INSIDE Nemesis Crown Battle Report: Empire versus Beastmen

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NORTHERN EUROPE EDITORIAL

Bo Penstoft, Ian Huxley and Chris Ward.

CONTRIBUTORS

Dave Andrews, Alessio Cavatore, Dave Cross, Jes Goodwin, Andy Hoare, Neil Hodgson, Jervis Johnson, Mark Jones, Phil Kelly, Chad Mierzwa, Dominic Murray, Gavin Thorpe, Adam Troke and Matthew Ward.

WHITE DWARF REPROGRAPHICS

Sean Cutler, Kris Jaggers, Kris Shield and James Shardlow.

ARTWORK

John Blanche, Alex Boyd, Paul Dainton, David Gallagher, Nuala Kinrade, Roberto Cirillo, Pete Borlace and Alun Davies.

CITADEL DESIGN TEAM

Tim Adcock, Mike Anderson, Dave Andrews, Juan Diaz, Martin Footitt, Colin Grayson, Jes Goodwin, Mark Harrison, Alex Hedström, Gary Morley, Aly Morrison, Trish Morrison, Brian Nelson, Seb Perbet, Alan Perry, Michael Perry and Dave Thomas.

'EAVY METAL TEAM

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

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EDITORIAL





Once the Dwarfs ruled a mighty realm, an empire of towering peaks and deep shadowed valleys.

Those days are long gone, but the kings of the Dwarfs long to reclaim their heritage. This month it looks as if the dreams of the Dwarfs may come true!

Mighty Empires is a brand new map-building kit that lets you create a campaign setting for your games of Warhammer. Each player in the game starts off with a territory that they hope to build into a sprawling realm. But you will not be the only one with territorial ambitions, as your opponents also have dreams of conquest. These differences must be settled upon the Warhammer battlefield! Each game of Warhammer you play has consequences; victory will enable you to expand your realm, while defeat may see your cities sacked and mines pillaged! I plan to gather a great throng and reclaim the realm of the Dwarfs for myself. What will you do?

Empire armies are swelled with a whole raft of releases this month, too: Flagellants, Battle Wizards, and a kit that makes either a Helblaster Volley Gun or a Helstorm Rocket Battery. These manling war machines are unproven in my Dwarf eyes, but they seem to be quite destructive, as you can see in our Nemesis Crown battle report on page 44.

Grombrindal, The White Dwarf

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MIGHTY EMPIRES

A new 3D map-building kit that will enable you to take your games of Warhammer to the next level!





THE EMPIRE
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62 THE LORD OF THE RINGS STRATEGY BATTLE GAME

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70 WARHAMMER 40,000

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ALSO IN THIS ISSUE...

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The evil Morghur takes the Nemesis War deep into the Empire.

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Jervis discusses painting.

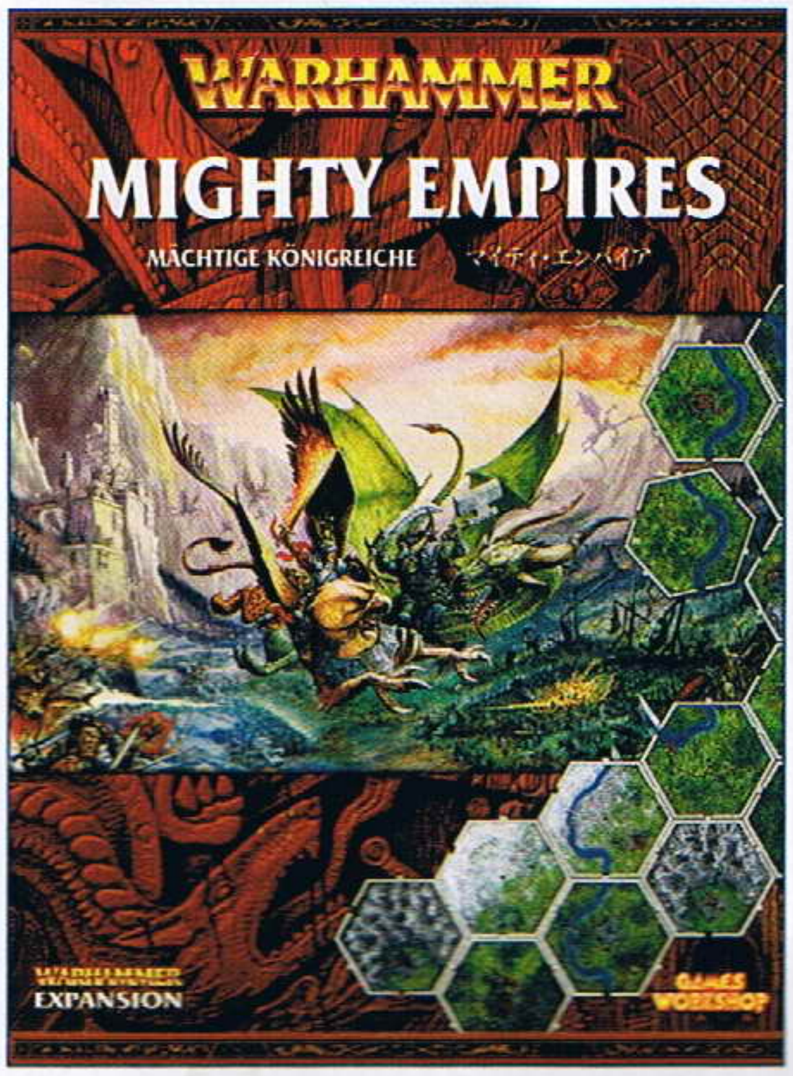
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MIGHTY EMPIRES



WARHAMMER EXPANSION

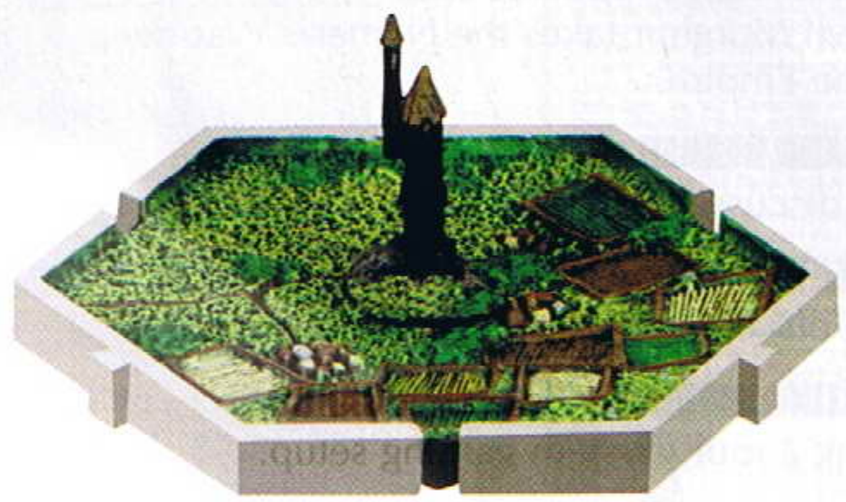
Mighty Empires is a brand new expansion for Warhammer that allows you to lead your armies on an epic march of conquest across the Warhammer world!

This expansion can be used by following the rules contained in the box to link your Warhammer battles together, creating vast empires from the 48 plastic hex tiles provided, or you can go as far as playing highly detailed campaigns set in specific parts of the Warhammer world.



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Contains 2 double-sided tiles plus additional gaming markers

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CELESTIAL WIZARD



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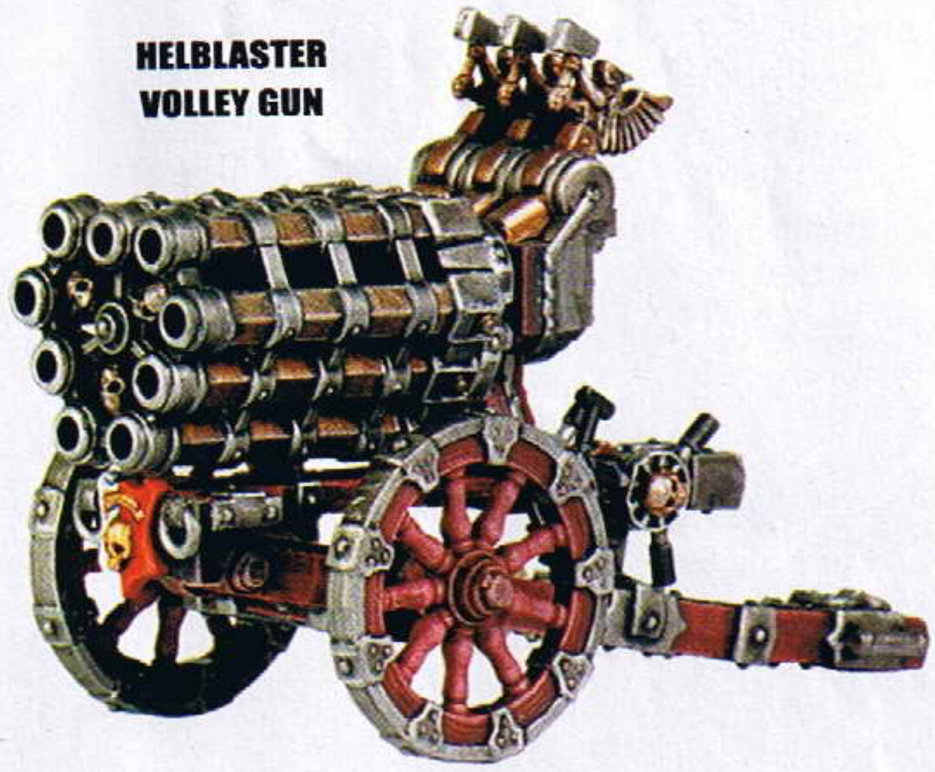
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>>>TURN TO PAGE 36 FOR DETAILS OF THESE AWESOME WAR MACHINES

HELBLASTER VOLLEY GUN



HELSTORM ROCKET BATTERY





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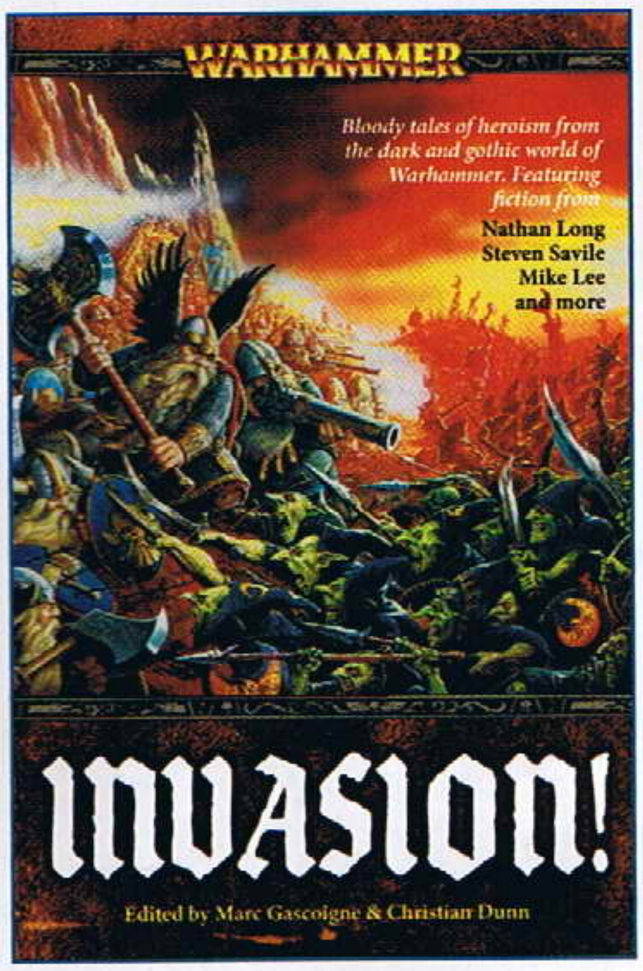
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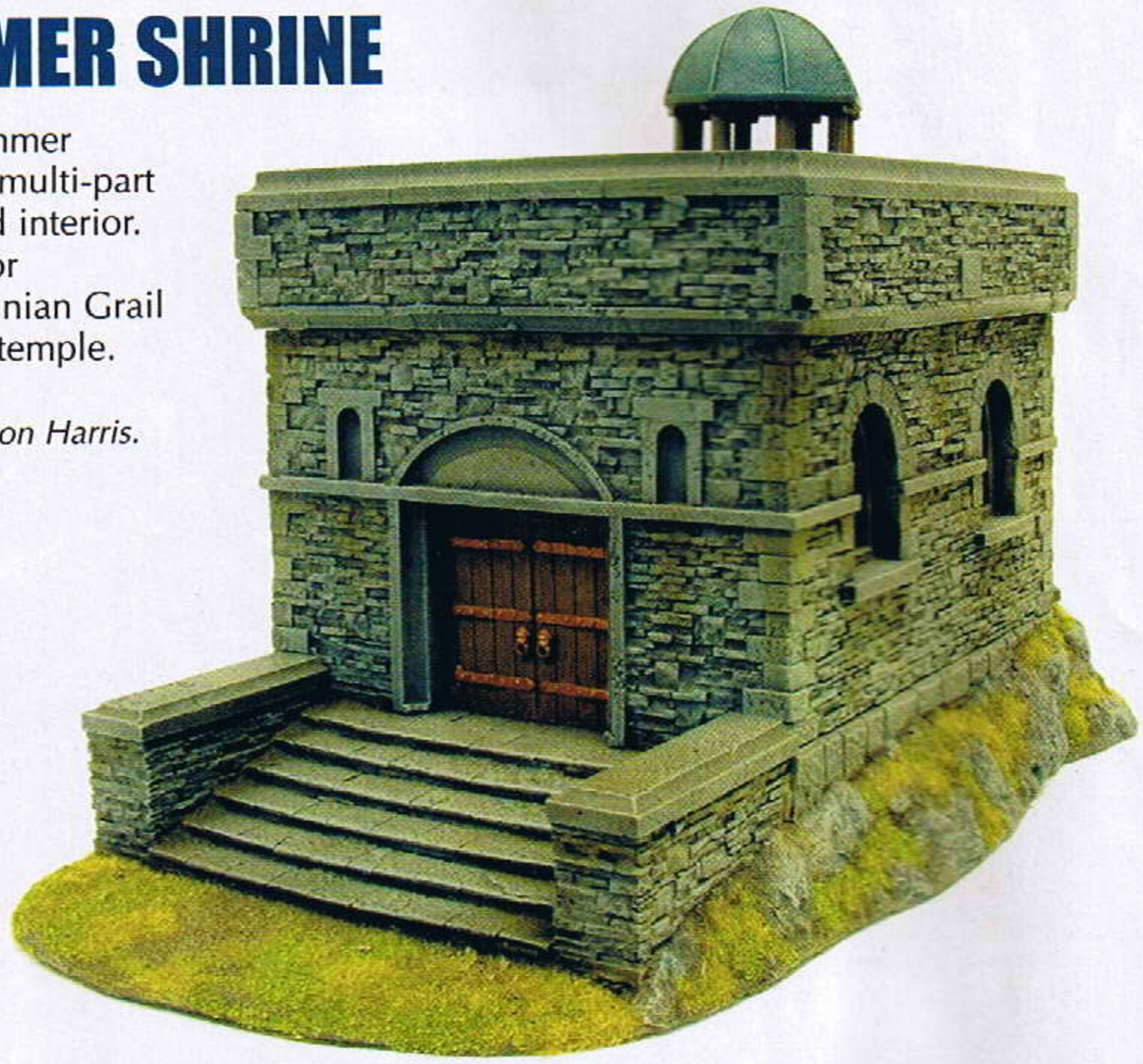
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LET THE GALAXY BURN!

COMING IN SEPTEMBER



At the very birth of the Imperium of Man, fully half of the Emperor's most trusted Space Marine Legions turned against him in a bitter civil war. Brother fought brother, and Mankind stood on the brink of extinction. Ten thousand years after their defeat, those same traitors still launch their Black Crusades out of the Eye of Terror, intent on nothing less than the destruction of the Imperium.

Chaos Space Marines are the darkest villains, traitors to the Emperor and renegades beyond redemption. Whether they dwell within the mysterious Eye of Terror in what remains of their vast Traitor Legions, or wage war across the Imperium in piratical renegade warbands, they are the most dangerous foes Humanity can face.

This September sees the release of Codex: Chaos Space Marines, providing gamers with all the information they need to collect and build a Traitor Legion or Renegade Space Marine army for Warhammer 40,000.

The new book provides special rules for the servants of the Ruinous Powers, including Cult troops such as Khorne Berserkers and Thousand Sons, as well as special characters such as Lucius the Eternal and Huron Blackheart – the Tyrant of Badab!

Of course, no new Codex would be complete without a range of miniatures to accompany it. The new Chaos Space Marine models truly are something special. Players can now customise their Lords and Sorcerors by means of a new plastic kit, representing a mighty champion in Chaos Terminator armour. New plastic Chaos Space Marines and Chaos Terminators box sets make it possible to build a unique-looking army, while the plastic Possessed and Chaos Spawn box sets are truly something to behold!

Not content with that, we've made a batch of metal Lords, too, including the brand new Huron Blackheart; check out the previews on these pages.







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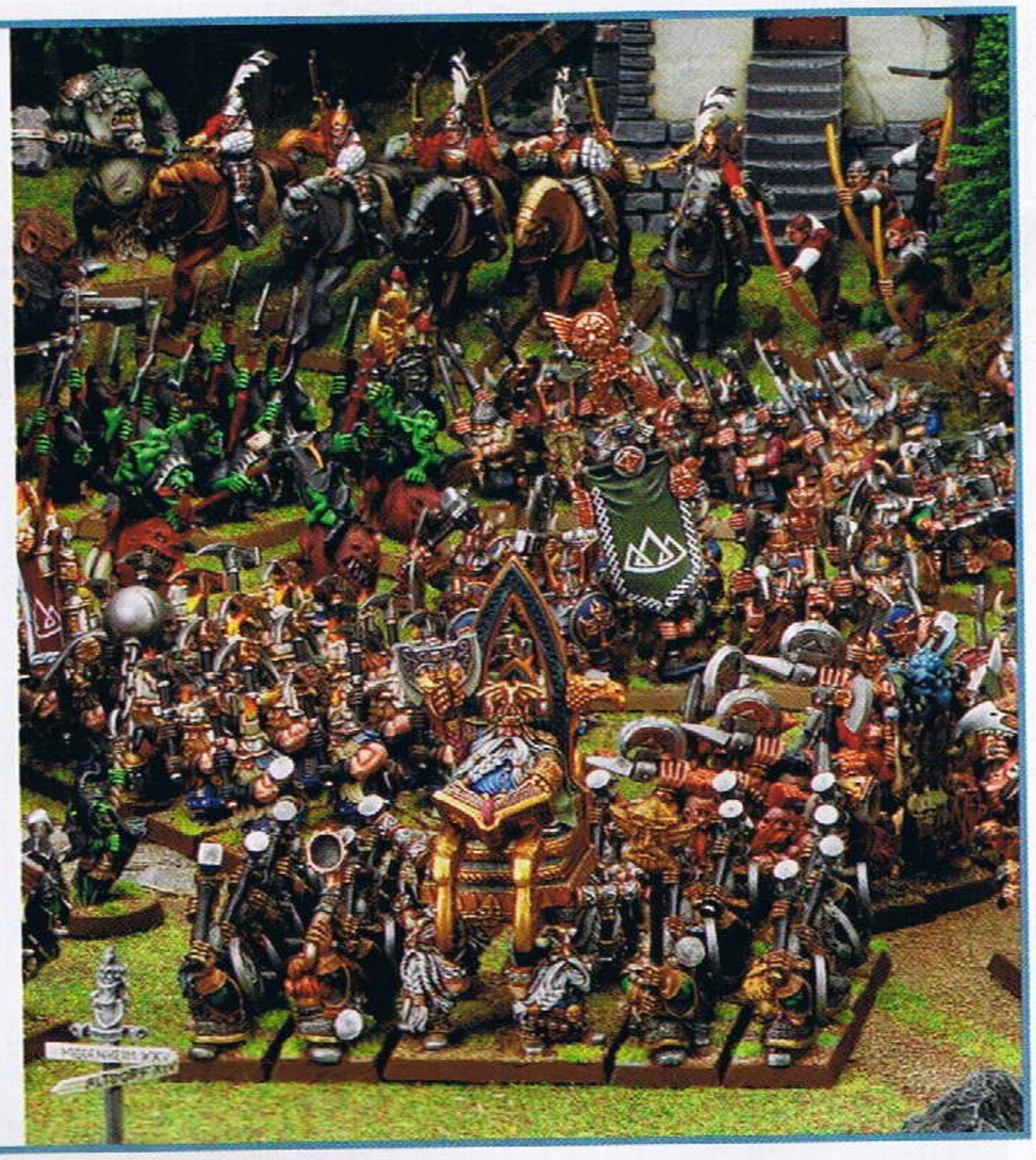
ASPIRING CHAMPION



ICON BEARER



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COMING NEXT MONTH



Gondor in Flames



Axemen of Lossarnach

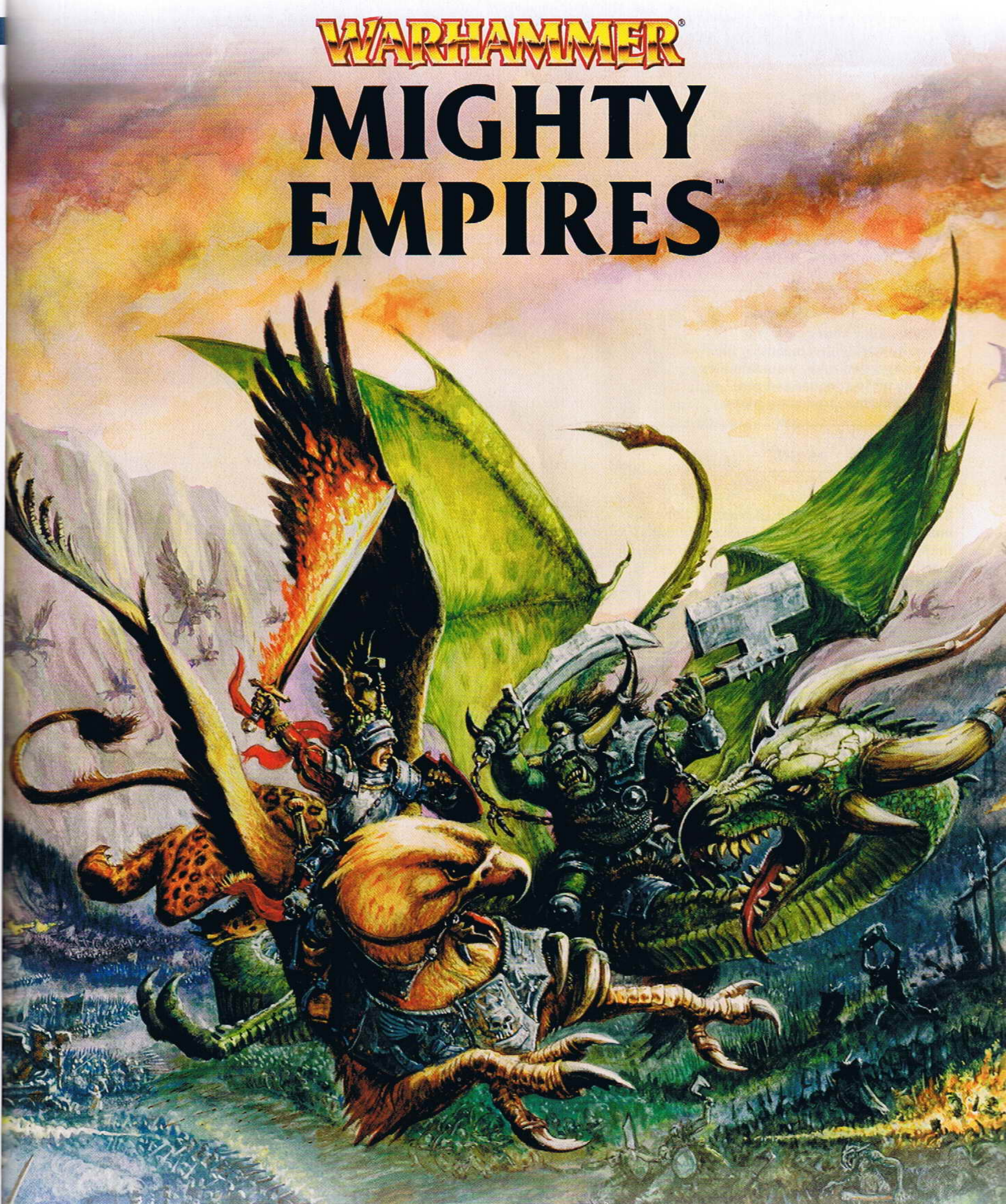


Riders of the Dead

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WARHAMMER®

MIGHTY EMPIRES™

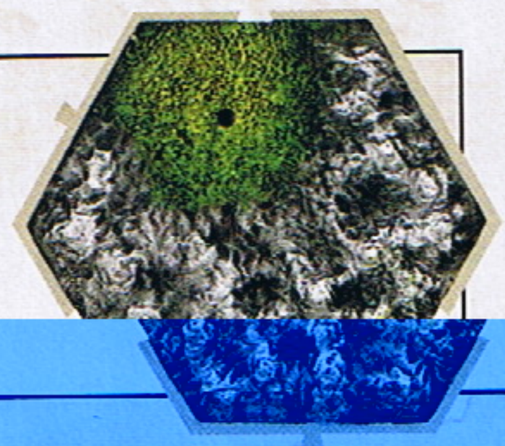


16 **Map Making**
Jervis Johnson and Mark Jones discuss the development of this brand new Warhammer Expansion.

22 **Campaigning**
The White Dwarf team play some games and show you how their campaign is progressing.

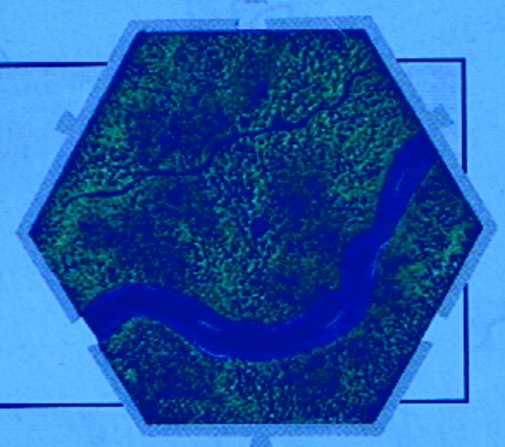
EMPIRES AT WAR!

Mighty Empires is the ultimate map-making kit, allowing you to take your Warhammer armies on a crusade across vast realms. We scrutinise this brand new Expansion kit.



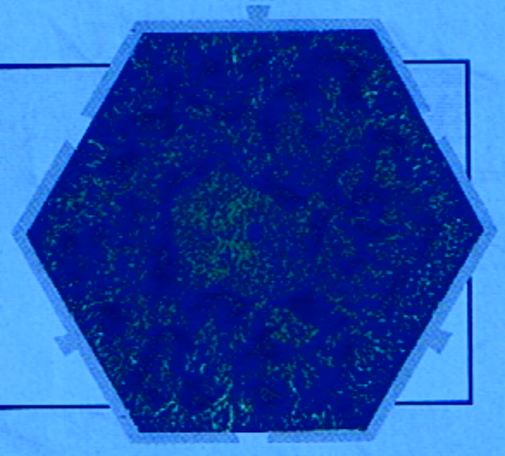
Mountain Tiles

When building your maps, you generally start with a mountain tile. In the suggested rules, mountain tiles are difficult to conquer and can support revenue-producing mines.



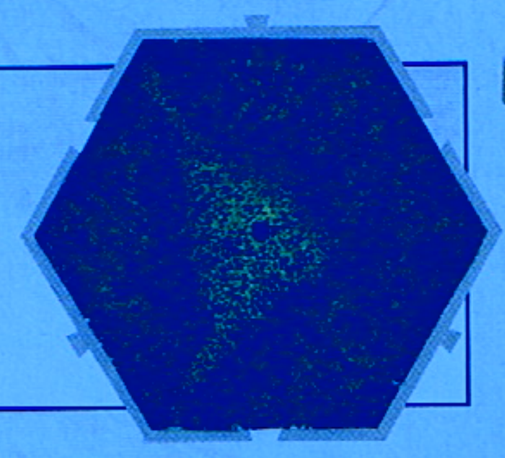
River Tiles

Rivers lead from mountain tiles and must be connected to other rivers until they flow off the map or terminate at a marsh tile. River tiles also support mines in the suggested rules.



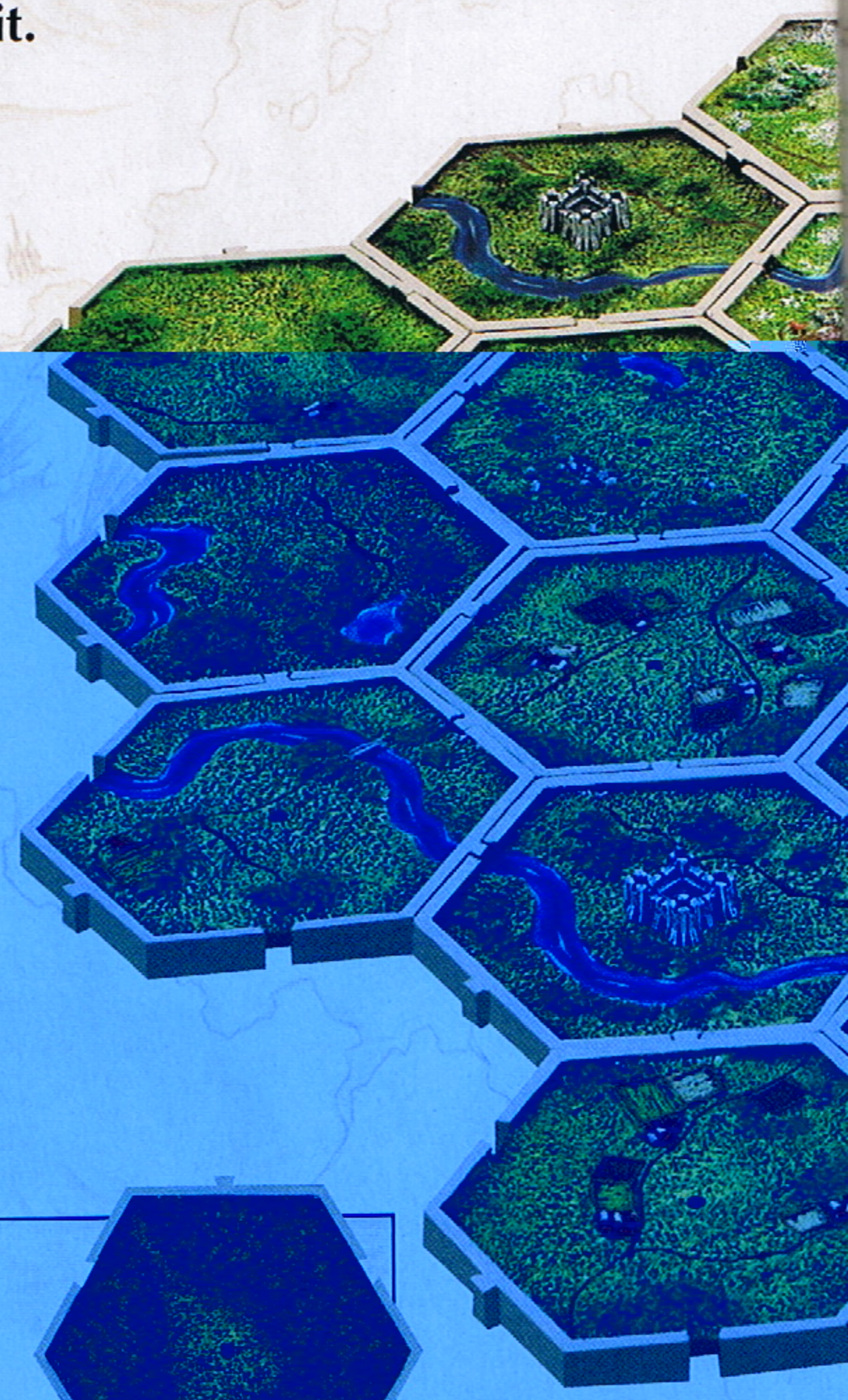
Marsh Tiles

The marshland tile gives you the option of ending a river before it reaches the end of a map. It can also represent swamps, bogs, fens and all kinds of wetland areas.



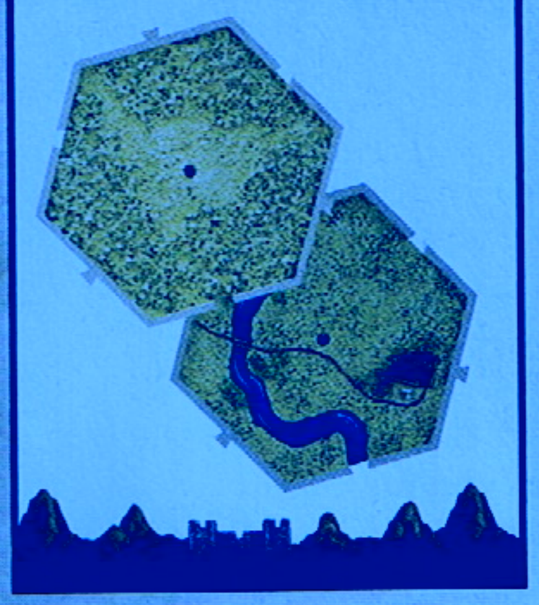
Forest Tiles

Forest hexes are cleverly textured – on the following pages you'll see how they can represent numerous geographical features depending on how you paint them.



Flip Sides

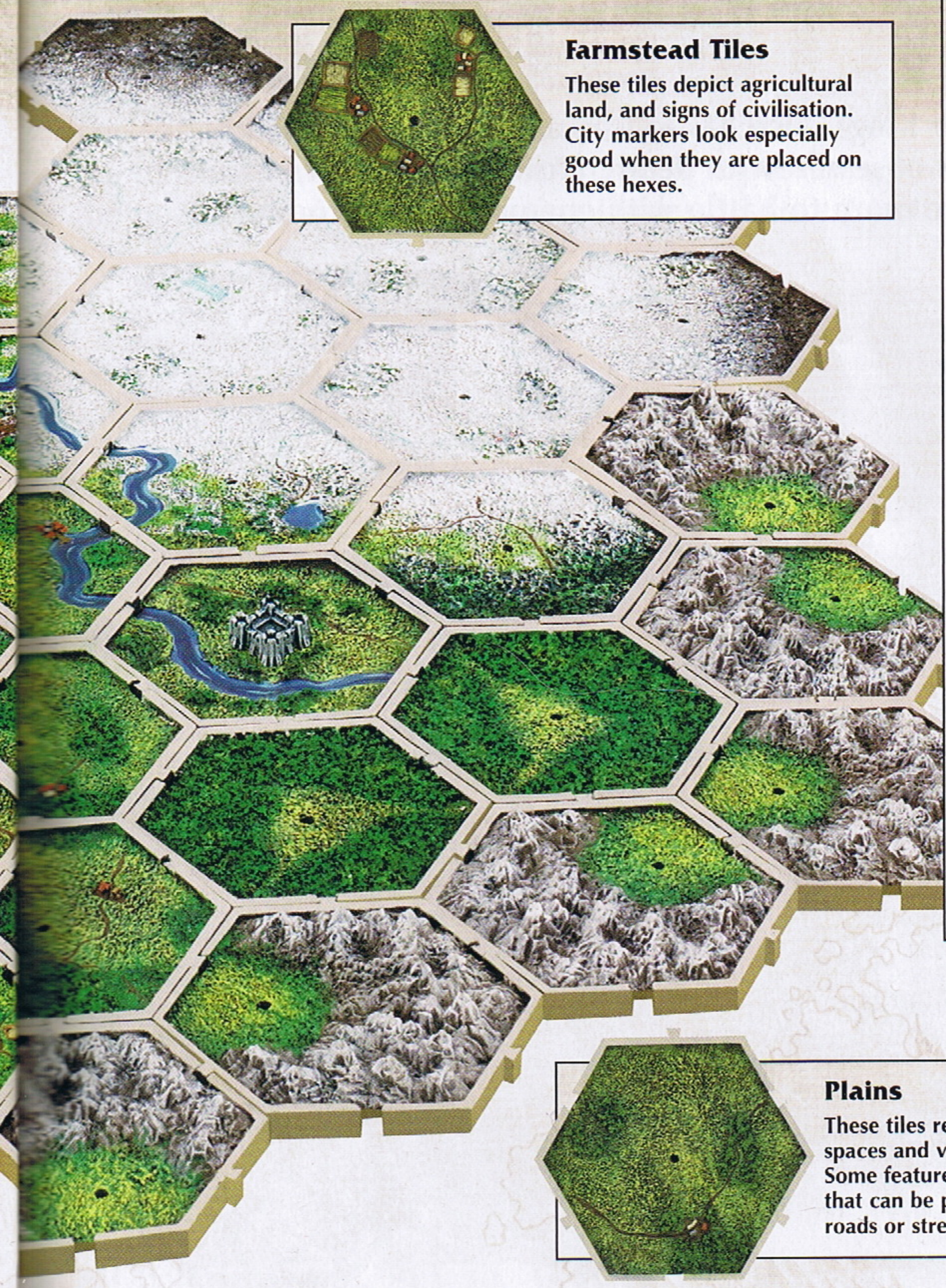
The new plastic map tiles are extremely versatile. With the exception of the mountain tiles, all the hexes are actually double-sided. This gives you a staggering 90 tile options per kit and an almost infinite number of map configurations.



Back in the early 90s, Games Workshop produced a game called Mighty Empires. The game was best known for its hexagonal card tiles that allowed you to build a vast empire, which you and your friends tried to conquer and start your own fledgling empires. Originally intended as a campaign system for the third edition of Warhammer, it soon became a fully fledged empire-building game in its own right.

Fast-forward 17 years and Mighty Empires has been re-released. There are a few notable differences between this version and its predecessor, the most obvious being the change from cardboard to plastic tiles – more on those later. There are also far subtler modifications as Jervis Johnson, the project leader, explains.

"Mighty Empires is no longer a game in its own right, but an Expansion for Warhammer in the same way that Cities of Death was an Expansion for Warhammer 40,000," says Jervis. "I wanted to create a system that would link your games of Warhammer together, giving them more of a point," he continues. "I designed the system expressly to emphasise the importance of fighting battles. A good performance in battle allows you to do some more actions on the map. If you win by a Massacre or Solid Victory, you'll be able to do quite a lot of things on the map; build new castles, upgrade settlements to cities, and capture new tiles, for instance. If you lose then you'll have fewer options during the conquest and build phase. What this does is place the focus on playing games of Warhammer, and so the map becomes an entertaining and visual representation of how well you have been doing in your games."



Farmstead Tiles

These tiles depict agricultural land, and signs of civilisation. City markers look especially good when they are placed on these hexes.

Plains

These tiles represent wide open spaces and verdant grasslands. Some feature indented grooves that can be painted to represent roads or streams.



Cities

Cities (unsurprisingly) represent concentrations of your empire's populace. In the suggested rules they are not only difficult for the enemy to conquer but, crucially, count as 2 tiles when working out which of the participants has the largest empire.



Castles

In the suggested rules, Castle pieces make it much harder for your enemies to conquer your tiles. This makes them great for guarding your borders, or for protecting mines and cities in neighbouring tiles.



Mines

As the primary means of income in the suggested rules, mines can be placed on river and mountain tiles. Mines are valuable resources and will invariably be targeted by rival players.



Pennants

The pennant markers provide a visual representation of which player owns which tile. All other playing pieces (mines, cities, etc) have holes in which to place pennants.

Unique to this Expansion is that the rules in the booklet are not really rules at all, but suggestions. "If anything, the rules presented are just a typical example of what you can do," says Jervis. "Personally I've never played in a campaign where we've used the same rules twice in a row. It's the very nature of campaign systems to constantly change, adapt, or start from scratch with a completely different set of rules. So we decided with this version of Mighty Empires to, first and foremost, make it a really great map-making kit, where you can make super maps either based on the Warhammer world, or of your own devising. The rules presented are an illustration of the way you could play a campaign. Therefore I tried to keep the rules quite short and created them in such a way that they would be the basic foundation of a campaign system. It is very easy for players to expand or add things to the rules and take them in different directions as they see fit."

With such a flexible "take-it-or-leave-it" approach, Jervis has been free to do what he likes to do best – tinker and tweak. The rules in the booklet are just the starting point and Jervis has carried on developing and working on them, the results of which you can find online at the Mighty Empires section of the website. "The extra rules I've written demonstrate how easy it is to expand your campaign system. You should feel free to use them, adapt them or come up with your own versions!" ▸▸▸▸

To get extra rules for map building, racial characteristics, seasons and loads more visit:

www.games-workshop.co.uk/mightyempires

Pick Up and Play

Once assembled, the map is very durable. Even with pennants and other campaign pieces attached, the map can be picked up and moved around, or even mounted on a wall and played over vertically. The tile connectors hold the map sturdily, so there is no need to glue them in place, meaning the map can be disassembled and re-built at any point.

LAND OF THE DEAD

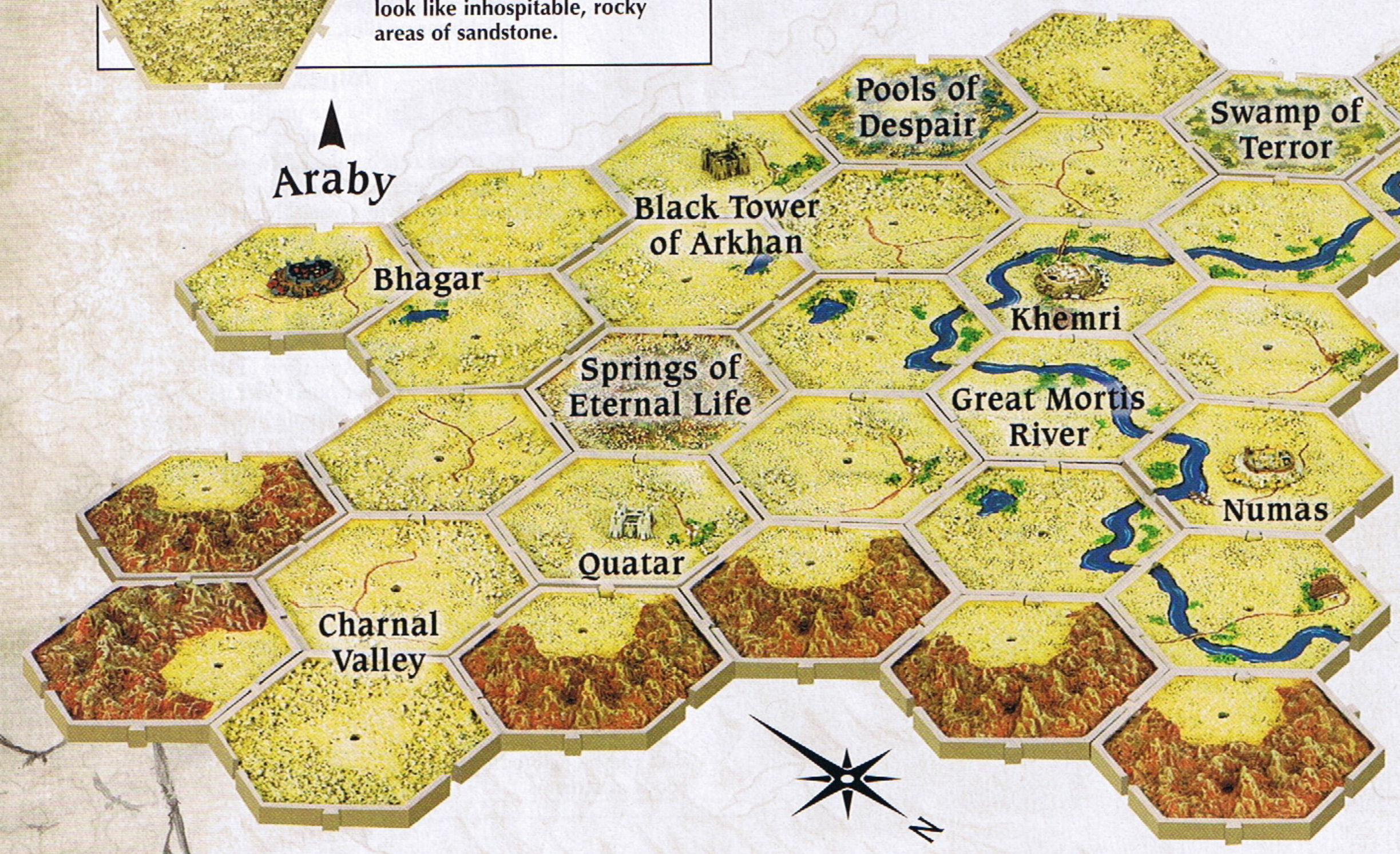
The desert realms of the Tomb Kings once harboured a mighty civilisation of feuding cities, their occupants obsessed with death. Now, thousand of years later, the Tomb Kings rise once more to battle with enemies old and new.

BUILD YOUR OWN WARHAMMER DESERT BOARD! SEE PAGE 88.



Desert Forest Tile

On this tile the textured base that usually represents dense forest has been drybrushed to look like inhospitable, rocky areas of sandstone.







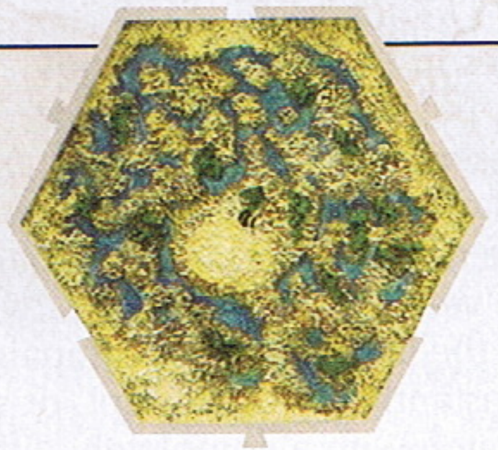
River Tile

Rivers are arteries of life in desert landscapes and this has been highlighted on the river hexes by signs of irrigation and agriculture.



Mountain Tile

The mountains on this map have been painted with a base coat of Dark Flesh, and then given a drybrush of Fortress Grey and Dark Flesh.

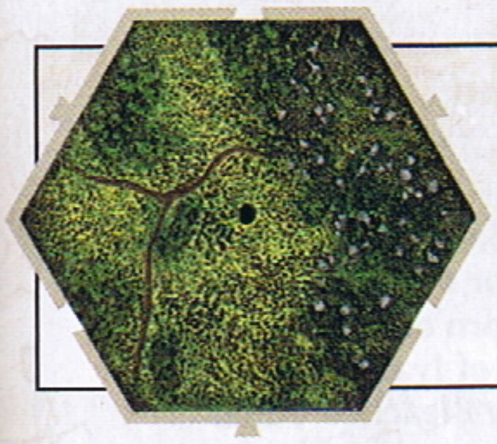


Oasis Tile

On this map one of the marsh tiles was painted as an oasis, simply by painting the water areas a healthy looking aquamarine colour, and some of the raised texture to look like palm tree canopies. You could easily come up with special oasis rules for your own desert campaigns.

THE REALM OF ULRIC

The City of Middenheim sits atop a pinnacle of white rock known as the Ulricsberg. From Middenheim's many tall towers it is possible to view the Middle Mountains to the northeast, and the sprawling Drakwald Forest to the southwest.



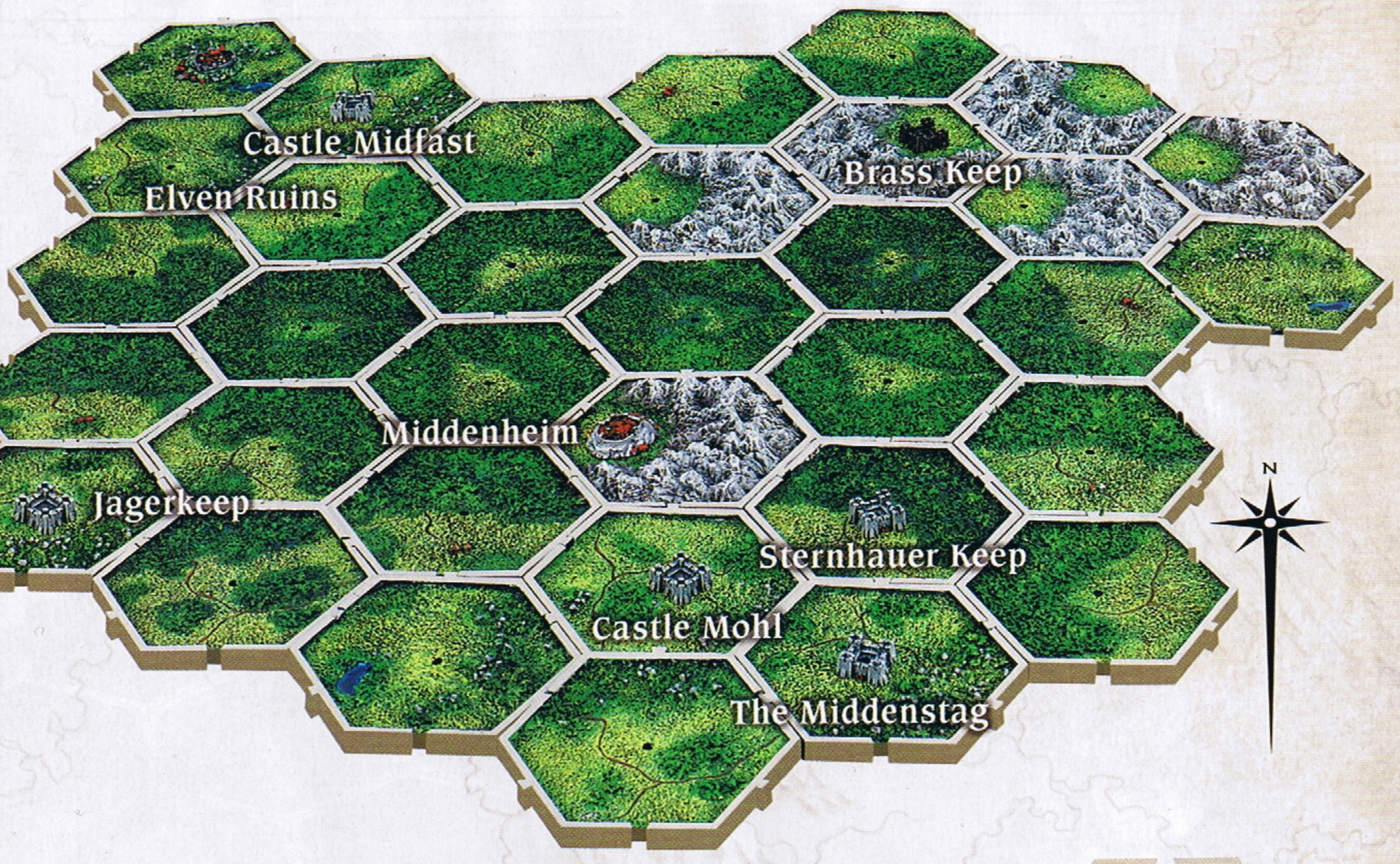
Elf Ruins

On this tile lots of the raised texture has been picked out in light greys to represent ancient Elven ruins from the time when the High Elves had dominion over the land.



Drakwald Forest

For this map we have used many forest tiles painted in dark greens to represent the impenetrable and forbidding forests that dominate the centre of the Empire.



Coastal Tiles

The map hexes are so versatile that your imagination is the only real limit. In this example, three river tiles have been painted up to represent a coastline. One side of the river has been painted as a fertile green land, the river itself has been painted as a sandy beach, while the remaining area has been painted Regal Blue with a light drybrush of Skull White to represent cresting waves. Details such as roads and lakes in the "sea" areas were filled with fine sand before being painted.



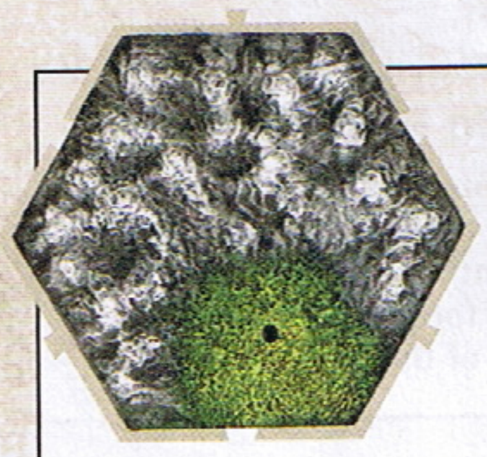


Middenheim

For this map the city was placed on a mountain tile and painted in light stony colours to represent Middenheim sat atop the Ulricsberg. Your map markers can be painted in colour schemes to represent famous landmarks.

LAND OF CHIVALRY

The fair land of Bretonnia is governed by a strict feudal system where chivalrous knights hold land on behalf of the nobility, while the peasants who form the bulk of the country's population live in perpetual squalor.



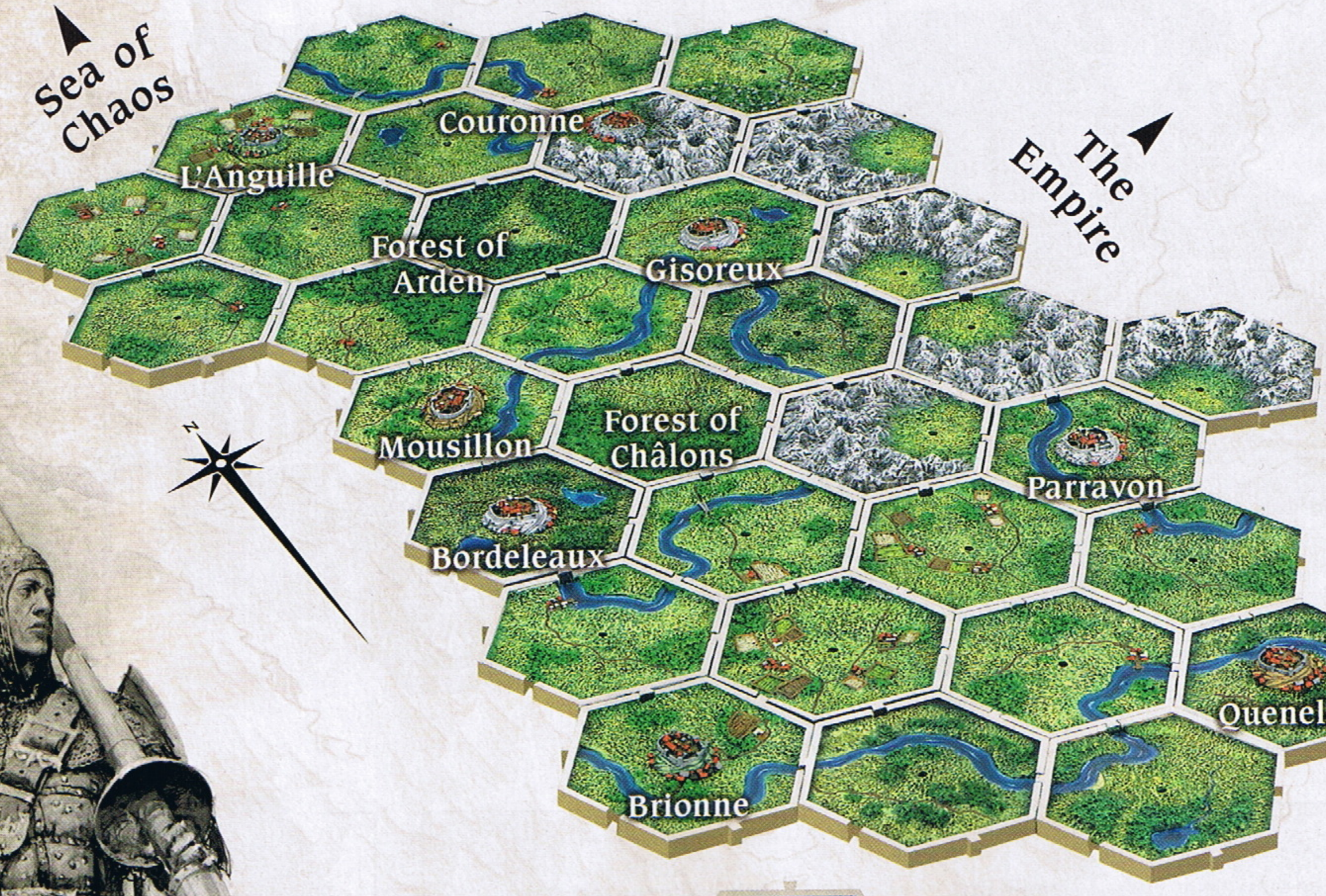
Mountains

The mountains on this tile were basecoated Scorched Brown and given a heavy drybrush of Codex Grey. A lighter drybrush of Fortress Grey was then applied. Finally, a light stippling of Skull White was added to the mountaintops.



Farmsteads

The fields were painted with Scorched Brown, followed by a light drybrush of Graveyard Earth. Stop at this stage for muddy fields. To get a wheat or corn effect, apply further drybrushes of Iyanden Darksun followed by Bleached Bone.







River Tile

The water effect on the river was achieved by using a basecoat of Midnight Blue, followed by a layer of Regal Blue towards the banks. Add two or three successively lighter layers of a Regal Blue and Skull White mix, working your way towards the river banks each time, leaving the middle of the river darkest. To finish the effect, a thin Skull White and Regal Blue mix was painted in very thin lines on some of the banks to create the current and sandbank effects.

A REALM OF EVIL

Lying between the Worlds Edge Mountains and the Mountains of Mourn, the Dark Lands are an inhospitable realm shrouded by a pall of sulphur and smoke. Only evil creatures dwell here, including the industrious but cruel Chaos Dwarfs.



Tar Pits

The foreboding, desolate plains of the Dark Lands were given a Chaos Black undercoat, followed by a drybrush of Scorched Brown or Codex Grey in patches across the landscape. The glistening tarpits were created with blobs of superglue and then, when dry, a layer of 'Ardcoat.



Volcanoes

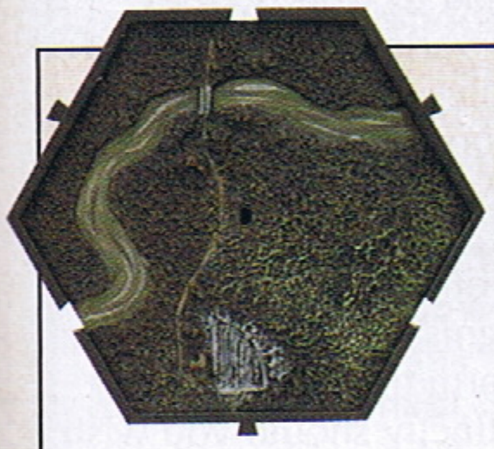
The volcanoes were achieved by clipping off the tops of some mountains, then drilling into them with a pin vice. Superglue was dribbled down the sides of the mountains. When that had dried and hardened, streams of lava were painted on top (see lava field tile).





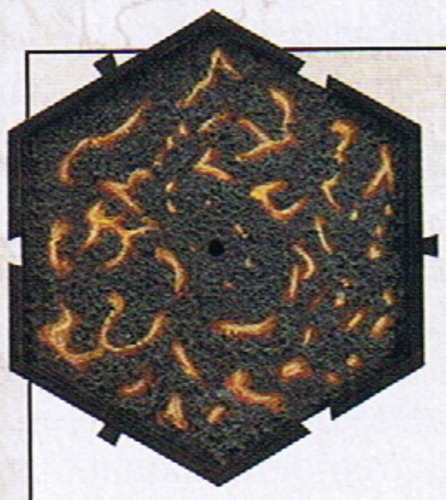
Ruined castle

This castle piece was made into a ruin by cutting into it with the pin vice and plastic cutters. It can then become a permanent feature of the map or you can make up some special rules for controlling the ruined castle tile.



Sludge river tile

The river of sludge was created with a basecoat of Catachan Green before fine, watered-down layers of various colours were painted on top. The colours we used were Bleached Bone, Graveyard Earth and a mix of Chaos Black and Catachan Green.



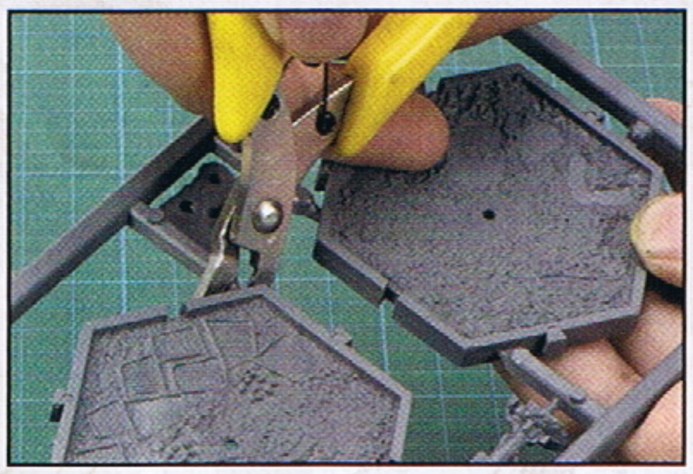
Lava fields

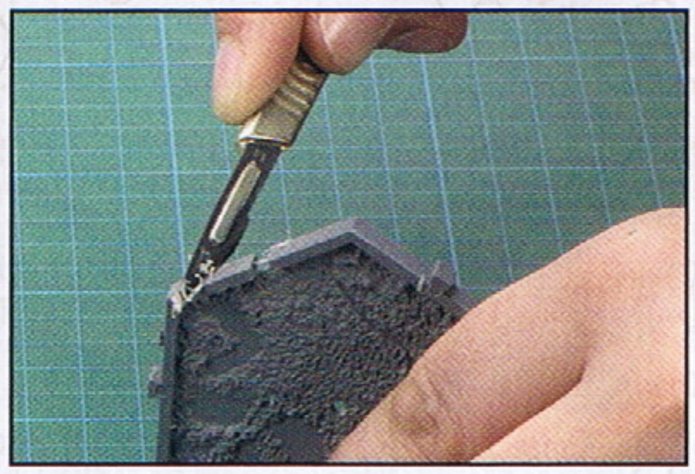
On this map the marsh tile was painted up as a magma field. This was achieved by painting the water areas first in Mechrite Red, then Blood Red, followed by Fiery Orange and Golden Yellow. Fine lines of a Skull White and Golden Yellow mix were added for the final highlight. The highlights should work inwards, so that the lightest layers are in the centre.

GETTING STARTED

We found the following method the most efficient way of getting your Mighty Empires tiles painted and ready for the all important map-making part of your campaign.

1 *Clean your tiles.* Carefully remove the tiles and all other components from the frame, using plastic cutters and/or a sharp hobby knife. Give each tile a quick clean up, especially around the rims where there is often a small mould line.

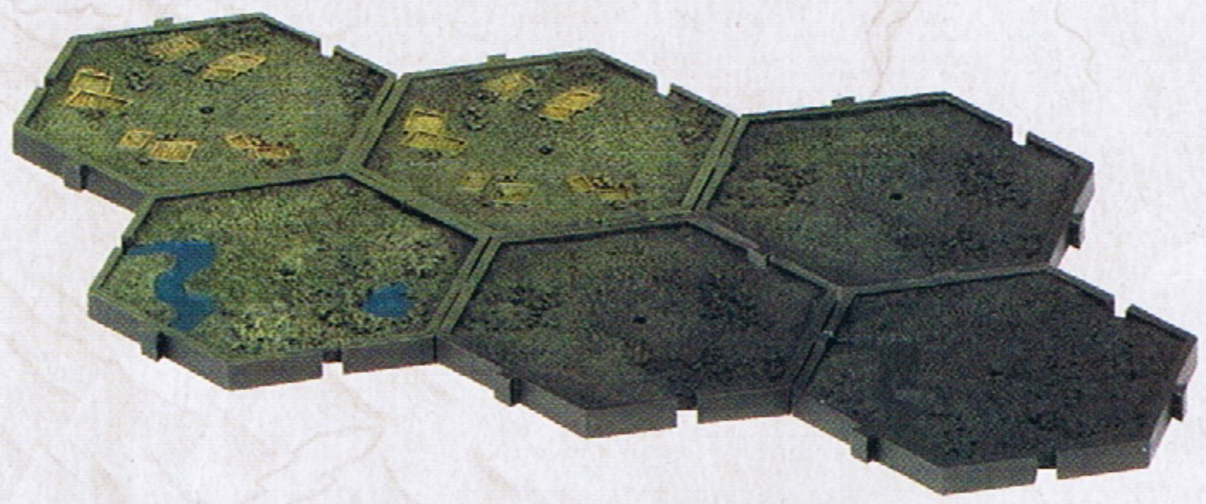






2 *Undercoat.* Once your tiles are cleaned up, and you have no doubt had a play putting them together, it is time to undercoat them. We used either Chaos Black or Skull White spray depending on the colour schemes we had planned. The important point to remember is that the tiles should not be connected when you spray. Don't forget to spray both sides of the tiles.

3 *Create a map.* Once all the tiles are dry, you can fit them together. Note that this doesn't have to be the actual configuration you will be using on your campaign, it is just easier to paint the basecoat with the map tiles connected. Once you have an undercoated and assembled map it is time to grab a big brush – a Tank brush or Large Flat Drybrush is ideal – and start painting on your chosen basecoat.



Painting Pennants

The pennants are used to denote which tiles and assets are owned by the players during a game.

It is important that they are clearly painted in each player's colour or livery. You can choose to just paint them one flat colour as a quick and easy gaming marker, or if you wish you can paint them up as realistic army banners, complete with transfers or even hand-painted army icons!



Mark Jones is best known for making the fantastic scenery that you see in White Dwarf each month, so he was a natural choice to make the tiles for the Mighty Empires set.

"All the stuff I make is Studio-bound so it was great to actually create something that hobbyists will be able to get their hands on, assemble and convert. I just hope it gets a good reaction," says Mark.

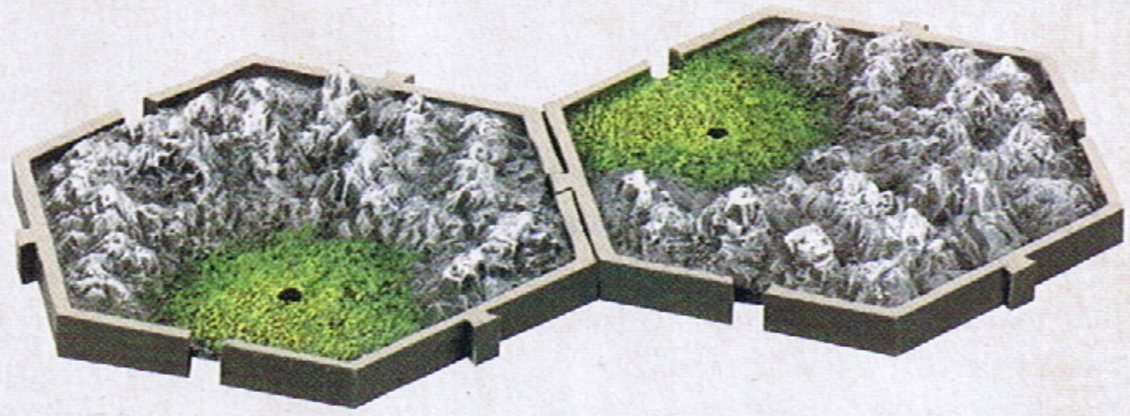
Of course, the design process for a new product is never as simple as it sounds. The plastic tiles are the first of their kind and needed quite a bit of development. "The first issue was making them double-sided. We had to develop a way that allowed us to put three-dimensional textures on both sides of the tile, whilst allowing the hexes to still sit on a flat surface. We found that by adding a surrounding lip we could add textures as long as they were no taller than the rim, which also provided a stable surface. The mountain tiles would obviously have to be one-sided, as the peaks rose above the rim. This does give those who are adventurous enough the option of a blank tile to model on if they cut the mountains off the other side."

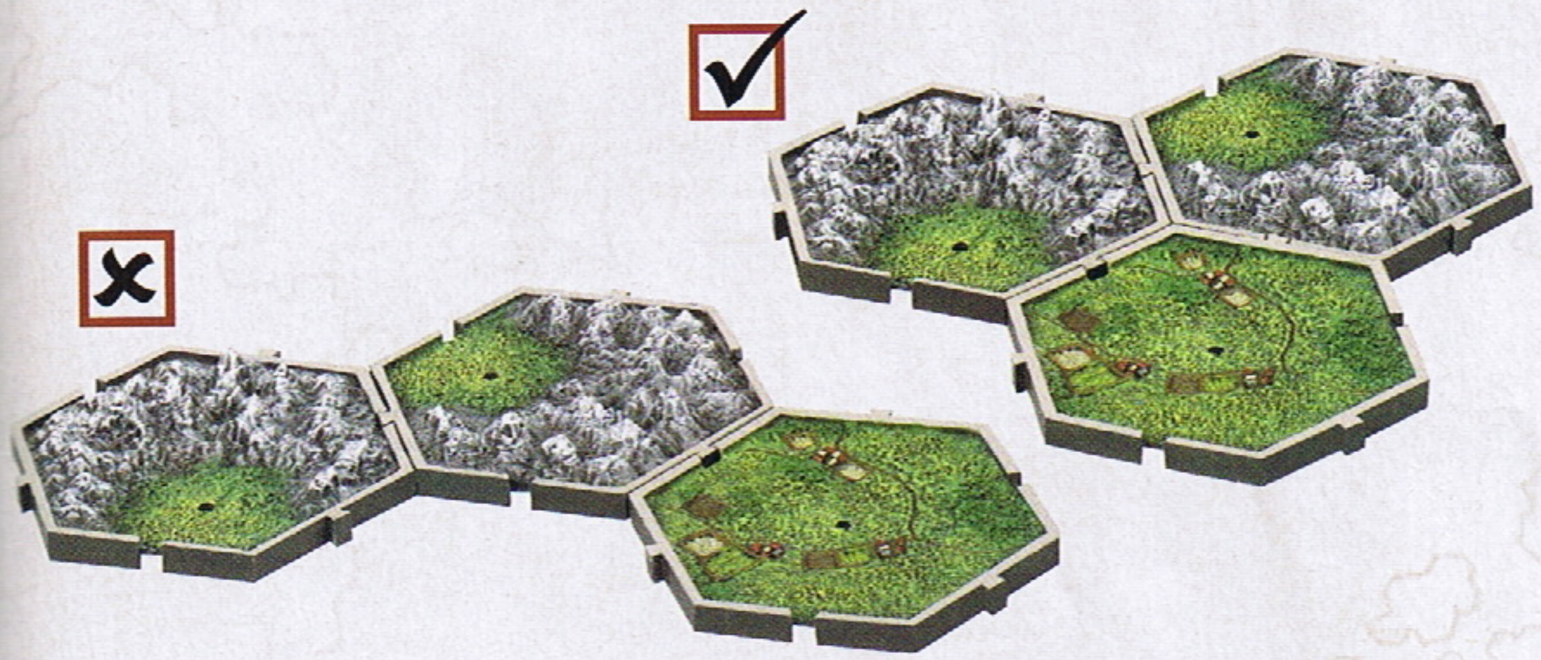
For Mark, the real challenge came with sculpting the different textures onto the tile. The surface detail had to work so they could be painted in various landscapes. For instance the forest tiles can be painted up as a lush green canopy or as a barren rocky landscape. "Another test," adds Mark, "was making the plains tiles suitably different from each other without making them instantly recognisable – ie. that's the temple tile, or the farm tile. They can be painted up very distinctly should you wish, but I wanted a vague look about them so they could fit in anywhere."

MAKING A MAP

There are many ways to generate your maps. For a consistent but randomly generated map that all players can participate in, we recommend the following method:

1 Start by separating out the mountain tiles. Place all the other tiles in the Mighty Empires box lid (which is the perfect depth for this – they think of everything!). In the tradition of all great fantasy maps, you start with a mountain range. Take two mountain tiles and connect them together to start the map.



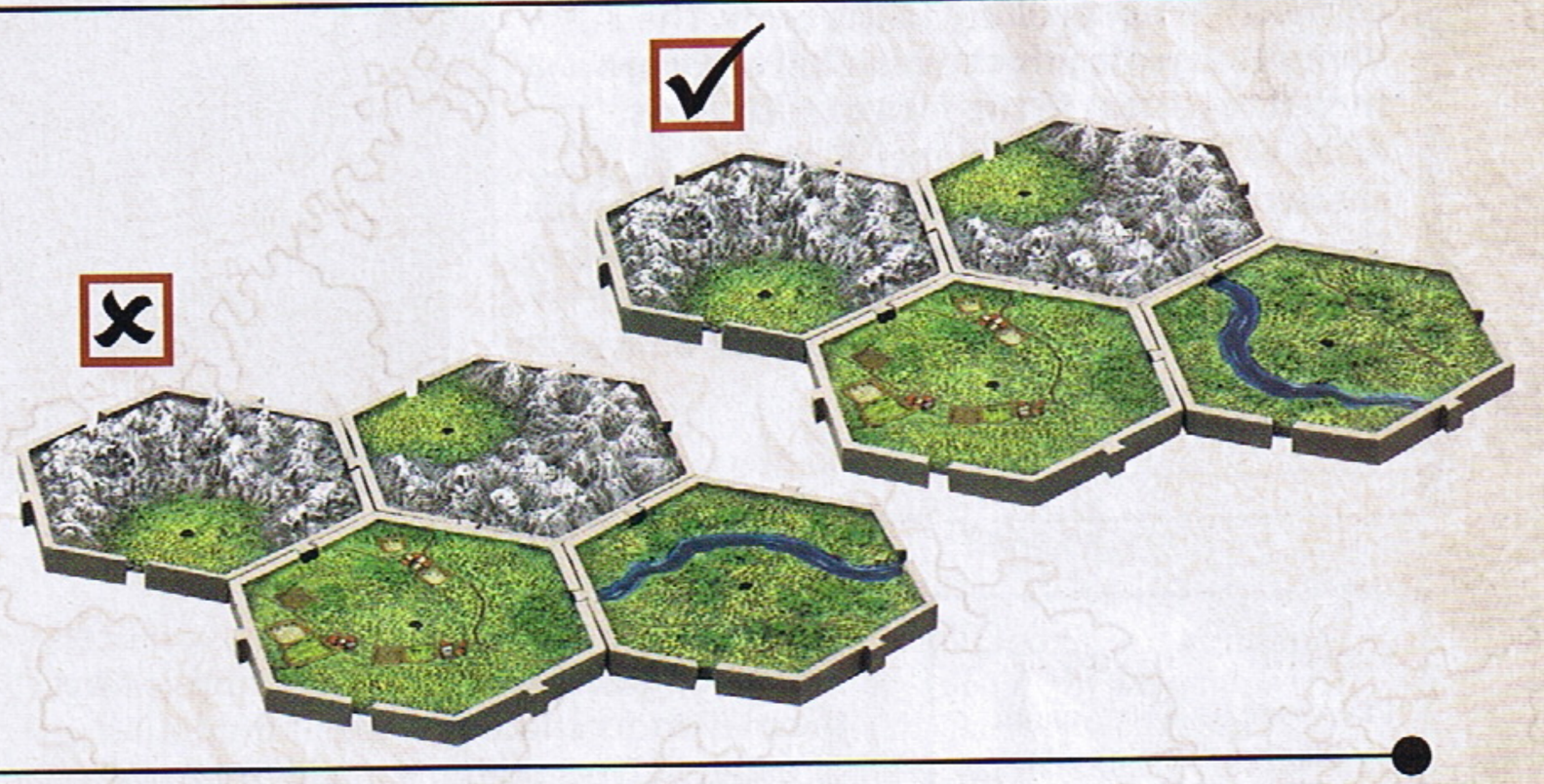


2 One player now takes a tile from the box lid without looking (we found that handing the box lid under the table stops peeking) and places it on the tabletop so a random side is facing up. The tile is then placed on to the map in a position of the player's choice. The two caveats are that it must be placed so it connects with at least two other hexes on the map, and that it doesn't block a river (unless, of course, it is a river or marsh tile). Continuing round the table, players add tiles to the map following these steps.

3 A player can decide to add a mountain to the map instead of a tile drawn from the box lid. He can do this even after he has drawn a random tile.

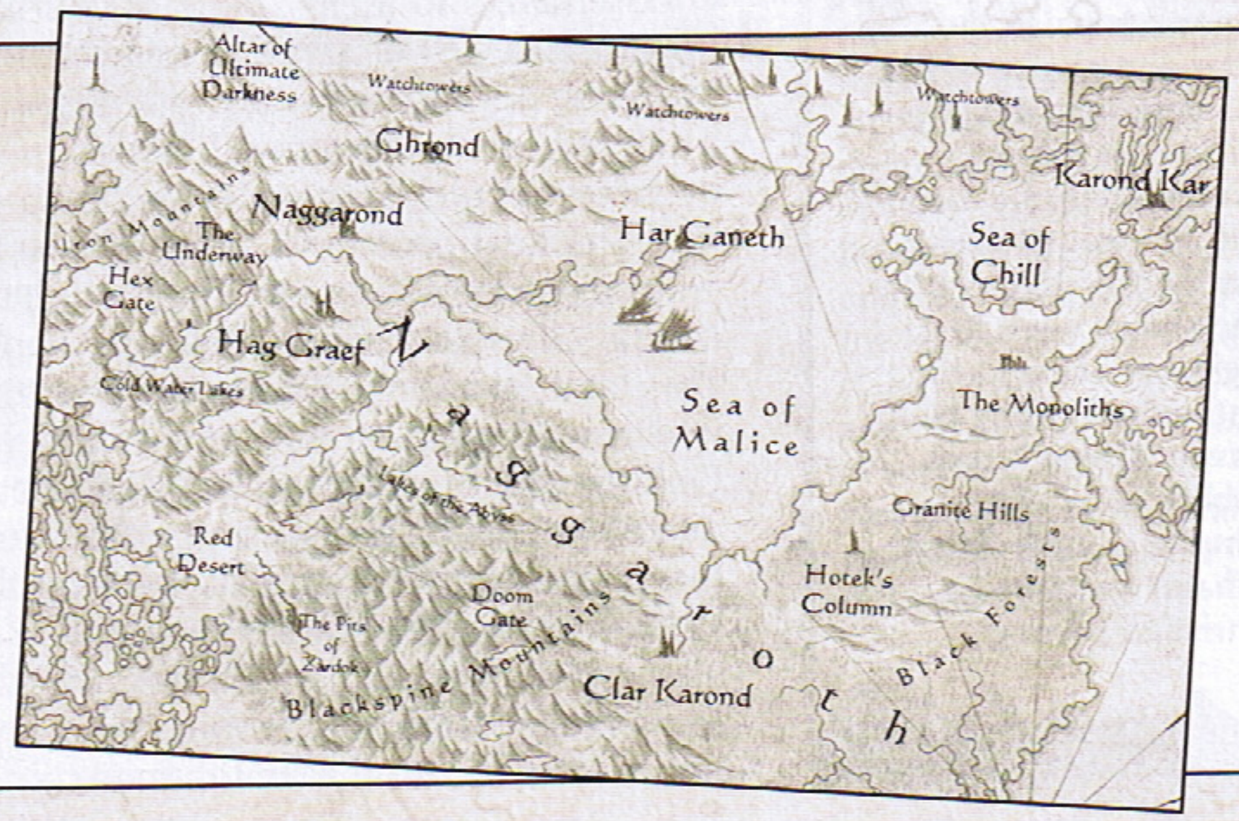
River tiles can only be placed with one end connecting to either a mountain tile or another river tile. They cannot be placed in such a way that the end of the river is blocked by a plains tile. The only thing that can connect to a river is another river tile or a marsh. If it proves impossible to place a river, then add whatever is on the reverse side to the map instead.

Players keep adding tiles to the map until they run out or decide that the land is big enough for conquering!



Lay of the land

There are many different methods of creating your maps. You and all those participating may enjoy the random method as described on this page. You may already have a strong idea about the land you are fighting over and so wish to place the tiles in a very specific way. Or, like the examples on the earlier pages, you may want to create an actual area of the Warhammer world. Whichever method you choose, half the fun of Mighty Empires is designing the map!



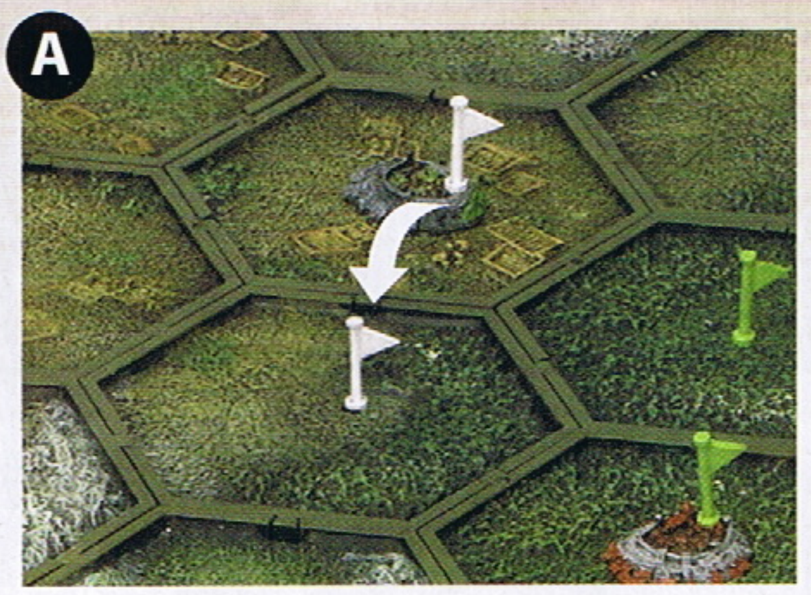
PLAYING A CAMPAIGN

The White Dwarf Campaign is in its third turn at the time of writing. The realm is being fought over by numerous races, and here's what has happened so far...

Campaign Turn 1

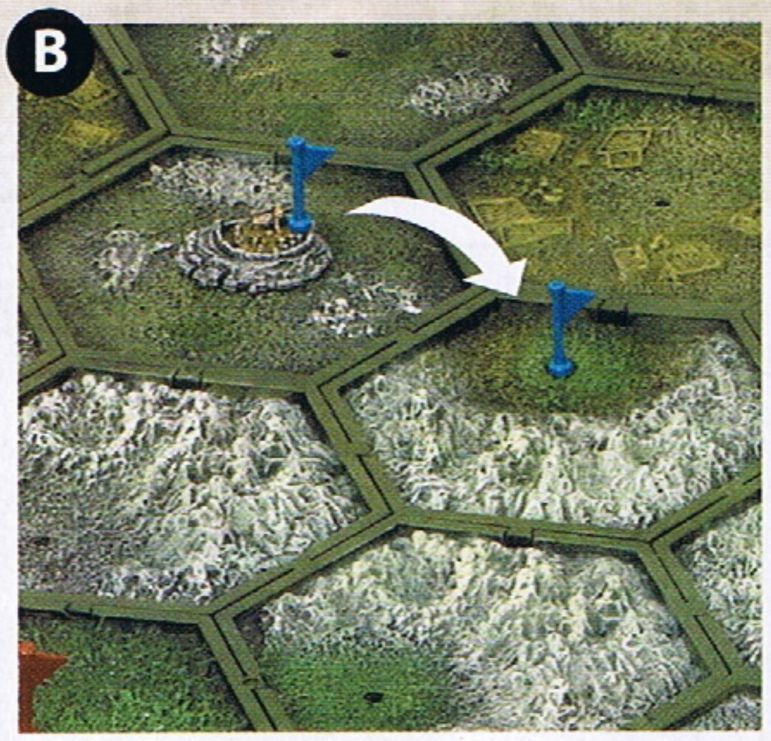
Goblins vs. Bretonnians

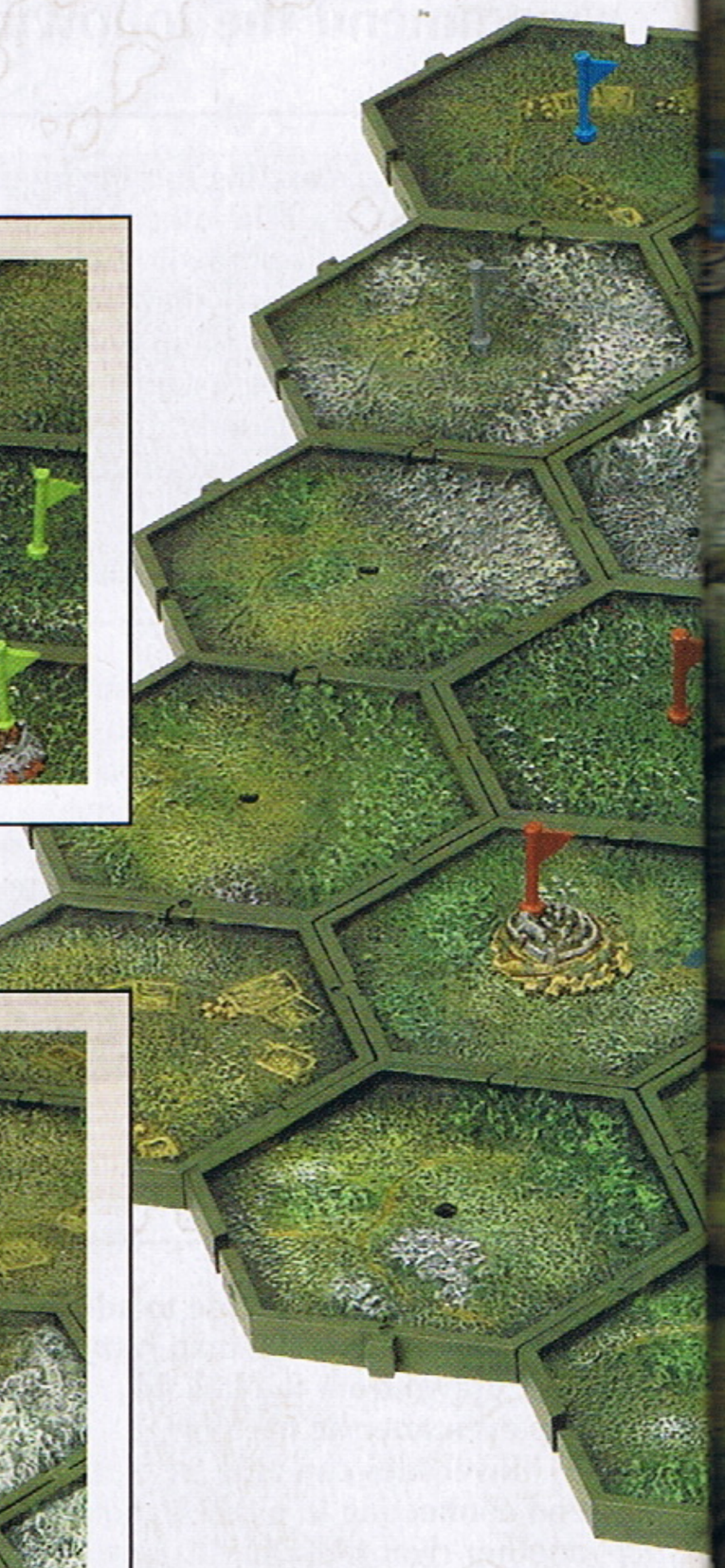
The Goblin Big Boss had chosen the "All or Nothing" event, which meant that if he won he would get double empire points (and so quickly establish himself as a dominant power in the region). However, the gamble did not pay off – after a very tight game the Goblins could only manage a draw and so got no empire points while the Bretonnians took the usual 2 points for a draw result and were able to claim a plains tile.



Dwarfs vs. Vampire Counts

The Dwarfs played to their strengths by deploying around a hill, mounting a staunch defence due to the unusually large complement of artillery in the army. The Vampire Counts attacked the hill but were forced to retreat in the face of such a vast array of gun emplacements. Matt had shrewdly chosen the "Elite Army" event for his Dwarfs, and so could ignore the Special and Rare restrictions in the game. The Dwarfs managed a solid victory and so were able to claim a mountain tile.





Getting started

Players start a campaign by placing their capital city marker on the map. In our campaign the order and choice of tile was determined by how quickly the players painted their city marker! Matt Hutson (Dwarfs) was the first to paint his city, and so went first. The other armies are Bretonnians (Andy Hall), Skaven (Glenn More), Goblins (Guy Haley), Vampire Counts (Mark Latham) and Empire (Christian Byrne).



Turn 1

The first phase in the campaign turn is for the players to choose an event from a list of eight. Players with the smallest empire choose first, and then you work your way up to the largest empire. As this was the first turn, no-one had an empire larger than a single hex, so the order in which the events were picked was decided by a dice roll. The next phase was revenue, but the empires had yet to expand beyond their capital cities so there was no gold about. This took us into the Challenge phase, which was much more eventful. The Goblins and Bretonnians faced off, both perceiving each other as an immediate threat because their capitals were so close to each other. The Dwarfs turned their attention to the Vampire Counts, whilst the Skaven challenged the Empire, who fought bravely but lost to the foul ratmen.

The final part of the campaign turn was the Conquest and Build phase. Guy's Goblins could only watch despondently as the Bretonnians claimed a tile close to the mountains. The Dwarfs had a Solid Victory and so were able to claim a mountain tile (it costs three empire points, rather than the normal two, to claim mountain tiles). There was also an empire point spare for Matt's Dwarfs to launch a raid, and the Dwarfs gained an extra 60 gold pieces as a result. The Skaven managed a Narrow Victory over the Empire. With three empire points, they claimed a plains tile and then built a castle (although, as they're Skaven, this probably involved them finding an old ruined castle and infesting it). As unused points cannot be saved for further rounds, Mark's Vampire Counts and Christian's Empire went on raids to gain some much-needed revenue.



The Players

	Matt Hutson	Dwarfs
	Andy Hall	Bretonnians
	Glenn More	Skaven
	Guy Haley	Goblins
	Mark Latham	Vampire Counts
	Christian Byrne	Empire

Turn 2 Overview

Battle	Result	Empire Points
Dwarfs vs. Bretonnians	Dwarfs Narrow Victory	Dwarfs 3 Bretonnians 1
Goblins vs. Vampire Counts	Vampire Counts Massacre	Vampire Counts 5 Goblins 1
Empire vs. Skaven	Empire Solid Victory	Empire 4 Skaven 1

Turn 2

It was back to the Events phase for the second turn. The Goblins, Empire and Vampire Counts were still to move beyond their capitals and so were classed as the smallest empires. After the dice-off, Guy got to choose first, this time plumping for the "Land Grab" event in the hope of trying to catch up after a disappointing first turn. Andy picked "Diplomacy" for his Bretonnians and prevented the Goblins from challenging him this turn, no doubt to avoid a re-match.

There were still no mines on the map and so the Revenue phase was bypassed again, although some players had gold in their treasury from the raids undertaken in Turn 1. It was straight into the challenges. This time the Dwarfs and Bretonnians would fight, the Goblins faced off against the Vampire Counts, and the Empire and Skaven had to battle each other once again. The Dwarfs won a Narrow Victory against the Bretonnians and so took three empire points. Mark's Vampire Counts provided the first Massacre of the game by slaughtering the Goblins. The Greenskins were not having a great campaign so far! The Skaven and Empire re-fight was interesting, as Christian spent gold pieces from the raid in the previous turn to buy an extra cannon, which provided enough of an edge to eek out a Solid Victory!

In the Conquest phase the empires slowly started to expand, with most players trying to claim hexes that were river or mountain tiles so they could build mines in the following phases. At the close of campaign Turn 2, the Dwarfs clearly had the lead as they were the proud owners of a working mine in the mountains and three tiles in their realm. ▸▸▸▸

Events

As part of the suggested rules there is an Events phase in which players choose from a list of occurrences that can have varying effects on the campaign – anything from the destruction of cities, land grabs or diplomatic incidents. There are eight events listed, and players can add their own to make the list even more varied if they wish. You should aim for at least two more events than you have players (ie. in a ten-man campaign have twelve different events).

Map at End of Turn 3

Turn 3 Overview

Battle	Result	Empire Points
Dwarfs vs. Bretonnians and Empire	Bretonnians and Empire Massacre	Bretonnians 4 Empire 4 Dwarfs 1
Goblins vs. Skaven	Goblin Solid Victory	Goblins 4 Skaven 1

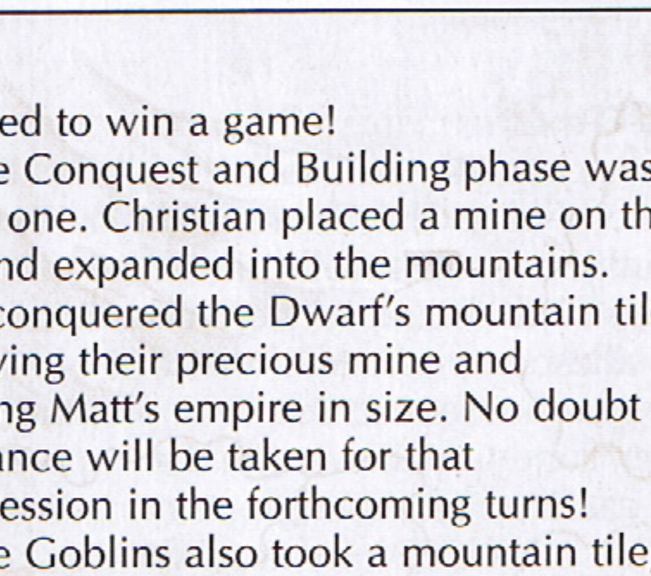
Dwarfs vs. Bretonnians

The campaign rules allow for exciting multiple battles. In this 3000-point battle, the Dwarfs faced 1500 points each of Bretonnian and Empire models. Matt may have been facing two forces but, due to the mine in the mountains, he could field an extra 250 points' worth of troops. The game was fiercely contested to start with, but the combined might of the human armies took its toll on the Dwarfs and the battle ended in a Massacre. Because it was a team game, all team members received one less empire point than they normally would, so Andy and Christian earned four empire points, and Matt gained one.



The End Game

In Turn 3 the Empire and Bretonnian gambit had paid off and the Dwarfs had been pushed back. Not only have they suffered a major setback by losing their mine, the Dwarfs' main city is now under threat. With Andy's Bretonnians conquering a tile right next to Matt's Dwarf city, he can potentially conquer it next turn and win the campaign. But alliances are fickle and maybe Matt's Dwarf gold can sway the Empire to his side. In the White Dwarf bunker we're all poised to see what the next challenge phase will bring...



Race-specific Counters

Glenn, the Skaven player, is currently in the process of converting his capital city marker by sticking a giant rat model on top of it! This is a very stylised way of illustrating which cities belong to whom, and give the map a unique look. Other ideas include anvils for Dwarfs, and even skulls and bones for Undead players.

For inspiration and tips visit:

www.games-workshop.co.uk /mightyempires

Turn 3

As the Dwarfs began to emerge as the dominant empire, the other players began to plot their downfall. A "Disaster" event was placed on the Dwarfs by Andy's Bretonnians, followed by the "Fool's Gold" event from the Vampire Counts, which prevented the Dwarfs taking any revenue for the campaign turn.

Due to some judicious negotiating behind the scenes, both the Empire and Bretonnians challenged the Dwarfs to battle. The Vampire Counts were held up in diplomacy, leaving the Goblins and Skaven to fight (this may seem harsh on Mark, but it worked out very well as he went on holiday that week). The Skaven and Goblins clashed and, despite the Goblins losing over 40 of their number in one terrifying Skaven Magic phase, Guy's Greenskins pulled it back and finally managed to win a game!

The Conquest and Building phase was a busy one. Christian placed a mine on the river and expanded into the mountains. Andy conquered the Dwarf's mountain tile, destroying their precious mine and reducing Matt's empire in size. No doubt vengeance will be taken for that transgression in the forthcoming turns!

The Goblins also took a mountain tile, making that chain of tiles increasingly crowded! After suffering a defeat, the only thing the Skaven could do was raid – something the ratmen are obviously very good at as Glenn rolled high, gaining 110 gold pieces for his treasury.

After the last phase in the third campaign turn, the map was beginning to take shape, and there will be plenty more battles before a victor can emerge and claim dominion over the land.

WHITE DWARF TILES

You will have already noticed that free with this issue is a special White Dwarf Mighty Empires frame. Jervis explains how to use the new tiles and markers.

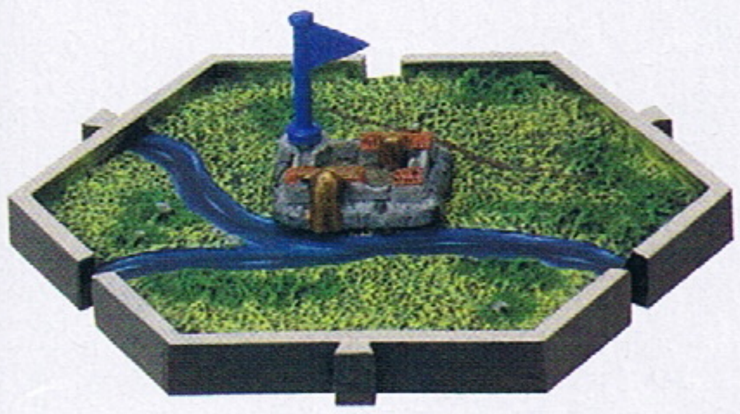
This issue of White Dwarf includes two new Mighty Empires tiles, and three new markers. This frame adds forked rivers to the Mighty Empires tile set. You'll find them very useful for splitting rivers up or joining two separate rivers together. They don't require any additional rules in order to use them – just add them to your set and have fun!

The three new markers included with White Dwarf represent a Dwarf Brewery, an Orc Idol, and a Wizard's Tower. You can use these markers in two ways. The first and most straightforward is simply to count them as mines; in this case the revenue that they generate doesn't represent gold or diamonds dug from the ground, but rather beer from the brewery, magical artefacts from the wizard's tower, and good old-fashioned Waaagh! power from the idol.

Alternatively you can use the new markers as special and very rare things that can only be built by certain races (it still costs one empire point to build them). So, for example, only a player running a Dwarf empire could build the brewery. Only one of the new markers can be built by an empire, and if the marker is captured by another race then it is destroyed. For instance a Dwarf player could build one Dwarf Brewery in their empire (and no more than one!), and should it ever be captured then it is destroyed and cannot be built again.

If you go for the second option, try applying the rules below to the new markers.

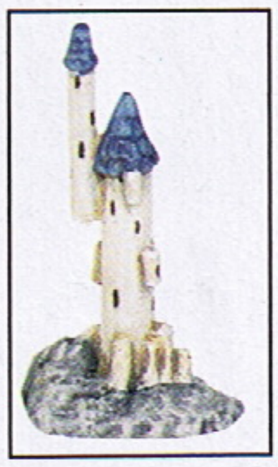




Dwarf Brewery

May only be built by Dwarfs. In each battle you fight, you may pick one unit to have been fortified by a barrel or three of potent Dwarf beer. Roll a D6 to see what psychological effect the unit has become subject to:

1: Stupidity
2: Frenzy
3: Hatred (of all enemies)
4: Immune to Psychology
5: Stubborn
6: Unbreakable





Wizard's Tower

May be built by The Empire, Vampire Counts, Hordes of Chaos, Bretonnians, High Elves and Dark Elves. In each battle you receive one common magic item for free (see page 122 of the Warhammer rulebook). Randomly determine which item you receive. You may give the item to any character that would normally be allowed to take it and is not at their maximum allowance of magic items.





Orc Idol

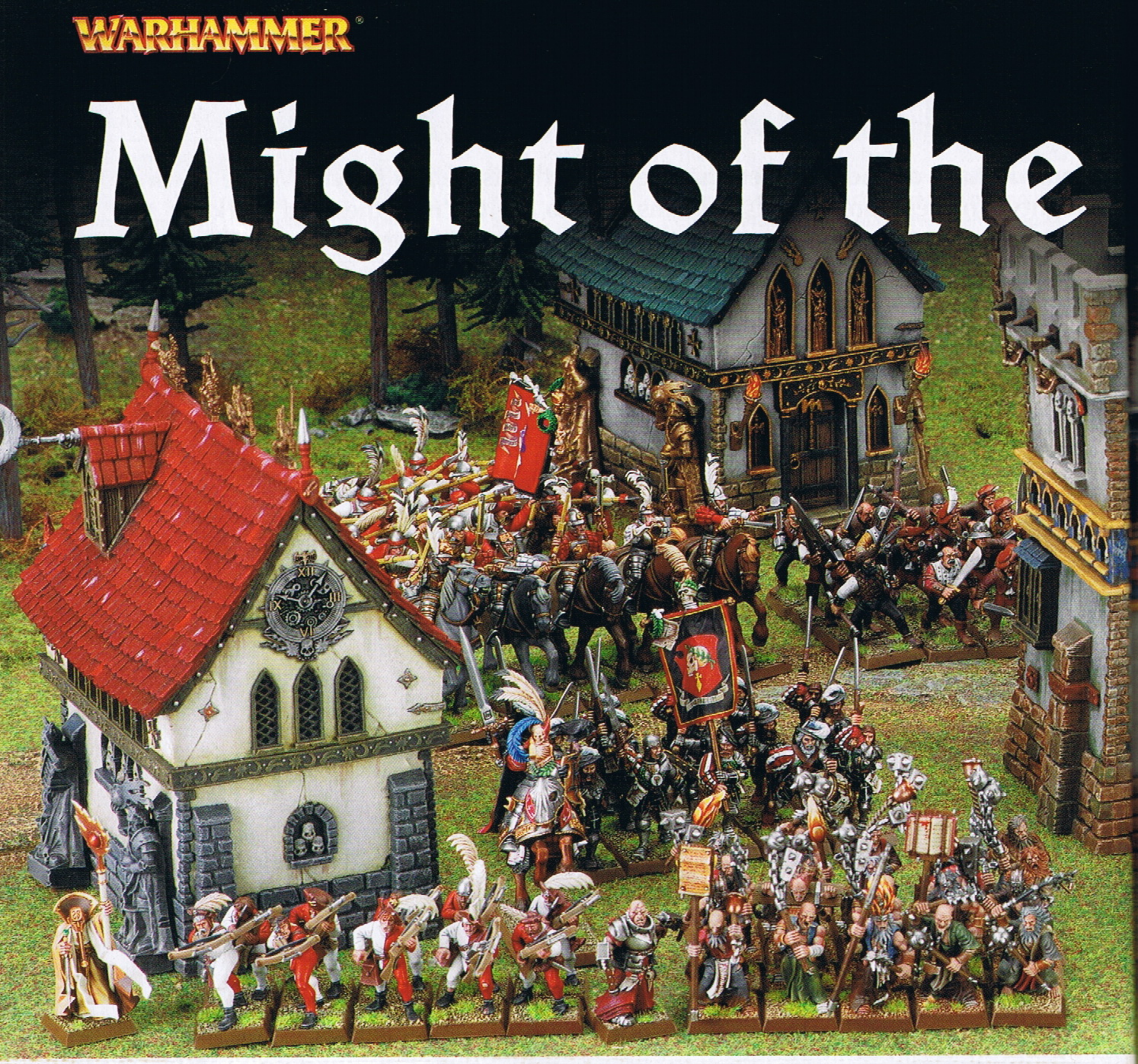
May only be placed by Orc & Goblin empires. It allows the Orc & Goblin player to call on the Power of the Waaagh! twice during each battle, rather than only once.

You can buy extra White Dwarf Mighty Empires Frames from GW Mail Order!



WARHAMMER®

Might of the



Out now!

The new and recent releases for the Empire at-a-glance:

- **Empire Army Set.**
- **Empire Reinforcement Battalion.**
- **Empire Battle Wizards.**
- **Flagellant Warband.**
- **Flagellant Regiment.**
- **Helblaster Volley Gun/ Helstorm Rocket Battery.**
- **Empire Champion.**
- **Empire Griffon Standard Bearer.**

The Empire is the greatest realm of Men in the Old World, and has endured for over two thousand years. Though beset on all sides and from within by dark forces, the Emperor Karl Franz has nurtured this sprawling realm into a powerful collective of city-states and provinces.

The soldiers of the Empire are stern-faced and brave, but they do not fight alone against the darkness of Chaos and the malice of Orcs & Goblins. Alongside the staunch infantrymen and proud knights march Battle Wizards. Trained in one of the great Colleges of Magic, established long ago by Teclis of Ulthuan, each Battle Wizard is a mysterious figure and a master of the destructive powers of his order.

But steel and sorcery is still not enough in the everlasting battle for survival. Most Empire armies contain some contribution from one of the Imperial schools of engineering. The crowning glory of the engineers' toil is the Empire artillery. Great Cannons, Mortars, Helblaster Volley Guns and Helstorm Rocket Batteries are a source of fear for enemies of the Empire whenever they are deployed. These machineries of destruction can scythe down regiments of enemy troops from afar, and terrify the foe with mighty explosions.

The duty of maintaining some form of order on the battlefield falls to the heroes of the Empire – effete nobles and hardened commanders alike – who direct the many tools of the Emperor's armies as one in defence of their homeland.

Reinforcements arrive

Out this month are several new Empire box sets, not to mention last month's Reinforcements Battalion and Army box

Empire

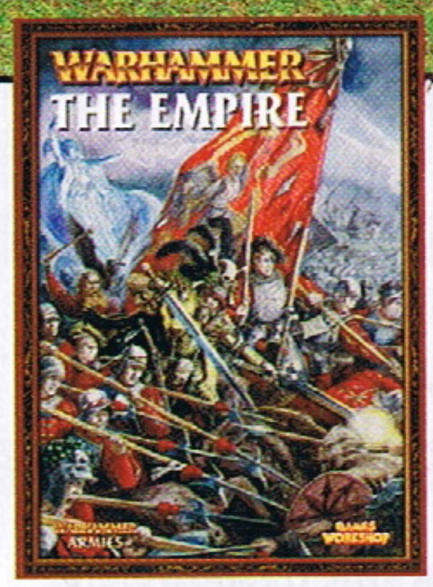
Empire players have been spoiled of late, with a host of exciting releases. We take a closer look at the Empire, because there's never been a better time to gather an army of Men...

sets. These releases are designed to make it easy to add to an existing force, or to start a new army with just one or two purchases. The Army set is a well-balanced option, whereas the Reinforcements Battalion comprises most of the shiny new stuff. The best part is that you can now field an entire army of multi-part plastic models, which is good news for beginners and experienced modellers alike!

Obviously, the new plastic kits contained within our box sets are also available separately, so that existing Empire generals can pick and choose from the wealth of models out there. First up are the new plastic Wizards. Each Wizard frame contains enough parts to make two complete Battle Wizards on foot (see page 34 for details). Secondly, the choice of Empire artillery models is now complete with the release of the Volley Gun/Rocket Battery box set. As the name suggests, this plastic kit allows you to build either a Helstorm Rocket Battery or a Helblaster Volley Gun. The full breakdown of the feature-packed frames can be found on pages 36-37.

But that's not all for the plastic box sets this month. As you'll probably be aware by now, the Flagellants have had a bit of a makeover and now have a customisable kit of their own – great for adding an individual touch to this ragtag band of frothing loonies!

Last, but by no means least, there are two metal heroes out this month. The Empire Griffon Standard Bearer provides a battle standard for your army with a sculpted magic banner. Finally, the new Empire unit Champion wields a massive mace, and is available only from Direct (see page 108 for ordering details).



In the book...

This 96-page Warhammer Army Book features:

- **A complete history of The Empire, from the time of Sigmar to the reign of Karl Franz.**
- **Complete descriptions and rules for the brave warriors and heroes of the Empire, war machines, and heroic, legendary figures.**
- **New army list.**
- **A showcase of the new miniatures range, providing guides to their colour schemes, banners and insignia.**

Army based on

BATTALION AND REINFORCEMENT BATTALION





1 **Warrior Priest**
Heavy armour and extra hand weapon. **98**

2 **Wizard (Lv. 2)**
Ring of Volans. **120**

3 **Wizard (Lv. 2)**
Dispel Scroll. **125**

4 **8 Knights**
with Musician, Standard Bearer, Preceptor and the *Steel Standard.* **244**

5 **20 Swordsmen**
with Musician, Standard Bearer and Duellist. **145**

6 **10 Halberdiers (Detachment).** **50**

7 **10 Crossbowmen (Detachment).** **80**

8 **10 Handgunners.** **80**

9 **5 Outriders**
Musician, and Champion with grenade-launching blunderbuss. **129**

10 **Great Cannon.** **100**

11 **20 Flagellants**
Prophet of Doom. **210**

12 **Helstorm Rocket Battery.** **115**

TOTAL 1496

The new Empire Army and Reinforcement Battalion box sets are a great way to start off your new Empire force or, if you have an Empire army already, to add new things to an existing one.

With this in mind we set about experimenting with the Battalion box set and the Reinforcement Battalion. By adding just a Warrior Priest blister pack and a State Troops box to these two deals, you can easily create an effective and great-looking Empire army of 1500 points.

This army works by wearing the enemy down with a hail of spells and bullets, before finishing him off with a devastating counter charge. Thanks to the war machines and Wizards in the force, by the time an enemy army has managed to trudge its way across the battlefield, the Empire army should have taken some fairly large chunks out of it, targeting its cavalry and skirmishers first. Meanwhile, the Handgunners, Outriders and Crossbowmen should simply pummel anything else. This army can unleash a terrifying 40 handgun shots each turn, plus ten crossbow bolts!

The Helstorm Rocket Battery will probably only hit once or twice in a game, but when it does land on target, the enemy suffers! With that in mind, fire it into the densest enemy formations, maximising your chances of it scattering onto something useful, even if it misses.

The Swordsmen, Flagellants and Knightly Order, led by the Warrior Priest, all wait patiently for the enemy to close in, before launching a deadly counter attack. Hopefully, your barrage of cannon shot, rockets and bullets have whittled down the enemy sufficiently – if not, then it's time for the fighting men of the Empire to earn the Soldiers Schilling!

Army based on

EMPIRE ARMY BOX





1. **Captain of the Empire** Heavy armour, barded warhorse, the *Biting Blade* and shield. **75**
2. **Captain of the Empire** Full plate and pistol. **64**
3. **Warrior Priest** Heavy armour and extra hand weapon. **98**
4. **20 Spearsmen** Shield, Musician, Standard Bearer and Sergeant. **140**
5. **10 Crossbowmen.80**
6. **10 Handgunners. 80**
7. **8 Knights** with Musician, Standard Bearer and Preceptor. **224**
8. **5 Pistoliers** Champion with repeater pistol, and Musician. **114**
9. **5 Outriders** Musician, and Champion with grenade-launching blunderbuss. **129**
10. **5 Knights** Inner Circle with Musician, Standard Bearer, Preceptor. **170**
11. **20 Flagellants** Prophet of Doom. **210**
12. **Helblaster Volley Gun. 110**

TOTAL 1494

This force, based around the Empire Army box, has a much more aggressive tactical approach than the previous one, and is all about storming forwards as fast as possible to smash the enemy apart in close combat.

That's not to say that this army can't hold its own in the Shooting phase, but that it focuses on hitting hard in the Close Combat phase.The main thrust of the army comes from the large unit of Spearmen, who are joined by a Captain and the Warrior Priest. With these two Heroes leading the unit, it should be a match for almost anything that it meets, and it will be supported every step of the way by the unbreakable Flagellants.

The two units of Knights have the dangerous duty of hunting down and defeating any elite enemy units that would threaten the main push. They should also be looking for ways to bring a flank charge in support of the Spearmen and Flagellants – it's not always possible, but if you can pull it off it works great. We recommend putting the mounted Captain into one of these units, too, as his extra combat ability can really make the difference in a hard fight. The Pistoliers can join up with the roving cavalry bands as well, although they're best served not getting into combat. Use them instead to redirect dangerous units away from the fighting, or to get around behind enemies that are likely to break, destroying them as they flee.

The missile elements of the force should sit back and offer long range support, while the Helblaster can offer covering fire to the combat troops. Use the Outriders to provide fire support where it's needed most. Just remember only to move them if it's crucial to your plan – they're only efficient when they're shooting.

Tactics

Having looked at a couple of approaches to building an Empire army, Adam Troke takes a look at how best to use it on the tabletop. Follow these tips for victory in the name of the Emperor!

With the Nemesis War building up, there's plenty of opportunity to do battle against the many dire foes in the Warhammer world. With either of the forces presented earlier, the logical thing to do is to add units that will play to the strengths of the armies. The Steam Tank is one of the best shock units in the Warhammer game, and one of them will complement the aggressive nature of a close combat army perfectly, while Greatswords, Swordsmen and more Empire Knights would provide an even firmer footing.

For a defensive force, adding more missile units is always a sound plan. Consider adding another Great Cannon or a Mortar and a few more units of Handgunners to the force, or possibly a Wizard Lord. These will quickly take the army to 2000 points and focus it even closer towards blasting the enemy apart.

Spells and handguns!

Careful deployment at the start of the game can have a massive effect on how your army is going to fare throughout the battle, and this is certainly true in the case of armies that rely heavily on shooting – it's pivotal that you don't block your own lines of sight. With that in mind, I generally place my missile units first, and then position my close combat units in places where they don't obstruct the shooters – and they can react to defend them when the time arises.

Another thing to consider is whether there are any terrain features in your deployment zone that can either help or hinder your units. Woods can prove to be a real nuisance, because they block line of sight, enabling enemies to advance unmolested, while hills can provide an awesome firebase for your missile troops, allowing them to fire in two ranks and over the heads of your own soldiers. Buildings can also be very useful, as long as they've got enough floors to allow your warriors to fire out from them. Placing a unit in a building gives it unparalleled fields of fire as well as protection from return shooting and combat. Sticking a Wizard inside is equally valuable, since the building's footprint will enable him to affect a larger area than he would normally.

Go get 'em

If you're willing to play aggressively, a combat-oriented Empire force can really cause trouble for your enemy. The key is not to let your opponent dictate the flow of the battle – you've got to go for the kill from the start. That means positioning your warriors so that they can get stuck in straight away. All your close combat units should start as far forward as possible, while missile troops will need to deploy so as to either move forward to offer support, or sit comfortably back in your own deployment area if the enemy is likely to meet you halfway. Regardless, go for the attack straight away – move your units forward boldly.

One of the things you'll be able to do as you and your opponent set up your forces is work out which of your units will be best for dealing with his – try and arrange it so that you face off against the appropriate enemies where you can. By deploying your shooting troops, followed by your fastest units, you can achieve this more easily, since they're either not concerned with who they face, or they're fast enough to move into a new location during the game.

Lastly, with a combat army it's crucial that you neutralise enemy firepower and magic as fast as possible – there's nothing worse than having war machines and Wizards blowing gaping holes in your army. To that end, be prepared to throw caution to the wind, and get your cavalry stuck into the enemy with the sole intention of killing off these dangerous elements – go to it!

Crazy Flagellants

There's no two ways about it – Flagellants are intolerable when you are fighting against them. You've got to kill every last one of them to get them out of the way, and thanks to their *The End is Nigh!* special rule they're hard to beat in the first place; let's face it, as a bare minimum they're permanently frenzied, they hate all enemies, and there's a chance of a re-roll to wound. Of course, you have to sacrifice a few of the madmen to get these bonuses, but that's a small price to pay…

For an army that is focussed on blasting the foe to bits, they're the perfect delaying troops – use them to stop your opponent's unit of heavy cavalry in its tracks, and then spend a little time bringing your Inner Circle Knights around to charge the enemy in the flank.



The art of redirection

Redirecting the enemy is simple and effective – especially against powerful units or those that have no choice but to charge (like frenzied warriors). Simply move towards the enemy and angle yourself so that your foe has no choice but to charge your "redirecting" unit. If it does, they will align to you, and therefore find themselves facing in an uncomfortable direction, or they will shy off from charging, buying you more time.

In this example, the Pistoliers move in to be closest to the Knights, whose frenzied state will cause them to charge the Pistoliers and leave their flank open to the Halberdiers.



Chaos Knights charge arc

Disposable Hero

Hans Von Groppen is a mainstay in my Empire army, for one reason – he's cheap and expendable and incredibly reliable. He's just an Empire Captain with a Horse, full plate armour, lance and shield, and his sole purpose in life is to chase down skirmishers, enemy Wizards, war machines and anything else that might get in his way.



Pretty Fireworks

I've yammered on about the Helstorm Rocket Battery like a man possessed ever since we started playtesting them way back at the beginning of last year. Why? Because when they work right, they are the best artillery piece in the civilised world – bar none. I can almost hear the mumbles of "yeah sure, *when* they work right". Well, thankfully, I've got the general theory of how to be as accurate as possible down now – it is as follows.

A Choose a target that is surrounded by enemy units (always go for a target with friends around it – even if it's not your ideal choice, it's better to hit something than nothing, right?)

B Work out the distance to the enemy, don't forget to include a couple of inches so that the shot passes right into the centre of the unit.

C Deduct either four or six inches to compensate for the first artillery dice, and use this as your initial guess.



Battle Wizards

Wizards have been an integral part of the Empire armies since first being taught rudimentary spells by the High Elf, Teclis.



The Colleges of Magic

Teclis taught the Men of the Empire that all magic was derived from Chaos, but that it could be purified and controlled by a skilled practitioner. Men learned how magic blew from the northern realms of Chaos in the form of eight sorcerous winds, each of which represented a unique Lore of Magic. For each Lore Teclis founded a separate school of magic and taught its first masters. Teclis quickly discovered that the minds of Men were inadequate to master all eight Winds of Magic, but with care and study a Wizard could master a single Lore. Today there are eight Colleges, each of which forms the nexus of one of the Orders of Magic in the Empire.

Light Wizard



The Wizards of the Light Order are sometimes known as White Wizards or Hierophants, masters of the Wind of Hysh.

Celestial Wizard



Symbolised by the Comet of Power, Wizards of this Order study the Lore of the Heavens, which come from the Wind of Azyr.

Amethyst Wizard



Drawing their power from death and the dying, Amethyst Wizards practise the Lore of Death, carried upon the Wind of Shyish.

Gold Wizard



The Wizards of the Golden Order study the Lore of Metal or Alchemy, which flows upon the Wind of Chamon.

Bright Wizard



The Lore of Fire, or Pyromancy, sears upon the Wind of Aqshy. The Key of Secrets is the symbol of those of the Bright Order.

Battle Wizard kit



Wizard Key

1-5	Wizard heads.
6-7	Wizard bodies.
8	Gold Wizard staff top.
9	Light Wizard staff top.
10	Amethyst Wizard staff top.
11	Bright Wizard staff top.
12	Celestial Wizard staff top.
13-15	Right sleeves.
16-18	Left Sleeves.
19	Hood.
20-21	Collars.
22	Grimoire.
23	Flaming Skull.
24	Hourglass.
25	Dagger.
26	Candles.
27	Flaming sword.
28	Sword.
29	Spirit bottle.

Wizards are strange figures who wield awesome magical powers and are privy to secrets beyond the ken of normal folk. Arcane power courses through their veins and lurks behind their eyes like thunder before a storm. No sane inhabitant of the Empire willingly courts the attention of a Wizard, for they are unpredictable and, some whisper, tainted by the very magic that they wield. The services of Wizards are much sought after by the Elector Counts, as many of their enemies employ potent shamans or fell sorcerors. Such foes bend the Winds of Magic to evil and destructive ends and only those skilled in the arcane arts may stand against such power.

Battle Wizards hurl bolts of energy at the foe, confound them with illusions or steal away their courage. To be a Wizard in the Empire is to understand the power at the heart of the world, and though each can bend one of the eight Winds of Magic to his will, such power is not wielded lightly. To lose control of such dangerous energies would be to damn one's soul to an eternity of torment at the hands of the Dark Gods themselves...

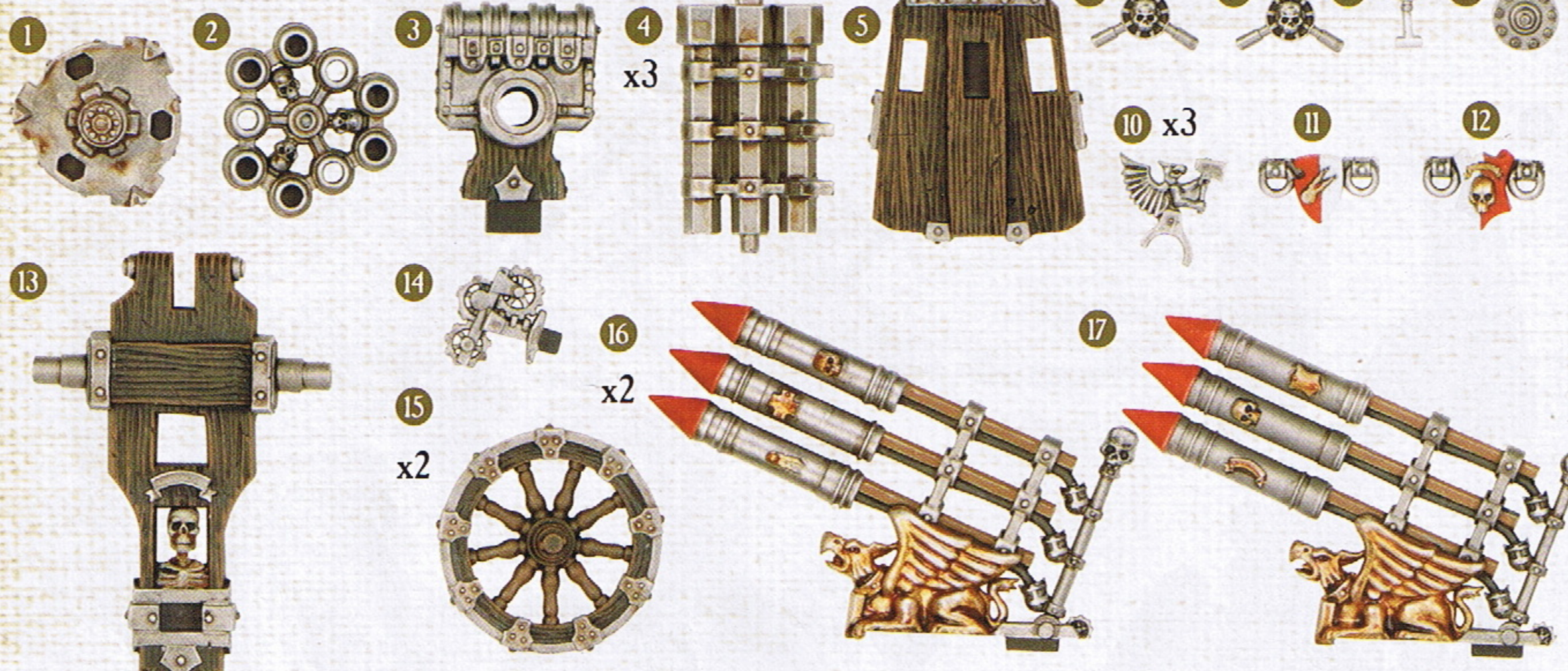
	M	WS	BS	S	T	W	I	A	Ld
Wizard Lord	4	3	3	3	4	3	3	1	8
Battle Wizard	4	3	3	3	3	2	3	1	7

Empire Wizards may choose their spells from any one of the Lores of Magic from the Warhammer rulebook.

Artillery

A symbol of the growing ingenuity of Men, the Empire employs some of the most potent war machines in the Warhammer world, blackpowder weapons of incredible power.

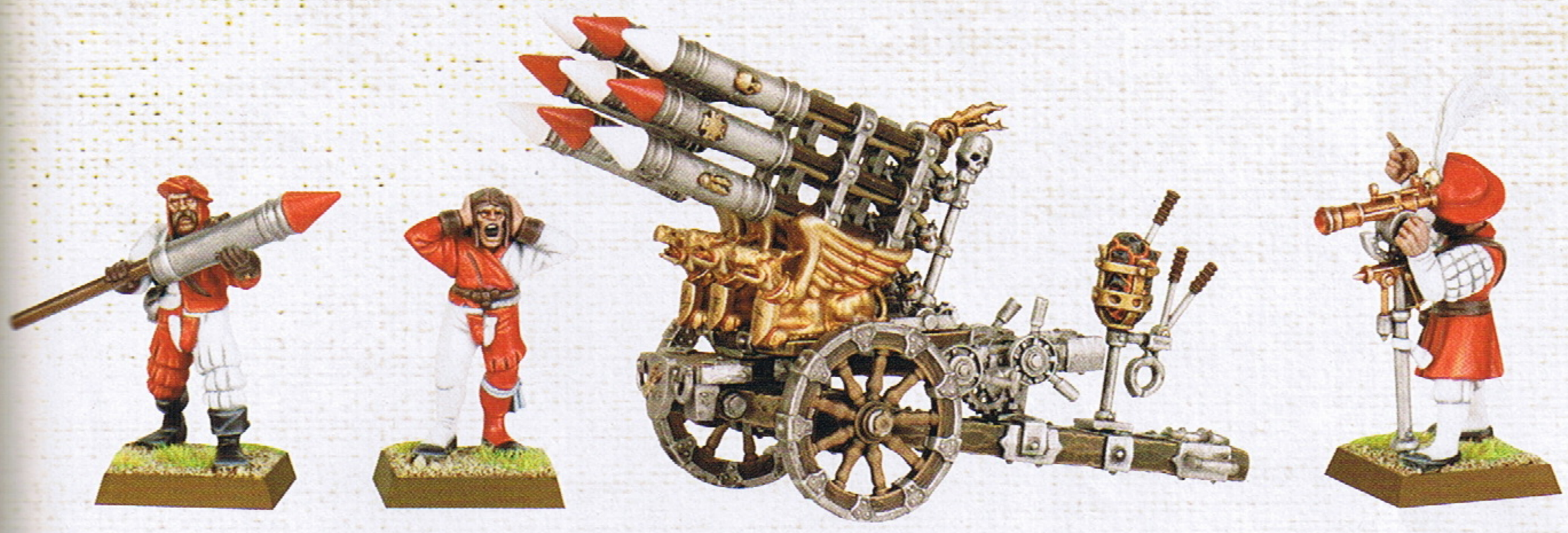
Volley Gun/Rocket Battery kit



Helblaster/ Helstorm Key

1-4	Helblaster barrel.
5	Helstorm base.
6-8	Crank handles.
9	Rear seal.
10	Firing hammers.
11-12	Front insignia.
13	Gun carriage.
14	Cogs.
15	Wheels.
16-17	Rocket rack.
18	Base.
19-24	Crew heads.
25-27	Crew bodies.
28-33	Crew arms.
34	Powder scoop.
35-36	Telescope.
37-39	Ammunition.
40	Brazier.
41	Extra rockets.
42	Bucket.
43	Manual.
44	Sword rack.
45	Shovel.
46-47	Support struts.
48-50	Gun case.

Helstorm Rocket Battery



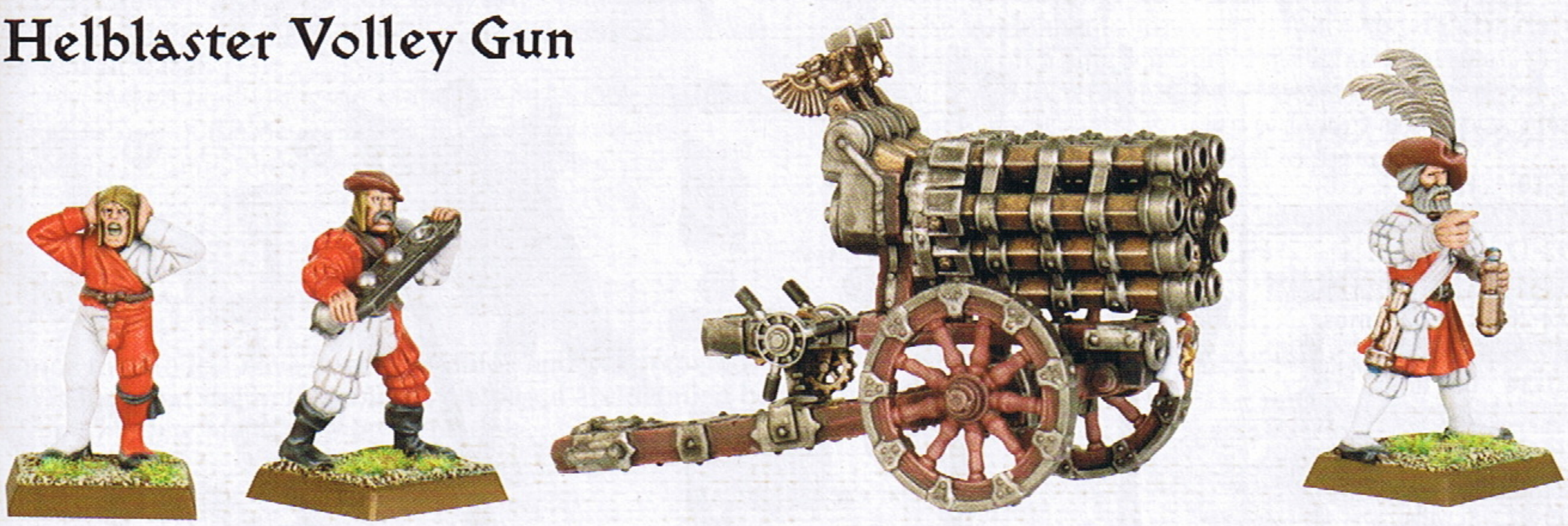
After watching the spectacular fireworks of a Cathayan emissary to Altdorf, Master Engineer Herman Faulkstein was inspired to transform this eastern technology into a weapon. His early research blew apart entire laboratories of the College of Engineers, but the permanently soot-blackened Engineer never lost faith that his designs had a military value.

Faulkstein's original rockets were wildly inaccurate; madly corkscrewing weapons that had no chance whatsoever of hitting anything other than (eventually) the ground. Further refinements such as fins, long sticks added to the base of a rocket and a launch carriage to aid aiming further improved stability and accuracy. However, when the rockets did manage to land on target, the results were devastating, with entire enemy regiments blown apart by an earth-shaking cascade of shrieking, explosive rockets.

	M	WS	BS	S	T	W	I	A	Ld
Rocket Battery	-	-	-	-	7	3	-	-	-
Crewman	4	3	3	3	3	1	3	1	7

Range	Strength	Wounds caused	Armour Save
12"-48"	5	1	-2

Helblaster Volley Gun



The Helblaster Volley Gun is one of the most infamous blackpowder weapons ever invented, its devastating firepower able to tear apart an entire regiment in one thunderous volley. The lethal creation of the deranged Engineer von Meinkopt, its terrifying reputation has spread to all corners of the Old World. Its nine separate barrels are divided into three decks and are turned by means of a central crank, which means that it can unleash devastating hails of shot that engulf its unfortunate target in a firestorm of leaden death. Even heavily armoured Chaos Warriors can be shredded by a single volley, though with such devastating power comes great risk. Helblaster Volley Guns are notoriously prone to sudden, cataclysmic explosions.

As a result, those crewmen who operate a machine so likely to catastrophically blow them to tiny pieces tend to be fully paid up with the priests of Morr.

	M	WS	BS	S	T	W	I	A	Ld
Helblaster	-	-	-	-	7	3	-	-	-
Crewman	4	3	3	3	3	1	3	1	7

Range	Hits/Shot	Strength	Armour Save
24"	Artillery dice	5	-3

Flagellants

This month heralds the release of the new plastic Flagellants, allowing you to add more variety than ever before to your units of dispossessed madmen!

Flagellant kit



Flagellant Key

1-10	Heads.
11-12	Head in stocks.
13-17	Bodies.
18-21	Right flail arms.
22-26	Left flail arms.
27-30	Right arms.
31-34	Left arms.
35	Left brand arm.
36	Right brand arm.
37-38	Pole arm shafts.
39-42	Scrolls.
43	Scroll plaque.
44	Back banner.
45-46	Right book halves.
47-48	Left book halves.
49-51	Chains.
52	Noose.
53	Flail head.
54	Book plaque.
55-59	Hanging skulls.
60	Hanging bell.
61	Hourglass.
62-65	Hanging icons.
66	Scythe top.



In times of war, plague and natural disaster, there are those amongst the Empire populace who become displaced, their homes and livelihoods removed by calamity. Due to hopelessness and horror, some such folk are driven mad, and cling to the belief that this hardship is surely a sign that the End Times are nigh. Forming warbands and roaming the Empire in search of further proof of impending doom, the Flagellants join battles wherever they can, fighting with a crazed frenzy, heedless of fear or harm.

We asked Neil Hodgson of the Studio Hobby Team to paint us one of the new Flagellant Warband box sets. The new plastic miniatures are multi-part, allowing you to create a Warband of individuals rather than a uniformed regiment, and this poses its own challenges.

Neil cleaned up all the plastic frames by scraping off the mould lines with a hobby knife, and assembled a regiment of ten men, taking care to ensure that the models all ranked up together as he went. Finally, once the glue was dry he gave the models an undercoat of Chaos Black spray and got down to the painting.

In the guide that follows, we'll follow Neil's progress step-by-step on a single model, highlighting the parts that you can reproduce on the entire regiment, and those that are unique, such as the Prophet of Doom and those models with the most accessories applied to them.

Stage 1

Once the models have been assembled and undercoated, the first thing to do is basecoat them; the colours Neil used are detailed below. Turn the page to follow Neil's step-by-step guide.





STAGE 1

- ***PAINT CLOTH:*** *Calthan Brown.*
- *Scorched Brown.*
- *Adeptus Battle Grey.*
- *Chaos Black.*
- ***PAINT FLESH:*** *Tallarn Flesh.*
- ***PAINT WOOD:*** *Bestial Brown.*
- ***PAINT METAL:*** *Boltgun Metal.*
- ***PAINT FIRE:*** *Iyanden Darksun.*
- ***PAINT PARCHMENT:*** *Khemri Brown.*

Use Standard brush ▸

Stage 2



STAGE 2

WASH EVERYTHING:
50% Black Ink/50% Brown Ink.

WASH METAL:
50% Snakebite leather/50% Fiery Orange.

Use Standard brush ▸

Stage 3



STAGE 3

HIGHLIGHT CLOTH:
Calthan Brown.
Scorched Brown.
Adeptus Battle Grey.
Chaos Black.

HIGHLIGHT FLESH:
Tallarn Flesh.

HIGHLIGHT WOOD:
Bestial Brown.

DRYBRUSH METAL:
Mithril Silver.

HIGHLIGHT PARCHMENT AND BONE:
50% Calthan Brown/50% Snakebite Leather.

Use Detail brush ▸

Stage 4



STAGE 4

HIGHLIGHT CLOTH:
50% Calthan Brown/50% Snakebite Leather.

75% Scorched Brown/25% Skull White.

50% Adeptus Battle Grey/25% Codex Grey.

50% Chaos Black/25% Codex Grey/ 25% Regal Blue.

Use Detail brush ▸

Metal Stages

1.



PAINT METAL:
Boltgun Metal.

2.



WASH METAL:
50% Chaos Black/50% Brown Ink

3.



WASH METAL:
50% Snakebite leather/50% Fiery Orange.

4.



DRYBRUSH METAL:
Mithril Silver.

Hair stages*

1.



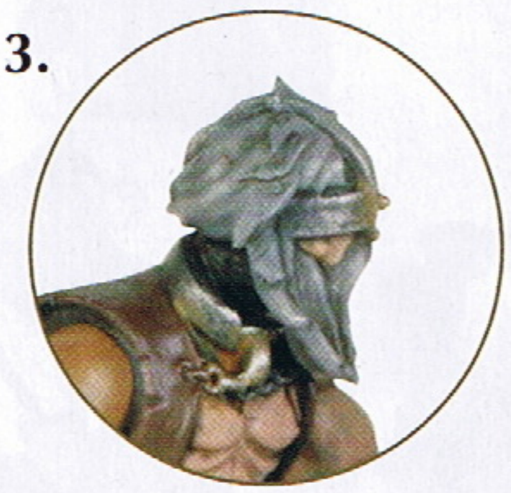
PAINT HAIR:
Codex Grey.

2.



WASH HAIR:
50% Black Ink/ 50% Brown Ink.

3.



HIGHLIGHT HAIR:
Fortress Grey.

4.



HIGHLIGHT HAIR:
75% Skull White/ 25% Fortress Grey.

**To give some variation to the hair colour, Neil used ink washes to tint the colour. Brown, Orange and Yellow inks are great for this when watered down.*

Flame Stages (over Iyanden Darksun)

1.



PAINT FLAME:
Golden Yellow.

2.



PAINT BASE OF FLAME:
50% Golden Yellow/
50% Skull White.

3.



PAINT TOP OF FLAME:
Fiery Orange.

4.



PAINT TOP OF FLAME:
Blazing orange.

Weathering Stages

1.



DRYBRUSH
50% Chaos Black/
50% Codex Grey.

2.



DRYBRUSH
Graveyard Earth.

3.



DRYBRUSH
Bleached Bone.

Stage 5



STAGE 5

HIGHLIGHT PARCHMENT AND BONE:
50% Khemri Brown/50% Bleached Bone.

HIGHLIGHT FLESH:
50% Tallarn Flesh/50% Elf Flesh.

HIGHLIGHT ROPES:
Bubonic Brown.

HIGHLIGHT HAIR:
See detail step-by-step (previous page).

Use Detail brush ▸

Stage 6



STAGE 6

HIGHLIGHT PARCHMENT:
Dheneb Stone.

HIGHLIGHT WOOD:
50% Bestial Brown/50% Desert Yellow.

PAINT FLAMES AND BONES:
See detail step-by-step (above).

DRYBRUSH WEATHERING:
See detail step-by-step (left).

Use Detail brush ▸

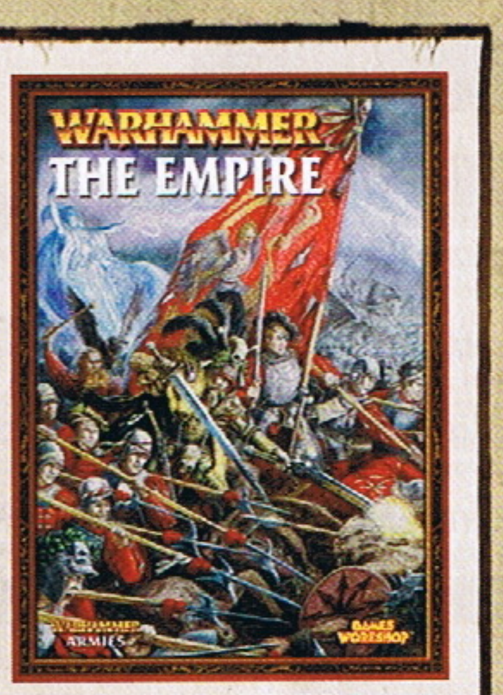
Command group

Flagellants don't have command groups as such, but the Prophet of Doom is worthy of some extra attention. Neil has added extra accessories to this model, including a flaming headpiece! Likewise, one of the models has been assembled as a "standard bearer". Though it has no in-game effect, it looks great in the front rank!



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THE EMPIRE

The Council of War

WARHAMMER® Battle Report

The Nemesis Crown Battle Report

War has come to the Empire! Not just one foe, but many races trespass across the southern lands of the Empire in search of the fabled Nemesis Crown. This artefact of untold power was created by the greatest of all the Dwarf Runesmiths, Alaric the Mad – a title he gained soon after he forged the Nemesis Crown. As the Emperor meets in council with his most trusted advisors, Morghur, the Master of Skulls, sets an ambush.

As the armies of the Emperor marshalled their forces and gathered in preparation for scouring the Great Forest in search of the Nemesis Crown, a council of war was ordered by the Emperor himself. Such a meeting of the Emperor's most trusted and able advisors and generals was organised with the utmost secrecy. A fortified inn close to where the Emperor's forces were due to camp was chosen to host the gathering. As the main Imperial force billeted nearby, Karl Franz and his bodyguard of Greatswords attended the meeting. Kurt Helborg and Ludwig Schwarzhelm were among the many high ranking officers present to discuss plans for the upcoming campaign. Unbeknownst to them, Morghur, Master of Skulls and Scion of Chaos, had learned of the council, and even now plotted to assassinate the Emperor before the search for the Nemesis Crown could even begin.

The author of the Nemesis Crown campaign, Andy Hoare, and veteran Empire general Adam Troke agreed to play out this epic battle report. Adam would guide Karl Franz and his loyal subjects, while Andy would control the bestial hordes of Morghur. The game would be played over an 8' x 4' table, with a massive 4000 points a side, as befitting a battle that features both the Emperor and the Master of Skulls. The scenario that we'd be playing was Council of War from the Nemesis Crown booklet.

Adam began by placing all his characters – including the Emperor and Deathclaw – within 6" of the inn. The rest of the Empire army remained off the table at the start of the game. From Turn 1 onwards, each unit in the Empire army would enter the battlefield from either the north or south end of the road on a D6 roll of 4+. As per the scenario rules, the majority of Andy's Beast Herds started the game in Ambush. The few Herds that cannot use the Ambush rule, including Morghur, the Centigors, Minotaurs, Bestigors, Dragon Ogres and Shaggoth, started the game on the west side of the battlefield at within 18" away from the inn.

The Emperor's personal banner flew from the inn's watchtower, making this part of the building count as a Monument of Glory special feature – any unit that controls the tower *Hates* the enemy. With the scenario set and the initial forces deployed, it was time to begin.

Game Statistics

Armies: Empire (Adam Troke) vs. Beasts of Chaos (Andy Hoare).
Size: 4000 points.
Location: Clearing in the Drakwald.
Scenario: Council of War (Nemesis Crown booklet page 30).
Notes: The tower of the inn counts as a Monument of Glory special feature.

Sire,

My apologies for using this pigeon but I have had to despatch this message with haste. May I reassure my Lord that a powerful charm was placed on the carrier bird so nothing but the most foul of magic could prevent the message from being delivered to you.

A location for the forthcoming council of your most trusted agents and officers has been selected. This will take place four days from now at the inn of the Feisty Boar located off the Drakwald Road a mere two miles from your proposed encampment.

The inn has ample stabling, a watchtower and a surrounding wall but is otherwise unremarkable and so an excellent location for the meeting. Space will be limited so may I humbly request only a small retinue of your most trusted bodyguards accompany your Imperial Majesty.

As you have requested, Reiksmarshal Helborg has informed me he is en route and will attend the council as planned. I will remain here at the Feisty Boar and continue preparations for your imminent arrival.

Your loyal servant,
Secretary-General Hedrim Valdaes



Even as my Lord Karl Franz convened the council of war, a terrible braying was heard from the dark woods without. The Greatswords marshalled to guard the Emperor from the beasts. But Karl Franz bade them attend his colours, which were hung from the tower, and to guard them against any foul beast that would lay its filthy claws on them. The warriors protested, saying their place was at his side, but the Emperor silenced them with a stern glare.

Lords Helborg and Schwarzhelm seemed unfazed at our predicament and went about gathering their weapons and ordering their subordinates without any signs of fear. I locked eyes with the Reiksmarshal for but a moment, and, by Sigmar I hope I never do again!

Then Franz and his companions hefted their weapons and went out into the twilight to face the children of Chaos. They knew our armies would come to their aid, but they knew too that, for now, they must fight the horde alone.

– From the Chronicles of Valour, by the hand of Albrecht von Druker, historator to the Court of Altdorf

The Empire





Adam Troke is the resident expert Empire general in the Studio. Though best known for his work on The Lord of the Rings strategy battle game, he's also a mean Warhammer player and Army Book author.

Adam: I love scenarios that tell a story and this one is right there with the best of them. My Lords and Heroes have to fight a desperate delaying action until the reinforcements can arrive. Andy and I played this scenario while he was writing the Nemesis Crown booklet, and it went my way each time – I found that a Griffon leaping into a Beastman horde has a singular effect against creatures with such paltry Leadership. My plans for this battle are much the same as they were in those earlier games. I will use my cadre of Heroes and Lords to butcher Andy's own characters and smaller units, and then rally around my regiments as they arrive. A heroic charge near the end, led by the Reiksguard Knights, should be enough to sweep aside any remaining resistance.

As the narrative dictates, my army is led by his Imperial Majesty Karl Franz, who I will bolster with the addition of Kurt Helborg and the Emperor's champion, Ludwig Schwarzhelm. Not only are the models for all three fantastic, but each is lethal in battle – just what I need to bring me victory.

Next on the agenda is some magical protection, taken in the form of Hubert Werner – a Level 4 Wizard of the Amethyst College (Death magic to you and me). He's invaluable because the Lore of Death can really wear down the enemy – each spell either kills something or gnaws away at the foe's resolve. The Death Wizard also looks sublimely cool (so cool, in fact, that I am now going to replace my own very old, and badly painted one). I'm hoping I'll roll the spell "Doom and Darkness" for him, so that I can reduce the Beastmen's already poor Leadership and break them that bit faster. I'll be equipping Hubert with the

1	**Karl Franz** Deathclaw, Ghal Maraz.	**605**
2	**Kurt Helborg.**	**325**
3	**Hubert Werner (Level 4 Wizard Lord)** Rod of Power, Luckstone.	**265**
4	**Ludwig Schwarzhelm.**	**220**
5	**Benjamin Stern (Warrior Priest)** Heavy armour, extra hand weapon.	**98**
6	**Falschtag Pance (Wizard)** Level 2, Dispel Scroll.	**125**
7	**Wolfgang Von Tink (Master Engineer)** Mechanical Steed, Hochland long rifle, pigeon bombs.	**135**
8	**Dolphus Hund (Empire Captain)** Full plate armour, great weapon, Sigil of Sigmar.	**77**
9	**20 Greatswords** Musician, standard bearer and Count's Champion.	**230**
10	**20 Swordsmen** Musician, standard bearer and Duellist.	**145**
11	**20 Spearmen** Shield, musician, standard bearer and Sergeant.	**140**
12	**20 Halberdiers** Musician, standard bearer and Sergeant.	**120**
13	**10 Handgunners** Musician, standard bearer and Marksman with repeater handgun.	**115**
14	**10 Crossbowmen.**	**80**
15	**20 Swordsmen** Musician, standard bearer and Duellist.	**145**
16	**Mortar.**	**75**
17	**10 Reiksguard Knights (Inner Circle)** Musician, standard bearer and Preceptor, Steel Standard.	**320**
18	**5 Outriders** Champion and musician.	**129**
19	**5 Pistoliers** Musician and Outrider with repeater pistol.	**114**
20	**Great Cannon.**	**100**
21	**20 Flagellents** Prophet of Doom.	**210**
22	**Helstorm Rocket Battery**	**115**
23	**Helblaster Volley Gun.**	**110**
	TOTAL	**3998**

Rod of Power – an invaluable item for improving my magical barrage each turn. Hubert will be supported by Falschtag Pance, a Celestial Wizard (using the Lore of the Heavens). This magical Lore is the one I'm most familiar with, so it seems like a sensible choice.

Other Heroes rallying to the cause are the rather splendid Dolphus Hund, an Empire Captain with great weapon, and Engineer Wolfgang von Tink, whose pigeon bombs and Mechanical Horse are simply too fun to leave behind. A Warrior Priest, Benjamin Stern, is also present. His Prayers of Sigmar will be very handy, as is his Hatred if I can get him to join one of my regiments.

As for the regiments that I am bringing to the table – I'll be taking a large block of Flagellants, which count as Core troops thanks to the Warrior Priest. Since there's a strong likelihood that Andy will be able to flank me with his Beast Herds, and the Flagellants won't just run away like so many other troops, they're ideal for this sort of operation. I'm going to avoid taking detachments, too. It's unconventional, but I think ultimately wise with the limited road space to enter on.

My biggest points sink are the Greatswords (or the Reiksguard foot knights as I like to think of them in this situation), and the Inner Circle Reiksguard Knights, who will ride onto the battlefield and smash the fur off the Beastmen!

War Machines could be quite decisive if they arrive early enough, and with that said I'll be taking four: a Great Cannon, a Mortar, a Helblaster Volley Gun and the marvellous Helstorm Rocket Battery. Andy's corrupted Beast Herds won't know what hit them.

The Beastmen





Andy Hoare is a games developer and gamer of some experience, though he much prefers armies that involve tanks. It was Andy who authored the Nemesis Crown booklet, and wrote the scenario we're playing today.

Andy: The Beasts of Chaos are one of those armies I've always loved but never truly got around to collecting, so using the Studio army is a real treat. Couple that with the fact that the scenario will be a "historical refight" on one of the Hobby Team's amazing Empire boards, and this is shaping up to be a really cool game.

Except, that is, for the fact that Adam is a highly experienced general of the Empire, while I am more akin to a lowly Ungor given temporary command of his tribe. That's my excuse in case I lose, so on to the army list!

Leading the army will be Morghur. Why? Well, mainly because he's leading the Beastmen against all the other races invading the Great Forest in the search for the Nemesis Crown, but also because he's got some extremely fun special rules. His "Essence of Chaos" special rule allows him to turn nearby models (friend or foe) into Chaos Spawn, and that's just too zany not to try out.

Next up are the actual Beastmen. I'm taking a Beastlord, a Wargor with the army standard, and two Bray-shamans to lead the army, along with five Beast Herds, each with 12 Gors and eight Ungors. These will all start the game off the table in Ambush thanks to the scenario special rules, which should allow me to deploy units more or less where they are needed.

My next choice has to be a unit of Bestigor, which I'll upgrade with the Mark of Khorne and a War Banner. Morghur's presence means that this unit will count as Raiders, so they skirmish in the same manner as the Beast Herds. That should prove interesting...

I'm taking three Tuskgor Chariots and two units of Warhounds to round out the



1. **Morghur.** 378
2. **Beastlord**
   Mark of Chaos Undivided, great weapon, Chaos armour. **111**
3. **Wargor (battle standard)**
   Mark of Chaos Undivided, hand weapon, heavy armour, Beast Banner. **149**
4. **Level 2 Bray-shaman**
   Hand weapon, Staff of Darkoth, Dispel Scroll. **160**
5. **Level 2 Bray-shaman**
   Bray Staff, Dark Heart, Dispel Scroll. **166**
6. **Beast Herd**
   12 Gors with hand weapon and shield, 8 Ungors with spear and shield, plus musician, standard bearer and Foe-render. **159**
7. **4 x Beast Herds**
8. 12 Gors with two hand weapons, 8 Ungors with
9. spears, plus musician, standard bearer and
10. Foe-render. **604**
11. **10 Warhounds.** 60
12. **10 Warhounds.** 60
13. **1 Tuskgor Chariot**
    Mark of Chaos Undivided and scythes. Driver has spear, warrior has great weapon. **85**
14. **1 Tuskgor Chariot**
    Mark of Chaos Undivided and scythes. Driver has spear, warrior has great weapon. **85**
15. **1 Tuskgor Chariot**
    Mark of Chaos Undivided and scythes. Driver has spear, warrior has great weapon. **85**
16. **16 Bestigor**
    Great weapons, heavy armour, Mark of Khorne, musician, standard bearer and Gouge-horn, War Banner. **292**
17. **8 Minotaurs**
    Great weapons, Bloodkine, standard bearer. **408**
18. **8 Centigor**
    Hand weapon, spear, light armour, shields, throwing axes, plus musician, standard bearer and Gorehoof. **211**
19. **6 Chaos Ogres**
    Great weapons, plus musician, standard bearer and Big Ogre. **296**
20. **Shaggoth**
    Great weapon. **303**
21. **5 Dragon Ogres**
    Great weapons. **380**

TOTAL **3992**

Core section of the army list. These units are cheap, and in the case of the chariots potentially very hard hitting, so I plan on using them to maximum effect even if they perish in the process.

So, on to the big stuff! The only unit I could have taken here but didn't is a Chaos Giant, for the simple reason that, in a 4000-point game, I'll have enough to think about with all the different special rules in play (most of them from Morghur). Of the big stuff I am taking, I have high hopes for the Dragon Ogres and Shaggoth, which should be capable of taking down pretty much anything Adam can throw at them, including that Griffon!

Lastly, I suppose some sort of plan might be in order. The scenario splits Adam's forces up as much as it does mine, but I have the luxury of knowing when, if not exactly where, my units will arrive.

My plan then is to overwhelm Adam's forces before they can receive reinforcements. This will mean racing headlong towards the Empire characters in the buildings, and using my ambushing units to get in behind the reinforcements as they arrive. If I can disrupt Adam's forces with my Bray Herds long enough for the larger units to take down the Emperor, then things might go my way. It will all hang on the objective – killing Karl Franz is the key to victory!

***Ambushers:* Beast Herds with the Ambush rule do not move onto the table until the Beastlord's brayhorn is sounded. All Beast Herds set up in ambush then enter the table at a point of the Chaos player's choosing if a Leadership test is passed. If the test is failed, the herd enters at a random table edge determined by rolling a scatter dice.**

The Emperor Ambushed

Turns 1 & 2

Morghur started the game isolated towards the far west of the battlefield to keep his warping influence to a minimum. On the southwest flank the Chaos Ogres, Dragon Ogres, Minotaurs and Shaggoth marched down the road towards the inn. The Bestigors in the centre of the Beastman line moved forward and remained hidden from the Empire council by the wood in the centre of the board. On the northwest flank, three chariots trundled forward, while just ahead of them the Centigors also moved towards the inn, the Emperor's flowing pennant clearly in their view. At this stage there was no magic, shooting or combat *(A)*.

In the Empire turn, Deathclaw flew purposely forward to within 6" of the Centigors, with Adam hoping that the Griffon's piercing screech would scatter the four-legged Beastmen in terror. On the west road, Kurt Helborg, Ludwig Schwarzhelm, Dolphus Hund and Benjamin Stern readied their weapons and bravely moved along the road towards the hulking Shaggoth. Luckily for Adam, word had already been sent of the Emperor's plight and reinforcements started to trickle onto the battlefield from both the south and north edges *(B)*.

The Magic phase was brief *(C)*, while the Shooting phase was distinguished only by the Engineer missing the Shaggoth with his Hochland long rifle despite the creature's size!

Andy started the second turn by sounding the bray horn and calling all the ambushing forces to appear *(D)*. The Shaggoth lumbered down the west road to engage the Emperor's finest heroes, while the Chaos Ogres and Dragon Ogres left the south road in search of other prey.

The Empire's second turn saw more regiments arrive. The south road was now blocked, so all came on from the north. The Pistoliers, Helblaster, Rocket Battery, Handgunners, Outriders and a regiment of Spearmen all marched into play. The Flagellants and Halberdiers turned to face the Beastmen that had ambushed from behind. However, all attention was focussed on the contingent of characters who charged the Shaggoth. Unfortunately this was too great a task for Captain Hund and the Warrior Priest, who both fled from the Terror-causing creature, leaving just Kurt and Ludwig to face the gigantic Dragon Ogre. In the ensuing combat, Kurt caused 3 wounds with his Runefang, while the creature's scaly skin prevented Schwarzhelm from finishing the job. In return Kurt suffered 2 wounds *(E)* from the axe of the great dragon beast.

Drunken Charge

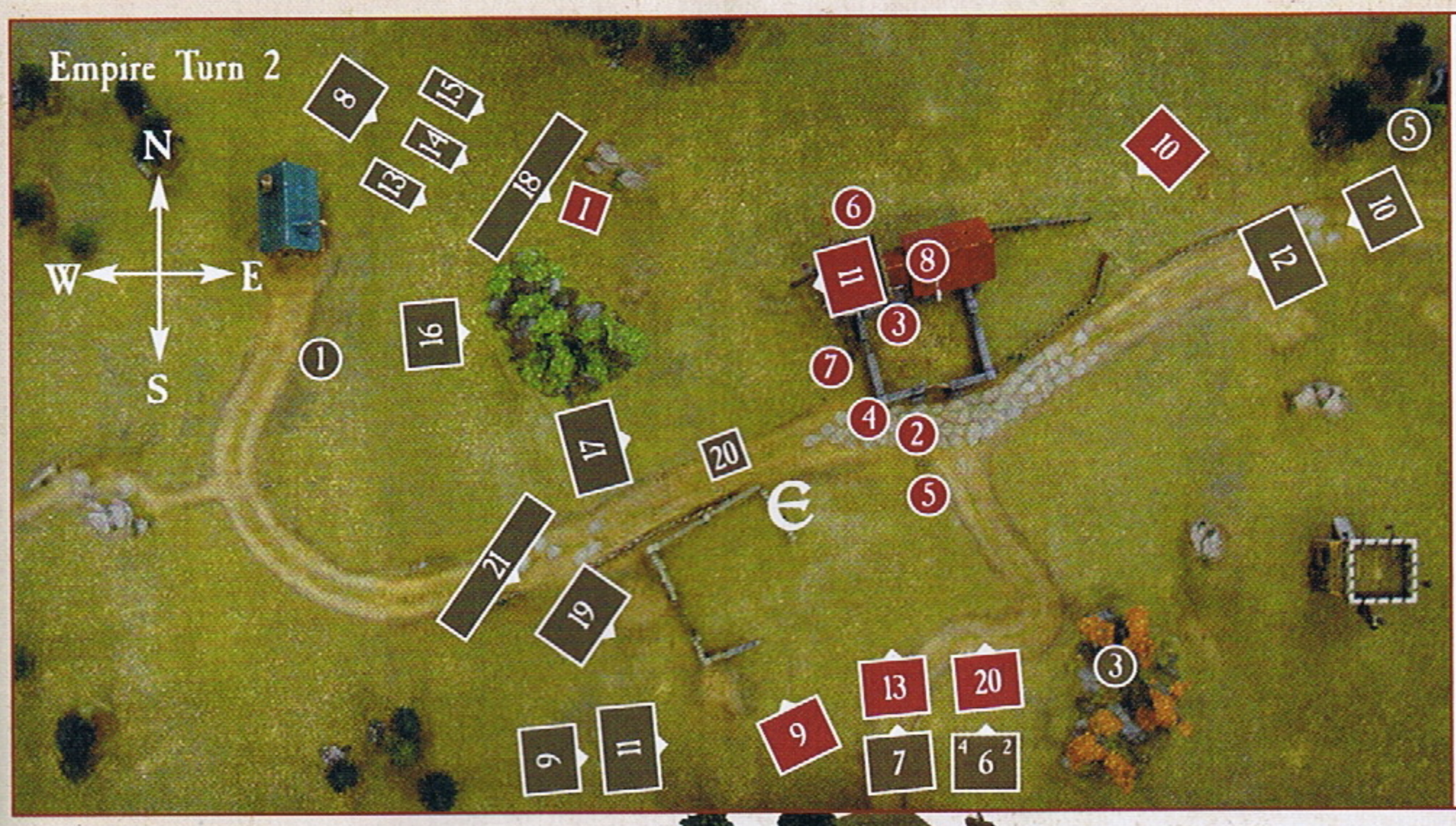
Adam's plan to rout the Centigors with Deathclaw backfired as the beasts became dangerously drunk and subject to Frenzy, so charged into the Emperor with reckless abandon in turn 2. The Centigors caused a wound, which was annulled by the Emperor's Ward Save from the Silver Seal. In return, as Adam succinctly put it, it was "time to Ghal Maraz them in the face!". Karl Franz only killed one of the Centigors and this was not enough to win the combat. However, the Emperor refused to flee, and in Empire turn 2 he set about the Centigors with a vengeance, wiping them out!







In which our beloved Karl Franz is betrayed and foul magicks are unleashed! But fear not – for the Emperor courageously dallies with wycked beasts that stand in parody of horse and Man, while heroic Kurt Helborg tangles with a mighty Shaggoth.



Empire

1. Karl Franz
2. Kurt Helborg
3. Wizard Lord
4. Ludwig Schwarzhelm
5. Warrior Priest
6. Empire Engineer
7. Empire Captain
8. BattleWizard
9. Swordsmen 1
10. Swordsmen 2
11. Greatswords
12. Spearmen
13. Halberdiers
14. Handgunners
15. Crossbowmen
16. Mortar
17. Reiksguard Knights
18. Outriders
19. Pistoliers
20. Great Cannon
21. Flagellents
22. Rocket Battery
23. Volley Gun

Beasts of Chaos

1. Morghur
2. Beastlord
3. Wargor
4. Bray-shaman 1
5. Bray-shaman 2
6. Beast Herd 1
7. Beast Herd 2
8. Beast Herd 3
9. Beast Herd 4
10. Beast Herd 5
11. Warhounds 1
12. Warhounds 2
13. Tuskgor Chariot 1
14. Tuskgor Chariot 2
15. Tuskgor Chariot 3
16. Bestigor
17. Minotaurs
18. Centigor
19. Chaos Ogres
20. Shaggoth
21. Dragon Ogres
S. Spawn



A The first Magic phase fizzled out, as there were no Bray-shamans on the battlefield to take advantage of the Winds of Magic. Adam stored three power dice in his Rod of Power in preparation for the next Magic phase.

B A regiment of 20 Swordsmen marched on from the north end of the road. To the south the Flagellants, Halberdiers and another regiment of Swordsmen entered the fray.

C Adam's Rod of Power failed him and he lost all the stored power dice. However, he still managed to cast Walking Death on the Reiksmarshal to make him cause Fear. Forked Lightning cast by the Celestial Wizard in the tower wounded one of the Tuskgor Chariots.

D Beastman Herds and Warhounds appeared on all sides of the board. Two large Herds, one with the Beastlord, appeared on the south road directly behind the recently arrived Flagellants and Halberdiers.

€ Helborg was wounded five times by the Shaggoth, whose strength reduced the Reiksmarshal's Armour Save to just 5+. Adam really needed the Empire hero to survive. All eyes were on the dice as they clattered on to the table to give Adam three successful saves. Kurt took two wounds, but the Shaggoth still lost the combat. The Dragon Ogre was resolute and defiant in front of the Emperor's Champion and Reiksmarshal and so would not flee.

The Spawn of Morghur Turn 3

With the Centigors no longer blocking the way, the chariots charged into the Emperor and caused a massive seven impact hits. Deathclaw was wounded twice while the Emperor took only a single wound thanks to his Ward Save. The Beast Herds on the south road charged the Flagellants and Halberdiers, whilst the Ogres attacked the Swordsmen. Morghur moved towards the woods, and to Adam's dismay the Emperor found himself within the range of the Beastman's Essence of Chaos power – Deathclaw was wounded, and Karl Franz could only watch in horror as a hideous Spawn materialised next to him. Nearby Herds of Beastmen also began to take wounds and turn into spawn *(A)*.

In the Magic phase, Adam dispelled all of Andy's casting attempts apart from Steed of Shadows, which allowed the Bray-shaman in the north to move behind the Handgunners, close to the Empire artillery. In combat the Tuskgors struck the Emperor hard, leaving both Karl Franz and Deathclaw on one wound each! Angered, the Emperor hit back, destroying one Chariot outright, while Deathclaw forced the other to flee.

The Chaos Ogres cut through the Swordsmen and then overran into the engaged Halberdiers *(B)*. The Halberdiers were overwhelmed by the large Beast Herd and the flanking Ogres and were destroyed by the pursuing Beastmen. The Flagellants ended up in combat with the Beastlord and his Bray Herd *(C)*.

A unit of Crossbowmen were the only reinforcements to appear for the Empire in the third turn. The Swordsmen in the north formed a battle line with the Engineer behind the inn, and the battered Emperor wisely flew back to join them. With the Shaggoth gone, Kurt and Ludwig returned to the gates of the inn, and Captain Hund rallied, as did the Warrior Priest.

With the artillery now able to fire, Adam found he had a choice of targets. The Rocket Battery aimed at the large Beast Herd that had run down the Halberdiers to the south. The rockets struck home and the Beast Herd disappeared in a cloud of acrid smoke. The Bray-shaman that had flown into the Empire reinforcements in the previous Magic phase now faced a fully loaded Helblaster Volley Gun, which promptly misfired! Luckily for the Empire, Adam rolled a 6 on the Misfire table, meaning that all the barrels fired before the war machine finally exploded. The Bray-shaman was turned into a smoking pulp.



Helborg vs. the Shaggoth

Having survived the Shaggoth's furious attack in the last round, the Reiksmarshal could not realistically survive another round of attacks. So he bought his Runefang to bear and took the Shaggoth's three remaining wounds before the monster could raise its battleaxe! Helborg's great warhorse reared and the Reiksmarshal let out a victorious cry – the Dragon Ogre was slain.



In which the mighty Reiksmarshal fells the dragon-beast, more brave soldiers of the Empire join the fray, and our benevolent Emperor is wounded, while creatures of worrying and confounding appearance manifest by some terrible phantasmagoria.

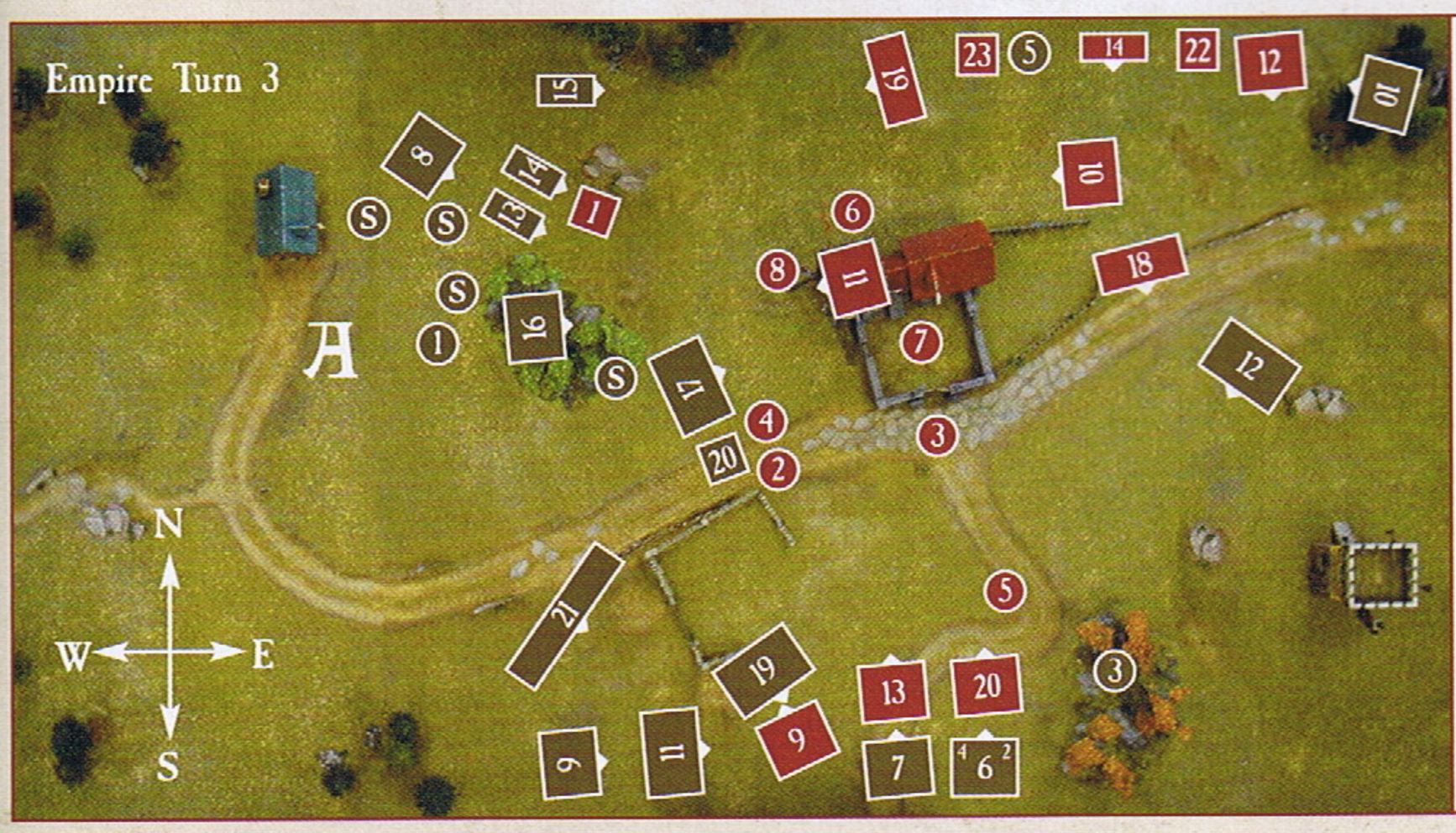




A Morghur's very presence caused the deaths of a nearby Beastman and three Bestigor, and wounded a Minotaur. By the end of the Beastman Shooting phase there were five Chaos Spawn on the board, all dangerously close to the Emperor.

B The Chaos Ogres killed the Swordmen's front rank before the State Troopers could even hit back. The remaining Empire soldiers fled, but the Ogres pursued and caught them, overrunning into the flank of the Halberdiers.

C The Flagellants were charged by the Beastlord's herd from the rear. The zealots sacrificed one of their own to Hate the Beastmen, but the Beastlord scythed down four of their number, leaving only one dispossessed madman left to fight!



Empire

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2. Kurt Helborg
3. Wizard Lord
4. Ludwig Schwarzhelm
5. Warrior Priest
6. Empire Engineer
7. Empire Captain
8. BattleWizard
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11. Greatswords
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13. Halberdiers
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17. Minotaurs
18. Centigor
19. Chaos Ogres
20. Shaggoth
21. Dragon Ogres

S Spawn

Assault on The Feisty Boar Turn 4

Beastman turn 4

A The Chaos Ogres charged the Warrior Priest, who decided to flee rather than fight.

B The Beastmen charged through the woods into the regiment of Spearmen. The Empire soldiers bravely repulsed the attack and sent the Herd fleeing off the battlefield.

C The Flagellants literally threw themselves against the Beastlord's Herd. Though they were wiped out in the attempt, they did manage to slay Andy's Bray-shaman.

D The Rocket Battery took aim at the Ogres and fired, but the rocket veered north and landed harmlessly just in front of the brutes.

E The Engineer unleashed a pigeon bomb at the Herd in the northwest. The witless bird exploded on target but failed to wound any of the hardy Gors.

F The Outriders fired at the Chaos Hounds, killing three with their repeating blackpowder weapons.

G The Reiksguard Knights moved onto the battlefield via the north road. Already spying a likely target, they made their way past the east side of the inn.

In which the Emperor's finest fend off a foul attack from bull-headed hordes, the deviant beast-creature continues its mischief and the resplendent knights of the Reiksguard charge onto the field ready to do battle!

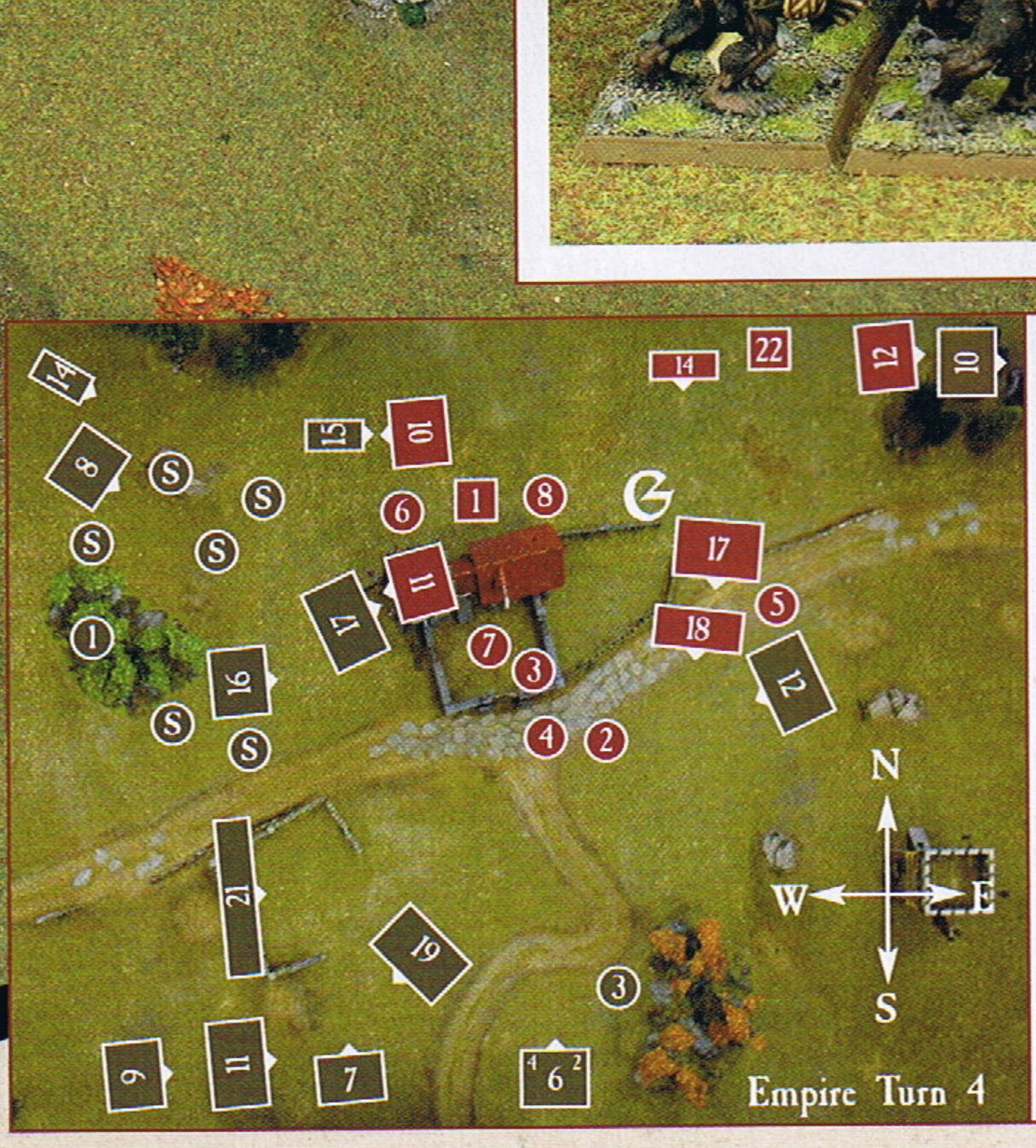


Tower Assault

The Minotaurs assaulted the tower, trying to take control of the Emperor's Banner. Assaulting a building is a lot more difficult than attacking in the open. Only three of the seven Minotaurs could attack. Because the Greatswords were in control of the Monument of Glory special feature they Hated the Minotaurs and were able to re-roll their attacks. The combat ended in a draw; not enough for the Minotaurs to take the watchtower.







Empire

1. Karl Franz
2. Kurt Helborg
3. Wizard Lord
4. Ludwig Swartzhelm
5. Warrior Priest
6. Empire Engineer
7. Empire Captain
8. Battle Wizard
9. Swordsmen 1
10. Swordsmen 2
11. Greatswords
12. Spearmen
13. Halberdiers
14. Handgunners
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S. Spawn

The Final Attack Turns 5 & 6

The final turns began with the Spawn of Morghur dominating the area between the woods and the west side of the inn. The Minotaurs assaulted the tower, once more determined to rout the Greatswords and claim the Emperor's banner. The Herd in the far south charged the lone unit of Crossbowmen. The Chaos Hounds in the east swerved sharply to charge the Outriders and a Spawn slithered forward to confront the terrified Engineer. The Chaos Ogres and the Beastlord's Herd formed a rough battle line across the south road and marched towards the inn.

In the Shooting phase, Morghur warped and twisted those on his own side once more *(A)*. In the tower assault, the Greatswords managed to repel the Minotaurs again *(B)*. The Outriders quickly despatched the Warhounds for no losses of their own.

As the Reiksguard rode further onto the field they were joined by their Grand Master and the Emperor's Herald, forming an extremely powerful unit. The Mortar and Great Cannon finally arrived onto the battlefield to the south. With both Bray-shamans dead, the Empire Wizards began to dominate the Magic phase *(C)*. Andy managed to save some dice to spitefully dispel the Warrior Priest's abilities as he tried to heal Kurt Helborg.

In the final turn of the game the Ogres rallied from their earlier magically induced panic. The remaining chariot and Beast Herd in the north charged into the Swordsmen, the impact killing five. Despite the high casualties the Swordsmen remained defiant. The Beastlord's Herd charged the cannon crew who downed tools and fled from the tabletop. With one last push, the Minotaurs finally broke the Greatswords' hold of the tower by killing eight of the bodyguards and taking it for their own.

Seeing the loss of the inn, Karl Franz flew across to his loyal Reiksguard who moved forward ready to charge any who dared to come close. Adam focussed his spells on the Chaos Ogres, who weathered numerous sorcerous assaults but remained resolute. Andy wisely kept his dispel dice and used them to nullify Adam's final attempt to heal the Emperor with the Warrior Priest – this ensured that the Beastmen were not denied valuable Victory Points for wounding the Empire general. Adam's last action of the game was to shoot at the Ogres with Outriders. Another brute was bought down, but once again the brutish Ogres refused to break. The beasts retreated into the woods and so the battle ended in a bitter stalemate.

A **Morghur's corrupting influence killed a Minotaur, and yet another Spawn appeared on the battlefield. The Bestigors lost another two of their number, but we had run out of Spawn models (there were now nine on the table), so no more could be placed!**

B **The Empire counter-assault was brutal, with the Greatswords causing another five wounds on the Minotaurs who hit back, killing four more of the Emperor's elites.**

C **In turn 5 the Ogres lost four wounds in total from Steal Soul and Wind of Death, which finally caused the monsters to panic and flee south.**



Karl Franz vs the Spawn

The Spawn that had charged the Engineer caused a wound and won the combat. The Engineer put his mechanical steed into top gear and fled 18" away from the gibbering monster! Unfortunately for Adam, the Spawn could now finish off Karl Franz, which would mean the day would belong to Chaos. There was a hushed silence as the dice were thrown. All hits were aimed at the Emperor himself. Andy scored 3 wounds, and the Emperor's Armour Save only deflected one. Adam then rolled for his Ward Save, needing two 4+ rolls to keep the Emperor alive. Rolling a double 4, Adam was able to breathe again; with righteous vengeance the Spawn was easily dealt with and the Emperor survived once again!



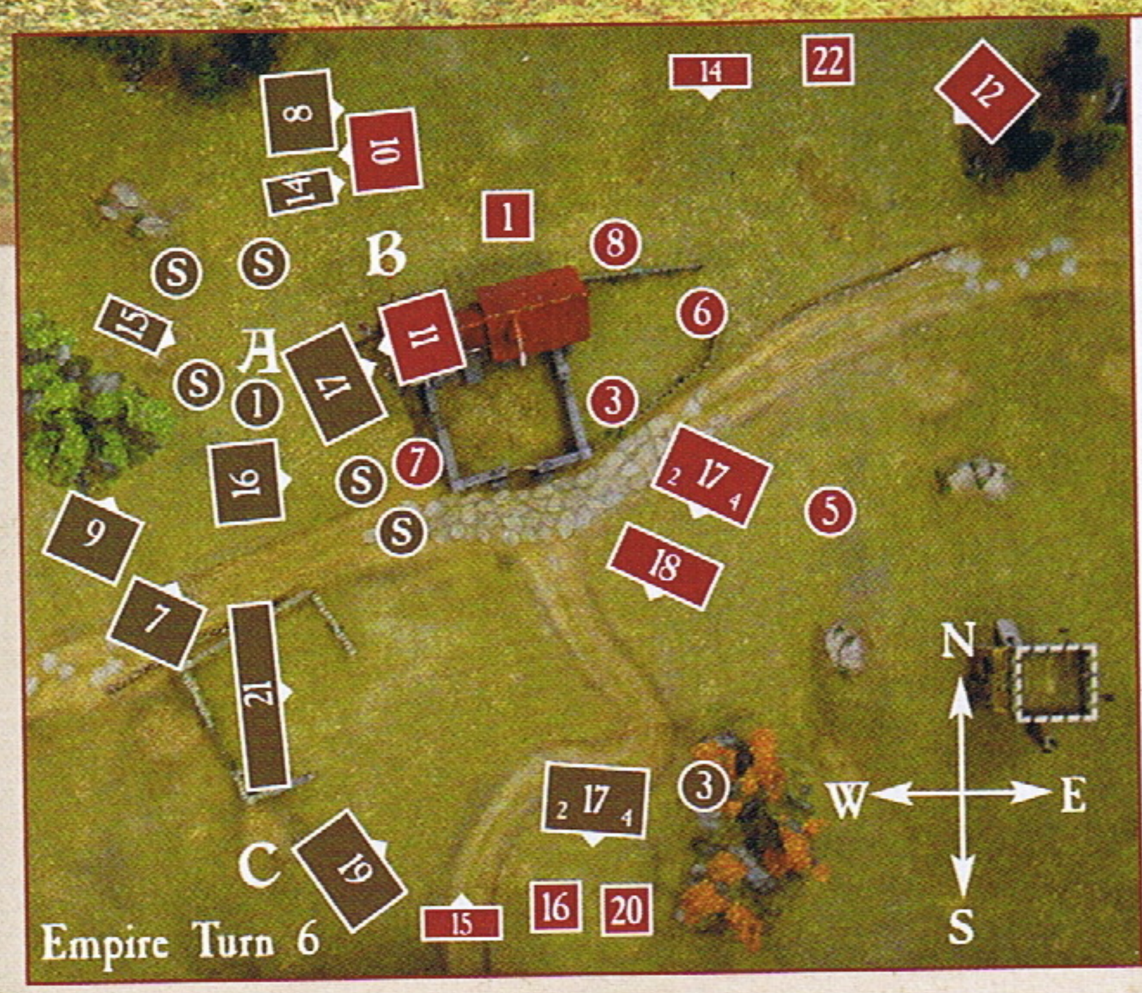
In which our valiant Emperor is attacked by the foulest of Spawn, the Captain of the Empire redeems himself, but the proud soldiers of Carroburg lose the Emperor's Colours, thus marring the rightful triumph of the armies of the blessed Empire.



The Redemption of Dolphus Hund

Dolphus Hund had stood by Kurt Helborg in the early stages of the game, ready to charge the Shaggoth, but had then fled and had spent the rest of battle hidden behind the courtyard walls. With Chaos Spawn now clawing on the other side of the wall, Dolphus chose this moment to atone for his earlier shame. He leapt over the wall and set about attacking the monstrosities, slaying one in a decisive series of blows. The many other Spawn began to surround him and the Empire Captain was last seen hacking away at the mutated creatures, fighting on even when all seemed lost.





Empire

1. Karl Franz
2. Kurt Helborg
3. Wizard Lord
4. Ludwig Schwarzhelm
5. Warrior Priest
6. Empire Engineer
7. Empire Captain
8. BattleWizard
9. Swordsmen 1
10. Swordsmen 2
11. Greatswords
12. Spearmen
13. Halberdiers
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15. Tuskgor Chariot 3
16. Bestigor
17. Minotaurs
18. Centigor
19. Chaos Ogres
20. Shaggoth
21. Dragon Ogres
S. Spawn

Result

The Empire

1512

Beasts of Chaos

1871

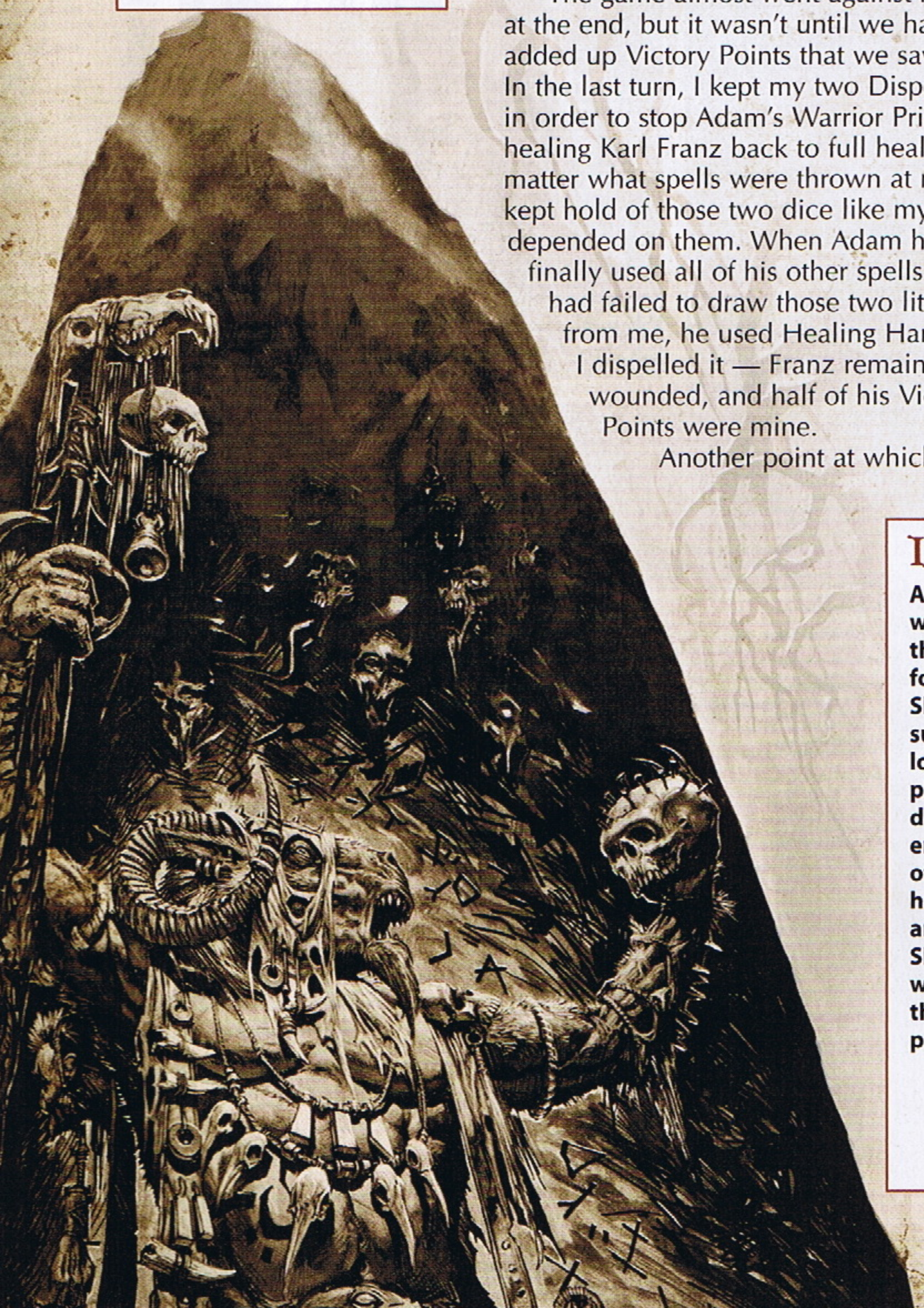
Draw

Return to the Herdstone

Foe-rippers!

This award has to go to the Minotaurs, who kept going against the Greatswords despite stalwart opposition and one of their number being turned into a Chaos Spawn when Morghur got too close!





Andy: That was close! Throughout the game both Adam and a variety of Design Studio pundits were convinced the Beasts would win the day. I, on the other hand, could see that a player as experienced with his army as Adam is with the Empire could potentially pull something out of the bag, and he nearly did, several times. Without killing the Emperor, I just couldn't score enough Victory Points, though I tried my hardest to get him, throwing pretty much everything I had at him.

The closest I came to fulfilling the scenario objective was when one of the many Chaos Spawn that Morghur had created overran into Karl Franz and inflicted three wounds upon him. If Adam had failed just one Ward Save, the day would have been resoundingly mine.

But he made them all, and the full Victory Points bonus for killing Karl Franz was denied me. Because of that, I had to settle for a draw.

The game almost went against me right at the end, but it wasn't until we had added up Victory Points that we saw this. In the last turn, I kept my two Dispel Dice in order to stop Adam's Warrior Priest healing Karl Franz back to full health. No matter what spells were thrown at me, I kept hold of those two dice like my life depended on them. When Adam had finally used all of his other spells and had failed to draw those two little dice from me, he used Healing Hand. And I dispelled it — Franz remained wounded, and half of his Victory Points were mine.

Another point at which I could have grasped defeat from the jaws of victory was when the Great Cannon and Mortar appeared directly behind the Bray Herd and my Beastlord and Wargor. The Beastmen now found themselves sandwiched between the Outriders and the Knights on one side, and the artillery behind. The only possible option was to charge the Great Cannon crew, denying them the enfilade they had lined up so nicely. If I'd have been lured into charging the Outriders, they would have fled, leaving the Knights a clear charge. Fortunately, charging the Great Cannon crew instead carried the Beastmen safely away, but it was only possible because they were Skirmishing under their Raiders rule and could therefore charge in any direction.

But, even ending in a draw, the game was an incredible one. The highlight for me came when the Minotaurs finally broke the Greatswords. I knew they would take a lot of punishment assaulting the building, so it was a huge relief when they finally swept the enemy away, rushed up the tower and did something unspeakable on the Emperor's personal colours.

Coolest of all was the fact that the "historical refight" turned out pretty much as it did in the background. In the opening of the scenario it states that the Emperor's bodyguard of Greatswords were slaughtered to a man defending the Emperor's banner, and that Karl Franz led a glorious counter charge that saw off the Beastmen. As more of the Emperor's army arrived this is exactly what we imagined would have happened next.

If I was a Beastlord...

Adam: Andy's plan went pretty well, but I'd have done a few things differently. First and foremost I'd have taken more Shamans. I was pleasantly surprised to only be facing two lower level Wizards in the Magic phase and I think this cost Andy dearly. Several times his units ended up tripping over each other for lack of room, so having a few less Dragon Ogres and a couple of Level 4 Bray-Shamans would have been the way to go. I'm glad he didn't though, because I'd have probably lost.



A Close call

Adam: Damn Morghur, and his foul kind! Damn him to the darkest corners of the Drakwald! That constant stream of Chaos Spawn were more than I could deal with, and very nearly inflicted an embarrassing defeat on me. Kudos to Andy, to be fair – only some last-minute magical blasting from my Amethyst Wizard, and a less-than-courageous withdrawal by my key characters saved me from a crushing loss.

So where did it go wrong? Well, I could blame it on Hubert for not generating "Doom and Darkness", but he was actually my saving grace, successfully unleashing spell after spell onto the Beastmen. No, it went wrong when I used all my clever tricks on Andy in the playtest games earlier. Not only that, but he adapted his plan accordingly. He screened Morghur beautifully, so as to prevent Karl Franz from leaping in and smashing him apart with Ghal Maraz (a plan I had been arrogantly proclaiming I would execute prior to the game). He blocked off one of my road entrances quite successfully, too, and he made some tremendously good charges with his units, especially the Chariots. Nope, this wasn't really a battle of terrible mistakes on my part – rather a catalogue of things that Andy did right.

What else is there to say really? Well, I was enormously pleased to land a hit squarely onto one of the Beast Herds with the Helstorm, and to blast the Shaman to bits with the Helblaster. War machines often struggle in scenarios such as this, with their depleted lines of sight and the fact they lose at least a whole turn to movement (often more, like with the cannon and mortar). Both managed to inflict a pretty decent toll on the enemy, especially the Helblaster that exploded in comedy fashion, blasting the Shaman into next week before doing so.

One of the best things about the way this Battle Report ended was the fact that it continued to tell a story. With the Reiksguard Knights rallied up and ready to charge, I was finally in a position where I could wreak some revenge on the Beastmen. Karl Franz was safely out of harm's way and I had enough of an army left to really give Andy a run for his money. Suffice to say that the devious and petty attempt by the Dark Gods to assassinate the Emperor Karl Franz has failed! The Nemesis Crown will belong to the Empire, mark my words!

Hero of the Hour

It always helps when you don't blow yourself up when casting magic, but even so this fellow was frankly amazing. His torrent of spells was simply staggering, made even more effective with the Rod of Power. Not only that, but he was the most suave looking gentleman on the battlefield.



> "Damn Morghur, and his foul kind! Damn him to the darkest corners of the Drakwald!"

If I was the Emperor...

Andy: What would I have done differently in Adam's place? Not much – he's a consummate Empire general, and he was at the mercy of his army coming on piecemeal. Perhaps his only mistake was leaving space behind the Flagellants and Swordsmen when they came on, allowing me to bring my Ambushing units in right behind them.



As the sun set upon the field of battle, the only sounds to be heard were the moaning of the wounded and the distant braying of the Beastmen as they retreated into the benighted woods. The Emperor stood amongst the slaughter and wept bitter tears. The Greatswords were dead to a man, slaughtered defending the Emperor's colours. The sacred banner had been befouled by the brutish creatures that had captured it. The Emperor had led his knights on a glorious counter charge, but he had struggled to remain conscious the entire time, so severe were the wounds done to him by the foul creatures of the woods. With a heavy heart, Karl Franz ordered the council of war reconvened. He was here to find the Nemesis Crown, and find it he would. No matter the cost.

- From the Chronicles of Valour, by the hand of Albrecht von Druker, historator to the Court of Altdorf.

THE NEMESIS CROWN

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It is now time to call your force to arms and ready yourself for an epic campaign where you will aid your faction in the search for the artefact, the fabled Nemesis Crown.

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- Campaign background
- Interactive war-room and map
- Useful downloads
- Weekly hobby articles
- Details of local, in-store summer events
- Army storylines and results updated weekly
- Personal statistics and leaderboards



The campaign takes place deep in the Great Forest.

Special Events

All Games Workshop Hobby Centres and many independent stores will be running battles and other events over the duration of the campaign. Ask your local Hobby Centre staff for details.

New Releases

There are loads of brand new Citadel miniatures coming your way, including the fantastic new Empire Flagellants kit. *(See page 38).*

Timeline

16/05/07
Website goes live with ongoing weekly updates

25/06/07
Registration begins

27/06/07
Six weeks of frantic gaming commences

5/08/07
Campaign ends

10/08/07
Results posted

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The search for the Nemesis Crown has begun...

Start gaming now!

RESULTS CAN BE RECORDED FROM THE 27/06/07

WORKSHOP.COM

DRAGONS OF MIDDLE-EARTH

For thousands of years they have dwelled in the dark places of the world, and now the Dragons are here! Donning suitably fireproof attire, Mat Ward goes in search of the secrets of these deathless draconics.

Where some creatures, such as the Balrog, endure only in legends of certain races, Dragons are regarded as despoilers across all Middle-earth. The existence of Dragons is not known only to the ancient races of Elves and Dwarves, and nor does it cease at the borders of Gondor and Rohan.

Dragons are talked of even in the isolated and parochial Shire – albeit in a fanciful and disbelieving sense. Terrible places are compared to "Dragon's Dens" and some Hobbits are described as brave enough to "jump down a Dragon's throat". Even in this, the quietest corner of Middle-earth, Dragons have made a lasting enough impression, one that stands in testament to the evils they have wrought.

It is true that most Dragons have been forgotten, their names lost in the mists of time. Even so, the fates of several terrible beasts have been preserved by the evils of their deeds. Gandalf talks to Frodo of Ancalagon the Black, a mighty Dragon of yore whose fire was even powerful enough to consume the lesser Rings of Power. Théoden gifts Merry a horn taken from the hoard of Scatha the Worm, another great Dragon who could boast the destruction of at least one Dwarf hold. Of course, most famous of all the Dragons to terrorise Middle-earth is Smaug, despoiler of Erebor and ruination of Durin's Folk.

Physically, individual Dragons can vary to an enormous degree. The most dangerous are winged, able to travel several leagues in one beat of their leathery wings, whilst others must rely on their legs for locomotion. Though all have thick, scaly hides, the colour can vary enormously, from brilliant reds and golden oranges through to sepulchral greys and midnight blues. These colours have no bearing on the abilities of the Dragon, but do serve to distinguish one draconic tyrant from another.

Dragons are huge and savage creatures, able to crush armour and bone as unthinkingly as a Man would snap a twig. This formidable might is often coupled with the ability to breathe great gouts of flame, or a beguiling nature as enrapturing as the darkest of magics. Dragons are almost impossible to dominate, or even reason with, for their ferocious strength is invariably wedded to a keen intelligence, the equal of any loremaster of the wise. Dragons do what they wish, when they wish to do it – only a dire threat can stay a Dragon from its goal. As such, Dragons are perhaps not truly evil, but rather utterly amoral. In vigour and wisdom Dragons are as high above Men as the Men are above cattle – Dragons are predators, and all in the world are their prey.



The Ol' Mind Trick

The absolute best way to nail an enemy Dragon is with Gandalf (or possibly Saruman). If you can get past the Dragon's magical resistance with an Immobilise, you can then surround and overwhelm it. Even if the Dragon doesn't expire on the spot, you might be able to get it to flee.

Dragon

Points Value: 250

F	S	D	A	W	C	M / W / F
7/2+	7	7	4	7	4	3 / 3 / 3

Wyrms of Legend

A Dragon may have two of the following abilities at additional cost:

Breathe Fire ..... *50 points*
Fly ..... *50 points*
Wyrmtongue ..... *50 points*
Tough Hide ..... *50 points*

Sudden death

A quick glance at the Dragon's profile is enough to set the heart apace. It has all the ruthless combat ability of a Mordor Troll, and then some. Not only does a Dragon fight like a tiger (albeit a much bigger, more ferocious tiger) it is Resistant to Magic, causes Terror, reduces enemy Courage, and charges as if it were a Monstrous Mount; not bad at all for a mere 250 points. That said, the Dragon does come with a slight downside. Being ancient creatures, Dragons are loathe to throw their lives away in battle and so each time one suffers a wound, they must pass a Courage test or flee. This may sound problematic, but I assure you it's not – Courage 4 and 3 Will points makes failure of at least a few tests very unlikely. Besides, your enemy's got to wound the Dragon first. At Defence 7, that's not so easy, and of course you're going to make that a bit harder by being cunning.

Choosing a victim

Much like Gûlavhar and Mordor Trolls, getting the most out of a Dragon is reliant on picking the right target to attack: in this case, Warriors. With lots of Attacks and a high Strength, the Dragon can chew its way through an army if given the chance, but you've got to maintain momentum, and this means choosing targets that you can kill. Such is the size of the Dragon's base that it can normally charge at least two models, and such is its power that it will reliably kill any Warrior other than an Ent in a single turn. Just beware of Heroes! Even though the Dragon's Fight value is superior to that of all but Elven Heroes, one unlucky turn is enough for Aragorn, Imrahil or Dain to land several wounding blows and force those incredibly unwelcome Courage tests.

Have wings, will travel

You don't have to upgrade your Dragon, but I doubt that anyone reading this article is going to pass up the chance to have their



Ignorance is Bliss

For a more challenging approach, try to slow the Dragon down by feeding it one Warrior at a time, no more, no less. Whilst it's slowly devouring your willing volunteers, you can concentrate on dismantling the rest of the enemy army and force Courage tests for the force being broken.

scaly beastie do even more damage. Well, are you? I thought not.

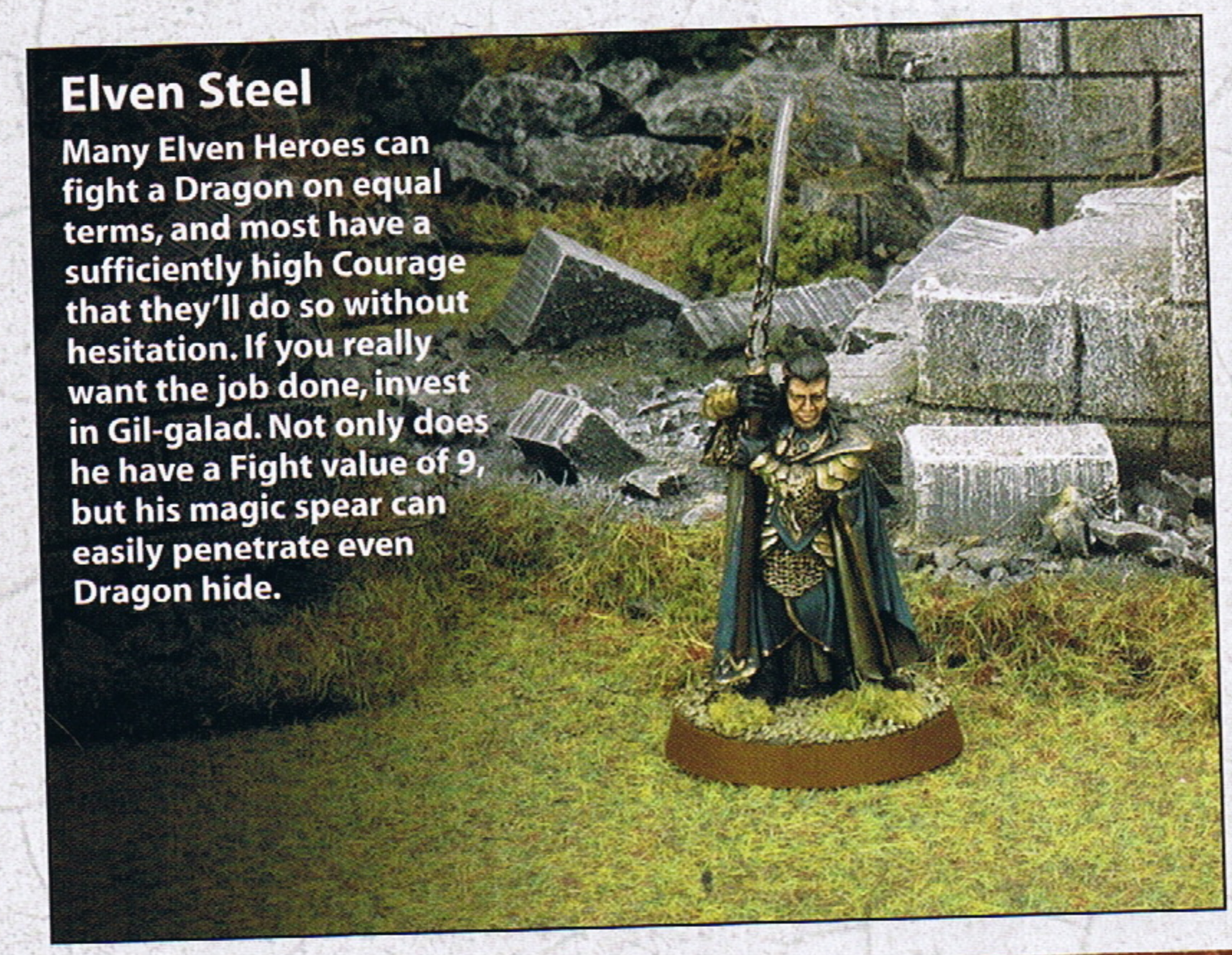
Dragons come with four options: Fly, Breathe Fire, Wyrmtongue and Tough Hide. Only two can be selected, capping your Dragon's points cost at 350, so its worth giving thought to the abilities you'll get the best use out of.

For me, a winged Dragon is all but essential – it's effectively a license to go wherever you want. A Dragon that flies can hit hard and withdraw out of counterattack range before the enemy can react. It's a bit like having a Nazgûl on a Fell Beast really, a rock-hard and unstoppable one. The classic ability to pair up with wings is Breathe Fire. We've got real dragon-fire in The Lord of the Rings – not the apologetic stuff like in other games. If a Dragon breathes fire on you in Middle-earth, you (and the six or so guys next to you) burst into flames, run around for a bit and then die – no half measures. As such, this is an option for the true pyromaniac, or at least a gamer with pyromaniac tendencies who's got some cavalry in his army, and would love to make the enemy spread out a bit. If the enemy hasn't spread out, they will the first time you gleefully shout "Whooomph!" and start rolling to wound against a 5" section of his battle line.

Mind over matter?

The remaining two options: Wyrmtongue and Tough Hide, are respectively there for those with subtlety, and those without. Wyrmtongue allows the Dragon to cast spells at the enemy – specifically, Transfix, Compel and Sap Will. This little combo allows you to unleash your Dragons on enemy Heroes – unsurprisingly, a Transfixed Hero in combat with a Dragon is not long for the world. Tough Hide, on the other hand, is there to improve your combat odds the old-fashioned way: making you harder to hurt. Two extra Wounds is nice, but +2 Defence is even nicer, giving you extra protection against those aforementioned Courage tests.

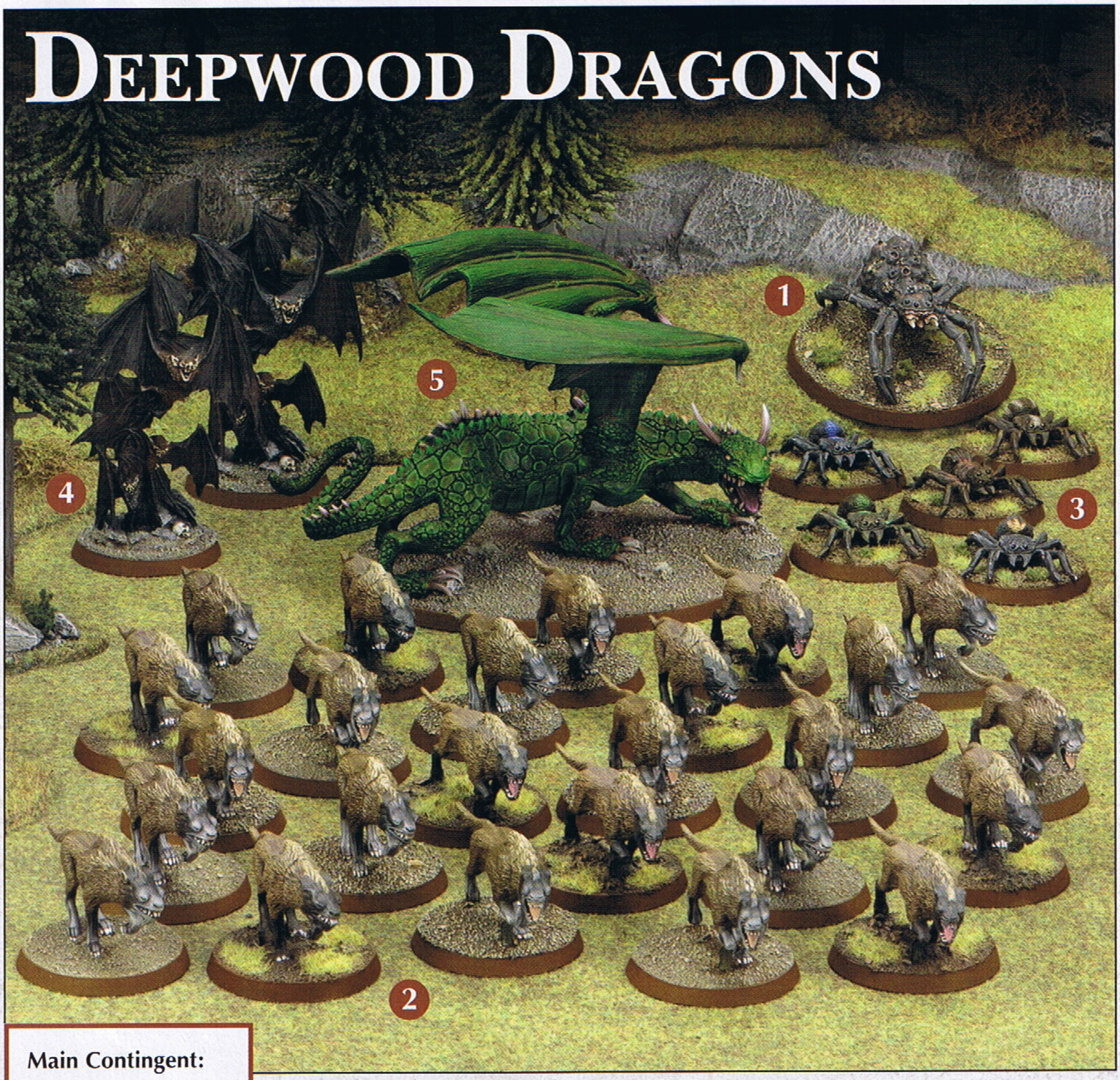
So, in summary, what kind of army does a Dragon suit best? Truth is, it's pretty good in any army. Its combination of muscle, firepower and speed make it a perfect addition to Moria Goblins, Easterlings, Orcs, Spectres, Spiders, Warg Riders... you get the idea. The only real condition is to make sure the rest of your army can't easily be squashed by bowfire. The Dragon's might will be for nothing if the rest of his army runs away.



Elven Steel

Many Elven Heroes can fight a Dragon on equal terms, and most have a sufficiently high Courage that they'll do so without hesitation. If you really want the job done, invest in Gil-galad. Not only does he have a Fight value of 9, but his magic spear can easily penetrate even Dragon hide.

Deepwood Dragons



Main Contingent:
Dol Guldur

1 **1 Spider Queen** — **75 points**
2 **25 Wild Wargs** — **200 points**
3 **5 Giant Spiders** — **100 points**
4 **2 Bat Swarms** — **70 points**

Allied Contingent:
Monsters of Middle-earth

5 **Dragon** with Fly — **300 points**

Total: 745 points

Personally, I love the idea of an army of (let's be unkind) monsters; not Orcs, Goblins or corrupt Men, but the kind of evil that goes bump in the night. This army plays to that desire, drawing mostly upon Dol Guldur for its rank-and-file.

Everything in this army can move 10" or more, giving you all the flexibility of a cavalry force, but in an altogether more creepy-crawly way. Wild Wargs can beat most Good Warriors in one-on-one fights, and Giant Spiders are even better – though a little more fragile. You've got to hit fast and hit hard, crushing one enemy flank and rolling up the line before your opponent can react.

This force includes a slightly cheaper Dragon. The Fly ability is a must-have, but other upgrades have been foregone in favour of including another 5 Wargs in the army. For best results, you need to set the Dragon loose on the staunchest part of your opponent's line, as the rest of your force is quite fragile and will quickly become bogged down if fighting against elites. In the unlikely event that your Dragon needs a little backup, send in a Bat Swarm to help it out by reducing the Fight value of a dangerous foe.

This force excels against compact armies, where you don't have to worry about being outnumbered. Because of their relatively low Defence values, your troops are fair game to anyone who can swing a sword. On the other hand, most of your models are Strength 4 or 5, meaning that even heavy armour is little protection against your vengeful attacks. Elves, Dwarves, Gondor and Rohan all fall easily to this army, but watch out for forces like Arnor or the Shire that can pack fifty or more models in a 750-point force.

Dragons of the East



The choice of Dragon to work alongside this army is a difficult one. Easterlings lack for artillery, and a fire-breathing reptile is a good substitute. On the other hand, the golden legions also suffer from having no wizards of their own. Which to choose? I've gone for a flying, fire-breathing Dragon, because the resultant large-scale destruction really appeals to me.

You'll notice that this army is relatively compact at a mere 34 models, but every model in the army can take a pounding. Easterlings and Dragons make for a nice combination; the Dragon deals with enemy archers, allowing the Easterling spear formations to go relatively unmolested as they close with the enemy.

For best results, try to think of your army not as 34 models, but rather three large models: the Dragon, and two Easterling phalanxes. On a board with dense terrain, use your phalanxes to control choke points while the Dragon flanks the enemy – few armies can survive being caught between pikes and a raging monster. On more open ground, keep the Easterlings together, the better to fend off enemy cavalry.

This army does best against the two extremes. Hordes of military detritus, such as Hobbits, can't really touch it as everything has high Defence and Fight values. At the other end of the scale, Elves and Dwarves lack the numbers to counter the advantage a Dragon brings. This is by no means an easy match to win, but does favour the Evil player. Where this force suffers is against the middling armies, such as Gondor and Rohan, who have both high Defence values and relatively inexpensive troops. As a rule, you can expect to be outnumbered two to one in such a match.

Main Contingent:

The Easterlings

1 **Easterling Captain**
with Easterling halberd
55 points

2 **Easterling Captain**
with Easterling halberd
55 points

3 **16 Easterlings**
6 with shields and 10 with shields and spears
148 points

4 **15 Easterlings**
5 with shields and 10 with shields and spears
140 points

Allied Contingent:

Monsters of Middle-earth

5 **Dragon**
with Fly and Breathe Fire
350 points

Total: 748 points

Painting Your Dragon

A Dragon model instantly becomes the centrepiece of any Evil force, so here are some tips for painting your very own winged horror.



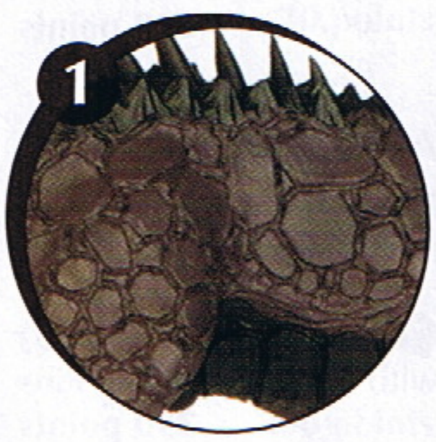
The claws and horns were painted Scorched Brown, and then highlighted with a 50/50 mix of Scorched Brown and Bleached Bone. Increasing amounts of Bleached Bone were added to the mix for each subsequent highlight layer.



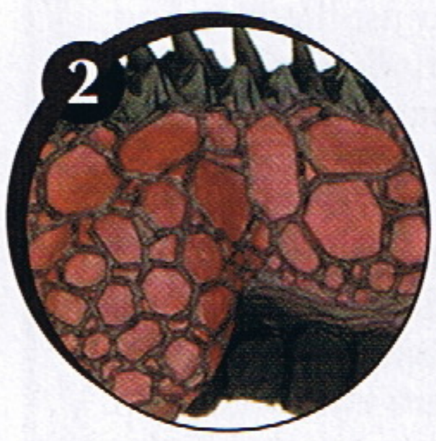
The eyes were basecoated with Bronzed Flesh, and highlighted with Bleached Bone. A few glazes of Yellow Ink added a glossy sheen. Finally, a dot of Skull White was applied as a highlight.



Painting Scales



Begin by applying an even basecoat mixed from three parts Red Gore to one part Liche Purple.



Paint the individual scales with Red Gore. You may need several coats to achieve an even covering.



Paint a layer of thinned-down Blood Red around the outer edge of each scale as a first highlight.



Apply a finer highlight of Blazing Orange around the edges of the scales.



Highlight the sharpest edges of the most prominent scales with a very fine layer of Fiery Orange.



The wing membrane was painted in exactly the same colours as the scales, but make use of the drybrushing technique.



The tongue was basecoated with a mix of Chaos Black and Red Gore, to which Bleached Bone was added for subsequent highlights. The final highlight is a mix of Bleached Bone and Red Gore.





Colour Variants

We asked Mark Bedford of Forge World fame to paint us a Dragon in an alternative colour scheme. This green-scaled beast uses a naturalistic palette, and is based on pictures of real-world reptiles. The colours below were used on the scales, using the same techniques as the red Dragon.

Base Coat
75% Catachan Green, 25% Scorched Brown.

Highlight 1
Catachan Green.

Highlight 2
75% Catachan Green, 25% Kommando Khaki.

Highlight 3
50% Catachan Green, 50% Kommando Khaki.

SONS OF SANGUINIUS

Part Two

In the concluding part of our Blood Angels Codex, we present the complete army list for this ferocious and proud First Founding Chapter and their Successors. Everything you need to plan and choose your army is contained herein.

WARHAMMER 40,000™

Blood Angels
OFFICIAL CODEX

BLOOD ANGELS ARMY LIST

The following pages contain an army list that will allow you to field a Blood Angels Space Marine army, or one of their Successor chapters, and fight battles with it in your games of Warhammer 40,000.

The army list allows you to pick an army based on the troops that could be fielded by a Blood Angels Battle Company, with attached support drawn from other Companies in the Chapter. The Blood Angels excel at close quarter fighting, and in order to reflect this we have placed a special emphasis on the assault troops included in the army.

Before you choose an army you will need to agree with your opponent upon a mission and the total number of points each of you will spend. Then you can pick your army as described below.

Using a Force Organisation Chart

The army lists are used in conjunction with the force organisation chart from a mission. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each box indicates that you may make one choice from that section of the army list, while a dark-toned box indicates a compulsory selection. We've included the chart used with Standard Missions for your reference, below.

Missions and points

These army lists are primarily designed for use with the Combat Patrol and Standard Missions from the Warhammer 40,000 rulebook. They may also be used with any other missions that use the Force Organisation charts, but please note that play balance may be affected if they are used for anything other than a Combat Patrol or Standard Mission.

The Mission you decide to play will determine what (if any) restrictions apply to picking your army. See the Combat Patrol or Standard Missions sections of the Warhammer 40,000 rulebook for details of the restrictions that apply.

Using the Army List

Once you have picked the mission you will play and the size of the forces being used, you are ready to pick your army. Look in the relevant section of the army list and decide what unit you want to have in your army, and what upgrades you want (if any). Any upgrades that are taken must be shown on the model. Once this is done subtract the points value of the unit from your total points, and then make another choice. Continue doing this until you have spent all of your points. Then you are ready to do battle!

Army List Entries

Each entry in the army list represents a different unit that you can use in a battle. Each unit entry in the army list is split into seven sections:

Unit Profile: Each unit entry includes the name of the unit, the profile of any models the unit can include, and the points cost of the unit without any upgrades.

Unit Composition: Where applicable, this entry lists the number and type of models that make up the basic unit.

Unit Type: This entry refers to the Warhammer 40,000 Unit Type rules chapter. For example, a unit might be Infantry, Vehicle or Jump Infantry, and be subject to a number of special rules.

Wargear: This entry details the equipment the models in the unit carry. The cost for all of these models and their equipment is included in the points cost for the unit.

Special Rules: Any special rules that apply to the unit are listed here. Descriptions can be found in the previous issue, or the Universal Special Rules section of the Warhammer 40,000 rulebook.

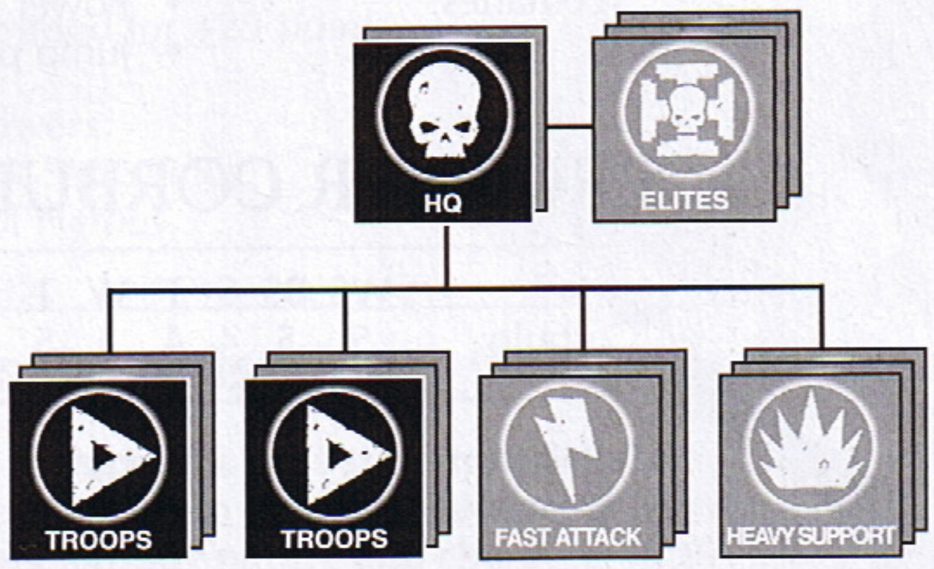
Options: This section lists all of the upgrades you may add to the unit if you wish to do so. If a model is equipped with something listed in the Unit Upgrades section then you must pay the points for it, and conversely you may not take an upgrade unless a model in the unit actually has it.

Transport: This last entry refers to any transport vehicles the unit may take. These have their own entry in the army list.

Designer's Note

You will notice that several squads in the Blood Angels army cost more points than their counterparts from other Space Marine Codexes. This extra cost covers the points required for the Death Company models the squad will allow you to take. For example, choosing a Tactical Squad allows you to take one Death Company model, and so the cost of the Death Company model is included in the cost of the Tactical Squad.

STANDARD MISSIONS



COMPULSORY	OPTIONAL	OPTIONAL
1 HQ	1 HQ	3 Fast Attack
2 Troops	4 Troops	3 Heavy Support
	3 Elites	

HQ



DANTE, LORD OF THE BLOOD ANGELS

200 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Dante	6	5	4	4	3	5	4	10	2+

Unit Type:
- Jump Infantry.

Individual:
- An army can only include one Commander Dante.

Wargear:
- Frag grenades.
- Krak grenades.
- Perdition pistol.
- The Axe Mortalis.
- Death Mask of Sanguinius.
- Jump pack.
- Artificer armour.
- Iron halo.

Options:
- If Dante is in the army, the Standard Bearer in one Honour Guard may replace his Company Standard with the Blood Angels Chapter Banner for +15 points.

Special Rules:
- Fearless.
- Independent Character.
- Rites Of Battle.

Unit Type:
- Infantry.



MEPHISTON, LORD OF DEATH

225 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Mephiston	6	5	5	5	3	6	4	10	2+

Unit Type:
- Infantry.

Individual:
- An army can only include one Mephiston.

Wargear:
- Frag grenades.
- Krak grenades.
- Plasma pistol.
- Force weapon.
- Psychic hood.
- Artificer armour.

Options:
- None.

Special Rules:
- Fearless.
- Independent Character.
- Lord of Death.
- Feel No Pain.

Psychic Powers
- Wings of Sanguinius.
- Might Of Heroes.
- Transfixing Gaze.



LEMARTES, GUARDIAN OF THE LOST

125 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Lemartes	5	5	4	4	3	5	3	10	3+

Unit Type:
- Jump Infantry.

Individual:
- An army can only include one Chaplain Lemartes.

Wargear:
- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Crozius Arcanum.
- Rosarius.
- Death Mask.
- Power armour.
- Jump pack.

Options:
- None.

Special Rules:
- Independent Character.
- Honour of the Chapter.
- Litanies of Hate.



BROTHER CORBULO

100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Corbulo	5	5	4	4	3	5	3	10	3+

Unit Type:
- Infantry.

Individual:
- An army can only include one Brother Corbulo.

Wargear:
- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Chainsword.
- Exsanguinator.
- The Red Grail.
- Power armour.

Options:
- None.

Special Rules
- And They Shall Know No Fear.
- Independent Character.

HQ

TYCHO, CAPTAIN OF THE 3RD COMPANY — 110 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Cpt. Tycho	5	5	4	4	3	5	3	10	2+

Unit Type:
- Infantry.

Individual:
- An army can only include one Captain Tycho.

Wargear:
- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Iron halo.
- Combi-weapon (bolter/meltagun).
- Artificer armour.

Options:
- None.

Special Rules:
- And They Shall Know No Fear.
- Preferred Enemy: Orks.
- Independent Character.
- Rites of Battle.



CHAPLAIN — 100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Chaplain	5	5	4	4	2	5	3	9	3+

Unit Type:
- Infantry.

Special Rules:
- Honour Of The Chapter.
- Independent Character.
- Litanies of Hate.

Wargear:
- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Rosarius.
- Crozius Arcanum.
- Power armour.

Options:
- Replace bolt pistol with a plasma pistol for +15 points.
- Take a storm bolter for +5 points, a combi-flamer, combi-plasma gun or combi-meltagun for +10 points, or power fist for +25 points.
- Take meltabombs for +5 points.
- Take a jump pack for +20 points or Space Marine bike for +30 points.
- Replace all other wargear with Terminator armour, storm bolter, Rosarius and Crozius Arcanum for +25 points.



LIBRARIAN — 120 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Librarian	5	5	4	4	2	5	3	9	3+

Unit Type:
- Infantry.

Special Rules:
- And They Shall Know No Fear.
- Independent Character.

Wargear:
- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Force weapon.
- Psychic hood.
- Power armour.

Options:
- Replace bolt pistol with a plasma pistol for +15 points.
- Take a storm bolter for +5 points, or a combi-flamer, combi-plasma gun or combi-meltagun for +10 points.
- Take meltabombs for +5 points.
- Take a Space Marine bike for +30 points.
- Replace all other wargear with Terminator armour, storm bolter, force weapon and psychic hood for +25 points.

Psychic Powers:
- Wings of Sanguinius.
- Might of Heroes.



Blood Angels Organisation

As in all Space Marine chapters most non-combatant roles are performed by Servitors and human serfs as Space Marines are a far too rare and important commodity to be used for such mundane tasks. However, there are Space Marines whose primary role is not necessarily a battlefield one, such as the Librarians and Techmarines. In addition, The Blood Angels headquarters staff includes a number of ranks not found in other Space Marine chapters, which reflect the unique nature and character of the Blood Angels army. These include the Sanguinary Priests who perform the rituals when new recruits are drawn into the Chapter, and the Curators or Guardians who protect the Chapter's holy relics such as the Shroud of Sanguinius.

HQ

COMPANY CAPTAIN

100 POINTS



	WS	BS	S	T	W	I	A	Ld	Sv
Captain	5	5	4	4	3	5	3	10	3+

Unit Type:
- Infantry.

Wargear:
- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Chainsword.
- Iron halo.
- Power armour.

Options:
- Replace bolt pistol with a plasma pistol for +15 points.
- Replace chainsword with a power weapon for +15 points, a power fist or single lightning claw for +25 points, a pair of lightning claws for +30 points, or a thunder hammer for +30 points.
- Take a storm bolter for +5 points, or a combi-flamer, combi-plasma gun or combi-meltagun for +10 points.
- Take meltabombs for +5 points.
- Take a jump pack for +20 points.
- Replace all other wargear with Terminator armour, plus one of the following weapon options, for +25 points: storm bolter and power fist or power sword, a pair of lightning claws, or a thunder hammer & storm shield.

Special Rules:
- And They Shall Know No Fear.
- Independent Character.
- Rites Of Battle.

HONOUR GUARD

125 POINTS

A Blood Angels army may include one Honour Guard for each Independent Character that it includes. The Honour Guard does not use up any Force Organisation chart selections, but is otherwise treated as a separate HQ unit.



	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	4	4	4	4	1	4	2	9	3+

Unit Composition:
- 5 Veteran Space Marines.

Unit Type:
- Infantry.

Wargear:
- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Bolter or chainsword.
- Power armour.

Special Rules:
- And They Shall Know No Fear.

Transport:
- An Honour Guard squad without jump packs may select a Drop Pod, Blood Angels Rhino or Razorback as a dedicated transport vehicle (see p82 for points cost).

Options:
- Entire squad may be given jump packs for +25 points.
- Up to two Veterans may replace their bolt pistol with a plasma pistol for +15 points each.
- Up to two Veterans may replace their bolter or chainsword with a power weapon for +15 points each, or with a power fist for +25 points each.
- Up to two Veterans may replace their bolter or chainsword with a flamer for +5 points each, meltagun for +10 points each, or plasma gun for +15 points each.
- One Veteran may be upgraded to a Sanguinary Priest with an Exsanguinator for +20 points.
- One Veteran may be upgraded to a Tech-Adept, replacing their power armour with artificer armour and their chainsword or bolter with a power weapon, for +30 points. Tech-Adepts have the *Blessing of the Omnissiah* special rule.
- One Veteran may be upgraded to a Standard Bearer carrying a Company Standard for +10 points.
- One Veteran may be upgraded to a Company Champion, replacing his chainsword or bolter with a power weapon and combat shield for +25 points.
- Any Veteran may have meltabombs for +5 points per model.



ELITES

DEATH COMPANY

NO POINTS

A Blood Angels army may include up to one Death Company unit. The Death Company does not use up any force organisation chart selections, but is otherwise treated as a separate Elites unit. Note that the number of models in the unit is determined by the number of squads in the army, as described in the Unit Composition entry below. It does not matter how many models are in these squads; each allows you to take one Death Company Marine. You don't have to take all (indeed any) of the Death Company you are entitled to if you don't want to. Ten-man squads that split into Combat squads entitle you to one Death Company model, not two.

	WS	BS	S	T	W	I	A	Ld	Sv
Death Company	4	4	4	4	1	4	2	9	3+

Unit Composition:
- 1 Death Company model for each of the following units included in the army:
  - Honour Guard.
  - Terminator Squad.
  - Veteran Assault Squad.
  - Assault Squad.
  - Tactical Squad.
  - Devastator Squad.

Unit Type:
- Infantry.

Wargear:
- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Bolter or chainsword.
- Power armour.

Options:
- You may take additional Death Company models if you wish, as long as the total number of models in the unit doesn't exceed 10. Each additional model that you take costs +30 points.
- The entire squad may be given jump packs for +5 points per model.

Transport:
A Death Company with ten or fewer models that does not have jump packs may select a Blood Angels Rhino or a Drop Pod as a dedicated transport vehicle (see p82 for points cost).

Special Rules:
- Fearless.
- Feel No Pain.
- Furious Charge.
- Black Rage.



Designer's Note

Players that have Death Company models equipped with power fists or power weapons should count them as normal close combat weapons instead. The fact that all Death Company now have Rending attacks more than makes up for their loss!

TERMINATOR SQUAD

200 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	4	4	4	4	1	4	2	9	2+

Unit Composition:
- 1 Terminator Sergeant.
- 4 Terminators.

Unit Type:
- Infantry.

Wargear:
- Storm bolter.
- Power fist (Sergeant has power sword).
- Terminator Armour.

Transport:
- Terminators may select a Drop Pod as a dedicated transport vehicle (see p82 for points cost).

Options:
- Any Terminator model may replace its power fist with a chainfist for +5 points per model.

In addition, you can choose to either have:
- All models replace their usual weapons with either a pair of lightning claws, or a thunder hammer and storm shield, for no additional points cost;

Or

- One Terminator may take a Cyclone missile launcher for +20 points, or replace his storm bolter with a heavy flamer (+5 points), or an assault cannon (+30 points).

Special Rules
- And They Shall Know No Fear.
- Deep Strike.



The First Company

Of the ten Companies comprising the Chapter, the 1st Company is invariably the most powerful, consisting entirely of veteran troops. This company is the only one to use the treasured Tactical Dreadnought suits, fighting as Terminators upon the field of battle. When not equipped as Terminators, Blood Angels Veterans fight as Assault Squads, rather than Tactical Squads like other chapters. However they are deployed, Blood Angels Veterans excel at close-quarter fighting, and form units of hard-hitting shock troops.

ELITES



FURIOSO DREADNOUGHT

100 POINTS

	WS	BS	S	I	A	F	S	R
Furioso	4	4	6	4	2(3)	12	12	10

Unit Type:
- Walker.

Wargear:
- Two Dreadnought close combat weapons, one with built-in storm bolter and one with built-in meltagun.
- Smoke launchers.
- Searchlight.

Options:
- Upgrade to a Venerable Furioso Dreadnought for +20 points.
- Upgrade to a Death Company Dreadnought for +25 points.
- Replace storm bolter with heavy flamer for +5 points.
- Take extra armour for +15 points.

Transport:
- A Furioso Dreadnought may select a Drop Pod as a dedicated transport (see page 82 for points costs).

DREADNOUGHT

125 POINTS

	WS	BS	S	I	A	F	S	R
Dreadnought	4	4	6	4	2	12	12	10

Unit Type:
- Walker.

Wargear:
- Assault cannon.
- Dreadnought close combat weapon (with built-in storm bolter).
- Smoke launchers.
- Searchlight.

Options:
- Upgrade to a Venerable Dreadnought for +20 points.
- Replace Dreadnought close combat weapon with missile launcher for +10 points.
- Replace storm bolter with heavy flamer for +5 points.
- Replace assault cannon with a multi-melta, plasma cannon or twin-linked autocannon at no additional cost, or with a twin-linked lascannon for +20 points.
- Take extra armour for +15 points.

Transport:
- A Dreadnought may select a Drop Pod as a dedicated transport (see page 82 for points costs).



TECHMARINES

75 POINTS

A Blood Angels army may include one Techmarine for each vehicle chosen from the Elites or Heavy Support sections of the army list (not counting dedicated transports). The Techmarine does not use up any force organisation chart selections, but is otherwise treated as a separate Elites unit.

	WS	BS	S	T	W	I	A	Ld	Sv
Techmarine	4	4	4	4	2	4	2	9	2+
Servitor	4	4	3	3	1	3	1	9	4+

Unit Type:
- Infantry.

Wargear:
- Artificer armour.
- Boltgun or bolt pistol.
- Frag grenades.
- Krak grenades.
- Power weapon.
- Servo-arm.

Special Rules:
- And They Shall Know No Fear.
- Blessing of the Omnissiah.

Options:
- Replace bolt pistol with a plasma pistol for +15 points.
- Replace servo-arm with a servo-harness for +25 points.
- The Techmarine may be accompanied by up to four Servitors armed with a servo-arm and close combat weapon for +25 points per model. Any servitor may replace its servo-arm with a heavy bolter or multi-melta for free, or a plasma cannon for +10 points per model.

Transport:
- May select a Drop Pod, Blood Angels Rhino or Razorback as a dedicated transport vehicle (see p82 for points cost).

ELITES

VETERAN ASSAULT SQUAD

150 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	4	4	4	4	1	4	2	9	3+

Unit Composition:
- 5 Veteran Space Marines.

Unit Type:
- Jump Infantry.

Wargear:
- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Bolter or chainsword.
- Power armour.
- Jump pack.

Special Rules
- And They Shall Know No Fear.
- Combat Squads.

Options:
- The squad may include up to five additional Veterans for +25 points each.
- Up to three Veterans may replace their bolter or chainsword with one weapon from the following list:
  - Storm bolter for +5 points each.
  - Combi-weapon for +10 points each.
  - Power weapon or plasma pistol for +15 points per model.
  - Power fist or single lightning claw for +25 points each.
  - Pair of lightning claws or a thunder hammer for +30 points each.
- Any Veteran may take a combat shield for +5 points per model, or a storm shield for +10 points per model.
- Up to two Veterans may replace their bolter or chainsword with a flamer for +5 points each, a meltagun for +10 points each, or a plasma gun for +15 points per model.
- Any Veteran may have meltabombs for +5 points per model.

Transport:
- The Squad may remove its jump packs to count as Infantry, and may then have a Drop Pod or a Blood Angels Rhino as a dedicated transport vehicle at no additional cost (see page 82 for the points cost of the Rhino's options).





SCOUT SQUAD

80 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sgt.	4	4	4	4	1	4	2	9	4+
Scout	4	4	4	4	1	4	1	8	4+

Unit Composition:
- 1 Veteran Sergeant.
- 4 Scouts.

Unit Type:
- Infantry.

Wargear:
- Scout armour.
- Bolt pistol.
- Frag grenades.
- Krak grenades.
- Bolter.

Special Rules
- And They Shall Know No Fear.
- Infiltrate.
- Move Through Cover.
- Combat Squads.

Options:
- The squad may include five additional Scouts for +65 points.
- Any model may replace his bolter with a shotgun, chainsword or combat blade for no additional cost.
- Any model may replace his bolter with a sniper rifle for +5 points per model.
- One Scout may replace his bolter with a heavy bolter for +15 points or a missile launcher for +20 points.
- The Sergeant may replace his bolt pistol with a plasma pistol for +15 points.
- The Sergeant may replace his bolter with a power weapon for +15 points, or a power fist for +25 points.
- The Sergeant may take meltabombs for +5 points.

Transport:
- A Scout Squad may select a Drop Pod as a dedicated transport vehicle (see page 82 for points costs).



All Blood Angels must prove themselves as Scouts before being inducted into one of the other Companies. Bound by their motto, "Be bloody, bold, and resolute", Blood Angels Scouts are trained to work deep into enemy territory, using their superior combat skills to eliminate important objectives.

TROOPS



ASSAULT SQUAD

140 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sgt.	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

Unit Composition:
- 1 Veteran Sergeant.
- 4 Space Marines.

Unit Type:
- Jump Infantry.

Wargear:
- Power armour.
- Jump pack.
- Bolt pistol.
- Frag grenades.
- Krak grenades.
- Chainsword.

Special Rules
- And They Shall Know No Fear.
- Combat Squads.
- Deep Strike.

Options:
- The squad may include five additional Space Marines for +110 points.
- Up to two Space Marines may replace their bolt pistol with a plasma pistol for +15 points per model.
- The Veteran Sergeant may replace his bolt pistol with a plasma pistol for +15 points.
- The Veteran Sergeant may replace his chainsword with a power weapon for +15 points, or with a power fist for +25 points.
- The Veteran Sergeant may take meltabombs for +5 points.
- The Veteran Sergeant may take a combat shield for +10 points.

Transport:
- The Squad may remove its jump packs to count as Infantry, and may then have a Drop Pod or a Blood Angels Rhino as a dedicated transport vehicle at no additional cost (see page 82 for the points cost of the Rhino's options).





TACTICAL SQUAD

115 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sgt.	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

Unit Composition:
- 1 Veteran Sergeant.
- 4 Space Marines.

Unit Type:
- Infantry.

Wargear:
- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Bolter.
- Power armour.

Special Rules
- And They Shall Know No Fear.
- Combat Squads.

Options:
- The squad may include five additional Space Marines for +75 points.
- The Veteran Sergeant may replace his bolt pistol with a plasma pistol for +15 points.
- The Veteran Sergeant may replace his bolter with a chainsword for free, with a power weapon for +15 points, or with a power fist for +25 points.
- The Veteran Sergeant may take meltabombs for +5 points.
- One Space Marine may replace his bolt with a flamer for +5 points, a meltagun +10 points, or a plasma gun for +15 points.
- If the squad numbers ten models, one Space Marine may replace his bolter wi a heavy bolter, multi-melta or a missile launcher for +10 points, with a plasma cannon for +15 points, or with a lascannon for +20 points.

Transport:
- Tactical squads may select a Drop Pod, Blood Angels Rhino or a Razorback as dedicated transport vehicle (see page 8 for points costs).



FAST ATTACK

BIKE SQUADRON

110 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sgt.	4	4	4	4(5)	1	4	2	9	3+
Biker	4	4	4	4(5)	1	4	1	8	3+

Unit Composition:
- 1 Veteran Sergeant.
- 2 Space Marine Bikers.

Unit Type:
- Bike.

Special Rules
- And They Shall Know No Fear.

Wargear:
- Frag grenades.
- Krak grenades.
- Bolt pistol or chainsword.
- Space Marine bike with twin-linked bolters.
- Power armour.

Options:
- The squadron may include up to two extra Space Marine Bikers for +30 points each.
- The Veteran Sergeant may replace his bolt pistol with a plasma pistol for +15 points.
- The Veteran Sergeant may take a power sword for +15 points, and/or meltabombs for +5 points.
- Up to two Space Marine Bikers may take a flamer for +5 points each, a meltagun for +10 points each, or a plasma gun for +15 points each.

The Assault Squads of the four Blood Angels Battle Companies, as well as those from the 8th Assault Company, are trained to use bikes or Land Speeders in addition to their jump packs. Whether a fast strike force is required, or bloody hand-to-hand fighting is the order of the day, the might of Blood Angels Assault Squads is unquestionable.

ATTACK BIKE SQUADRON

50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Attack Bike	4	4	4	4(5)	2	4	1	8	3+

Unit Composition:
- 1 Attack Bike.

Unit Type:
- Bike.

Special Rules
- And They Shall Know No Fear.

Wargear:
- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Space Marine attack bike with twin-linked bolters and heavy bolter or multi-melta.
- Power armour.

Options:
- The squadron may include up to two extra Attack Bikes for +50 points each.



LAND SPEEDER SQUADRON

65 POINTS

	Type	BS	F	S	R
Land Speeder	Fast, Skimmer	4	10	10	10

Unit Composition:
- 1 Land Speeder.

Unit Type:
- Vehicle Squadron.

Wargear:
- Heavy Bolter or multi-melta.

Options:
- May include up to two extra Land Speeders for +65 points each.
- One Land Speeder may add a Typhoon missile launcher for +10 points.
- Up to two Land Speeders may be given a heavy flamer for +10 points each, or an assault cannon for +35 points each

Successor Chapters

Collecting an army based on a Blood Angels Successor Chapter is just a matter of using the Blood Angels army list presented on these pages and painting your miniatures using the appropriate Successor colour scheme (or make one up yourself). To represent the various Commanders of the Successors, you can use the named Blood Angels characters such as Dante and Mephiston – you just need to come up with new names.



Fleshtearers



Blood Drinkers



Angels Sanguine

HEAVY SUPPORT



DEVASTATOR SQUAD

115 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sgt.	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

Unit Composition:
- 1 Veteran Sergeant.
- 4 Space Marines.

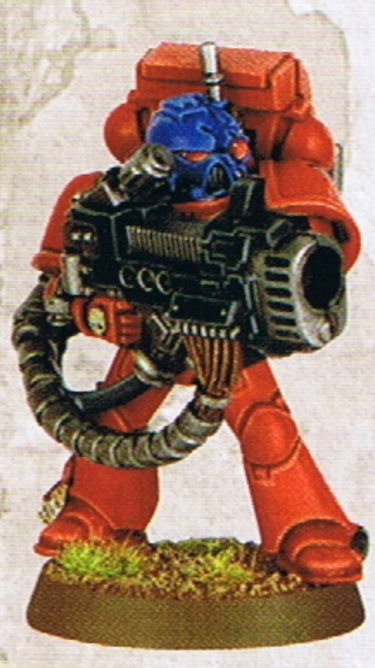
Unit Type:
- Infantry.

Wargear:
- Power armour.
- Bolt pistol.
- Frag grenades.
- Krak grenades.
- Bolter.

Special Rules:
- And They Shall Know No Fear.
- Combat Squads.

Options:
- The squad may include five additional Space Marines for +75 points.
- The Veteran Sergeant may replace his bolter or bolt pistol with a chainsword for free, or his bolt pistol with a plasma pistol for +15 points.
- The Veteran Sergeant may replace his chainsword with a power weapon for +15 points or with a power fist for +25 points.
- The Veteran Sergeant may take meltabombs for +5 points.
- Up to four Space Marines may replace their bolter with a weapon chosen from the following list: heavy bolter or multi-melta for +15 points per model, missile launcher for +20 points per model, plasma cannon for +25 points per model, or lascannon for +35 points per model.

Transport:
- Devastator squads may select a Drop Pod, a Blood Angels Rhino or a Razorback as a dedicated transport vehicle (see page 82 for points costs).





LAND RAIDER

250 POINTS

	Type	BS	F	S	R
Land Raider	Tank	4	14	14	14

Special Rules:
- Power Of The Machine Spirit.
- Assault Vehicle.

Wargear:
- Twin-linked heavy bolter.
- Two twin-linked lascannons.
- Smoke launchers.
- Searchlight.

Options:
- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take extra armour for +15 points.

Transport Capacity:
- 10 models.
- Space Marines in Terminator armour count as two models.

LAND RAIDER CRUSADER

250 POINTS

	Type	BS	F	S	R
Land Raider Crusader	Tank	4	14	14	14

Special Rules:
- Power Of The Machine Spirit.
- Assault Vehicle.

Wargear:
- Twin-linked assault cannon.
- Multi-melta.
- Two hurricane bolters.
- Frag assault launcher.
- Smoke launchers.
- Searchlight.

Options:
- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take extra armour for +15 points.

Transport Capacity:
- 16 models.
- Space Marines in Terminator armour count as two models.

The Land Raider Crusader is the ultimate shock assault vehicle, based on a design pioneered by the Black Templars Chapter. Although not common in the Blood Angels Chapter, the Crusader variant is favoured by some Company Captains, as it strengthens the Blood Angels' already fearsome assaults, making it a superb line-breaker vehicle.

HEAVY SUPPORT

WHIRLWIND

85 POINTS

	Type	BS	F	S	R
Whirlwind	Tank	4	11	11	10

Wargear:
- Whirlwind missile launcher.
- Smoke launchers.
- Searchlight.

Options:
- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take a dozer blade for +5 points.
- Take extra armour for +15 points.

PREDATOR

70 POINTS

	Type	BS	F	S	R
Predator	Tank	4	13	11	10

Wargear:
- Autocannon.
- Smoke launchers.
- Searchlight.

Options:
- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take a dozer blade for +5 points.
- Take extra armour for +15 points.
- Replace autocannon with twin-linked lascannon for +35 points.
- Take side sponsons with heavy bolters for +25 points or with lascannons for +60 points.

VINDICATOR

125 POINTS

	Type	BS	F	S	R
Vindicator	Tank	4	13	11	10

Wargear:
- Demolisher cannon.
- Storm bolter.
- Smoke launchers.
- Searchlight.

Options:
- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take a dozer blade for +5 points.
- Take extra armour for +15 points.

BAAL PREDATOR

100 POINTS

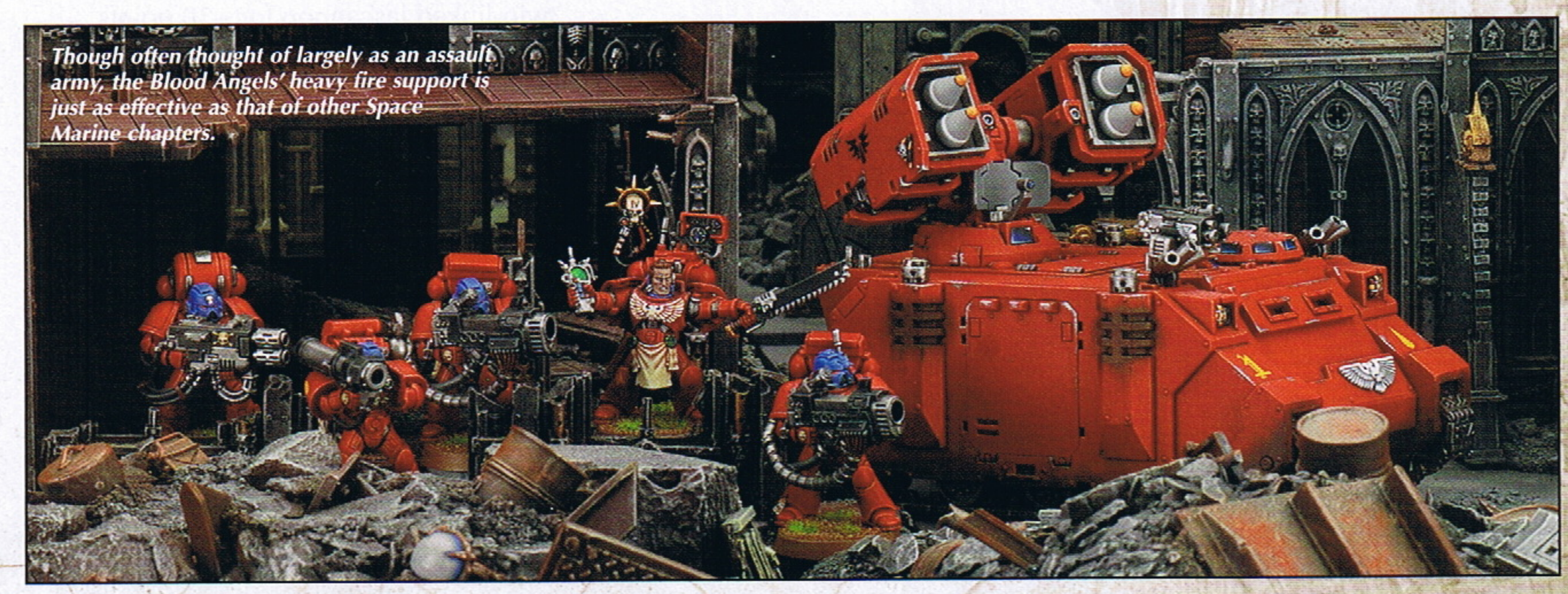
	Type	BS	F	S	R
Baal Predator	Tank	4	13	11	10

Wargear:
- Twin linked assault cannons.
- Smoke launchers.
- Searchlight.
- Over-charged Engines.

Options:
- Take pintle-mounted storm bolter for +10 points.
- Take a hunter-killer missile for +15 points.
- Take side sponsons with heavy bolters or heavy flamers for +25 points.

ARMY BADGES

An army badge is a device intended to be carried by all participants in a given campaign. The design of an army badge is straightforward; a geometric shape with a simple icon. They are normally painted onto the right greave (the part of the leg armour just below the knee pad), and on most of the supporting vehicles. Examples of typical army badges are shown below:

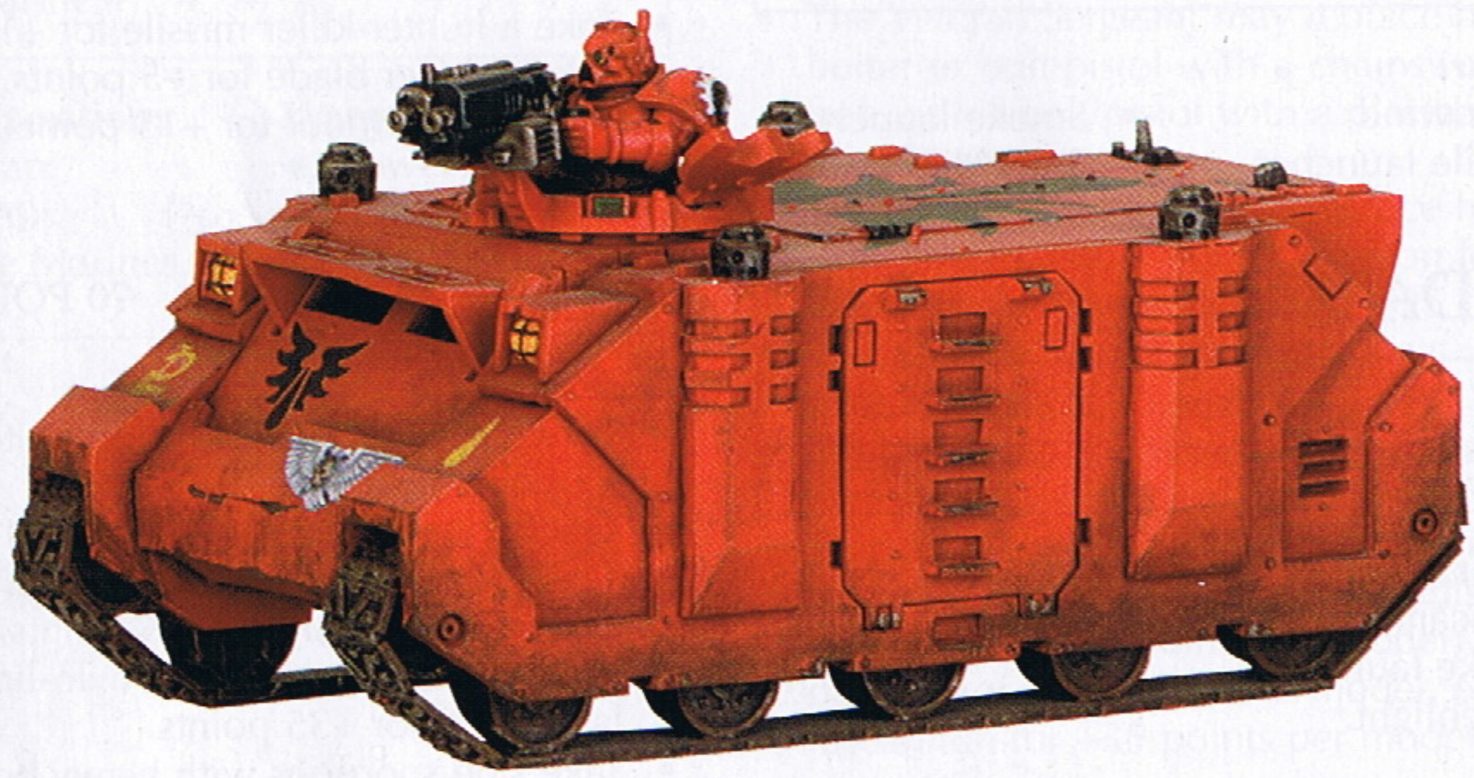


Though often thought of largely as an assault army, the Blood Angels' heavy fire support is just as effective as that of other Space Marine chapters.

DEDICATED TRANSPORT VEHICLES



Certain Blood Angels units have the option of selecting a dedicated transport vehicle. These vehicles do not use up any Force Organisation chart selections, but otherwise function as separate units. See the Transport Vehicles section of the Warhammer 40,000 rulebook for details of how these vehicles operate.



BLOOD ANGELS RHINO

40 POINTS

	Type	BS	F	S	R
Rhino	Tank	4	11	11	10

Wargear:
- Storm bolter.
- Smoke launchers.
- Searchlight.

Special Rules:
- Repair.
- Over-charged Engines.

Options:
- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take a dozer blade for +5 points.
- Take extra armour for +15 points.

Transport Capacity:
- 10 models.
- May not carry models in Terminator armour.

RAZORBACK

50 POINTS

	Type	BS	F	S	R
Razorback	Tank	4	11	11	10

Wargear:
- Twin-linked heavy bolter.
- Smoke launchers.
- Searchlight.

Options:
- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take a dozer blade for +5 points.
- Take extra armour for +15 points.
- Replace twin-linked heavy bolters with twin-linked lascannon for +30 points.

Transport Capacity:
- 6 models.
- May not carry models in Terminator armour.

DROP POD

50 POINTS

	Type	BS	F	S	R
Drop Pod	Open-topped	2	12	12	12

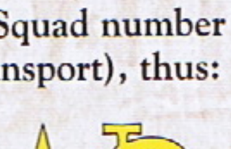
Wargear:
- Storm bolter.

Special Rules:
- Inertial Guidance System.
- Immobile.

Transport Capacity:
- 10 models.
- Space Marines in Terminator armour count as two models.
- May transport a Dreadnought, which counts as ten models.

The Blood Angels thirst for battle, and are always eager to get to grips with the enemy as quickly as possible. They employ a large number of transport vehicles, which storm towards the enemy amidst heavy fire.

Almost all Blood Angels vehicles bear identifying markings. Usually these are a single blood drop icon in the Company colour, along with a number signifying either the vehicle number (for a tank) or the Squad number (for a transport), thus:



SUMMARY

TROOP TYPES

	WS	BS	S	T	W	I	A	Ld	Sv	Page
Attack Bike	4	4	4	4(5)	2	4	2	8	3+	79
Biker	4	4	4	4(5)	1	4	1	8	3+	79
Chaplain	5	5	4	4	2	5	3	9	3+	73
Company Captain	5	5	4	4	3	5	3	10	3+	74
Corbulo	5	5	4	4	3	5	3	10	3+	72
Dante	6	5	4	4	3	5	4	10	2+	72
Death Company	4	4	4	4	1	4	2	9	3+	75
Lemartes	5	5	4	4	3	5	3	10	3+	72
Librarian	5	5	4	4	2	5	3	9	3+	73
Mephiston	6	5	4	5	3	6	4	10	2+	72
Scout	4	4	4	4	1	4	1	8	4+	77
Servitor	4	4	3	3	1	3	1	8	4+	76
Space Marine	4	4	4	4	1	4	1	8	3+	78
Tycho	5	5	4	4	3	5	3	10	3+	73
Techmarine	4	4	4	4	2	4	2	9	2+	76
Terminator	4	4	4	4	1	4	2	9	2+	75
Veteran	4	4	4	4	1	4	2	9	3+	77

VEHICLES

		Armour			
	BS	Front	Side	Rear	Page
Drop Pod	2	12	12	12	82
Land Raider	4	14	14	14	80
Land Raider Crusader	4	14	14	14	80
Land Speeder	4	10	10	10	79
Baal/Predator	4	13	11	10	81
Razorback	4	11	11	10	82
Rhino	4	11	11	10	82
Vindicator	4	13	11	10	81
Whirlwind	4	11	11	10	81

				Armour					
	WS	BS	S	Front	Side	Rear	I	A	Page
Dreadnought	4	4	6	12	12	10	4	2	30

RANGED WEAPONS

Weapon	Range	Str.	AP	Type
Assault cannon	24"	6	4	Heavy 4, Rending
Autocannon	48"	7	4	Heavy 2
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Flamer	Template	4	5	Assault 1
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Lascannon	48"	9	2	Heavy 1
M. launcher (Frag)	48"	4	6	Heavy 1, Blast*
M. launcher (Krak)	48"	8	3	Heavy 1*
Meltagun	12"	8	1	Assault 1, Melta
Multi-melta	24"	8	1	Heavy 1, Melta
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot!
Plasma gun	24"	7	2	Rapid Fire, Gets Hot!
Plasma pistol	12"	7	2	Pistol, Gets Hot!
Shotgun	12"	4	–	Assault 2
Sniper rifle	36"	X	6	Heavy 1, Sniper, Pinning
Storm bolter	24"	4	5	Assault 2
Typhoon missile	48"	5	5	Heavy 1, Blast, Twin-linked

** A missile launcher can fire either frag or krak missiles.*

See the Warhammer 40,000 rulebook for an explanation of weapon types.

ORDNANCE

Weapon	Range	Str.	AP	Type
Demolisher	24"	10	2	Ord. 1/Large Blast
Whirlwind				
Vengeance	12-48" G	5	4	Ord. 1/Large Blast,
Incendiary	12-48" G	4	5	Ord. 1/Large Blast,
Castellan				Ignores Cover

If you'd rather not cut up your copies of White Dwarf (and who could blame you?), you can download the complete Blood Angels Codex as a handy .pdf file at:

www.games-workshop.co.uk/bloodangels

Blood Angels Badges and Markings

Squad Badges: *Each Blood Angels Company is divided into ten squads. Each of these squads is identified by a badge worn on the right knee pad of their power armour.*



1st squad *2nd squad* *3rd squad* *4th squad* *5th squad* *6th squad* *7th squad* *8th squad* *9th squad* *10th squad*

Helmet Colours: *Tactical, Assault, Devastator and Honour Guard Space Marines are identified by their helmet colours.*



Red (Tactical). *Yellow (Assault).* *Blue (Devastator).* *Gold (Honour Guard).*

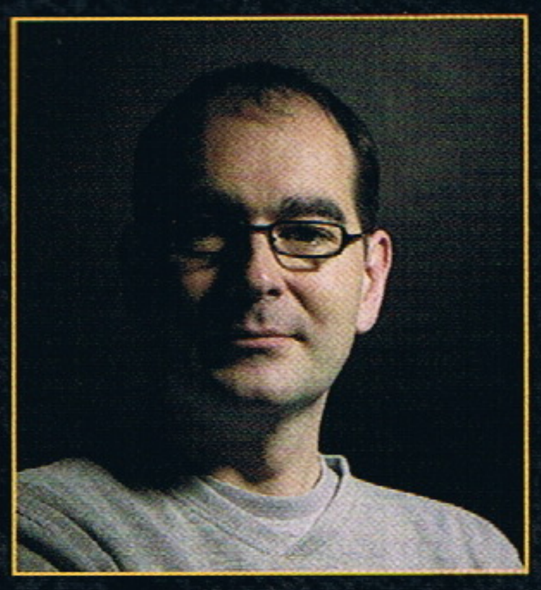
Chapter badge: *Worn on the left shoulder pad.*



Company Badges: *Worn on the right shoulder pad.*



1st *2nd* *3rd* *4th* *5th* *6th* *7th* *8th* *9th*



STANDARD BEARER

Fresh from his endeavours on the Blood Angels Codex, Jervis Johnson needs a hard-earned break. Booting up his hobby servos, he sits back and unwinds with new models and paintbrush in hand. Hark as he speaketh of his favourite part of the hobby...

The release of the new Citadel Foundation Paints range has spurred much impassioned debate and not a little soul-searching here in the Studio. So much so, in fact, that the topic has even been discussed in the secret lair that is known simply as Rick Priestley's Office, a place that is held in awe and fear throughout Games Workshop. Few dare enter Rick's lair, and those that do invariably leave with their sanity blasted by what they have seen, babbling incoherently about being forced to devour endless bacon butties and cups of tea, while at the same time being shouted at by a strange creature known only as "the Ranter". Brrrrr, I get goose-bumps just thinking about it!

But I digress. The point I really want to make is that the new paints have caused us to take a long hard look at the painting side of the hobby, and have filled us with a desire to do more to reflect it in its full and glorious splendour. In particular we've decided that we really should be doing a bit more to show just how vibrant and engaging a hobby painting Citadel miniatures is in its own right – in other words not just as a way of getting your army ready for battle. In order to get the ball rolling on this I thought I'd spend a bit of time in this month's Standard Bearer going over why we think the painting hobby is so important.

"Painting is like the lettering that runs through a stick of rock, it's always there and never stops" – so said my colleague John Stallard, someone who's worked at Games Workshop just as long as I have (we've put in over half a century between the two of us!). I think John's point is an important one, which is why I've put it right at the start. What John was addressing is the way that painting is an integral part



The Shaggoth makes an awesome centrepiece for a Beasts of Chaos army, as seen in this month's battle report. But it is also a perfect collectors' piece.

of the hobby, and permeates every single aspect of it. In fact people were collecting and painting Citadel miniatures for years before we invented Warhammer and gave people a reason to play with them!

Even if you weren't around in those primitive times, I'm pretty sure that it will have been seeing a nice display of painted Citadel miniatures that first drew you in to the hobby. To this day I find it pretty much impossible to pass a cabinet of painted miniatures without pausing to have a look. And who amongst us hasn't paused during a game with two fully painted armies to look at the spectacle and say "That just looks cool!", or stared in wonder at the entries for a Golden Demon painting competition and said "That is simply awesome!", or looked with pride at a newly finished paint job and said "I'm really pleased with that!" I think it's impossible to deny that painting, and painted Citadel miniatures, runs through just about everything we do in the hobby.

"Ours is a craft hobby made all the more glorious by the pageantry of tabletop gaming!" These words were written by none other than the "Ranter" himself, otherwise known as the really rather charming Alan Merrett. He was reacting in a typically forthright fashion to the idea that painting is of secondary importance to gaming, rather than as an engaging pastime in its own right.

Now, I know that there are people out there who will try to say that painting models is not important to them, and that they will happily play with unpainted miniatures, or cardboard counters, or wooden blocks, or whatever. These arguments have always seemed slightly off the mark to me; I'm pretty certain that, when all is said and done, what unites us all is the desire to have a huge army of well-painted Citadel miniatures. For various reasons some people find this hard to achieve, and are therefore willing to play with substitutes of some form or another as they strive to get a painted army ready. However, if they could, they would certainly rather use painted miniatures. After all, why would they ever play our games if they wouldn't?

An end in itself

However, both John and Alan were also making a deeper point, which is that painting lies right at the heart of the hobby, and always has done. Many, many hobbyists only paint – far more than those who only game – and the vast majority of us spend far more time painting than we do gaming. As Alan pointed out, the Games Workshop hobby is a craft hobby just as much, if not more, than it's a gaming hobby. What makes it a truly great hobby is that not only can you paint, model and covert your miniatures, but you can play games too!



Many people collect and paint their favourite characters, never intending to wargame with them.

This said, I know that many people worry about painting, and wonder if they'll ever be able to match the standard set by more experienced hobbyists. The truth of the matter is that painting Citadel miniatures is a deeply satisfying hobby in its own right, but one that requires time and practice to do well. Like so many things, the more time and effort you put in, the more you get out. Personally, I don't think this a bad thing – I think it's a really good thing. After all, if painting was easy and quick then anyone could do it. I hope this doesn't come across as an elitist attitiude (though I know it may!) – it's really just that I feel that part of what makes the hobby special is the dedication and good-old fashioned obsessiveness it requires of its participants. And, of course, the reward of all of that effort is a great looking collection of Citadel miniatures, something you can take real pride and pleasure in, and say to yourself "I did that!"

"Painting is like the lettering that runs through a stick of rock; it's always there and never stops."

This point has really been driven home to me in the course of the conversations I've had with my fellow hobbyists in Warhammer World. A few months ago I asked people to write to me if they were



Some miniatures can present a challenge for even the most accomplished painter.



Karl Franz is a very powerful character on the tabletop, and an impressive miniature for anyone's collection.

visiting Warhammer World, and if I could I would pop over and have a chat with them about the hobby and what interested them about it. I must admit that I did this with some trepidation, and colleagues at work warned me that I was bound to get asked lots of rules questions or be grilled about what was coming out from the Studio next. As it happens quite the reverse was true; the people that I've met so far have mainly be been interested in talking about their own hobby, the games and campaigns that they have played, and in particular they have talked about the craft side of the hobby – the models they have painted, the armies they have collected, the terrain they have made, and so on. The questions they had were usually about these things, rather than the minutae of the rules or what we planned to bring out in three months' time.

Confidence and respect

This, then, is the kind of thing we've been talking about in the haunted confines of Rick's office. It's led us to the conclusion that there are two things we need to be spending more time on.

The first of these is illustrating the skills needed to paint Citadel miniatures with confidence. The Foundation Paints are actually a huge step forward in this regard, as they allow a painter to apply a solid basecoat colour right on top of a black undercoat. However, we're also busy trying out other new types of paints that can be used to achieve other effects, and we're working away at coming up with better methods of showing painters how to use the new things we develop. You'll have seen examples of these articles in recent issues of White Dwarf, and another example is the layering chart we're printing in this very issue (see page 87). This chart shows the paints we recommend you use in order to achieve certain colours on your miniatures (the same chart will also be included in our Foundation Paint sets from now on). Once you have gained confidence using the layering technique shown on the chart, you will soon find that you start experimenting with different combinations of paint, and you will start to develop your own unique painting style.

This last point is an important one, because we don't want to dumb down the painting hobby to an exercise in "painting by numbers" – we feel that the painting hobby deserves to be treated with real respect. Collecting and painting Citadel miniatures is an engrossing, lifelong hobby, and one where even the most experienced painter has something new to learn. We want to reflect this by showing off the very best examples of the miniatures painters' art, and getting the masters of the hobby to explain exactly how they achieve the stunning effects that they do. Once you have the confidence you need to paint Citadel miniatures, we want to be there helping you to explore the hobby in its glorious completeness.

However, we can't do this all by ourselves. So, please write in if there is something you would like to see about painting in White Dwarf, or if there is something you think might be of use to other painters. Let us know what we're getting right, and what wrong, and what you'd like to see in future issues. Perhaps you want to learn more about specific painting techniques you've seen or read about, or perhaps you have your own set of "top tips" that you'd like to pass on, or some pictures of a model you're especially proud of. Whatever it is, just drop me a line at the address on this page – I'd love to hear from you.

"Ours is a craft hobby made all the more glorious by the pageantry of tabletop gaming!"

Write to Jervis at:

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

CITADEL® TOOLBOX

Citadel Paint Range



30sek, 30nkr, 25dkr, €2.50 Each

This month's toolbox is the first in a two-part painting special, explaining how to achieve a three-step layering technique. This issue, we focus on some commonly used colours.

The Three-step Layer

Use the colour charts below for reference.
Using this simple technique in conjunction with the colour charts will result in a striking model, perfectly suited to the gaming table. The charts have been created and researched by the 'Eavy Metal team, who even painted the examples.

1. Paint the selected area with the darkest colour; make sure you cover the whole area.
2. Next paint over the area with your mid-tone; cover most of the area except for the recesses.
3. Finally, paint the highlight colour onto the pronounced raised areas.

Rich Colours

Example	Shade	Main Colour	Highlight
	WARLOCK PURPLE	TENTACLE PINK	SKULL WHITE
	MECHRITE RED	BLOOD RED	BLAZING ORANGE
	SCAB RED	RED GORE	BLOOD RED
	MECHRITE RED	BLAZING ORANGE	FIERY ORANGE
	MACHARIUS SOLAR ORANGE	FIERY ORANGE	GOLDEN YELLOW
	MACHARIUS SOLAR ORANGE	GOLDEN YELLOW	BAD MOON YELLOW
	BRONZED FLESH	SUNBURST YELLOW	SKULL WHITE
	KNARLOC GREEN	CAMO GREEN	ROTTING FLESH
	DARK ANGELS GREEN	SNOT GREEN	SCORPION GREEN
	ORKHIDE SHADE	SCALY GREEN	HAWK TURQUOISE
	NECRON ABYSS	MORDIAN BLUE	ULTRAMARINES BLUE
	ENCHANTED BLUE	ICE BLUE	SPACE WOLVES GREY
	LICHE PURPLE	HORMAGAUNT PURPLE	TENTACLE PINK

Natural Colours

Example	Shade	Main Colour	Highlight
	KHEMRI BROWN	DHENEB STONE	SKULL WHITE
	CALTHAN BROWN	SNAKEBITE LEATHER	TAUSEPT OCHRE
	TAUSEPT OCHRE	BUBONIC BROWN	BLEACHED BONE
	CHAOS BLACK	CHARADON GRANITE	GRAVEYARD EARTH
	KHEMRI BROWN	DESERT YELLOW	BLEACHED BONE
	ADEPTUS BATTLEGREY	CODEX GREY	FORTRESS GREY
		CHAOS BLACK	ADEPTUS BATTLEGREY
	ASTRONOMICAN GREY	SKULL WHITE	
	DHENEB STONE	SKULL WHITE	

Next month we take a look at how to apply the three-stage layer technique to textures such as skin, wood, metals and power armour.

MODELLING WORKSHOP

DESERT GAMING BOARDS

Modelling Workshop is your indispensable guide to getting the most of your models and terrain. Here, we look at how to set up a gaming board of your own.

With the release of various wargames scenery kits recently, we thought it an ideal time to look at making a gaming table full of beautiful terrain! Here we take a look at making a desert board, which can be used in any of our games.

Building a gaming board is one of the most rewarding things you can do as a hobbyist, for you'll get more use out of this one item than from any other scenery you may make from scratch.

Mark Jones of the Studio hobby team shows us how to make a desert board – this diverse landscape can represent a multitude of planets in the Warhammer 40,000 universe, the Land of the Dead in Warhammer, or the southern realms in The Lord of the Rings strategy battle game.

We have chosen a desert landscape for this article, but the advantage of building your own board is that you can paint it in any colours you wish to tailor it to your own gaming needs. A grassland board or even a volcanic ash waste will work equally well with all three games systems.

Here we look at the basic construction of the board, while on the next few pages we'll look at how to set up interesting playing areas for each games system using a few bits of Citadel terrain and some choice drop-down scenery pieces.

Materials

Before making a gaming board, you'll need to gather your tools and materials. For this project, Mark used:

- A 183cm x 122cm (6' x 4') piece of 9mm-thick MDF (Medium Density Fibreboard).
- Strips of 40mm x 20mm hardwood batons in the following lengths: 118cm for the four short batons, and 183cm for the two long batons.
- A saw, drill, wood screws and a screwdriver (remember that power tools always require adult supervision).
- Panel pins and hammer.
- Large decorating brushes.
- PVA glue.
- Modelling sand.
- Paint (see opposite).

NB. Although you can cut down the MDF and batons yourself, a DIY store can often do this for you. This takes a lot of the hard work out, leaving you to do the fun bits!



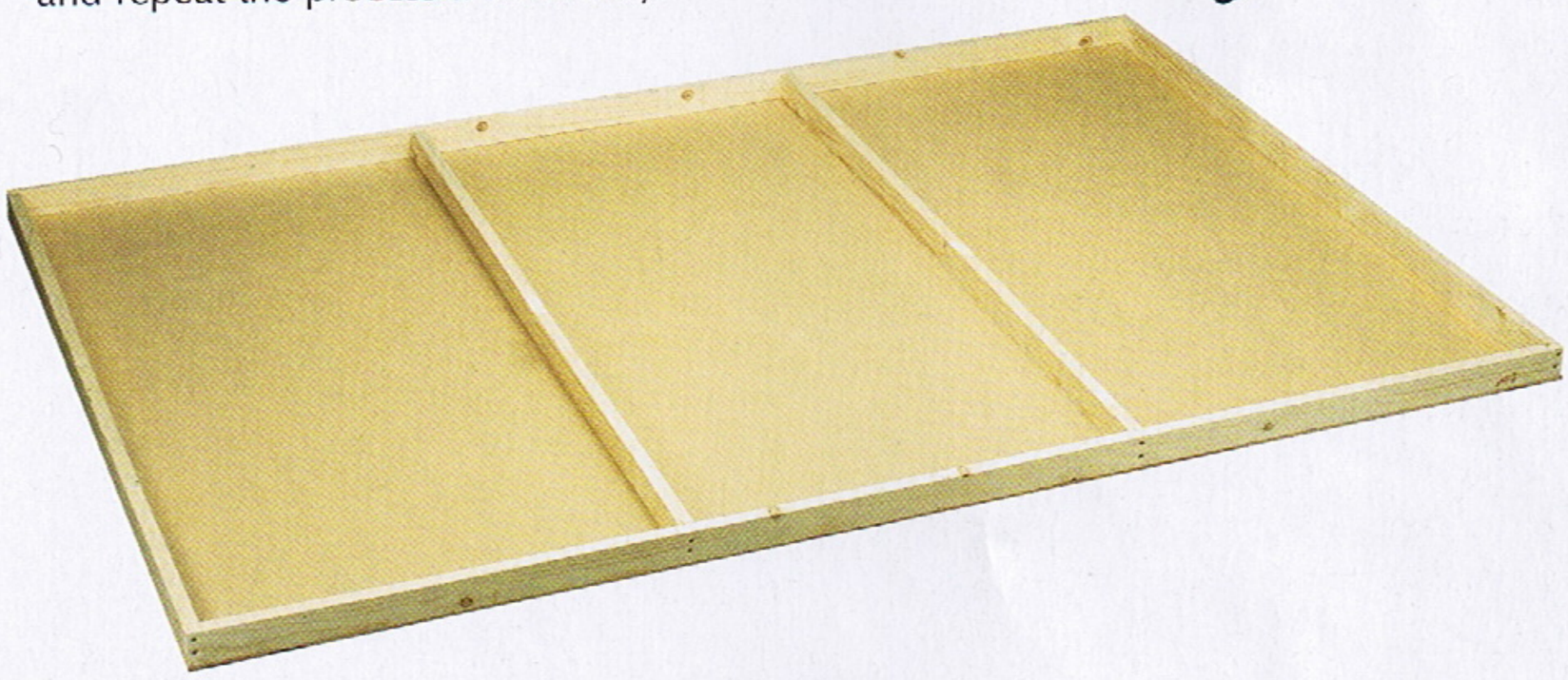
Construction and Painting

Using the hardwood batons, Mark began by making a wooden frame (see below) to support the board. The batons are drilled and screwed together, and the overall size of the finished frame should be 6' x 4'. Once the frame is complete, lay it on a flat surface and apply glue to the topmost edges. Carefully lay the MDF board onto the frame (you'll need some help with this to make sure it fits the frame flush). Leave the glue to dry, and knock a few panel pins through the board and into the frame to secure it permanently.

Once the board is assembled, it needs to be textured and painted. Mark covered the surface of the board with PVA glue and poured modelling sand over it. It's best to apply the glue in strips across the board, about 12" at a time, so that the glue doesn't start to dry out before you add the sand. Tip off the excess sand and collect it up to use again later. Once the sand is completely dry, check for bare patches and repeat the process if necessary.

Once the board is completely dry and textured, it needs a basecoat of Bestial Brown paint, which not only primes the surface, but seals the sand, too. As you'll need a lot of paint for this basecoat, it's well worth finding a DIY store that mixes up pots of custom emulsion for you, and getting them to match the colour to a pot of Bestial Brown. Once you've basecoated the board, finish painting it as shown (right), and you'll have a complete desert gaming board!

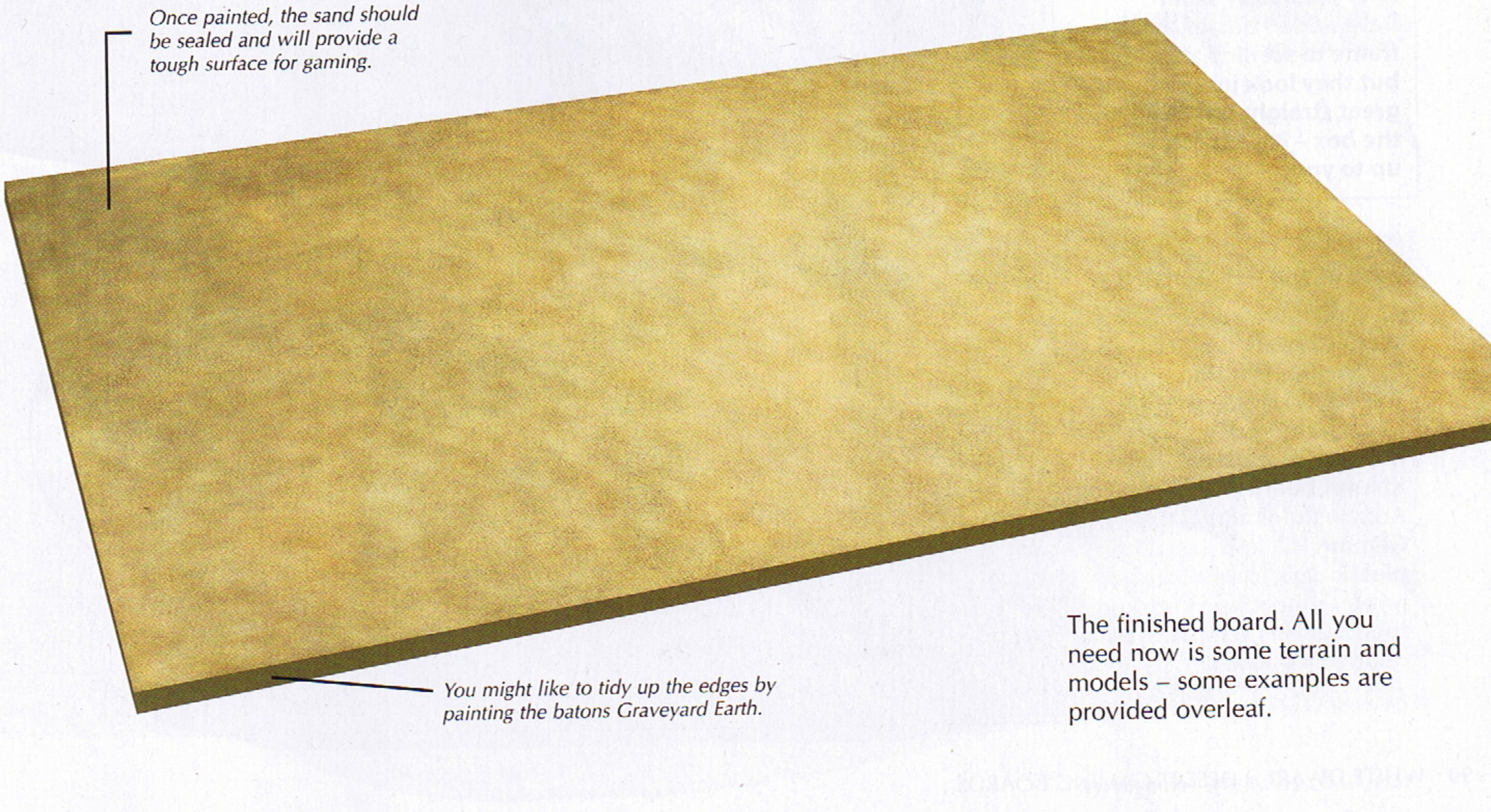




Once painted, the sand should be sealed and will provide a tough surface for gaming.



Basecoat the board with Bestial Brown paint, being sure to work the paint between the sand grains (1). Next, with a large brush, give the entire surface a heavy drybrush of Vomit Brown paint (2). Finally, give the board a lighter drybrush of a 50/50 Vomit Brown and Skull White mix (3).



You might like to tidy up the edges by painting the batons Graveyard Earth.

The finished board. All you need now is some terrain and models – some examples are provided overleaf.

WARHAMMER®

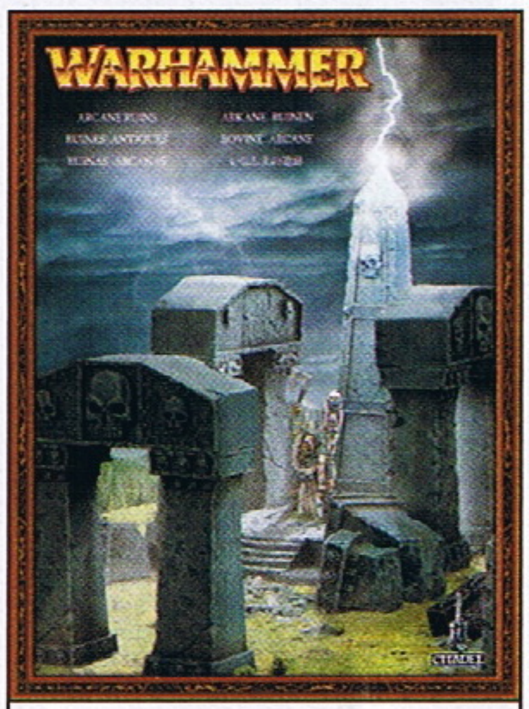
LAND OF THE DEAD

The Land of the Dead comprises endless stretches of parched desert, littered with ruins and obelisks that hearken back to the days when the ancient Kings of Khemri ruled a vast empire.

The Hobby Team have made a variety of monoliths and small Khemri-themed pieces for us to mark the ancient roads that lead into the Land of the Dead.

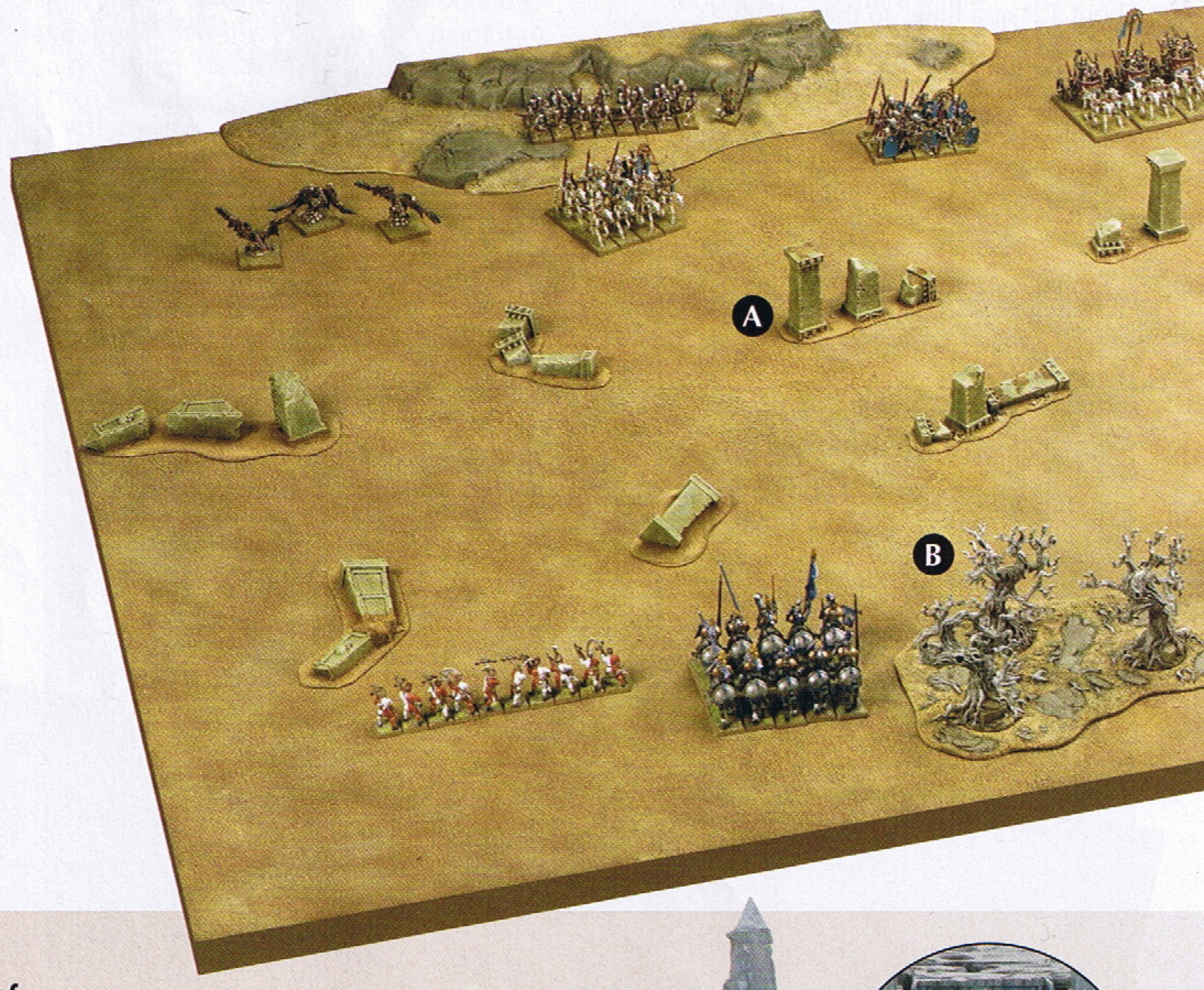
Citadel Gaming Hills have been painted to match the desert board, while the Arcane Ruins *(A)* have been used to create the monoliths and ruined temples. Finally, the team has given special treatment to the Citadel woods *(B)*, creating parched desert trees.





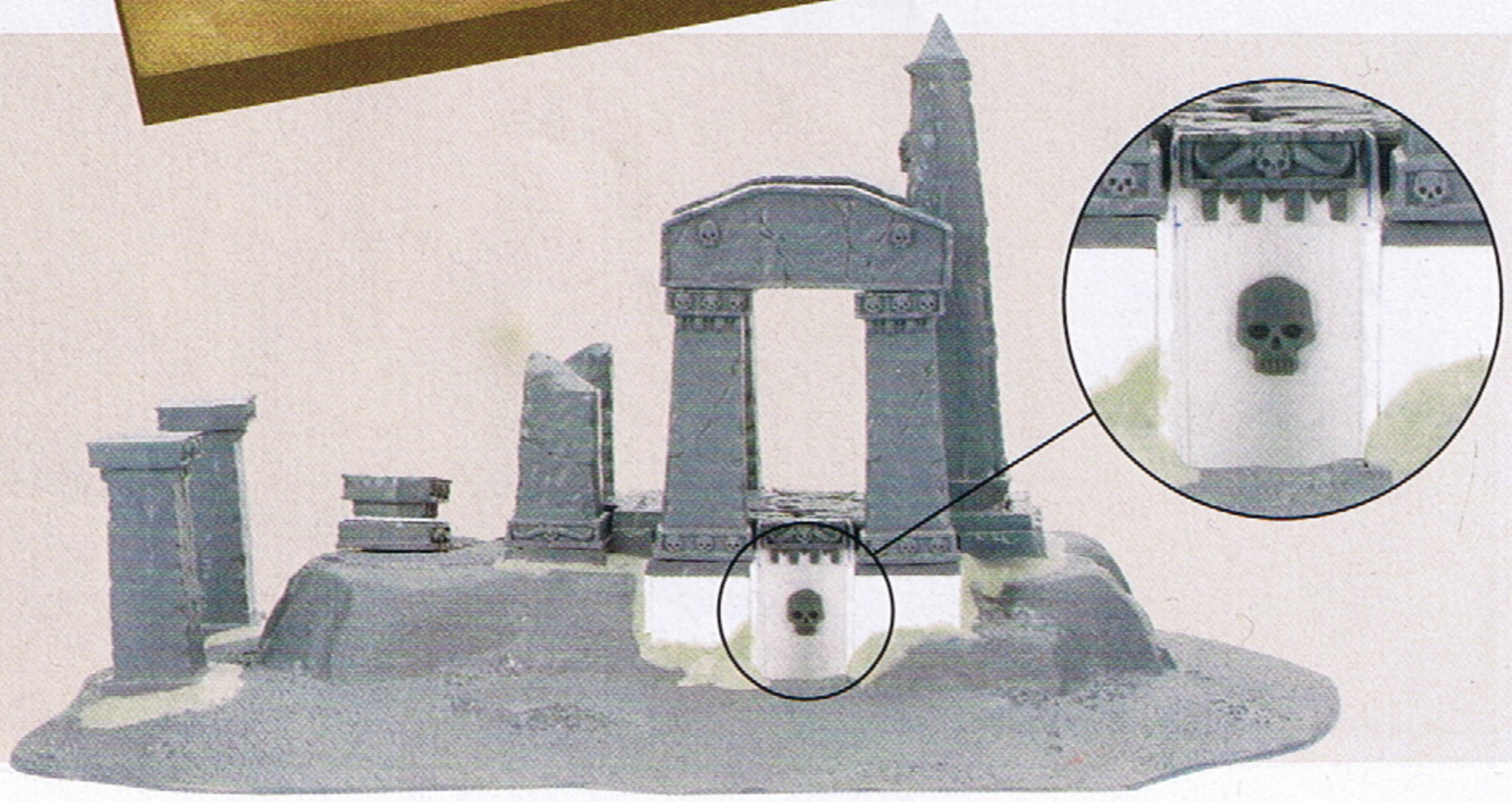
A Arcane Ruins

Released last month, the Arcane Ruins box set provides a variety of pillars and obelisks that can be arranged or converted however you like. The hobby team have added bits of the frame to scenic bases, but they look just as great straight out of the box – it's entirely up to you!



C Temple of Evil

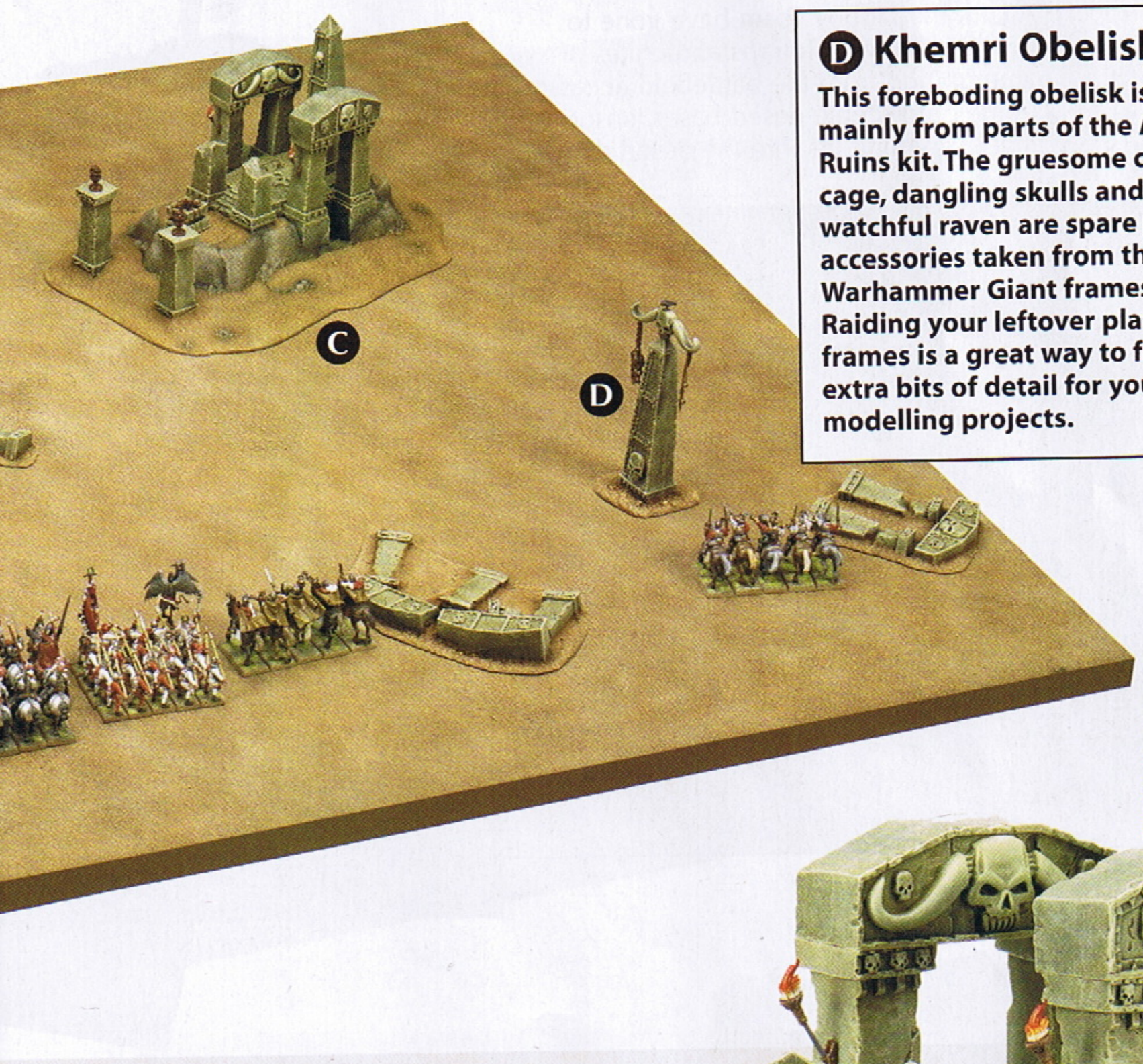
As well as a whole bunch of scatter terrain made from Arcane Ruins frames, the Hobby Team got Chad Mierzwa to construct an impressive centrepiece for the Khemri board. Using two Arcane Ruins sets, a Citadel Gaming Hill and a sheet of plastic card from a local hobby shop, Chad knocked together this Temple of Evil relatively quickly.



B Citadel Woods

To make these long-dead desert trees, the hobby team constructed several Citadel Woods kits minus their leaf canopies. All the sculpted details on the bases that looked obviously "leafy" were covered over with sand to fit the desert theme. Once assembled and undercoated, the tree trunks were painted Khemri Brown, and then drybrushed first with Dheneb Stone and then Skull White. Finally, the non-desert parts of the bases were covered over by sticking modelling sand to them with PVA, before being painted to match the gaming board.





D Khemri Obelisk

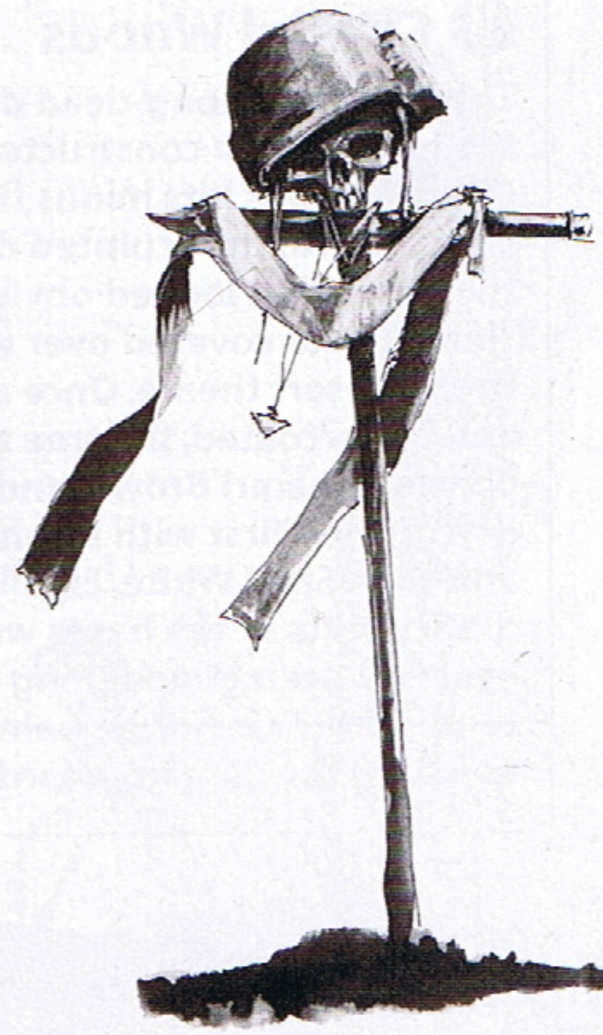
This foreboding obelisk is made mainly from parts of the Arcane Ruins kit. The gruesome crow's cage, dangling skulls and watchful raven are spare plastic accessories taken from the Warhammer Giant frames. Raiding your leftover plastic frames is a great way to find extra bits of detail for your modelling projects.





WARHAMMER 40,000™

DESERT WORLDS



Whether they are ancient and barren Dead Worlds, Necron Tomb Worlds, or have been transformed into irradiated wastelands by orbital bombardments, desert worlds are common in the Warhammer 40,000 universe. This example is of a desert planet that is home to Imperial outposts. It could be part of an industrial planet, or a military garrison near the Eastern Fringe.

The simple addition of some Warhammer 40,000 battlefield accessories, a Gaming Hill and some City Ruins transforms this otherwise barren landscape into a futuristic battlezone. Again, the Hobby Team have gone to town, sticking tank traps and crates of ammunition from the battlefield accessory frame onto scenic desert bases, ensuring that everything fits into the desert theme.

Ⓐ City Ruins

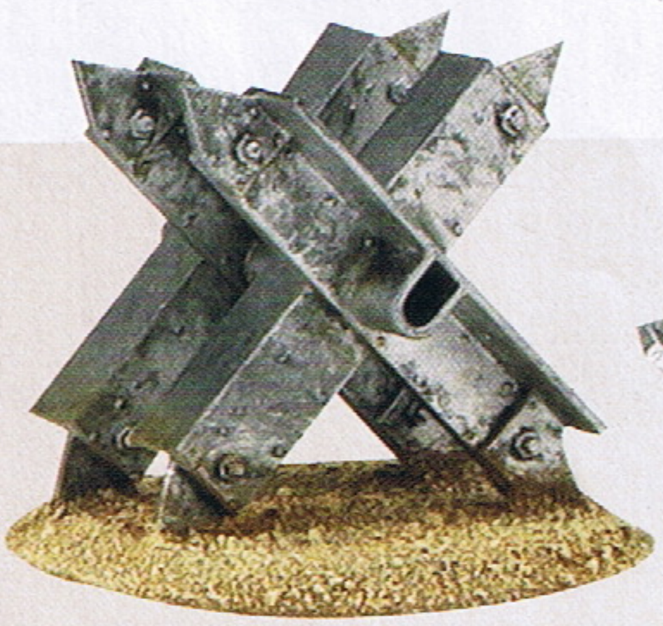
The City Ruins box sets are incredibly versatile kits, which can be assembled in a variety of ways using the plastic wall panels and myriad accessories. The three building types available are the Sanctum Imperialis, the Manufactorum, and the Administratum buildings. These can be assembled in a number of ways, or mixed and matched to create unique buildings.





Ⓒ Tank Traps

The Warhammer 40,000 Battlefield Accessories set features several tank traps, which bring any far-future warzone to life! Once assembled and stuck to a sandy base, these were drybrushed with Boltgun Metal and given a wash of Black Ink. Finally, a mix of Snakebite Leather and Blazing Orange was applied to the recesses as a wash, to represent rust.

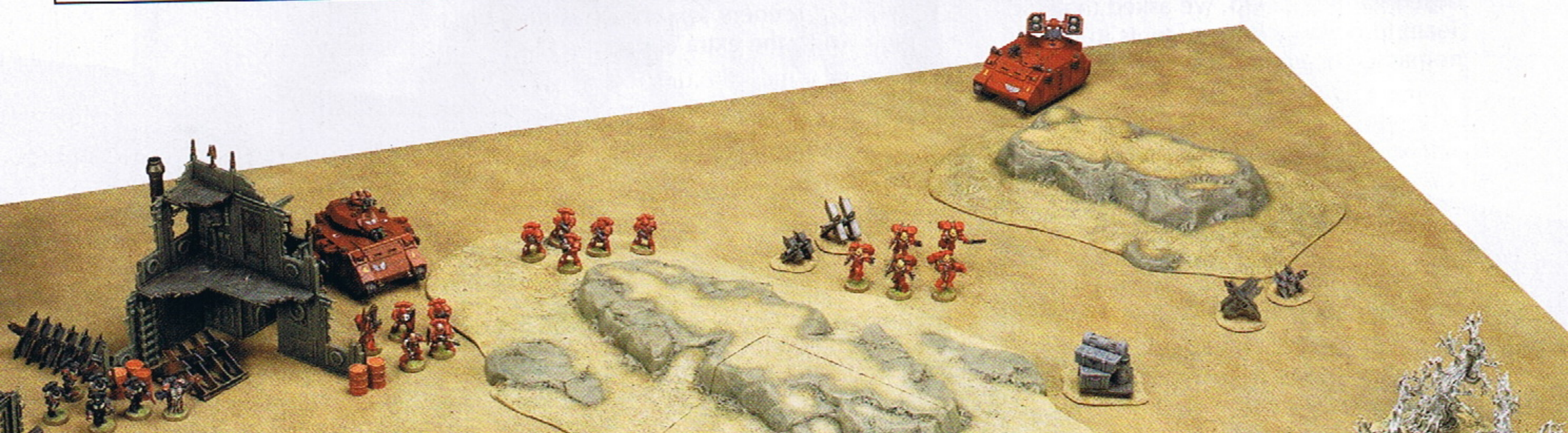




B Gaming Hills

The Citadel Gaming Hill and the Modular Gaming Hill both feature ready-textured surfaces and modelled rocky areas. The Hobby Team painted the sandy areas in exactly the same way as the gaming board. The rocks were given a sandblasted look by drybrushing them with an equal parts mix of Bestial Brown and Codex Grey, then again with an equal parts mix of Graveyard Earth and Fortress Grey, before highlighting them with a light drybrush of Bleached Bone.







D Supply Dumps

Also on the Battlefield Accessory frames are these barrels, fuel cells and ammo crates. By gluing these together into piles, you can make effective clumps of hard cover. The hobby team painted these with Adeptus Battlegrey, before drybrushing them first with Codex Grey, then Fortress Grey. Like the tank traps, a rust-coloured wash has been applied in places.

THE LORD OF THE RINGS STRATEGY BATTLE GAME



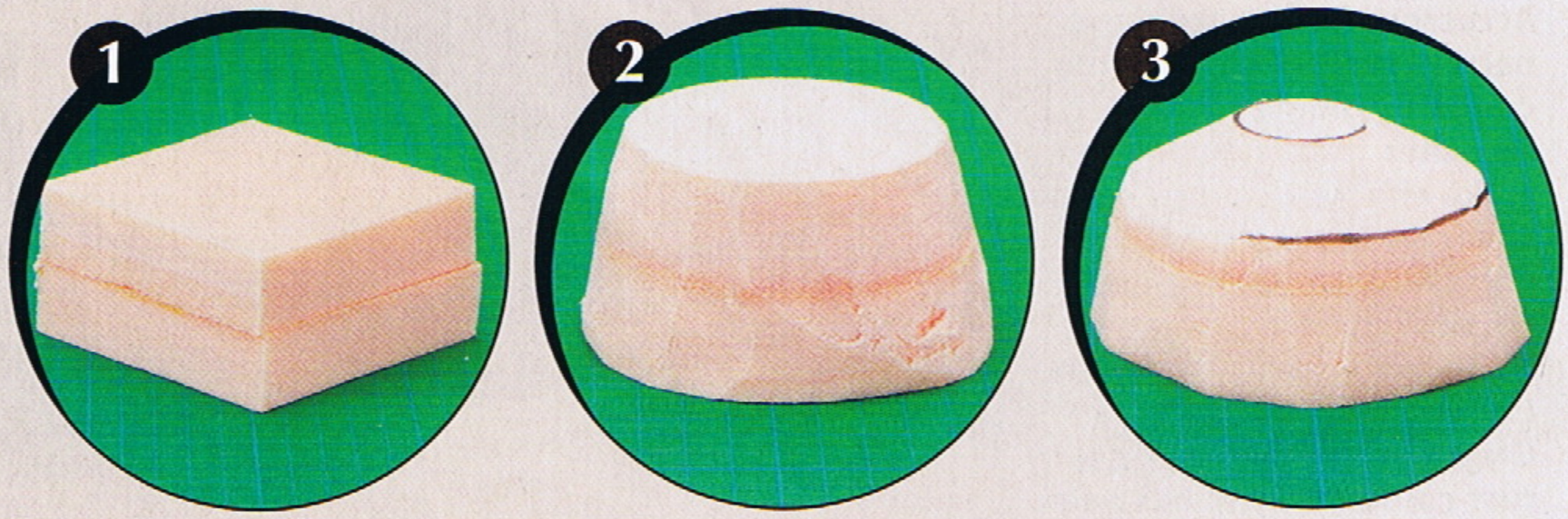
KINGDOM OF THE SERPENT LORD

The lands of the Haradrim are exotic and far-flung, ranging from stretches of plains and windswept cities to endless, baking desert. To fit in with the desert gaming board, we asked the Hobby Team to make us a set of tents to form a nomadic encampment which, coupled with more gaming hills, make for a very atmospheric setup for The Lord of the Rings strategy battle game. This setup requires a bit more scratch-building than the other scenery sets shown earlier, but is well worth the extra effort.



A Haradrim Tents

Glue two blocks of polystyrene together to form a single block (1). Carve the block to form a tapered circle (2). Carve the upper portion to form the roof (3). Make a frame from strips of balsa wood (4). Cover the tent with bits of paper tissue soaked in PVA glue (5).



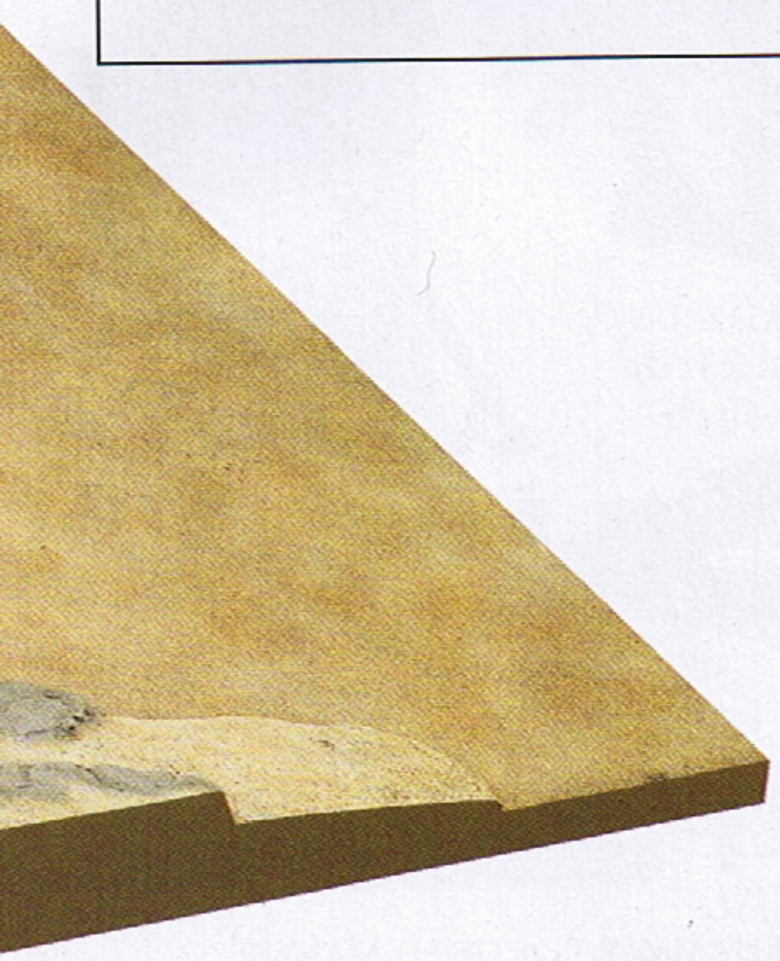
The Lord of the Rings Terrain set

This box set is full of great accessories for The Lord of the Rings strategy battle game. By painting the broken statues and sections of ruin in dusty, desert colours, you can easily add them to your desert setups to represent the last vestiges of the Númenórean kingdoms.



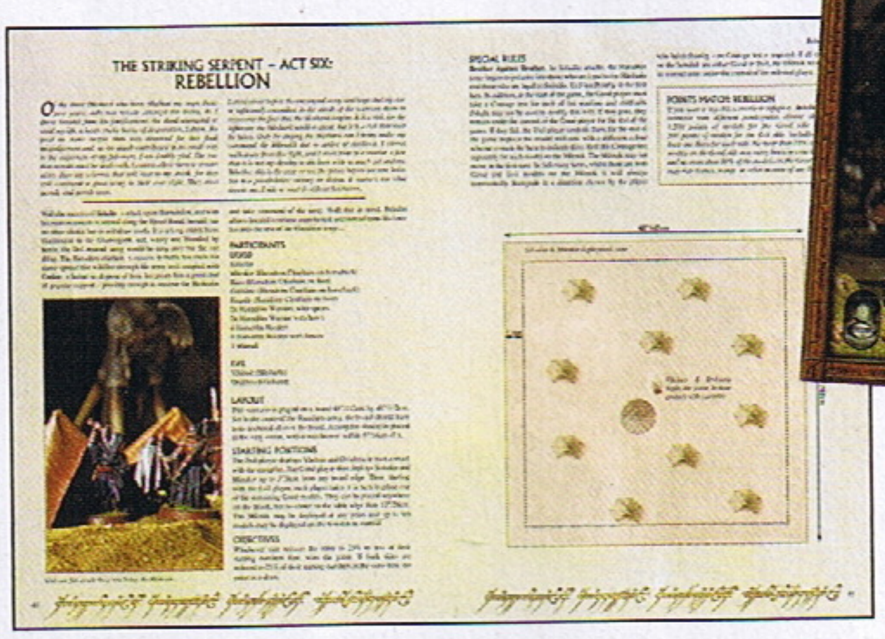


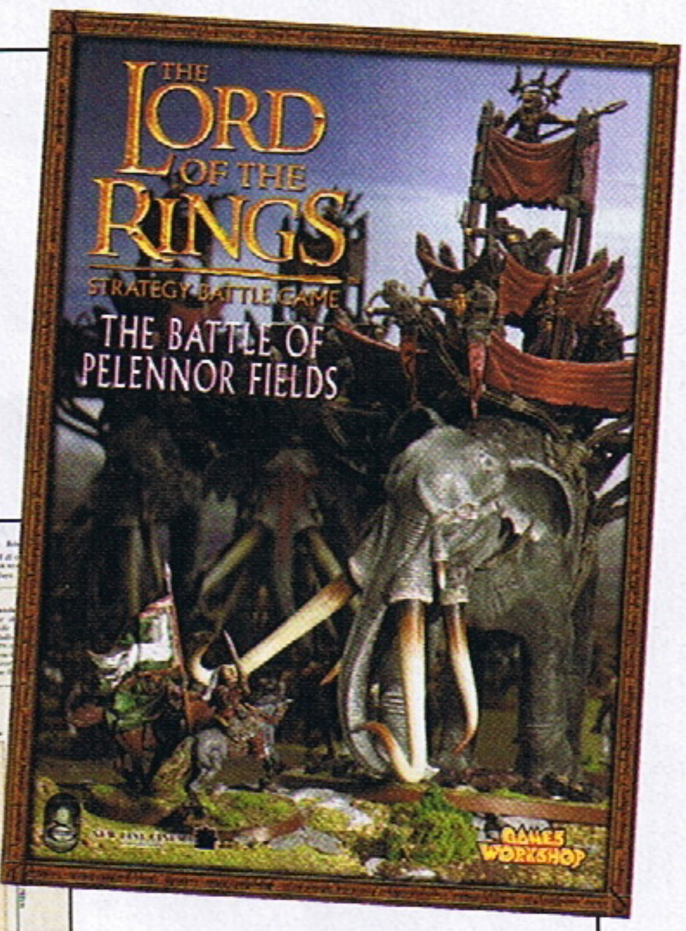


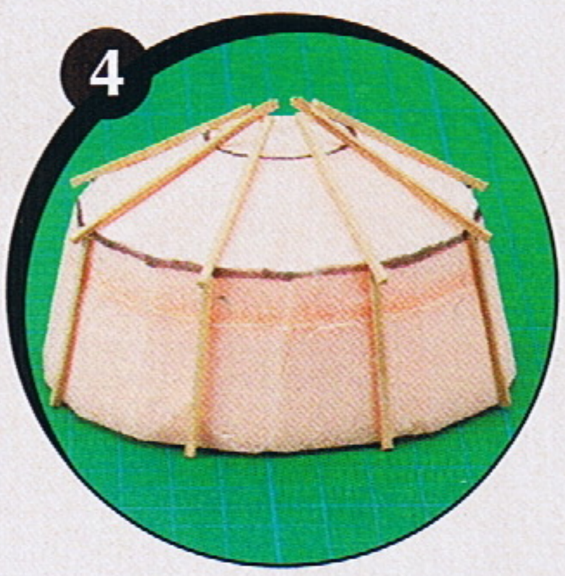


The Battle of Pelennor Fields

This sourcebook, focussing on the struggles between Gondor and Harad, is full of fantastic tips for scenery building and Harad scenario set-ups. From desert encampments to Mûmak-painting, there's a wealth of material inside.


THE STRIKING SERPENT – ACT SIX:
REBELLION







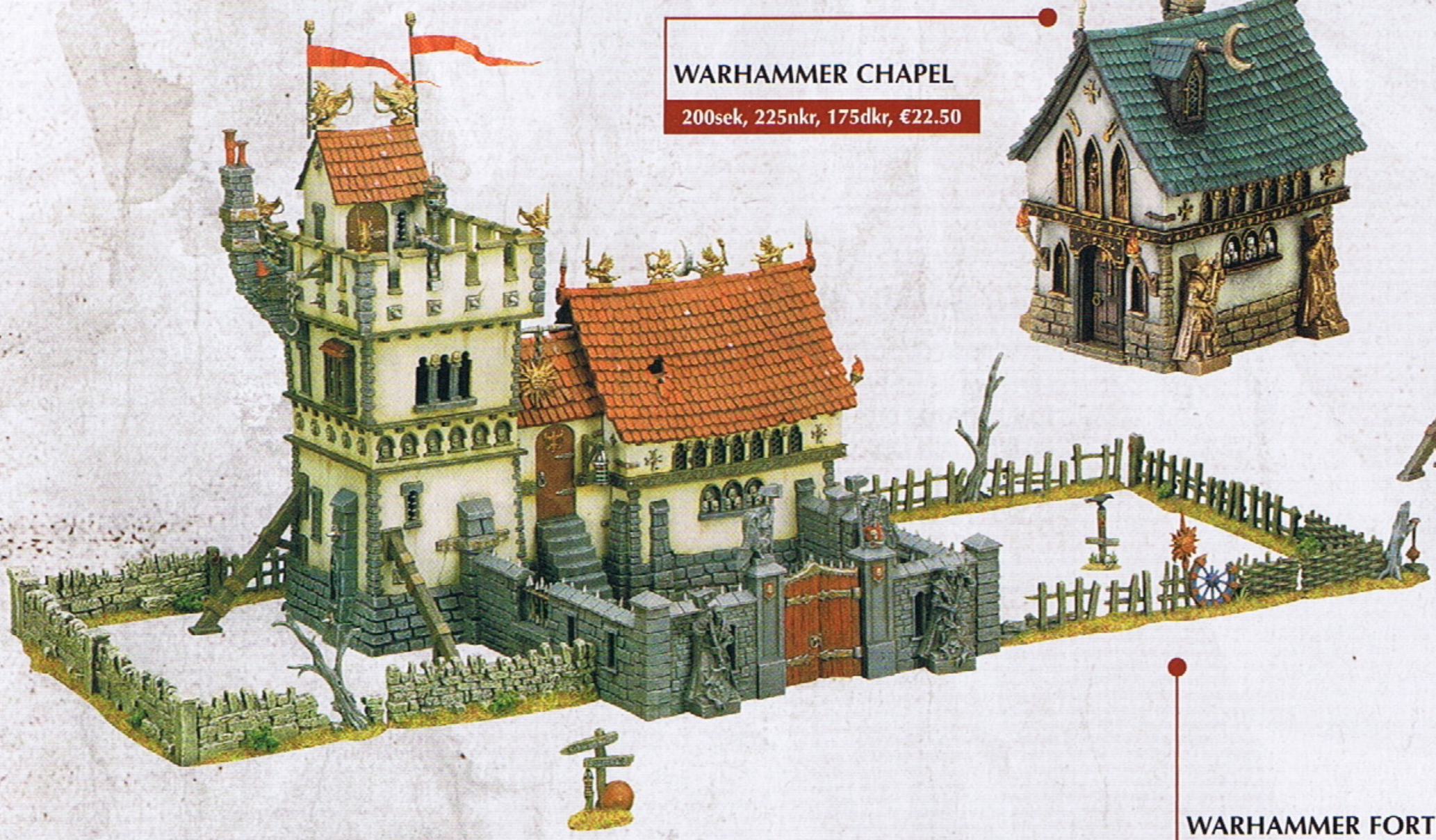


Once the tent has been glued to a base, you can paint it in natural brown tones for a realistic hide-covered finish.

Populate your gaming tables with the very best scenery and terrain. No matter which game system you play there is a range of terrain that will fit your table.

TAKE COVER

ESSENTIAL TERRAIN FOR YOUR GAMES



WARHAMMER CHAPEL

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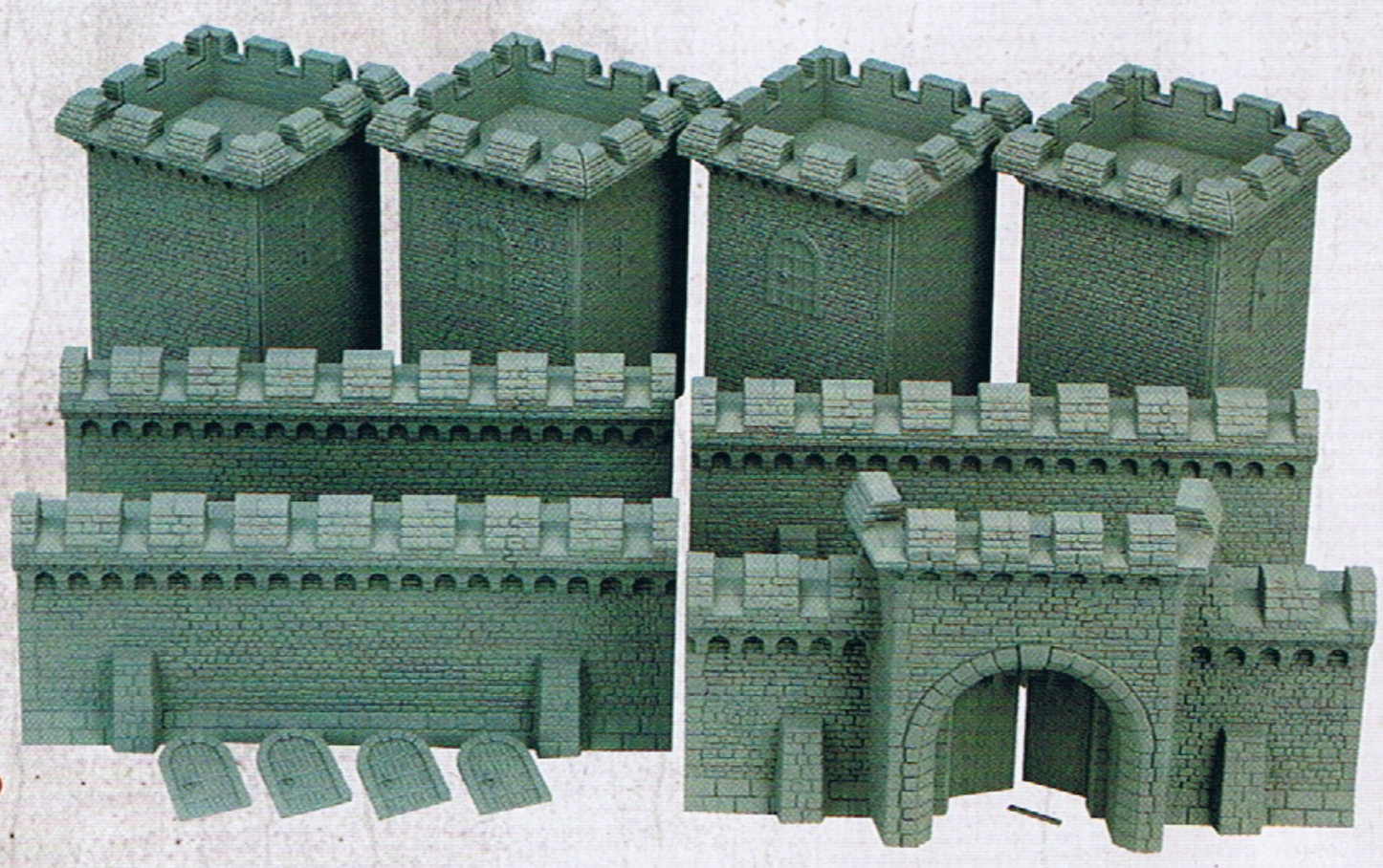


WARHAMMER WATCHTOWER

250sek, 250nkr, 200dkr, €2

WARHAMMER FORTIFIED MANOR

600sek, 600nkr, 500dkr, €70





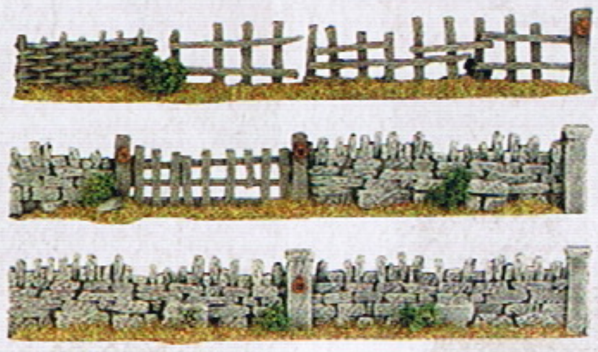
WARHAMMER MIGHTY FORTRESS

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WARHAMMER WALLS AND FENCES

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WARHAMMER 40,000 CHAPEL OF SANCTUARY

A fully painted ruined chapel complete with stained glass. A great battlefield centrepiece.

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Figure not included.





CITADEL WOOD

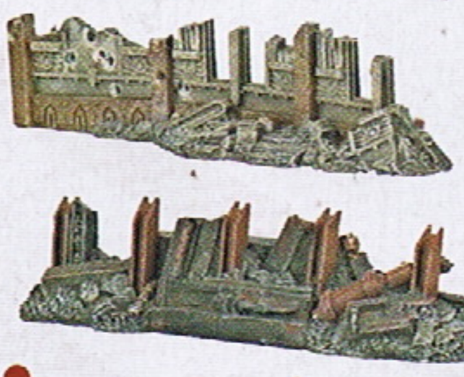
200sek, 225nkr, 175dkr, €22.50





CITADEL GAMING HILL

200sek, 225nkr, 175dkr, €22.50



WARHAMMER 40,000 BATTLEFIELD ACCESSORIES

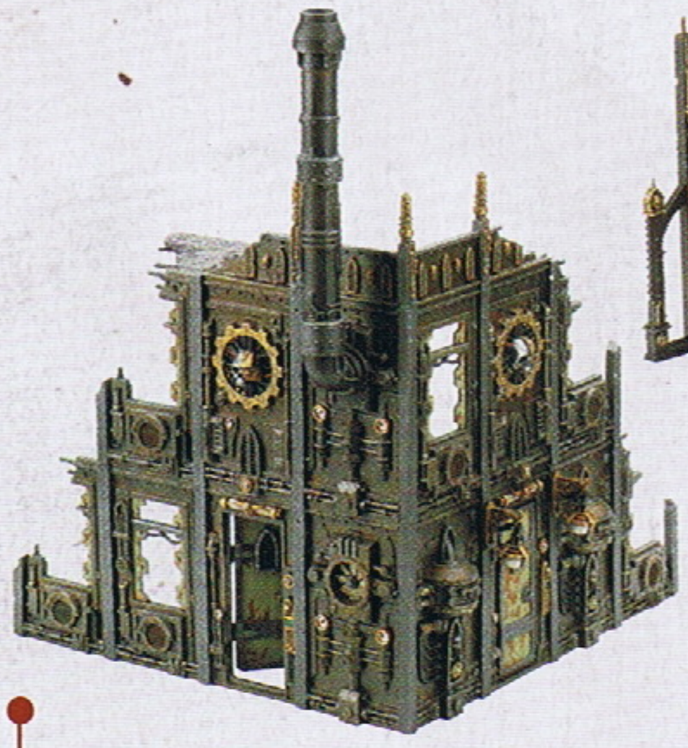
A versatile kit full of tank traps, oil barrels, supply cases and more!

100sek, 100nkr, 85dkr, €11.50



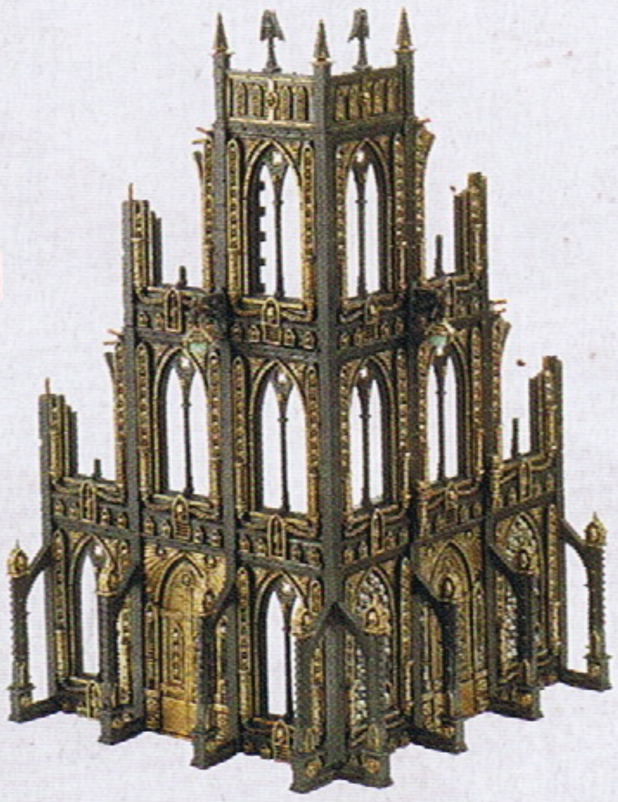
CITADEL MODULAR GAMING HILL

200sek, 225nkr, 175dkr, €22.50



URBAN BARRICADES AND WALLS

170sek, 200nkr, 140dkr, €20



WARHAMMER 40,000 BASILICA ADMINISTRATUM

200sek, 225nkr, 175dkr, €22.50



THE LORD OF THE RINGS TERRAIN PACK

170sek, 200nkr, 140dkr, €20



WARHAMMER 40,000 MANUFACTORUM

200sek, 225nkr, 175dkr, €22.50

WARHAMMER 40,000 SANCTUM IMPERIALIS

200sek, 225nkr, 175dkr, €22.50

GAMES DAY & GOLDEN DEMON 2007

Sunday 23rd September 2007

National Exhibition Centre (NEC), Birmingham, England



This exclusive Games Day Miniature is available at Games Day 2007!

Ticket price £25. Tickets on sale for White Dwarf Subscribers 9th June 2007. Tickets are on general release from 7th July 2007. Order yours by calling Northern Europe Mail Order on +44 (0) 115 918 4040.

Persons aged between 12 and 15 years of age must be accompanied by a parent, guardian or other responsible adult.

Check out *www.gamesday.co.uk* for more information about the show.

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Store and Community news

FRONTLINE NE

ARE YOU READY FOR A CHALLENGE?

WE ARE LOOKING FOR ENTHUSIASTIC AND PASSIONATE PEOPLE TO BECOME SUCCESSFUL RETAIL MANAGERS IN THE UK!

Would you like to work 3 months in a retail store in Northern Europe, follow a 6 month training programme in our Headquarters in Nottingham, and then put your learning into practice by running a retail store in the UK? If you do, we would like to meet you!

The best candidates use their initiative, willingly take responsibility and are able to communicate in a constructive manner with people of all levels. They're assertive with a positive attitude, learn quickly and have the drive to achieve outstanding results.

If you feel you have what it takes to manage a store, please send your CV and a covering letter to: Games Workshop Northern Europe, Human Resources, Willow Road, Lenton, Nottingham, NG7 2WS, United Kingdom. Or e-mail it to: Siri.Baxter@games-workshop.co.uk.

For more information about careers with Games Workshop Northern Europe visit http://ne.games-workshop.com.

CLOSING DATE: 31 JULY 2007
INTERVIEWS IN YOUR COUNTRY: AUGUST 2007
COURSE STARTS: JANUARY 2008.

NE.GAMES-WORKSHOP.COM





Above: *The Northern Europe front page*
Left: *You can check out all the latest product releases.*

For all your Northern Europe news stories log on to our website. Crammed with the most up to date information, the Northern Europe website is your first place to go. On the website you will find:

- Updated Northern Europe related news.
- A complete store finder, listing every retail store and Independent Stockist in Northern Europe.
- Events section, including an events diary and Grand Tournament reviews.
- Outrider section with details on how to become one.
- Recruitment section including an online application form.

LATEST! Check out this month's report on Games Workshop Copenhagen and the events diary

BATTLEGROUND NE

Listed on these pages are the biggest and best wargaming events in Northern Europe. Want to reach a bigger audience? E-mail your event to neevents@games-workshop.co.uk

Upcoming Events

Are you an Club, Group or Independent Stockist that's running an event? If you want to advertise it for free in this fine publication simply drop us an e-mail at:

neevents@games-workshop.co.uk

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

- 10th July .....WD334 (Oct)
- 10th August .....WD335 (Nov)
- 10th September ....WD336 (Dec)

Please note all dates and details are correct at the time of going to print but are subject to change.

Events diary abbreviation guide

WFB .....Warhammer
40K .....Warhammer 40,000
BB .....Blood Bowl
Epic.....Epic Armageddon
LOTR .....The Lord of The Rings
GW.....Games Workshop
GT.....Grand Tournament



WARHAMMER 40,000
GRAND TOURNAMENT
Saturday 18th &
Sunday 19th August 2007
Clarion Hotel, Liffey Valley, Dublin, Eire
http://ne.games-workshop.com/events

THE NETHERLANDS

FANATIC GAMES-N-STUFF

Date: Sunday 11th November 2007
Venue: Broerenkerk, Achter de Broeren 1, 8011 VA Zwolle, The Netherlands
Details: Games-n-stuff in Zwolle run their annual Fanatic. Offering a host of activities for people new to the hobby, like introductory gaming and painting activities. Also the Fanatic will host a traditional tournament for Warhammer, Warhammer 40,000 and The Lord of The Rings. For more information please use the contact details below.
Contact: +31 (0) 38 421 6385
Website: http://www.gamesnstuff.com

FINLAND

HAMEENLINNA CASTLE TOURNAMENT

Date: Saturday 4th August 2007
Venue: Hameenlinna Castle, Finland
Details: Take part in a jointly coordinated Outrider and Games Workshop Helsinki event. In the grounds of the famous red brick Hameelinna Castle you can enter a 1000 point Warhammer and Warhammer 40,000 knockout tournament. For more information and conditions check our events diary at the address below.
Website: http://ne.games-workshop.com/events



BELGIUM

CRUSADE

Date: Saturday 8th September 2007
Venue: Leopoldsburg, Belgium
Details: Crusade is an annual event which will celebrate its sixth anniversary in 2007. This 'Open Day' is organised by the White Knights gaming club from Leopoldsburg in Belgium. With the help of other clubs, the White Knights will not only organise demo-games of WFB, 40K and LOTR, you can also try games like Blood Bowl and other specialist games. Crusade is basically a fun filled hobby day! For more information go to the website below.
Website: http://www.de-witte-ridder.be

EIRE

GAMES WORKSHOP **presents:**

GRAND TOURNAMENT WARHAMMER 40,000

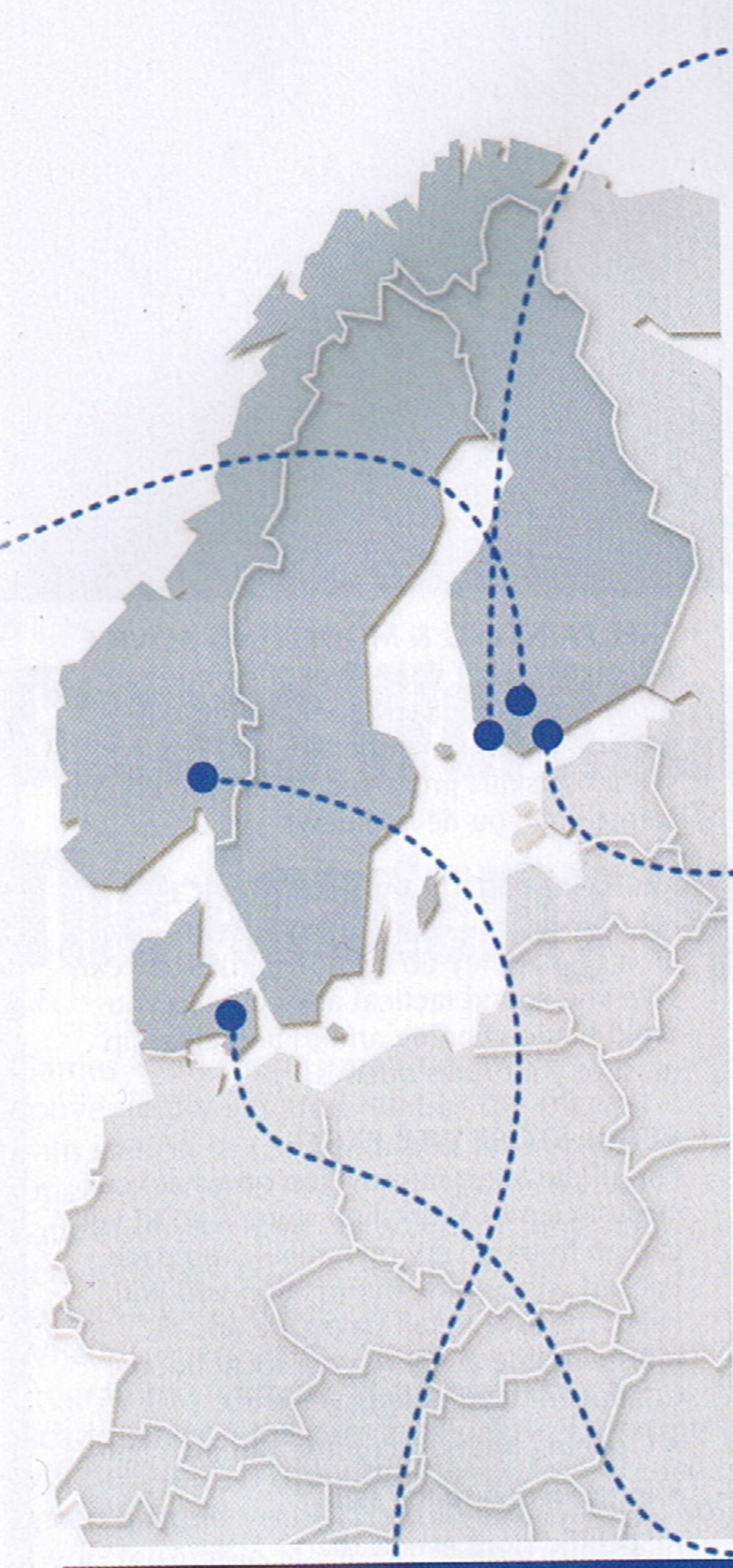
Date: Saturday 18th August and Sunday 19th August 2007
Venue: Clarion Hotel, Liffey Valley, Dublin.
Details: The popular Irish Grand Tournament returns and this time participants get to compete to see who's the best 40K player in all of Ireland. Tickets cost €60 each and can be brought through Mail Order. For more information and a downloadable rules pack go to the website below.
Website: http://ne.games-workshop.com/events

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

For the most up to date event information log on to:

http://ne.games-workshop.com/events

The online events diary is packed full with all of the events going on in Northern Europe. If you are a die-hard tournament player or just looking for a local event, you can find it here. You can even post your own events to the diary.



FINLAND

FANATIC TURKU

Date: Saturday 22nd September and Sunday 23rd September 2007
Venue: T-talo, Vanha Hämeentie 29, 20540 Turku
Details: Fantasiapelit Turku host their annual Fanatic in September 2007. At the event you can take part in Warhammer, Warhammer 40,000 and The Lord of The Rings Tournaments. For those new to the hobby there will be introductory games, painting and modelling classes.
So make sure you take the time to come down to this Fanatic and have a great day!
Website: http://www.ordoaboensis.net

FINLAND

ROPECON

Date: Saturday 12th August and Sunday 13th August 2007
Venue: Dipoli, Espoo, Finland
Details: The primary theme of the thirteenth Ropecon is "Bad Omens". The event will showcase role-playing, board games and live action role-play as well as Games Workshop and other table-top wargames. Tickets cost €10 for the day or €20 for the whole weekend. For more information on the event and how to get tickets go to the website below.
Website: http://www.ropecon.fi

NORWAY

Northern Europe OUTRIDERS presents:

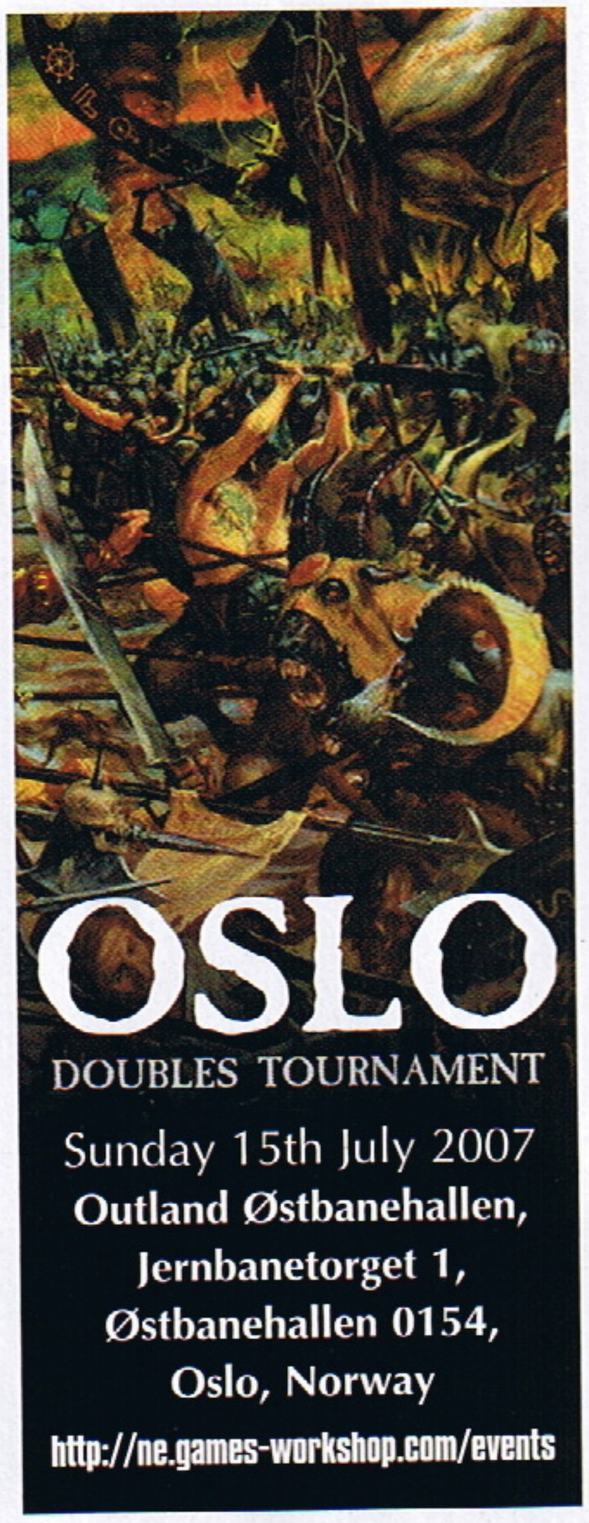
DOUBLES TOURNAMENT OSLO

Date: Sunday 15th July 2007
Venue: Outland Østbanehallen, Jernbanetorget 1, Østbanehallen 0154, Oslo, Norway.
Details: This tournament is free to enter and all you need to do is pair up with a friend and bring 500 points of Warhammer each. There will also be some introductory gaming and painting activities. Please send an e-mail to the address below to register.
E-mail: jrlie2000@yahoo.no
Website: http://ne.games-workshop.com/events

DENMARK

GIANT FANATIC X

Date: Friday 5th October to Sunday 7th October 2007
Venue: Remisen, Copenhagen
Details: This year will be the 10th Anniversary of the Giant Fanatic. One of the biggest gaming events in Denmark, Giant Fanatic is a fun filled day with a variety of activities including introductory gaming, speed painting, 'Mad Giant' painting competition and the prestigious WFB and 40K tournaments Tickets will be on sale from 1st August. Go to the website below for more information.
Website: http://www.fanatic.dk





RETAIL FINDER

All the Games Workshop stores in Northern Europe, at your fingertips!



GAMES WORKSHOP ACADEMY

Would you like to learn how to command your army and manoeuvre it expertly around the battlefield in order to smite your foe and march to victory?

The Academy is designed to get you started in the Games Workshop hobby.

The store staff will use their expert knowledge to help you learn the rules from moving to shooting and hand to hand combat, for your chosen game.

The staff will also teach you to paint your first miniatures using various techniques from undercoating to basing.

You can do all this in the friendly environment of the store with like minded people that start at the same time. So why wait?

Ask the store staff for more information or go to our website: ***ne.games-workshop.com***

GAMES WORKSHOP Retail Stores

OPENING TIMES »

OPENING TIMES:

To find out the opening times of our Games Workshop stores you can:

- **Go to our website at: ne.games-workshop.com/shopping**
- **Call our Mail Order department on +44 (0) 115 918 4040.**
- **Call our shops directly using the phone numbers on the right or in the store listings on page 105.**

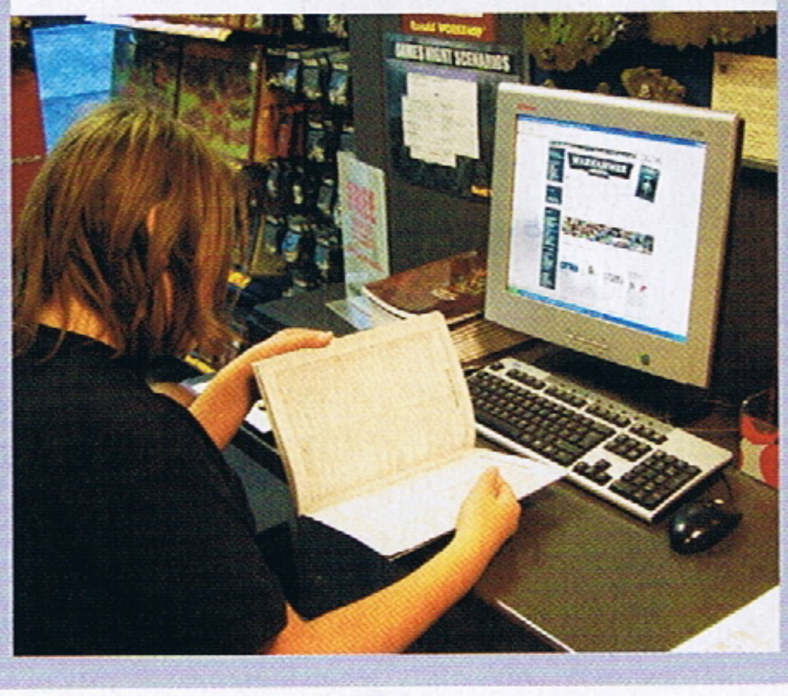
GW STORE PHONE NUMBERS

- GW Amsterdam 020 622 3863
- GW Den Haag 070 392 7836
- GW Haarlem 023 551 7677
- GW Rotterdam 010 280 0268
- GW København 33 12 22 17
- GW Göteborg 311 33 958
- GW Stockholm 08 213 840
- GW Oslo 22 33 29 90
- GW Helsinki 975 154 525
- GW Dublin 018 725 791
- GW Blanchardstown 018 223 868
- GW Belfast 0289 0233684



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

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



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

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

- **RETAIL STORE WEB PAGES**
  For all the latest information on what your closest Games Workshop store is up to you can go to their very own retail web page. Packed with all the information you will need, the GW Retail pages are an indispensable guide to your local hobby. Contained within the pages are:
  - Opening hours, including gaming nights.
  - Introduction to the staff.
  - Specific store events diary.
  - Pictures of the latest miniatures to grace their cabinets.
  - You can also sign up for a personalised mailshot!





COPENHAGEN

All Games Workshop stores have their own web page, go to ne.games-workshop.com/shopping/gw





Games Workshop Copenhagen: The Academy Specialists.

Games Workshop Copenhagen is conveniently situated next to the biggest train station in Copenhagen: Nørreport. Opened in 1998, the store boasts a lively nature where there's always bustling hobby activity going on (it's also probably something to do with the size of the shop). Where Copenhagen excels is their Academy programme (you can read more about Academies on the previous page). The store will develop an individual Academy course based around your schedule (see below). So if you're unable to attend regular nights just let one of the staff know and they'll be happy to help. For more details visit:

ne.games-workshop.com/shopping

Datafile: GW Copenhagen

Address:	**Frederiksborrggade 5 kld, 1360**	
Telephone:	**33 12 22 17**	
Email:	**gwcopenhagen@games-workshop.co.uk**	
Website	**ne.games-workshop.com/shopping**	
Opening Hours:	**Monday:**	**11:00 – 18:00**
	Tuesday:	**11:00 – 18:00**
	Wednesday:	**11:00 – 18:00**
	Thursday:	**11:00 – 18:00**
	Friday:	**11:00 – 18:00**
	Saturday:	**11:00 – 15:00**
	Sunday:	**Closed**
Manager:	**Jakob Kragh**	

The Academy: The Copenhagen Way!

As mentioned above the Copenhagen store have developed an individual academy for customers who are unable to attend the regular Academy nights. They will tailor an Academy for you, so if you want more time to learn the basic rules of the games or hone your painting skills then this might be for you. They will also re-schedule your Academy night if you can't make the normal times.

Jakob and his staff are more than happy to help so why not pop into the store and discuss your needs. Or you can e-mail the store at:

gwcopenhagen@games-workshop.co.uk



MEET THE MANAGER: JAKOB KRAGH

Jakob, a Games Workshop veteran of over seven years, tells all.

Jakob, the Manager of the Copenhagen store intially began in the Oslo store which he helped open. After moving to Copenhagen he became the Manager in June 2005 and has taken the store from strength to strength.

A fanatical Vampire Counts player, Jakob regularly fields up to 3000 points of these fanged monstrosities. But don't rule out a return of his pirate Ogre Kingdoms army in time for this summer's Nemesis Crown Campaign.

Jakob's advice for all players is to not be shy and come in, even if it's for a chat, especially if you're a keen Vampire Counts player!

OUTRIDERS

Outriders are a bunch of dedicated gamers who want to share their passion for the hobby with others, and have chosen to pursue this holy hobby crusade in the service of Games Workshop.



WHO ARE OUTRIDERS?

Outriders are hobbyists who have been painting and playing games with toy soldiers for many years. They have a deep understanding of the Games Workshop universe and the rules of Warhammer, Warhammer 40,000 and The Lord of The Rings.

After training, dressing in the Outrider's distinctive blue and white shirt, and arming themselves with nothing but their faith in the Emperor and armfuls of miniatures, they head out on the road to run events, never faltering in the line of fire.

During these events they will introduce people to the Games Workshop hobby, mainly by running Intro Games and painting lessons.

You will find Outriders in independent retail stores, at events like Fanatic Tournaments & Grand Tournaments.

Outrider of the year: Steffen Kanstrup

Once a year we like to put the spotlight on Outriders that have gone above and beyond the call of duty.

The Outrider of the year is nominated by all the other Outriders (over 100 in Northern Europe) and after a period of voting we had a winner: Steffen Kanstrup!

Steffen is from Aalborg, Denmark and has been an Outrider since 2003, and along with the accolade of Outrider of the Year is also a Deep Strike Veteran (for more about Deep Strikes see WD329). Recently, Martina Jiricka, Outrider Coordinator, presented Steffen with his reward and took the opportunity to ask him a few questions.

Martina. What prompted you to become an Outrider?

Steffen. I'd considered applying for some time, it sounded interesting. Finally one of my mates decided to apply and kind of dragged me along and I've been here since.

Martina. What armies do you have?

Steffen. Well, for Warhammer I'm limited to a 13,000 point Empire army! In Warhammer 40,000 I have Tau, Daemonhunters, Necrons, Blood Angels, Imperial Guard and Emperor's Children armies. Imperial Guard are my regular army and I'm still working on my Emperor's Children.

Martina. Any favourite miniatures?

Steffen. Probably the Steam Tank, It's just a massive and awe inspiring figure (see the Mail Order section for more).

Martina. As an Outrider what's been the highlight?

Steffen. Running out of brushes at an event was fun! I suppose it means the events are successful.

Martina. Any tips for potential Outriders?

Steffen. Smile, be polite and always show your joy of the hobby.

We couldn't have said it better ourselves.



Steffen Kanstrup — Outrider of the Year.

JOIN THE OUTRIDERS

WANT TO BECOME AN OUTRIDER?

DO YOU HAVE?

- *An in-depth knowledge of the Warhammer, Warhammer 40,000 and The Lord of The Rings gaming systems.*
- *The ability to paint figures to gaming standard (3 colours and based).*
- *Plenty of free time (being an Outrider takes training, devotion and a fair bit of hard work)*
- *An insatiable enthusiasm for the hobby.*

THEN CONTACT

- *Martina Jiricka – Outrider Coordinator at martina.jiricka@games-workshop.co.uk*
- *Your local Games Workshop store*
- *You can apply at any time! Training takes place twice a year, usually in Spring and Autumn.*



Locating stores & independent stockists

Games Workshop products are sold by a large number of stores across Europe and the rest of the world. What follows is a listing of the stores that sell Games Workshop products in Belgium, Denmark, Eire, Finland, Iceland, the Netherlands, Northern Ireland, Norway and Sweden. For opening times and stock listing please contact the shop directly. You can find a full list of our retail stores and Independent Stockists on our website:

ne.games-workshop.com/shopping.

If you're unsure where your nearest stockist is located, then call Mail Order on:

+44 (0) 115 918 4040

STOREFINDER KEY

GW Store — *Games Workshop Retail Store*

NE Elite Store — *Stocks the complete Games Workshop range and offers introductory gaming and painting lessons*

NE Partner Store — *Stocks most of the Games Workshop range*

TOWN, The Shop Name
44 Emperor's Way
Tel: 92 99 91 89
New Store opening

Store directory

LISTED ALPHABETICALLY

BELGIUM

BRUGGE, Fair Play
Spoorwegstraat 162, 8200, Brugge,
Tel: 050 38 51 83

AARSCHOT, Conect'r
Gasthuisstraat 47, 3200, Aarschot,
Tel: 016 56 88 30

ANTWERPEN, Celtic Cross
Zilversmidstraat 9, 2000,
Antwerpen, Tel: 03 288 81 65

DENDERMONDE, Tip Top Moens
Sint-Gillistraat 75, 9200
Dendermonde, Tel: 052 21 17 98

GENT, Lood & Spelen
Burgstraat 43, 9000, Gent,
Tel: 092 24 47 34

LEOPOLDSBURG, NV Moestermans
Maarschalk-Fochstraat 20, 3970
Leopoldsburg, Tel: 011 39 38 46

LEUVEN, The Dicepool
Parijsstraat 44, 3000 Leuven,
Tel: 016 29 49 94

MECHELEN, De Spelfanaat
Veemarkt 32, 2800 Mechelen
Tel: 015 34 59 07

OOSTENDE, King Arthur
Alfons Pieterslaan 96, 8400
Oostende, Tel: 059 51 57 56

AALST, Hermelijn
Molenstraat 36, 9300 Aalst,
Tel: 053 41 48 66

ANTWERPEN, Red Dragon Games
St Katelijnevest 55, 2000, Antwerpen
Tel: 032 31 71 61

ASTENE, Miniatuurauto's Eeckhout
Kapellestraat 7, 9800 Astene
Tel: 092 24 17 96

BLANKENBERGE, De Speelhoek
Langestraat 41, 8370 Blankenberge,
Tel: 50 41 49 23

BRUGGE, Modelbouwcenter West-Vlaanderen
Langestraat 163, 2000 Brugge,
Tel: 050 34 20 71

BRUSSEL, Intertoys Anderlecht
S Dupluislaan 315, 1070, Brussel,
Tel: 025 23 84 73

BRUSSEL, Intertoys Laken
8-10 Avenue Busleyden, 1020
Brussel, Tel: 022 68 71 41

DEURNE, The Gamestore
Bisschoppenhoflaan 7-9, 2100
Deurne, Tel: 033 25 55 35

GENT, Intertoys Gent
Volderstraat 17, 9000 Gent,
Tel: 092 24 42 86

GENT, Red Dragon Games
Gent, Overpoortstraat 116,
9000 Gent

HALLE, Mishra's Playground
Ninoofsesteenweg 104, 1500 Halle,
Tel: 023 61 58 53

HALLE, Top 1 Toys
Basiliekstraat 66, 1500 Halle,
Tel: 023 56 04 03

HASSELT, D-Six
Kuringersteenweg 43-45, 3500
Hasselt, Tel: 011 32 53 55

HASSELT, Oberonn
Kempische Steenweg 27, 3500
Hasselt, Tel: 011 351 358

IXELLES, Intertoys Ixelles
104 Chaussee d'Ixelles, 1050 Ixelles,
Tel: 025 14 17 03

KORTRIJK, Baba Yaga
Sint Amandsplein 27, 8500 Kortrijk,
Tel: 056 37 05 65

KORTRIJK, De Concorde
Brugsestraat 40, 8500 Kortrijk,
Tel: 056 37 05 65

KORTRIJK, Albion
Doorniksestraat 52, 8500 Kortrijk,
Tel: 056 32 43 07

NEERPELT, 't Spellenhuis
Fabriekstraat 10, 3910 Neerpelt,
Tel: 011 74 49 79

OOSTENDE, Timms
Vlaanderenstraat 48, 8400 Oostende,
Tel: 059 80 49 63

OVERIJSE, Intertoys Overijse
Brusselsesteenweg 402A, 3090
Overijse, Tel: 026 87 42 53

ROESELARE, Black Border
Stationsdreef 68, 8800 Roeselare,
Tel: 05 20 82 50

ST NIKLAAS, HQ
Hendrik Heymanplein 24, 9100 St-
Niklaas, Tel: 037 76 35 45

TOURNAI, Intertoys Tournai
19 Rue Royale, 7500 Tournai,
Tel: 069 21 42 22

DENMARK

GW KØBENHAVN
Frederiksborggade 5KL, 1360,
Tel: 33 12 22 17

AALBORG, Dragons Lair
John F. Kennedys, Plads 1, 9000
Aalborg, Tel: 98 12 16 18

AARHUS C, Dragons Lair
Sct. Knuds Torv 3, 8000 Aarhus C,
Tel: 86 19 00 63

HELSINGØR, Hobby og Fritid
Helsingør, Rosenkildevej 2, 3000
Helsingør, Tel: 49 21 45 42

HILLERØD, Hobby & Fritid
Hostrupvej 4, 3400 Hillerød,
Tel: 48 25 26 16

KØBENHAVN K, Faraos Cigarer
Skindergade 27, 1157
København K, Tel: 33 32 22 11

KØBENHAVN NV, Arena København
Rentemestervej 80, 2400
København NV, Tel: 38 33 57 00

NÆSTVED, Arena Næstved
Ramsherred 17, 4700 Næstved,
Tel: 55 54 67 00

ODENSE C, Dragons Lair
Gråbrødrepassagen 9, 5000,
Odense C, Tel: 65 91 97 01

RØDOVRE, MR Games
Rødovre Stationscenter, 2610
Rødovre, Tel: 36 72 02 55

ROSKILDE, Fanatic Roskilde
Grønnegade, 4000 Roskilde,
Tel: 46 36 35 48

LYNGBY, Faros Cigarer
Jernbanepladsen 63, 2880 Lyngby
Tel: 32 10 23 23

AABENRÅ, Legekæden Aabenrå
Storegade 17, 6200 Aabenrå,
Tel: 74 62 24 05

AALBORG, Aalborg Hobby Service
Nørregade 18, 9000 Aalborg,
Tel: 98 12 13 15

AALBORG, Bog & idé Aalborg
Nytorv 5, 9000 Aalborg,
Tel: 98 11 66 11

AALBORG SV, B.O. Bøger Aalborg
Ålborg St. Center 108, 9200 Aalborg
SV, Tel: 98 79 15 45

AARHUS C, Goblin Gate
Kystvejen 27, 8000, Aarhus C,
Tel: 86 19 43 11

AARS, Ting og sager
Søndergade 6, 9600 Aars,
Tel: 98 62 45 52

ASNÆS, Bog & Ide Asnæs
Asnæs Centret 2, 4550 Asnæs,
Tel: 59 65 00 14

ESBJERG, Bunkeren
Jernbanegade 2, 6700 Esbjerg,
Tel: 75 18 11 99

ESBJERG, Adventure Corner
Skålegade 80, 6700 Esbjerg,
Tel: 35 11 11 56

ESBJERG, B.O. Bøger Esbjerg
Kongensgade 33, 6700 Esbjerg,
Tel: 75 12 11 77

ESPERGÆRDE, B.O. Bøger Espergærde
Espergærde Centret, Vester Torv 2,
3060 Espergærde, Tel: 49 13 19 46

FREDERICIA, Bog & Ide Fredericia
Gothersgade 37, 7000 Fredericia,
Tel: 76 24 59 69

FREDERIKSBERG, Legekæden Frederiksberg
Godthåbsvej 36, 2000 Frederiksberg,
Tel: 38 19 70 25

FREDERIKSSUND, Legekæden Frederikssund
Jernbanegade 31, 3600
Frederikssund, Tel: 47 38 39 59

GILLELEJE, Lillys Legetøj
Vesterbrogade 9, 3250 Gilleleje,
Tel: 48 30 30 90

GRENÅ, Bog & idé Grenå
Torvet 8, 8500 Grenå,
Tel: 86 32 19 33

GREVE, B.O. Bøger Hundige
Hundige Storcenter, 2670 Greve,
Tel: 43 90 60 08

HELSINGE, B.O. Bøger Helsinge
Østergade 17 - 19, 3200 Helsinge,
Tel: 48 79 40 01

HERNING, Buddy Legetøj
Herning Centret, Merkurvej 17, 7400
Herning, Tel: 97 22 05 52

HERNING, Færges Kælder
Smallegade 12, 7400 Herning,
Tel: 35 10 18 97

HILLERØD, Legekæden Hillerød
Slotsgade 27, 3400 Hillerød,
Tel: 48 24 61 61

HOLBÆK, Storkfelt Bog & idé
Ahlgade 31, 4300 Holbæk,
Tel: 59 43 00 74

HOLTE, Legetøjsbutikken
Holte midtpunkt 23, 1. 2840 Holte,
Tel: 45 46 17 82

HORSENS, Legekæden Horsens
Hospitalsgade 15, 8700 Horsens,
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The Sons of Sanguinius

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Build your own Blood Angels Company Captain

Inspired by the rules on page 70



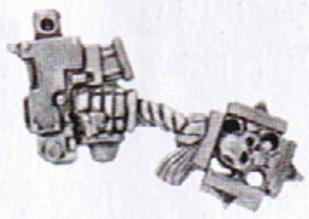
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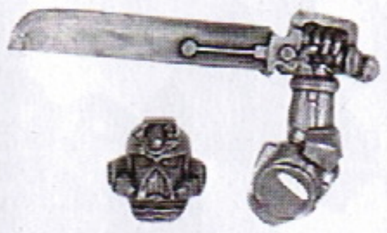
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