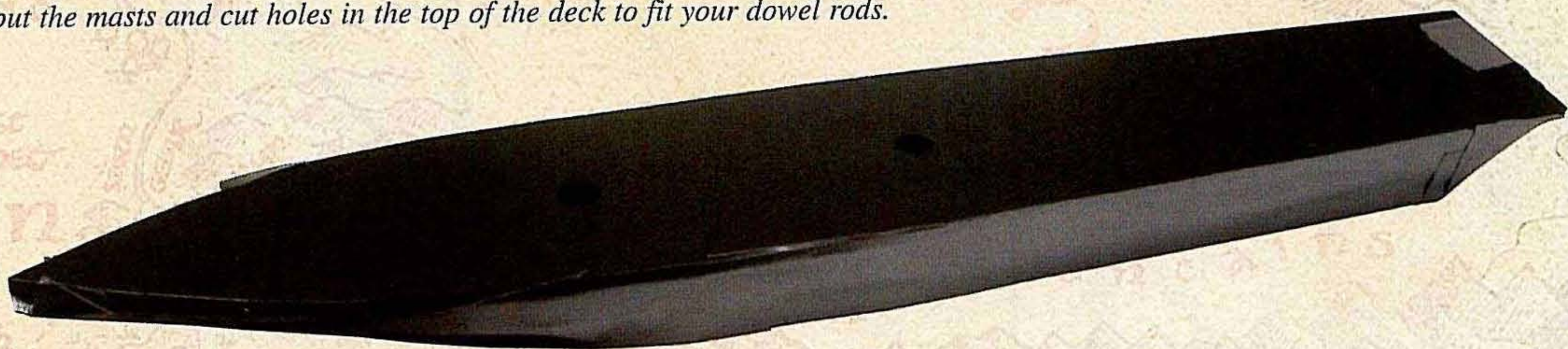
Tools

- Hobby Knife
- Pencil
- Sandpaper
- Ruler
- Model Saw
- Scissors

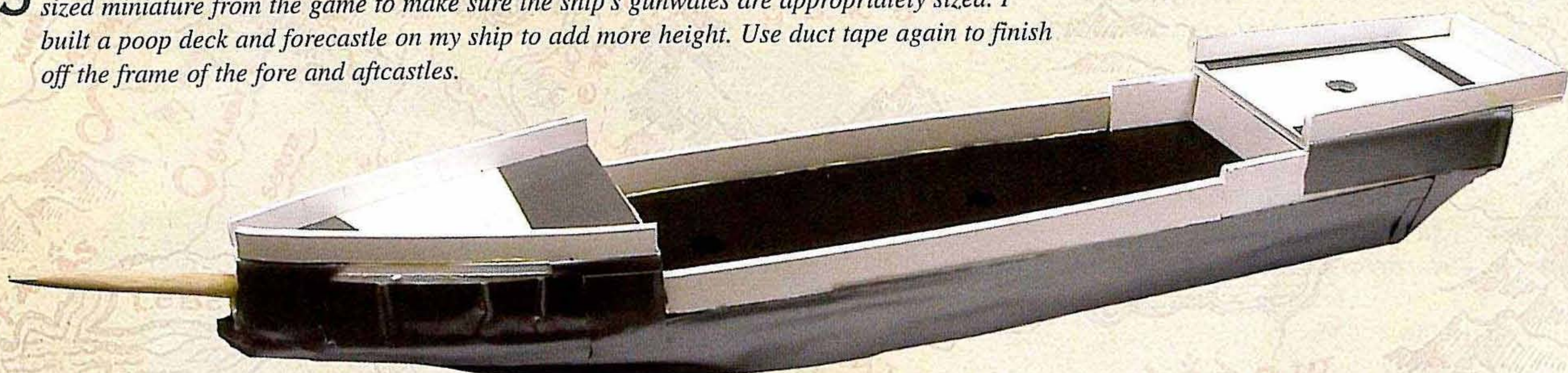
1 After you decide on your ship's size, cut three ship shapes out of 5mm foamboard, each one slightly smaller than the last. Cut out some 25mm blocks of insulation foam to use as spacers between the layers. Glue the spacer blocks to the bottom of the largest ship shape, the medium shape to the bottom of these blocks, and so on, until you have the basic structure of your hull.



2 Now use duct tape to tape the sides of your ship. The tape will help form the basic shape of your hull and also strengthen the construction of your vessel. At this stage, decide where you are going to put the masts and cut holes in the top of the deck to fit your dowel rods.



3 Use 5mm foamboard to build up the gunwales (railings) on the sides of the deck. Use a man-sized miniature from the game to make sure the ship's gunwales are appropriately sized. I built a poop deck and forecandle on my ship to add more height. Use duct tape again to finish off the frame of the fore and aftcastles.

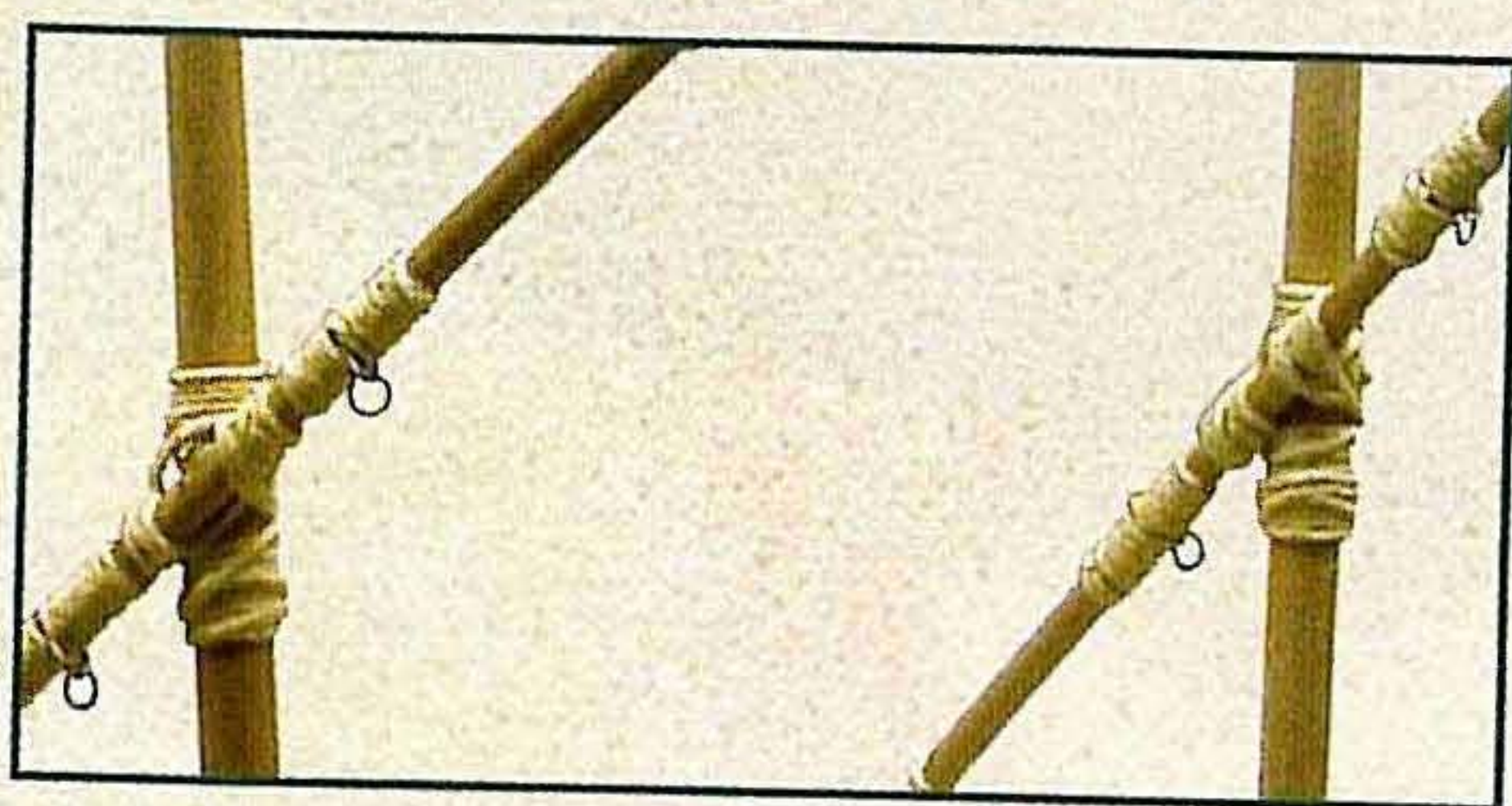
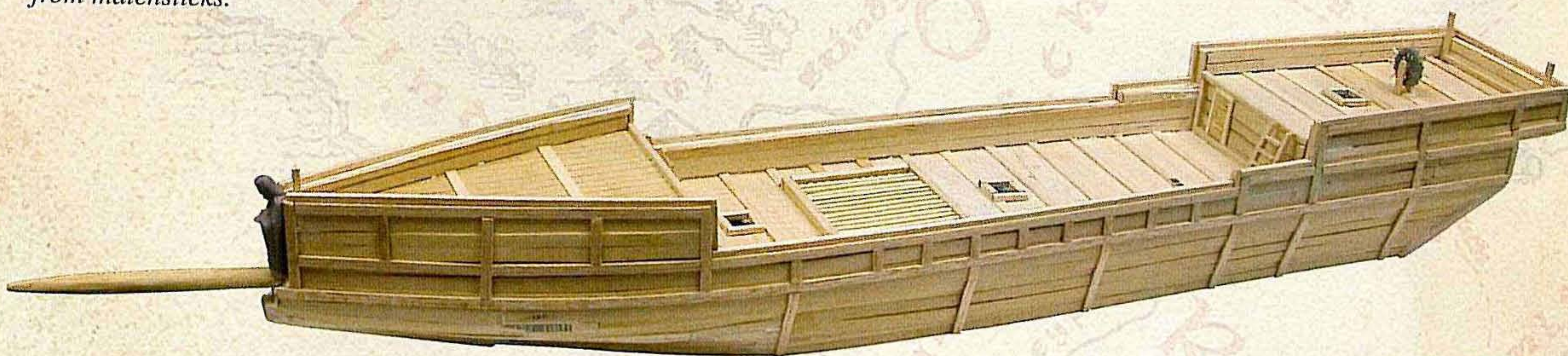


4 Apply planking to your ship. Cut your balsa wood into 5mm strips and soak them in water for at least 10 minutes, though it's better to leave it in water overnight. Soaking the wood helps make it supple. When the wood is dry, work around your ship, gluing the strips of balsa wood in place with superglue. Cut the wood to size as you go. Make sure to keep the planks parallel to each other.



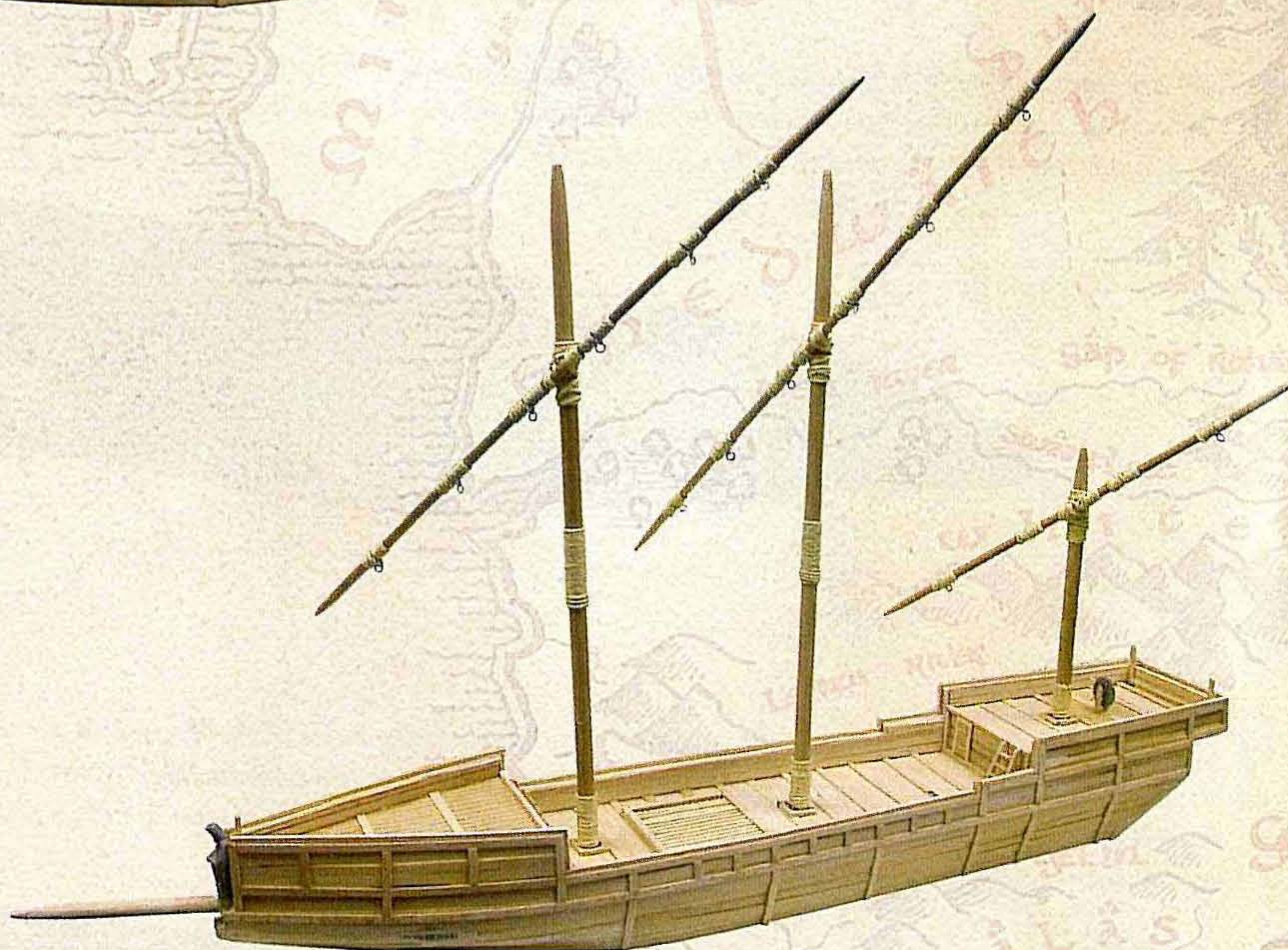
5 Once the planking is complete and the superglue is dry, use sandpaper to smooth the edges of your ship. Now you can begin adding details. Create a bowsprit by sanding one end of a 10mm dowel rod to a nice point and attaching it to the front of the ship. If you like, you can make a figurehead from a statue from the Osgiliath ruins sprue.

Use 5mm strips of balsa to detail the outside of the ship with a square pattern. Finish off the top of the railings with wood trim. Make a ship's wheel out of a plastic spoked wheel with cocktail sticks glued round the edges. Make the doors for the poop deck and forecastle cabins from a small piece of the balsa sheet with a grain pattern scored into it. Make the door jamb from matchsticks.



6 Now it's time to add masts. Create the masts themselves out of 1/2" dowel rods and the gaffs from 1/4" dowel rods. Tie the gaffs to the masts with string. Paint the string with watered-down PVA to strengthen the join. Use string to tie the eyes in place for the sail hooks.

The simplest way to make sails is by stiffening paper or cloth with watered-down PVA glue. Using glue to harden the sails helps to give them shape. To give your sails a little shape, glue a thin wire to the edges of the sails, folding the edge over to create a hem. This allows you to bend it. Finally, add a boom to the foot of each sail for added realism.



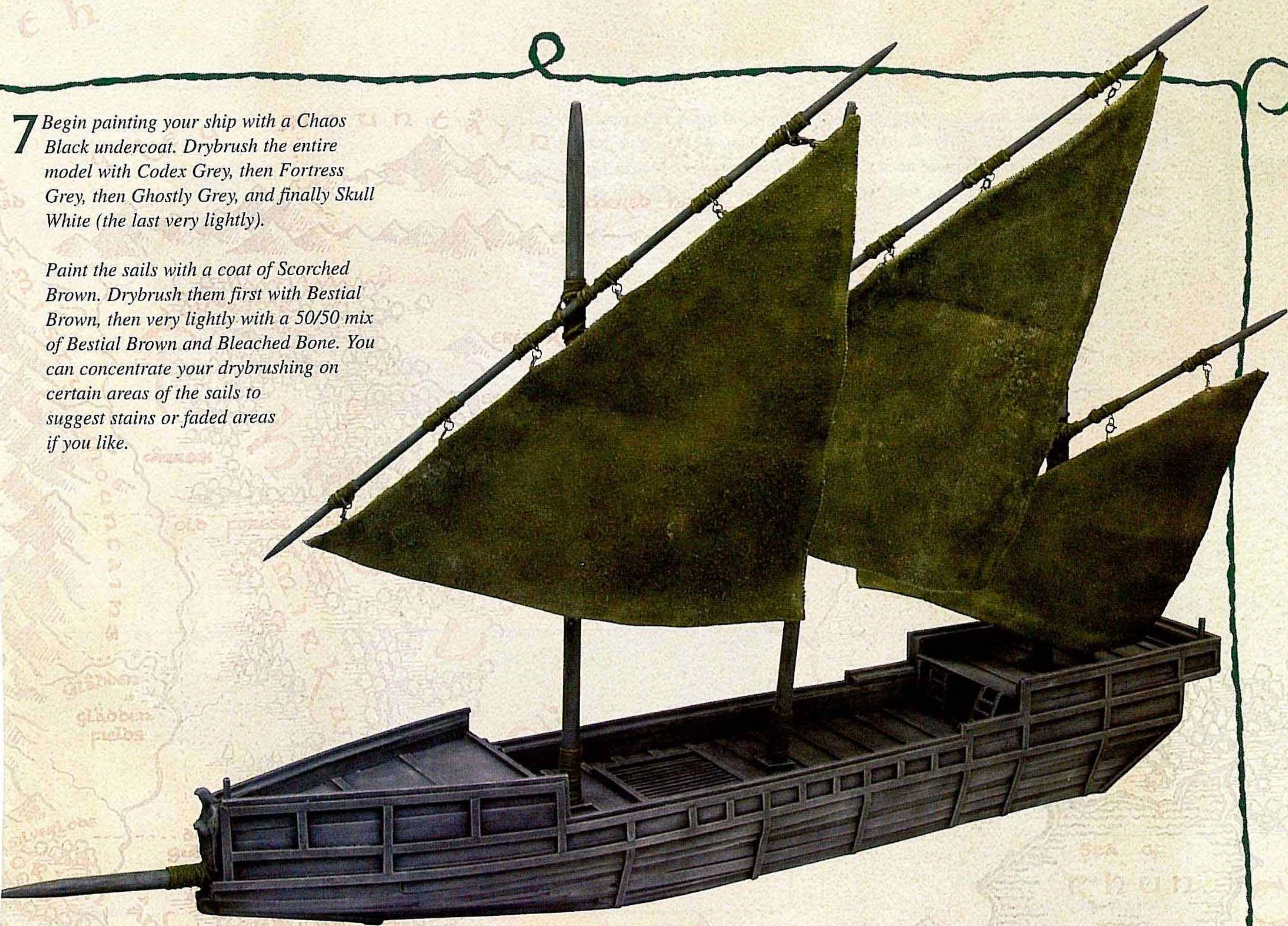
FOR ASPIRING SHIPWRIGHTS

SOAK YOUR BALSA WOOD! Soaking balsa wood in water can make it extremely pliable. Even pieces of wood as large as 10mm thick can be shaped a bit after you soak them in water for a few days.



7 Begin painting your ship with a Chaos Black undercoat. Drybrush the entire model with Codex Grey, then Fortress Grey, then Ghostly Grey, and finally Skull White (the last very lightly).

Paint the sails with a coat of Scorched Brown. Drybrush them first with Bestial Brown, then very lightly with a 50/50 mix of Bestial Brown and Bleached Bone. You can concentrate your drybrushing on certain areas of the sails to suggest stains or faded areas if you like.



Building a Corsair Ship

Mark Gregory: I was given the task of building an Umbar Corsair ship. Many of the techniques are similar to those used in the construction of the Gondor ship, but I used a few additional methods, some of which you may find useful.

For reference, I looked at some of the pictures in *The Art of The Return of The King* and some other books about ships, weapons, and warfare.

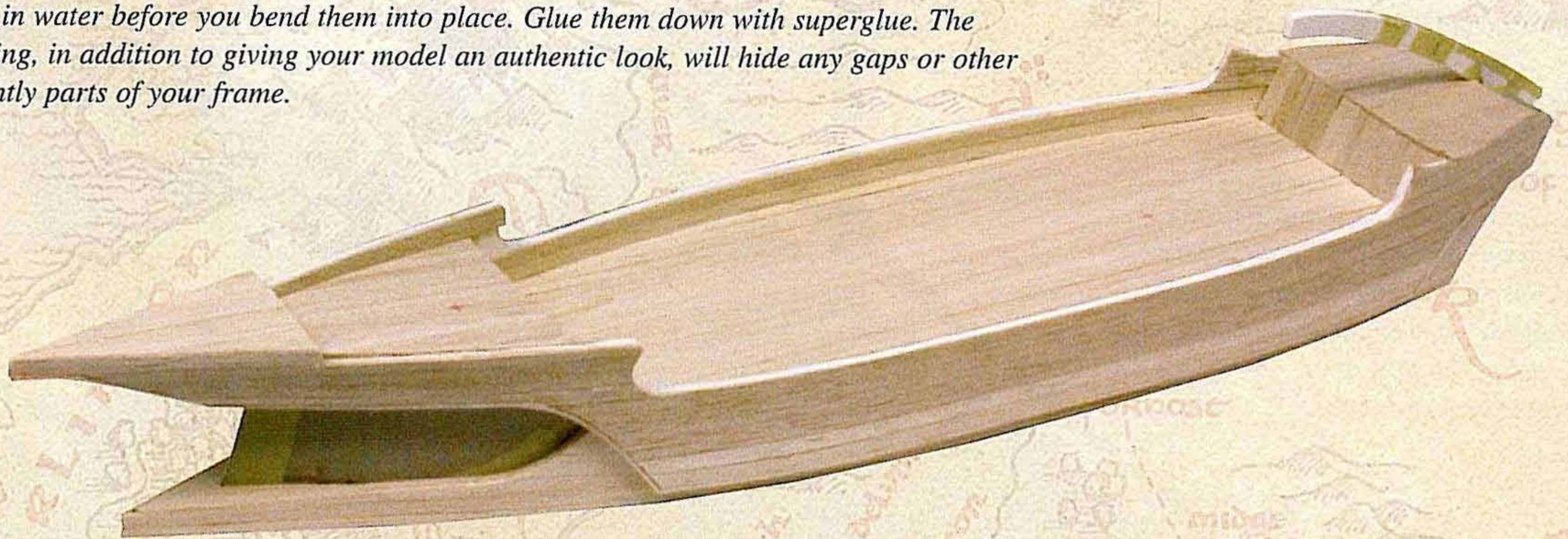
If you want to attach a flag or banner to the top of your mast, it should blow forward (like the flag at the top of Mark's Corsair ship's mast on the next page) or to the side of the ship to match the direction of the wind.



1 Draw out a rough plan for your ship on paper. If necessary, you can blow it up on a photocopier. You can see part of my original drawing on the top of the ship's deck below. The plan shows the centre line of the ship and the distances out to the gunwales. Create the basic frame for your ship out of cardboard and foamboard. Use masking tape to hold everything together. At this stage, it is easy to make adjustments to the overall fit of the pieces by releasing the tape and fine-tuning the position of the component pieces. When you are satisfied with the shape and fit, glue the parts together with superglue to create a solid frame.



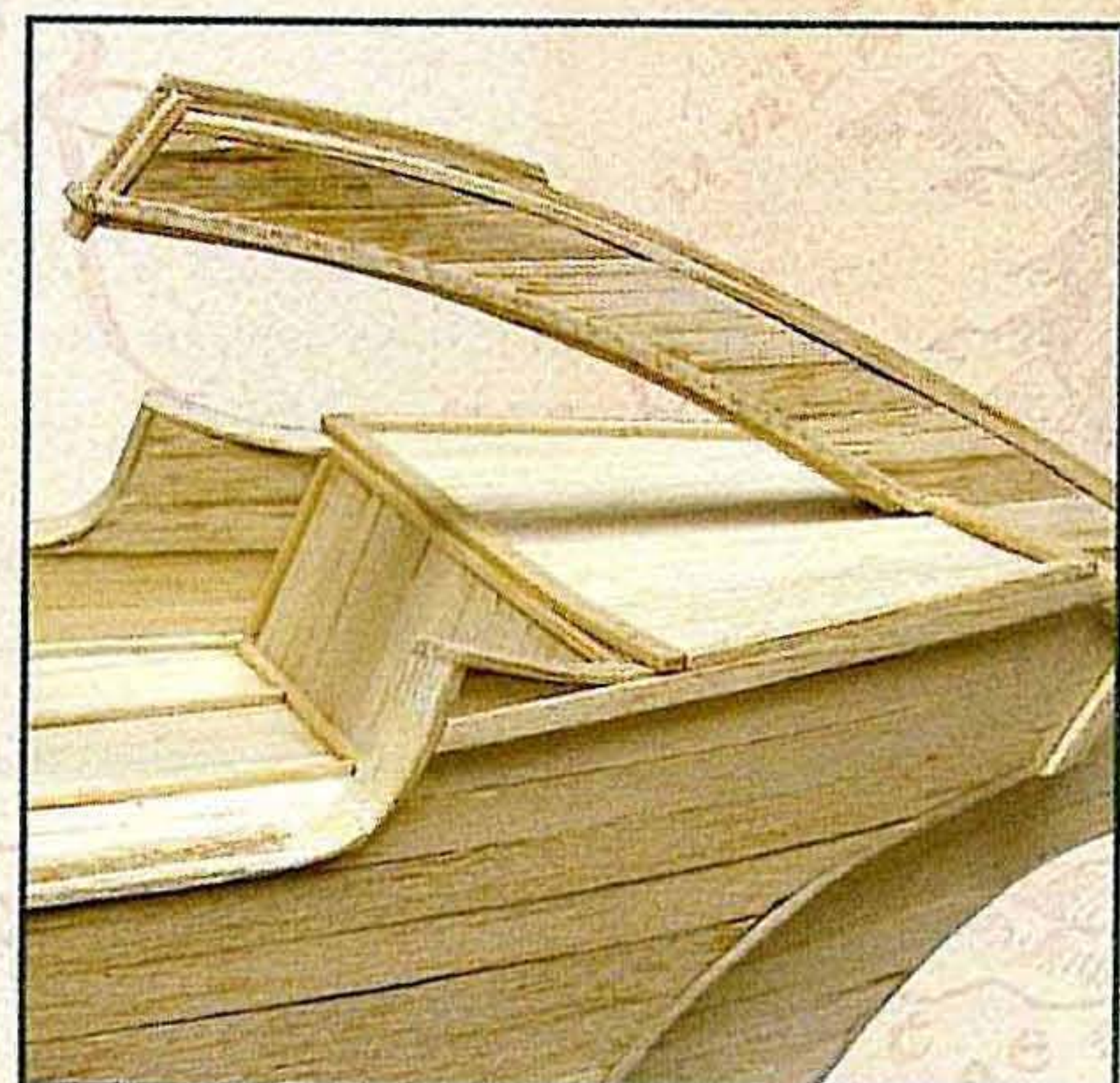
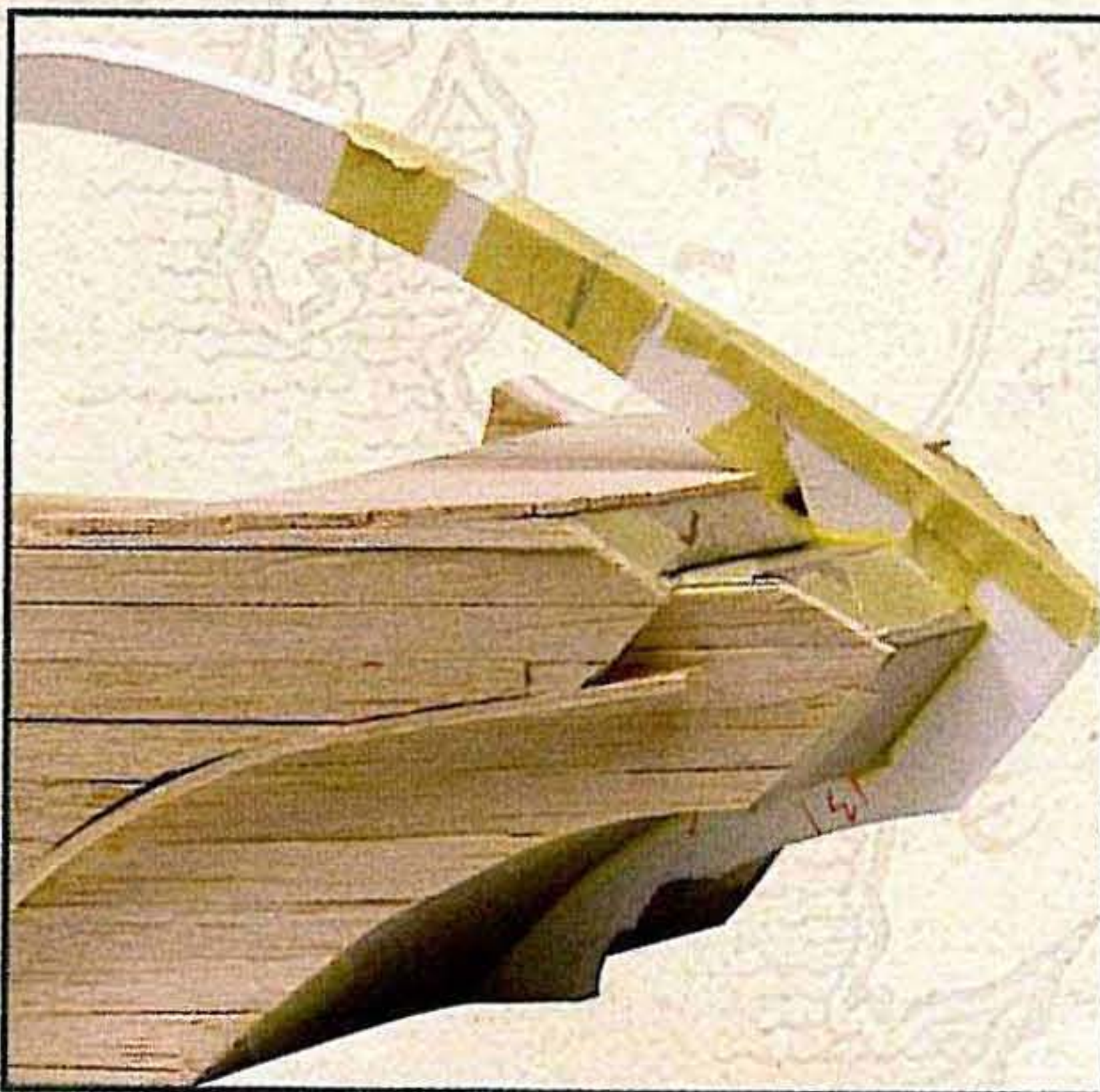
2 Once the superglue dries, use balsa strips to make wood planking on the deck and the sides of the hull. Bend the strips carefully to follow the outer line of the ship's hull. Again, soak the strips in water before you bend them into place. Glue them down with superglue. The planking, in addition to giving your model an authentic look, will hide any gaps or other unsightly parts of your frame.



3 To suggest that the bow is armoured for ramming, wrap a few pieces of thin cardboard in crumpled aluminum foil and glue these pieces in place on the ship's prow. Start at the bow and overlap the plates as you work your way aft, to create a look that suggests water-tight seals and a serrated cutting ram. In this shot, you can also see how the direction of the wood grain of the planking matches the lines of the ship for a clean, hydrodynamic look.

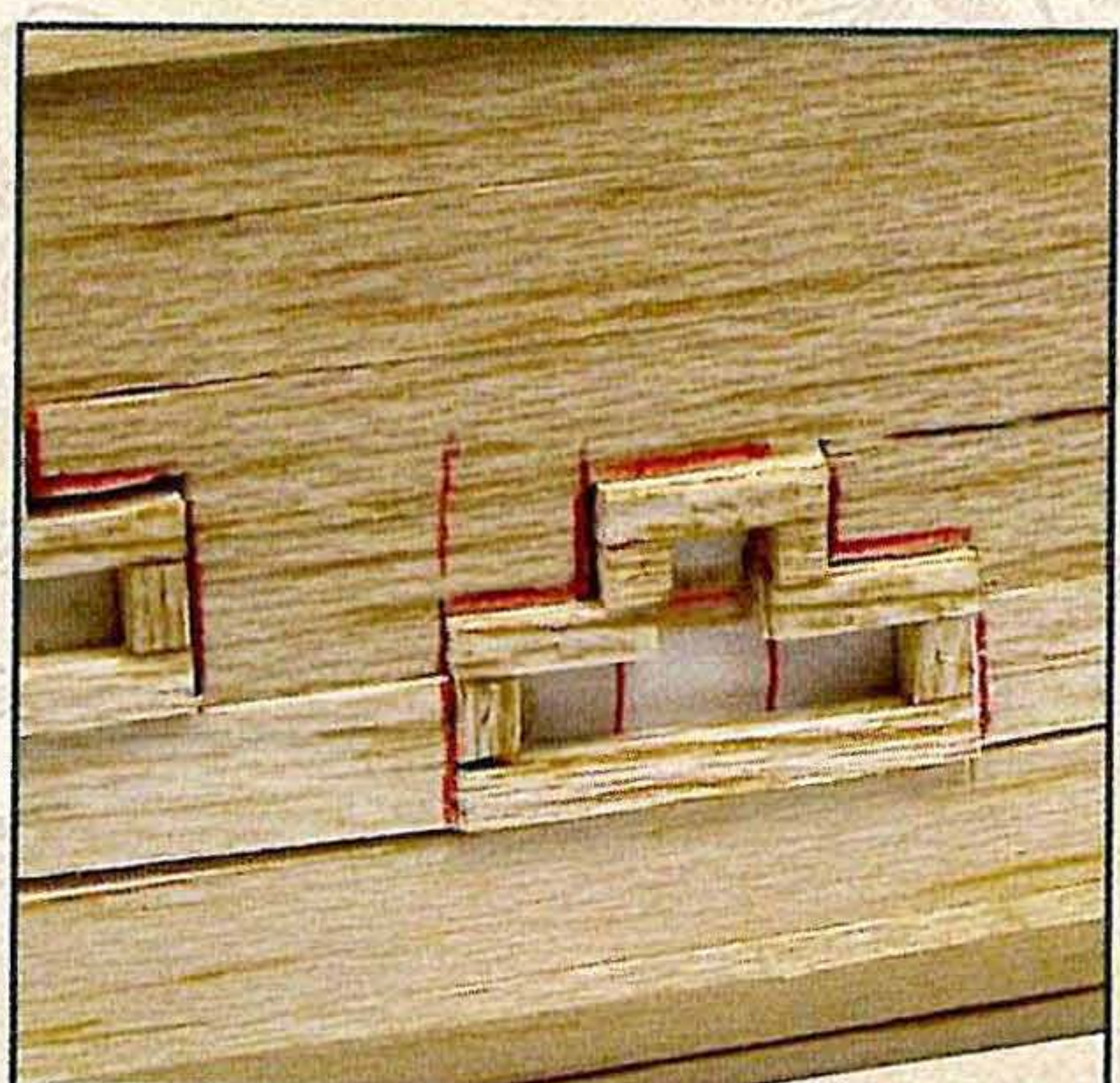
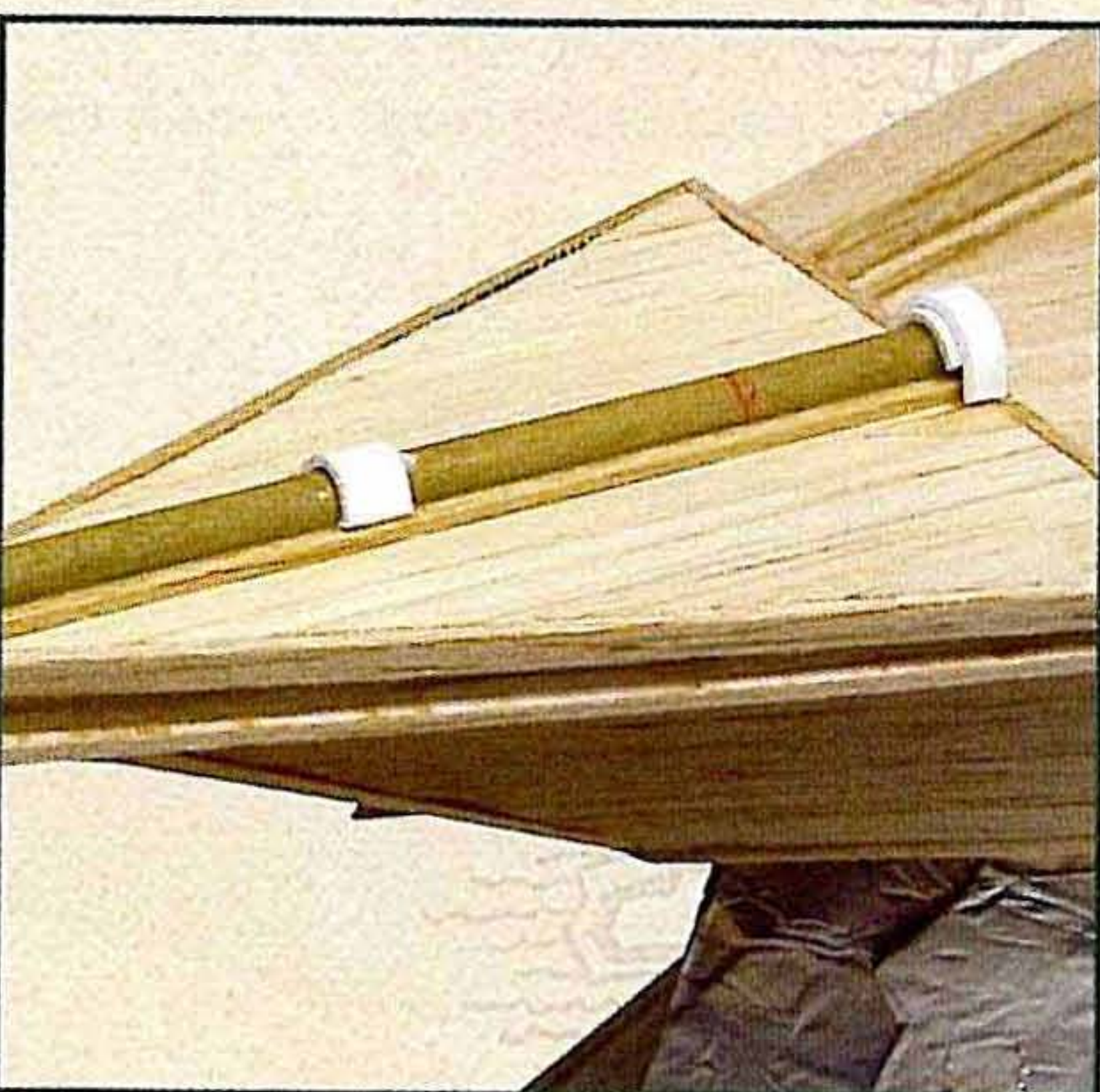


4 Create the tiller and rudder assembly as you did the rest of the ship. Create a rough frame out of foamboard and masking tape and then cover it with balsa wood strips. To help your planking line up on an irregular shape like this, make sure you start applying the planking at the same point on all sides of the object. For example, begin by placing one plank on the starboard side (that's the right side, for all you landlubbers) of the tiller and then another on the port side to match it. As you work your way down to where the tiller meets the rudder, make sure the port and starboard planks stay even.



5 Detail the bow of your vessel with thinner strips of balsa wood and other assorted bits of wood you may have lying around. I used an old paintbrush handle for the bowsprit. Pieces of plasticard, like the ones I used as braces for my bowsprit, can also come in handy here.

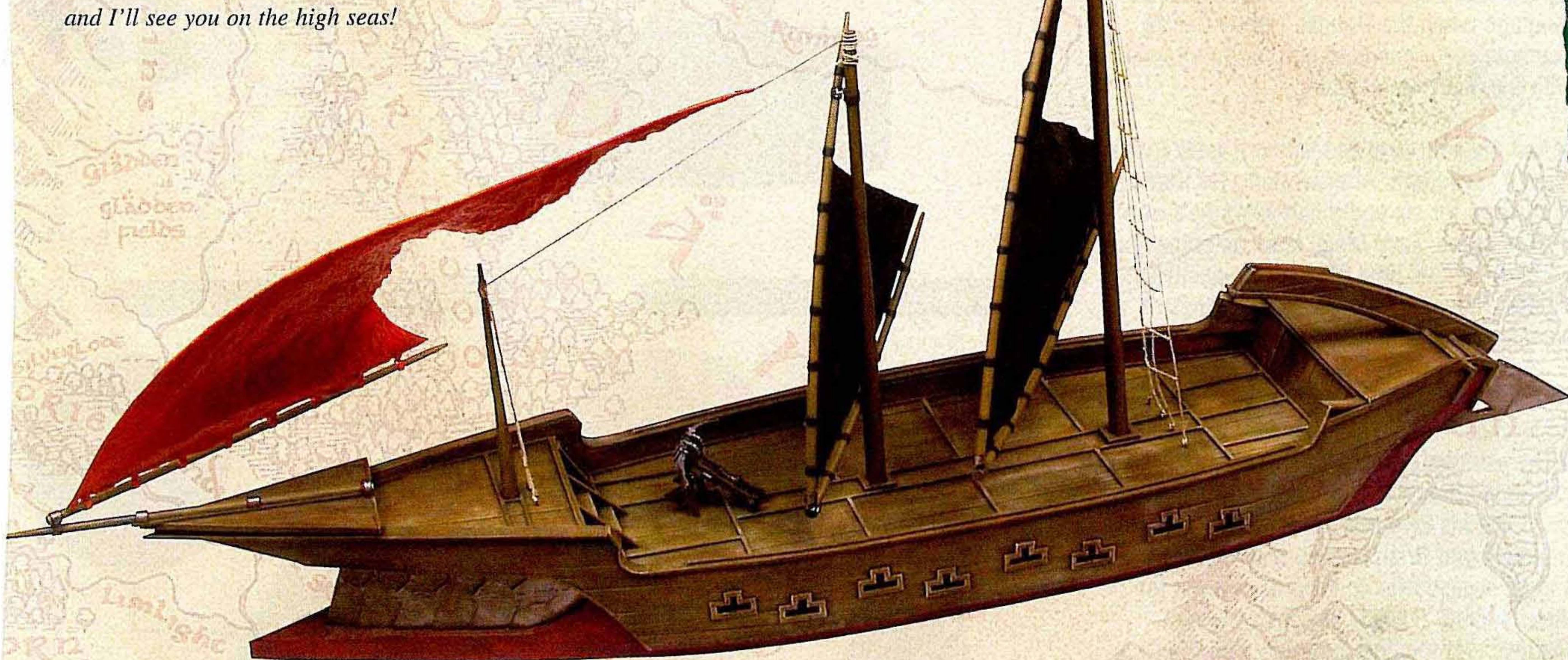
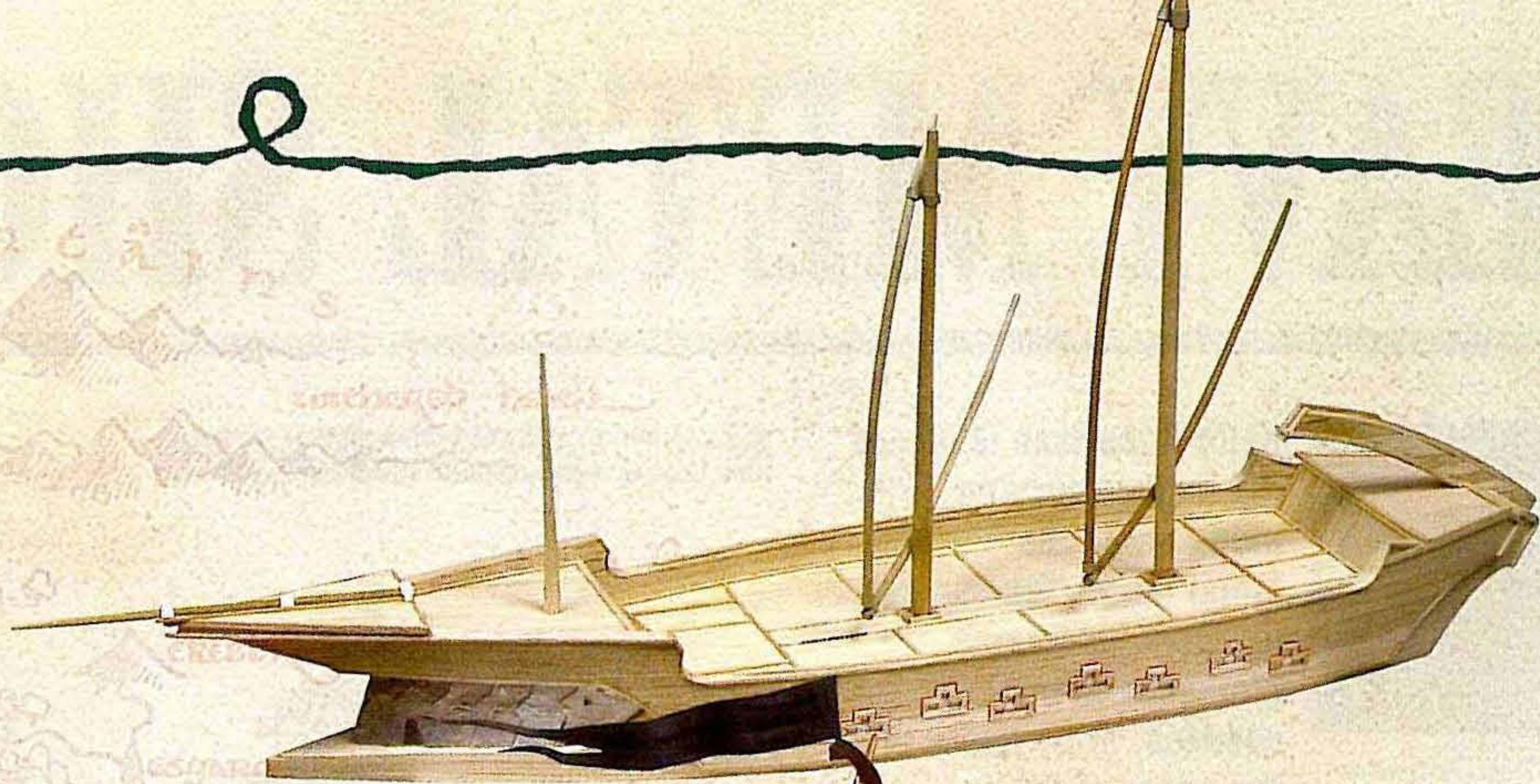
If you like, you can cut portholes into the side of your ship. Add some balsa wood trim to neaten up the holes you cut. The trim will help your ship look neat and consistent and will hide any rough sections or mistakes you make in cutting the portholes in the first place.



6 Now it's time to put the final details on your ship. Use dowel rods to create masts, gaffs, and booms to support your sails. You can also add balsa strips running athwartships (from port to starboard) on your deck to break up the large flat surface.

Add sails, and create rigging out of string or twine treated with watered-down PVA glue as Nick described before in making his Gondor ship. You can be as realistic as you like in rigging your ship (reference books can help you), but remember that the more rigging you add, the harder it will be to move models around the deck.

Good luck with your own ship building, and I'll see you on the high seas!



THE WRATH OF UMBAR!

Stop the Corsairs in the Games Workshop Roadshow.

Throughout the summer there will be a fantastic roadshow visiting 42 of our UK Hobby Centres.

In The Wrath of Umbar, you'll have to repel the wicked Corsairs from the Southern Gondorian coast, and prevent them from burning towns and taking their inhabitants into slavery. These black-hearted men are ancient servants of Sauron. Do you have the mettle to defeat them?

The roadshow uses the boat rules from WD300 and 301, and features a whole fleet of stunning, scratchbuilt boats, Corsairs and a specially made coastal board. As well as

playing, you'll be able to pick up tips on how to make your own landing craft and conversions. There's also a special promotional miniature only available to buy at these events. Below is a list of dates. Ring your local Hobby Centre for more details of this event.

- **2 July:** Aberdeen
- **9 July:** Edinburgh
- **16 July:** Glasgow, Hull, Cardiff, Romford and Brighton
- **23 July:** Carlisle, Nottingham, Bristol, Thurrock, Maidstone
- **30 July:** Newcastle, Derby, Exeter, Harrow, Guildford

- **6 August:** Middlesborough, Northampton, Poole, Uxbridge, Maidenhead
- **13 August:** Harrogate, Leicester, Oxford, Bromley, Milton Keynes
- **20 August:** Leeds, Manchester, Worcester, Kingston, Cambridge
- **27 August:** Wakefield, Chester, Birmingham, Sutton, Norwich
- **3 September:** Sheffield Central, Liverpool, Shrewsbury, Croydon, Ipswich

INDEPENDENT STOCKISTS

Check out the website below for details of events at independent stockists throughout the country.

WWW.THEWAROFTHERING.CO.UK

'EAVY METAL SHOWCASE



Keith Robertson

Keith Robertson is one of the longest serving members of the 'Eavy Metal team. You can see his work for Games Workshop in our codexes, army books and the pages of White

Dwarf; but naturally, he has also accrued a vast collection of beautifully painted miniatures of his own.

Keith's talent as a painter were recognised long ago when the Dundee Hobby Centre manager recommended him for an interview with the 'Eavy Metal team.

"I had my interview and within a week I was hired," says Keith. After working for Games Workshop for six and a half years he's now in charge of the 'Eavy Metal team as supervisor. Through all this time his love for painting Citadel Miniatures has remained constant, as his superb collection attests.

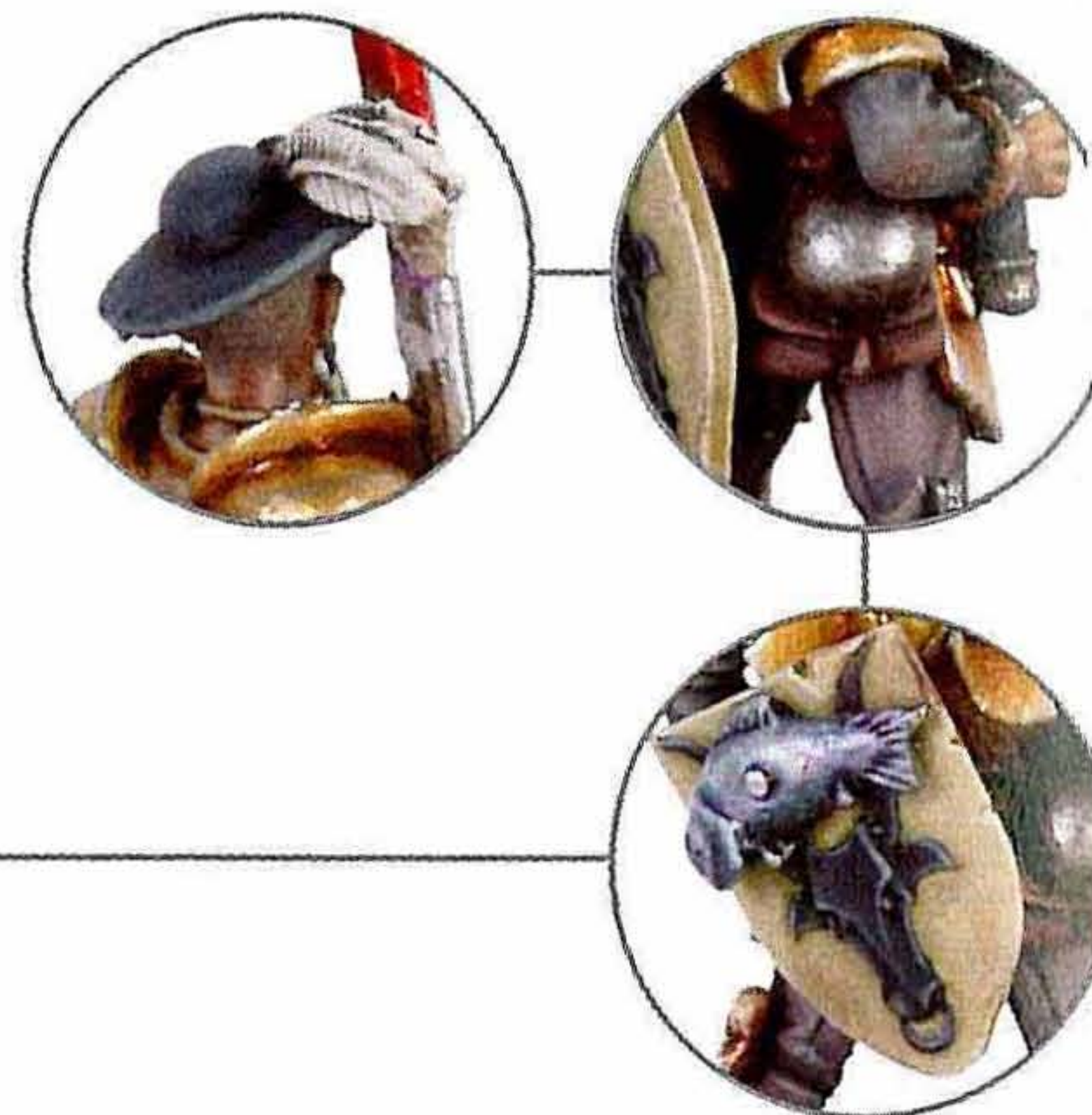
"I usually paint models according to personal preference," Keith says, explaining that for many painters character models tend to be the most attractive. Like a lot of hobbyists, Keith has his favourite sculptors – Jes Goodwin and Brian Nelson amongst them, and he always tries to keep an eye out for their models. "I really like Jes's Space Marines and the new Tyranids, and the Orcs and Ogres of Brian Nelson," he says.

Former Games Workshop sculptor Chris Fitzpatrick is another of Keith's favourites. It was Chris's models that helped to get Keith the job when he used them to showcase his abilities during his interview. "I took the Dark Elf Sorceress and Lucrezia Belladonna," he tells us. "These older models still hold up today. They have a timeless quality."

Even though he details all of his models exquisitely, Keith still finds time to game regularly. "I'm working on a few armies at the moment," he says. "Tyranids; my own Space Marine chapter, the Sons of Orar and Orcs and Ogres." The Ogres are a Feastmaster tribe that has a predominance of Halflings in it. "I substitute Halflings for Gnoblar," Keith says. "I've got a hot pot as a Rare choice and take Lumpin Croop's Halflings as Trappers when I play."

Keith's collection of miniatures is certainly an eclectic mix, a deliberate decision on his part. "I find if you do too much of one thing you can get stuck in a rut, variety helps to keep things fresh."

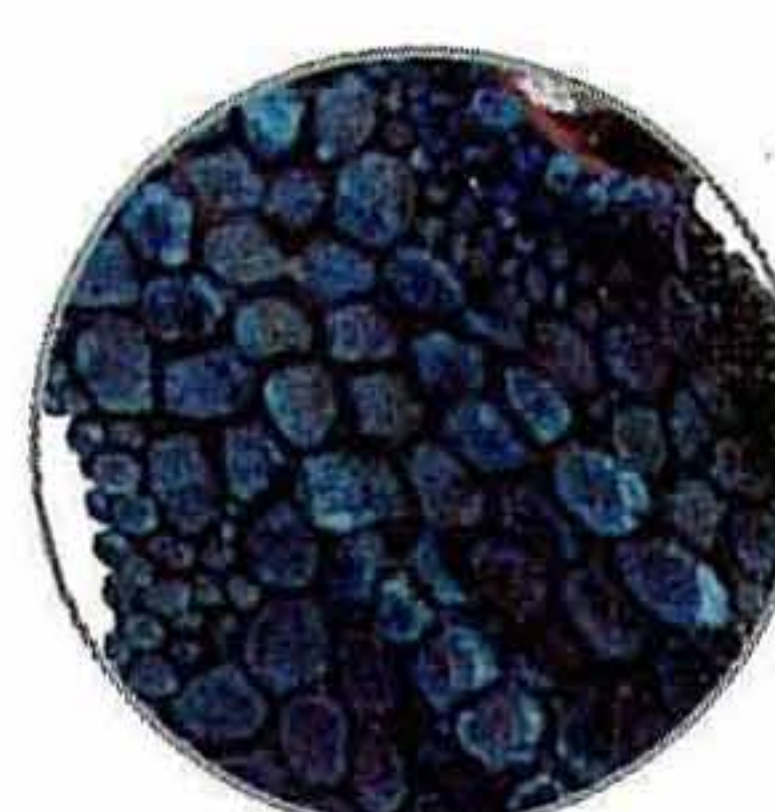
Mordheim Freelancer



Tau Ethereal



Dark Elf Corsair Champion



Dark Elf Witch



Dark Eldar Warrior



Commissar Yarrick



Genestealer Magus



THE SONS OF ORAR

The Sons of Orar are a Space Marine chapter of Keith's own devising. "There's no great secret regarding the colour scheme," says Keith, "it was just because I liked it." The Tyranid trophies the librarian bears have the same colour scheme as Keith's Tyranid army. Cleverly, the trophies on his Tyranids are all Sons of Orar Space Marines. The Company Champion was Keith's Open Category entry in Golden Demon 2004.

Company Champion



Librarian



Veteran Sergeant



Tactical Marine



Devastator Marine



Tau Pathfinder



Imperial Guardsman



Drazhar, Master of Blades



Inquisitor



High Elf Lord



Inquisitor Scale Genestealer Magus



THE ASTRONOMICAN

ESSENTIAL GAMES WORKSHOP HOBBY REFERENCE



Events Diary

Local events and the new
Gaming Centre

Games Workshop Direct

Inspired by an article?
Find helpful parts here

Store Finder

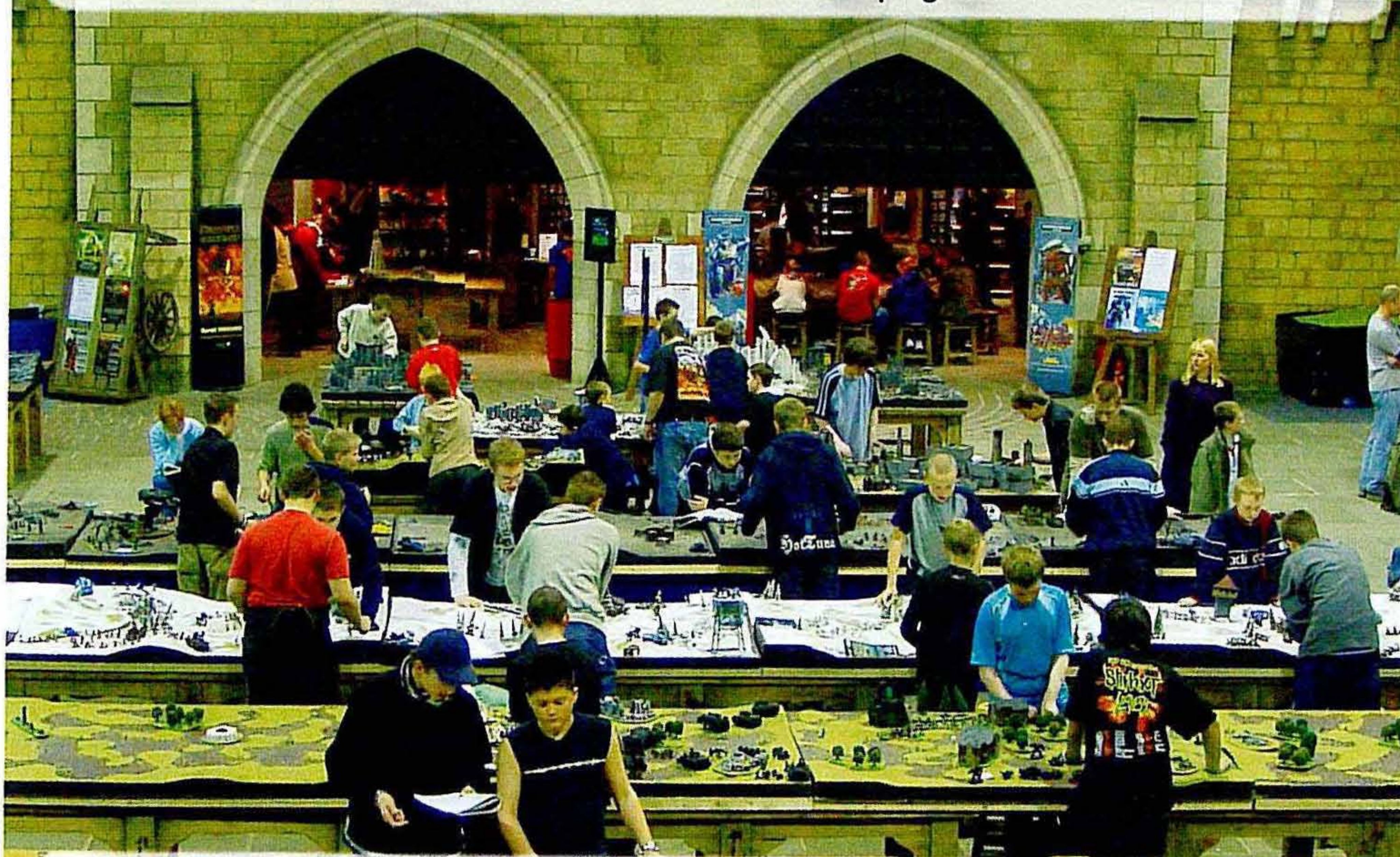
Every Hobby Centre in the
UK and Northern Europe

Fuel for the Furnace

Your chance to ask us
questions

WARHAMMER WORLD

Important News! Citadel Miniatures hall opening soon!
For more details about this new attraction for Warhammer World see the story in the News on page 3.



THE CENTRE OF THE GAMES WORKSHOP HOBBY

Warhammer World is the place to come for a great Games Workshop experience. Within its castle courtyard you will find a wide array of awesome gaming tables built by Warhammer World's scenery team. All of Games Workshop's current game systems are represented, from cathedral ruins for the Warhammer 40,000 Universe, to the rolling plains of the Warmaster board. Whatever game you play, Warhammer World is the place to fight your war!

- Feature tables in the Warhammer, Warhammer 40,000, Lord of The Rings and Specialist Games zones.
- A variety of standard gaming tables that can be used for all systems.
- Gaming nights to cater for all levels of gaming knowledge and experience.
- Hobby tutorials for all areas of the hobby and all levels of expertise.
- Hobby Centre stocking the Specialist Games Range, as well as Forge World items and a limited range of Warp Artefacts products.
- Available for Club or Gaming Group activities (subject to availability).
- Citadel Miniatures Hall opening soon!
- Sample the legendary hospitality of the Dwarfs at Bugman's Bar!

RING 0115 9168410 FOR MORE DETAILS

TUTORIALS

Expand your Hobby Skills in a one-on-one tutorial with one of Warhammer World's hobby heroes. These tutorials can cover any aspect of the hobby, just give us a call to book some time.

Phone: 0115 9168410

Email: warhammerworld@games-workshop.co.uk

BUGMAN'S BAR

If you need to take a break, have a drink or buy some food, the bar built to honour the famous Dwarf master brewer Josef Bugman is at your disposal.

YOUR OWN EVENTS

Warhammer World is the perfect place to hold your own gaming events. Clubs and Gaming Groups from all over the country and beyond make use of our gaming hall. If you're interested in running your own event at Warhammer World, contact us on the phone number to the left or by e-mail for more information.

Events@games-workshop.co.uk

COMING EVENTS

Here are just a few Warhammer World events. See over the page for more!

Mastercrafted Sculpting (expert tuition)
25th-26th June

Call to Arms Specialist Games
2nd-3rd July

The Lord of The Rings: The War of Rohan
16th-17th July

Warhammer Doubles Tournament
23rd-24th July

The Games Workshop GAMING CENTRE

The Gaming Centre is now open!
Situated just off junction 34 of the M1, it is a five minute walk from the Meadowhall Hobby Centre.

- 20 6' x 4' gaming tables and 12 paint stations.
- Vending machines.
- A busy timetable of events, tournaments, campaign days, and more.
- Open 10am-10pm on Saturdays, 11am-5pm on Sundays and 4pm-10pm on Mondays during term time, and 10am-6pm on Tuesdays-Fridays during school holiday periods.

The Gaming Centre is a new place where you can come and play games, take part in pre-arranged battles or a league, or even hold your own events.

You will find some of the best tables from Games Day available for use, as well as 20 generic 6'x4' gaming tables to test your armies' might on.

There is also a gaming timetable planned right up to the end of December 2005. Masterclasses with the talented guys who made the Mûmak being attacked by the Army of the Dead (from WD301) are also available.

If you are interested in running an event – maybe you're a club searching for a venue or a store wanting to challenge another store or club – the Gaming Centre is available as a venue. Best of all, it's completely free to use, with free parking right on the doorstep. Contact us for more information.

Manager: Rob Bastow
Telephone: 0114 243 4633

COMING SOON

Some of our great events.

Rise of the Witch-king – 11th June

Join in this campaign charting the rise of the dread Witch-king of Angmar. Using your 500 points themed force, can you stop him or will you aid him in his rise to power? Spaces are limited to 20 each for Good and Evil. Tickets cost £15, including lunch.

Man of Steel Blood Bowl Tournament – 2nd and 3rd July

Take part in the first annual Blood Bowl Man of Steel Challenge Cup by playing six games over two days to win. Places are limited so register soon if you want to enter. Bring along a starting team and their complete official rules. No star players. Tickets cost £30, including lunch on both days.

Address:
Units 8/9,
Meadowhall Road
Industrial Estate,
Amos Road,
Sheffield.



THE GAMING CLUB NETWORK (GCN) IS AN INDEPENDENT ORGANISATION FOR CLUBS, RUN BY AND FOR GAMERS. THE GCN IS MADE UP OF INDEPENDENT CLUBS AND COMPRISED LARGELY OF ADULT HOBBYISTS, WHO MEET IN HIRED VENUES. IT IS RUN BY VOLUNTEERS AND ALL GCN CLUBS HAVE A CHILD PROTECTION POLICY AND CLEAR CLUB RULES.

OPEN PLAY LEAGUE

The Gaming Club Network was set up to make it easier for people to find and play more opponents in safe and friendly environments. Clubs offer the best opportunity to take part in games that go beyond the one-off standard scenario style of play that most hobbyists are familiar with. The introduction of the Open Play system in 2004 and its development in 2005 into the Open Play League has taken club gaming to a new level. Here's a brief introduction on what Open Play is all about and how you can take part!

PLAYER RANKINGS

The first element of the Open Play system is that everyone who takes part in it generates a Player Ranking. Your ranking is a score that reflects how good you are as a player in comparison to everyone else. In short, if you win games your ranking goes up, and if you lose it goes down. Everyone starts with an average rating and as they win or lose games their ranking is re-calculated to reflect their ability.

SYSTEMS

Open Play currently includes all of the three major Games Workshop games – Warhammer, Warhammer 40,000, and The Lord of The Rings. In the future the GCN plan to add all of the Specialist Games too! In addition to your overall ranking you get ratings for each system you play in, and also for each 'faction' (army) that you use. Alongside the player rankings the system will also let you view the top performing armies across all the systems.

INTER-CLUB LEAGUE

In addition to the player-focused rankings that are an ongoing feature of Open Play, the GCN clubs

involved are able to take part in the annual Inter-club League. This event pits the members of each club against the members of all the other competing clubs. Each time the League clubs meet and set up a fixture they earn League Points for their club. At the end of each year the top performing clubs take part in a Grand Final held at the Games Workshop Club Celebration in December. From 2005 the prize for winning each systems' League will be the coveted Open Play Shield!

SECONDS AWAY... ROUND 1!

In February the first Open Play League fixture occurred between the Oxford Gaming Club and the Sad Muppet Society in Basingstoke. After a good night's Warhammer 40,000, the result was a resounding draw for these two clubs, netting them two League Points each!

GET INVOLVED

If you'd like to take part in the Open Play League you'll need to join the Gaming Club Network. To find out more about how to get involved with this independent organisation contact them via:

Post: Gaming Club Network, PO Box 8019, Reading, RG30 3WZ

Web: www.gcnm.org.uk

Email: contact@gcnm.org.uk

Top League Rankings (21/3/05)

- 1) Michael Purvis, Gobstyks Gaming Club, 1608.42 points
- 2) John Wright, Oxford Gaming Club, 1583.22 points
- 3) Andy Thompson, Gobstyks Gaming Club, 1569.01 points
- 4) Bert Bassett, Oxford Gaming Club, 1566.19

Are you running an event? If you want to advertise it for free in this fine publication simply drop us an e-mail at: eventsdiary@games-workshop.co.uk

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

9th May for WD308 (August)
13th June for WD309 (September)
11th July for WD310 (October)

Please note all dates and details are correct at the time of going to print but are subject to change.

Events diary abbreviation guide

WH Warhammer
40K Warhammer 40,000
BB Blood Bowl
WAB..... Warhammer Ancient Battles
WPS..... Warhammer Players' Society
WECW... Warhammer English Civil War
Epic Epic Armageddon
LOTR ... The Lord of The Rings
GW Games Workshop
GT Grand Tournament

JUNE

COUNTER STRIKE

Date: 2nd June, 2005

Venue: GW Plaza

Details: Hive Fleet Kraken has advanced towards its goal. Now is the time for the Imperial Navy to make its last stand. This is a BFG campaign running throughout June and July. Starting Fleets must be 500pts.

Contact:

GW Plaza – 02074 360839 (Paul)

Website:

www.games-workshop.co.uk/events

YOUNG BLOOD 40K TOURNAMENT

Date: 4th June, 2005

Venue: Newmillerdam Scout Hut, 699 Barnsley Road, Newmillerdam, Wakefield

Age Limit: 16 years and under.

Details: To enter this Young Blood tournament, you will need a 1,000pts 40k army chosen to standard force organisation charts, rulebooks and codexes. There are limited places available, so book soon. Entry costs £5, including lunch.

For more details and tournament packs, send an email to the address below.

Contact:

Iain Dalton – votemoose@hotmail.com

THE MALLEUS BLACKHEART MEMORIAL CUP

Date: 11th June, 2005

Venue: GW Dumfries Gaming Room

Details: Enter this amazing cup knock-out day, named after the great Malleus Blackheart, who scored a thousand touchdowns.

Bring a million crowns of your finest players to this event and watch out for Malleus himself.

Contact:

GW Dumfries – 01387 249702

Website:

www.games-workshop.co.uk/events

GW PRESENTS:

MASTERCRAFTED: SCULPTING

Date: 25th and 26th June, 2005

Venue: Warhammer World, Nottingham

Details: Hone your sculpting skills with some of the finest sculptors from Games Workshop. You will benefit from six hours per day of tuition, practising a variety of techniques and projects.

This event is designed for experienced hobbyists wishing to perfect their sculpting skills.

Contact:

Warhammer World – 0115 916 8410

Website:

www.games-workshop.co.uk/events

RISE TO POWER

Date: 26th June, 2005

Venue: GW Newcastle

Age Limit: 16+

Details: The sword of the undying alliance will only be held by the strongest of generals. Enter the field of battle and stake your claim in blood. You will need a fully painted, 2,000pts army to take part in this Warhammer campaign day. Call to register as places are limited.

Contact:

GW Newcastle – 01912 322418

Website:

www.games-workshop.co.uk/events

JULY

ROGUE TRADERS

Date: 2nd July, 2005

Venue: GW Carlisle

Details: Come and try your hand at this unique way of playing 40k. Choose and build the crew of your very own Imperial loyalist, Rogue Trader, or Pirate transport vessel and fight it out in the stars and spaceports with nothing but a lasgun by your side in this 40k skirmish event. Contact the Carlisle Hobby Centre for further details.

Contact:

GW Carlisle – 01228 598216

Web: www.games-workshop.co.uk

GW PRESENTS: CALL TO ARMS SPECIALIST GAMES GRAND TOURNAMENT

Date: 2nd and 3rd of July, 2005

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: This Tournament covers five systems, of which you will compete in the one of your choice. They are Mordheim (500gc), Necromunda (1,000creds), Warmaster (2,000pts), Battlefleet Gothic (1,000pts), and Epic: Armageddon (3,000pts). Tickets cost £45 and include lunch on both days as well as an evening meal on Saturday. Those playing Necromunda and Mordheim will participate in ten games, players for the other systems will participate in six.

Contact:

Warhammer World – 0115 916 8410

Website:

www.games-workshop.co.uk/events

KINGDOMS BREAK

Date: 9th July, 2005

Venue: GW Dumfries Gaming Room

Details: Kingdoms are broken and smashed as local Ogres decide they need more land. Bring 1,000pts of Warhammer and try to fight your way out of the Ogre Kingdoms and stake your claim for land or fight the Ogres and stop their relentless advance.

Contact: GW Dumfries – 01387 249702

Website:

www.games-workshop.co.uk/events

WPS 40K GRAND TOURNAMENT

Date: 9th and 10th July, 2005

Venue: Warhammer World, Nottingham

Details: Test your mettle as a tabletop general. See the website for more details on this 40k tournament.

Contact:

conrad.gonsalves@med.ge.com

Web: www.players-society.com

LANCASHIRE OPEN WARHAMMER TOURNAMENT

Date: 16th July, 2005

Venue: Wargames World, 22 Cooper Street, St Helens

Details: You will need a fully-painted Warhammer 2,000pts army to take part in this Swiss pairings tournament. The competition runs from 10.30am-5.30pm. Only 20 Places Available. Entry costs £10.

There are prizes for First Place, Best Painted Army and Most Sporting Player.

Contact:

info@wargamesworld.com or send a large SAE to: Wargames World, 50-52 Skipton Road, Ilkley, West Yorkshire, LS29 9EP.

Website:

www.wargamesworld.com/events.htm

AGRAM ARENA SUMMER 2005

Date: 16th-17th July, 2005

Venue: Technical Museum, Zagreb, Croatia

Details: Enter the 5th Agram Arena International tournament! To enter the 40k tournament you will need a 1,500pts army. For the LOTR tournament you will need 1,000 pts of Good and Evil forces. Entry is free – including lunch and accommodation!

Reports from the previous two tournaments can be found on the website (see link below).

The WH tournament last December gathered 62 participants from five different countries including GW's Adam Troke!

Contact: ums-agram@net.hr

Website: www.ums-agram.hr

GW PRESENTS: WARHAMMER DOUBLES TOURNAMENT.

Date: 23rd and 24th July, 2005

Venue: Warhammer World, Nottingham

Age Limit: 12+

Details: You and a partner join forces and fight other pairs of players for the title of best generals in this Doubles Tournament. Both armies will need to conform to the Border Patrol rules set. Tickets cost £65 and include admission for both people, lunch on both days and evening meals on the Saturday night.

Contact:

Warhammer World – 0115 916 8410

Website:

www.games-workshop.co.uk/events

THE 2005 QUENELLES CUP

Date: 24th July, 2005

Venue: GW Glasgow Gaming Room

Details: Enter the 2005 Quenelles Cup Blood Bowl to find the best Hobby Centre in Scotland. One-day event that will run from 10am-6pm. Edinburgh took the cup last year (along with most of the other trophies) so it's time for Glasgow to strike back. See the store staff to register before the event.

Contact:

GW Glasgow – 0141 221 1673

Website:

www.games-workshop.co.uk/events

DUNDEE MELEE 3

Date: 30th and 31st July, 2005

Venue: On Board HM Frigate Unicorn, Victoria Dock, Dundee DD1 3JA, Scotland

Age Limit: 16+

Details: This tournament will be decided over four 2,250pts games, two 500pts Warband games, an Arena of Death character bash and a Wizard's Duel. Any official army list may be used (no appendix army lists and no special characters allowed, however). Each battle will have a scenario. Great fun and friendly atmosphere. Entry is £20.

Contact:

timgronneberg@yahoo.co.uk

Website:

<http://www.frigateunicorn.org/> or www.dundee melee.co.uk

AUGUST

CITY OF GOLD

Date: 4th August, 2005

Venue: GW Plaza

Details: Adventurers wanted for treasure hunting in the far away land of Lustria! (No experience needed.) This is a Mordheim campaign with starting warbands running throughout August and September.

Contact:

GW Plaza – 02074 360839 (ask for Johan)

Website:

www.games-workshop.co.uk/events

BOUNTY HUNT

Date: 6th August, 2005

Venue: GW Carlisle

Details: Renegade Psyker Creavus Drell has escaped the clutches of Inquisitor Maelsant for the last time. A price greater than victory has been placed on his head, and your gang wants a piece of that action.

Take your Necromunda Gang across the Hive, through the blasted wastelands and to places you wouldn't dare go as you hunt this crazed man. Contact the Carlisle Hobby Centre for further details about this event.

Contact:

GW Carlisle – 01228 598216

Web: www.games-workshop.co.uk

GW PRESENTS: WARHAMMER GRAND TOURNAMENT HEAT ONE

Date: 6th and 7th August, 2005

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Compete for your place in this year's Grand Final. You will need a fully painted 2,000pts Warhammer army. You will play six games over the weekend, with the top third of the players given a place in the final.

Points are awarded for sportsmanship, gaming and painting. Tickets cost £50, and include your ticket to the final should you qualify, lunch on both days and an evening meal on the Saturday night.

Contact:

Warhammer World – 0115 916 8410

Website:

www.games-workshop.co.uk/events

40K FORUMS.COM TOURNAMENT

Date: 10th August, 2005

Venue: Warhammer World, Nottingham

Details: A 1,500pts 40k tournament available for all 40kforums members to enter. The tournament uses the same format as the Conflict Events. Come along and see if you can win a few games, or more importantly, simply enjoy yourself! A rules pack for the event can be downloaded from the website.

Entry is free apart from lunch at Bugman's Bar. The tournament runs from 10am-5pm.

Contact:

admin@40kforums.com

Web: www.40kforums.com

GW PRESENTS: WARHAMMER 40,000 GRAND TOURNAMENT HEAT ONE

Date: 13th and 14th August, 2005

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Compete for your place in this year's Grand Final. You will need a fully painted 1,500pts Warhammer 40,000 army. You will play six games over the weekend, with the top third of the players given a place in the final.

Points are awarded for sportsmanship, gaming and painting. Tickets cost £50, and include your ticket to the final should you qualify, lunch on both days and an evening meal on the Saturday night.

Contact:

Warhammer World – 0115 916 8410

Website:

www.games-workshop.co.uk/events

THE WYRDSTONE HUNT

Date: 29th August, 2005

Venue: GW Glasgow Gaming Room

Details: Join GW Glasgow's annual Wyrstone hunt. To take part, gamers need a 500gc starting gang. Event will be over three rounds and will be from 10am-6pm.

Contact:

GW Glasgow – 0141 221 1673

Website:

www.games-workshop.co.uk/events

SEPTEMBER

WARHAMMER TOURNAMENT

Date: 3rd September, 2005

Venue: GW Carlisle

Details: Enter this warm-up for the Grand Tournament finals. Get your

WAR OF ROHAN WEEKEND

Join in the first ever The Lord of The Rings Campaign Weekend at GW HQ on 16th and 17th June! Your force will take part in key battles in the War for Rohan, gaining prestige and fame as mighty warriors fighting for Good or Evil.

You will need to bring 600pts of either a Good or Evil force to participate, divided into 100pts blocks. Each block must be led by an unnamed hero.

Tickets cost £40 and include lunch on both days as well as an evening meal on the Saturday night. Entrants must be aged 16 or over.



practice in with this one-day

Warhammer tournament using GT rules.

Contact the Carlisle Hobby Centre for more details.

Contact:

GW Carlisle – 01228 598216

Web: www.games-workshop.co.uk

YOUNG BLOOD

WARHAMMER TOURNAMENT

Date: 10th September, 2005

Venue: Newmillerdam Scout Hut, 699 Barnsley Road, Newmillerdam, Wakefield

Age Limit: 16 years or younger

Details: You will need a 1,500pts fantasy army chosen to standard force organisation charts, rulebooks, codexes, and lunch. Entry is £5 (limited numbers so register as soon as possible).

For more details and tournament packs, send an email to the address below.

Contact:

Iain Dalton, votemoose@hotmail.com

ADULT BEGINNERS

Date: 11th September, 2005 – LoTR

18th September, 2005 – 40k

25th September, 2005 – Warhammer

Venue: GW Plaza

Details: A chance for any adult beginners to spend a full day focussing on their chosen game. This will include gaming and painting lessons. Places are limited, so book as soon as possible.

Contact:

GW Plaza – 02074 360839

Website:

www.games-workshop.co.uk/events

COMBAT PATROL TOURNAMENT

Date: 26th September, 2005

Venue: GW Glasgow Gaming Room

Details: Four round Combat Patrol tournament running from 10am-6pm. Can you win this 40k competition?

Contact:

GW Glasgow – 0141 221 1673

Website:

www.games-workshop.co.uk/events

COUNTDOWN TO CATAclysm

Date: 1st October, 2005

Venue: GW Carlisle

Details: One year to the day it was meant to go off, the mysterious Warpstone Hemisphere, beneath the streets of Middenheim, has begun ticking once more. Discover what plots and intrigues are behind this. Will you be able to stop the timer before Clan Skryre's greatest invention puts paid to Middenheim for good?

A time-limit based Mordheim Campaign day. Contact the Carlisle Hobby Centre for details.

Contact:

GW Carlisle – 01228 598216

Web: www.games-workshop.co.uk

SPACE HULK

Date: 2nd October, 2005

Venue: GW Plaza

Details: An inquisitor campaign running throughout October and November.

Contact:

GW Plaza – 02074 360839 (ask for Ken)

INSTORE: MAY HALF-TERM AND SUMMER EVENTS

There's plenty of battles awaiting your army at your local Hobby Centre over May half-term and summer. Contact your local Games Workshop to find out when each event takes place and for further details (see page 130 for a list of every Hobby Centre).

The Battle for Ichar IV – All Summer: Ichar IV is an important planet in the Ultima Segmentum. A planet of lush forests, volcanoes and volatile mud flats. Ichar IV is also one of the main weapon producers in the sector and of vital strategic importance to the Imperium. Soon it will become the stage for the greatest defence against the Tyranid menace the galaxy has ever seen.

The War of The Ring™ – All Summer: With darkness growing in Mordor, Sauron has dispatched the Nine. The Fellowship must complete their quest or life in Middle-earth will change forever. Join the Good or Evil side and register your results along with the rest of the UK to determine the fate of the One Ring in our online campaign! See page 90 for more details.

The Conquest of the New World – All Summer: The Lustrian continent has been laid open. The Lizardmen are desperately trying to protect their homeland from invaders. The adventurers, having established bases along the coast, are trying to find ancient treasure that they can return to the Old World with. Join in the fun by capturing a Lustrian treasure from the depths of the jungles, or fighting off the intruders for glory in the eyes of the Old Ones.



ORDERING DIRECT

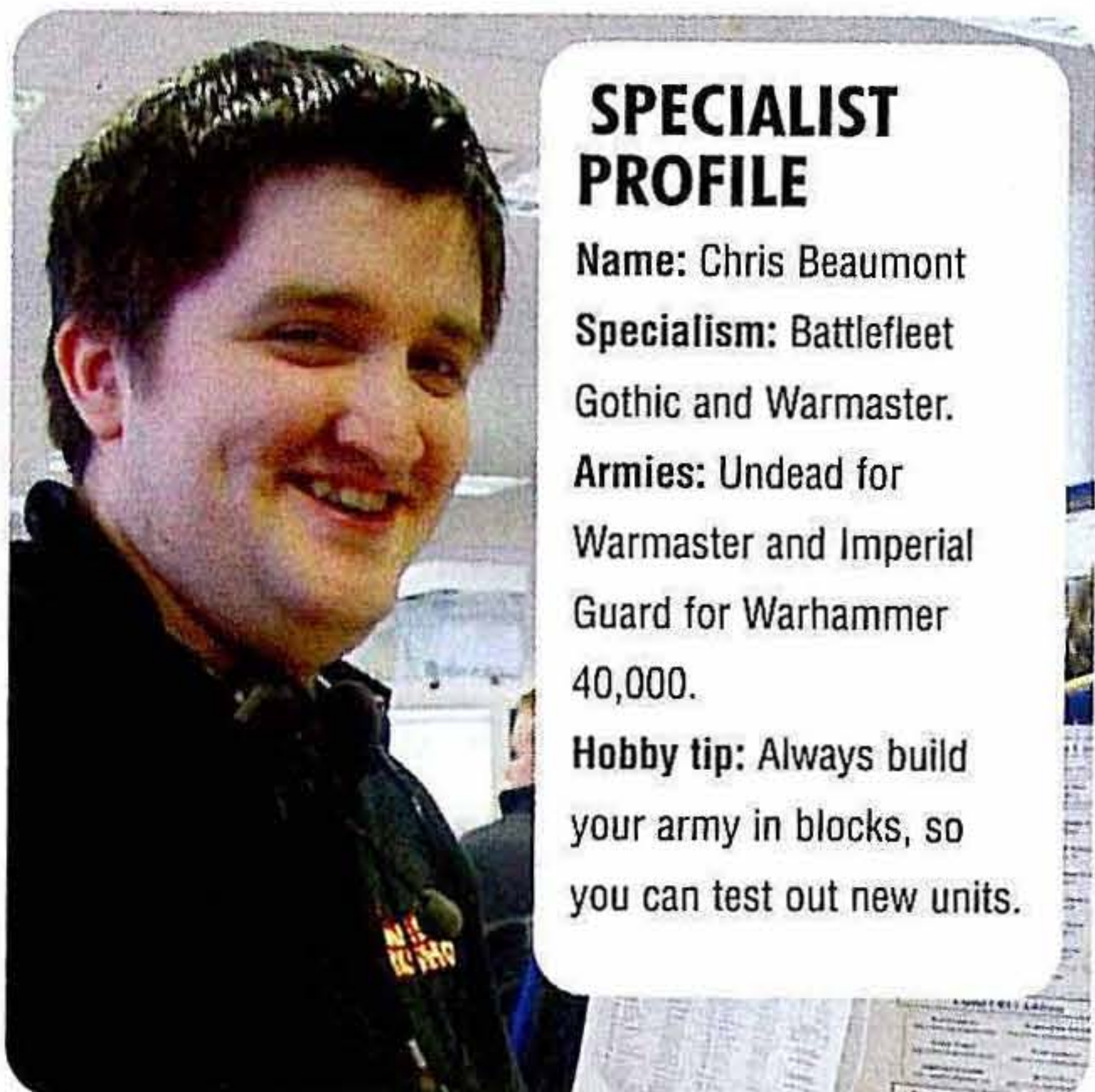
Games Workshop Direct is the ultimate service for Games Workshop hobbyists. With a quick trip to our website or a chat on the phone to one of our friendly Hobby Specialists every Citadel miniature you want can be dispatched to your address. But Direct is far more than merely an ordering service...

HOBBY SPECIALISTS

Besides handling your orders for all Games Workshop merchandise, our Games Workshop Direct staff are on hand to help you get the most out of your hobby. All of our staff are Hobby Specialists, gamers like you who can't get enough of modelling, painting and gaming with our miniatures. As dedicated hobbyists they can answer all of your hobby questions and provide tips on modelling and painting techniques, such as advice on colour schemes, tackling difficult models, suggesting components for conversions or assembling more complicated kits.

They can also provide assistance with making an army list, from devising a starting force to expanding an existing one. They're also available to give helpful advice on how various units work on the tabletop, discussing any special rules and tactics for using them in a battle and assessing their relative strengths and weaknesses.

Our Hobby Specialists are also a great source of gaming knowledge. If you have any rules queries they are happy to help and suggest solutions to ensure you get the best out of your gaming.



SPECIALIST PROFILE

Name: Chris Beaumont

Specialism: Battlefleet Gothic and Warmaster.

Armies: Undead for Warmaster and Imperial Guard for Warhammer 40,000.

Hobby tip: Always build your army in blocks, so you can test out new units.

GAMES WORKSHOP DIRECT

• COMPONENT PART SERVICE

All hobbyists love to personalise their armies. With Direct you can order individual models from boxed sets and blisters or even individual components from multi-part kits. So if you want to create a fantastic conversion using Archaon's sword and a Griffon's head, Direct is the place to go.

• CLASSIC AND COLLECTORS' MODELS

The Games Workshop range of models is constantly evolving. Due to limited space, we cannot stock Citadel Miniatures' full array of models in our Hobby Centres. From alternative marks of Space Marine armour, to different kinds of dragons or even models for the enigmatic Eldar Harlequins, Direct has a dazzling selection of figures you won't find anywhere else.

• ADVANCE ORDER

Can't wait for the latest book or model? Direct allows you to order them in advance, delivering them to your address as soon as they are released.

• EXCLUSIVE MODELS

Available only through Games Workshop Direct, these models, like the menacing Ogre Ninja Maneater, make excellent army centrepieces or painting projects. Call the Hobby Specialists to see what special edition models are currently in stock.

• NEW RELEASES

Get all the latest releases as soon as they are available!

• SUBSCRIPTIONS

Get your essential hobby purchase every month guaranteed with a subscription to White Dwarf.

• DELIVERED TO YOUR DOOR

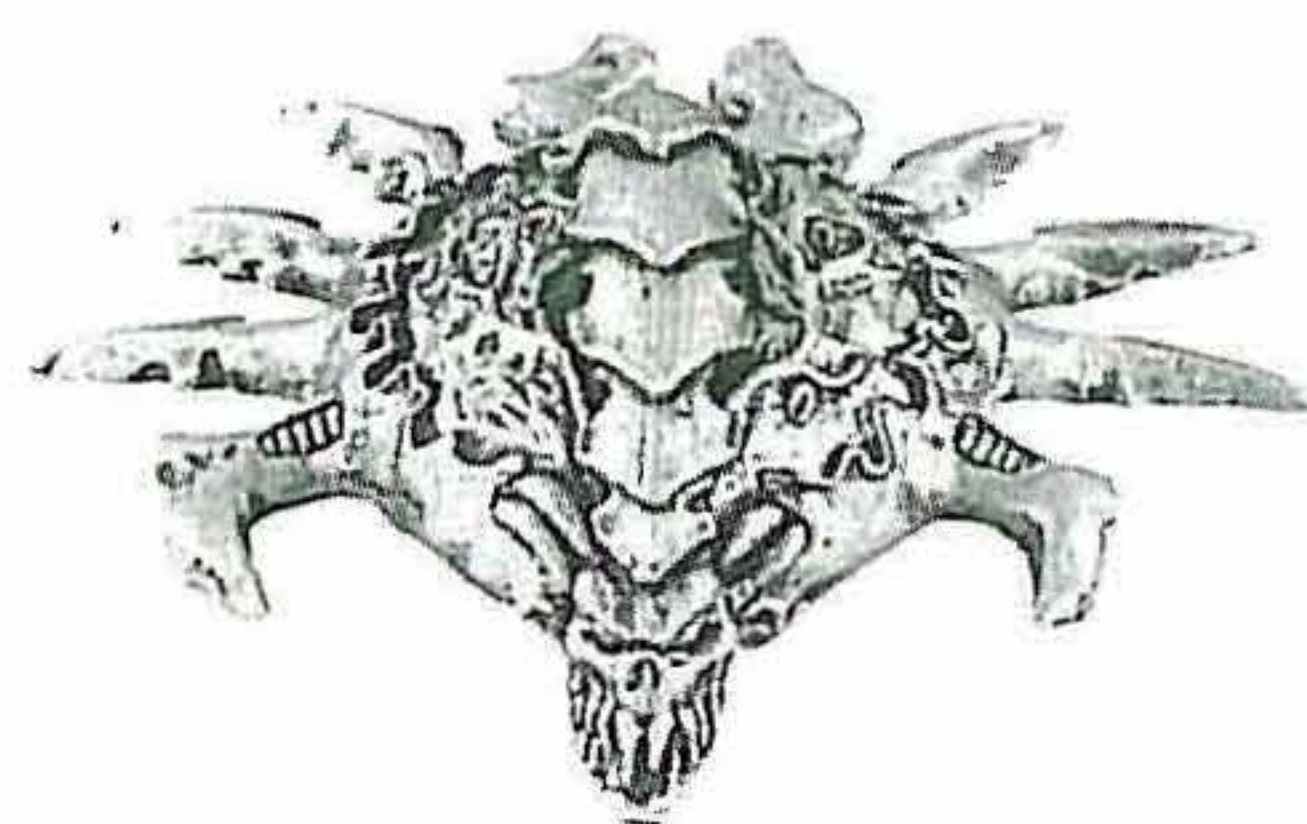
No need to leave the comfort of your home or brave the elements to get your Games Workshop goodies. And there's just one standard postage charge no matter how much you order.

• HOBBY SPECIALISTS

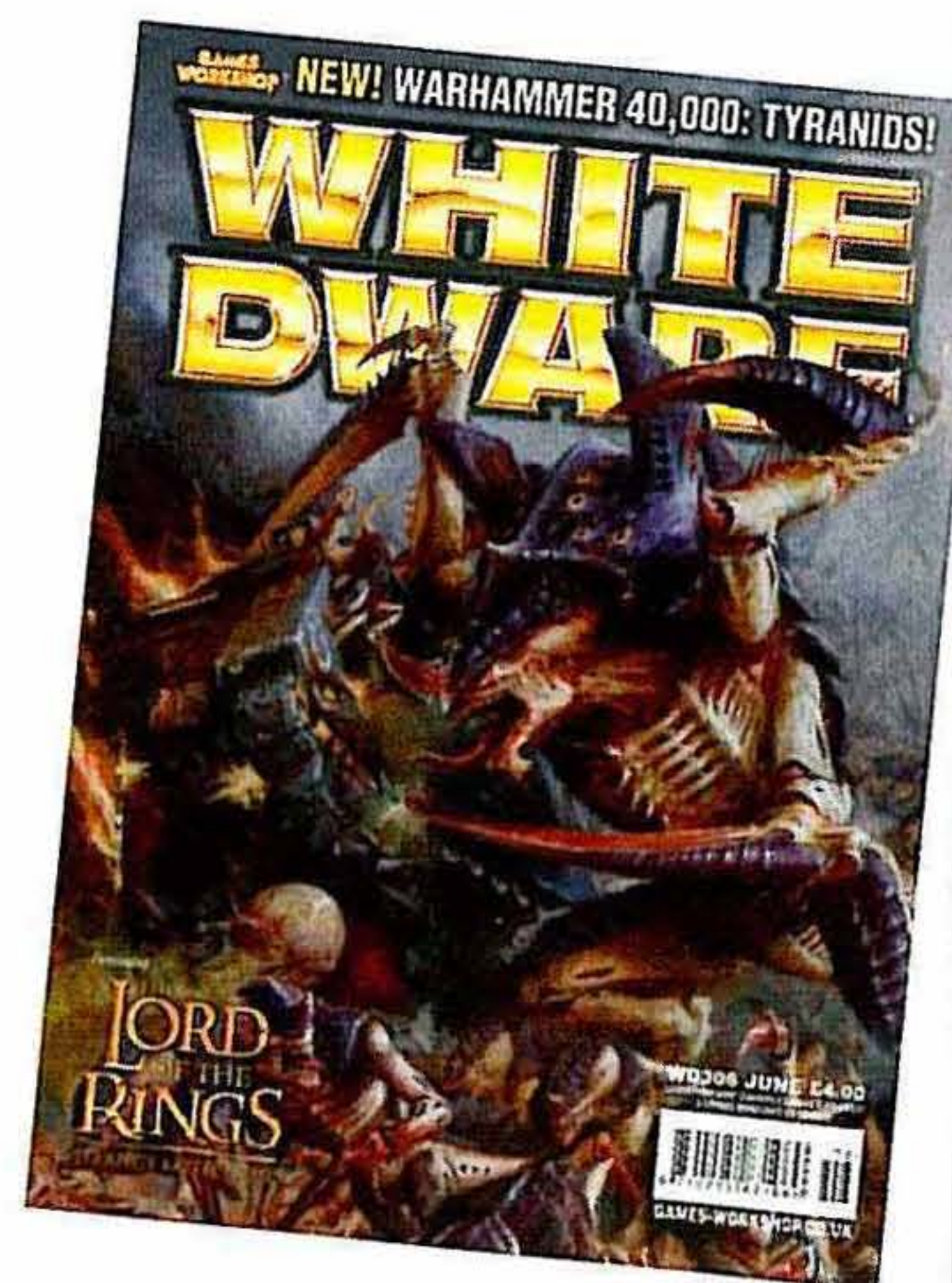
All our Games Workshop Direct staff are Hobby Specialists. They can answer all of your gaming questions and provide tips on modelling and painting techniques.



Get exclusive models like this Ogre Ninja Maneater only from Direct.



Components and classic miniatures are only a phone call away.



Subscribe to White Dwarf!

CONTACTING DIRECT

There are numerous ways of getting directly in touch with our crack squad of Hobby Specialists. Lines are open from 9am-9pm Monday to Saturday and 10am-6pm on Sunday. Faxes, e-mails and letters will be answered immediately. Whether you want to order a new army or just chat about how to get the best out of your Necromunda gang, drop us a line.

• ON THE INTERNET

Visit our well-established store at: www.games-workshop.co.uk/store

• IN-STORE

Order from any Games Workshop Hobby Centre at the in-store order point.

• BY PHONE

Call the Hobby Specialists on: **0115 91 40000 (UK)**, **0044 115 91 88506 (Denmark)**, **0044 115 91 68255 (Netherlands)**, **0044 115 91 88507 (Sweden)**

• BY E-MAIL

E-mail the guys on: HobbySpecialists@games-workshop.co.uk; or for customers in Northern Europe: NEMO@games-workshop.co.uk

• BY FAX

Fax your order on: **0115 916 8002 (UK)** or **0044 115 916 8162 (NORTHERN EUROPE)**

• BY POST

Or the traditional way: **Games Workshop Direct Sales, Willow Road, Lenton, Nottingham, NG7 2WS**

COLLECTORS' GUIDES

Collectors' guides are an amazing resource for gamers and collectors alike. Each book focuses on the models for one Warhammer or Warhammer 40,000 race. Within its pages, you will find nearly every model we have ever produced for that particular range. Dozens of exciting models gathered together in logical order so you can build the force you really want without scrabbling through a load of ancient catalogues.

Also included are fantastic examples of painted armies and individual models and, for the sake of completeness, ancient models that are no longer available anywhere.

Now available from your local Games Workshop Hobby Centre:

Collectors' Guides

- The Lord of The Rings
- Chaos Space Marines
- Imperial Guard
- Empire
- Orcs and Goblins
- Warhammer Chaos
- Undead
- Eldar and Dark Eldar
- Tau and Necrons
- **NEW!** Monsters and Mercenaries
- **NEW!** Dwarfs

Catalogues

- The Specialist Games Catalogue
- 2005 Catalogue

QUESTION OF THE MONTH

Every month the Hobby Specialists deal with hundreds of hobby-related queries. Whether it's how to get the most from your Snotling Pump Wagon, suggesting a fitting colour scheme for your new regiment of the Knights of the Blazing Sun or finding out the Strength of a Railgun, the Hobby Specialists have all the answers. Here's a recent question that keeps cropping up.

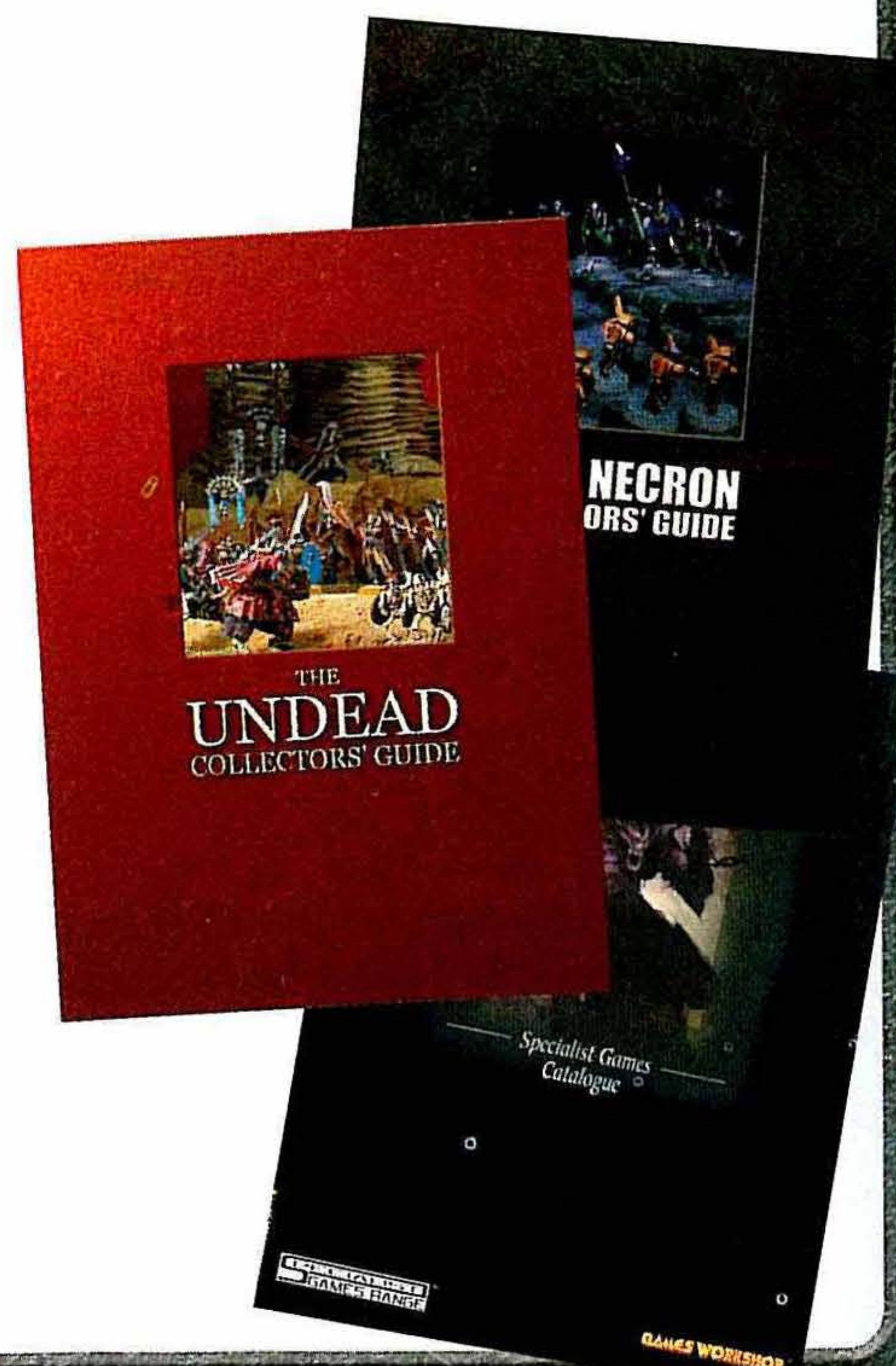
Q 1. Do both heavy weapon crew have lasguns?

Q 2. Can both heavy weapon crewmen fire their lasguns (if they have them) instead of firing their heavy weapon?

Q 3. Are both crewmen required to fire a heavy weapon?

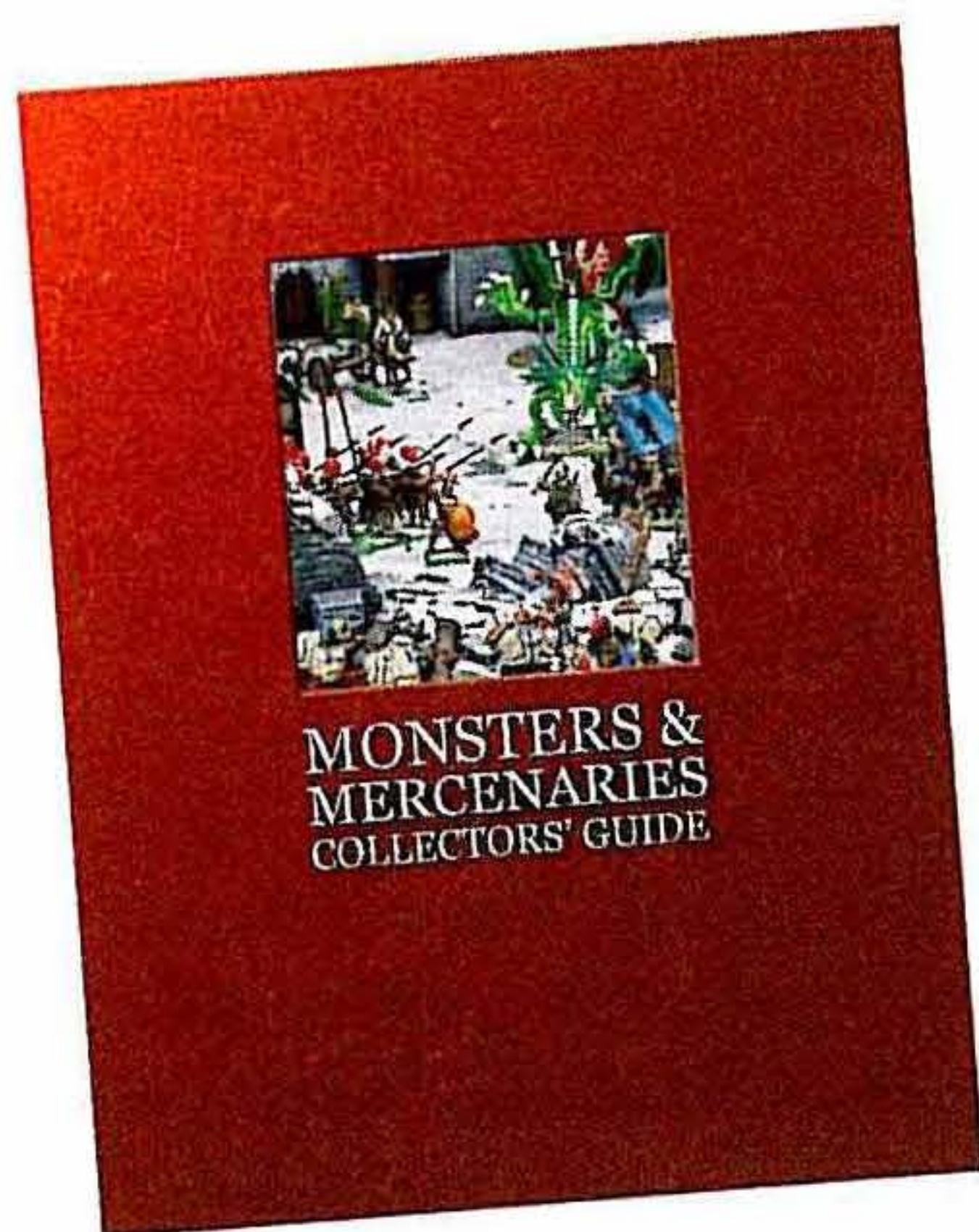
Q 4. Although it is not specified in the codex, assuming one crewman is the 'gunner' (ie, who fires the weapon) and the other the 'loader' (who just carries the ammo), if the gunner is killed by an attack that can specify a target (eg, Vindicare Assassin, Mind War etc) or by a template weapon, can the loader continue to fire the heavy weapon in the gunner's absence?

A. Guardsmen all have lasguns initially, however one member of a weapons team must give up his lasgun to take a heavy weapon (only one two-handed weapon allowed). One member of the team can fire his lasgun while the other fires the heavy weapon. Both have to be killed to disable the heavy weapon.



MERCENARIES FOR HIRE

For the freebooters, the sell-swords, the mercenaries of the Warhammer World, no adventure, no battle is ever too big – as long as the purse is right. For mercenaries only owe fealty to gold and to greed. No banner nor cause, however worthy, will stir them to act without the promise of coin. Now races from far and wide are heading to Lustria for gold and glory with hordes of hired swords in tow. Below are examples of mercenary units you can hire for your Warhammer armies in preparation for the invasion of Lustria.



MONSTER'S AND MERCENARIES
COLLECTOR'S GUIDE
60040214001 £5.00

If you've got a problem with your army and no one else can help, then maybe you should hire... some mercenaries! The Monsters and Mercenaries Collector's Guide contains a comprehensive list of all the mercenary regiments and components you can use in your armies.

Included are all of the Dogs of War Regiments of Renown and characters. You'll also find a full section of Kislev models for use as Empire allied contingents and a complete section for Ogre Kingdoms. Add to this siege equipment, collector's models and some stunning player's armies and this book is an indispensable companion for any Warhammer hobbyist.



VOLAND'S VENATORS

99110214033 (contains 5 models including command) £25.00
99060214036 (blister pack contains 1 random model) £6.00

Voland's Venators: A hard-hitting cavalry unit, the Venators strike with Strength 6 on the charge and boast an impressive 2+ Armour Save.



BEORG'S BEARMEN

99110214007 (contains 12 models including command) £25.00
99060214017 (blister pack contains 3 random models) £6.00

The Bearmen of Urslo: Beorg Bearstruck, the leader of the Bearmen, is a tough character in close combat with a Strength of 5, 3 Wounds and 5 Attacks. Over their Standard Bearer carries the Bear Banner which gives the Bearmen +1 to hit in the first round of hand-to-hand combat. Combined with their *frenzy* this makes the Bearmen a fearsome unit.



MARKSMEN OF MIRAGLIANO

99110214002 (contains 12 models including command) £25.00
99060214018 (blister pack contains 3 random models) £6.00

Marksmen of Miragliano: These fabled crossbowmen are much more accurate than their Imperial counterparts. They have a Ballistic Skill of 4, making their steel-fanged volleys deadly accurate.

LUSTRIA

Pirazzo's Lost Legion and Tichi Huichi's Raiders are two mercenary regiments featured in last month's Conquest of the New World article. Available to aspiring generals looking for a little extra help.



PIRAZZO'S LOST LEGION

99110214031 (contains 12 models including command) £25.00
99060214032 (blister pack contains 3 random models armed with either pikes or crossbows) £6.00

Pirazzo's Lost Legion: The Lost Legion are a great defensive unit. Armed with a combination of crossbows in the front rank and pikes in the rear ranks they can harry enemies from both near and afar. When charged they can unleash a hail of crossbow bolts before bringing up to three ranks of pikes to bear too.



TICHI-HUICHI'S RAIDERS

99110214042 (contains 5 models including command) £20.00
99060214043 (blister pack contains 1 random model) £5.00

Tichi Huichi's Raiders: Tichi Huichi's Raiders strike hard on the charge and can never be pursued if they flee from combat, making them the perfect hit-and-run unit.

DOGS OF WAR REGIMENTS OF RENOWN

Below is a complete list of all the Dogs of War Regiments of Renown. These units are available to Warhammer armies as Rare choices, allowing you to vary the tactical dynamic of your force.

These regiments are available as complete regiment boxed sets, including command, where appropriate. Blisters are also available to bolster the size of their units:

Al Muktar's Desert Dogs
Braganza's Besiegers
The Alcatani Fellowship
Leopold's Leopard Company
The Marksmen of Miragliano
Pirazzo's Lost Legion
Ricco's Republican Guard
Vespero's Vendetta
Voland's Venators
Lumpin Croop's Fighting Cocks
Golgtag's Mercenary Ogres
Long Drong's Slayer Pirates
Mengil Manhide's Manflayers
Oglah Khan's Wolfboyz
Beorg Bearstruck and the Bearmen of Urslo
The Birdmen of Catrazza
Tichi Huichi's Raiders
The Cursed Company
Ruglud's Armoured Orcs

These models are available as complete boxed sets:

The Giants of Albion
Asarnil the Dragonlord
Bronzino's Galloper Guns
Malakai Makaisson's Goblin-hewer

Check out the Warhammer Dogs of War section on the Online Store or call Direct for more details.

All models shown at 75% of actual size.

THE ONLINE STORE

If you want to bulk out your army with some hired mercenaries then go to the Online Store where you'll find all of the Dogs of War Regiments of Renown available to order. You'll be able to see all the boxed sets and individual blisters available for each unit as well as components. Simply visit: **www.games-workshop/store**

You can also order these models by calling our Hobby Specialists. See page 126 for more details.

STORE FINDER



HOBBY CENTRES & INDEPENDENT STOCKIST

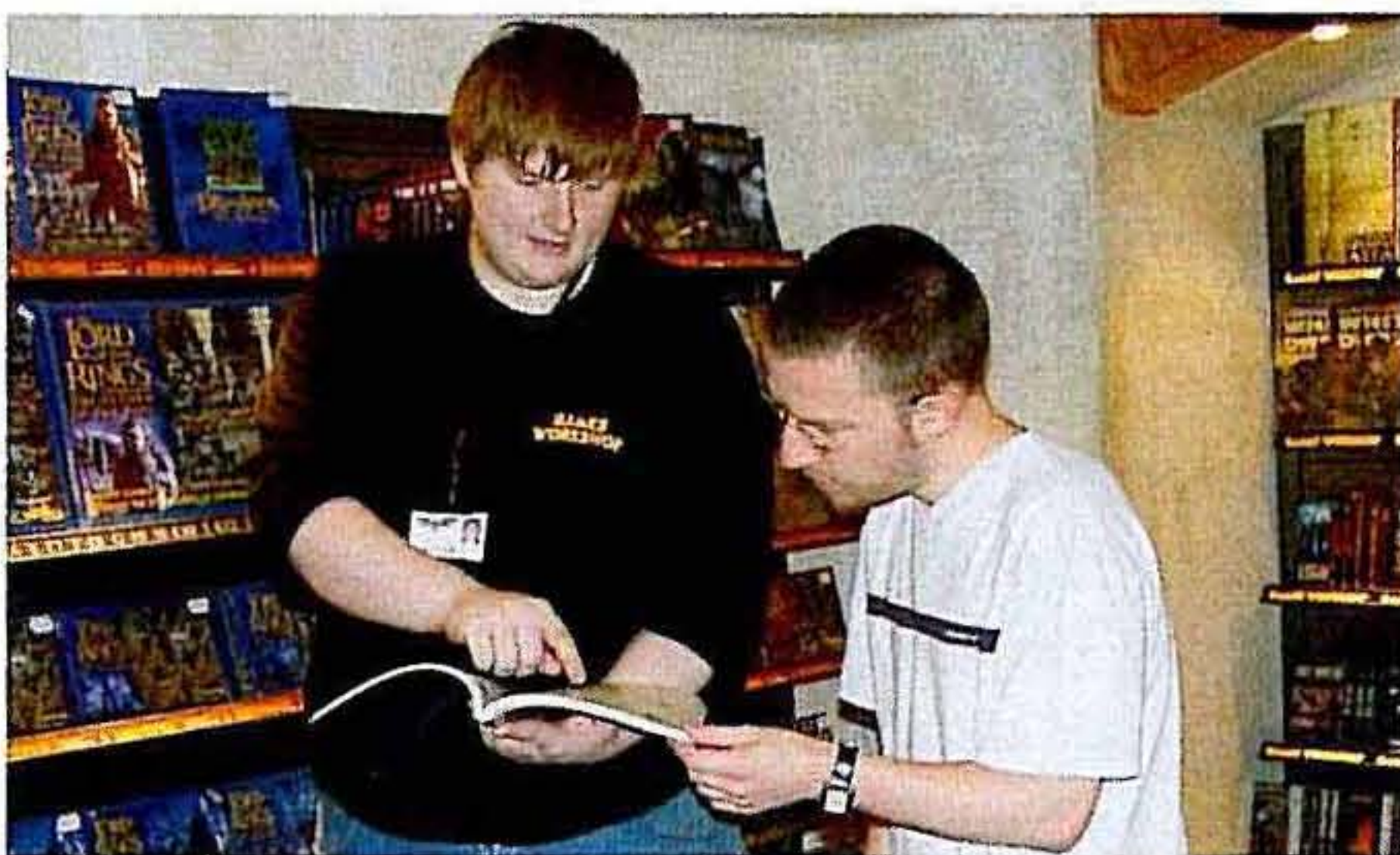
Games Workshop products are sold by a large number of shops in 16 different countries across the world. What follows is a large listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the Middle East. Most Games Workshops are open seven days a week and late for gaming evenings. Contact your local store for more details. You can find a list of all our retail outlets on our website at:

www.games-workshop.co.uk/storefinder

If you're still unsure as to where your nearest stockist is located, why not call Games Workshop Direct on **0115 916 40000**. Stores highlighted in yellow indicate new stores. Stores in green are elite Northern European stores; stores in blue are Northern European partnership stores. To be sure they will have exactly what you want in stock, we recommend you give them a quick phone call before visiting.

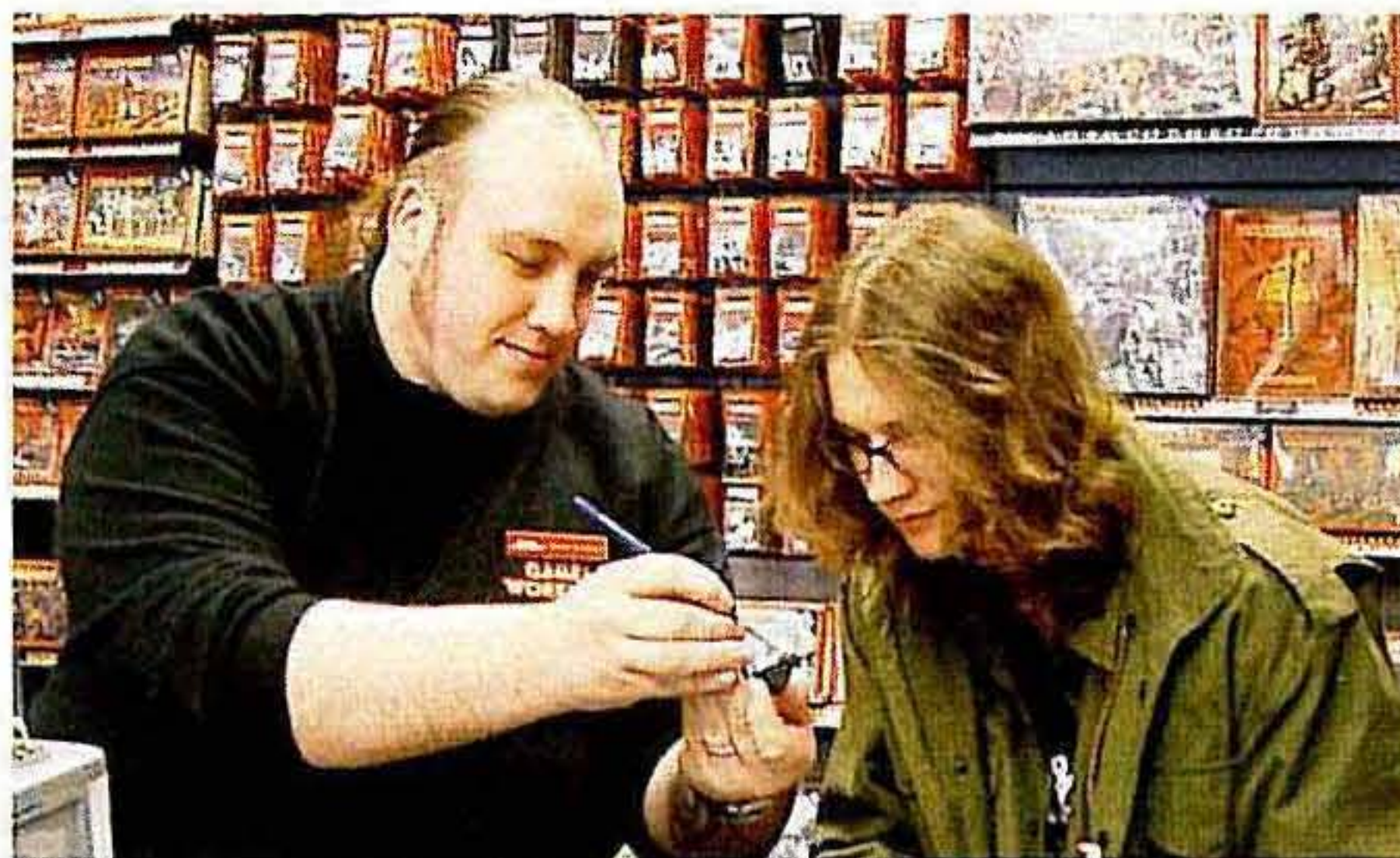
Hobby centres marked with a cross (x) have Gaming Room facilities.

A Games Workshop Hobby Centre is much more than just a shop...



FREE GAMING AND TACTICS ADVICE

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



FREE PAINTING AND MODELLING ADVICE

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



FULL RANGE OF PRODUCTS

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



IN-STORE ORDER POINT

All of our stores are fitted with an in-store order point which you can use to get your hands on all of our Specialist Games products, plus many components and classic models with which to customise your armies.



BEGINNERS

Our special Beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs on **Sundays**, so whether you want to learn how to charge your knights into your opponent's battle line or lead a squad of Space Marines into battle, all you need to do is come along!



HOBBY ACTIVITIES

Games Workshop hobby centres provide support and expert advice on all aspects of the hobby. They feature team participation battles for you to take part in, painting workshops to develop your painting skills, and a forum for gamers to talk about the hobby. On **Sunday** evenings many stores run specific activities for those who have graduated from the Beginners' Programme.



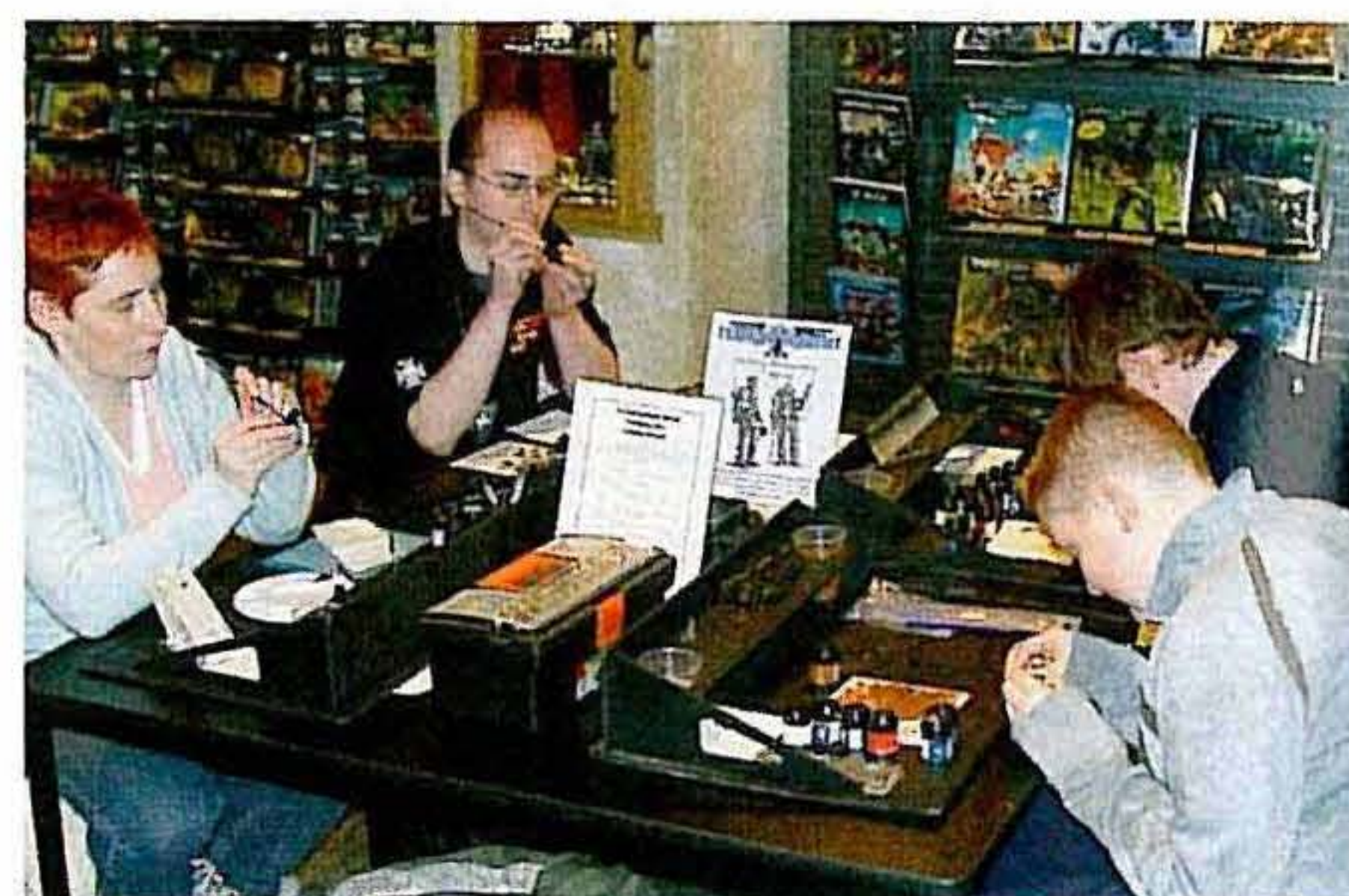
EXPERIENCED PLAYERS

Many Games Workshop hobby centres run evenings (usually **Tuesdays** and **Thursdays**) for veteran gamers. They are aimed at older gamers with plenty of experience on the battlefield. You can share ideas about all aspects of your hobby, battle against experienced opponents, and play GW's Specialist Games systems well into the evening.



HOBBY CENTRE GAMING ROOMS

A growing number of our Hobby Centres now have additional space in the shape of Gaming Rooms. This makes it perfect for meeting fellow hobbyists and arranging larger games, playing campaigns or just painting and modelling. On Monday to Friday these rooms are reserved for veterans over the age of 16 but the weekend is free for all veteran gamers and those who have been through the Beginners' programme. These centres are marked by a cross. Give them a ring to find out what's going on and to avoid disappointment! See page 136 for a full list of Gaming Rooms and contact details. Gaming Rooms are also in this Store Finder list, marked with an (x).



Find your nearest Hobby Centre or independent retailer on these pages
on our website: www.games-workshop.co.uk/storefinder
by e-mailing us: hobbyspecialists@games-workshop.co.uk
by calling us: 0115 91 40000

AVON

GW BRISTOL (CENTRAL):
13 Broadweir. Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall. Tel: 0117 959 2529
BRISTOL, Area 51:
Tel: 0117 9244655
PORTISHEAD, Makit:
Tel: 01275 844 751
YATE, Hoggosaurus Toystore:
Tel: 01454 326566

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars. Tel: 01234 273 663
LEIGHTON BUZZARD, Cuddlers:
Tel: 01525 217415
LUTON, Ottakers:
Tel: 01582 486999
LUTON, Final Fantasy

BERKSHIRE

GW MAIDENHEAD:
Unit 2, 17 Market Street. Tel: 01628 631 747
GW READING:
111 Broad Street Mall. Tel: 0118 959 8693
GW SLOUGH:
101 High Street. Tel: 01753 575 675
BRACKNELL, Ottakers:
Tel: 01344 468124
NEWBURY, Miniature Merchants:
Tel: 01635 528176
NEWBURY, Swampys:
Tel: 01635 36555
SANDHURST, Toyworld:
Tel: 01252 873350
WINDSOR, W.J. Daniels:
Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
116 Corporation Street. Tel: 0121 236 7860
GW DUDLEY:
Unit 36, Merry Hill Centre. Tel: 01384 481 810
GW SOLIHULL:
690 Warwick Road. Tel: 0121 705 7997
GW SUTTON COLDFIELD:
45-47 Birmingham Road. Tel: 01213 543174
GW WOLVERHAMPTON:
Unit 88, Mander Centre. Tel: 01902 310 466
GW WALSALL:
Unit 27, Old Square Shopping Centre.
Tel: 01922 725 207
ACOCKS GREEN, Jeff's Games and Workshop:
Tel: 0121 706 5175
GREAT BARR, Gaming Crypt:
Tel: 0121 360 5080
EDGEBASTON, Wayland's Forge:
Tel: 0121 687 0105
RUBERY, Roy's Hobbies & Toys:
Tel: 0121 453 3280
SUTTON COLDFIELD, Digital Dragons:
Tel: 07941 637 793

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
Unit 29, The Octagon Centre. Tel: 01494 531 494
GW MILTON KEYNES:
Unit 2, West End Extension, 502 Silbury Boulevard,
Shopping Centre. Tel: 01908 690 477
BUCKINGHAM, Abacus Toys:
Tel: 01280 821815
BURNHAM, Crocs Toys:
Tel: 01628 665015
GERARDS CROSS, Howard Marshall:
Tel: 01753 882952
PRINCES RISBOROUGH, Treats:
Tel: 01844 344354

CAMBRIDGESHIRE

GW CAMBRIDGE:
54 Regent Street. Tel: 01223 313 350
GW PETERBOROUGH:
3 Wentworth Street. Tel: 01733 890 052
ELY, City Cycle Centre:
Tel: 01253 663131
HUNTINGDON, Sports & Fashions:
Tel: 01480 454 541
PETERBOROUGH, Westgate Department Store:
Tel: 01733 563151
ORTON, PN Hobbies:
Tel: 01733 759854
SAWSTON, The Toy & Model Centre:
Tel: 01223 505052
SAWSTON, Toys Plus:
Tel: 01223 837839
ST NEOTS, Barretts of St Neots:
Tel: 01480 408700
ST NEOTS, Westgate Department Store:
Tel: 01480 473242
TEVERSHAM, Invocation Ltd:
Tel: 01223 293492
WISBECH, Westgate Department Store:
Tel: 01536 203525

CHESHIRE

GW ALTRINCHAM:
Unit 1, 19 Grafton Street. Tel: 0161 929 9896
GW CHESTER:
112 Foregate Street. Tel: 01244 311 967
GW MACCLESFIELD:
Unit 38, Chestergate Mall, Grosvenor Centre.
Tel: 01625 619020
GW STOCKPORT:
32 Mersey Square. Tel: 0161 474 1427
CHEADLE, Fantasia:
Tel: 0161 4911130
CONGLETON, Deans Toys & Cycles:
Tel: 01260 273277
CREWE, ABC Models Sport:
Tel: 01270 505048
KNUTSFORD, Hal Whittaker:
Tel: 01565 632003
NANTWICH, Funfayre LTD:
Tel: 01270 626346
NORTHWICH, The Model Shop:
Tel: 01606 47740

RUNCORN, Halton Daemons:
Tel: 01928 715351
STOCKPORT, Gaslings Toymasters:
Tel: 0161 4272099
WIRRAL, Isis:
Tel: 0151 666 1188
WIDNES, R G Marsh Ltd/ Widnes:
Tel: 01514 241947

CLEVELAND

GW MIDDLESBROUGH:
Unit 33, 39 Dundas Street. Tel: 01642 254091
HARTLEPOOL, Illusions:
Tel: 01429 233199
HARTLEPOOL, Westgate Department Store:
Tel: 01429 244337

CORNWALL

GW TRURO:
Unit 1, Bridge House, New Bridge Street.
Tel: 01872 320 047
BODMIN, Bricknells:
Tel: 01202 277088
BUDE, Nitro RC:
Tel: 01288 353388
FALMOUTH, Wonderland Falmouth:
Tel: 01326 312571
HAYLE, Blewetts of Hayle:
Tel: 01738 753012
HELSTON, Eddy & Son:
Tel: 01326 572787
ST AUSTELL, Adeba Toys:
Tel: 01728 73125
ST AUSTELL, Mad for Miniatures:
Tel: 01726 72259
TRURO, Toymaster:
Tel: 01872 272452

COUNTY DURHAM

GW DURHAM:
64 North Road. Tel: 01913 741062
GW DARLINGTON:
78 Skinnergate. Tel: 01325 382 463
BISHOP AUCKLAND, Windsock Models:
Tel: 01388 609 766
CONSETT, Kwikpart:
Consett, Co. Tel: 01207 581024
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Rødovre Centrum 116, 2610, Tel: 36410485

RØDOVRE, Mr Games:
Rødovre Stationscenter, 2610, Tel: 36720255

RØNNE, Dorte's Hobbystue:
Lilletorv 14, 3700, Tel: 56959449

RØNNE, William Dam Bog & idé:
Snellemark 36, 3700, Tel: 56 95 01 67

ROSkilde, EB Games:
Stationcenteret 2, 4000, Tel: 46371516

ROSKILDE, Fanatic:
Allerhelmsgade 15, 4000, Tel: 46 363548

ROSKILDE, Flensborg Bog & idé:
Strøndertorvet 4, 4000, Tel: 46 35 00 08

ROSKILDE, Ønskeleg:
Algade 28C, 4000, Tel: 46 323463

SKJERN, Bog & idé Skjern:
Jernbanegade 14, 6900, Tel: 97 35 16 66

SILKEBORG, Bog & idé:
Vestergade 33, 8600, Tel: 86820287

SILKEBORG, Byens Hobby & Frilid:
Borgergade 49-51, 8600, Tel: 86815815

SKAGEN, Legekæden:
Sct. Laurentivej 40, 9990, Tel: 98445465

SKANDERBORG, Hobbymageren:
Adelgade 118, 8660, Tel: 86521826

SKANDERBORG, Schmidt Bog & idé:
Skanderborg Adelgade 82, 8660, Tel: 86520027

SKIBBY, Skibby Bog & idé:
Bymidten 2, 4050, Tel: 47 51 25 02

SKIVE, Jysk Boghandel:
Nørregade 19, 7800, Tel: 97512599

SLAGELSE, Bog & idé Slagelse:
City 3 Jernbanegade 7, 4200, Tel: 58 52 00 15

SLAGELSE, EB Games:
Vestsjællandcenteret 4, 4200, Tel: 58521120

SLAGELSE, Fanatic:
Skovsogade 6A, 4200, Tel: 58544080

SLAGELSE, Uldtøften:
Nygade 2, 4200, Tel: 58535035

SØNDERBORG, Bogcenteret:
Perlegade 77, 6400, Tel: 74422071

SØNDERBORG, Sønderborg Bog & idé:
Perlegade 15, 6400, Tel: 74 42 18 20

ST HEDDINGE, Hobbystalden:
Løjstoftvej 19, 4660, Tel: 56508610

STENLØSE, Snurretoppen:
Stenløsecentret, 3600, Tel: 47173220

STRUER, Hanne Madsen Bog & idé:
Østergade 14, 7600, Tel: 97 85 04 08

SVENDBORG, BO Bager:
Gerritsgade 28, 5700, Tel: 62210323

SVENDBORG, Farve & Hobby Hjørnet:
Klosterplads 4, 5700, Tel: 62213131

TÅSTRUP, EB Games:
City 2 Butik, 341 Tel: 02630 43992245

TÅSTRUP, Genbrugsbager:
Køgevej 95, 2630, Tel: 43716115

TÅSTRUP, Bog & Idé:
City 2 butik 301, 2630, Tel: 43990367

THISTED, Bog & idé:
Vestergade 14, 7700, Tel: 97 92 03 99

THISTED, GK Legetøj:
Vestergade 4, 7700, Tel: 97921933

TØNDER, Jøsen Bog & idé:
Storegade 5, 6270, Tel: 74 72 23 41

TØRSHAVN, P/F Thomas Dam Wholesale:
Boks 2148, FARO ISLANDS, Tel: 311400

VÆRLØSE, Værløse Bog & idé:
Bymidten 45 - 47, 3500, Tel: 44 48 02 92

VEDBÆK, Trorød Bog & idé:
Trorød Torv Trorødvej 70, 2950, Tel: 45 89 13 28

VEJEN, Vejen Bog & idé:
Vejen Centret, 6600, Tel: 75360023

VEJLE, BO Bager:
A.O centret 10, Søndergade 24-26, 7100, Tel: 75820544

VIBORG, Battle Bunker:
Jernbanegade 19, 8800, Tel: 86601740

VIBORG, L. K. Bog & idé:
Viborg Sct. Mathias Marked 202, 8800, Tel: 86 62 77 62

VIBORG, Schous Bog & idé:
Viborg Sct. Mathiasgade 50, 8800, Tel: 86626868

VIBY, Rybner Bog & idé Viby J:
Viby Centret, 8620, Tel: 86 11 99 30

VORDINGBORG, Legekæden Vordingborg:
Algade 63, 4760, Tel: 55340431

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TALLINN, KultuuriReisid:
KuhliBarsi 1-111, 10128, Tel: +372 6010901

TALLINN, Procard Baltic:
Tartu mnt. 17, 10117, Tel: +372 6398978

FALKLANDS

STANLEY, Falklands Collectables:
The General Store, Tel: 00500221174

FINLAND

GW HELSINKI:
Simonkatu 9, 00100, Tel: 00358 975 154 525

ESPOO, Pelimestä:
Ulappakatu 1, 02320, Tel: +358 9 8133283

FORSSA, Fun Stuff & Cards:
Hämeenitie 7 Torikeskus, 30101, Tel: +358 3 4356585

HÄMEENLINNA, Levy ja kasetti:
Palokunnan katu 11, 13100Tel: +358 3 6823380

HANKO, Hobby Jobi:
Vuonkatu 10, 10900, Tel: +358 19 2485498

HEINOLA, Talousmuovi ja lelu:
Kauppakatu 19, 18100, Tel: +358 3 7153905

HELSINKI, Fantasiapeliit Helsinki:
Viihdekatu 4B, 00100, Tel: +358 9 650803

HELSINKI, Fantasiapeliit Varasto:
3-Linja-14, 00530, Tel: +358 9 7734756

HELSINKI, Sinooperi Itäkeskus:
Itäkeskus, 00930, Tel: +358 9 3431935

HYVINKÄÄ, Royal Toys:
Torikatu 1, 05600, Tel: +358 19 439376

IISALMI, Talkatalo:
Savonkatu 12, 74100, Tel: +358 17 826358

IMATRA, Kirja-Lahja Alex Ky:
Mansikkakuja 2, 55120, Tel: +358 5 4319555

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Tonkatu 24 2. krs, 80100, Tel: +358 13 2843144

JOENSUU, Päivänsäde:
Kauppakatu 30, 80100, Tel: +358 13 126297

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Vapauden Katu 49-51, 40100, Tel: +358 14 4499363

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Kirkkokatu 8, 98100, Tel: +358 16 813908

KERAVA, Antikvariaatti Kersa:
Pl. 38, Torikatu 1, 04201, Tel: +358 9 2944210

KOTKA, Eagle Card:
Kirkkokatu 9, 48100, Tel: +358 5 214238

KOUVOLA, Muovipox:
Vallinkatu 3, 45100, Tel: +358 5 3117955

KUOPIO, Crazy Station:
Kauppakatu 40-42, 70100, Tel: +358 17 2668550

KUOPIO, Kirja ja Lehtiliina:
Kuninkaankatu 23, 70100, Tel: +358 17 2619795

KUUSANKOSKI, Kirja Savinen:
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Porrasalmentkatu 21, 50100, Tel: +358 15 361611

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PORVOO, Askarteluaitta/Hobbyboden:
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RAAHE, Raahen Astartelu ja Paperi:
Lahdekorventie 32, 37130

RAUMA, Wanhan Rauman POP-peli:
Nortamonkatu 14, 26100, Tel: +358 2 8234840

RIIHIMÄKI, Riikimäen Toystore:
Kauppakatu 5-7,11100, Tel: +358 19 755355

ROVANIEMI, Liigacenter Jässä:
Rovakatu 28, 96200, Tel: +358 16 3560545

SALO, Salon Harraste:
Viihdekatu 21, 24240, Tel: +358 2 7333022

SAVONLINNA, Savonlinnan Antikvariaatti:
Olavinkatu 51, 57100, Tel: +358 15 534412

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Hallankuja 4, 60320, Tel: +358 405616338

SEINÄJOKI, Pitkätiekko:
Verkkatehtaan katu 4, 60100, Tel: +358 6 4177880

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Rongankatu 5, 33100, Tel: +358 3 2225200

TAMPERE, Info Koskikeskus:
Koskikeskus, Iokero 28, 33100, Tel: +358 3 2251850

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Yliopistokatu 33A, 20100, Tel: +358 2 2328413

TURKU, Sinooperi Turku:
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VAASA, Nirunaru:
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Martinkatu 18, 38200, Tel: +358 35127121

VANTAA, Sinooperi:
Martinkyläntie 41, 01720, Tel: +358 9 3484466

VANTAA, Sinooperi Myyrmanni:
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VANTAA, Sinooperi Varisto:
Martinkyläntie 41, 01720, Tel: +358 9 348 44 560

GIBRALTAR

GIBRALTAR, Bon-Mau Hobbies:
15 Parliament Lane, Tel: 0035 074415

GREECE

ATHENS, Action Hobbies:
Cholargos, Tel: 0030 210 6564515

ATHENS, Fantasy Shop:
3 Septemvriou 65, Tel: 0030 210 8231072

ATHENS, Fantasy Shop: Ag Paraskevi:
Agiou Ioannou 24B, Tel: 0030 210 6005312

ATHENS, Fantasy Shop: Kifisia
Drosini & D Kryiakou 16, Tel: 0030 210 8016041

ATHENS, Fantasy Shop: Peiraios
Ypsilantou, Tel: 0030 210 4135757

ATHENS, Fantasy Shop: Exarcheia
Themistokleous 43-45, Tel: 0030 210 9828877

ATHENS, Kaissa Amaraoulou:
Kondili 7, Tel: 0030 210 6141675

ATHENS, Kaissa Chess & Games:
Kallidromiou 8 & Ippokratous 114 72, Tel: 00302 10366488

ATHENS, Kaissa Glyfadas:
Xoniko 4, Tel: 0030 210 6982 057

ATHENS, Kaissa Halandriou:
Doukissis Plakentias, Tel: 0030 210 6889485

ATHENS, Kaissa Manakeros:
Tritis Septemvriou, Tel: 0030 210 8813 990

ATHENS, Kaissa Pagratlou:
Timotheou 8, Tel: 0030 210 7565435

ATHENS, Kaissa Peiraios:
Ipsilantou 174-176, Tel: 0030 210 4296 636

ATHENS, Kaissa Pigasos:
Dilo 22, Tel: 0030 210 5786707

CHANION, Kaissa Chanion:
107 Kydonias St, Tel: 0030 2821088996

CRETE, Fantasy Shop: Harekleion
Idomenos 2, Tel: 0030 2810 311312

CRETE, Kaissa Hania:<

ARENDAL, Norli Arenasenter:
Torvet 10, N-4800, Tel: 37025454

BAERUMS VERK, Trollstuen Bærum's Verk Leker A/S:
Bærum's Verk Loker AS, N-1317, Tel: 67133850

BERGEN, Avalon Bergen AS:
Fortunen 4, N-5013, Tel: 55314822

BERGEN, Lekeklossen:
Østre Nesttunvei 16, N-5221, Tel: 55922650

BO, Ringo Bo:
Bo-Senteret, N-3800, Tel: 35061132

BODØ, Underholdningsmagneten:
Sandgt. 3, N-8006, Tel: 75525070

DRAMMEN, MIA:
Nedre Storgaten 6, Magasinet, N-3015, Tel: 32828180

EGERSUND, Glasmagasinet Øgrey:
Storgt. 33-36, N-4370, Tel: 51461900

EIDSVOLD, Brio Eidsvoll:
SUNDGT. 7, N-2081, Tel: 63961955

FAUSKE, Smart:
Storgt. 72, N-8200, Tel: 75646022

FLISA, Ringo Bamsefar:
Flisa Stormarked, N-2270, Tel: 62958290

FORDE, Lekehuset AS:
Storehagen 9, N-6800, Tel: 57820102

FREDERIKSTAD, Leketorget:
Brock, GT 7-11, 1601, Tel: 69315630

GJØVIK, Leke-Ølsen:
Storgt. 10, N-2815, Tel: 61108210

HALDEN, H. Andersen Interbok:
Storgata 16, N-1781, Tel: 69178400

HAMAR, Lekehuset Maxi:
Aslak Bøttis gt. 48, N-2316, Tel: 62533608

HAUGESUND, Sentrum Leker AS:
Haraldsgt. 121, N-5527, Tel: 52731500

JESSHEIM, Kanutten AS:
Ringvn 4, N-2050, Tel: 63974587

JESSHEIM, Brio Jessheim:
Jessheim Storsenter, N-2050, Tel: 63973770

KARMSUND, Centro Handel A/S:
Haraldsgt. 125, N-5508, Tel: 52821880

KLOFTA, Brio Trille:
Trillems veien 66 Romenkssenteret, N-2040, Tel: 63997436

KONGSBERG, Rolf Liane AS:
Kirkegaten 6, N-3616, Tel: 32731161

KONGSVINGER, Gågata Leker:
Jernbanegt. 6, N-2211, Tel: 62817611

KRAGERØ, Brio Kari's Hobby:
Torvet 4, N3770, Kragerø Tor: 35980484

KRISTIANSTAD, Gustav Pedersen:
Henrik Wergelandsgt. 27, N-4612, Tel: 38023622

KRISTIANSTAD, Hobby Huset :
Henrik Wergelandsgt. 26-36, N-4612, Tel: 38020310

KRISTIANSTAD, Outland Kristiansand:
Harkensgt. 24, N-4611, Tel: 36098420

KROKSTADELVA, Helmax Leker:
Buskerud Storsenter Sandstadsen 24, N-3054, Tel: 32879910

LANGESUND, Torangers Eftf Per:
Torvet 4, N-3970, Tel:35973662

LARVIK, Ringo Larvik:
Prinsgt. 3-9, N-3256, Tel: 33179095

LARVIK, Sokrates Lekeland:
Torvet 8a, N-3256, Tel: 33185437

LILLESAND, Ringo Gavemagasinet:
Strand Gata 6, N-4790, Tel: 37273225

MO I RANA, Lekehjørnet Mo:
Nordahl Griegs Gt. 8, N-8622, Tel: 75151717

MOLDE, Lekehjørnet Mo:
Torget 1, 6413, Molde Tel: 71219363

MOSJØEN, Hobbysenret:
C.M. Havingsgt. 18, N-8651, Tel: 75170170

MOSS, Trollstuen Leker Moss:
v/Bærum's Verk Leker AS Amfi Senteret Drønninggt 3, N-1530, Tel: 69240585

MOSS, Frisenfeldt:
Drønningensgt. 10, N-1530, Tel: 69251290

MYSEN, Saker og Ting:
Jernbane gaten 13, N-1850, Tel: 69090194

NARVIK, Brio Lek Center Narvik:
Bolagsgata 1 Amfisenteret, N-8514, Tel: 76963472

NARVIK, Barnas Verden:
Kongensgt. 66-70, N-8514, Tel: 76946505

NESTUN, Lekeklossen:
Østre Nesttunvei 16, N-5221, Tel: 55922650

ODDA, Ringo Multishop:
Suefjordsveieret, 5750, Tel: 53644328

OSLO, EB Games:
Jernbanetorget 6, 0154, Tel: 22177077

OSLO, Notabene Lambertsefer:
Langbolgen 5, N-1150, Tel: 22200551

OSLO, Avalon Bok:
Karl Johans gt.37-43, N-0162, Tel: 22333308

OSLO, Outland:
Jernbanetorget 1, N-0154, Tel: 22177010

OSLO, Ringo Thomas Leker:
Bergensveien 4, N-0963, Tel: 22802250

OSLO, Vinderen Leker:
Slemdalsv. 72, N-0373, Tel: 22490640

OSLO, Føtter Klavn cc West:
Lille Akerveien 16, N-0383, Tel: 22731777

PORSGRUNN, EB Games:
Storgt. 70, 3902, Tel: 35512920

SANDNES, EB Games:
Gamle Stikkavel 1 4313, Tel: 51631940

SANDNES, O Saeland:
Langgaten 44, N-4031, Tel: 51661509

SANDNES, Brio Leksenier Kvadrat:
Kvadrat Lura, N-4391, Tel: 51960444

SANDVIKA, Hobby Larsen:
Sandvika Storsenter, N-1300, Tel: 67540107

SKI, EB Games:
Jernbaneveien 6, 1400, Tel: 64867003

SKI, Titt-Inn:
Jernbanesvingen 6, N-1401, Tel: 64857777

SKIEN, Gulset Leker AS:
Nylusvn. 14, N-3726, Tel:35911120

SOLA, Sola Gaver og Leker:
Solakrossen, N-4050, Tel: 51651763

SONGDAL, Sogndal Glasmagasin:
Sogningen Storsenter, N-6851, Tel: 7671880

SORTLAND, Ringo Bamse Leker:
Skibsgården, N-8400, Tel: 76113374

STAVANGER, Veslefrilla:
Skagen 12, N-4006, Tel: 51895232

STAVANGER, Outland Stavanger:
Kirke gt 2, N-4006, Tel: 51938080

STOKMARKNES, Stokmarknes Aktietrykkeri:
Markedsgt. 12, N-8455, Tel: 76117750

STRØMMEN, EB Games:
Stopenveien 5, 2010, Tel: 63815422

STRØMMEN, Standard Hobby og Leker:
Stoperiv. 5, N-2010, Tel: 63899520

SURNADAL, Presangen:
Amfiseretet oravn. 4, N-6650, Tel: 71657485

SYKKLYVEN, Ringo Blindheim:
Kyrkeveien, 6239, Sykklyven, Tel: 70251029

TØNSBERG, Gledeshuset:
O. Langgate 47, N-3110, Tel: 92251707

TØNSBERG, Mia:
Farmans Stredet, Jernbanegt ID, 3110, Tel: 32828180

TROMSØ, Tromsø Bruktbokhandel:
Kirkegt. 6, N-9008, Tel: 77686974

TRONDHEIM, Avalon Trondheim:
Kongens gate 21, N-7012, Tel: 73512888

TRONDHEIM, Outland:
Munizgaten 58, 7011, Trondheim. Tel: 73520545

TRONDHEIM, Tronderfrim:
St Olavs Gt 11, N-7012, Tel: 73520840

TYNSET, Tynset Bokhandel:
Brugt. 2A, N-2500, Tel: 62480038

VADSØ, Brio Vadsø:
W. Andersensgt. 4, N-9811, Tel: 78942229

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Vinje Multishop, 3890, Vinje. Tel: 35071025

ÅLESUND, Kremmerhuset:
Langelands v24, Spjelkavik, N-6022, Tel: 70143770

ÅLESUND, Spidderman:
Stormou Syd, Langelands v25, 6010, Tel: 99510222

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GDANSK, Iskra:
80 239, Miszewskiego 16, Tel: 0048 56 5201952

GDYNIA, Futorex:
81 572, Waleriana Szelki, 2D/B8, Tel: 0048 587811180

KATOWICE, Bard Centrum Gier:
40 049, Kosciuszki 8, Tel: 0048 322571817

KIELCE, Sklep RPG Gracz:
Mala 12, (W Bramie) 25 300, Tel: 0048 507013387

KRAKOW, Bard Centrum Gier:
ul. Batorego 21/17, 31 135, Tel: 0048 126320735

LODZ, 'Ajk' Firma Ksiegarska:
Piotrkowska 90, 90 103, Tel: 0048426398301

LODZ, Gamelord:
Piotrkowska 101, 90 425, Tel: 0048631116111

LUBIN, Balrog:
Grottoera 9, 59-300, Tel: 0048 602714 813

LUBLIN, Krzys:
Kapucynska 6, 20-009, Tel: 0048615322986

NOWY SĄCZ, Sklep Hobbil:
ul. Jagiellońska, 50A, 33-100 Tel: 0048 604133612

OPOLE, Hms II Computers:
Krakowska 41A, 45-018, Tel: 0048774547413

POZNAN, Bard Centrum Gier Poznan:
Sw. Marcina 41, 61-806, Tel: 0048618538277

SZCZECIN, Elf:
Rayskiego 26, 70-442, Tel: 0048608559395

TORUN, Sklep Papierniczy:
Szereka 46, 87-10, Tel: 0048566522593

WARSAWA, Dom Wydawniczy Bellona:
Krakowskie Przedmiescie 11, 00-068, Tel: 0048228261707

WARSAWA, Faber Faber SJ:
Pulawska 11, 02-515, Tel: 0048228491265

WARSAWA, Imperialis:
Waszyngtona 2A/B, 03-910, Tel: 0048601323209

WARSAWA, Firma Ksiegarska Centaur:
ul. Brazylijska 9, 03-966, Tel: 0048 6175746

WARSAWA, Sklep Marlon SC:
Powstancow Slaskich 124 Paw. 155, Tel 0048602276219

WARSAWA, Warsaw Model Center:
Tyniecka 36, 0261, Tel: 0048226468414

WROCLAW, Bard:
Ruska 46C (Pasaz), 50-079, Tel: 004871347472

WROCLAW, Ogryn:
Szewska 6/7, 50-052, Tel: 0048717851957

RUSSIA

KRASNODAR, Alegris-Jug (South):
Krasnaya st. b43, Krasnodarskiy Dom, Knigi Tel: 008612730331

MINSK, Valahanovich ent:
Jahn Kolas st, Exhibition center OLYMP, Tel: 8029 6358212

MINSK, Valahanovich ent:
Masherova av b4, Palace of Sports, second floor, Tel: 8029 6548426

MOSCOW, Alegris:
Dubinskaya 45, 127 474, Tel: 00900 70954882055

MOSCOW, Alegris:
Metro station Alleksiejewskaya Prospekt Mira 103, Tel: 70952166126

NORILSK, Na Styke Mirov:
Komsomolskaya st. second floor, Dom Byta, 127 474, Tel: 8029 6548426

NOVOSIBIRSK, Icehammer:
Krasiviy prospect, 70.

SARATOV: Mir Detskiy
Kirov av, b43, Detskiy Mir, second floor, gallery, Tel 64 5840

ST PETERSBURG, Art-Minatures:
Sedova st, b11, third floor, trade center Evrika, 812 3321828

TAMBOV, Hobby and Igrushki:
Internationalnaya st, b54-b, Torgoviy Mir, Tel: 812 3321828

TULA, Vikings:
Prospekt Lenina 70, Shopping Complex, Gostinnyy Dvor.

SERBIA AND MONTENEGRO

BELGRADE, Anet Computers:
Zvezanska 1a, 11000, Tel: 00381 112652236

SLOVENIA

LJUBLJANA, Crna Luknja:
Mestni trg 8, 1000, Tel: 0038 614216900

LJUBLJANA, Pri Goblinu:
Dolenska Cesta 11, 1000, Tel: 00386 40833230

SOUTH AFRICA

CAPETOWN, The Boys and Mens Hobby Shop:
Tel: 0027 21 914 6688

CAPETOWN, Wizards Warehouse:
Tel: 021-6830360

LINMEYER, Dragons Den:
Tel: 0027 082 824 4124

JOHANNESBURG, Esswex Retail:
Tel: 0027 11 8883619

JOHANNESBURG, Wizards Warehouse:
Eden Vale, Tel: 0027 21 683 0360

RANDBURG, Otherland:
Shop G10B, Brightwater, Republic Rd, Tel: 0027 117944571

SWEDEN

GW STOCKHOLM:
Regeringsgatan 30, 111 53, tel: 0046 8 213 840

*** GW GÖTEBÖRG:**
Kungsgatan 28, 411 19, tel: 0046 311 33 958

ÄNGELHOLM, Leksaksmagasinet:
Framtidsgatan 1,262 B4, Tel: 043182350

ALVESTA, Lek and Hobby:
Kuskvägen 5, Torggatan 2, 34233, Tel: 047213750

ÄRLÖV, Hobbex:
Kronolovsvägen 2, 232 37, Tel: 040433862

ARVIKA, Perry Data:
Köpmangatan 4, 67131, Tel: 057010669

ASARUM, Lek & Fritid:
Granvägen 2, 374 52, Tel: 0454329906

ÅVESTA, Vega Video:
Kungsgatan 16, 774 30, Tel: 022560078

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Västra, Stationsgatan 8, 82143, Tel: 0278611304

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UDEVALL,

GAMING ROOMS

GAMES WORKSHOP NORTHAMPTON

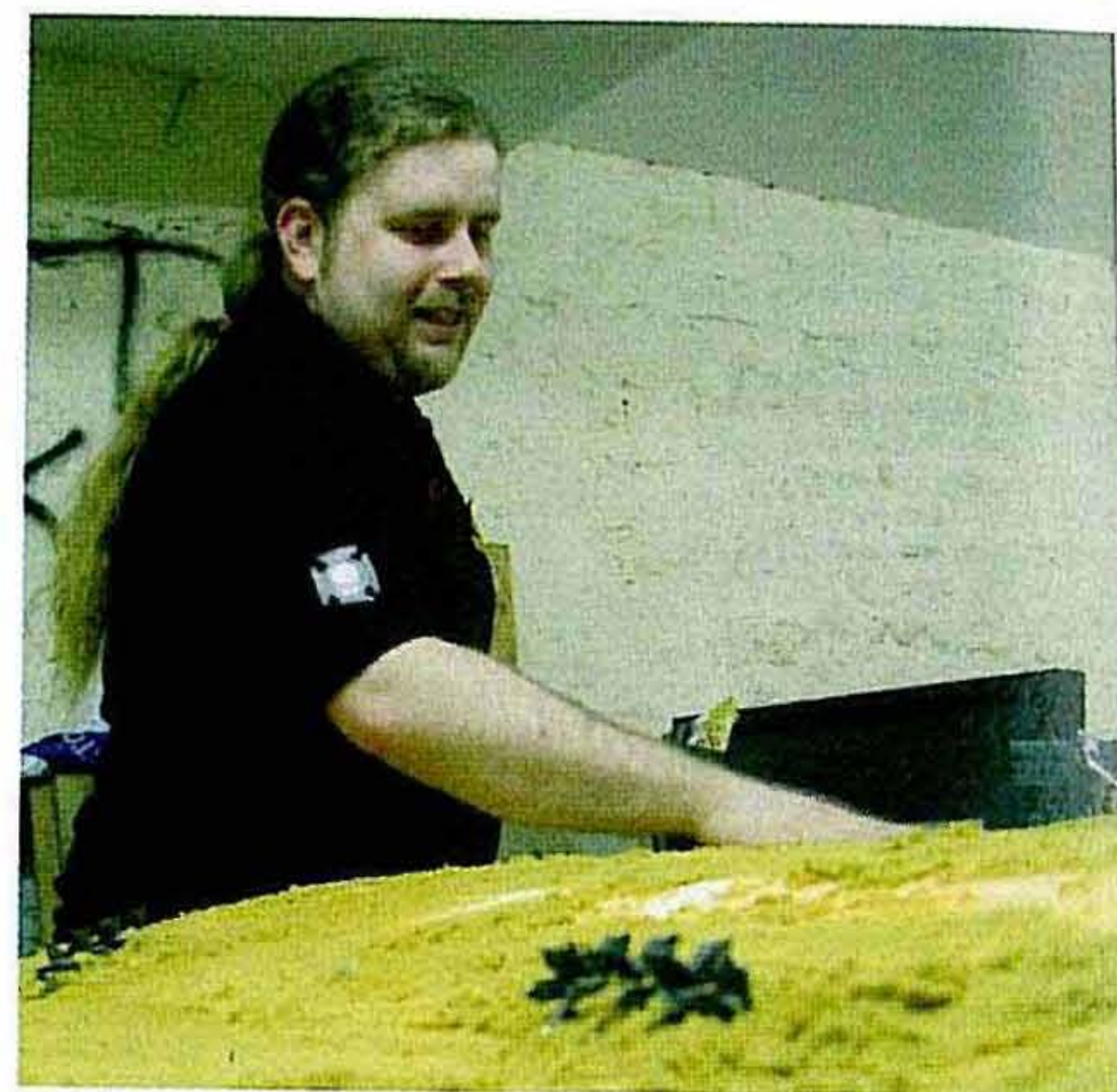
24 – 26 Abington Square, Northampton 01604 636 68

Head over to Gaming Room Northampton and you're guaranteed an excellent gaming facility with loads of different battlefields, ably run by Tom Robinson. We spoke to Rich Clark, a full-timer who has made some of Northampton's best tables.

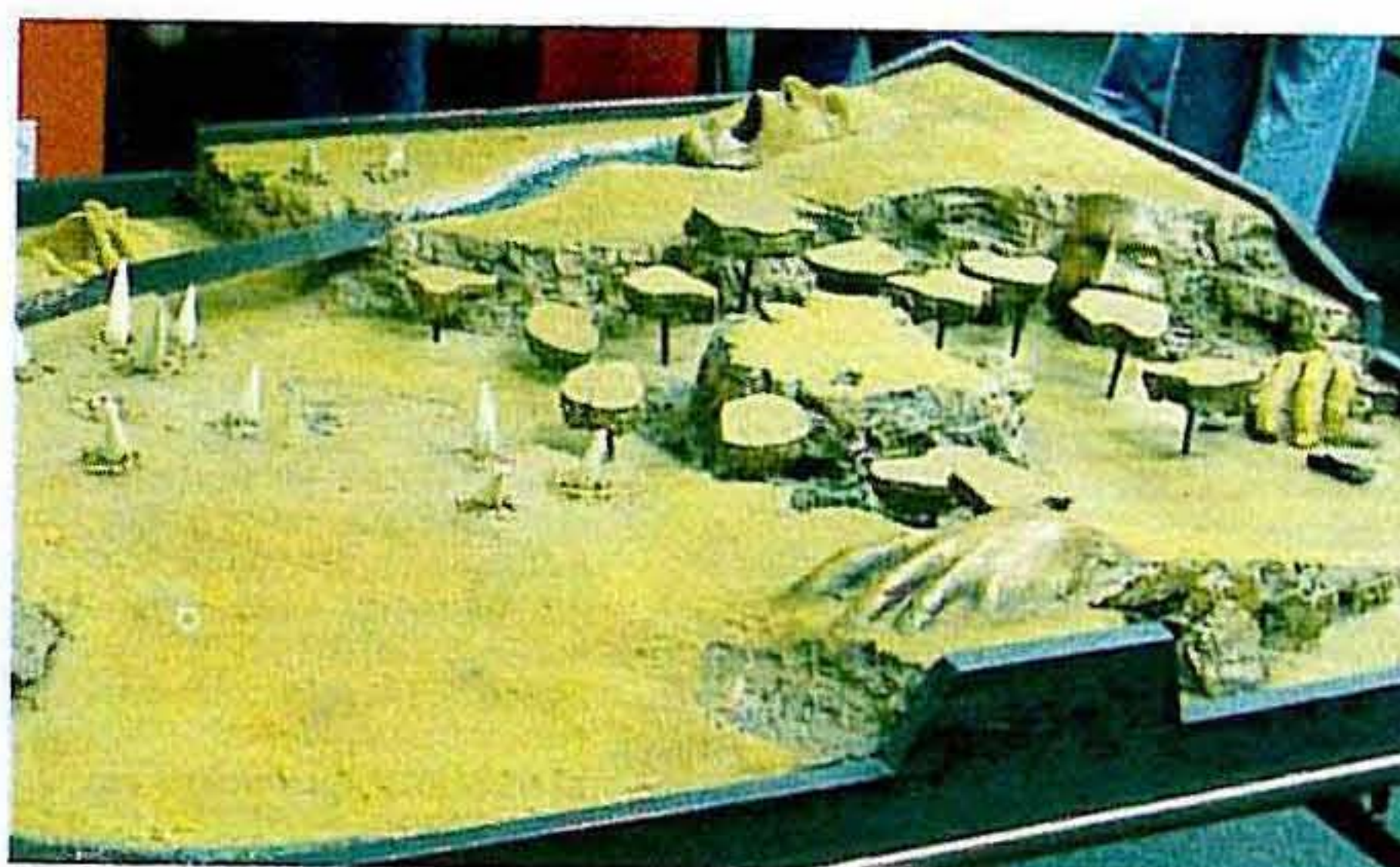
Rich has been working at the Northampton Hobby Centre for four and half months, but this is actually the sixth Hobby Centre he's worked in. Before he came to Games Workshop Rich was a precision engineer which could explain his proficiency at making gaming tables. "I've actually made around 30 to 40 tables in total,"

says Rich. "I think my best was a Lustria board I made for GW Coventry – the jungle terrain was so dense you really couldn't see more than 6" into it!"

Rich's latest project is a beach landing table for Warhammer 40,000, inspired by the movie Saving Private Ryan. "I'd love to see Chimeras tearing up the beach," Rich says. He uses damp sand for the board texture, a good hobby tip for anyone inspired to build a similar table. "Damp sand is easier to control," Rich explains. "It's cheap to buy in, you'll use less and you can spread it to where you need it."



Rich hard at work on a new Warhammer 40,000 board.



Northampton boasts a large variety of great and unusual tables for you to battle over.

MINIATURE SHOWCASE: BEST OF GW NORTHAMPTON



Eldar Warlock painted by manager Tom Robinson, whilst the Sage, Servitor and High Elf Mage were the work of staff members Rob West, Rich Clark and Pete Burnett respectively.

Find your nearest Gaming Room on these pages
on our website: www.games-workshop.co.uk/storefinder
by e-mailing us: hobbyspecialists@games-workshop.co.uk
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Equipped with loads of tables and scenery, our well-appointed Gaming Rooms are the best places to go to play games and enjoy the hobby. You'll find everything you need to fight a great battle, paint, get advice and more.

Like a regular Hobby Centre, all Gaming Rooms provide the full range of Games Workshop services. They are larger than a normal Hobby Centre and have many tables, making them perfect for meeting fellow hobbyists.

During the week we have to restrict Gaming Room facilities to those over the age of 16, but at weekends the facilities are opened up to all hobbyists.

Gaming Room Features

- Varied scenery and table set ups for Warhammer, Warhammer 40,000, The Lord of The Rings and all the Specialist Games.
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WARHAMMER



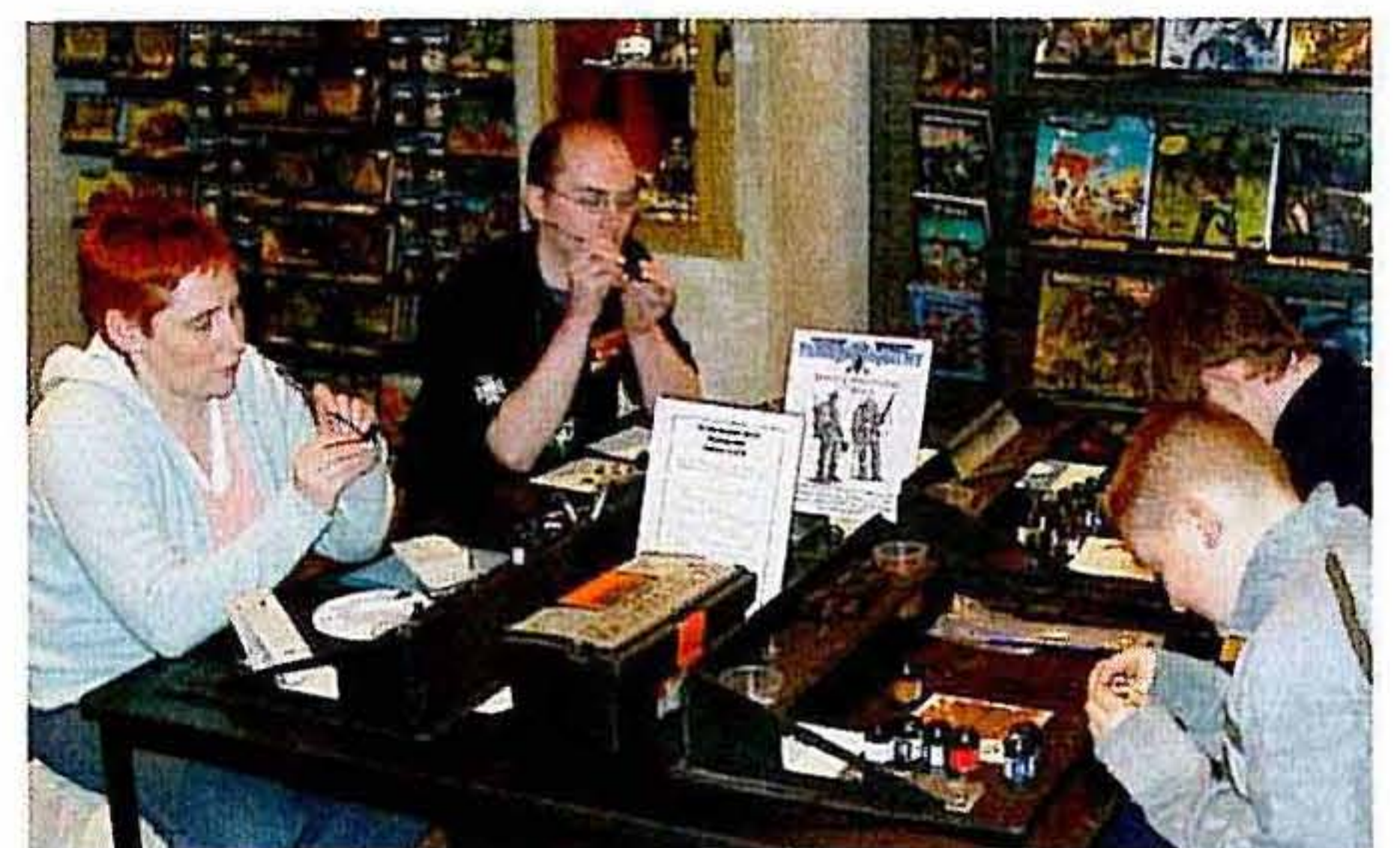
Our Gaming Rooms are currently running special games of Warhammer set in Lustria for the Conquest of the New World campaign. Quest into the jungle for gold and glory! Call your local Gaming Room for more details.

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YEARS OF EXPERIENCE

When you grow weary of constant war, you can head to the Gaming Room's special painting area where you can sit and paint while swapping modelling knowhow and old war stories with other hobbyists.



A PLACE FOR EXPERIENCED GAMERS

The age limit on Gaming Rooms gives older gamers a place to play games without distraction. All gamers who attend will have some degree of experience, so you should have no trouble finding a challenging opponent.



Rob West painted the Grey Knight and Dragonslayer, and Rich Clark painted the Tomb Queen and Techmarine. These guys are always on hand to offer painting tips.

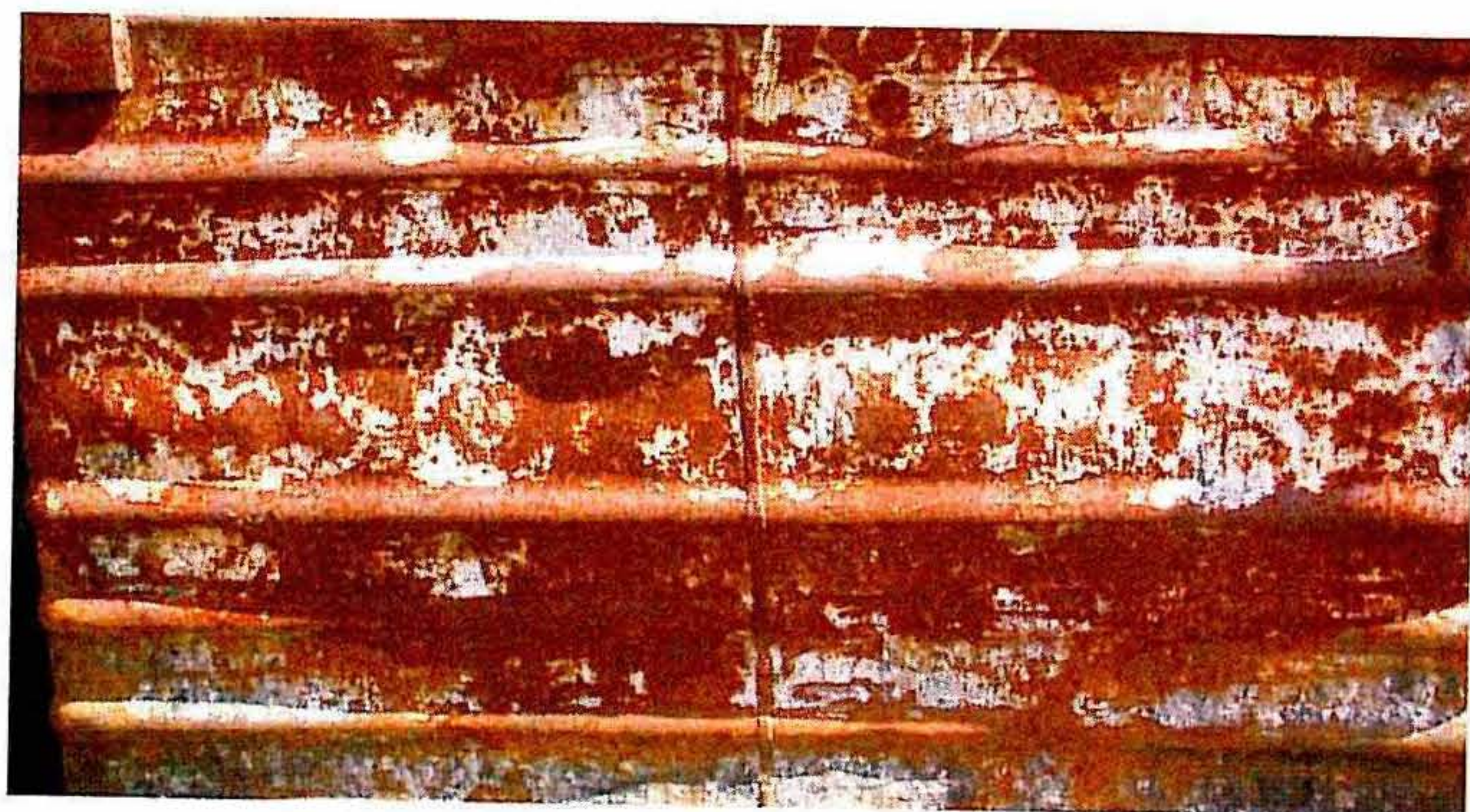
HOBBY SUPPLIES

Over the years Mark Jones has built up a massive range of techniques for painting and finishing off his models. One particular skill he has is how to represent corroded metal convincingly. We cornered Mark and persuaded him to part with his knowledge.

RESEARCHING RUST



Rust can be cleaned or worn off, revealing the original metal. An old tool can have sharp, bright metal edges when used, even though the rest of it remains rusty.



Newly rusted metal tends to be quite brightly coloured, having a bright orange appearance in some cases.



The longer something is left to corrode the darker it gets, taking on a red, almost purple appearance.

ESSENTIAL HOBBY TOOLS AND TIPS

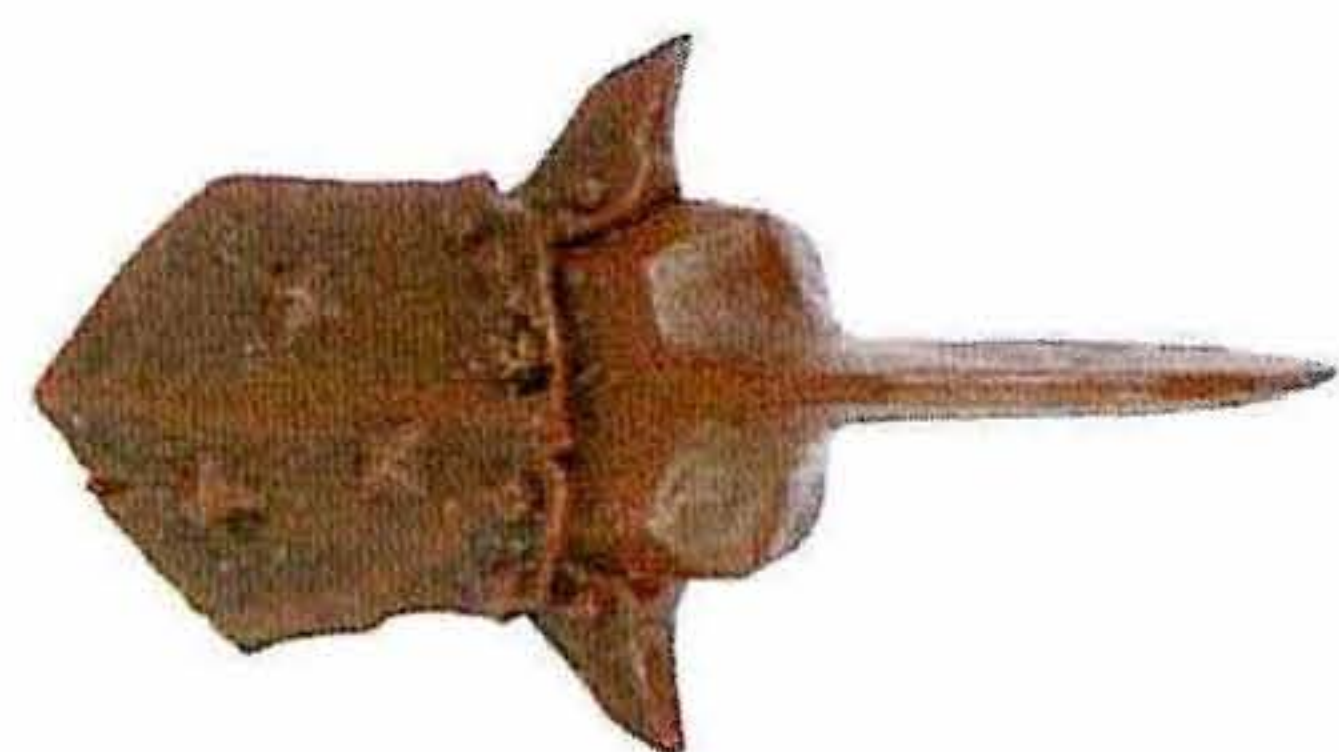
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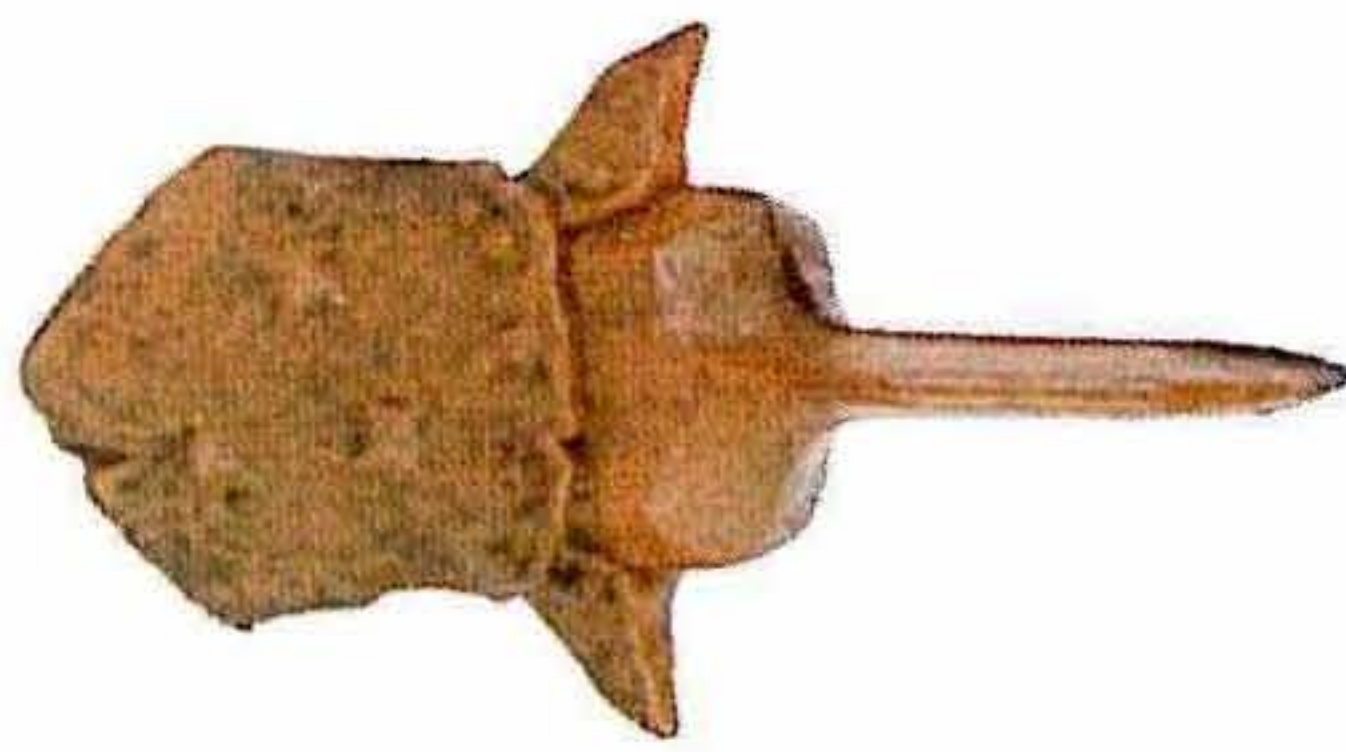
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STIPPLING

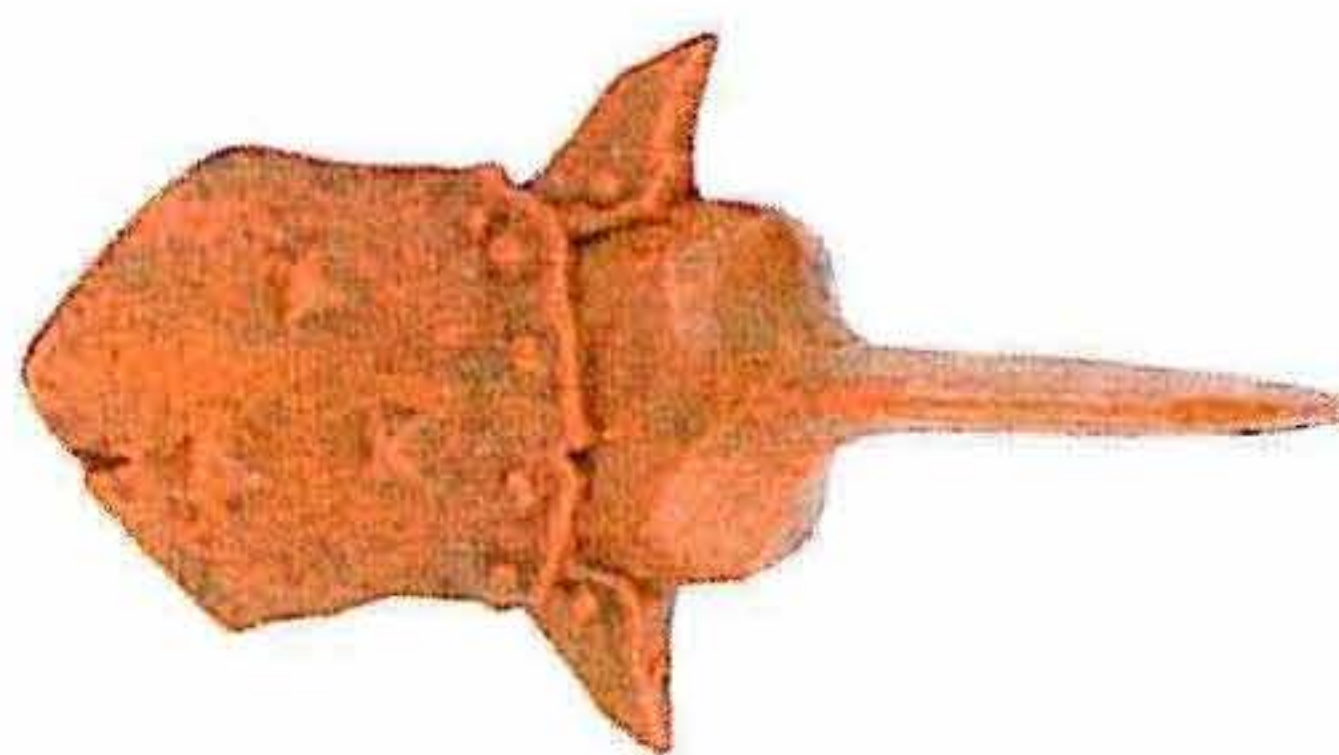
Stippling is where you use an old paintbrush with virtually no paint on it to dab spots of colour onto a model. Using several shades builds up a realistic finish.



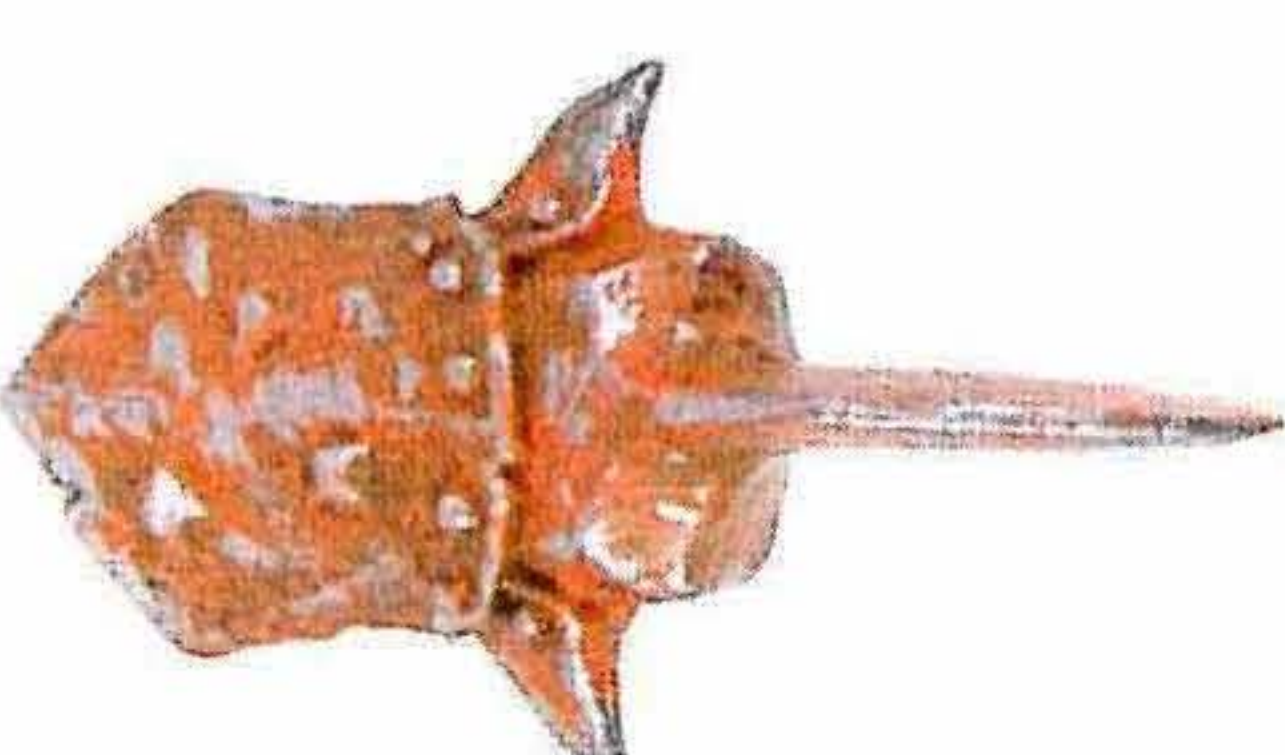
1 To begin with I painted on a basecoat of Dark Flesh.



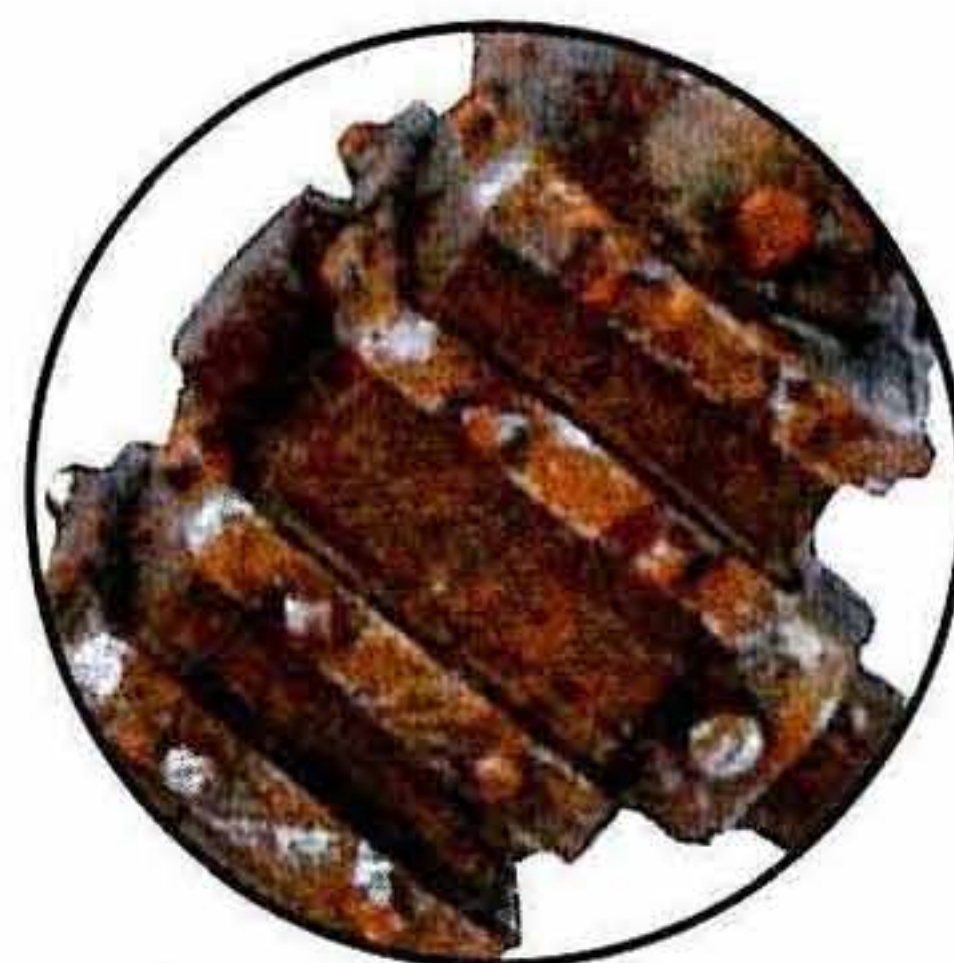
2 Then I started stippling using Vermin Brown.



3 My final layer of stippling was Blazing Orange.



4 I then painted Chainmail onto the edges.



Dave Cross – Stippling

FLICKING

This is just layers of paint built up by dipping an old toothbrush in paint and flicking it on. It's a lot of fun to apply. Messy, but fun. My work area is covered in splashes of paint!

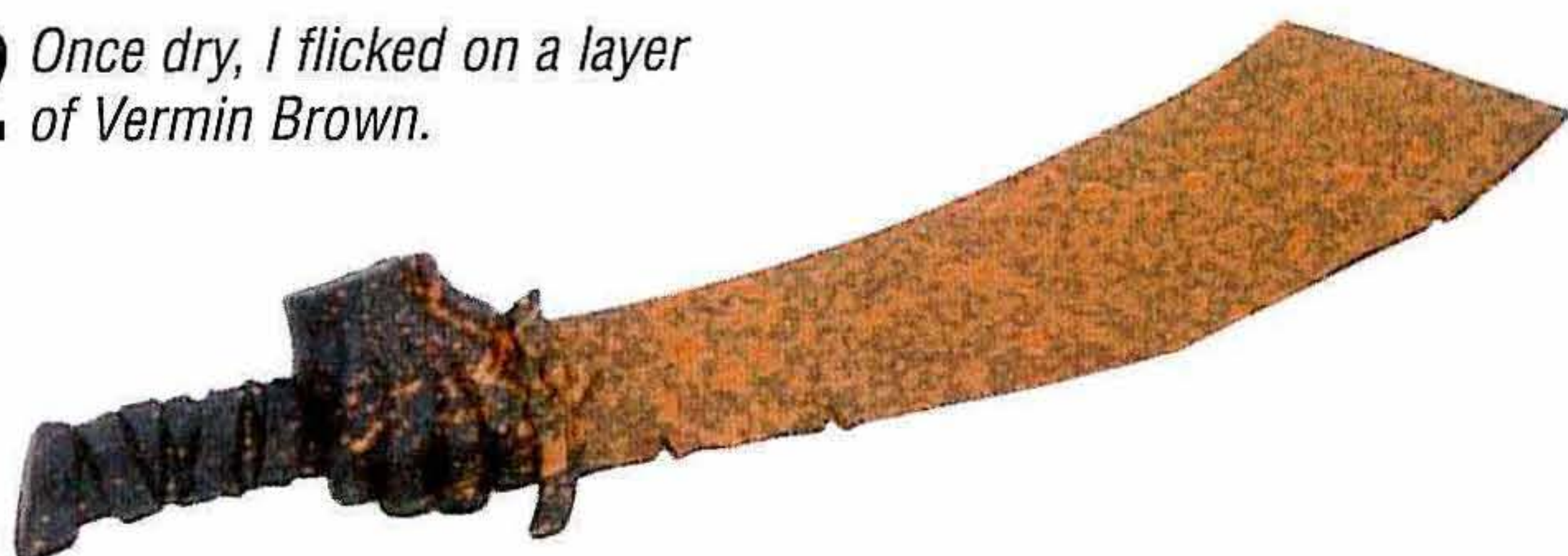


Dave Andrews – Flicking with paintbrush

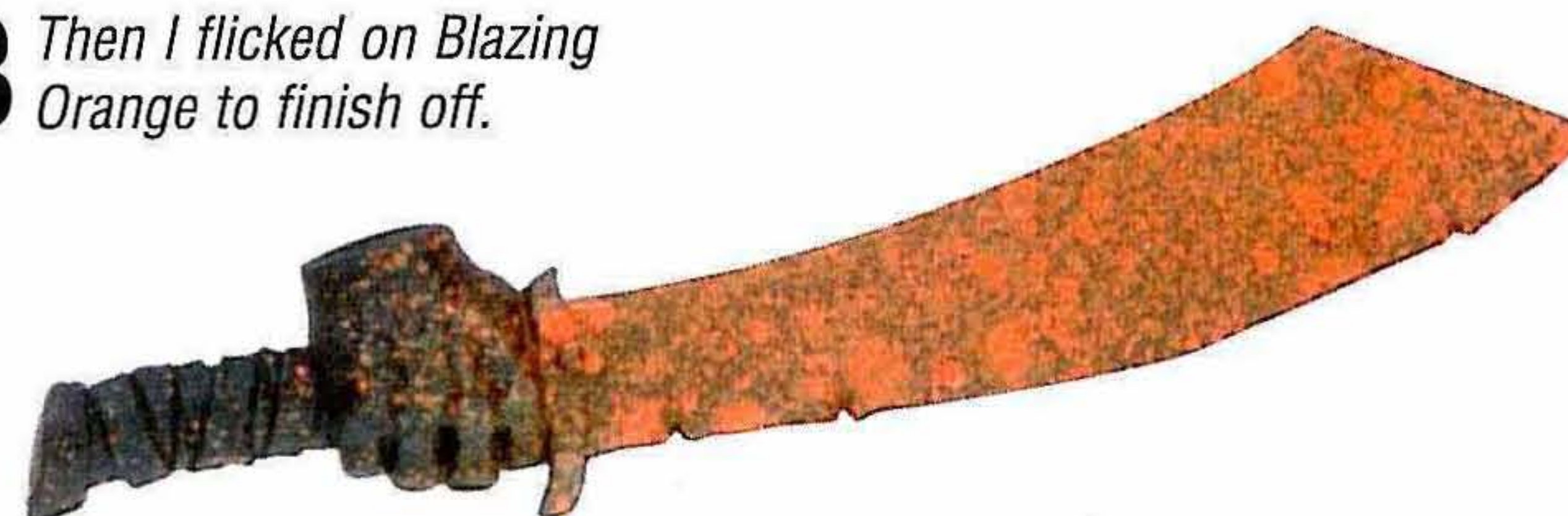
1 First I painted Dark Flesh onto the blade.



2 Once dry, I flicked on a layer of Vermin Brown.



3 Then I flicked on Blazing Orange to finish off.



PAINTING VERDIGRIS

Another effect of corrosion on metal is called verdigris; it's the green-coloured oxidation that happens to copper and bronze. This example is by Steve Cumiskey and was achieved by drybrushing metal paint over a green base colour.



Steve painted the gut-plate Dark Angels Green, then Snot Green and Rotting Flesh. Once this was dry, he then drybrushed it with Tin Bitz, Brazen Brass and Mithril Silver.



This Witch Hunter chapel is painted with a verdigris effect.



COMBINING EFFECTS

The last example of painting rust I'm going to show are based on one of my favourite Warhammer regiment models, Warriors of Chaos. It's similar to the look of the Ogre's iron fist, using stippling followed by the chipped metal effect. This time I wanted the armour to look much brighter and more vibrant so I applied extra layers of colour to build up the rust effect.



1 To start with, I painted the armour plates Vermin Brown.



2 Then I applied a glaze of Chaos Black over the armour.



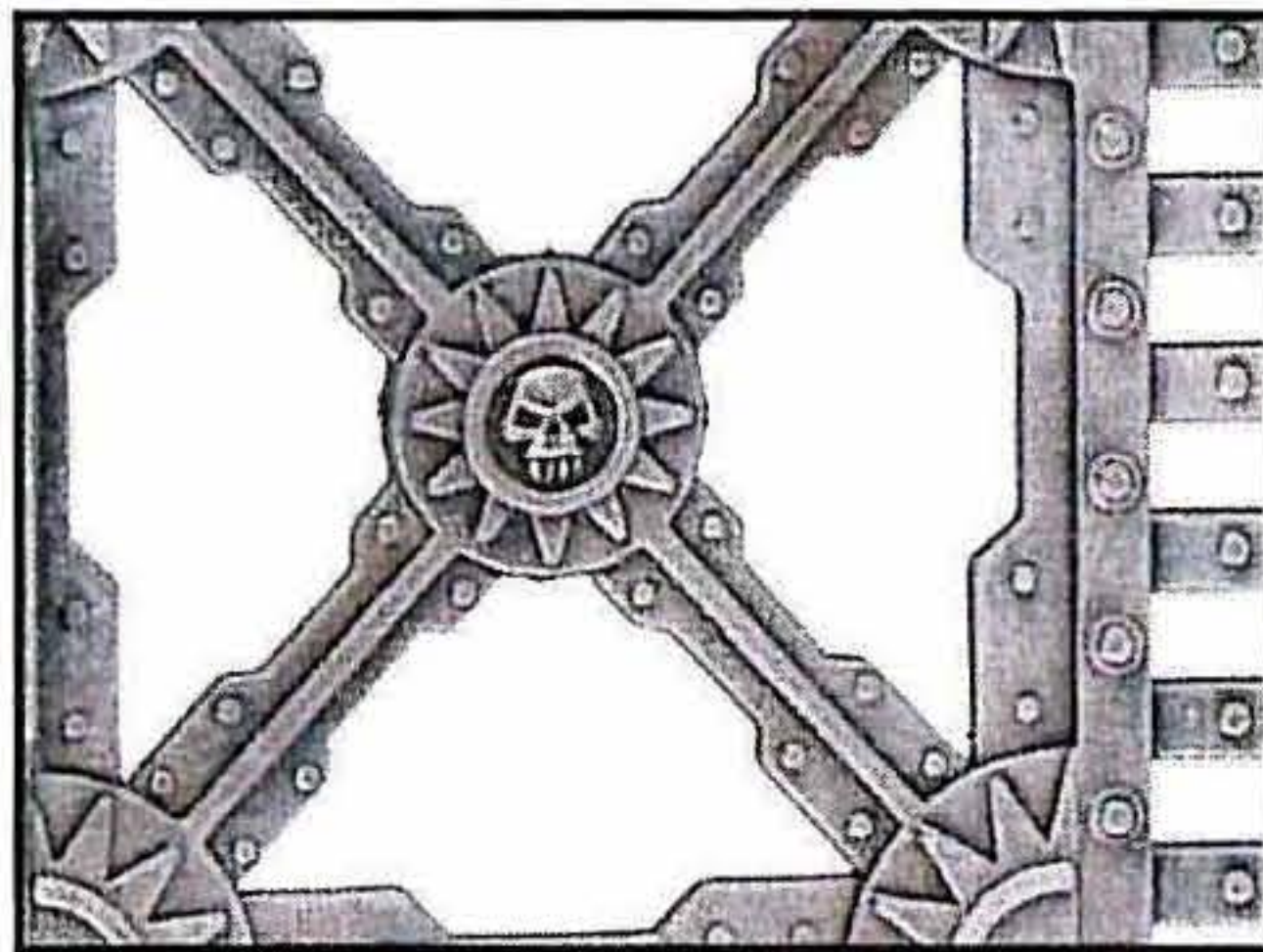
3 Next I stippled on Blazing Orange followed by Fiery Orange.



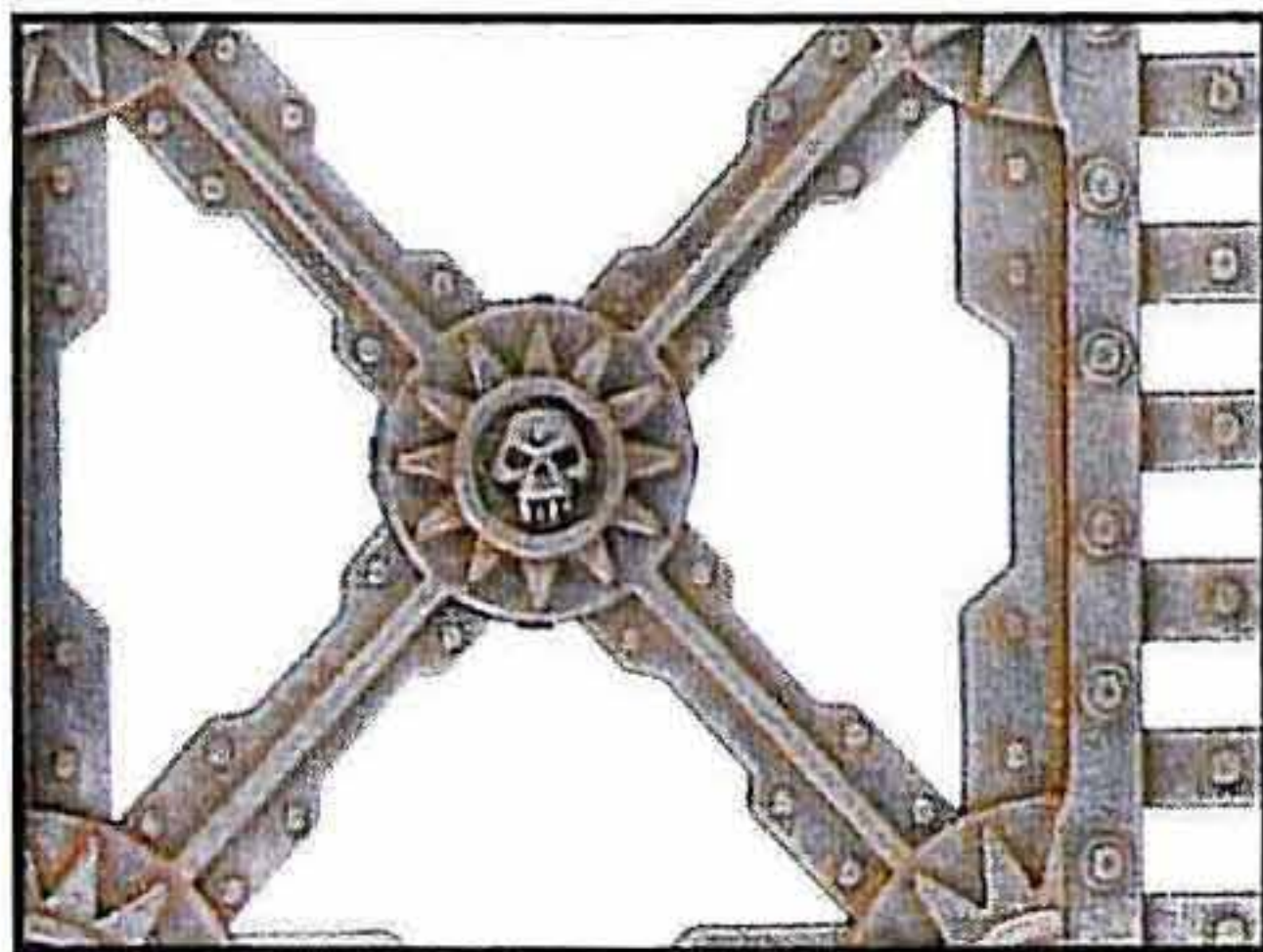
4 Finally, I painted Chainmail on the edges of the armour

RUST WASHES

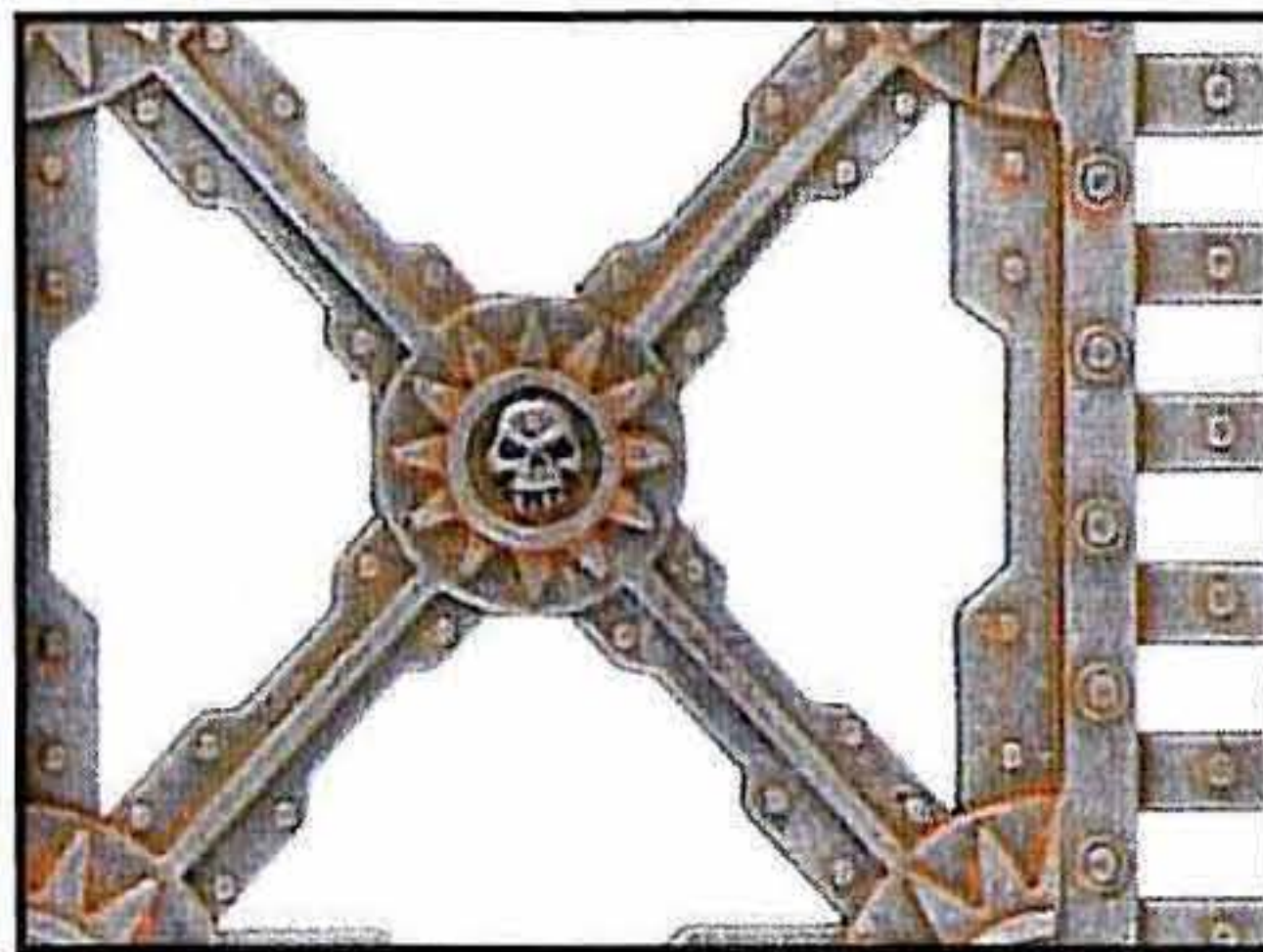
When painting metallic areas on buildings, I use drybrushing to get a rich metal look first. Then, after highlighting the metal, I apply thinned-down washes of paint to build up areas of rust, giving it a realistic matt finish.



1 I started with a Tin Bitz basecoat, then drybrushed the surface with Boltgun Metal



2 The first layer of watered-down paint was Vermin Brown.



3 My second layer was Blazing Orange, used more sparingly.

SHOWCASE



This Imperial Guard trench features rusted corrugated iron.



This Chaos warp gate has a blistered effect to represent rust breaking through paint.

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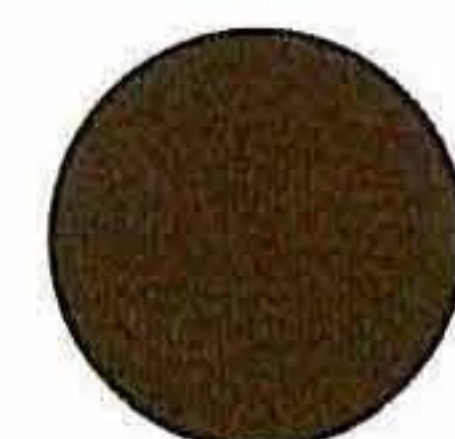
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CITADEL PAINTS AND INKS – £1.75 each

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Below are several colours of Citadel Paint which come in useful when recreating the effects described in this article.

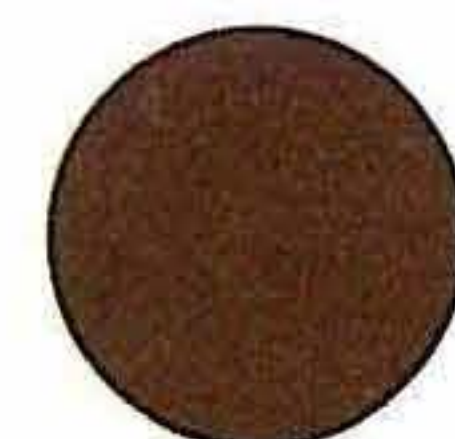
BASE COLOURS



Scorched Brown



Dark Flesh



Bestial Brown



Vermin Brown

RUST SHADES



Snakebite Leather



Vomit Brown



Blazing Orange



Fiery Orange

VEDRIGRIS TONES



Dark Angels Green



Snot Green



Goblin Green

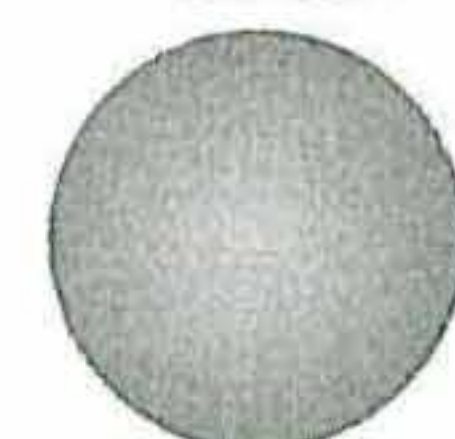


Rotting Flesh

METALLIC COLOURS



Tin Bitz



Boltgun Metal



Chainmail



Mithril Silver

FUEL FOR THE FURNACE

Deep in the vastness of the Worlds Edge mountains, far below the snowy peaks, the White Dwarf sits upon his throne within the hall of his secret hold, watching over his minions as they work upon this very publication. As he does so he reads your missives, sometimes guffawing at your bearding foolery, sometimes sinking deep into thought. Whatever Grombrindal thinks, we scribes thank you, for your letters provide us with the fuel for the furnace of our steam-powered printing machine.

GROMBRINDAL'S PICK OF THE MONTH

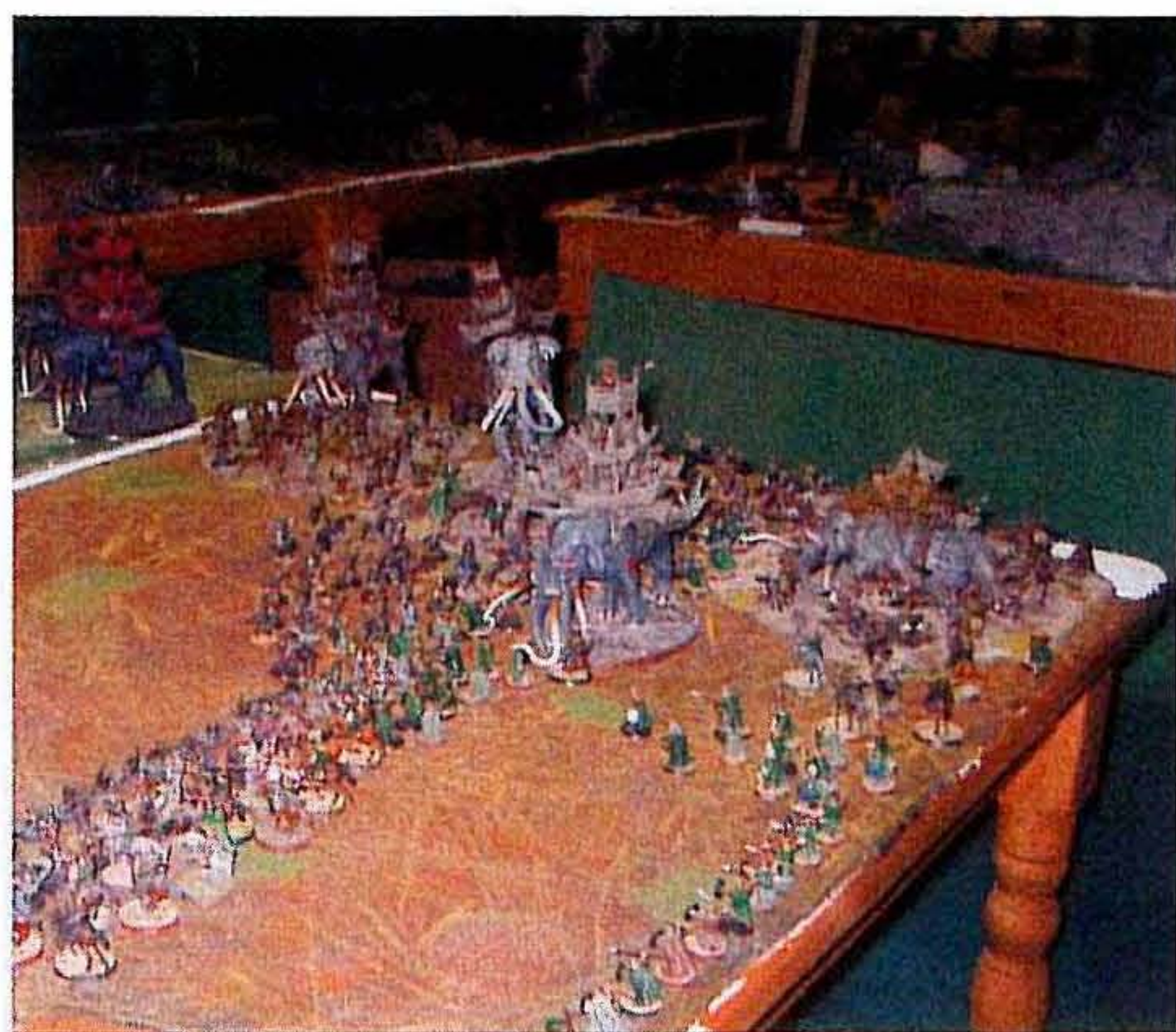
Female fanatics

Early this year the lads were featured in White Dwarf with a 6' Minas Tirith. Well, we hope we ladies won't be ignored. We have been working for five months in a shed, specially converted for the purpose of building the battle at Minas Tirith and the battle at Helm's Deep. We've also been making the Watcher in the Water, the Black Gates of Mordor and other scenes from the film and book. We have a huge amount of figures, including 14 Oliphaunts, all in different poses.

We have a few more weeks to go before we complete our projects, but we thought we'd send some pictures in to show the lads that the ladies can also get stuck in too.

People come from all over the country to see our layouts, and it's amazing what people offer to pay for such, but we are not going to sell our prize.

Elaine, Teagan and Cherish



A herd of Mûmakil run amok!



Another Oliphaunt is prepared.



Hard at work.



Behold, Minas Tirith!

I'm sure everyone will agree that these young ladies have certainly pulled out all the stops – most people would kill for a collection like that, never mind pay! I know Rudgie, who passed this letter on to me, is very impressed. It's absolutely amazing. I'm sure you must be finished by now, and I'll bet you've had some brilliant games on your boards. Hobby heaven indeed. Anyway, that's enough praise from us, look at these pictures and see for yourselves the sheer scale of what this group of hobbyists has achieved. – Guy

'Chute the breeze

As Forge World are bringing out a range of Elysians, and much to the chagrin of both my missus and my bank manager, I am going to put together a drop troop army. I aspire to one made entirely of Elysians with a Vulture and some Sentinels. I have scouted around for information on the Elysian armies in the codex, WD and the UK and US websites, but can find no background or

doctrines for them. In fact, the only information I can find is an old White Dwarf article on how to convert them from Space Marine Scouts. Presumably you or Forge World have some plans for framing the release of these very nice miniatures. Is there potential for a short article from White Dwarf or Forge World on the subject?

Adam Featherstone

I spoke to Forge World, and they told us that the next Imperial Armour book, which is a campaign supplement, will have rules for Elysians contained within.

Forge World tell us their rules for Elysians use the doctrines system, but with a couple of tweaks to a couple of options. The book will be out this summer. Keep an eye on White Dwarf for further details.

But remember, it's your hobby, and you can create a drop-regiment of your own very easily using the doctrines system. – Guy

Enter the arena

I really enjoy reading A Tale of Four Gamers at the moment. It is a joy to see a new version of an old classic and I was wondering if you could do the same again with Arena of Death.

As all the major Warhammer races will have their own army books soon, with the release of the forthcoming Wood Elves book, you could include Chaos Dwarfs and Dogs of War too. I would love to see this great article brought back to life and I know a lot of other people would too.

Kyle Workman

Hmmm. Arena of Death you say? Perhaps... That might be fun. We'll see. – Guy

Where credit is due

Thanks for the inclusion in the WD302 Editorial. I should have mentioned in my original letter, my Orcs were painted by WD/GW legend Fred Reed.

I left the UK on 21 February for the US with my wife. It was phenomenal to get a mention in the last issue of White Dwarf before we departed.

Best Regards,
Tom Barabale

I dunno, complaining about the way old models are painted, then sending us pics of something you didn't paint yourself. Tsk, some people. Ah well, good luck in the States Tom, maybe you can get into the US WD too! – Guy

A warm welcome

I would like to say well done on becoming editor of White Dwarf, you have done a fantastic job over the past few issues and, although I

will miss Paul being editor, I hope you will enjoy a long stay.

Bad luck with the Battle Companies though.

Jack Lusby

Ugbragg would send his thanks for your sympathy, but he has no fingers left, and is an Orc, so can't write. Thanks from both of us anyway! – Guy

Retail detail

I've only just really got into the Hobby, which I am now truly attached to, but I've been reading White Dwarf for months before. I don't know who is in charge of the Store Finder, but the store I buy my figures from has closed down and hasn't been cleared from the list. I just thought you might want to know.

Jenny Bell-Taylor

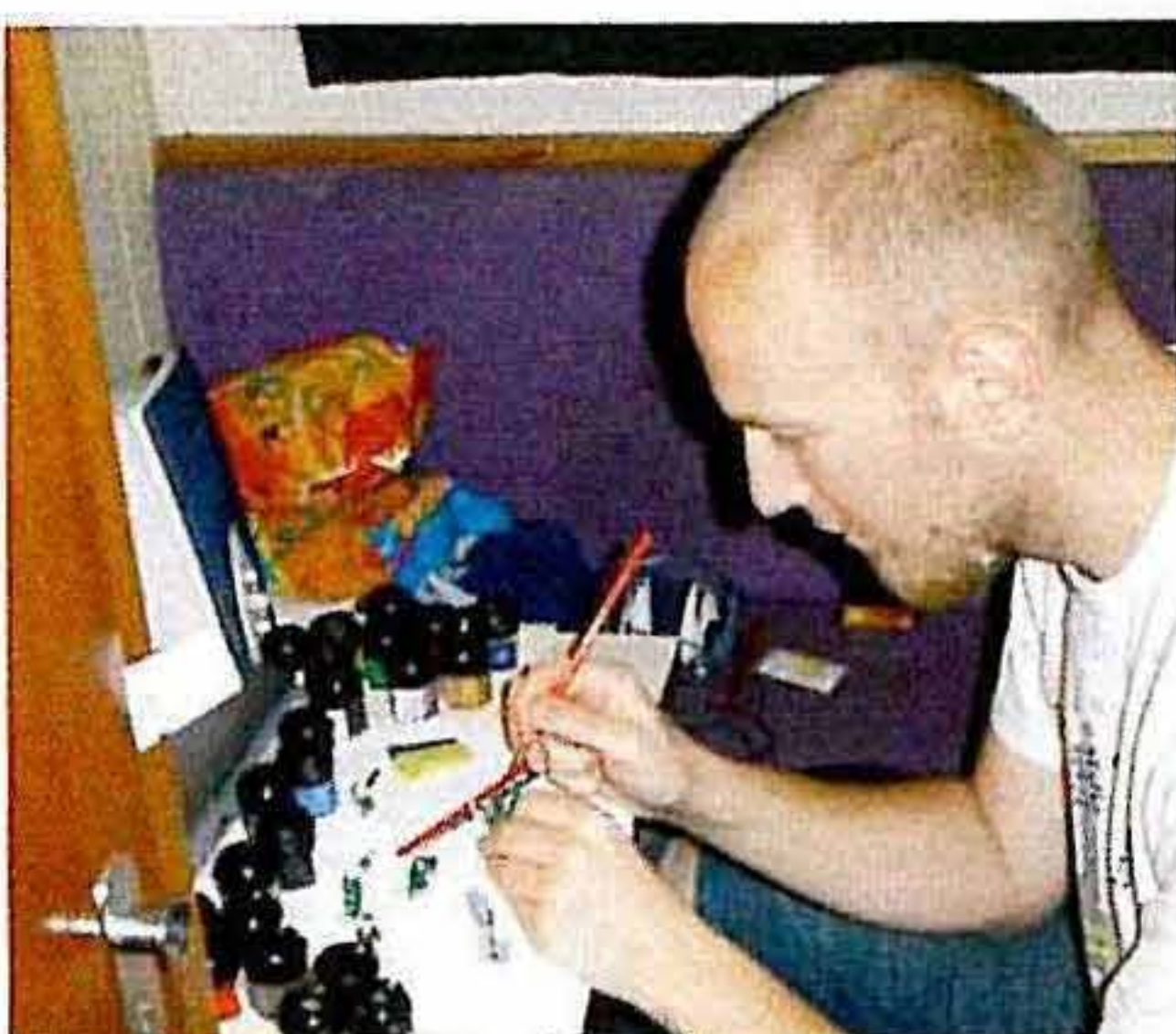
Thank you. Just remember, White Dwarf is produced about three months before we hit the shops, so things like store closures or openings can take a while to appear in the magazine. – Guy

Hobbyist ahoy!

I work in the Danish Merchant Fleet and am away for between three and six months at a time. I am only allowed to take a certain number of personal items with me, but I always take my paints and Citadel miniatures, and I use all my spare time painting my armies – so they've been all over the world! Here's a picture of me painting on the high seas.

Kenneth Lund

I'd have thought you Vikings would be too busy rowing to paint (arf arf! Sorry). – Guy



GAMES WORKSHOP UK ONLINE

LOG ON

For those of you who have been online frequently you will have noticed our Hobby Focuses. These are our chance to take an in-depth look at an army and reproduce as much quality material from our archives as possible. This is the business end of our attempt to get articles online for every major army or faction and is in addition to all the usual articles we produce on a weekly basis. Recently we have published a Hobby Focus for both the Eldar and the Vampire Counts, but we'll cover all the armies eventually. Keep checking the site for more great hobby content!

Owen Rees
Online Editor

RELATED LINKS

The Tyranids are coming!

Tyranids are the flavour of the month, and you can get yourself a massive fix online with these cool background articles – The Fall of Malvolion, The Defence of Lyanden and a Tyranid Bio-Weapon Thesis.

www.games-workshop.co.uk/tyranids/

Tactics of the Guard

The Web Team's Owen Rees faced defeat this month in the inaugural Tyranid Battle Report. Perhaps he should have sought wiser council on his own website. The Imperial Guard section has several Tactics.

www.games-workshop.co.uk/imperialguard/

Coast to Victory

You can learn how to build the Corsairs of Umbar this month. Find the full rules for using boats in your games of The Lord of The Rings in the Coastal Raids article.

www.games-workshop.co.uk/thelordoftherings/gaming/

More Lustrian Literature

The glorious history of Itza was revealed this month. There is another tale based in Lustria on the website to complement this – The Journal of an Adventurer.

www.games-workshop.co.uk/lustria/journal/

IN THE MAKING

Rik discovers the lure of Elves!



Rik Turner: I've been putting together an army of Elves. Having recently watched the features of The Fellowship of The Ring (again), I discovered that different colours were used to represent the

different ages of the Elves. In the first film, their gold armour contains hints of green to depict the Elves at the spring of their existence. With this in mind, I decided to use green ink washes to stain my Elves' armour.

www.thewarofthering.co.uk/

THE INBOX

"Where can I find information and support for Games Workshop's Interactive Army Builder?"

Dave Allen: We often get requests on this. However, it has a site all to itself. There is a link to it from our the Other Areas section of our front page. The URL is:

<http://ial.games-workshop.com/>

If you have a burning question, query or suggestion for the UK Web Team, why not email us at:

ukwebteam@games-workshop.co.uk

THE WEB TEAM

Owen Rees Online Editor
Dave Allen Web developer
Rik Turner Web developer

WHISPERS FROM THE CHAOS WASTES

Adam Harvey... **Lewis Blake...** Thanks for the story, try the Black Library. **John Evans...** We're looking into that kind of thing online. **JPH Van Der Burgh...** Thanks for your comments. **Jonathan Molton...** Don't worry, we will. **Stavros...** That's the second poem we've had recently. We'll have to issue a collection soon. **Jack Powell...** **Oli Griffin...** Fair point about the kids. **Teifion Jordan...** There'll be more posters. One next month, in fact. **Ian...** We don't put the year on the cover, but it is on the contents page. **Jordan Bladen...** Fair point again! **Tómas O'Brien...** Thanks Tómas! **Stephen Snape...** We sort of did that already with Lure of the Gods. **Keith Robinson...** Yes, we'll be introducing a Green Stuff article from WD308. **Eric Hammann...** **Edward Fenning...** We will, and we do. **Joe Mulliday...** **Jackson Blake...** Hope you liked seeing the armies in full. **David Warrington...** **Bob de Boer...** **Paul Lewis...** **George Jurkschat...** **Mark Tuckett...** **Mathew Thornley...** **Neil Kerrigan...** **Aonghus Ó Lochlainn...** **P Bowles...** **George Lake...** We liked your scenario. **Richard Spurdle...** **Marc Bevan...** Steady on, old chap! **Linus Ahlin...**

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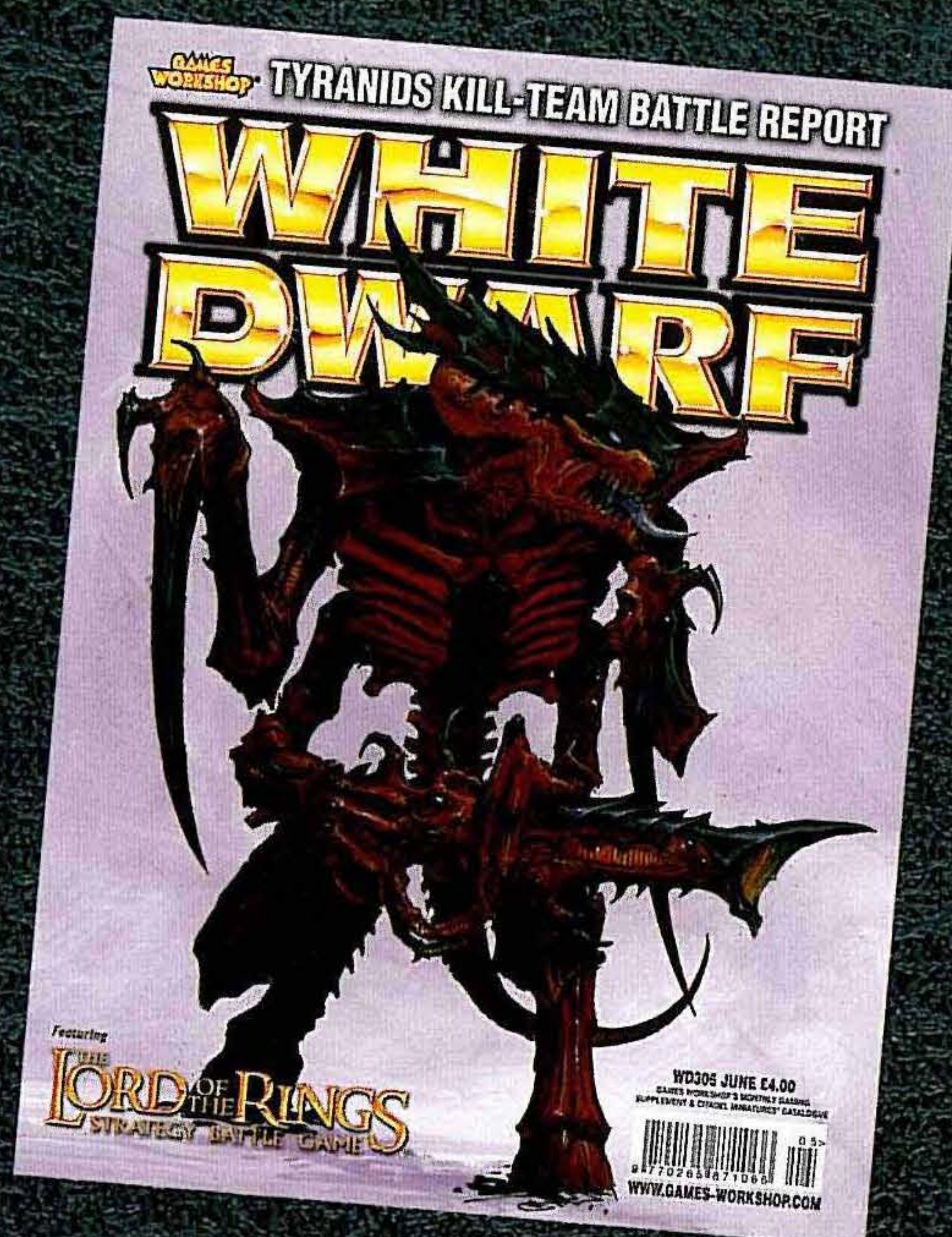
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WD306

THREE WORLDS OF WARFARE!

Next month's White Dwarf is packed full of a wide variety of exciting features and modelling articles. The invasion of Lustria continues as we show you how to build a table to fight within its verdant depths. Mycetic spores rain down upon the pages of our Warhammer 40,000 section from the cold depths of space, one disgorging the monstrous new Carnifex. While in The Lord of The Rings, we take a step back in time to the closing years of The Second Age with The Last Alliance, rules for a new campaign.

There's something for everyone in White Dwarf 307!



WARHAMMER

- Lustria Tactics – Survival tips for anyone taking a vacation to the New World.
- A Tale of Four Gamers – More news from the Gamers as they trek through Lustria in search of treasures.
- The Wayfarer's Companion to Barak Varr – a look at the Dwarf port of Barak Varr, the Gate to the Sea.



WARHAMMER 40,000

- Chapter Approved: Tyranid Kill-teams – rules for bio-engineered Tyranid commandoes.
- Kill Count – a Tyranid Kill-team Battle Report that will keep you on the edge of your seat.
- Tyranid Invasion – Part one of a three-part article following the transformation of your battlefield.



THE LORD OF THE RINGS

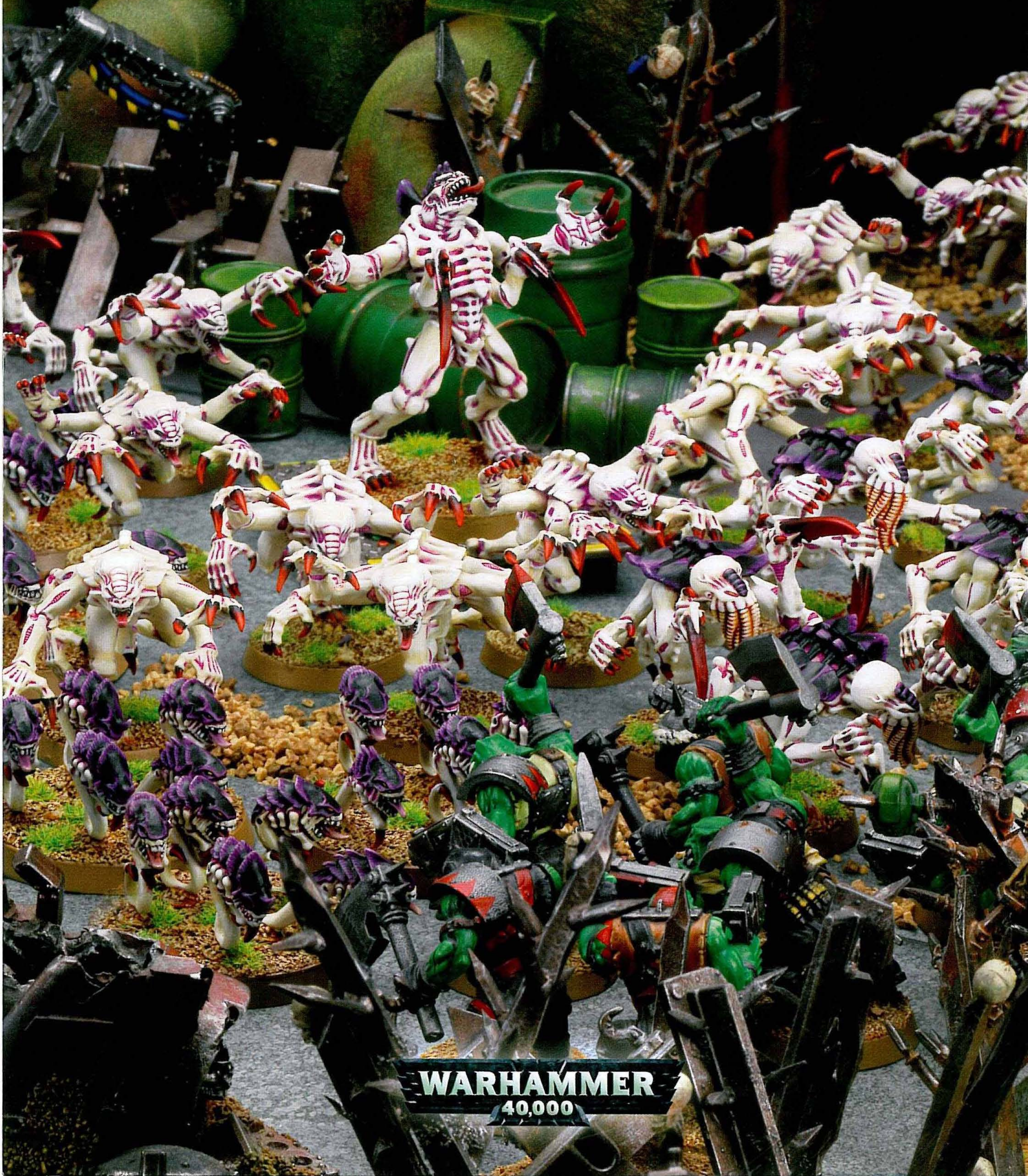
- Lay of the land – Three sample themed scenario pieces for The War of The Ring Campaign™!
- The Last Alliance – Part one of a new campaign set at the close of the second age.
- Enemy at the Gates – New rules for siege equipment that should keep your enemies out for good.



All information correct at time of going to press.

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THE TYRANID INVASION
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