Gondor! The greatest realm of Men in Middle-earth, by whose strength Sauron is held at bay...

But the darkness grows ever stronger. While The One Ring exists, Sauron will stop at nothing to destroy the Free Peoples, and tear apart the lands of Men, Elves, Hobbits and Dwarves in his search for the ultimate prize.

This month is something of a Lord of the Rings extravaganza. Gondor in Flames and The Return of the King are both released, along with a vast array of Heroes and Warriors that enable you to fight for the White City or the Land of Shadow as never before. With new Fiefdoms troops, Woses, Dol Amroth reinforcements, plastic Knights of Minas Tirith and foul Morannon Orcs, the War of The Ring just reached new heights! Find out everything you need to know about these great supplements on page 22. In addition, turn to page 40 to read our biggest battle report for a long time, as four players fight out the Battle for the Pelennor Fields! Truly this is a good month for Tolkien fans.

Of course, Gondor must maintain some balance in these hallowed pages, so you’ll also find a Warhammer 40,000 Tactica and a set of painting articles, including an ‘Eavy Metal masterclass on one of my most hated foes, Gorbad Ironclaw.

Grombrindal, The White Dwarf
GONDOR IN FLAMES

BRAND NEW SOURCEBOOK

The realm of Gondor is in a state of perpetual war against the hordes of the Dark Lord Sauron. Only the proud soldiers of Gondor have the strength to stand against such evil.

The 64-page Gondor in Flames Sourcebook provides you with everything you need to collect, paint and play with a Gondor force. Choose an army from six different lists, including the Fiefdoms and the Dead of Dunharrow, and play in five brand new scenarios.

>>>TURN TO PAGE 24 FOR MORE INFORMATION ON THIS SOURCEBOOK

This 64-page Sourcebook contains background information, 6 army lists and 5 new scenarios

GONDOR IN FLAMES

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<tr>
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Product code: 60041499023
Written by Mat Ward

ON SALE AUGUST 18th
THE RETURN OF THE KING

THE FINAL JOURNEY SUPPLEMENT

The Ringbearer is on the very fringes of Mordor, Sauron’s armies are on the move and the world stands upon the brink of a new Age. Who will win the War of The Ring?

The Return of the King is the third journey supplement in the series, which follows the adventures of The Fellowship of The Ring. This supplement allows you to recreate famous scenes from the tale of The Lord of the Rings, putting the fate of Middle-earth in your hands!

>>>TURN TO PAGE 26 FOR MORE INFORMATION ON THIS JOURNEY SUPPLEMENT

This 96-page journey contains
14 scenarios and
45 painting projects

RETURN OF THE KING
Sweden 200sek Denmark 175kr
Norway 225kr Euro €22.50
Product code: 60041499022
Written by Mat Ward, Dom Murray & Pete Foley.

ON SALE AUGUST 18th
NEW RELEASES

KNIGHTS OF MINAS TIRITH

This plastic box set contains 6 Knights of Minas Tirith

KNIGHTS OF MINAS TIRITH
Sweden 200swk Denmark 175dkkr
Norway 225kr Euro 22.50
Product code: 99121464002
Sculpted by Alan Perry & Michael Perry

ON SALE AUGUST 18th

BOROMIR

This blister pack contains a metal Boromir miniaure, both on foot and mounted

ARMoured BOROMIR
Sweden 170swk Denmark 140dkkr
Norway 200kr Euro 20
Product code: 99061464125
Sculpted by Gary Morley

ON SALE AUGUST 18th

This blister pack includes both a banner and sword arm for the mounted miniature.
MEN-AT-ARMS OF DOL AMROTH

This blister pack contains 3 metal Men-at-arms of Dol Amroth

MEN-AT-ARMS OF DOL AMROTH
Sweden 100sek Denmark 85dkr
Norway 100nkr Euro €11.50
Product code: 99061464126
Sculpted by Alan Perry

ON SALE AUGUST 18th

FORLONG THE FAT & ANGBOR THE FEARLESS

This blister pack contains 2 metal Citadel miniatures: Forlong the Fat and Angbor the Fearless

FORLONG THE FAT & ANGBOR THE FEARLESS
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Norway 175nkr Euro €17.50
Product code: 99061464120
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ON SALE AUGUST 18th

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This blister pack contains 3 metal Axemen of Lossarnach

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Norway 100nkr Euro €11.50
Product code: 99061464122
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CLANSMEN OF LAMEDON

This blister pack contains 3 metal Clansmen of Lamedon

CLANSMEN OF LAMEDON
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Norway 100nkr Euro €11.50
Product code: 99061464121
Sculpted by Michael Perry

ON SALE AUGUST 18th

>>>TURN TO PAGE 40 TO SEE THESE MODELS IN ACTION

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**DOL AMROTH STANDARD BEARER**

This blister pack contains a metal Dol Amroth Standard Bearer, both mounted and on foot.

**DOL AMROTH STANDARD BEARER**
Sweden 140sek Denmark 115dkr
Norway 150nkr Euro 15
Product code: 99061464123
Sculpted by Gary Morley

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**DOL AMROTH CAPTAIN**

This blister pack contains a metal Dol Amroth Captain, both mounted and on foot.

**DOL AMROTH CAPTAIN**
Sweden 160sek Denmark 135dkr
Norway 175nkr Euro 17.50
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**WILD MEN OF DRÚADAN**

**RIDERS OF THE DEAD**

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**RIDER OF THE DEAD**
Sweden 80sek Denmark 70dkr
Norway 85nkr Euro 9
Product code: 99061466032
Sculpted by Michael Perry

**ON SALE AUGUST 18th**

This metal box set contains Ghán-buri-Ghán and 9 Woses.

**WILD MEN OF DRÚADAN**
Sweden 200sek Denmark 175dkr
Norway 225nkr Euro 22.50
Product code: 99111499071
Sculpted by Gary Morley

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MINAS TIRITH BATTLEHOST

This box set contains
1 Captain of Minas Tirith,
1 Standard Bearer of Minas Tirith,
6 Guards of the Fountain Court,
6 Knights of Minas Tirith,
36 Warriors of Minas Tirith and
12 Rangers of Gondor

MINAS TIRITH BATTLEHOST
Sweden 750dkr. Denmark 650dkr
Norway 750kr. Euro €80
Product code: 99111464127

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NEW RELEASES

SULADÂN THE SERPENT LORD

This blister pack contains a metal Suladân miniature, both mounted and on foot.

SULADÂN THE SERPENT LORD
Sweden 170sek Denmark 140dkr
Norway 200nkr Euro €20
Product code: 99061464129
Sculpted by Michael Perry

ON SALE AUGUST 18th

SERPENT GUARD

This blister pack contains 3 metal Serpent Guard

SERPENT GUARD
Sweden 100sek Denmark 85dkr
Norway 100nkr Euro €11.50
Product code: 99061464128
Sculpted by Allan Perry

ON SALE AUGUST 18th

>>>TURN TO PAGE 40 TO SEE THESE MODELS IN ACTION

SERPENT RIDERS

AVAILABLE AS A 5-MODEL BOX SET AND INDIVIDUALLY IN BLISTER PACKS

Box set contains 5 metal Serpent Riders

SERPENT RIDERS
Sweden 300sek Denmark 250dkr
Norway 300nkr Euro €35
Product code: 99111464119
Sculpted by Michael Perry

ON SALE AUGUST 18th

Blister pack contains 1 metal Serpent Rider

SERPENT RIDER
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Norway 85nkr Euro €9
Product code: 99061464118
Sculpted by Michael Perry

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MORANNON ORCS

This plastic box set contains 24 Morannon Orcs in 12 different poses

MORANNON ORCS
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Norway 225nik Euro €22.50
Product code: 99121462501
Sculpted by Alan Perry

ON SALE AUGUST 18th

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>>> TURN TO PAGE 36 FOR PAINTING TIPS
Relive the exciting journey of The Fellowship through the Mines of Moria with The Lord of the Rings tabletop strategy battle game, for two or more players. In the box you'll find a rules manual, Getting Started book, dice, 34 plastic Citadel miniatures, 12 paints and a paintbrush.
Immerse yourself in the grim darkness of the far future with the Battle For Macragge. Fight battles between the glorious Ultramarines and their most vicious foes, the Tyranids, as they clash on the Ultramarines' homeland. In the box you'll find an introductory guide, 50 Citadel miniatures, dice, rules book, 12 paints and a paintbrush.
In Warhammer, the game of fantasy battles, you and your friends wage war over a tabletop battlefield, commanding armies of mighty warriors. In the box you’ll find 109 Citadel miniatures, a Getting Started booklet, rulebook, dice, templates, range rulers, 12 paints and a paintbrush.
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This box set contains 1 Adeptus Mechanicus Battleship

Price:
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- Norway: 250 nkr
- Euro: 27.50

Product code: 99110807024
Sculpted by Mike Anderson

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ONLY AVAILABLE FROM MAIL ORDER

BOX SETS INCLUDE ENOUGH WEAPONS FRAMES TO MAKE ALL THE DIFFERENT SHIP CLASSES

TURN TO PAGE 62 FOR MORE INFORMATION

ADEPTUS MECHANICUS CRUISER

This box set contains 1 Adeptus Mechanicus Cruiser

Price:
- Sweden: 160 sek
- Denmark: 135 økr
- Norway: 175 nkr
- Euro: 17.50

Product code: 99110807025
Sculpted by Mike Anderson

ON SALE AUGUST 18th

ADEPTUS MECHANICUS LIGHT CRUISER

This box set contains 1 Adeptus Mechanicus Light Cruiser

Price:
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- Denmark: 135 økr
- Norway: 175 nkr
- Euro: 17.50

Product code: 99110807026
Sculpted by Mike Anderson

ON SALE AUGUST 18th
CHAOS SPACE MARINES
NEW ARMY SET
This plastic box set contains 1 Chaos Terminator Lord, 2 Chaos Spawn, 15 Chaos Space Marines, 6 Khorne Bearerats, 6 Chaos Possessed, 5 Chaos Terminators and 1 Defiler

CHAOS SPACE MARINES
Sweden 1650sek Danmark 1350dkr
Norway 1650kr Euro €180
Product code: 60120102023

ON SALE SEPTEMBER 1st

INCLUDES CODEX: CHAOS SPACE MARINES FOR A LIMITED TIME ONLY!

CHAOS TERMINATOR LORD

CHAOS POSSSESSED

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www.blacklibrary.com

THE INQUISITION

The Warhammer 40,000 universe is a deadly place in which Mankind must defend itself by any means. The agents of the Inquisition are empowered to go to any lengths to protect Humanity. This background book is the essential guide to Inquisitors, including known agents, their allies, enemies and methods. Every entry is rendered in encyclopaedic style, with illustrations throughout.

THE INQUISITION

edited by Nick Kyme
Sweden 225sek Denmark 200dkr Norway 225nkr Euro £25

PALACE OF THE PLAGUE LORD

CL Werner’s latest tale follows the last warrior of a fierce Norse tribe as he sets out on a quest deep into the dreaded Chaos Wastes, a land of madness that lies north of the Empire. Hideous monsters, ravenous daemons, and even the landscape itself threaten him on every step of the journey. What price must a mortal pay to steal the treasures of Nurgl, god of pestilence?

PALACE OF THE PLAGUE LORD

by CL Werner
Sweden 140sek Denmark 115dkr Norway 150nkr Euro €15

STAR OF DAMOCLES

In this second book in the Rogue Trader series, Lucian Gerrit is swept up in an Imperial Crusade to exterminate the alien Tau. Having crossed the desolate area of space known as the Damocles Gulf, the fleet arrives on the borders of the Tau Empire. Can Gerrit’s resourcefulness save the day when the Imperial forces find themselves outgunned, thousands of light years from home?

STAR OF DAMOCLES

by Andy Hoare
Sweden 140sek Denmark 115dkr Norway 150nkr Euro €15

GAUNT’S GHOSTS: THE SAINT

The Black Library’s flagship military science fiction series is back with a new omnibus edition collecting the books from The Saint sequence (Honour Guard, Guns of Tanith, Straight Silver and Sabbat Martyr). The novels follow the story of Commissar Ibraim Gaunt and the Tanith First-and-Only regiment, nicknamed the Ghosts, as they travel from warzone to warzone.

GAUNT’S GHOST: THE SAINT

by Dan Abnett
Sweden 170sek Denmark 140dkr Norway 200nkr Euro €20
ISBN: 978-1-84416-479-0

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

www.forgeworld.co.uk

IMPERIAL MACHARIUS HEAVY TANK

Just one of Forge World's massive range of huge vehicles, the Macharius is a heavy Tank with 2 battle cannons, twin linked heavy stubber and sponsons with a choice of heavy bolter, heavy flamer or heavy stubber.

Model designed by Daren Parnwood and Simon Egan.

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GET READY FOR THE

This October, something big is going to happen. Something so big, in fact, that Warhammer 40,000 may never be the same again. Here at Games Workshop, frantic staff members slave away day and night at their preparations, for those who are unprepared will fall by the wayside. Apocalypse is coming!

Warhammer 40,000 Apocalypse is not just a book — it’s an expansion that offers an entirely new and epic way of playing games in the 41st Millennium. This is about letting your imaginations, and your miniatures collection, run riot. Apocalypse provides a set of rules, suggestions and tips for getting together with friends and playing games on a scale previously unseen. You’ll need at least 3000 points of troops, but there’s no upper limit to the size of Apocalyptic battles!

Also in the new book are organisational aids called Datasheets. Each Datasheet contains the rules for a single, gigantic model, or an entire army formation. For example, super-heavy tanks, Squiggoths and Stompas are all covered, but a Datasheet may also provide rules for such things as a Kult of Speed, armoured platoon or even, we jest not, an entire Space Marine Company.

There’ll be new miniatures galore released alongside Apocalypse, from single figures and objective markers to box sets of Datasheet-ready battle formations. And there will be a gigantic new model that’ll make your mouth water... for the Baneblade super-heavy tank will finally be available as a massive plastic kit! But the point is, you can use your entire collection to play Apocalyptic games of Warhammer 40,000 — literally every miniature you own, new or old, can find its way into a battle of this scale. This is the playground of special characters, of bespoke modelling projects and of massive Forge World resin kits. This is where entire Companies of Space Marines make planetfall in Drop Pods and Thunderhawks, into the midst of Titan-led Traitor Legions. This is Apocalypse!
For more updates on Apocalypse, the Baneblade, and the latest Warhammer 40,000 releases, keep an eye on:

www.games-workshop.co.uk/apocalypse
# THE LORD OF THE RINGS

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<td>18/08/07</td>
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<td>Men-at-arms of Dol Amroth</td>
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<td>18/08/07</td>
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<td>Rider of the Dead</td>
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<td>Clansmen of Lamedon</td>
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## WARHAMMER

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## WARHAMMER 40,000 NEXT MONTH

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<td>Chaos Space Marine Battleforce</td>
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<td>29/09/07</td>
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<td>Chaos Space Marine Attack Squad</td>
<td>15/09/07</td>
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<td>29/09/07</td>
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<td>29/09/07</td>
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<td>Gaunt's Ghost: The Saint</td>
<td>01/09/07</td>
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<tr>
<td>Star of Damocles</td>
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- Games Workshop stores [Page 102]
- Good model shops [Page 105]
- GW Online store [Page 108]
- www.games-workshop.co.uk/store
- Games Workshop Mail Order [Page 108]
THE LORD OF THE RINGS
STRATEGY BATTLE GAME

Design Notes
We talk to those in the know about all things Gondor, from rules to miniatures design.

36 Morannon Orcs
Mark Jones gives us hints and tips on how to paint the new Orcs.

40 Battle Report
Our largest ever The Lord of the Rings battle report—four players go to war!
FOR THE GLORY OF
The ancient kingdom of Gondor lies in the south-east of Middle-earth, sat above the Bay of Belfalas and South of the White Mountains. It is one of the last great nations that still stand in defiance of the Dark Lord, Sauron, and is the bulwark against the denizens of Mordor.

The history of Middle-earth is often referred to in epochs - great eras separated by important world-changing events that mark the end of one Age and the start of another. Although Gondor in Flames also details the Last Alliance – the cataclysmic battle that concluded the Second Age, both The Return of the King journey supplement and Gondor in Flames are chiefly set around The War of The Ring, which marks the events that end the Third Age and herald the beginning of the Fourth. To understand the importance of Gondor and its role in Middle-earth, a little history is needed...

The twin realms of Amor and Gondor were founded by the exiled race of Men, the Númenoreans, who had escaped the destruction of their homeland and had made their way to the shores of Middle-earth. Both realms prospered after their founding, for the Númenoreans were a long-lived and nobler race than the common Men of Middle-earth. As the decades stretched into centuries, Gondor had grown to encompass vast tracts of land from the Misty Mountains in the west and the Mountains of Shadow in the east, and north from the borders of Mirkwood all the way south to the River Harpen.

Whether it was jealously, spite or simply his evil nature it is unknown, but whatever the reason the Dark Lord Sauron attacked the nation of Gondor without warning or provocation. Gondor was unready for such a large onslaught and so her armies were routed, lands captured and cities despoiled. The Elves, who had long been allies of Númenor, came to Gondor’s aid and this led to the Battle of the Last Alliance in which Sauron was thought to be finally destroyed and The One Ring captured and subsequently lost.

These events all happened in the Second Age of Middle-earth. As the Third Age came about, Gondor’s power began to decline. The Númenoreans married with common folk, so diluting the bloodline and eventually leading to the end of their line. Other nations, some previously in thrall to Sauron, constantly harried Gondor’s borders. The population and lands of Gondor began to shrink. Her enemies became bolder. As the Third Age was drawing to an end, Gondor was a shadow of its former self and was ruled by the Stewards, a distinguished and brave lineage of Men; yet they lacked the noble blood of the Númenoreans. As time passed the Stewards became ever more insular and mistrustful, severing ties and forgetting about Gondor’s once-trusted allies, such as the Elves and Rohirrim. This is the setting for both the Gondor in Flames sourcebook and The Return of the King journey supplement that are released this month.

Veteran The Lord of the Rings strategy battle game player and resident Middle-earth expert, Mat Ward, was tasked with writing the two supplements.

“Both books deal with the realm of Gondor but in very different ways,” says Mat. “Gondor in Flames details the history and realm of Gondor and covers six army lists, whilst The Return of the King follows the story of The Lord of the Rings as presented in both the novel and film, of which a great deal is set in Gondor. This has allowed us to bring out an extensive range of models that, uniquely, fit in with both supplements. The new releases do a fantastic job of bringing a fresh look to the Gondor range as well as plugging gaps I know that players have been wanting filled for a very long time.”

"East rode the knights of Dol Amroth driving the broken enemy before them..."

– The Lord of the Rings
GONDOR IN FLAMES

The proud realm of Gondor is the foremost bastion in the struggle against the Dark Lord – a shield held firm before the armies of Mordor. The new Gondor in Flames sourcebook covers the forces of Gondor, the history of this great realm of Men, and a series of unique scenarios representing some of the glorious battles of the Free Peoples.

Gondor in Flames
A full-colour, 64-page sourcebook containing history, rules, army lists scenarios and painting guides for the realm of Gondor.

1 A complete bestiary, containing all the rules for Gondor’s Heroes and Warriors.
2 Six updated army lists with sample armies and tactics.
3 Easy to follow painting guides and hobby tips.
4 Brand new scenarios representing key events from Gondor’s long history.

"Gondor in Flames is a very important book," says Mat. "It’s actually our first book that deals solely with Gondor. Previously there was the Siege of Gondor supplement, but while that was obviously anchored around the battle for Minas Tirith, it had a much wider brief and so dealt with sieges, siege equipment and even went all the way back to Helm’s Deep. Gondor in Flames is much more focussed; it covers the history of Gondor, has a far more comprehensive bestiary and, most importantly, gives players the option of five Gondor-flavoured army lists."

The army lists are at the heart of the sourcebook, and will allow players to field Gondor armies from varying times and regions. The first is the Tower of Ecthelion list. “This is basically your ‘movie Gondor list’. All your film characters are here – Aragorn as King Elessar, Peregrin Took, Boromir and Faramir," says Mat. With the release of the plastic Knights of Minas Tirith it’s not just the Hero section that can be bulked out. “We’ve now given the Knights a shield option, which will up their Defence values and make them far more robust shock cavalry.”

The Minas Tirith list gives you the choice of playing a Gondor army from earlier in the Third Age, while the Rangers of Ithilien list focusses on the skirmishing forces that were led by Faramir in the films. The Army of the High King list allows you to build a force from the Second Age that features not only pureblood Númenorean warriors, but also historical figures like King Elendil and Isildur.

The Dead of Dunharrow is one of the more unusual armies available to a Gondor player. “What you have,” says Mat, “is a
small but deadly force with high Defence values that cause Terror. They can now include Riders of the Dead, which are not cavalry in the true sense of the word, more like a Warrior of the Dead who can move a lot faster." The final list is the Fieldmorts. This list has had the most changes from its previous iterations. "It's almost a new list," enthuses Mat. "The forces of the Fieldmorts contain a variety of specialist fighters. This makes them a tough army in their own right but they work really well with the Minas Tirith list just as in the novels, giving them access to pikemen, heavily armed skirmishers or Swan Knights."

As well as the army lists there are five brand new scenarios. "Rather than present a campaign, I wrote scenarios based on key events throughout Gondor’s history. So you have scenarios that cover the Gladden Fields or the fall of Minas Ithil, for example."

**Sourcebooks**

The Lord of the Rings sourcebooks provide detailed background, comprehensive bestiaries, plus army lists and scenarios on a specific realm or province within Middle-earth. The sourcebooks allow you to create a force of a particular race, land or time period.

www.games-workshop.co.uk/thelordoftherings
The Return of the King

As the journey's end draws close, Frodo and Sam must venture into Mordor where they will encounter betrayal and danger at every turn. Meanwhile, Aragorn returns to Gondor to claim his crown.

The sourcebook is not the only supplement released this month. The third and final journey, The Return of the King, is also available. Just like the previous two journey supplements, The Return of the King follows the story of The Lord of the Rings, in this case tracing the final chapters.

“...This more than any other book covers a huge range of The Lord of the Rings miniatures. Almost every race and nation is represented at the Battle of the Pelennor Fields. Everything from Rohirrim and Woses to Ringwraiths and Morannon Orcs; there's just a huge array of stuff featured. It's also important to note that the journey supplements cover events both from the films and the novels, so we cover troops like the Woses, Fieledom Heroes like Forlong the Fat, and evil characters such as Suladán. It really is a packed book.”

As well as the sheer variety of figures that make appearances throughout the journey, Mat has taken a careful look at the scenarios. “I’ve made the scenarios far more flexible. In previous journey supplements it would give you a precise list of the forces needed. Now each scenario has points values rather than actual troop listings. This way you can match your model collections to the scenarios rather than having missing figures in your scenario games. You’ll still need certain Heroes or key troops to play the games. For example when Théoden fights the Witch-king you’ll obviously need Théoden and the Witch-king, plus Éowyn and Merry to bail the King of Rohan out,” says Mat. This isn't the only difference in the way scenarios are presented. “Each scenario now has an alternative approaches section that allows you to use...
the structure of the scenario to re-enact something different, so there is a lot of replay value in there as well. Going back to the Witch-king versus Théoden example, the scenario as published is literally just the named Heroes, while the suggestion is to add 750 points worth of Warriors on each side so you can represent the battle going on around the central events," adds Mat. "In other cases we suggest using completely different forces in different circumstances. For instance, in The Walls of Minas Tirith scenario I suggest using a force of Dwarves attacking Goblin holds or even Númenoreans assaulting Barad-dûr. We don’t completely dictate what you should be doing in any of these scenarios; expanding them is a good thing because, in my mind, playing the scenarios is the really fun part of the hobby, where the spirit of the game is paramount," says Mat.

**Journey Supplements**

The journey supplements follow the story of The Lord of the Rings and allow you to fight key scenes, in order, through the use of scenarios. The scenarios are supported by detailed and straightforward terrain projects and painting guides.

www.games-workshop.co.uk/thelordoftherings
Knights of Minas Tirith

Tall, stern warriors mounted on swift steeds and bearing keen lances, the Knights of Minas Tirith are truly the pride of Gondor. When Minas Tirith goes to war it is the knights who lead the assault.

Riders of the Dead

At the vanguard of the Army of the Dead ride swift moving horsemen, whose spectral blades are as deadly as any sword. Such riders can be seen galloping across the wilds on the darkest of nights.

The Fief of Lossarnach

The Axemen of Lossarnach are unusually armed, choosing to wield broad-bladed axes instead of sword or spear. This holds its origins in the earliest days, when the first Lord of Lossarnach used such a weapon to great effect in the defence of his liege. Since that day, the sons of Lossarnach have wielded the axe with fearsome skill, battering aside or crushing any who would stand against them in battle.

It has been a while since Alessio Cavatore was the exotically titled “Ringbearer”, in charge of all things to do with The Lord of the Rings strategy battle game. While young whippersnappers like Adam Troke and Mat Ward have been slaving away at The Lord of the Rings supplements, Alessio has been pondering things from a broader viewpoint and taking on responsibilities for all three of our games systems. This hasn’t stopped Alessio from looking in on the strategy battle game and keeping his beady eye on its progress.

With this month’s massive The Lord of the Rings release, we thought it was time we sat Alessio down to record his thoughts on the strategy battle game in general and how it has evolved.

“I’m very pleased with the game,” says Alessio. “If you don’t keep an eye on them, games systems have a tendency to grow and become bloated with lots of special rules and complicated game mechanics. The Lord of The Rings has been deliberately kept simple. Mat and Adam have both done a good job here; a games developer’s instinct is to tweak and change things, but all the supplements that have been released recently have kept any such tweaks to an absolute minimum. It is a very clean system and no matter what supplements we bring out it should always remain so.”

One of the biggest changes to the system since Alessio relinquished control is the advent of Legions of Middle-earth and the two types of supplement – sourcebooks and journeys. “Legions of Middle-earth provided players with a new approach to the strategy battle game and now you can theme your armies and create a dedicated force no matter which faction you choose.”
Men-at-arms of Dol Amroth

Dol Amroth’s defence rests not only with the glorious Swan Knights, but also upon the loyal Men-at-arms, a force of standing soldiers sworn to the prince’s service.

However, it’s in the sourcebooks that Alessio thinks we’ll see the greatest innovations and new releases. “I’ve been very impressed with the recent sourcebooks, they are just the tip of the iceberg and offer limitless potential to what we can do with the game. We’ll never stop doing sourcebooks as long as we make The Lord of the Rings game. This is thanks to our expanded license agreements, not just with the filmmakers, but also with the Tolkien estate, allowing us to use material from the novels. For the first three years we were focussed solely on the movie imagery, making sure that each new game release represented the movie, in how the game played, the model range – in which we had to get approval from all the actors before we could release their character’s figure – and writing scenarios for key scenes from the film. The game has developed so we have a much broader canvas; the journey supplements now do the job that the first three rulebooks from the core games did, leaving the sourcebooks to explore parts of Middle-earth we haven’t yet seen.”

It’s not just the supplements that Alessio is pleased about. “The model range has expanded to include more and more fantastic things. As a Tolkien fan it’s very exciting to see things like the Azmen of Lossarnach. Models that, long ago, we said we could never do because there was no room in the range, or we had to focus on the movie imagery. To be able to delve into the books is great fun. I’ve always wanted to see the Swan Knights of Dol Amroth, or any number of characters and heroes that were never covered by the films. The design of these new models is great and the way they fit in with the existing range, ...”

The Fief of Lamedon

The Clansmen of Lamedon make their homes in the untamed foothills of the White Mountains. Undisciplined and preferring a wilder way of fighting, such folk may be unsuited to the ordered battlelines at the heart of Gondor’s armies. They are formidable skirmishers who use their long blades to great effect. They often operate independently from other elements in an army of Gondor, preferring to use their own methods.
INVADERS FROM THE SOUTH

Suladân, The Serpent Lord

Suladân was already a renowned chieftain in the armies of Harad when he ventured into ruined Kārna and found the fabled sword of Mardat.

\[
\begin{array}{ccccccc}
F & S & D & A & W & C & M/W/F \\
5/4 & 4 & 5 & 3 & 3 & 5 & 3 & 3 & 1 \\
\end{array}
\]

Serpent Guard

Only the most skilled and devoted warriors may join the ranks of the Serpent Guard, the very elite of Suladân's armies.

The models were based on real costumes, and characters who were played by real people.

as if they had been in the movie all along, is a credit to Gary Morley and Alan and Michael Perry,” says Alessio. “It’s the gritty realism I like,” Alessio proclaims. “This has no doubt come from such as Goblin Spider Riders and Mechanical Steeds.”

For Alessio, who has always been an unashamed Tolkien fan, the game’s greatest advantage is that it is a The Lord of The Rings game. “To use Tolkien’s work as the source for a tabletop wargame is something I’ve always wanted to do. Tolkien’s writing is very evocative, so even a few lines of prose is enough to fill your head with ideas. Suladân’s Serpent warriors are a case in point. They are not in the film and are only fleetingly in the book but those few paragraphs are enough to make you want to see them. Luckily for us, The Lord of the Rings is full of such asides. Which means we can pore over a Middle-earth atlas and mark loads of places that will become supplements. We could be working on sourcebooks for the next ten years and still there would be more material to cover.”
Serpent Riders

The Serpent Riders of Harad are the most experienced of Súladân's cavalrmen, using their poisoned lances and scimitars to scatter the foe and cut them down as they rout. Few can outfight them, but to flee is folly.

Morannon Orcs

Led by Gothmog at the Battle of the Pelennor Fields, the Morannon Orcs are more heavily armed than their debased kin.
Guard of the Fountain Court

The Guard of the Fountain court are selected from the very best warriors in all of Gondor. They are equipped with the most intricately crafted weapons and armour. They are trained in the use of the spear and will surround their lord in a deadly phalanx waiting for the enemy to rush onto their spear tips. For they are sworn to protect the Lord of Minas Tirith, be he the Steward or a King of old.

Adam Troke: This sample army is representative of the garrison of Minas Tirith and the warriors from the outlands that came to reinforce it prior to the Battle of the Pelennor Fields. Built to take on all comers, and featuring a couple of sturdy Heroes, this army should be able to put any enemy through its paces. The tactic for this force is attrition – the Warriors of Minas Tirith have excellent armour so don’t be afraid of grinding your enemy into submission through gruelling close combat.

1. The main contingent of the force, led by the Captain, should position itself in a traditional shieldwall, a bristling block of shields and spears. With the Captain and the banner bearer holding the centre of the formation, the Warriors should be able to stave off any assault. The archers can either stand back and provide covering fire, or pitch into combat.

2. The Guard of the Fountain Court are among the finest close combat troops to be found in any Good army. Kept together as a block of six models, they can take any objective. They are just perfect for use in scenarios like Domination or Take and Hold. Remember you can always use them to waylay Terror-causing enemies too.

3. The perfect shock troops for a Gondor army (especially one that doesn’t want to shell out lots of points for the Knights of Dol Amroth), the Knights of Minas Tirith can smash apart enemy advances. Use them to support Group 1 by crashing into enemy troops once they are engaged.
The Eye of Sauron

The armies of Gondor boast good solid warriors with better than average Defence values. It's easy to see why Evil generals are often intimidated at the thought of taking them on. Bear in mind though, that these advantages come at a price - heavy armour isn't free, you know. Most Evil armies will therefore be able to outnumber a Gondor force quite easily. Try surrounding the enemy with Orcs, this will break up their shieldwall formations, and trap the Warriors within. Defence 6 isn't half as threatening when you're rolling lots of dice to wound, is it?

4 Angbor and his warriors are armed with two-handed weapons, they can hack apart even the best enemy armoured Warriors, and their Fight value of 4 isn't to be sniffed at either. Use them to anchor one of your flanks. They'll be able to take on anything shy of charging cavalry, and with Angbor in their midst, they're almost impossible to remove.

5 The Axemen of Lossarnach are awesome elite warriors, who can use their pole-arms as either two-handed weapons or spears. This versatility, combined with their excellent Fight value of 4 and their heavy armour means that they are the perfect unit to act autonomously, taking objectives or hunting down hard to shift enemy troops. Another benefit is that they can easily stand in as part of the army's main shieldwall if you need them to, lending their spears to the rear echelons, or their Fight values to the front rank.

6 The Rangers of Gondor are excellent warriors and fine shots. They have a great Shoot value of 3+ and a Fight value of 4. Only their Defence lets them down, so keep them out of harm's way, where their bows can wreak havoc on the enemy. As a general rule, target any enemies with Defence 4 (or lower) first, since they are easier to kill, and will bring your foe closer to their break point, then concentrate on picking off your opponent's most destructive units. If the battle isn't going well, you can always commit them into combat.

Allied Force: The Fields

<table>
<thead>
<tr>
<th>Unit</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Barahir, Captain of Minas Tirith with shield</td>
<td>55</td>
</tr>
<tr>
<td>Warrior of Minas Tirith with Banner</td>
<td>32</td>
</tr>
<tr>
<td>24 Warriors of Minas Tirith</td>
<td>200</td>
</tr>
<tr>
<td>6 Guard of the Fountain Court</td>
<td>60</td>
</tr>
<tr>
<td>6 Knights of Minas Tirith with shields</td>
<td>84</td>
</tr>
<tr>
<td>4 Angbor the Fearless</td>
<td>55</td>
</tr>
<tr>
<td>8 Clansmen of Lamedon</td>
<td>64</td>
</tr>
<tr>
<td>8 Axemen of Lossarnach</td>
<td>72</td>
</tr>
<tr>
<td>9 Rangers of Gondor 4 with spears</td>
<td>76</td>
</tr>
<tr>
<td><strong>Total:</strong></td>
<td><strong>698</strong></td>
</tr>
</tbody>
</table>

www.gamesworkshop.co.uk/thelordoftherings  35
Painting Morannon Orcs

The new plastic Morannon Orcs offer Evil players a great opportunity to add even more variety to their Orc army. Mark Jones shares some top painting tips...

In recent years a stronger strain of Orc has begun to appear within the armies of Mordor, particularly within the garrisons of the Black Gate and Minas Morgul. A sign that the forces of Mordor are preparing for a renewed offensive is the quality of the armour that these “Morannon Orcs” are equipped with. Though crude by the standards of Elves, Dwarves or even Men, the armour of the Morannon Orcs is thick and strong, providing them with additional resilience. This enhanced wargear, coupled with the Orcs’ increased strength, makes the Morannon Orcs ideal shock troops for Sauron’s attack on Minas Tirith.

We asked Mark Jones of the Studio hobby team to share with us some tips on how to paint a box of Morannon Orcs. The trick when painting Orcs – especially well-equipped ones like these – is in making individuals look like a coherent force on the tabletop. To achieve this end, Mark has used several techniques. Firstly, he’s made sure that the armour – which makes up the largest area on all the Morannon Orc models – is painted the same way on every model. In addition, Mark has used a very limited palette of colours for painting the skin tones, allowing him to exercise a degree of variety while keeping all the Orcs’ flesh tonally similar. Finally, Mark has painted a red Eye of Sauron device on all the Orcs’ shields, marking them out as a regiment of Gothmog’s chosen Orcs.

Pictured above is just half of a standard box set of Morannon Orcs – once Mark has painted the other half, he’ll have the foundations of a formidable Orc army. Check out the Battle of the Pelennor Fields battle report, beginning on page 40, to see how Morannon Orcs fare in battle!
MORIA™

BATTLE GAMES IN MIDDLE-EARTH

Box Contents

34 Plastic Miniatures
Many of these models are only available in this box set
- Frodo
- Sam
- Gandalf
- Cave Troll (with two weapon options)
- Merry & Pippin
- Boromir
- Aragorn
- Legolas
- Gimli
- 24 Goblins

Balin's Tomb Plastic scenery
Recreate the Chamber of Mazarbul on the tabletop with this fantastic plastic scenery set.

Hobby Supplies
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Gaming Essentials
Full version of The Lord of the Rings strategy battle game rules!
- Small format 112-page rules manual
- Fantastic introductory booklet
- Dice and range rulers
- Paints and paintbrush

The Mines of Moria set is available from Games Workshop Retail Stores, Independent Stockists, Games Workshop Mail Order and Games Workshop Online!
THE BATTLE OF THE

BATTLE REPORT

THE LORD OF THE RINGS
STRATEGY BATTLE GAME
What better way to celebrate the launch of two fantastic Gondor-related supplements than with a huge battle report – the hugest The Lord of the Rings battle report, in fact, ever attempted in White Dwarf! Read on...

The Battle of the Pelennor Fields is one of the most epic moments from The Lord of the Rings books or films – a battle terrible in its fury and magnificent in its grandeur. The new journey supplement, The Return of the King, includes guidelines on how to combine four of the Pelennor Fields scenarios contained within to make one massive game. Using those guidelines, we gathered together four experienced players and a huge number of miniatures, and set about making this mega-battle a reality.

Alessio Cavatore and Dom Murray were selected to play the Good side, while Pete Foley and Mark Latham gathered the legions of Sauron. The four of them sat down together before the battle and agreed upon the “historical” participants for the battle. They used the suggested points values presented in the four scenarios, but decided not to worry about army lists. In a game of this size, the onus was on making it look fantastic and recreating their favourite movie and novel moments.

The gaming area was roughly 224cm/8' square, though parts of the board were taken up by scenic features to represent the quayside where Aragorn arrives, and the gates of Minas Tirith. These features reduce the playing area slightly, but we decided this was a good thing, as it cuts down the amount of “no man’s land”, so that models from one scenario, having completed their objectives, could more quickly join the battle in another part of the board. The rest of the battlefield was populated by small clusters of rocks, dead trees and hills, but was largely left clear. A large hill was added to the north edge, from which point the Rohirrim would begin the battle. Other house rules are discussed overleaf.

<table>
<thead>
<tr>
<th>Game Statistics</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Participants</strong></td>
</tr>
<tr>
<td>Alessio Cavatore and Dominic Murray (The Free Peoples), versus Mark Latham and Pete Foley (Forces of Evil).</td>
</tr>
<tr>
<td><strong>Scenario</strong></td>
</tr>
<tr>
<td>The Battle of the Pelennor Fields (from The Return of the King journey supplement).</td>
</tr>
<tr>
<td><strong>Points values</strong></td>
</tr>
<tr>
<td>Between 2500 and 3000 – but who’s counting!</td>
</tr>
<tr>
<td><strong>Location</strong></td>
</tr>
<tr>
<td>The Pelennor Fields, Gondor.</td>
</tr>
<tr>
<td><strong>Timeline</strong></td>
</tr>
<tr>
<td>3019 of the Third Age.</td>
</tr>
</tbody>
</table>
THE SCENARIO

The gaming area is split into four sections, as shown, each containing one of the four scenarios that make up this battle. Models must complete their objectives from the smaller scenarios before they are allowed to move beyond the boundaries and affect another scenario. Each of the four scenarios is worth one victory point, and the first side to gain three or more points wins the game. Both sides are treated as massive, combined armies for the purposes of determining their break point.

1 The Return of the King
Having trod the paths of the dead to garner new allies, Aragorn, Gimli and Legolas arrive at the Harlond quayside aboard a captured Corsair ship. Surprising Gothmog's Orcs, they smash into the forces of Evil and unleash the Army of the Dead. The four participants opted to play the movie version of this scenario, with the Army of the Dead standing in for the Fiefdoms troops. As a result of this change, we decided that the Evil side would not start the game broken as stated in the journey supplement. This would only complicate things later on, and possibly unbalance the game if the Army of the Dead manage to affect other scenarios too early. Finally, the presence of the King of the Dead lends all of the Army of the Dead models a special 4+ save against all wounds suffered, in a similar way to a Fate roll.

Objective
The Good side must get Aragorn and at least 10 other models into the Evil deployment zone by the end of Turn 10. The Evil side must stop them.

2 The Glory of Dol Amroth
Gandalf has marshalled the defence of Minas Tirith, and has now joined with Prince Imrahil of Dol Amroth to lead a charge into the heart of the enemy. However, the Easterlings and mercenaries of Khand await them, and prove to be a determined foe. In this scenario, Imrahil and the Knights of Dol Amroth all cause Terror due to their determination and righteous fury! We allowed the Good side to field Fiefdoms troops in their force, as they were not being used at the quayside (see The Return of the King scenario). In addition, following the events of the movie Gandalf’s staff of power is broken at this point, and may not be used.

Objectives
The Good side must kill all the Evil Heroes. The Evil side must kill at least half of the Good models.
The Death of Kings

The only participants in this scenario are Théoden, Merry, Éowyn and the Witch-king on his Fell Beast. All four combatants are exempt from Courage tests for the duration of the battle. The scenario in the journey supplement includes rules for reinforcements arriving later in the game. These were ignored, as it seemed likely that reinforcements would arrive naturally during the course of the game.

Objective
The Witch-king must kill all three Good models. The Good side must kill the Witch-king.

Charge of the Mûmakil

In this scenario, Éomer leads a throng of Riders of Rohan to do battle against the Haradrim. However, as the battle rages, several Mûmakis arrive and cause utter mayhem! Two Mûmakis arrive from the eastern board edge at the start of Turn 3. In the journey supplement, the remainder of the Harad force are meant to be on foot, but all four players agreed to allow a small contingent to be mounted. The reasons for this were twofold – firstly, it would allow any leftover forces to reach the rest of the playing area more swiftly, and secondly, the new mounted Suladân and Serpent Rider miniatures look incredibly cool!

Objective
The Good side must kill both the Mûmakis. The Evil side must wipe out all the Rohirrim.
Dom: Having collected our own Minas Tirith and Rohan armies for some time, Alessio and I will split our forces into those we are most comfortable with. Thus, he controls the Rohirrim and I control Gondor and its Fiefdoms. The trick will be in making sure we claim objectives as a team, looking at the whole battlefield rather than only concentrating on our own game.

With Aragorn, Legolas, Gimli and the Army of the Dead I have a hard-hitting force which has to break through a tough Orc line. The plan here is to get into combat in double-quick time and smash through the Evil troops. If I can break the spine of the enemy, then hopefully they'll flee, allowing me to seize the objective. The triumvirate of Aragorn, Legolas and Gimli will worry any right-minded general with their Might points, high Fight values and special rules. The Army of the Dead wound their opponents by striking against the Courage value rather than Defence. With a Courage of just 3, the Orcs will be as good as dead (assuming they manage to pass their Terror tests).

Outside the gates of Minas Tirith, Gandalf and Prince Imrahil lead the valiant Fiefdom troops. Their objective is to kill all the enemy characters on this part of the board. With Angbor the Fearless alongside them they should be able to wreak havoc amongst the enemy. My plan is to use the killing machine that is Imrahil to lead a cavalry charge directly into the heart of the enemy, whilst supporting the flanks with the Fiefdom troops to prevent the knights being encircled by the enemy cavalry. Gandalf will be of great use in distracting the foe and the ability to make himself terrifying will stop him attracting too much unwanted attention in the Fight phase.
**OF GONDOR™**

**The Return of the King**

Alessio: When we were deciding which part of the forces of Good Dom and I were going to command, I immediately expressed the wish to control Rohan in both the Charge of the Mûmakil and the Death of Kings scenarios. After all, I do have a Rohan cavalry army, and my favourite scene in The Return of the King is the charge of the Rohirrim at the siege of Minas Tirith. I always cry like a baby when I see Théoden racing ahead of his entire army... Now that’s a King!

Now that I’ve seen the opposition my Rohirrim will be facing, however, I am considerably less confident in our chances of victory. Two Mûmakil (each with a Mahud!), Haradrim warriors and Serpent Riders led by Suladân himself. And a Hasharin, too! I think Éomer will have a bit of a hard time against such a force. Our only hope is to stand off and use our superior firepower to kill all of the models on top of one howdah. If my riders manage to achieve that, then it will be fun to see the stampeding Mûmak squashing the Haradrim for us. If, on the other hand, if the Oliphaunts make it to the bulk of my army I foresee a lot of very flat Riders of Rohan – especially if the Mahuds are still around with their 3 points of Might each. Speaking of Might points, it will be vital to keep Éomer and Gamling alive for as long as possible, just for their Heroic actions.

For the duel between Théoden, Éowyn and Merry against the Witch King, my tactic will be to just engage the Evil monster as much as possible and then use shields to roll a lot of dice in the fight. This will hopefully allow us to win the fights and keep him busy for many turns, as his reserve of Will is slowly consumed. Basically, we’ll try to tire him out!

**Charge of the Mûmakil**

Alessio Cavatore is one of the chief rules gurus in the Design Studio. Having written many of the rules for the Rohirrim, and even portrayed a Rohan casualty in The Return of the King movie, he's confident of bagging a Mûmak or two.
Pete: What a great looking scenario! Combining four different scenarios on the same board should lead to an amazing battle, with different forces facing off against each other depending on who wins each mini-game.

For this battle I will be taking control of the Evil side in the Death of Kings and Glory of Dol Amroth scenarios. I am fairly confident that the Witch-king should be able to deal with Theoden and chums. With his Fell Beast and his bounteous supply of Might and Will, the key will be trying to kill the Good Heroes off as quickly as possible. Only then can he lend his weight to my vastly outclassed Easterlings and Variags attempting to hold back the charge of Dol Amroth.

The Glory of Dol Amroth is a scenario I expect to be much more difficult. With Imrahil, Gandalf, Angbor and a Captain of Dol Amroth leading a charge of various knights, Men-at-arms and clansmen. I think the Evil Warriors will have trouble staying alive long enough to protect their Heroes. My tactic, however, will be to attempt to pin the Good cavalry down for as long as possible and hope that my two Khandish chariots can disrupt them by knocking a few off their horses. Then the Easterling phalanx and the Orc warriors will try to mob anyone that is left and hope that in a battle of attrition, I can whittle down the good guys' numbers before all my Heroes are slain.

I have high hopes if I can get the Witch-king over to the walls before the Good Heroes can break through my lines. If not I will simply try to surround my Heroes with Orcish minions as much as possible, protecting them until support can arrive from somewhere else.

'Easy Metal' chief Pete Foley has only recently turned his eye towards The Lord of the Rings game. However, his fascination with Evil armies, and beady tactics, have already earned him the moniker of "Studio Dark Lord".
Let Battle Commence

The first turn began with almost every single model advancing towards the foe, the only exception being the Morannon Orcs to the south, who held their line in the face of the onrushing Army of the Dead.

In the second turn, the Evil side won priority, and Dom immediately used Imrahil to call a Heroic Move. With the battle-lines so close, it was vital that the Khandish Chariots did not charge the Knights of Dol Amroth.

To the north-west, the Witch-king circled the three Good Heroes, and sapped Éowyn’s Will. Save for the charging Variags of Khand, the rest of the Evil force remained stationary. Conversely, Éomer’s riders thundered down the hillside, and the Army of the Dead swept towards the Orc battle-line. In the Shoot phase, Suladán shot the nearest Royal Guard’s horse out from under him, while the Troll Chieftain scored a major blow by hurling a rock at the King of the Dead. Dom failed all three of the King’s Fate rolls, and the ghostly Hero was wounded.

The Evil side won priority on Turn 3, prompting Théoden, Gandalf and Éomer to all call Heroic Moves. Only Éomer succeeded, as Evil models on each section of the battlefield countered the Good side’s efforts. Éomer crashed headlong into Suladán, while his riders and Royal Guard charged the Harad spearmen. One of the Royal Guard lobbed a throwing spear at the Haradrim banner bearer, killing him outright. With no unengaged friends nearby, the banner was lost. Looking up, however, the Rohirrim were stunned by the arrival of two mighty War-Mûmakis, urged forwards by their hate-fuelled Mûðds. Elsewhere, the Witch-king Compelled Éowyn into combat with him, determined to dispatch Théoden’s allies quickly. The swift Riders of the Dead made contact with the Orc horde before them.

In the Shoot phase, Alessio’s Rohan Outriders went out of their way to kill the Mahûd of one of the Mûmakis, and managed to score a wound. Meanwhile, Dom’s plans went awry as Mark used the Troll Chieftain to target the King of the Dead with another rock. When the dust settled, the ancient spectre was so much green mist. This was a vital kill, as with their king gone, Mark had a real chance to beat the ghostly warriors.

In the Fight phase, the Witch-king expended a Might point to call a Heroic Combat, and wounded Éowyn with his cruel Morgul Blade. She failed her Fate rolls and Merry could only watch on as his companion was felled by the Evil overlord, who then attacked the young Hobbit.

Merry shielded, and somehow managed to fight off the Witch-king. To the north-east, Éomer wounded Suladán and killed his horse. However, all around him Riders of Rohan fell to the Serpent Riders’ counter-charge. To the south, Dom shook his head in disbelief as not a single Orc Warrior fell to his Riders of the Dead — in fact, one of them managed to kill its spectral assailant! Finally, outside the gates of the White City, Evil Warriors fell left and right, but not without cost — a Captain and a Knight of Dol Amroth were smote in return as the chariots went on a rampage.

In the fourth turn, Evil again took priority. Merry called a Heroic Move and charged the Witch-king. Pippin also called a Heroic Move, urging the nearby Men-at-arms to face the flanking Orcs. Aragorn followed suit, charging the Troll Chieftain.
Finally, Suladan countered Éomer's Heroic action. The ground trembled as the Mûmak's trampled forwards, and a Rider of Rohan was crushed underfoot. Taking aim from their howdah, the Mûmak crews opened fire on the Rohirrim, killing Gamling's horse. To the south, Legolas expended Might to kill two Orcs, making every arrow count.

The Fight phase was bloody indeed, as swaths of Easterlings and Fiefdom troops fell in a bitter, close-fought battle. The Rohirrim and Haradrim fought to a standstill, with minimal casualties. To the south, the Uruk-hai claimed another Rider of the Dead, while Aragorn was beaten by the Troll Chieftain! Wounding the last of the Dûnedain twice, Dom only managed to save one wound with his Fate.

In Turn 5, Evil won Priority for the fourth turn in a row, and Gamling was forced to call a Heroic Move to save Éomer from a Mûmak's Trample attack! Aragorn also called a Heroic Move, but this time rather sheepishly avoided the Troll Chieftain, while two Riders of the Dead engaged the brute instead. In the Shoot phase, thirteen Rohirrim fired at the crew of the closest Mûmak, killing the Mahûd. In the Fight phase, Éomer was attacked by a Serpent Rider who, thanks to the combination of Poison and a lance, wounded the Marshall of Rohan. Alessio passed the Fate roll with a sigh of relief. To the south-east, the Army of the Dead began to fall in droves as Dom had another turn of terrible luck. The Trolls cut through the Riders of the Dead, sending them to final rest a bit earlier than Dom had hoped. To top it all, Aragorn and Gimli were almost beaten by lowly Orcs, and both had to expend Might points to dispatch their foes!

**Glory of Dol Amroth**

In Turn 2, Dom was eager to use Imrahil's Heroic Move to lead a glorious charge into the heart of the enemy. Gandalf and the Captain of Dol Amroth charged into combat, but Alessio warned Dom to leave the rest of the knights where they were. Sometimes it's better to wait to see what the enemy does rather than rush in foolhardily.
**To Kill a Troll...**

The Trolls had, thus far, caused no end of problems for the Good side at the Harlond. These hulking brutes had already wounded Aragorn and smote the King of the Dead, and were taking their toll on the rest of the Dead of Dunharrow. So it fell to Aragorn to even the score, which he did in impressive style. Charging the Troll Chieftain, the heir to the throne of Gondor defeated the monster, and killed it outright with the awesome power of Anduril, Flame of the West!
The Good side finally wins a priority roll, allowing Théoden to charge the Witch-king and prevent the Nazgûl from using spells this turn. Théoden wins the combat, but cannot wound the lord of Evil.

Alessio's plans to hide his Rohirrim behind rocky outcrops falls flat, as one of Mark's Mûmakks rolls a 6 on the Batter chart, destroying the rocks and trampling a Rider of Rohan. The second Mûmak then runs amok, killing Gamling and two Royal Guard, a Serpent Rider, and Éomer's horse!

Aragorn kills the Mordor Troll Chieftain in a single round of combat.

Dom's luck in combat promptly runs out, as Legolas is battered by another Mordor Troll, and is forced to spend all of his Fate points to survive.

Gandalf was able to pick his fights this turn, as he cast Terrifying Aura, preventing several Khandish mercenaries from charging him.

Imrahil's knights inflict a heavy toll on the Evil side, dispatching several Easterlings, Khandish warriors and Orcs, and destroying one of the Khandish Chariots.
The Good side won priority again in Turn 7. One of Mark's Mahûds called a Heroic Move on behalf of his Mûmakil, which Éomer attempted to counter but failed. Alessio could only look on in horror as the Mûmak ran riot through his Rohirrim once more, trampling Éomer into the dirt!

In Turn 7's Shoot phase, Alessio continued to target the crew of the Mûmakil, realising that the only chance he had to bring down the Oliphaunts was to send them on a stampede. Finally managing to get past the cover of the howdahs, three Haradrim fell to Rohan bowfire. However, the Mûmak crews returned fire, thrashing two Riders of Rohan from their saddles.

In the Fight phase, the Witch-king finally fought his way out of a corner and wounded Théoden, moving ever closer to his goal. To the north-east the Haradrim began to press the Rohirrim, with the Hasharin continuing his killing spree amongst the Eorlingas. By the quayside the reverse was happening as the Orcs began to fall to the blades of the Dead. Gothmog himself entered the fray, but was wounded by Gimli. However, it was outside the gates of Minas Tirth that the most vital combats were fought. The Axemen of Lossamach cut down enough Orcs to break the entire Evil force. Unfortunately for the Good side, a Kataphrakt responded by killing a Man-at-arms of Dol Amroth, breaking the Good side on the same turn! The fate of Middle-earth would now be decided by the mettle of Heroes and Warriors rather than by brute force.

At the start of Turn 8, Evil won priority and therefore had to make their Courage tests for being broken first. To Alessio and
Dom's disgust, Mark and Pete passed every single test for their Heroes. Due to the Stand Fast! rule, this left only a handful of Warriors who had to take Courage tests, most of whom passed. The Mûmak, immune to the vagaries of Courage tests, continued to stamp on the Riders of Rohan, killing four more between them. The Good side's Courage tests for unengaged models went almost without a hitch — ironically, the only failed test was by Angbor the Fearless, though he stayed in the fight by expending a Will point.

In the Fight phase, Merry managed to defeat the Witch-king, forcing the Nazgûl away from Théoden once more. The Rohirrim and Haradrim fought to a virtual standstill — a single Outrider was wounded, but used Fate to continue the battle. By the quayside, more Orcs fell as the Good side pressed home the advantage. Dom now had only two turns to get the remainder of his models into the Evil deployment zone. Gimli spent a point of Might to wound Gothmog again, forcing the Orc chieftain to expend his Fate. Finally, the cut and thrust of combat to the south-west continued, with Warriors falling on both sides. However, despite the concerted efforts of both Gandalf and Imrahil, the last remaining Evil Heroes refused to fall.

"Spear shall be shaken, shield be splintered!"
— Théoden, The Return of the King
Turn 9 began with the Evil side winning priority. This time no Good model contested the order, as they wanted to see if the Evil Heroes failed their Courage tests. Only an Orc Captain near the gates of Minas Tirith failed and fled the battle. Alessio and Dom could only shake their heads as the Evil side, with uncharacteristic bravery, charged the Free Peoples once more. The Mûmakil trampled two more Riders of Rohan, while the last few Rohirrim were utterly surrounded by Suladân and his Warriors of Harad. Once every model that could reach a combat had done so, and with no shooting to be done, it was time for the Fight phase.

Merry again defeated the Witch-king in combat, but again failed to wound the lord of the Nazgûl. However, the prolonged battle was taking its toll on the Witch-king, whose Will was fast running out. Suladân cut down the last of the Rohirrim, and the war-horns of the Haradrim rang out across the battlefield, signalling that the Evil side had claimed the first real victory of the battle. To the southeast the Orcs were thinning out as the Good side battled against the clock to achieve their objective. However, the Troll in the centre of the fighting despatched two more Warriors of the Dead, meaning that Dom was fast running out of the requisite numbers to pull off the win.

In Turn 10, the Good side took priority, and began their Courage tests. Pippin required all of his Will points to pass the test, and even the doughty Gimli was forced to expend a point to continue the fight. Aragorn and his companions raced forwards, but not enough of the Warriors of the Dead could make it into the Evil deployment zone – a solitary model made the difference between victory and defeat! Dom was determined that if he couldn’t claim the objective, then he’d just have to take it out on the Orcs and wipe them out.

Aragorn called a Heroic Combat, killing an Orc and joining the fight against Gothmog in order to trap the Orc general. Though he required a Might point to do it, Aragorn assisted the Warriors of the Dead and finally killed Gothmog. Elsewhere, Legolas defeated a Mordor Troll in single combat, wounding the beast with his Elven daggers. Outside the city gates, the Heroes of the Free Peoples fought bravely, with Imrahil cutting down the Easterling Captain. Only the Khandish Chieftain now stood between the Knights of Dol Amroth and victory, yet they could ill afford to lose more Warriors in the process.

Finally, the mood turned sour for the Good side as, though depleted of Will, the Witch-king managed to beat Merry and Théoden in battle. Focussing all his efforts on the King of Rohan, the lord of the Nazgûl cut Théoden down, vanquishing the last of the Horse-lords from the Pelennor Fields.

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**Come not between the Nazgûl and his prey!**

— The Witch-king, *The Return of the King*

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The placement of the Mordor Uruk-hai near the ruins had made it difficult for Dom’s Army of the Dead to move quickly. The Uruks’ control zones blocked movement, while their high Courage and Fight values made them difficult to beat.

Suladân’s 12" Stand Fast! radius and Courage value of 5 meant that the Haradrim weren’t going to run. While the Warriors headed for the quay, the Mûmakil were sent to deal with Imrahil.

The Witch-king was down to his last 5 points of Will, but was still very much in contention. Killing Théoden, he needed only to end the life of one small Hobbit to claim victory for the forces of Evil.
Turn 11 began with the Good side failing two Courage tests, resulting in Pippin and Angbor fleeing the field. The remaining Good models charged into combat where possible, with Imrahil’s forces to the south-west breaking the Evil battle-line, hoping to move on to attack the Witch-king next turn. In combat, the Easterling force was almost wiped out, but not before killing enough of the Fiefdom troops to achieve their objective. It was left to Imrahil, therefore, to save the day in single combat against the Khandish Chieftain. The last Evil Hero was wounded, but was saved by his Fate roll, delivering victory to the Evil side!

Deciding to play on to see what would become of poor Merry, Turn 12 began. The Evil side won Priority, and the Witch-king charged the hapless Hobbit. Elsewhere Suladän’s Haradrim engaged the remainder of the Army of the Dead, while the Mûmak’s moved menacingly towards Imrahil’s men. Leaving a few Knights of Dol Amroth to see off the Khandish Chieftain and the Orc stragglers, the remaining Good models, led by Gandalf, surged towards the Witch-king.

All eyes were on the fight between Merry and the Witch-king. Hiding behind his shield once again, Merry miraculously survived, pushing the Witch-king back. Desperate to play one more turn, Alessio and Pete rolled for priority. The Good side took it, and Gandalf unleashed a Sorcerous Blast, unseating the Lord of the Nazgûl and wounding him in the process! The Evil side was denied total dominion of the Pelennor. Yet despite this glimmer of hope, it was a dark day for the Free Peoples.

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**a**
The crew of the lead Mûmak fired all their arrows at Gandalf, killing Shadowfax and unhorsing the White Wizard! At the start of Turn 12 Gandalf cast Blinding Aura, and began the foot slog towards the Witch-king.

**b**
Imrahil came close to salvaging the game for the Good side in Turn 11. Had the Khandish Chieftain failed his Fate roll, there would have been hope for a draw.

**c**
A plucky Mordor Uruk-hai, the last straggler in the battle for the quay, managed to pass his Courage test to stay in the game and another to charge a Warrior of the dead. Though he was killed in the end, this was typical of the tenacity that had confounded the Good side.
The World’s Ending

Though Imrahil and Gandalf still fought on at the head of their proud Men, and the badly wounded Aragorn faced Suladän with bold defiance, the day belonged to Sauron’s horde. The Pelennor was lost, marking the darkest hour in Gondor’s turbulent history.

EVIL WIN
MIGHTY WERE THE FALLEN

Hero of the Day
Many Heroes performed great deeds this day, like Imrahil defeating the Varig chariots and Aragorn slaying a mighty Olog-hai, but the Good side decided to declare Meriadoc Brandybuck their Hero of the day. His heroic last stand over the fallen body of his King was really inspiring, allowing Gandalf enough time to blast the Nazgûl into oblivion. And if you put Merry’s miniature next to the Witch-king on his armoured Fell Beast, you’ll understand what an impressive feat it was!

Dom: Dice, I curse thee! I haven’t seen such a bad set of results since, well, at least the last time I played a game. My reputation as an exponent of the pretty white cubes with dots on is at an all time low. However, I can’t use that as a total excuse as I had a habit of getting carried away and temporarily forgetting about the objectives. The game rested upon either side claiming their objectives first and I got a little caught up in the heat of battle. Imrahil and Gandalf led a great charge against the Easterling and Orc contingent but got bogged down by the rank and file troops. As Pete pressed forth I was unable to get to his Heroes who were hanging back, enabling him to win the day. Having said that, the Clansmen of Lamedon were superstars with their ability to slay Easterling Kataphrakts almost on demand. Although broken, my troops eventually managed to massacre Pete’s forces.

Alessio: Soo closeee! As close as it gets in fact, let’s see...

1. The Army of the Dead made it to the enemy deployment area with just one less model than they needed to win.

2. Imrahil and his Knights only just lost by a single fifty-fifty roll, as the last Captain they needed to kill passed his Fate roll and survived.

3. If Rohan had killed just two more Haradrim in the howdah of one Mûmak, the beast would have turned into our side’s best weapon, instead of implacably flattening us.

4. And, admittedly, Gandalf made it just in time to save the poor Merry from being eaten by the Fell Beast...

Every single scenario could have gone completely the other way, and was in no way a walkover. Well, maybe the Mûmak did quite literally walk over my Rohirrim…but I simply could not resist the temptation of charging in – after all that’s what happens in “reality”...

In the end, not only was the game great fun to play – tense and balanced at every point – but it also looked spectacular, with all of the great scenes from the movie and book recreated with splendidly painted models. I just love this game!

Dom: My favourite moment of the game had to be when Aragorn took down the Mordor Troll Chieftain in one round of combat. Prior to this he’d almost been run through and was quite lucky to be in one piece. After a series of comical dice results (much to the delight of the Evil players) it was looking as though Aragorn was on the ropes. Fortunately The Troll Chieftain had made some Heroic Moves, which had reduced its Might store. When Aragorn rolled a 6 and won the combat, there was nothing the Chieftain could do, and it was with delight that I rolled three wounds on the big fella.

Aragorn probably shouldn’t have charged straight into the Mordor Troll Chieftain, in fact he was lucky not to get clobbered in the first combat. Ideally he should’ve gone straight for the ranks of Orcs and forced some much needed Courage tests amongst the Evil force. Losing the King of the Dead to a rock in the face was a little discouraging, but the Army of the Dead eventually took to the task of killing without their leader. Unfortunately Legolas couldn’t hit a barn door with a banjo early on, and my inability to roll anything higher than a 2 put him out of the game for the first three turns. Once I got into combat the sheer weight of fighting ability on my side paid off. But, right at the end, a Mordor Urukhai somehow passed a Terror test and charged the one Army of the Dead model that would have allowed me to win the objective. Curses! Another time, Latham!
**Death's Shadow Grows**

**Mark:** It's very rare that I can say that a plan actually worked out. If anything, it worked better than I'd hoped, as I scored two-for-two in my scenarios. I really expected to lose The Return of the King scenario, but my Trolls came through. Destroying the King of the Dead in the first couple of turns was a massive bonus, as it meant that I actually had a chance of "killing" a few of the Dead of Dunharrow. And my Orcs over-performed in that respect. Dom simply couldn't believe how many Courage tests I passed to charge his Terror-causing Warriors, or how many 6s I rolled to wound them!

But the real high spot for me was the performance of the Haradrim. I was quietly confident of winning that scenario, but not so emphatically. It was one of those games where everything went right – every Poison reroll came up a 6, every Fate roll was passed, and Suladán's presence ensured that every Warrior stayed in the fight long after the Evil force was broken. I'm sure that Suladán would have lost out to Aragorn if we'd played on, but not before I'd finished off the Army of the Dead. At the end of the game it looked as though the Witch-king was done for. With just 2 Will points remaining and Gandalf closing in, his game was up. However, Imrahil and his pesky Knights of Dol Amroth would have been on the wrong side of a brace of angry Mûmaks, so it's not all bad. I almost feel bad that I helped Evil to reign supreme over Middle-earth. Almost.

**Villain of the Battle**

The real champion of darkness on the Evil side was a huge, lumbering Oliphaunt! Although the destruction of the Rohirrim was in no small part due to Suladán, it was the Mûmaks that squashed their way to the biggest kill-count in the game.

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**Pete:** Well, that went entirely differently to how I expected. Looking back at my original plan I think that there were some big changes I would make – although I don't think any plan could take into account the sheer heroics of that meddling Hobbit, Meriadoc Brandybuck. With his shield, and Alessio's uncanny ability to roll one better than me every Fight phase, my entire plan to quickly kill off the Heroes of Rohan fell apart.

However, the Evil Warriors assailing the gates of Minas Tirith did everything that was required of them. Even though they were totally outclassed by the Good Warriors, they stuck around and protected their Heroes. Although eventually every one of them was killed, they broke the charge of Dol Amroth and kept Gandalf and Imrahil fighting meaningless combats at the walls of the White Tower rather than charging off to aid their comrades on the fields of the Pelennor.

In hindsight, I would have used the Witch-king more cautiously. I should probably have kept him back, sapping Will and disrupting the three Heroes' positions first before committing him to combat. This would have allowed me to kill off the Heroes one at a time, rather than allowing them to combine their attacks.

In the other scenario, I wouldn't have done much different at all! I had remarkable success with my Khandish archery, and with the Clansmen's low defence I could have rapidly dropped the number of models on that flank had I concentrated my shooting.

In the end it was a victory to the forces of Evil. If only the Witch-king had been able to best that pesky Hobbit, we'd have been laughing all the way to Mordor...

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**Pete:** The use of Khandish Chariots was particularly fun during this game. They are quite fragile when they are charged, especially by a Knight of Dol Amroth, but they are deadly when they charge in themselves. Counting as a monstrous mount they are the bane of all mounted models and I carefully tried to position these knight-killers to optimise their charges. Using my foot models, I tried to block off the path of any knight models who attempted to reach the chariot while also allowing the chariots room to engage at least one or two of the knights. The tactic worked pretty well during the game, felling the Captain of Dol Amroth and it is one I will be experimenting more with in the future.
THE LORD OF THE RINGS RULES MANUAL

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Khazad-dûm was once the greatest Dwarf hold in Middle-earth, until the coming of Durin’s Bane, the Balrog of Morgoth.
This is the second part in our paint range special. Using the three-step layer technique and the colour charts provided, you can achieve great-looking models. In this issue we look at painting areas such as skin, fur and metal.

**Metallic Colours**

- **Example:** Tin Bitz, Boltgun Metal, Chainmail, Shining Gold, Tin Bitz
- **Shade:** Boltgun Metal, Chainmail, Shining Gold, Tin Bitz
- **Main Colour:** Chainmail, Meth finished with Meth Silver
- **Highlight:** Beazin Brass, Dwarf Bronze

**Flesh & Bone**

- **Example:** Tanned Flesh, Dwarf Flesh, Elf Flesh, Dark Flesh, Tanned Flesh, Orcrash Shade
- **Shade:** Dwarf Flesh, Elf Flesh, Skull White
- **Main Colour:** Gobon Green, Camo Green, Rotting Flesh, Ice Blue, Taurus Ochre
- **Highlight:** Bleached Bone, Skull White

**Wood Colours**

- **Example:** Snakebite Leather, Subsonic Brown, Scorched Brown, Charadon Granite
- **Shade:** Subsonic Brown, Dark Flesh, Graveyard Earth
- **Main Colour:** Bleached Bone, Vermillion Brown, Kommando Khaki
- **Highlight:** Bleached Bone, Vermillion Brown

**Example**

This model has been painted using the system described over the last two issues.

**Use the colour charts for reference.**

1. Paint each area of the model with the darkest colour.
2. Cover the selected area with the mid-tone, except for the deepest recesses.
3. Paint the highlight colour onto the raised areas.
Brace for Impact!

Battlefleet Gothic is the game of spaceship combat set in the vast depths of space during the 41st Millennium. In Battlefleet Gothic you don the mantle of an Imperial Admiral, Chaos Warmaster or a Xenos Pirate Prince, and take command of a fleet of gigantic space-going vessels.

Ostensibly, Battlefleet Gothic is very similar to Games Workshop's other games in that you and your opponent choose a force to a set points value from a fleet list, and then set up your ships on a tabletop - albeit a starfield-covered one. The classic Battlefleet Gothic game pits the Imperial Navy against Chaos, although the range of ships and the number of races has greatly expanded over the years. No matter what type of fleet you play, the ships can be put into three broad categories: Battleships (A), Cruisers (B) and Escorts (C).

Battleships are the largest fighting ships in space. They can absorb a tremendous amount of damage and mount weapons batteries capable of ravaging entire planets. These vessels are huge, and are often slow and ponderous to manoeuvre, so they need support from other vessels to bring the enemy to battle.

Cruisers are the workhorses of any fleet. They are manoeuvrable, well-armed ships, capable of operating away from a base for extended periods. This means that cruisers are often used for extended patrols, blockades and raids deep inside enemy held space. In a major fleet action, cruisers screen the approach of the fleet in support of the escorts, and form the gun line once battle is joined.

Escorts are the most common warships in any fleet. They are fast, lightly armed and capable of running rings around

Specialist Games

Battlefleet Gothic is just one of several games, known collectively as Specialist Games, that Games Workshop produces for veteran gamers. If you've collected an army for one of our core systems and now fancy trying something a bit different, then Specialist Games are for you. Each game is set within the worlds and universe of Warhammer and Warhammer 40,000. Find out more at: www.specialist-games.com
heavier vessels, which they defend against torpedo attacks and enemy escorts. They are also used for independent actions such as scouting, raiding, low-level patrols, protecting convoys and hunting pirates.

One of the primary mechanics of the game is leadership. Every ship or squadron has a leadership score, and this represents the captain’s ability, and that of his crew to enact his orders quickly and competently. Each of your ships has access to a set of leadership-dependent special orders that will change how it will act during the turn. These could include “Burn Retros” or “Brace for Impact!”, for example.

The way ships move in the game has important implications. Although some vessels, notably those of the Eldar, can perform breakneck manoeuvres at a moment’s notice, most have to plan well in advance to make turns and reduce speed, slaves to inertia in a friction-free environment. This is where scenery, such as planets and moons, which have gravity wells, can come into effect, giving your ships extra turning power. The restraints on ship movement give the game an interesting strategic focus; players are rewarded for outmanoeuvring their opponents and bringing their weapons to bear against an unarmed point (such as the stern) of an enemy ship.

As well as shooting, many ships also have access to ordnance. This is a catch-all term for the really small stuff that flies about in space, such as torpedoes, bombers, attack craft and fighters. The ordnance is bought into the battle by cruisers known as “carriers”. Ordinance may seem easy to ignore at first, but a player who underestimates the effect it can have will not do so twice!
ARK MECHANICUS OMNISSIAH’S VICTORY .................. 415 points

Over many millennia, a large number of starships of various sizes, fitting no specific classification, have been seen bearing the insignia of the Adeptus Mechanicus. Many of these ships are incredibly ancient vessels, possibly recovered space hulks, re-commissioned so as to examine their characteristics under normal operation.

A notable few of these are the unimaginably vast, almost mythical Ark Mechanicus vessels, said to endlessly ply the stellar maine in the Quest for Knowledge. Led by a Venerable Archmagos Explorator, they will follow up any lead that may result in discovering a working Standard Template Construct, the revered holy grail of the Cult Mechanicus. These vessels are rarely encountered by others as they perform their missions in the service of those who give life to these behemoths of the stars. One such vessel is the Omnisssiah’s Victory, said to predate even the Great Crusade. While this cannot be proven, it is known to have taken part in the Nolopis Crusade as far back as M33. Some have suggested that aspects of its design were lent to both the Retribution battleship as well as the Victory battleship most commonly encountered in Segmentum Tempestus. While the Adeptus Mechanicus have not been forthcoming regarding the veracity of this information, records exist of the Omnisssiah’s Victory spending a considerable amount of time in the vicinity of Bakka and its surrounding forge worlds in M34.

OUT THIS MONTH

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<tr>
<th>TYPE/HITS</th>
<th>SPEED</th>
<th>TURNS</th>
<th>SHIELDS</th>
<th>ARMOUR</th>
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<td>45°</td>
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<tr>
<td>Starboard weapons battery</td>
<td>60cm</td>
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<tr>
<td>Port lance battery</td>
<td>60cm</td>
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<td>Starboard lance battery</td>
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<td>Dorsal lance battery</td>
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<tr>
<td>Prow nova cannon</td>
<td>30–150cm</td>
<td>1</td>
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Notes: Cannot use “Come To New Heading” special orders. The profile for the Omnisssiah's Victory already reflects the rules for Adeptus Mechanicus vessels. It is equipped with Repulsor Shields and Augmented Weapon Relays as part of its point cost, and can take no other refits from the Mechanicus Gifts table.

You may include the Omnisssiah's Victory in place of one battleship in the Adeptus Mechanicus fleet if it totals 1000 points or greater. If used, it must be the flagship and embark a Venerable Archmagos for the cost listed in the fleet list.

As described above, the Omnisssiah’s Victory cannot take any extra refits, though it can earn others normally in a campaign.

As a unique Ark Mechanicus, only one Omnisssiah’s Victory may ever be used in a fleet that includes Adeptus Mechanicus vessels.

To get the full rules and fleet list for the Adeptus Mechanicus ships visit: www.battlefleetgothic.com
Xenos Threat

The background and fleet lists detailed in the Battlefleet Gothic rulebook are focussed primarily on the Gothic War, including Abaddon's incursion into the Gothic sector. However, the forces of Chaos and the Imperium are not the only space-faring races. The galaxy is teeming with xenos who are capable of system-to-system as well as warp travel. During the Gothic war, Imperial fleets were constantly frustrated by both Eldar and Ork pirate forces. Fleets of Necrons, Tyranids, Tau and Demiurg have all been encountered, too, and proved hostile more often than not.

Rules and fleet lists for xenos and Space Marine fleets can be found in the Armada supplement, which also includes rules for many new Imperial and Chaos vessels.

Find out more...

The Battlefleet Gothic website provides you with all the material you need to get started. All game counters, blast markers, torpedoes, fighter and bomber bases, as well as the turning compass, can be downloaded for free. In addition to these player resources there is a whole raft of articles, ranging from tactics and painting guides to house rules for new fleets and ship classes. Log on to:

www.battlefleetgothic.com
Jervis Johnson has not been himself of late. He's been hiding behind his desk, jumping at shadows, and muttering about strange figures coming to visit him in the dead of night. You see, he's been poring over forbidden texts in preparation for this article. For to understand Chaos, you must, in some part, become it...

It's chaos, yes chaos I tell you! And that's just the state of the Studio's gaming area, a set of three gaming tables snuggled close (possibly too close if truth be told) to the desks of the games development team on one side, and sets of shelves cluttered with numerous armies and terrain on the other. As you'd expect, these tables are in constant use, and more battles have raged across them than I could possibly count. When people say "It must be great playing games to earn a living", this is where the battles that they envisage are fought.

But why am I telling you this, I hear you cry! Well, recently these hallowed tables have been the venue for numerous battles featuring the forces of Chaos, in preparation for the release of the new Chaos Space Marine Codex next month. Very appropriate, I'm sure you'll agree, considering the chaotic nature of the gaming area itself. I've even played a game or two against them myself, and can happily report that my ability to skew the results of playtesting by losing with whichever army I use remains gloriously unimpaired! Fortunately, the games developers have learned to ignore the results of my games, or at least try to make sure I play both with and against each new army in order to even things out...

But I digress. Playing these games has got me really rather excited about Chaos in Warhammer 40,000, and so I thought I would use this month's Standard Bearer to tell you a little bit about what is planned.

Once upon a time...

Working on a Chaos army has always been something of a challenge, whether you are a games developer, miniature designer, artist or 'Eavy Metal painter, and be it for Warhammer or Warhammer 40,000. This is because Chaos armies are, by their nature, very diverse, and unless you are extremely careful you can get buried by the sheer number of different things you can do, with the result being that you deal with none of them very well or in enough detail.

This point was driven home to me very forcefully when I worked on the very first Chaos Codex for Warhammer 40,000 back in the mid nineties. Initially, the plan was to cover all of the different aspects of Chaos in one book, but we quickly found that we weren't going to be able to do them real justice unless we tripled the size...
of the book and the amount of time we had to work on it. This wasn't really an option, so we decided instead to concentrate mainly on Chaos Space Marines, using the other troops from the Chaos background as allies. Thus daemons were allies that could be summoned to aid the Chaos Space Marines in a battle.

The other major decision we made back then was to concentrate on describing the famous Chaos Space Marine Legions from the days of the Horus Heresy. This, once again, was a decision born from necessity, in that this background had already been developed for another game I'd worked on (called Adeptus Titanicus, for those of you with very long memories). Exploring the Horus Heresy in more detail in Codex: Chaos Space Marines would allow us more time to develop the rules and miniatures range, and as the deadlines for the project were already pressing, this was a vital consideration.

**Chaos in all its glory**

So it was that Chaos in Warhammer 40,000 focused strongly on Chaos Space Marines, and in particular on the Chaos Space Marines of the Traitor Legions, and this has remained the case pretty much to this day. The downside to this approach is that other equally interesting and important parts of the Chaos background have been largely ignored. In particular, scant regard has been paid to Renegade Space Marines from after the Horus Heresy, and little attention paid to the background of the daemons that make up the pantheons of the Chaos gods.

Fortunately we have more time and resources available for projects nowadays than we did back in the nineties, and so we can address these things in a way we couldn't do back then. We intend to do so in two ways.

First of all the new Chaos Space Marines Codex will contain a lot more extra information about Chaos Renegades. These are Space Marines that gave themselves over to Chaos after the Horus Heresy had finished. Gavin Thorpe has been labouring long and hard to bring you extensive amounts of new information about these Renegade Space Marines, including background for many of the chapters that have gone over to Chaos, and painting information for more than 30 new Chaos Renegade armies. This greatly expands the number of differently themed Chaos Space Marine armies you can collect, as well as providing veteran hobbyists with lots of fascinating new information about the nature of Chaos armies in the 41st Millennium.

"The new Chaos Space Marines Codex will contain a lot more information about Renegades."
The second decision was to describe the pantheons of the Chaos gods in much more detail. However, there was a real problem with trying to do this in Codex: Chaos Space Marines, which was that the amount of information we would have to fit in the book would just about double it in size. This would have stretched even our modern-day resources to the limit, but more importantly it would have shifted the focus away from the Chaos Space Marines,

As I'm sure you'll agree, this really is a big step forward! This will allow us to explore the awesome background and history of the Chaos armies in much more depth than before. Instead of one Chaos Codex there will be two – one focusing on Chaos Space Marines, and the other detailing the Ruinous Powers themselves. It really is very exciting, especially when you consider that this also doubles the opportunities we have to make miniatures

"Instead of one Codex there'll be two – one for the Chaos Space Marines and the other for the Ruinous Powers."

which isn't what we wanted to do at all. Instead we've taken the rather momentous decision to bring out a whole new Codex just for daemonic armies as soon as we can next year. Don't worry. Chaos Space Marine armies can still include daemons, it's just that the summoned daemons they can call upon will not be as powerful as the full-fledged daemons that will be featuring in next year's Daemonic Codex (A Daemonic Codex? Sounds rather dangerous to me! – Grombrindal).

for the two armies (and trust me, there are some truly fantastic ones on the way!) So, what do you think? Is this a step in the right direction? Or are we insane to contemplate such a thing? Write in and let me know – and if you have opinions about any other matters, please feel free to write to me about them, too. I look forward to hearing from you... but in the meantime, the Design Studio's gaming area beckons, and maybe, just maybe, this time I can win a game!

Write to Jervis at:
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Games Workshop
Willow Road
Nottingham NG7 2WS
United Kingdom
WARHAMMER 40,000

RULE BOOK

In the grim darkness of the far future there is only war! Choose your side; the fate of the stars is in your hands.

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WWW.GAMES-WORKSHOP.CO.UK/WARHAMMER40000

Warhammer 40,000 Codexes reveal all you need to know to take your Citadel miniatures to war. Each one contains the rules, army lists, history, and more for your army.

Space Marines
The mightiest warriors of mankind, the Space Marines still uphold their 10,000 year-old oaths to protect the Imperium.

Dark Angels
The noble sons of Lion El'Jonson harbour a dark secret. Loyal to a fault, they are consumed by guilt at their past betrayal.

Black Templars
Crusading all over the galaxy, this largest of chapters brings cleansing death to all aliens, taking the stars for the Emperor.

Chaos Space Marines
These traitors from the dawn of history sold their souls to the dark power of Chaos long ago.

Tyranids
Hailing from another galaxy, the Tyranids are in fact one super-organism, a predator whose prey is whole worlds.

Tau Empire
The Tau are a dynamic, technologically advanced young race who desire to bring peace to all for the sake of the Greater Good.

Dark Eldar
The most black-hearted of all Eldar, they snatch creatures from many planets, inflicting horrible tortures upon them.

Eldar
The tattered remnants of a once-great civilisation, the Eldar are a dying race who dream of a return to their days of glory.

Necrons
Unstoppable automata who have lain dormant for millions of years, the Necrons have awoken to harvest the souls of all.

Orks
Greenskins are a plague on the galaxy, a race of warriors who live only to fight, their technology crude but deadly.

Daemonhunters
Members of the mysterious Inquisition, the Ordo Malleus are tasked with preventing daemonic incursion into real-space.

Witch Hunters
The Witch Hunters of the Inquisition work tirelessly to root out heretics, the full might of the Imperium at their command.

Imperial Guard
At the heart of the Emperor's armies are millions of regiments, whose advantage lies in tanks and vast numbers.

Cities of Death
This expansion allows you to take the war to the cities of the future with comprehensive rules for urban combat.
Transport vehicles are a common sight on the battlefields of the 41st Millennium, from the swift-moving Dark Eldar Raider to the heavily armed Chimera. Andy Hoare offers some advice on the roles such vehicles can play in your games.

Many of the Warhammer 40,000 Standard Missions call for your units to capture specific areas of the battlefield. These might be table quarters, the enemy deployment zone, the centre of the battlefield or the area around a Loot counter. If you plan to win by fulfilling such victory conditions (and you don’t have to, as you can just concentrate on stopping the enemy doing so!) then you’ll need some form of mobility in your army. This is where transport vehicles come in.

Another reason to take transport vehicles is to get your units into combat as quickly as possible. This might be a wholesale attack across the entire front, or it might be a single unit acting as a mobile reserve, launching a counter-attack where a more static front line is threatened.

Schools of thought
If you are planning on basing your tactics around the use of transport vehicles, give a thought to your overall strategy. If you will be launching an all-out assault, then don’t do things by halves; go all-out, taking as many transports as you can. Doing so will overwhelm your opponent’s ability to slow the tide, whereas one or two transports barrelling towards the enemy will receive the attentions of every single anti-tank weapon he can bring to bear.

At the other end of the scale, you may choose to equip only one or two key units with transports. The role best suited to these units is that of a fast reaction force, lurking behind cover to counter-attack any enemy squad that gets in amongst your lines. If terrain permits, you could also send a powerful HQ or Elites unit out to hunt down the enemy, but be cautious in doing so, as they may find themselves cut off from the remainder of your army.

Mount up and roll out...
In this article I will break down transport vehicles into three broad types. These are the assault transport, the infantry fighting vehicle and the battlefield taxi. No doubt many veteran players have developed more specialised uses for their transports, but in my experience these categories cover most uses.
Infantry Fighting Vehicles

These are vehicles equipped to provide fire support to the squad they transport. Passengers and vehicle work together, complementing each other's weapons and abilities.

The main difference between an infantry fighting vehicle and an assault transport (later) is the fact that the passengers tend to be less scary, while the vehicle itself has more weapons. The intention with this combination is not to speed towards the enemy in a mighty wave of steel death. Instead, the transport is being used in a more tactical fashion, getting individual units into position and adding the weight of the vehicle's weapons to that of the dismounted passengers.

When choosing weapons for such a transport there are two main points to consider. Firstly, how many weapons can the vehicle fire on the move? The answer is probably one or two if it only moves 6" that turn -- ask yourself if that is enough.

Secondly, how will the transport's weapons complement those of the squad it carries? Sometimes you will want to augment the squad's firepower -- by using, for example, a Razorback armed with twin-linked heavy bolters as a transport for a Devastator squad also armed with heavy bolters. Alternatively, you might give the Razorback twin-linked lascannons, providing the squad with an anti-tank capacity that the infantry themselves cannot fulfil.

The Line Breaker

Perhaps the ultimate transport vehicle in the Warhammer 40,000 universe, the Land Raider Crusader is designed to smash through any enemy front line, delivering its payload of genetically-engineered super warriors right into the heart of the action. The Crusader is equipped with the most ferocious anti-infantry weapons there are in the form of its hurricane-pattern bolters. Its assault cannon is the bane of heavily armoured troops, and its multi-melta can deal with those enemy vehicles that get too close. And that's before the Terminators it is most likely carrying deploy, using the Assault Ramp special rule to charge on the turn they disembark, and the vehicle's frag launchers to negate the penalties for charging enemies through cover. Nasty.

Tools of the Trade

These upgrades will give you more light firepower to scythe through infantry.

- **Chaos Space Marines**
  - Pintle-mounted combi weapon.
  - Havoc launcher.
  - Searchlight.

- **Imperial Guard**
  - Pintle-mounted heavy stubber or storm bolter.
  - Hunter-killer missile.
  - Searchlight.

- **Space Marines**
  - Pintle-mounted storm bolter.
  - Hunter-killer missile.
  - Searchlight.

- **Tau**
  - Seeker missiles.

- **Dark Eldar**
  - Terrorox.

- **Orks**
  - Bolt-on big shoota.
  - Searchlight.

- **Witch Hunters**
  - Pintle-mounted storm bolter.
  - Hunter-killer missile.
  - Searchlight.

- **Daemonhunters**
  - Pintle-mounted storm bolter.
  - Hunter-killer missile.
  - Searchlight.
Assault Transports

These transports are used to get your troops into rapid fire or assault range as quickly as possible. They have to be able to withstand the hail of fire that will be unleashed upon them.

The rush
The tactic of launching your Rhino-mounted troops at the enemy lines as fast as possible is sometimes called the “Rhino rush”, but that doesn’t mean it’s limited to just Space Marines. This tactic is generally practiced by troopers who are good in close combat and who have a transport option, so its main proponents tend to be Space Marines, Chaos Space Marines, Eldar and Dark Eldar.

Power armoured troops tend to be particularly good at the Rhino rush. The transport vehicle rules state that you cannot assault on the turn you disembark unless you are doing so from an open topped transport vehicle. This means that the troops invariably have to survive a turn of shooting from their target before they can assault next turn. In all likelihood, every gun in the opponent’s army will be firing at them, so power armour comes in very handy indeed.

Of course, assault units without such formidable armour have to be handled a lot more carefully. A squad of Eldar Howling Banshees, for example, would find itself in a whole heap of trouble were it to disembark in front of the enemy and wait around a turn before assaulting. Furthermore, the Banshees’ Wave Serpent transport is a skimmer, so they can’t hide behind it for a turn, as it does not block line of sight. Instead, the Howling Banshees will have to disembark out of sight, using any and all terrain at their disposal to mask their disembarkation, coordinating their attack with other units to overwhelm the enemy.

Armoured fist
Another reason to be rushing towards the enemy is to maximise the effect of rapid fire weapons. The consummate masters (or mistresses, as it happens) of this tactic are the Sisters of Battle, but Space Marines and Chaos Space Marines, as well as Imperial Guard Storm Troopers, Tau Fire Warriors and Eldar Dire Avengers, come a very close second. The idea here is to
Give me more Razorbacks...

My Space Marine army always features two full-sized Tactical squads, and two smaller Combat Squads – the latter benefitting from a Razorback to support them. I like to use each Razorback to complement the armament of the Space Marine squad inside it. For example, if the squad is equipped for a close combat role (flamer, power fist, etc.) then I kit the Razorback out with a Twin-linked Lascannon, to protect them from enemy armour. Likewise, if I’ve got a fire support squad with a heavy weapon, then I generally opt for heavy bolters.

By Adam Troke

Drive-by

There are occasions when you are facing an enemy so numerous that it’s just not worth assaulting them. No matter how good your five Space Marine Veterans are, they’re going to get buried alive beneath that brood of thirty-two Tyranid Gaunts or that Mob of twenty Ork Boyz. An army heavy on assault transports finding itself in such a position can fall back on the good old drive-by.

This tactic isn’t particularly clever or subtle. Simply keep the transport’s passengers on board, and have them fire any weapons they have from the vehicle. If the transport has a top hatch, this can be used to fire one weapon, and if the vehicle is open-topped then all of the passengers can fire. The weapon will count as having moved, so it may be limited in how far it can fire. Against such armies as Tyranids and Orks the weapon of choice for a drive-by is the flamer. Using a flamer or other such short ranged weapon will of course leave your transport in assault range of any survivors, so you will need to keep it moving. Remember that assaulting enemy models hit a stationary vehicle automatically, but only hit a vehicle that moved up to 6" on a roll of 4+, and one that moved up to 12" on a 6. Even better, many “horde” troops such as Gaunts can’t actually penetrate the armour of some transports, so it is actually possible – though improbable – for an army conducting a drive-by to win a game without disembarking a single infantryman!

Anti-transport Tactics

Do you find yourself the target of one of the tactics discussed here? Don’t panic! Take a moment to identify the most severe threat and, having done so, target that vehicle until it’s either suppressed (i.e. Stunned or Immobilised) or Destroyed. Then move on to the next one.

Above all, remember that it’s more useful to Stun or Immobilise multiple transports than it is to destroy a single one.

By Andy Hoare

www.games-workshop.co.uk/warhammer40000 73
The Eldar Way

This is very similar to the "cleanse and purge" tactic below, only with the Eldar. Put a Farseer with Doom and four Warlocks with Destructor into a Falcon. Follow the cleanse tactic as stated below; once disembarked cast Doom on the target unit and then cast Destructor giving you the equivalent of four heavy flamers, plus the weapons from the Falcon, that can re-roll failed wounds. This will slaughter units who have a Toughness of 4 or less and an armour save worse than 4+.

By Glenn More

Battlefield Taxis

There are many times in a game when you just have to put the pedal to the metal and go all out for the objective, and that's what the battlefield taxi is for.

Plenty of Warhammer 40,000 missions require you to get scoring units on to, or near to, an objective. Giving a unit a vehicle with the sole intention of allowing it to contest objectives can prove a game-winning tactic. Many a Cleanse or Recon mission has been won by one side making a last-dash for enemy territory, contesting or claiming a table quarter the opponent thought entirely safe.

As with assault transports, the key to success with a battlefield taxi is to keep it moving. Therefore, any vehicle upgrades that will allow it to ignore Crew Stunned and Immobilised damage results are invaluable. The last thing you want is to have your last-ditch grab for victory stalled by an Immobilised result. Extra Armour is perhaps the best upgrade for this purpose, as it downgrades a Crew Stunned (may not move or shoot next turn) to a Crew Shaken (may not shoot next turn). Track Guards, available to the Imperial Guard, are great too, as these fix an Immobilised result on a D6 roll of 4+ – far from reliable, but a good investment if you are hinging your entire battle plan on the vehicle being in the right place at the right time.

Cleanse and Purge

Here's a tactic beloved of Witch Hunters players, particularly when facing horde armies. Mount a Dominion Squad armed with flamers in an Immolator equipped with heavy flamers. Upgrade the Sister Superior to a veteran, and give her a Brazier of Holy Fire. That's five Strength 4 template attacks, plus a Strength 5 one that's twin-linked. If these girls are facing a Tyranid army they should be able to wipe out almost any large brood, while if they are facing power armoured troops they can use the Divine Guidance Act of Faith for the chance to make their attacks AP1. That should be sufficient to remove any troublesome enemy unit, though it will undoubtedly make the Dominions the subject of much pre-emptive fire!
Mechanised Tau

This is a tactic that grew out of the Tau's need to deliver localised and overwhelming firepower whilst avoiding the inevitable counter-attack. It was developed by dedicated Tau players throughout the lifetime of the army's first Codex, and although they are arguably less reliant on the tactic these days, it is still viable and potentially game winning.

The Fire Warriors (A) are mounted in a Devilfish (B). Half are armed with pulse rifles and half with pulse carbines. The former have disembarked 12” from the enemy (C), allowing them to fire twice, while those armed with pulse carbines are further back. They can fire all of their weapons beneath the Devilfish as it is a skimmer and therefore does not block line of sight. All of those rapid firing Strength 5 pulse rifles, combined with the weapons carried by the Devilfish, are bound to inflict severe casualties on the target, but if they do not, the genius of this tactic comes to the rescue. The enemy cannot move within 1” of an enemy model unless they are assaulting, which means they cannot reach the Fire Warriors in a single move because the Devilfish is blocking their path.
After six years of painting at the highest level, Darren Latham is one of our most experienced ‘Eavy Metal painters. Darren talks about his journey from Games Workshop store assistant to one of the world’s top figure painters.

"It's all my brother's fault," says Darren as he begins a tale that will be all too familiar to many White Dwarf readers. "He brought home a copy of White Dwarf, and I was blown away by what I saw in it. He let me join in with him and his friends to play Heroquest, then Advanced Heroquest, Space Crusade, Warhammer Quest and then, of course, Warhammer and Warhammer 40,000."

As well as gaming, it wasn't long before the desire to paint the models they were playing with became too hard to resist. "My brother was a good painter so I'd always try to outdo him and make my models look nicer. It was the main driver for getting into painting figures properly."

After Darren finished school with two A-levels in art and design he went to Leicester University to study (unsurprisingly) art. "As with most students I needed some extra income so I got a part-time job at the Games Workshop Hobby Centre in Leicester. I enjoyed the job so much I decided that was what I wanted to do, so I left university to work at Games Workshop full time. I then started travelling around to different stores gaining experience and meeting fellow painters, before returning to Leicester."

When Darren was back at the Leicester store he had his first taste of working with the 'Eavy Metal team. "At the time Games Workshop was running a course called the 'Eavy Metal Academy. Staff members who were chosen went to work with the 'Eavy Metal team for a week and then had to paint an army to a suitably high standard over the next few months. I was one of only a few to pass. Soon after I went to the Warhammer World store where I became the resident painting expert."

Once he was stationed at Warhammer World it wasn't long before Darren's excellent work was noticed, and he became a permanent member of the 'Eavy Metal team.

Darren has now been part of 'Eavy Metal for six years, where his painting has gone from a high standard to an exceptional one. What tips would he give aspiring figures painters? "Firstly, you need to learn how to paint neatly. With a bit of practice this comes quite quickly," says Darren. "Without a doubt, the second thing a painter needs to learn about is contrast and 'spot colours'. Most miniatures are painted in a three-colour scheme, one of which we call the spot colour, which contrasts with the other two colours to give definition. A good example of this would be gold trim on black armour, or the blue helmets on Blood Angels Devastators," explains Darren (more on this in Darren's tip box, on page 81 – Grombrindal).

"Another point is to always plan your painting, especially if it is a character figure or army centrepiece like a war machine or monster, or highly specialised troops like the Harlequins. Don’t be afraid to sit down with pad and pen, and either sketch or write down what you need to do. Most people will just crack on without any forethought; this is fine because you can always paint over mistakes, but I’ve always found that a well planned model will have a better finish."

As Darren and many others who have graced the Painting Masters pages will attest, there are always new techniques to learn and even a man of Darren’s experience has yet to master them all. "I'm currently trying to perfect a very controversial technique of painting metals with non-metallic colours. It's a very advanced effect that involves lots of shading and blending over many layers. It is not liked by everyone, and it certainly raised a few eyebrows when I first showed off models with non-metallic metal (often called NMM) here in the Studio. I think this is because it is essentially a two-dimensional artist's technique that is applied to a three-dimensional model, so the end result is highly stylised. It is one of the last things a figure painter should attempt and even then it should be used sparingly – we have an excellent range of metallic paints so it's by no means an essential technique to learn."

There are some great examples of Darren's work, and the techniques he has mentioned in this interview, on the following pages.
Dark Angels Interrogator-Chaplain Terminator
Darren painted this figure because he really liked the model. Though it is shown on a scratch-built display base (A), it has been designed so it can be lifted off and placed on a standard slottabase for gaming. There is some conversion work – the robe (B), for example, is completely sculpted from Green Stuff, and the combi-bolter (C) was taken from Darren’s bits box. The gold trim (D) is actually painted using non-metallic paints, which is a very difficult effect to master.

Ezekiel, Grand Master of Librarians
Darren thought this figure was great and wanted to update the paint scheme in line with the recent Dark Angels Codex release. He gave the model a new banner, painted entirely freehand. The sword blade was painted in non-metallic colours using the NMM technique, and given a bluish hue to represent the crackling energies of Ezekiel’s force sword.

Eldrad Ulthran
At first glance, this figure may look like the original Eldrad Ulthran, but it is actually a conversion using the body of one of the recent Farseers with Eldrad’s head, sword and staff top added. The use of purple contrasts nicely with the black and bone colours, while all the runes are hand painted.
Deathwing Apothecary

For this model Darren was tasked with creating a Deathwing Apothecary using just plastic components, as it is an option in the army list but there is no specific model available. The head comes from a Dark Angels frame (A). The Apothecary’s narthecium (B) was taken from the Space Marines command frame. The extra canister started life as a meltabomb.

Halfling

This Halfling is actually from sculptor Mike Anderson’s personal collection. Darren tried a new approach with this figure and used it as an experiment to try a technique that uses different colours as shades, rather than a darker version of the main colour. For instance the Halfling’s trousers were painted in green but were actually shaded with brown.

Saim-Hann Farseer

The Farseer is a good example of Darren’s use of spot colours (explained later). The ice blue is used on three notable points, the two swords and the pendant. This cool blue is the perfect contrast colour against the red and white.

Black Templar Castellan

Darren was eager to update the paint job of this classic miniature, but couldn’t resist adding a few well-placed conversions. The first thing Darren did was shave the model’s head. He then added the Iron Halo, and the sword and backpack from High Marshal Helbrecht. The painting is crisp, with a red spot colour.
 Forge World Eldar Avatar

It took Darren over ten days to complete the monstrous Forge World Avatar. Starting with a white undercoat, Darren painted the model “inside out”, so the first colour he applied was the bright yellow in the recesses (A), before working outwards to the armour plates. The fins on either side of the head (B) were blended from red through to orange, then to white. The face was painted white (C) to draw people’s eyes to the figure. Finally, all the gems (D) on the model were painted in cool blues and greens as a strong contrast to the bright reds and oranges that dominate the miniature.
**Dark Angels Terminator Librarian**

When Darren was asked to paint this model as a Dark Angels Librarian, he was acutely aware that blue and green traditionally do not sit well next to each other. Darren got around this problem by using the green sparingly, only as a spot colour. The robes were painted in pale, earthy tones. Note the yellow and black marble effect on the force rod (A) and the faux-illuminated manuscript on the Librarian's tomes (B), all painted freehand.

**Blood Ravens Scouts**

These were painted for the Cities of Death Expansion. The Blood Ravens Chapter was chosen because of its predisposition towards infiltration tactics. Darren used the plastic Scout Sniper frame extensively to convert all the members in this squad. He also added night-vision goggles, and painted on mud-splatters, to represent the Sewer Rats stratagem.
Eldar Harlequin

Darren painted this miniature as though it was life-size, meaning that he detailed and highlighted every tiny part of it with no holding back! All of the metallic areas were achieved with Darren's contentious NMM technique (A), and he used two-dimensional Eldar artwork as reference for the shading and highlights. The spot colour here is yellow, which Darren applied in diagonal swatches to follow the movement lines of the miniature (B).

High Elf Mage

The first thing Darren painted was the orb at the Mage's feet, which makes use of a stippling technique. The pearlescent effect was achieved by giving the area a coat of 'Argcoast mixed with Mithril Silver. Note the potions at the Mage's waist - Darren always paints the liquid in glass vials so that it follows the model's stance, representing the miniature's centre of gravity.

Spot Colours

Throughout this article you will have noticed the term "spot colour". This is what the 'Eavy Metal team calls the third contrasting colour on a model. Generally a model will be painted in three main colours (although there are many exceptions) - two of the colours will be complementary, while the third will be used in smaller amounts and contrasts with the other two. This gives a model definition, and helps the eyes delineate the figure when it is first viewed.

When you first plan a model, look at the front profile and draw a triangle or diamond on the figure in your mind's eye. The points of this shape dictate where you should consider placing the spot colour. On a typical man-shaped figure this would be at the head, the hands (or whatever weapons or items they are holding), and/or the legs.

Empire Warrior Priest

- Head: Dwarf Flesh
- Right hand: Dwarf Flesh
- Left hand: Dwarf Flesh
- Spot colour
- Armour and weapons: Chainmail
- Robes and seals: Mechrite Red
PAINT SUPPLIES
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![Warhammer 40,000 Cover](image)

**Battle for Macragge Paint Set**
This starter set is specially designed to complement the Warhammer 40,000 Battle for Macragge box set. Inside you will find a selection of paints, 3 plastic Space Marine models and a starter paint brush.

![Warhammer 40,000 Cover](image)

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Get your Goblins in tip-top condition with this handy paint set, which has been designed for new players of The Lord of the Rings strategy battle game. Contains 12 Moria Goblins, 6 paints and a paintbrush.

![Mines of Moria Cover](image)

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**Citadel Colour Range**

<table>
<thead>
<tr>
<th>Paint Color</th>
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</tr>
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<tbody>
<tr>
<td>Scab Red</td>
<td>Snot Green</td>
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<tr>
<td>Red Gore</td>
<td>Scaly Green</td>
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<td>Goblin Green</td>
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<tr>
<td>Blazing Orange</td>
<td>Scorpion Green</td>
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<tr>
<td>Fiery Orange</td>
<td>Camo Green</td>
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<tr>
<td>Golden Yellow</td>
<td>Kommando Khaki</td>
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<tr>
<td>Sunburst Yellow</td>
<td>Rotting Flesh</td>
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<tr>
<td>Bad Moon Yellow</td>
<td>Fortress Grey</td>
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<tr>
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<td>Codex Grey</td>
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<td>Graveyard Earth</td>
<td>Shadow Grey</td>
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<tr>
<td>Bestial Brown</td>
<td>Space Wolves Grey</td>
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<tr>
<td>Snakebite Leather</td>
<td>Chaos Black</td>
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<tr>
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<td>Skull White</td>
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<td>Mithril Silver</td>
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<td>Boltgun Metal</td>
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<tr>
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<td>Chainmail</td>
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<td>Tin Bitz</td>
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<td>Dwarf Bronze</td>
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<td>Vermin Brown</td>
<td>Brazen Brass</td>
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<td>Burnished Gold</td>
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<td>Red Ink</td>
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<td>Yellow Ink</td>
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<td>Chestnut Ink</td>
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<td>Brown Ink</td>
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<td>Flesh Wash</td>
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<td>Gloss Varnish</td>
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**Foundation Paint Range**

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</tr>
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<td>Gretchen Green</td>
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<td>Orkhide Shade</td>
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<td>Charadon Granite</td>
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<td>Khemri Brown</td>
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<td>Iyanden Darksun</td>
<td>Dheneb Stone</td>
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Drybrushing is one of the most useful techniques a miniatures painter can ever learn. Here we look at how drybrushing works with other techniques on your miniatures.

We first looked at drybrushing back in issue 329, where we presented the basic drybrushing technique and some common uses. This time we revisit drybrushing, and put the technique to work on entire miniatures, looking at how and when to use drybrushing in conjunction with other techniques, and how to get the best results on your models.

When following the steps on these pages, remember that the most important rule of drybrushing is to have patience! You're not trying to highlight the miniature at a stroke, but rather to build up a subtle, gradated highlight using repeated applications of the drybrush. This means that your brush will, as the name implies, have to be dry. If it's obvious where you've applied the paint after a single pass over the model, then there's too much paint on your brush.

For our examples, we chose models that benefit greatly from drybrushing at some point during the painting process. Drybrushing is used at almost every stage of tank painting, for example. Overleaf we also look at painting a Rat Ogre, which uses selective drybrushing, and an Ent, which uses techniques that can also be applied to your scenery projects.

Recap: The technique

1. For drybrushing, you need a dedicated Citadel drybrush, as these have tough bristles. Dip the brush straight into the pot of your chosen colour, taking care not to get any paint up the metal ferrule.

2. Take a clean, dry cloth or tissue and wipe your brush against it repeatedly. Take care to wipe the brush on both sides, and keep going until hardly any paint is left behind on the cloth.

3. When you're ready to start painting, the bristles will be slightly splayed, and there will be barely any paint visible on them.
Drybrushing Vehicles

Battle-tanks, particularly those used by the Imperial Guard, are covered in surface details. These are usually modelled onto an area so large that to pick out every rivet and armour plate individually would actually look artificial and detract from the appearance of the model. Drybrushing, as long as it is done subtly and patiently, is the quickest and most effective way of getting a tank ready for the battlefield.

**Stage 1**
- **Paint Hull:** Kommando Khaki
- **Paint Tracks and Weapons:** Boltgun Metal

**Stage 2**
- **Drybrush Hull:** Bleached Bone
- **Drybrush Tracks and Weapons:** Catachan Green

**Stage 3**
- **Drybrush Hull:**
  - 50% Bleached Bone
  - 50% Skull White
- **Drybrush DIRT:** Graveyard Earth
- **Drybrush Tracks and Weapons:** Midnitr Silver

**Stage 4**
- **Chipped Armour**
  - **Paint Edges:** Chainmail

**Rust Effect**
- **Paint Recesses:**
  - 50% Brown Ink
  - 50% Blazing Orange

Use small flat drybrush →

Use tank brush →

Use large flat brush →

Use standard brush →

Use detail brush →
Selective Drybrushing

This technique relies on combining drybrushing with other techniques, such as layering and edging, to achieve a good finish. The important point is to do the drybrushing stage at the appropriate point - usually right at the start - as it is the messiest part of the painting process.

**Stage 1**
- **Undercoat:** Spray Chaos Black
- **Drybrush Fur Step 1:** Charadon Granite
- **Drybrush Fur Step 2:** Astronomicon Grey

**Stage 2**
- **Paint Skin:** Scorched Brown
- **Paint Tongue, Gums & Tail:** Tallarn Flesh
- **Paint Cloth:** Dark Angels Green
- **Paint Welts:** Mephitite Red
- **Paint Teeth, Talons, Claws & Straps:** Caliban Brown
- **Paint Metal:** Tin Bitz
- **Paint Icon:** Brazen Brass

**Stage 3**
- **Highlight Skin:** Graveyard Earth
- **Highlight Tongue:** Elf Flesh
- **Highlight Cloth:** Snot Green
- **Highlight Straps, Tail & Welts:** Brown Ink
- **Highlight Teeth, Talons & Claws:** Bronzed Flesh
- **Highlight Metal:** Boltgun Metal

**Stage 4**
- **Highlight Skin:** 50% Graveyard Earth/50% Kommando Khaki
- **Highlight Cloth:** 50% Snot Green/50% Bleached Bone
- **Highlight Tongue:** Burning Flesh
- **Highlight Teeth, Talons & Claws:** Bleached Bone
- **Highlight Metal:** Mithril Silver
- **Highlight Welts & Tail:** Tallarn Flesh

**Stage 5**
- **Highlight Skin:** Kommando Khaki
- **Highlight Straps:** Snakebite Leather
- **Highlight Icon:** Mithril Silver
- **Highlight Teeth, Talons & Claws:** Rotting Flesh
- **Highlight Tail & Gums:** Elf Flesh

**Use Fine Detail Brush**
Heavy Texture

Textures such as bark, chainmail, fur, rocks and feathers are more suited to the drybrushing technique than almost any other miniature surfaces. This Ent was painted almost entirely with drybrushing and ink washes, and the same colour palette and techniques can be transferred to Warhammer Treepeople or even Citadel Woods.

Stage 1
- **Undercoat:** Spray Chaos Black
- **Drybrush Limbs:** Scorched Brown
- **Drybrush Moss and Foliage:** Dark Angels Green

Use large flat brush

Stage 2
- **Drybrush Limbs:** Bestial Brown
- **Drybrush Bark:** Astronomic Grey
- **Drybrush Moss and Foliage:** Kuarloc Green

Use small flat brush

Stage 3
- **Drybrush Limbs:** Snakebite Leather
- **Drybrush Bark:** 50% Astronomic Grey 50% Skull White
- **Drybrush Moss and Foliage:** Gretchin Green

Use large drybrush

Stage 4
- **Drybrush Limbs:** 50% Bleached Bone 50% Snakebite Leather
- **Drybrush Moss and Foliage:** 60% Gretchin Green 40% Bad Moon Yellow

This Model has been based in the same way as the Rat Ogre on page 86.

Use small drybrush
In many records, Gorbad was the mightiest Orc Warlord that ever lived. Atop his fearsome boar, Gnarla, Gorbad drove his horde across the Empire, sacking and burning many great cities and even bringing Altdorf under siege.

Even today, many centuries after his death, the name of Gorbad Ironclaw is feared in the Empire and his memory kept alive by the Orc Warlords that have succeeded him. Perhaps none can ever live up to his name – he was the greatest Warlord of all; an inspiration to Orc-kind.

The miniature that represents Gorbad in games of Warhammer is a massive multipart metal kit, and one of the most impressive models in the Orcs & Goblins range. Neil Langdown takes up the challenge of painting this monster...

Preparing the Model
After cleaning up all the parts of the miniature with a hobby knife and a set of files, Neil put the pieces together without glue to check that they fitted correctly. This process is called a “dry fit”. If the parts don’t fit snugly, they generally need to be scraped and filed in places until they do.

Next, Neil undercoated all of the components with Chaos Black spray paint. Neil decided to paint all of the parts separately, in “sub-assemblies”. This enabled him to lavish attention on every part of the miniature, because nothing was obscured during the painting process. You might find it useful to attach the pieces to temporary bases while painting them, to stop your fingers coming into contact with the fresh paint job.
Painting Gnarla

Neil decided to start this project by painting Gnarla. Though he normally likes to work on a single small area at a time, Neil decided to paint the entire sub-assembly at once, to make it easier for us to illustrate how it was done.

**Step 1**
- **Fur**: 1:1 mix of Bestial Brown and Scorched Brown.
- **Leather**: Scorched Brown.
- **Rock**: 1:1 mix Graveyard Earth and Codex Grey.
- **Hooves**: Same as tusks (see right).
- **Armour**: Bronzed Flesh.
- **Snout**: Same as flesh (below).
- **Metal**: Bolgun Metal.
- **Flesh**: 1:1:1 mix of Chaos Black, Graveyard Earth and Dwarf Flesh.

**Step 2**
- **Fur**: Wash with 1:1 mix of Black and Brown Ink.
- **Leather**: Dark Flesh.
- **Rock**: Wash first with 1:1 mix of Black and Brown Ink, then with Liche Purple, then finally Scaly Green.
- **Flesh**: Add more Dwarf Flesh and Graveyard Earth to step 1 colour.
- **Armour**: Second basecoat of Golden Yellow.
- **Snout**: Same as flesh.
- **Metal**: Wash with 1:1 mix of Chaos Black and Scorched Brown.

**Step 3**
- **Fur**: Overbrush Graveyard Earth.
- **Leather**: Bestial Brown.
- **Rock**: Drybrush 1:1 mix of Graveyard Earth and Codex Grey.
- **Armour**: Selective shading with 1:1 mix of Bestial Brown and Brown Ink.
- **Snout**: Add more Dwarf Flesh to Step 2 colour.
- **Metal**: Chainmail.
- **Flesh**: Add Elf Flesh to Step 2 colour.

**Painting the Rock**

Neil began with a solid base colour mix of Graveyard Earth and Codex Grey (Step 1), as rocks generally look too dark if you begin by drybrushing straight over a black undercoat.

Turn the page for final highlights >>
The Underbelly

Neil stippled a mix of Dwarf Flesh and Codex Grey onto the underbelly to break up the large, flat area a little.

A final highlight mix of Elf Flesh and Fortress Grey was stippled lightly over the underbelly area.

Gnarla Final Highlights

Only the final highlights and details are left before Gnarla is complete. Note that Neil decided to leave Gobbad's legs until he painted the rest of the Warlord, to ensure that his paint mixes matched perfectly.

Top Tip

From the Inside Out

As mentioned earlier, Neil usually takes a slightly different approach to figure-painting than the one used here. He generally prefers to paint a single area at a time, starting with the inner "layers" of a miniature (usually the skin), and working outwards until he gets to the surface detail. This is a very methodical way of painting, and relies on a painter's neatness—something that 'Easy Metal excel at!

Painting Gobbad

One of the many challenges Neil faced was that Gobbad's armour is bright red, which clashes with the Orc's green skin. To compensate, Neil gave Gobbad a lighter skin tone, which makes the characteristic green stand out from its surroundings.

Gobbad's Face

1. Basecoat. Neil started with a smooth, mid-tone basecoat, mixed from equal parts Goblin Green and Bronzed Flesh.

2. Shade. As the face is quite craggy, a wash of an equal parts mix of Brown and Dark Green Inks really brings out the detail.

3. Highlight. Neil then re-applied the base colour to the face, leaving the shading wash visible in the recesses.

4. Final Highlight. The first stage highlights were mixed from the base colour, with the addition of a spot of Bleached Bone.

5. Extra Details. Neil slightly watered down some Rotting Flesh and applied this sparingly as a small, extreme highlight.
Step 1
- Axe Blade: Boltgun Metal.
- Jawbone: Snakebite Leather.
- Black Armour: Reset undercoat Chaos Black.
- Inner Cloak: Bestial Brown.

Painting the axe
2. Shade. The icon was highlighted with a mix of Fortress Grey and Skull White.
3. Highlight. Neil built up the final highlights on the icon with several coats of thinned-down Skull white.
5. Final Details. Finally, Neil used Chaos Black paint to block out alternate square on the icon, creating a distinctive check pattern.

Step 2
- Jawbone: Bubonic Brown.
- Fur Cloak: Wash with Black Ink.
- Inner Cloak: 1:2 mix of Bestial Brown and Bleached Bone.

Step 3
- Axe Blade: Chainmail.
- Jawbone: Bleached Bone.
- Black Armour: Edging highlight of Codex Grey.
- Inner Cloak: 1:2 mix of Bestial Brown and Bleached Bone.

Turn the page for the final highlights ➤
Gorbad's Legs

1. **Basecoat.** Neil went back and painted Gorbad's legs in the same way as the red armour.

2. **Shade.** Note how the shading wash is applied precisely, rather than washed all over.

3. **Highlight.** The Blazing Orange highlights are applied only to the sharpest edges.

---

Gorbad's Final Highlights

- **Red Armour**
  Edging highlight of Blazing Orange.

- **Jawbone**
  Edging highlight of 1:2 mix of Bleached Bone and Skull White.

- **Black Armour**
  Edging highlight of Fortress Grey.

- **Axe Blade**
  Mithril Silver.

- **Axe Banding**
  1:1 mix of Kommando Khaki and Skull White.

- **Axe Haft**
  Highlight wood grain with 1:6 mix of Chaos Black and Bleached Bone.

- **Inner Cloak**
  1:4 mix of Bestial Brown and Bleached Bone.

- **Fur Cloak**
  Highlight Desert Yellow.

---

Gorbad's Back Banner

1. **Basecoat.** The wood grain on the banner poles was painted on, as the poles themselves have no surface detail.

2. **Shade.** A small amount of Blue Ink was added to the shading wash for the blade of the magical Solland Runefang.

3. **Highlight.** The severed hand was highlighted more severely than usual, to represent its gaunt, decaying status.

4. **Final Highlight.** The skulls were highlighted up to Skull white from a base of Khemri Brown. Brown ink provided the shading.

5. **Final Details.** The dinks and chips on the glyph were painted first with Chainmail, then carefully highlighted Mithril Silver.
Final Details and Weathering

With the model almost complete, the last thing Neil needed to do was add some intricate details, and plenty of battle-damage and weathering.

Top Tip

Pinning
Gorbad is a heavy miniature, and the sub-assemblies will benefit from pinning to lend the model extra strength during gaming. This process simply involves drilling a hole into the two parts you'll be gluing together, and inserting a section of paperclip to strengthen the bond between the components.

Painting the Evil Sun Symbol

Details like this are works of art, and we're reliably informed that Neil is one of the few members of the 'Eavy Metal team who would even attempt such a thing.

1. Neil likes to begin detail work like this with simple, geometric shapes. He began with a circle of Blood Red.

2. After painting an outer band of Chaos Black, Neil shaded in the face details with thinned-down Scab Red.

3. Neil added highlights of Blazing Orange and Vomit Brown. The first eight rays were added as guidelines.

4. The eyes and first row of checks were painted Skull White. The teeth were highlighted Bleached Bone.

5. Neil used Black Ink and a fine brush to draw in the definition lining, and added the second row of checks.
Skaven Warlords and Chieftains

Skaven Warlords and Chieftains usually rise to their positions of power through sheer cunning and ruthlessness. They are fierce fighters, having survived the pressures and dangers of Skaven society, and take command of Skaven hordes using fear as their primary tool. It is only when the Clanrats start to fear the enemy more than their leader that problems will arise, as the hordes turn tail and flee!

Warlord with halberd.

Warlord with two hand weapons.

Chieftain with army battle standard.

Chieftain with axe.

This month we look at the 'Eavy Metal team's work on the Skaven - vile chaos-infected creatures that stand in parody of man and rat.

The Skaven Underempire is divided into a multitude of squabbling Clans, each led by a powerful Warlord. Some examples of their diverse iconography are shown above.
Grey Seers

The Grey Seers stand apart from the clan system in their role as representatives of the Horned Rat. They are the only Skaven imbued with true magical abilities and will supplement this raw talent by consuming Warpstone. In battle they will often ride Screaming Bells – unholy altars that, when rung, send out an ominous and terrible wave of magic across the battlefield.

Grey Seer Thanquol and Boneripper.

Grey Seer with Warpstone staff.

The Screaming Bell.

Tales from the Black Library

In the vain hope of keeping a low profile, Gotrek and Felix enlist as sewer-jacks beneath the Empire city-state of Nuln. However, before long they find themselves battling against the vile Skaven, led by the Grey Seer Thanquol.

www.blacklibrary.com
Clan Eshin

Clan Eshin disappeared into the east early in Skaven history. When its members returned to Skavenblight centuries later, they had changed; Clan Eshin had learned of the arts of stealth and assassination, skills high in demand in the treacherous Underempire.

Skaven Assassin with poisoned blades.

Skaven Assassin with punch daggers.

Gutter Runners with two hand weapons.

Clan Skryre

Clan Skryre specialises in blending magic with arcane Skaven technology. Warlock Engineers are technomancers of unparalleled skill and daring, who create magically powered war machines that are, unfortunately, prone to spectacular malfunction.

Warlock Engineer.

Warlock Jezail.

Poisoned Wind Globadier.

Ratling Gun team.

Warpfire Thrower team.
Clan Pestilens

The plague-ridden members of Clan Pestilens are carriers of virulent diseases and poxes. They will think nothing of poisoning a village water well or decimating a settlement’s entire crop, sentencing the population to a slow death by starvation and disease.

Plague Censer Bearer.
Plague Priest.
Plague Monk banner bearer.
Plague Censer Bearer.
Plague Monks with two hand weapons.
Plague Deacon.

Clan Moulder

The Master Moulders and Packmasters of Clan Moulder create and train hordes of vicious mutant creatures. The clan then sells its monsters to the Warlords and is therefore a powerful and much sought-after ally for the constantly bickering Skaven clans.

Packmaster.
Rat Ogres.
Giant Rats.
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6. No employees of the Games Workshop group of companies or members of their family may take advantage of this promotion.
New Independent Stockists

Games Workshop has recently added a whole host of new Independent stockists to its books, for a full list go to page 105 or go to the website below.

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

**Independent Stockists**

**GRAHAMS TOYMpuaster**
8 Lyster House
County Laois
Ireland
Tel: 057 862 1081

**WOW NEW ROSS**
9 South Street
County Wexford
Ireland
Tel: 051 421 473

**THE LAST RULE**
12 Chirns Road
Sligo
Ireland
Tel: 087 930 5521

**BOINK!**
Alviksvägen 32
167 53 Bromma
Sweden
Tel: 0826 8808

**TV-SPELSBÖRSEN**
Kranbygargatan 3
721 34 Västerås
Sweden
Tel: 02113 0014

**PARTAJ**
Storgatan 50
Skovde, Sweden
Tel: 05207 9499

**WIZARD GAMES**
Kvilletorget 18
Goteborg, Sweden
Tel: 03151 4150

**Bog & IDÉ KOLDING**
STORCENTER
Skovvangen 42
6000 Kolding
Denmark
Tel: 075 52 44 00

**Bog & IDÉ RINGSTED**
Sankt Hans Gade 9
4100 Ringsted
Denmark
Tel: 057 61 00 10

**HJØRRING HOBBY**
Danmarksgade 5
9800 Hjørring
Denmark
Tel: 030 68 40 33

**SPARETIME**
Algade 17
Gorlev, Denmark
Tel: 058 85 80 83

**FANTASIapelIT**
Lappeenranta
Raatihuoneenkatu 15
53100 Lappeenranta
Finland
Tel: 05541 1375

**ANTIKAIVARIAATTI**
SUMA
Puhakankatu 1
53100 Lappeenranta
Finland
Tel: 05541 1760

**ANTIKAIVARIAATTI**
SUMA
Kauppkatu 63
53100 Lappeenranta
Finland
Tel: 05541 1760

**TOYS 4 FUN**
Kanaleplanen 26
Jakobstad, Finland
Tel: 06723 2880

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.

**NE.GAMES-WORKSHOP.COM**

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

**LATEST!** Check out this month's report on Games Workshop Dublin and the updated events diary
Upcoming Events
Are you a club, group or Independent Stockist that's running an event? If you want to advertise it for free in this fine publication simply send us an e-mail at:
neevents@games-workshop.co.uk
The closing dates for receiving details for publication in the following issues are:
- 10th August ........WD235 (Nov)
- 10th September ....WD336 (Dec)
- 10th October ......WD337 (Jan 08)
Please note all dates and details are correct at the time of going to print but are subject to change.

**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, the Fanatic will also 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

**The Netherlands**

**Fanatic Leiden III**
Date: Saturday 6th October 2007
Venue: Lange Mare 39/47, 2312GP Leiden
Details: Vliegershop in Leiden host their annual Fanatic. 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 bring along your friends.
Contact: Robert — +31 (0)71 5132783
Website: http://www.gw-orshop.nl

**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-riddert.be

**Eire**

**Event:** 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 the whole of Ireland. Tickets cost €60 each and can be bought 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 Hameentie 29, 20540 Turku
Details: Fantasiaspelit 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.or.doaboensis.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

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 Hameenlinna Castle you can enter a 1,000 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

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

HAMEENLINNA CASTLE TOURNAMENT
Date: Saturday 4th August 2007
Venue: Hameenlinna Castle, Finland
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Website: http://www.fanatic.dk
# Games Workshop Retail Finder

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

## 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.

## Games Workshop Retail Stores

<table>
<thead>
<tr>
<th>GW Store</th>
<th>Phone Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>Amsterdam</td>
<td>020 622 3863</td>
</tr>
<tr>
<td>Den Haag</td>
<td>070 392 7836</td>
</tr>
<tr>
<td>Haarlem</td>
<td>023 551 7677</td>
</tr>
<tr>
<td>Rotterdam</td>
<td>010 280 0268</td>
</tr>
<tr>
<td>København</td>
<td>33 12 22 17</td>
</tr>
<tr>
<td>Göteborg</td>
<td>311 33 958</td>
</tr>
<tr>
<td>Stockholm</td>
<td>08 213 840</td>
</tr>
<tr>
<td>Oslo</td>
<td>22 33 29 90</td>
</tr>
<tr>
<td>Helsinki</td>
<td>975 154 525</td>
</tr>
<tr>
<td>Dublin</td>
<td>018 725 791</td>
</tr>
<tr>
<td>Blanchardstown</td>
<td>018 223 868</td>
</tr>
<tr>
<td>Belfast</td>
<td>0289 0233684</td>
</tr>
</tbody>
</table>

## Free Painting & Modelling Advice

No matter what level of painting or modelling skill 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 emailshot!

---

**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

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102 WHITE DWARF FRONTLINE RETAIL FINDER
Games Workshop
Dublin: The Gaming Capital of Eire.

Formally the centre of a Viking settlement, Dublin is Ireland's largest city and is always full of activity. Located right in the centre of Dublin city by the well known Ha'penny Bridge, the Games Workshop Dublin store has been introducing people to the hobby for over 10 years. With three tables for gaming and an area to come in and paint your armies, they boast some lovely display tables and miniature cabinets all made and painted by our very talented staff. Whilst you’re there why not have a chat to our staff, most of them have been involved in the hobby for many years and can provide advice on modelling, painting and playing with your chosen armies.

Dublin's Activities and Gaming nights.

Need help getting started? Dublin offers a free Beginner’s Workshop where you can learn to play our games and how to paint your models. Sunday is our Club Day, when you can bring your armies and battle opponents in a fun fuelled day of hobby activity. For our more experienced customers, we open late until 10pm on Tuesday nights where you can come down, play a few games, work on your models and discuss tactics, painting and ideas for your hobby projects with other experienced hobbyists. We also run regular holiday hobby events such as painting competitions and in-store campaigns.
Elites stores are Independent Stockists who offer a wide range of products and services.

Dragons Lair

Elite Stockists in Århus, Aalborg and Odense.

You can buy Games Workshop products in our own Retail Stores, Mail Order and Independent Stockists, some of which are classed as ‘Elites’ (for more about the term Elites read the column to the left).

One such ‘Elite’ stockist is Dragons Lair in Denmark. Trading since 1996, Dragons Lair opened its first store in Roskilde as a gaming and roleplaying store. Later they expanded their ranges into LARP (Live Action Role Play) and Airsoft. Currently Dragons Lair has three stores, Århus, Aalborg and Odense, they also offer their own mail order service. As well as stocking the Games Workshop full range (Warhammer, Warhammer 40,000 and The Lord of The Rings) Dragons Lair also hold introductory gaming classes as well as regular gaming nights. Dragons Lair are rightly proud of their customer service heritage and offer an invitation to anyone in Denmark to pop along to any one of their stores and have a chat to their friendly staff. To contact Dragons Lair or check out their forthcoming events please use the details below.

Mail Order Tel: 63 11 12 19
Website: www.dragonslair.dk
E-mail: kontakt@dragonslair.dk

Dragons Lair Århus

Dragons Lair Odense

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

DENMARK
AALBORG, Dragons Lair
John F. Kennedy Plads 1, 9000 Aalborg, Tel: 86 12 16 10
AARHUS C, Dragons Lair
Sct. Knuds Torv 3, 8000 Aarhus C Tel: 86 19 00 63
HILLERØD, Hobby & Fritid
Hammersgade 4, 3400 Hillerød, Tel: 48 25 26 16
KOBENHAVN K, Farors Cigare
Skindergade 27, 1137 København K, Tel: 33 32 22 11
KOBENHAVN NV, Arena København
Rummetommervej 80, 2400 København NV, Tel: 38 33 57 00
NÆSTVED, Arena Næstved
Korsfjeldevej 17, 4700 Næstved, Tel: 55 54 67 00
ODENSE C, Dragons Lair
Gråbøgespæssagen 9, 5000, Odense C, Tel: 65 91 97 01

RODOVRE, MR Games
Rødovre Stationcenter, 2610 Rødovre, Tel: 36 72 02 55

ROSKILDE, Fanatic Roskilde
Grennegade, 4000 Roskilde, Tel: 46 36 35 48
LYNGBY, Faros Cigare
Jernbanestraden 63, 2800 Lyngby, Tel: 32 10 23 23

FINLAND
HELSINKI, Fantasiappelt Helsinki
Villonkatu 48, 00100 Helsinki, Tel: 09 65 0803
LAHTI, Puolentoon Petit
Rautatiensalo 1, 15110 Lahti, Tel: 03 751 5151

THE NETHERLANDS
ARNHEM, Spellkwartier Arnhem
Steenstraat 4, 6828 CJ, Arnhem, Tel: 026 370 2082
DEN BOSCH, De Dobbelsteen
Hinthamerstraat 90, 5211 MS, Den Bosch, Tel: 073 614 5530

LEEWARDEN, Spellkijn
Voortweg 84, 8911 TH, Leeuwarden, Tel: 058 213 1112
LEIDEN, Vliegershop
Turftmarkt 2, 2312 CD, Leiden, Tel: 071 513 2783
MAASTRICHT, Vlieg-er-uit
Brusselsestraat 70, 6211 PG, Maastricht, Tel: 043 335 3653
TILBURG, De Dobbelsteen
Langestraat 176, 5038 SH, Tilburg, Tel: 013 544 3700
ZWOLLE, Games-n-Stuff
Diezerpoortenplaats 38, 8011 VX, Zwolle, Tel: 038 421 3685

SWEDEN
GÄVLE, Hobbyshopen
Norra Rådmansgatan 2, 803 11 Gävle, Tel: 26186299
UMÉÅ, Fantasia
Storgatan 44, 903 26 Umeå, Tel: 090770360
Northern Europe Mail Order (NEMO) is a fast, accurate and convenient service that allows you to order your miniatures and other hobby products from the comfort of your home.

- We aim to despatch all orders within three days, straight to your door.
- You can order ANY Games Workshop product.
- Our Advance Order service lets you order models and products before they are released, guaranteeing you'll get them on the day of release.
- Available now are a range of models only available through mail order. Check out what's on offer this month.

HOW YOU CAN ORDER!

- **On the internet:** Visit our secure Online Store at: www.games-workshop.co.uk/store
- **In-Store:** Order from any Northern Europe Games Workshop Retail Store or selected Independent Stockists at the in-store order point.
- **By Phone:** Call our Hobby Specialists on: +44 (0) 115 918 4040, opening hours, Monday-Friday: 9am-5:30pm.
- **By FAX:** You can fax your order to +44 (0) 115 916 8162.
- **By E-mail:** Send any enquires to nemo@games-workshop.co.uk
- **By Post:** Games Workshop, Northern Europe Mail Order, Willow Road, Lenton, Nottingham, England, NG7 2WS.

WHAT'S AVAILABLE...

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On the following pages you will find a selection of models that will allow you to field armies of Gondor from some of the most important ages of this great nation of Men.

The Armies of the High King

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99471446400401
€12.50, 100dkr, 115sek, 125nkr

**ISILDUR FOOT & MOUNTED**
990614464074
€20, 140dkr, 170sek, 200nkr

**KING OF MEN 1**
99471446400801
€7.50, 60dkr, 70sek, 75nkr

**KING OF MEN 2**
99471446400802
€7.50, 60dkr, 70sek, 75nkr

**KING OF MEN 3**
99471446400803
€7.50, 60dkr, 70sek, 75nkr

**KING OF MEN 4**
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€7.50, 60dkr, 70sek, 75nkr

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**NÚMENOR BOWMEN 2**
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€4, 40dkr, 45sek, 50nkr

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**NÚMENOR SPEARMEN 4**
99471446400304
€4, 40dkr, 45sek, 50nkr

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The Age of the Stewards

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CITADEL BOWMAN 2
9947146405302
£4, 40dkr, 45sek, 50nkr

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