Sauron has summoned forth the Southrons once again, and a legion of evil Men march forth to war!

Middle-earth trembles beneath the feet of gigantic Mûmakil, and the Men of the south gather in droves beneath the banners of the Dark Lord. Eager to vent their hatred on the Men of Gondor, the warriors of mysterious Harad make relentless and skilful opponents. Boldered, too, by the Corsairs of Umbar and the Mahád of Far Harad, the armies of the south are among the most colourful, exotic and deadly in all of Middle-earth. To mark the release of the exciting Harad sourcebook for The Lord of the Rings strategy battle game, we talk to its author, Mat Ward, and fight out a massive battle report. How will the Southrons fare against their ancient foes, the Men of Gondor?

In addition to the Mûmak-wrought chaos, we have treats aplenty for fans of Warhammer and Warhammer 40,000 too. Fantasy fans delight as Phil Kelly brings a report of the latest Studio campaign, including house rules for Mighty Empires. Also, some tournament veterans offer us their tips on using Warhammer Empire armies. For Warhammer 40,000, we have an 'Eavy Metal Masterclass on the new Shokk Attack Gun, as well as a guide to modelling and painting Imperial Baneblades. Finally, we have a Dan Abnett interview and Horus Heresy feature - that should keep you busy until next month!

Grombrindal, The White Dwarf
THE SERPENT KINGDOM

18 DESIGN NOTES
Mat Ward chats to Andy Hall about the new Harad book, miniatures and army lists.

36 BATTLE REPORT: STRIKE OF THE SERPENT!
Suladân gathers a huge alliance of Haradrim and Corsairs – can Gondor check this mighty threat?

ALSO IN THIS ISSUE...

02 NEW RELEASES
New stuff from the Citadel forges.

12 NEWS
This April is Warhammer month!

56 BLACK LIBRARY: HORUS HERESY
Dan Abnett speaks about this latest novel.

60 CONQUEST OF EMPIRES
The Studio staff battle it out in a campaign.

66 STANDARD BEARER
Jervis talks about archetypes in our games.

69 TOOLBOX
Purity Seal and 'Ardcoat.

70 PAINTING MASTERCLASS: SHOKK ATTACK GUN
Kirsten Williams shows us how it's done.

80 WARHAMMER TACTICA: EMPIRE
Cunning tips and tricks for Empire players.

88 MODELLING WORKSHOP: BANEBLADES
It's time to go to town on the Baneblade kit!

96 'EAVY METAL SHOWCASE: DWARFS
A look at the stunning Studio Dwarf army.

100 FRONTLINE
The latest events and activities near you!

114 ORDERING DIRECT
Fast, secure mail orders straight to your door.
**BRAND NEW SOURCEBOOK**

Of all the Dark Lord's servants that took to the Pelennor Fields, none were so deadly as the Haradrim, masters of the monstrous Mûmakil.

This 64-page sourcebook is the definitive guide to the land of Harad and the armies that march in service of its cruel chieftains. The book contains the history of Harad, profiles and rules for every Hero and Warrior of those far-flung lands, army lists for Harad, Far Harad and Umbar, and six new scenarios!

>>>TURN TO PAGE 18 TO FIND OUT MORE

This 64-page sourcebook contains all the rules you need to build an army of Harad.

**HARAD**

<table>
<thead>
<tr>
<th>Country</th>
<th>UK</th>
<th>€10</th>
<th>Euro</th>
<th>€15</th>
</tr>
</thead>
<tbody>
<tr>
<td>Denmark</td>
<td>11.50c</td>
<td>150kr</td>
<td>150sek</td>
<td></td>
</tr>
<tr>
<td>Sweden</td>
<td>140sek</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Product code: 600414998724
Written by Mat Ward

ON SALE FEBRUARY 9th

---

THE HISTORY OF HARAD

[Map and text content regarding the history of Harad]

---

[Further maps and text content related to the history and geography of Harad]

---

[Additional maps and text content providing more detailed insights into the lands and conflicts of Harad]
HARADRIM RAIDERS

This plastic kit contains 6 Haradrim Raiders

<table>
<thead>
<tr>
<th>Region</th>
<th>Price (UK)</th>
<th>Price (Euro)</th>
<th>Price (€)</th>
</tr>
</thead>
<tbody>
<tr>
<td>UK</td>
<td>£12</td>
<td>€18</td>
<td>€22.50</td>
</tr>
<tr>
<td>Denmark</td>
<td>1756kr</td>
<td>2150€</td>
<td>2565€</td>
</tr>
<tr>
<td>Norway</td>
<td>2485kr</td>
<td>2950€</td>
<td>3375€</td>
</tr>
<tr>
<td>Sweden</td>
<td>200usd</td>
<td>225€</td>
<td>250€</td>
</tr>
</tbody>
</table>

Product code: 9912144-0034
Sculpted by Alan Perry and Michael Perry

ON SALE FEBRUARY 9th

Pictures for illustrative purposes only. Product colours may vary. Products sold assembled and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.
NEW RELEASES

CORSAIRES OF UMBAR

This plastic kit contains 24 Corsairs of Umbar

CORSAIRES OF UMBAR

<table>
<thead>
<tr>
<th>Country</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>UK</td>
<td>£12</td>
</tr>
<tr>
<td>Euro</td>
<td></td>
</tr>
<tr>
<td>€22.50</td>
<td></td>
</tr>
<tr>
<td>Denmark</td>
<td>175dkk</td>
</tr>
<tr>
<td>Norway</td>
<td>22.5sek</td>
</tr>
<tr>
<td>Sweden</td>
<td>200sek</td>
</tr>
</tbody>
</table>

Product code: 90221464003
Sculpted by Alan Perry and Michael Perry

ON SALE FEBRUARY 9th

>>> TURN TO PAGE 23 FOR MORE ABOUT THE NEW CORSAIRES

Pictures for illustrative purposes only. Product contents may vary. Products sold unprimed and unassembled. Certain Otago products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.
CORSAIR BO’SUN AND CAPTAIN

This blister pack contains 1 metal Bo’sun and 1 metal Captain

CORSAIR BO’SUN AND CAPTAIN
UK £7 Euro €11.50
Denmark 70kr Norway 160kr
Sweden 100kr
Product code: 99061464135
Sculpted by Alan Perry and
Michael Perry
ON SALE FEBRUARY 9th

DALAMYR, FLEETMASTER OF UMBAR

This blister pack contains 1 metal Dalamy, Fleetmaster of Umbar

DALAMYR, FLEETMASTER OF UMBAR
UK £6 Euro €11
Denmark 70kr Norway 80kr
Sweden 100kr
Product code: 99061464137
Sculpted by Alan Perry
ON SALE FEBRUARY 9th

CORSAIR ARBALESTERS

This blister pack contains 3 metal Corsair Arbailesters

CORSAIR ARBALESTERS
UK £7 Euro €11.50
Denmark 85kr Norway 100kr
Sweden 100kr
Product code: 99061464136
Sculpted by Gary Morley
ON SALE FEBRUARY 9th
NEW RELEASES

WATCHERS OF KÅRNA

This blister pack contains 3 metal Watchers of Kårna

WATCHERS OF KÅRNA
UK £7 Euro €11.50
Denmark 85kr Norway 100kr
Sweden 100sek
Product code: 99061464134
Sculpted by Gary Morley

ON SALE FEBRUARY 9th

MAHÛD WARRIORS WITH BLOWPIPES

This blister pack contains 3 metal Mahûd Warriors with blowpipes

MAHÛD WARRIORS WITH BLOWPIPES
UK £7 Euro €11.50
Denmark 85kr Norway 100kr
Sweden 100sek
Product code: 99061464133
Sculpted by Alan Perry and Michael Perry

ON SALE FEBRUARY 9th

MAHÛD WARRIORS

This blister pack contains 3 metal Mahûd Warriors

MAHÛD WARRIORS
UK £7 Euro €11.50
Denmark 85kr Norway 100kr
Sweden 100sek
Product code: 99061464132
Sculpted by Alan Perry and Michael Perry

ON SALE FEBRUARY 9th

HALF TROLLS

This blister pack contains 2 metal Half Trolls

HALF TROLLS
UK £7 Euro €11.50
Denmark 85kr Norway 100kr
Sweden 100sek
Product code: 99061466033
Sculpted by Michael Perry

ON SALE FEBRUARY 9th

Pictures for illustrative purposes only. Product contents may vary. Products may be highly detailed and unassembled. Certain items may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.
MAHÔD KING

This blister pack contains 1 metal mounted Mahôd King and 1 Mahôd King on foot

MAHÔD KING
UK £12 Euro €20
Denmark 140kr Norway 200kr
Sweden 170sek
Product code: 99061464130
Sculpted by Alan Perry and Michael Perry

ON SALE FEBRUARY 9th

MAHÔD RAIDERS

This blister pack contains 1 metal Mahôd Raider

MAHÔD RAIDERS
UK £6 Euro €9
Denmark 70kr Norway 85kr
Sweden 80sek
Product code: 99061464111
Scultped by Michael Perry

ON SALE FEBRUARY 9th
VAMPIRE COUNTS SPEARHEAD

Can't wait to get your hands on all the new releases for next month's Vampire Counts?

Look no further; the Vampire Counts Spearhead set includes the new army book, and it's available from hobby centres and GW Mail Order ahead of the main release.

This box set contains:
- 1 Army Book
- 1 Vlad von Carstein
- 1 Vampire Lord
- 10 Skeletons
- 10 Crypt Ghuls
- 10 Dire Wolves
- 10 Grave Guard
- 1 Corpse Cart
- 1 Varghulc

VAMPIRE COUNTS SPEARHEAD

UK £110.00 Euro €160.00
Denmark 1250dkr Norway 1650kr
Sweden 1300sek
Product code: 60410207174

LIMITED AVAILABILITY

ON SALE FEBRUARY 23rd

THE LATEST ADDITIONS TO THE COLLECTORS RANGE – AVAILABLE FROM MAIL ORDER

EMPIRE CAPTAIN WITH GORY BLADE

This blister pack contains
1 Metal Empire Captain with Gory Blade

EMPIRE CAPTAIN WITH GORY BLADE

UK £7.50 Euro €11.50
Denmark 855kr Norway 1000kr
Sweden 1107sek
Product code: 99060208229
Sculpted by Brian Nelson

HIGH ELF NOBLE

This blister pack contains
1 High Elf Noble

HIGH ELF NOBLE

UK £7.50 Euro €11.50
Denmark 955kr Norway 1000kr
Sweden 1107sek
Product code: 99060210129
Sculpted by Gary Akrley

THE BLESSING OF SIGMAR

This blister pack contains
2 Metal Empire Noble figures

THE BLESSING OF SIGMAR

UK £8.50 Euro €12.50
Denmark 955kr Norway 1250kr
Sweden 1171sek
Product code: 99060202228
Sculpted by Dave Thomas

*Pictures for illustrative purposes only. Product contents may vary. Products sold unassembled and unpainted. Certain Glade products may be dangerous if unadapted. Prices correct at time of going to press, please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.*
Forge World makes a huge range of resin kits and accessories. These include super-heavy battle tanks, Titans, upgrades for Games Workshop's plastic kits, scenery pieces and busts of some of our most popular characters. These products are intended for experienced modellers and are only available directly from Forge World.

www.forgeworld.co.uk

IMPERIAL GUARD SHADOWSWORD

This resin conversion kit allows you to transform your plastic Baneblade into a deadly, Titan-hunting Shadowsword! This is the first in a new range of Baneblade conversion kits.

Designed by Desi Pearson.

Death Korps of Krieg Trooper shown for scale purposes only, and is not included.
BLACK LIBRARY

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

www.blacklibrary.com

EMPIRE IN CHAOS

When a young woman's village is destroyed, she and an injured Elf are the only survivors. As the two companions fight their way towards Black Fire Pass, she discovers powers of courage and faith that inspire all around her. When Chaos attacks, she and the Elf must fight alongside the armies of the Empire for the very fate of the land.

EMPIRE IN CHAOS
by Anthony Reynolds
ISBN 1-84416-533-9

UK £9.99 Euro €9
Denmark kr216 Norway kr165 Sweden kr209

SCOURGE THE HERETIC

While Space Marines and the Imperial Guard battle aliens among the stars, it is the job of the Inquisition to hunt down the heretics who corrupt society from within. An Ordo Hereticus warband investigates an interplanetary peoplesmuggling operation, it soon finds it is up against some very dangerous enemies indeed.

SCOURGE THE HERETIC
by Sandy Mitchell

UK £9.99 Euro €9
Denmark kr216 Norway kr165 Sweden kr209

OATHBREAKER

In the bleak mountains the Dwarfs fight a battle for survival against their ancient enemies, the Skaven. When Karak Varn is overrun, Dwarf Thane Uthor makes a rash vow to reconquer it, paying little thought to the enormity of such a task. How can his band of Dwarfs ever hope to triumph against such impossible odds?

OATHBREAKER
by Nick Kyme

UK £6.99 Euro €9
Denmark kr176 Norway kr155 Sweden kr199

GRUDGELORE

This book details five dramatic chapters in the history of two ancient holds of the Dwarfs, one of Warhammer's most popular races. Written as if an artefact from the Warhammer world, The book contains a wealth of background about the Dwarfs, plus tales of heroism and desperate battles. It's a must-have for all Dwarfs fans!

GRUDGELORE
By Nick Kyme & Graeme Davis

UK £15 Euro €22.50
Denmark kr348 Norway kr334 Sweden kr348

Pictures for illustrative purposes only. Product contents may vary. Products sold unsealed and unsealed/wrapped. Certain Ork products may be dangerous if used incorrectly. Prices correct at time of going to press. Please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, websites or licensors. Independent retailers are responsible for determining their own prices.
BLACK INDUSTRIES

Black Industries produce top quality roleplaying games and boardgames. Their products include the multi ENnie Award-winning Warhammer Fantasy Roleplay, the stunning new edition of Talisman and the long-demanded Warhammer 40,000 Roleplay: Dark Heresy. Although Black Industries products are not available in Games Workshop stores, you can find them in independent hobby stores, or you can buy them directly from:

www.blackindustries.com

WARHAMMER 40,000 ROLEPLAY: DARK HERESY

The long-awaited Warhammer 40,000 roleplaying game is here! Dark Heresy allows players to roleplay in the dark and gothic Warhammer 40,000 universe for the first time. Players fight against the corrupt agents of Chaos as they take the roles of an Inquisitor's retinue.

Within this lavish, full-colour book, players will find all the information they need to play as agents of the Imperial Inquisition - evocative background, detailed rules and an adventure to get them started. Seek out the daemon, the heretic and the mutant, but remember: innocence proves nothing.

WARHAMMER 40,000 ROLEPLAY: THE GAME MASTER'S KIT

This superb addition to any Game Master's collection that will keep all your Inquisitorial secrets safe! Containing a booklet featuring a whole host of adventure and gaming aids, and a sturdy, full-colour screen. This handy tool makes running your games that much easier.

WARHAMMER 40,000 ROLEPLAY: CHARACTER FOLIO

An essential accessory for all Warhammer 40,000 Roleplay: Dark Heresy players. This deluxe character record pack allows players to record their achievements in detail over 24 pages. No player will want to be without one!

Pictues for illustrative purposes only. Product contents may vary. Products sold unassembled and unassembled. Certain Citadel products may be dangerous to use incorrectly. Prices correct at time of going to press, please contact us for current availability and price. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are requested to determine their own prices.
2008 is a very special year for Games Workshop, as it is the 25th anniversary of the launch of Warhammer! The game of fantasy battles is 25 years old, and we intend to celebrate.

As mentioned last month, this April, there will be a host of special promotions, parties and hobby events, sparking a global celebration of the Warhammer hobby. We can’t tell you exactly what we have planned just yet, except that it’ll be huge, and will involve lots of fun, gaming and probably cake!

Needless to say, there will be a Warhammer-tastic issue of White Dwarf out in April, featuring interviews with some of the brains behind the original edition of Warhammer, and some rather awesome new gaming material, rules and scenarios. Fans of the world’s biggest tabletop fantasy wargame will be in for a real treat.

Keep an eye out for the logo (left) in our Hobby Centres – when you see the hammer, something special is certain to be just around the corner...
Time of Legends
April also sees the start of a brand new Warhammer series from the Black Library. Time of Legends tells the tales of legendary heroes and monumental events that shaped the Warhammer World. The series kicks off with Heldenhammer, the legend of Sigmar by Graham McNeill, and continues apace with Nagash the Sorcerer, the story of a necromancer's rise to power and the damnation of an entire realm. These novels are just the beginning, with many more planned. Keep an eye out online for more information.

Remember this? This iconic piece of artwork by John Blanche, affectionately known as "Harry the Hammer", adorned the first ever edition of Warhammer Fantasy Battles. To honour this classic image, Aly Morrison is currently working on a special edition miniature of "Harry". Stay tuned for more details!

www.blacklibrary.com
HAVE YOU GOT WHAT IT TAKES?

From now until March participate in your store’s scheduled events and earn your Iron Halo!

www.games-workshop.co.uk
All across the world, Games Workshop stores have been running Iron Halo events EVERY DAY since Christmas!

These in-depth hobby sessions aim to help develop hobby skills and experience and provide fun activities for every day, not just weekends! Every store has a calendar and posters for all of these sessions, all you need to do is get down to the store, or give them a call, and get booked into the Iron Halo events. However not only are the lessons fun and informative, but, if you pick up an Iron Halo Sign Up card and attend the number of sessions specified by the store manager, then you will receive your very own Iron Halo pin badge, the prized insignia of the veteran warrior!

These sessions are not just for beginners! There are opportunities to practice and polish some of the most advanced modelling and painting techniques; as well as take part in all sorts of games, challenges and competitions.

All you need to do to get involved is to pop into your local store, or give them a ring, and talk to the staff about the activities they have prepared, pick up you Iron Halo Sign Up card and get booked in! If you are part of a school or library club, or any other gaming group talk to the Store Manager about booking-in groups of hobbyists or arranging club visits to the store.

It couldn’t be easier! Get down to the store and get involved and earn your very own Iron Halo!

Ask in-store for details
FREE POSTAGE!

All orders delivered to stores are now post free!

Great news! When you place an order through the Mail Order point in your local store in the UK or Northern Territories it will be sent to the store POST FREE! Yep, that's right, any order from a Bitz Bag to a Battle Company will be delivered to the store completely free of any postage charges. Happy ordering!

Mail Order Freepost

And don't forget, ALL orders of £50 or more that are placed through the Online Store or Mail Order will be sent to you POST FREE*!

Warhammer 4,000 Battleforces, Warhammer Battalions, such as the forthcoming Vampire Counts Battalion, and the terrifying M Belmont, of Harad are all great products that you can order and have sent to you post free!

*UK addresses only

For more information on ordering through Mail Order or the Online Store go to page 114.

Mail Order Opening Times

In a change to the opening times, Mail Order will now open at 11:00am on Tuesday. Opening times for the rest of the week are unaffected.

Revised Mail Order Opening Times.

<table>
<thead>
<tr>
<th>Day</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Monday</td>
<td>10:00am to 6:00pm</td>
</tr>
<tr>
<td>Tuesday</td>
<td>11:00am to 6:00pm</td>
</tr>
<tr>
<td>Wednesday</td>
<td>10:00am to 6:00pm</td>
</tr>
<tr>
<td>Thursday</td>
<td>10:00am to 6:00pm</td>
</tr>
<tr>
<td>Friday</td>
<td>10:00am to 6:00pm</td>
</tr>
<tr>
<td>Saturday</td>
<td>10:00am to 6:00pm</td>
</tr>
<tr>
<td>Sunday</td>
<td>11:00am to 5:00pm</td>
</tr>
</tbody>
</table>

2 for 1 Special Offer

As a special offer to White Dwarf readers, Games Workshop, in conjunction with The Dungeons, would like to offer you the chance to scare two people silly for the price of one!

Located in London, York, Edinburgh and Amsterdam, The Dungeons are a unique mixture of real history, horror and humour that uses interactive shows, live actors and breathtaking rides plus special effects to take you back to those terrible times.

Terms and Conditions:
1. This voucher is valid for one free admission when one of equal or greater value is purchased.
2. This offer is valid until 31.12.2000
3. This offer is not valid in conjunction with any other offer, promotion, prepaid tickets, tickets purchased online, mail order order or voucher
4. This voucher has no cash value
5. This voucher is non refundable and non exchangeable
6. Photocopies are not accepted

The Dungeons are a feast of fun with history's horrible bits. Live actors, shows, rides and interactive special effects take you back to those black, bleak times. Covering under the wrath of a vengeful 18th century judge, face the resident torturer in his dark, dingy lair and try to find your way through the terrifying Labyrinth of the Lost...are you brave enough?

All you need to do is present this advert at your nearest dungeon and you will be able to get two people in for the price of one ticket!
Hobby Activities

Every weekend and throughout the school holidays, Warhammer World offers a fantastic range of hobby activities. From painting techniques to modelling skills and scenery workshops, even tactical game play advice, there is something for everyone.

Each activity is run by a skilled Games Workshop staff member, and we will provide you with all the required materials and tools to take part. The price for an hour-long activity is £6, whilst the longer 90 minute activities cost £10. At the end of the session you will not only have developed your own skills in a particular area, but you'll get to take away any models you make during the activity.

For more information on the activities available, including details about how you can register check out the Warhammer World Blog page.

(http://warhammerworld.typepad.com/)  

Forthcoming Displays

Tank-Tastic II
7th December – 21st February
Witness the magnificence of the Imperial Baneblades from Games Workshop's talented studio (and perhaps even take a few modelling ideas home for your own super-heavy tanks), as featured in this very issue of White Dwarf.

Warhammer 40,000 Orks
14th January – 10th March
The gaming hall will be hosting a celebration of the mean green-skinned monsters and their marauding forays across the Warhammer 40,000 universe.

New Releases Orks & Vampire Counts
4th January – 3rd April
A chance to see new models up to three months before they go on general release in the UK!

Due to the number of activities running in Warhammer World, occasionally we have to move things around to accommodate them. If you are planning a special trip to the venue to see our exhibitions, or just to play some games, we advise that you contact us in advance to avoid disappointment.
Mordor summons them. Vengeance drives them. Hatred lends them strength. Gondor will burn!
The lands across the Bay of Belfalas and south of Mordor are populated by the tribes of Harad – a hardy race who worship Sauron and hate Gondor with all their hearts. Andy Hall talks with Mat Ward about the new Harad Supplement.

The legions of Mordor and Isengard were not the only force to oppose Gondor during the War of the Ring. The Haradrim had far more cause to despise the Men of Gondor, thus when Sauron summoned his dark allies to war, the Serpent Kingdoms were eager to see Gondor brought low.

The Haradrim hail from the southernmost lands of Middle-earth where the landscape is dominated by serpent-infested plains and arid deserts. The Southrons are a cruel race of Men, their hearts hardened by a bloody history and a bitter resentment towards the lands of the north, their fate tied irrevocably to that of the Dark Lord, Sauron.

The Studio's very own Dark Lord, Mat Ward, was responsible for this, the latest The Lord of the Rings sourcebook. The first thing we were curious about was: why Harad? “There are a couple of reasons,” says Mat. “Firstly, from a movie perspective there are five main armies – Gondor, Mordor, Isengard, Rohan and Harad. You have Goblins running around in Moria for a bit and the Elves pop up from time-to-time, but it’s the ‘big five’ that ultimately decide the fate of Middle-earth. These are all worthy of a book in their own right, and so we thought it was time to give Harad their own space – especially as last time around they had to share the Pelennor Fields sourcebook with Gondor. The second reason is that it gives us an opportunity to take a closer look at Harad and Umbar and delve a little deeper into the relationship between the different tribes and cultures that inhabit this unexplored part of Middle-earth.”

Players of The Lord of the Rings...
strategy battle game will be familiar with the Harad book's layout and ordering as it follows on from the recent sourcebooks, Khazad-dûm and Gondor in Flames. The book takes a logical structure, dealing with the history of the Southlands, then the Heroes and Warriors section, before getting to the all-important army lists and, finally, the scenarios. "The background section treads new ground, looking at a realm barely covered before, either by us or by Tolkien," says Mat. "What I didn't want to do was make Harad just another 'evil' nation. The men of Harad will have wives and children like any race of Men – their sons and daughters are born into the world with a natural malevolence, like an Orc. Their hatred and bitter enmity towards the Free Peoples and subsequent alliance with Sauron stems from when Gondor occupied their lands. The Black Nûnmenóreans that had led Harad before Gondor's invasion had been far crueller, but the Haradrim still resented the people of Gondor more."

Leafing through the new book, we came across some interesting stuff in the Tribes section. Not only have the Mûmak rules altered – more on that later – but there's another named character joining Suladán in the Heroes section: Dalamyr, the Fleetmaster of Umbar. "Named characters are important to give your force some personality and, of course, more Might points. It's important to populate these previously unexplored areas with personalities that you can then take to the tabletop, especially for Evil players who'll never have access to the likes of Aragorn or Boromir," says Mat.

Harad is most famous for its fabled Mûmakil, massive war-beasts that shake the
THE HARADRIM

The Haradrim hail from the southernmost lands of Middle-earth, an unforgiving, arid and hostile place.

Suladân, the Serpent Lord.

Watchers of Kûrma.

Hâsharin.

Haradrim Raiders.

Haradrim Warriors.

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

Serpent Guard with war spear.

ground as they charge, and bear howdahs upon their backs from which bow-armed Haradrim rain down arrows onto the enemy. It's more than likely that a Mûmak or two will be the centre piece of any Harad force. "What I've done," says Mat, "is reorder the rules so they're easier to use during the game. They are formatted so you know exactly which phase and order they should be implemented in – Move, Shoot, Fight, or whatever." The rules are not exactly the same as before either. You can now crew a Mûmak with Serpent Guard, Watchers of Kûrma, Mahûd Warriors and even Half Trolls, as well as the standard Haradrim Warriors. "I've also increased the number of upgrades you can buy. In addition to the tusk and Beastmaster upgrades, you can purchase rocks to throw at enemies from the howdah, give your beast a gnarled hide, or make it an ill-tempered Mûmak. The most important new upgrade in my mind is the Rappelling Lines, which allow your howdah crew to dismount. In effect you can now turn the Mûmak into a highly dangerous troop carrier, especially if it's filled with Half Trolls!"

The armies of Harad
The sourcebook details five armies: The Serpent Horde, The Corsair Fleets, Harad, Far Harad and Umbar, each representing a certain era or geographical area of the Southlands. "The Serpent Horde list is the army that answered Sauron's call in the War of the Ring; they're the force you see on the Pelennor in The Return of the King film. They're a human army – as are all the armies in this book – but I obviously wanted to make sure they played differently from other human forces and
Corsairs of Umbar

The black-sailed vessels of Umbar are crewed by the ruthless Corsairs, intent on plunder and destruction.

Dalmyr
A notorious figure in the land of Harad, Dalmyr has been one of the foremost fleetmasters for many years. His influence within the tortuous politics of Umbar, coupled with his consummate skills as a Haradrim assassin, make him an opponent to be feared, both within and without the Southlands.

<table>
<thead>
<tr>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M</th>
<th>W</th>
<th>F</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>3</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>4</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

Special Rules
The Bane of Kings; Stalk Unseen; Preternatural Agility; Smoke Bombs.

The Corsairs believe in having as much firepower as possible.
TRIBES OF FAR HARAD

To fight the Mahûd is a fearsome thing, for they are savage, primitive warriors with a lust for battle.

A Mahûd force is extremely hard, with high Fight, Strength and Attack values.

they don’t have access to banners — but the Corsair Bo’sun combines his fine fighting ability with the Commanding Bellow special rule, which effectively makes him a banner bearer.” One of the other notable troop types available to the Corsairs is the deadly Arbalesters. The Corsairs believe in having as much firepower as possible. To this end, many carry crossbows on raids and use a large wooden pavise to provide shelter as they reload. The pavise gives the Arbalester a very healthy Defence value of 6. “The Umbar list is very similar to the Corsair Fleet list in that the core choices are taken from the Corsair Warriors and Heroes, but as the list represents the militias that are found in and around the deadly, dilapidated city of Umbar itself, the selection is a bit broader, allowing you to include Hâsharin and Haradrim Warriors.

The army of Far Harad comprises the Mahûd. These tribesmen inhabit the grassy plains that lie even further south than Umbar. It’s also where the feared Mûmakil originally hail from so they, along with camels and the feared Halfl Trolls, combine to make a very distinctive-looking force. “A Mahûd force is extremely hard, with high Fight, Strength and Attack values. However, they have low Courage and don’t have the Stand Fast! rule. They don’t fight as an army like Gondor or Rohan; they are feral tribesmen and are just not organised that way. No flowery speech about freedom is going to inspire them. What they do have, though, is the Warrior Pride rule, which means that any Mahûd will automatically pass a Courage test if there is a Mahûd Hero in combat within 12”/28cm."
"The other trick Mahûd carry up their wicker wristbands is the blowpipes. All Mahûd have access to poison blowpipes—these have a shorter range than the Haradrim bows but, crucially, they don't count toward the bow limit in Legions of Middle-earth games, allowing you to field as many as you wish. They're only Strength 2, but allow you to re-roll 1s to wound because they have the same Poison ability as other Harad weapons," adds Mat.

General army rules aside, the Mahûd have their fair share of exotic troop types, namely the camel-riding Mahûd Raiders and the Half Trolls. Mahûd Raiders are devastating on the charge thanks to the sharp tusks—taken from dead Mûmakil—that are attached to their camels; these inflict a single, Strength 4 hit on one enemy model in base contact when charging. This ability, on top of their solid Fight and Strength values, means that they are among the most powerful cavalry in the game in an initial assault.

The Half Trolls stride across the battlefield with an impressive stat-line, which includes Strength and Defence values of 5. As if that weren't enough, these brutes can make up part of a Mûmak's crew!

So, a Harad force is a formidable one to field. Its greatest strength, though, comes from the mercenary nature of the Corsairs and Mahûd and the sheer hatred that the Haradrim have for the Free Peoples of Middle-earth, which means they can be part of nearly any Evil army.

"Overall, the greatest ability of all the Harad armies," concludes Mat, "is their ability to ally with loads of other forces. A Harad army is a great way of starting an Evil force, which you can build up and take in any direction you like due to the selection of allies at your disposal."

Beastmaster Chieftain

The Mahûd are master handlers of the Mûmakil, and none are more adept than the Beastmaster Chieftains. They can tame even the most ill-tempered beast and drive it on to feats that would cause other creatures to succumb to their natural instincts and flee.
Mat Ward builds a 700-point sample Haradrim Army, and shows us how to get the best out of these tribal troops.

This army's strength comes in two halves. Firstly, there are lots of fairly cheap infantry leavened with veteran Warriors such as Serpent Guard and Watchers of Karna, and they should prove numerous enough to match most opponents man for man. While the Strength of your Warriors is a deeply average 3, the strong showing by poisoned arrows and poisoned blades goes a long way to compensate for this – you just have to remember to use the re-rolls; don't expect your opponent to remind you!

Secondly, there's a Mumak. 'Nuff said. Mumakil are fantastic shock troops, able to trample aside (or rather over) the toughest of enemies. Given optimal conditions, a Mumak can cheerfully slaughter its own points value in enemies in but a single Move phase. Admittedly, they're not without weaknesses – a single Hero, his
move timed correctly, can all but shut down the rampaging pachyderm, but in coming so close to the beast such a Hero is running an awful risk. All-in-all, Mûmakil are best employed to stamp all over enemy Warriors, the tougher the better – the Mûmak's trample resolves at a mighty Strength 9, and even Fountain Court Guard, bless 'em, can't survive that kind of punishment.

Watchers of Kârna are exceptional elites to seed throughout your army. They are only Defence 3 – so take care to keep them safe from incoming archery – but they have Fight 4 and 2 Attacks; perfect for punching through lines of Gondor and Rohan troops. Watchers of Kârna are also excellent choices for dealing with Terror-causing foes, as their Steely Nerve gives them a bonus to their Courage when charging such beasties.

This example army doesn't have much in the way of Heroes, relying as it does on numbers and the Mûmak to force a victory. If you're wanting a bit of malevolent muscle to boost your forces, Haradrim do have several choices to offer you. Fâshârim are always my favourite – they can chop through just about anything with their poisoned blades. If you want a true bit of muscle, however, Suladân the Serpent Lord is always a strong investment. He's a match for most Good Heroes, and makes a fantastic spearhead for any Haradrim cavalry charge when placed with the Haradrim Raiders.

Of course, if you're playing a larger game then don't forget about the Serpent Guard. Their poisoned spears and Fight 4 will give the force a little more bite. Placing Suladân with Serpent Riders is always a winning combination.
RAIDERS FROM UMBAR

For the next sample army, Mat takes a look at the Corsairs and advises on how these pirates are more than just your average Evil force.

Corsairs, by and large, offer an Evil player oodles of flexibility. They’re cheap enough to include in large numbers, but also sport impressive Fight values and weapon options. Every Corsair army should be built around a good, solid bunch of bloodthirsty Corsairs. At 8 points a pop (including throwing weapons and one other piece of kit at your discretion) they really are an impressive buy. Be warned, however – Corsairs without shields are only Defence 3, and will really suffer from Elf and Dwarf bows, so make sure you’ve enough buckler-equipped pirates to lead the charge!

To combat the slings and arrows of outrageous Elven armies, the Corsairs have a ranged trick of their own. Arbalesters can unleash a deadly volley of crossbow bolts every turn, all but guaranteeing that you’ll win the shooting war. That said, you
shouldn't discount the value of the throwing weapons that almost every Corsair carries - though short ranged, a hail of throwing weapons is not something easily laughed off, even by heavily armoured Men of Gondor or Elves.

At this point, two words should be said about Corsair Heroes, and those words are: field lots. Corsair Captains are your front line, beat-the-enemy-to-death kind of Heroes, with enough Might and Fight to get the job done. Bo'sun's are far subtler. Whilst a Bo'sun can be used to clobber the enemy if you wish, his main effect is to lurk behind the battle lines, bellowing orders and (in game effects) functioning just like a banner. A combination of Bo'sun and Captain in the forefront of a scrap really can make a difference, but what do you do if there's a Boromir or other such death-dealing do-gooder close to hand?

The answer is simple: set Dalamyr on him. Dalamyr's Smoke Bombs can counter even the most resolute of enemy Heroes, allowing his Hâsharin skills to slice and dice with impunity. Imrahil, Boromir, Gandalf - Dalamyr can give any of them a fight to remember, thanks to his high characteristics, Hâsharin abilities and Smoke Bombs. Even if he doesn't win, the victim is likely to come away sorely wounded and easy prey for the nearby brutal Corsairs.

By and large, the Corsairs of Umbar suffer in one regard only: they have no cavalry. This is a slim weakness for the foe to exploit, for the hail of firepower unleashed by a Corsair army is vile indeed. That said, there's no reason not to recruit a few allied cavalrymen to aid your Corsairs - perhaps Haradrim Raiders, or the camel-riding Mahûd.

---

Raiders From Umbar

1. Dalamyr, Fleetmaster of Umbar
   100 points

2. Corsair Captain
   With two-handed weapon.
   55 points

3. Corsair Bo'sun
   43 points

4. Corsair Bo'sun
   with crossbow.
   50 points

5. 24 Corsairs of Umbar
   12 with spears and 12 with shields.
   192 points

6. 12 Corsairs of Umbar
   with bows.
   96 points

7. 12 Corsairs of Umbar
   with shields.
   96 points

8. 6 Corsair Arbaleters
   60 points

Total Points 694
Mat's final sample army focuses on the fearsome Mahúd and their Half Troll allies.

Not to put too fine a point on it, Mahúd are as hard as nails! Warrior tribesmen from the southernmost lands of Middle-earth, the Mahúd have had to fight for every acre of land they have settled. The Mahúd are strong and skilled, but their primitive intellect makes them somewhat cowardly if the battle goes against them. To this end, a Mahúd army needs to strike, and strike hard, before the enemy manages to whittle it down and slay its leaders.

The indisputable core of any Mahúd army is a Múmak (or two). Whether loaded up with blowpipe-toting savages or berserk Half Trolls, a Múmak is always a challenge for the foe. Rappelling Lines and Sigils of Defiance are very handy for a Mahúd Múmak, as these will allow your Warriors – with their high Fight and Strength values – to descend into the depths of the enemy.
formation, giving them a little extra protection from enemy shooting attacks. It's also worthwhile loading up on Tusk Weapons or Rocks to give a little extra punch when in the thick of the foe. Nothing comes for free, however, so you'll have to prioritise the upgrades you want to give to your Mûmak. In this example, I've settled for Tusk Weapons (more trample power) and Rappelling Lines to get the Mûmak crew into combat. The Mûmak is crewed by the Half Trolls and the blowpipe-armed Warriors, whilst the rest of the army footslogs alongside it, or defends prominent objectives.

Don't underestimate the blowpipes (which is easy to do due to their short range and low Strength). But if, like me, you roll lots of 1s, then the poison re-roll is eminently useful. I've known even the most heavily armoured foe to succumb to a Mahûd blowpipe. Just don't base your whole battle plan around it.

A mention should be given to the two troop types not included in this army list: the Mahûd King and the Mahûd Raiders. Both are excellent choices for an army - as you'll see in this month's battle report. Alas, like the Mûmak, they are expensive choices for an army, so at 700 points you're going to want one or the other. It should be noted that Mahûd Raiders are capable of one of the most formidable cavalry charges in the game, and make for excellent allies in any army that can take them. With 2 Attacks, Strength 4, and the option for war spears (effectively lances), there's very little that can stand up to charging Mahûd Raiders. The 340 points that this army's Mûmak costs would buy 16 or so fully equipped Raiders - now that's a lot of cavalry!

---

**WARBAND OF FAR HARAD**

1. Mahûd Tribemaster with shield. 65 points
2. War Mûmak with Mahûd Beastmaster Chieftain, Rappelling Lines and Tusk Weapons. 345 points
3. 3 Half Trolls 2 with two-handed weapons. 68 points
4. 10 Mahûd Warriors 4 with spears. 114 points
5. 9 Mahûd Warriors with poisoned blowpipes. 108 points

**Total Points 700**
PAINTING HARADRIM

The armies of the south are exotic and varied. ‘Eavy Metal provide some hints on painting these tribal warriors.

Serpent Guard

1. To get this pale horse colour, a basecoat layer of Fortress Grey was applied first.
2. A mid-tone layer using a 1:1 mix of Fortress Grey and Skull White was then added.
3. A highlight of thinned Skull White was then carefully applied to the raised areas in several layers.

Haradrим Warrior

1. The face and hands were given a basecoat of Khemri Brown. Use a thinned coat and several layers.
2. A coat of Tathlon Flesh was then applied, avoiding the recesses in the face and between the fingers.
3. A 1:1 mix of Tathlon Flesh and Fortress Grey was then used to highlight the face.
Haradrim Banners
The banners of the Haradrim denote which tribe the warriors belong to. The colours of the banner and their clothing are often based on the dyes they have close to hand.

![Haradrim Banners Image]

Haradrim tribal sigils usually portray desert creatures. Note the eye symbol, marking allegiance to Sauron.

The desert scorpion is a feared predator in Harad and so this tribe takes its name from it.

The gates of Kûrma are still a powerful symbol even many years after the city fell to ruin.

The daggers of the Hamarûn signify this tribe's close ties with Harad's deadly order of assassins.

Corsair Bo'sun

1. The sleeves were given a 1:1 mix of Chaos Black and Regal Blue. The trousers had a 1:1 mix of Chaos Black and Liche Purple.
2. A Chaos Black wash was then applied to both the shirt sleeves and the Bo'sun's trousers.
3. A mix of 1:1 Fortress Grey and Regal Blue was used to highlight the sleeves. The trousers were highlighted with pure Fortress Grey.

Mahud Raider

1. The basecoat for the camel's fur was a 1:1 mix of Graveyard Earth and Bleached Bone.
2. Desert Yellow was then added as a mid-tone, applied in all but the most recessed areas.
3. Thin layers of Bleached Bone were then painted onto the raised areas, avoiding the recesses.
4. A highlight of Skull White was then carefully added for the final, fine highlight.

Mahûd Markings
The beasts of the Mahûd are often daubed with crude sigils to ward off enemy spells.

Mahûd Warriors paint their faces to make themselves look more fearsome.

Mahûd leaders sport even more elaborate warpaint as a symbol of their status.
PROPHECY of WAR!
IN-STORE 16th-17th FEBRUARY

On the southern bank of the Barren river a vast army has been assembled. Thousands upon thousands of Baradrim warriors have been gathered at the behest of the lords of Umbar, their numbers further reinforced by mercenaries and slaves. Though this army has been gathered at the orders of the lords of Umbar, Sauron, the Dark Lord of Mordor, has set its purpose, and it is in his name that the army shall fight. It is Sauron’s design that the Great Army of Harad, this Serpent Horde, shall march upon Gondor’s southern regions while the legions of Mordor attack in the north and east. Pinioned between two equally dangerous foes, Gondor will inevitably fall.

On the weekend of 16th-17th February, your local Games Workshop store will be running all sorts of Harad activities for The Lord of the Rings strategy battle game; from building desert terrain and the grim Corsair ships of Umbar to playing huge games with hordes of Mûmakil and swarms of Southlanders!

Bring your Harad forces into the store to fight and reclaim your rightful lands! Lords of the West; Hold fast! Your forces may yet defeat the shadow and cast the Dark Lord’s forces back from your walls!

Talk to your local store about the exciting The Lord of the Rings strategy battle game themed events and activities they are running.

RING YOUR LOCAL STORE FOR DETAILS, OR LOG ON TO:

www.games-workshop.co.uk/storefinder
BATTLE REPORT

STRIKE OF THE SERPENT
In this month’s battle report, the massed forces of Gondor go head-to-head against a large Haradrim force led by Suladân, the Serpent Lord. Can Gondor destroy the Southrons before they join with the forces of Mordor?

The forces of Good and Evil truly collide in this battle, as the Men of Gondor march south to bring the massing Haradrim force of Suladân to battle. While the Haradrim can bring to bear a mighty horde of Mahûd, Half Trolls, Corsairs and the raw power of two mighty Mûmakil, Gondor’s soldiers have great heroes such as Boromir, Imrahil, and the Grey Pilgrim himself, Gandalf, ready to do battle on their side.

The Great Army of Harad scenario is one of the “What If?” scenarios found in the Harad Sourcebook. It is the scenario that we’re using as a basis for the Serpent Kingdom’s inaugural battle report. As told in the novel, Gondor became more insular towards the end of the Third Age, lacking either the strength or the will to involve itself beyond its immediate concerns. So stretched were its armies and its fortitude that it offered little aid to the neighbouring land of Rohan and, more tellingly, allowed the Haradrim to amass an army of conquest mere leagues from the vast southern border.

Ultimately, the Great Army of Harad was led north by Suladân and added to the warriors of Mordor for the Battle of the Pelennor Fields, but what if events had not happened this way? Had Denethor’s judgement been better or if Gandalf had learned of the upcoming danger sooner, then perhaps the armies of Gondor would have marched south into Harad in an attempt to destroy the Great Southron Army before it was too late.

Would they have prevailed and so lessened the slaughter to come on the Pelennor Fields? Or would the armies of Gondor have been stranded and annihilated far from home? We’re going to play the scenario to find out.

The author of Harad, Mat Ward, decided to take command of the Southrons, while ‘Evil’ Metal chief and master gamer, Pete Foley, was elected to guide the forces of Good. Where possible we used the recommended participants listed in the scenario in the Harad book. We did make a few changes, as some of our Studio collection was out and about, and so Gandalf joined the Gondor army, replacing a few Knights of Minas Tirith.

With the forces selected, we set up the gaming table. The battle was played on a 72"x168cm by 48"x112cm gaming area. The western edge of the board is heavily forested, whilst a Haradrim encampment occupies the southeastern corner. The centre of the board is mostly clear, containing scattered areas of rocky ground and a building in the centre.

It was now up to the players to see if the fate of Gondor would be changed for the better or for worse...

**Scenario Set-up**

![Scenario Diagram](image-url)

**Special Rules**

**Advance Scouts** The Haradrim are fighting on familiar territory and may redeploy up to 12 models, placing them inside the large building at the board’s centre.

**The Corsairs of Umbar** The Corsairs are en route and will arrive at the battle in due course, if Suladân can hold out for long enough. At the end of the third Move phase the Evil player may roll a dice – on a 4+ the Corsairs and Dalamyr have arrived. In they do not arrive, the Evil player can keep rolling in subsequent turns, adding 1 to the dice roll each time. When they arrive, the Corsairs enter the board from the western table edge.
The Serpent Horde

From all over Harad, the Southrons muster to the call of Suladâr. All are united in their cause that Gondor must fall.

This is going to be quite a wrench for me. In the cause of Harad, I have to trample my beloved Fiefdom troops into a fine red paste. However, I will not allow any false and fleeting loyalties stay my hand. The armies of the Southlands shall reap a terrible toll of the callow invaders this day!

Anyhow, Vaudevillian and moustached hyperbole notwithstanding, this should make for a fantastic game. Gondor is a formidable foe, but I couldn’t wish for a better weapon with which to blunt their military might than the Haradrim (and their various, ne’er-do-well allies). Putting aside the Mûmakil for a moment (if indeed, one can do such a thing) the Haradrim have much to offer on the field of battle. There are absolutely loads of them, for starters. Indeed, the Haradrim are so inexpensive that I’ll have almost as many foot soldiers as there are in Pete’s Gondor army – and that’s in addition to the hugely expensive and destructive bulk of the two Mûmakil at my command. Should this at any point turn into a battle of attrition, then I should have the numbers to prevail.

Such comments, however, should not be taken to mean that my army is best suited to dying slower than the foe – nothing could be further from the truth. The Haradrim can dish out the damage just as effectively as they take it. Poisoned arrows (and thus the ability to re-roll 1s to wound with shooting attacks) helps immensely in this regard, but it’s not the only weapon at my command. My most obvious weapon is, of course, the Mûmakil. It doesn’t matter how many Pikenmen Pete throws at me, not when a Mûmak begins a trampling. It’s not unusual...
for a Mûmak to pay for itself in a turn or two, and at 275 points a pop, that's a lot of dead enemies. I'm also expecting great things from the Mahûd. These fine chaps are as hard as nails. Providing that they're not outnumbered, the Mahûd can wade through even elite troops. Unfortunately, the Mahûd have low Courage and if my force breaks, they will evaporate, so I'll have to hit hard and fast. For a different reason, the same is true of the Corsairs. These pirates of Umbar are tough in combat, but don't have any armour so they'll need to gang up on enemies in order to keep my losses to a minimum.

So, with Mahûd on the east flank, and ambushing Corsairs on the west, what say I of the centre ground? The middle of my line is populated by Haradrim, so needless to say there are lots and lots of Warriors lurking thereabouts. I've plenty of elites here, too — my personal favourites being the Watchers of Kûrna and a pair of Hâsharin. I have no fear for the fate of the middle ground but, just to be sure, I've one final lynchpin —

"The Haradrim can dish out the damage just as effectively as they take it."

Suladân the Serpent Lord. As one of the finest Heroes of Harad (and of all the forces of Evil, as it happens) I know I can rely on Suladân to hold my force together. Death to Gondor!
Men of the West

Sent south to destroy the Southron Horde, Gondor hopes that this strike will deprive Sauron of a valuable ally.

Marshalling the forces of Gondor to invade the lands of Harad is a real treat. Not only do I have a host of the very cream of Good Heroes at my beck and call, but this time I get to be the aggressor. Leading the army of Gondor into the lands of Harad would have been a bold move and one that only Boromir, Captain of Gondor, could have seen through to a successful conclusion.

Boromir is a truly awesome presence on the Battlefield. With a whopping 6 Might points and riding a horse, he will be able to lend his weight wherever it is most needed, and I fear it will be needed everywhere. There are very few Heroes who can stand up to a Mûmak, a Hâsharin or Suladân, but Boromir is one of them and with all these enemies pitted against him it will be tough to decide where best to deploy him. I think that the best bet will be to place him near the centre of the line so that with the extra speed he has from being mounted I can redeploy him to the most appropriate place.

Along with Boromir I have Prince Imrahil and the Knights of Dol Amroth. These elite cavalrymen will be able to take on the very toughest of opponents and with their lances may even have a chance of wounding a Mûmak. As they can move quickly, I’ll be using them to intercept enemy cavalry, and to give my numerous foot troops some protection.

Grouping the cavalry on one flank, the centre of my battle line will be held by the stalwart infantry. A line of Warriors of Minas Tirth will be placed in front of the more elite Fieldom troops and hopefully these brave men will cause the main attack of the Haradrim to falter, allowing the Axemen of Lossarnach and Men-at-arms of
Dol Amroth to choose to fight where they can do the most damage.

On the right of my lines I will place the Rangers in the woods. Their fearsome archery will be employed to take down the obligatory Mahûd Chieftains on that side of the board and, with the sheer volume of fire they can put out, they could maybe force the Mumakil to take a few Courage tests and really spoil Mat's day.

Finally, the Clansmen of Lamedon will deploy on the flank. It will be these men, with their high Courage value, who will be charged with the task of engaging the two Mumakil on that side of the board and stop them from rampaging through the rest of my infantry.

My real hope in this battle is stopping the Mumakil from ploughing straight through my lines. As many players will know by now, the sight of one of these giant Oliphaunts bearing down upon your army is terrifying enough, two of them will be a real handful, and I will have to keep my objectives in mind when they start to get close. This is the time for all my Heroes of Gondor to stand up and be counted!
The Serpent Coils

The two armies take each other’s measure and then both advance, ready to strike the decisive blows.

As always, the Good side started the battle with priority. Pete made a far from hesitant start as almost all of Gondor’s troops advanced towards the enemy. Mat followed suit, with the Haradrim keen to get to grips with the foe. Mat split his army into two distinct forces, the Mahûd in the northeast and the Haradrim in the southwest. Two Hâsharim leapt from the roof of the central building and into combat with the Fountain Court Guard. They slew two Gondor soldiers in quick succession, drawing first blood for the Southrons.

A Watchers of Kârna
The Watchers of Kârna are the only Haradrim who dwell in the shadow of the ruined city of Kârna. They are the guardians of its secrets, protecting Harad from its malign presence and barring access to those foolish enough to seek entry. On the battlefield they have a Steely Nerve special rule, which gives them a +2 bonus to their Courage values when charging a Terror-causing enemy.

B Mûmakil
The Mûmakil are mighty beasts that can make a special trample attack, allowing them to plough through the enemy with ease. The Harad Mûmak is crewed by Haradrim, and armed with Tusk Weapons and Sigils of Defiance. The Mahûd War Mûmak is crewed by Mahûd Warriors and a Beastmaster, and has Sigils of Defiance, Tusk Weapons and Rappelling Lines.
**Gandalf**

Gandalf the Grey has accompanied the Gondor army south in the hope of scattering the evil Southrons before they can join with Sauron’s army of Mordor. Gandalf is another powerful Hero with his considerable magical ability and high Will store, of which he gets a free point per turn.

**Hâsharîn**

The deadly Hâsharîn are skilled assassins, feared throughout Middle-earth. The weapons of the Hâsharîn are coated in a deadly, virulent poison. Each time a Hâsharîn strikes a model with a shooting or close combat attack and fails to wound, he must re-roll the dice. This bonus applies to any result, not just a 1 as for other Haradrim poisoned weapons.
Rather than wait to be charged by the stampeding Mûmakil, Pete used his Heroic Moves to charge the beasts before they could do serious damage.

Once again Good won the priority roll for Turn 2. Mat declared that Suladâin was going to make a Heroic Move. The Haradrim Lord and his accompanying Serpent Riders charged forward. In the northeast the Knights of Dol Amroth used Turn 2’s move to advance and expand their front to ten wide, making sure the Mahûd were fully aware that they were about to engage. Both Imrahil and Boromir were riding within the line making it an extremely powerful attack force.

The Warriors of Minas Tirith, on the front line of the southwest assault, bravely charged into the Watchers of Karna and the Serpent Riders in an early attempt to halt Suladâin’s advance. In the Evil Move phase the Mûmakil surged forward, eager to trample the enemy. The rest of the Harad force moved forward to try and keep pace with the forward elements.

The Condor Shoot phase was very effective. Pete fired upon both the Mûmakil. Madril of the Ithilian Rangers proved his superior skills by shooting the handler off the Harad Mûmak, which would severely hamper Mat’s control of the beast in the following turns. The archers of Minas Tirith also proved true by wounding the Beastmaster on the Mahûd Mûmak. The Beastmaster had to use both his Fate points to remain in the game.

The combat on the west flank was bloody, with Suladâin wiping away any enemies unlucky enough to be within reach! The Watchers, too, were more than capable of dealing death to the poor Warriors of Minas Tirith. However, it did not all go Mat’s way, with a Serpent Rider being pulled from his horse and killed.

**Turn 3**

Good won the priority once again, but the Mahûd Beastmaster called a Heroic Move in an effort to trample Boromir. Boromir countered, and charged the Mûmak as planned, robbing Mat of his opportunity. The Knights followed, but engaged the camel-riding Mahûd Raiders and the Mahûd King on the Mûmak’s right flank.

Two Clansmen and two brave Minas Tirith Knights passed their Courage tests and charged the Harad Mûmak. The Evil force retaliated, with the unengaged Mahûd Raiders charging into the Knights of Dol Amroth, killing one instantly thanks to their Impaler rule.

Mat cleverly used the Rappelling Lines on the Mahûd Mûmak to send a single Mahûd Warrior down to engage Boromir, essentially sacrificing the warrior to pull Boromir away from the Mûmak.

In the Shoot phase, the Rangers shot at the crew of the Harad Mûmak and were successful in felling four Haradrim. The Harad crew fired upon the closer Clansmen, but failed to wound their targets. In the northeast, the blowpipes of the Mahûd killed a single Swan Knight.

The combat was once more quite hectic. As expected, Boromir despatched the Mahûd warrior with ease. Elsewhere, Imrahil faced the Mahûd King and caused a wound on the Southron.

The Harad Mûmak lost its fight with the Knights and Clansmen, who inflicted two wounds on the creature.

---

**Annotations**

1. The Watchers of Karna, who had started the game inside the central building, exited it in the first turn and were then swept up in Suladâin’s Heroic Move to advance forward and close with the enemy.
2. The Haradrim in the howdah of the Mûmak returned fire upon the Rangers in Turn 2, but either failed to hit or failed to wound, despite having poisoned arrows.
3. In Turn 2 the Hâsharin once more proved their worth by killing two Foot Knights of Dol Amroth.
4. When the Mahûd Raiders charged, they cause automatic Strength 4 hit thanks to the tusks mounted on the sides of the camel’s saddle. This charge slew a brave Knight of Dol Amroth.
5. The Hâsharin continued to demonstrate their deadly skills in Turn 3 by slaying another four Good warriors.

**Preternatural**

During the Hâsharin’s assault on his elite troops, Pete wisely tried to surround and therefore trap the Haradrim assassins. However, Mat was quick to remind him that his ploy wouldn’t work, as the Hâsharin have the Preternatural Agility special rule, meaning that they cannot be trapped whilst still standing.
**Prince Imrahil**

Descended from the nobles of ancient Númenor, the Prince of Dol Amroth is one of the most powerful Heroes in the game. He leads the valiant Swan Knights of Dol Amroth and is rightly feared in combat with his high Fight value, Attacks and good stores of Might, Will and Fate.
THE CORSAIRS ARRIVE

As the Corsairs approached from the west, the Mûmakil started to lend their tremendous power to the battle.

Trample Attack!

With a triumphant howl, the Harad Mûmak turned northwest and then trampled down the Gondor battle line, scattering the Warriors of Minas Tírith. After its devastating run, Pete counted the cost to find that three Knights of Minas Tírith, three Clansmen of Lamedon, Angbor the Fearless, two Men-at-arms of Dol Amroth, and three Warriors of Minas Tírith had been trampled to death. The Mûmak's indiscriminate charge also slew three Haradrim and a Serpent Rider.
Evil finally won priority for the first time in the game. However, Boromir was the first to move as he declared a Heroic Move back into contact with the Mahûd Mûmak. Not to be outdone, Sulûdan also Heroically Moved, advancing forward deeper into Gondor’s quarter of the board, accompanied by his elite Serpent Riders. The Harad Mûmak made its devastating trampe attack across the Gondor line (see Trample box-out).

Gandalf, who had spent the early part of the battle trying to counter the Hâsharin spells, then performed a Heroic Move to get close to the deadly assassins. In doing so he also allowed some Knights to charge into the Mûmak and Mahûd.

From the west, the Corsairs entered the battle. The Arbalesters set up in the northwest, with the Rangers firmly in their sights. Dalamyry entered the battlefield much closer to the action and, unfazed by the devastation around him, made his way towards Faramir and Madril with murder on his mind.

The Gondor line in the southwest began to recover from the Mûmak’s devastating attack and swarmed back towards the enemy, three Knights of Minas Tirith attacking the Oliphant.

Faramir and Madril charged into Dalamyry, while the Rangers had a go at the Corsairs where they could reach.

In the Shoot phase, Mahûd blowpipes fired upon Boromir, and he had to use a point of Fate to prevent taking a wound. The archers of Minas Tirith replied by slaying the Mahûd Beastmaster, who had no Fate or Might left to protect him.

Once again the Fight phase was hard fought. Imrahil continued battling against the Mahûd King but far more of his attacks landed true this time and he slew the King with relative ease. The Mahûd Warriors close to the building in the centre hit the Fountain Court Guard and Foot Knights of Dol Amroth hard, and forced them back. What Gandalf couldn’t do with magic he managed with Glamdring, and slew a Hâsharin, bringing at least one of the deadly Assassins’ death frenzy to an end.

Sulûdan and the Watchers of Kûrna slowly continued to carve their way through the Gondor infantry, although the going was far tougher than the Haradrim Lord had anticipated, with Gondor’s rank and file proving to be surprisingly resilient. The Harad Mûmak had no such problems, batting a further two Pikemen out of the way with its mighty trunk.

Dalamyry took on Faramir and Madril with effortless grace. However, the Heroes managed to stave off the attack; for now!

“Dalamyry made his way towards Faramir and Madril with murder on his mind.”

Turn 5
Evil retained the priority. Once again Boromir made a Heroic Move to prevent the Mahûd Mûmak from trampling him. Three Mahûd crew jumped down to engage Boromir, although one slipped and fell to his death from the howdah!

The forces on the west flank engaged each other with battle truly joined. The Corsairs in the far west stormed forward trying to get as close to the Rangers as possible. The Shoot phase proved costly for Harad, as the blowpipes of the Mahûd and daggers of the Corsairs were ineffective while the archers of Minas Tirith felled two more crew from the Mahûd Mûmak. The Harad Mûmak also lost two more crew from the Rangers’ fire.

In combat, Boromir hit hard causing four wounds on the Mûmak, while in the west Dalamyry trapped and killed Madril and wounded Faramir.

Lord of Umbar
Dalamyry faced off against both Faramir and Madril but, as the Fleetmaster of Umbar and a Hâsharin, he was more up to the challenge. Dalamyry also carries a supply of Smoke Bombs, which force his targets to expend a Will point or be treated as if under the influence of the Transfix magical power.

Mahûd Crew
In Turn 3, 4 and 5, Boromir managed to charge the Mûmak and was more than capable of wounding it and causing an unwanted stampede. To prevent this, Mat kept sending Mahûd crew from the howdah down to ground level via the Rappelling Lines, and into combat with Boromir. As long as the Mûmak was already engaged, the Mahûd could pull Boromir away from the beast and force him to fight them instead. This tactic failed in Turn 5 as Boromir was the only Good Warrior in combat and thus chose to fight the Mûmak.

Turn 4 Map

Evil Force
5 Sulûdan
DA Dalamyry
H Hâsharin
M Mahûd King
1 War Mûmak of Harad
2 War Mûmak of Fort Harad
3 Corsairs and Arbalesters
4 Mahûd
5 Mahûd Riders
6 Haradrim and Serpent Guard
7 Haradrim Cavalry
8 Watchers of Kûrna

Good Force
B Boromir
C chancellor
D Dûnam
G Gandalf
F Faramir
O Ofing
M Madril
9 Men of Minas Tirith
10 Knights of Minas Tirith
11 Assimil of Lescaspur
12 Cerran of Garublond
13 Men of Dol Amroth
14 Knights of Dol Amroth
15 Rangers

Evil Force
CC Corsair Captain
CB Corsair Bowmen

Welcome to the world of Middle-earth, where the fate of the free peoples rests on the shoulders of brave warriors. Experience the epic battles of The Lord of the Rings: Harad, where your actions will determine the outcome of the war. Are you ready to lead your troops to victory or face the wrath of the enemy? The choice is yours. Good luck and may the Valar guide your path.

www.games-workshop.co.uk/harad
The Heat of Battle

After jockeying for position, the two great armies clash, with devastating results for both forces.

Annotations:

1. Dalamyr appeared close to Faramir and was charged by both the Ranger Heroes. He slayed Madril in Turn 5.

2. Imrahil and the Knights of Dol Amroth fought the Mahûd Raiders in the north. Imrahil killed the Mahûd King.


4. The Watchers of Kârna fared well against the Warriors of Minas Tirith. Ciron wounded a Watcher but only after spending a point of Might.

5. Mahûd Warriors surged forward and surrounded the Fountain Court Guard and Foot Knights. The Half Trolls followed suit, eager to add to the death toll.

6. The Corsair Arbalesters fired upon the Rangers in Turn 5 but were woefully ineffective.

7. Boromir seriously wounded the Mûmak, meaning it would have to stampede in Turn 6.

8. Suladân finally cut his way through the Gondor Warriors and hit the Men-at-arms of Dol Amroth. Unfortunately for the pikemen, they were also charged in the flank by the enraged Harad Mûmak!
Death of a King

The Mahûd are a feral, tribal people; their fighting forces are not organised into a traditional army, like Gondor, or even Harad or Mordor. The Mahûd fight because their leaders fight. They are emboldened when they see their commanders engaging the enemy.

Unfortunately for the Mahûd, their Tribal King, a powerful warrior in his own right, fought against Prince Imrahil. The Prince of Dol Amroth cut down the Mahûd King, meaning that any future Courage tests would be very difficult for the Mahûd to pass.
The Mûmakil prove to be devastating to both sides, as one loses control and stampedes while the other charges down the enemy.

At managed to hold on to priority in Turn 6. Still, it was not good news for the Evil side, as Pete opened proceedings by taking charge of the Mahûd Mûmak. Turning the great war beast south, he charged down the line of Mahûd Warriors and Half Trolls. After the Mûmak had finished its move, five Mahûd Warriors had been trampled and a Half Troll had lost a wound. The Half Troll's natural toughness prevented the Mûmak from causing any further devastation to the Harad lines.

The Harad Mûmak was next to move, it also performed a trample attack against the Good side, and crushed 15 Dol Amroth Pikemen, Suladân, along with his Serpent Riders, who had been facing the Pikemen in the previous turn, charged across the devastating wake of the Mûmak and into the Rangers and the remnants of the brave but depleted Knights of Minas Tirith.

In the Shoot phase, the crew of the Harad Mûmak had spotted Forlong the Fat and fired upon him but failed to wound the stout warrior. The Archers of Minas Tirith shot at the Mahûd Mûmak in the hope of causing it to stampede again but failed to penetrate its tough hide. In the south the Rangers split their fire between the approaching Corsairs and the Harad Mûmak but, while killing a few Corsairs, they failed to wound the Mûmak.

The Fight phase was dominated by the Heroes, as Dalamyr killed Faramir. In the north, Boromir and Imrahil continued to work their way through the Mahûd camel riders, while Gandalf was set upon by the lone surviving Hâsharin. The Wizard survived thanks to his large store of Fate. Suladân mercilessly began carving his way through the Pikemen.
Turn 7
At the start of Turn 7, the Good side was broken, but thanks to some successful Courage tests Pete was far from finished. All of Gondor’s forces, where possible, charged into the fray. Forlong the Fat and his Axemen charged the Harad Mûmak. Gandalf started casting spells and slew a Half Troll with a Sorcerous Blast. The remaining unengaged Haradrim then charged into combat with the Rangers and the last few Clansmen of Lamedon.

After very little shooting from both sides, the Fight phase commenced. The Mahûd Raiders continued to fare well against Imrahil and Boromir, while the surviving Half Trolls set about the last few Foot Knights in the centre of the battlefield. The Hâsharin also killed another two Foot Knights of Dol Amroth. In the west, the Corsairs fought back against the Knights of Minas Tirith that had charged them. The combats were hard fought as the Knights were no pushovers, but the Corsairs’ higher Fight values won out.

The Axemen faced up to the great Oliphaunt, and their weapons bit deep. The Mûmak howled in pain and rage as Forlong and his compatriots caused three wounds on the creature. With so much damage caused and no notable character in control of the beast, Mat failed the Mûmak’s Courage test and so it would have to stampede in Turn 8 – Pete rubbed his hands together gleefully knowing he may get some revenge for all the brave infantrymen of Gondor who had died beneath the creature’s massive, bludgeoning feet this day. Whilst the battle had been going Mat’s way the stampede in the next turn could undo all of his hard work, and force the Haradrim to break.
DEATH TO GONDOR!

The forces of Gondor are under mounting pressure, but the Grey Pilgrim launches a final counter-attack.

Evil held the priority once again, but before any of the Haradrim could move, Gandalf performed a Heroic action, and determinedly moved to the northwest giving him a clear view of the Mahūd Mūmak. Using all the Will he could muster, Gandalf cast the Command magical power at the Mūmak’s current controller, forcing him to redirect the war beast into the Harad forces close by. The Mūmak charged into two Half Trolls and a Mahūd Warrior before coming to a halt. Unfortunately for the Good side, a Swan Knight of Dol Amroth was caught in the charge as well.

Before Mat could react, the other Mūmak in the west began to stampede, due to the wounds inflicted upon it by the Axemen of Lossarnach in the previous turn. The Harad Mūmak ponderously turned towards the group of advancing Haradrim and crashed through them, slaying an impressive 18 Haradrim warriors. This had been the most devastating turn of Mūmak death yet; unfortunately for Mat, all the casualties had been on the Evil side!

The Harad forces were now also broken, and Mat began to take Courage tests as he moved his troops – but with plenty of Evil Heroes still about, only a few Haradrim left the field. Enraged by the sight of the stampeding Mūmak, Suladān targeted the cause of his woes and charged into the stout frame of Forlong.

Despite a turn of good fortune, Gondor’s soldiers were tiring and losing the will to fight on, and started to melt away in ever-increasing numbers.

In the Shoot phase, the Corsair Arbalesters could clearly see Gandalf standing in the open and so fired upon him and brought him down! In the centre of the board, the Half Trolls started to make their mark upon the battle and began mopping up the Good Warriors who had not yet fled. Damrod and the Rangers were overrun by the Corsairs and their Hāshārin overlord. In the centre of the western flank, all pretence of Gondor holding their ground ended, as Forlong was slain by a triumphant Suladān.

Turn 9

In Turn 9, priority remained with Mat, but as he tried to move his troops they quickly started to dissipate. The Corsairs, who were running rampant over the Ranger-held west flank began to flee off the board. The Mahūd, with their low Courage and no Heroes in sight, began to leave the field in droves; obviously believing their task had been fulfilled. Still, the Serpent Kingdom had not finished yet. The Harad Mūmak, back under Mat’s control, trampled across the Rangers, slaying five of them. The Mahūd Mūmak turned and charged the Prince of Dol Amroth, who heroically stood before the beast – his Fate points

---

**Turn 9 Map**

---

**Evil Force**
S: Suladān, CC: Corsair Captain
DA: Damrod, CB: Corsair Bo’sun
H: Hāhashīn
M: Mahūd King

1: War Mūmak of Harad
2: War Mūmak of Far Harad
3: Corsairs and Arbalesters
4: Mahūd
5: Mahūd Raiders
6: Haradrim and Serpent Guard
7: Haradrim Cavalry
8: Watchers of Kûna

**Good Force**
B: Boromir, C: Carin
I: Prince Imrahil, D: Damrod
G: Gandalf, A: Angbor
E: Faramir, FO: Forlong
M: Mahūd
9: Men of Minas Tirith
10: Knights of Minas Tirith
11: Axemen of Lossarnach
12: Clansmen of Lamedon
13: Men-at-arms of Dol Amroth
14: Knights of Dol Amroth
15: Rangers
Battle shown at end of Turn 8

keeping him on his feet! Boromir, seeing his fellow Hero in danger, counter-charged the angry, rearing Mûmak.

Despite the Heroic Action in the north, elsewhere across the battlefield the soldiers of Gondor were fleeing in droves, clearly believing that Evil had won the day.

In the Fight phase, the lone Hâsharín assassin jumped upon Cirion and slew him, as a last cruel gesture. In the north Imrahil and Boromir battled the Mûmak, wounding it several times but they could not bring the great beast down. As Turn 9 came to a close, Pete offered his hand to Mat and conceded the game. The few Men of Gondor left on the board would not be able to stop the tide. Harad had won but at a great costs to its own forces, and the Serpent Kingdom would need time to rebuild its Great Army before the conquest could begin anew.

HARAD VICTORY

Glory for the Serpent Kingdoms!
Mûmakil rule!

Mat twirls his waxed moustache as the evil side wins the day – but only just!

Pride of the Serpent Kingdoms
How can it not be the Harad Mûmak, with all those Men of Gondor dead under its unstoppable bulk? It may have gotten pinned early on, but it came through in the end, winning two fights against the Men-at-arms of Dol Amroth and then running rampant!

Mat: So help me, but I do love Mûmak. Even with Pete’s dastardly good fortune regarding priority rolls and Heroic Actions roll offs, he just couldn’t hold them back forever. It’s fair to say that those two tramples from the Harad Mûmak (totalling more than thirty kills between them) were the true architects of victory – I just helped them along a bit. Of course, the same Mûmak then stampeded and crushed a whole bunch of my Warriors, but I had plenty more left to stomp Pete’s army with, so that trade was just fine by me.

If I was disappointed by any single performance, it was that of my less-than-devastating cavalry charge. Not that it was Suladán’s fault – or of his Serpent Riders and Haradrim Raiders – my cavalry just got trapped by my inability to roll high for Priority. Even so, they did manage to kill their weight in Men of Gondor, but this was a mere shadow of what they are truly capable of.

In truth, there were pretty strong performances in every corner of the battlefield. The Hâsharim did just great, steadily hacking their way through Knights of Dol Amroth and even scaring off Gandalf – without them, the Mahûd would have been in severe trouble and maybe even overwhelmed by the elite of Gondor. On the western flank, the Corsairs of Umbar gave their all against Faramir’s Rangers, not only managing to kill Damrod, Faramir and Madril but also plugging Gandalf with enough quarrels to bring the annoying Wizard down for good.

As for Pete’s army, it seemed to have an uncanny ability to die as slowly and stubbornly as possible. He had too many Heroes, I didn’t quite have enough chaff to drive onto their swords, and thus overwhelm them. As usual, it seemed that Boromir and Imrahil could be relied upon to completely wreck the devious Evil plans. Although they both ran out of Might in the end, it was too late by far and my left flank was all but gone.

All in all, one of the most dramatic and, more importantly, most enjoyable games I have ever played. Lots of death, lots of fun, and victory for Harad. Who could ask for more? Mwahahahahahahah...
SHAME OF GONDOR

Pete laments, knowing things will be very difficult for Gondor in the coming war...

It was a close-run thing for a long time. In fact, for a while it looked as though I would get the upper hand; with plenty of Might still in hand and Mat running desperately short, it appeared that his Mûmakil would never have a chance to trample my shiny models at all. Then it all changed – I moved Forlong just too far away to call another Heroic Move into the Mûmakil, a blunder which eventually cost me the game. The Mûmak promptly stomped all over my men and the battle swung heavily in Mat’s favour. When it happened again a short while later, I began to lose all hope of getting anything out of the game but a sound thrashing. But, just when all hope seemed to have faded, the same Mûmak went mad, having been swarmed by Forlong and his followers, and the giant beast trampled all the way back through the Harad lines. A minor consolation by that point, but I enjoyed it all the same, especially since Gandalf managed to use his wizardly powers to force the commander of the other Mûmak to drive the beast back through the Mahûd who had been such a pain for so long. Oh, well – there’s always next time!

"The Mûmak promptly stomped all over my men."

Hero of the Hour
I have not one but several participants that this award goes to. The lowly men of Minas Tirith who bravely locked their shields and prepared to receive the charge of the fearsome Suladán, to hold him for a turn or two, managed to completely halt his charge and kept him pinned for most of the game. Had he broken straight through the line and into my elite units, I would have been hard pressed to hold the middle ground. In the end the Minas Tirith warriors did so well that the Axemen of Lossarnach ended up standing around watching for most of the game, unable to get at the enemy for the line of silver and black, which held strong.

Warrior of Minas Tirith
HORUS RISING
DAN ABNETT
It is the 31st millennium. Under the benevolent leadership of the Immortal Emperor, the Imperium of Man has stretched out across the galaxy.

But now, on the eve of victory, the Emperor leaves the front lines, entrusting the great crusade to his favoured son, Horus. Promoted to Warmaster, can the idealistic Horus carry the Emperor's grand plan, or will this promotion sow the seeds of heresy amongst his brothers?

FALSE GODS
GRAHAM MCNEILL
The Great Crusade that has taken humanity into the stars continues. The Warmaster Horus has taken command of the armies of Man. Yet all is not well within the Imperium; Horus is still battling against the jealousy and resentment of his brother Primarchs and, when he is injured in combat on the planet Davin, he must also battle his inner demons. With all the temptations that Chaos has to offer, can the weakened Horus resist?

GALAXY IN FLAMES
BEN COUNTER
Having recovered from his grievous injuries, Horus leads the Imperial forces against the rebel world of Istvan III. Though the rebels are swiftly crushed, Horus' treachery is finally revealed when the planet is razed by virus bombs, and Space Marines turn on their battle-brothers in the most bitter struggle imaginable. Ben Counter brings the opening trilogy of this epic series to explosive life, as the Horus Heresy truly begins.

THE FLIGHT OF THE EISENSTEIN
JAMES SWALLOW
Having witnessed the terrible massacre on Istvan III, Death Guard Captain Garro seizes a ship and sets a course for Terra to warn the Emperor of Horus' treachery. When the Eisenstein is damaged by enemy fire, it becomes stranded in the Warp - the realm of the Ruinous Powers. Can Garro and his men survive the depredations of Chaos and warn the Emperor before Horus' plans reach fruition?
This ground-breaking, SF chart-topping series recounts the story of the Horus Heresy: a story of a time when gods straddle the earth and the Emperor and his Primarchs battle to found the Imperium of Man. It forms the cornerstone of the entire Warhammer 40,000 universe.

It was a dark time in the history of the Imperium, when the seeds of treachery and betrayal sown by the forces of Chaos turned the once-loyal Warmaster, Horus, against the Emperor of Mankind. The conflict between these two titanic figures rocked the very foundations of the Imperium and turned brother against brother in a brutal internal war.

The Horus Heresy series from the Black Library draws upon some of our most popular authors to tell the story of the ultimate betrayal, and a bloody civil war.

**FULLRIM**
**GRAHAM MCNEILL**
As the Great Crusade, led by the Warmaster Horus, continues to conquer the galaxy, Fulgrim leads his warriors into battle against a vile alien foe. From the blood of this campaign are sown the seeds that will lead this proud legion to treachery, taking them down the darkest of paths of corruption. Leading up to the carnage of the Drop-site Massacre on István V, this is the tale of Fulgrim’s tragic fall from grace.

**DESCENT OF ANGELS**
**MITCHEL SCANLON**
Mitchel Scanlon’s Descent of Angels delves deep into the early history of the Dark Angels Space Marine Legion and their Primarch Lion El’Johnson. When the Imperial fleet rediscovers the planet Caliban, the Emperor is reunited with his missing son the Primarch Lion El’Johnson. As Dark Angels old and new join the Great Crusade, a chain of events is set in motion that will change Caliban, its people, and the Legion forever.

**LEGION**
**DAN ABNETT**
A Great War is coming, and it will engulf the Imperium of Man. The Space Marines of the Alpha Legion, the last and most secretive of all the Legio Astarses brotherhoods, arrive on a heathen world to support the Imperial army in a pacification campaign against mysterious and uncanny enemy forces.

But what drives the Alpha Legion? Can they be trusted, and what side will they choose when the Great War begins?

**BATTLE FOR THE ABYSS**
**BEN COUNTER**
Now that news of Horus’ treachery is in the open, a time of testing has come. Some Legions have already declared their allegiance to the Warmaster, while the loyalty of others lies firmly with the Emperor. As Horus deploys his forces, loyalist Astarses learn that a massive Word Bearers fleet is heading to Ultharos, home of the Ultramarines. If this fleet is not stopped, the Ultramarines could face utter destruction!
Interview: Dan Abnett

Dan Abnett is a novelist and award-winning comic book writer. He has written twenty-five novels for the Black Library, including the acclaimed Gaunt’s Ghosts series, the Eisenhorn and Ravenor trilogies and, with Mike Lee, the Darkblade Cycle. His Black Library novel, Horus Rising, and his Torchwood novel Border Princes (for the BBC) were both bestsellers. He lives and works in Maidstone, Kent. For more information about Dan and his work, check out his website at: www.DanAbnett.com

We caught up with Dan Abnett to talk to him all about his return to the Horus Heresy series. Dan originally kicked the series off with the smash hit, Horus Rising, and the series has gone from strength-to-strength ever since.

White Dwarf: What is Legion about?
Dan: Legion is a Horus Heresy novel, the seventh in the series, and it is about the notorious Alpha Legion. It seeks to show how the Alpha Legion is drawn into the heresy conflict, and how and why they end up on the side they do. And, of course, it’s chock full of what is technically known as “shockey death kill”.

White Dwarf: Who features in Legion – tell us about the main characters?
Dan: Well, the Alpha Legion, naturally! Primarch Alpharius and his senior captains, along with other operatives and specialists from the core of the Astartes cast, but the book also takes a detailed look at the Imperial Army (precursor to the Imperial Guard) serving alongside the Alpha Legion. I think readers will enjoy the way the Army works in this book – it’s very “non-Guard”.

White Dwarf: We hear Legion is full of secrets!
Dan: That’s the idea. The Alpha Legion is THE most secretive and scheming of all the Astartes, and come across as very different in style and methodology to the other Astartes. When I first thought about writing them, I decided that an Alpha Legion novel needed to deliver some real, honest-to-god secrets that would shock the readers. I met with Heresy/40K guru Alan Merrett, and we discussed all the things that might be revealed. I had a short list of about four or five “secrets” that I wanted to put in, expecting to have to negotiate with him and give some up so I could use a few of them. To my surprise, he approved them all, and then offered me an extra idea that I wouldn’t ever have been bold enough to suggest! Legion has some great revelations in it.

White Dwarf: How is Legion different to the other HH titles?
Dan: It’s an intrigue, a mystery. Though it’s got plenty of action, it’s about play and counter-play, espionage and counter-espionage. Everyone’s playing off against everyone else, and it’ll keep you guessing as to who the bad guys and good guys really are. I think readers will find themselves rooting for certain characters against their usual loyalties.

White Dwarf: What will hobbyists like most about the book?
Dan: It fleshes out the era of the heresy – “30K” –

"The Alpha Legion is THE most secretive and scheming of all the Astartes."
and gives a lot more background information about the causes of the conflict. It shows an Astartes Legion operating in interesting, non-standard ways. And I'm hoping the look and feel of the Imperial Army will really capture the imagination of model makers and hobbyists.

**White Dwarf:** Is it good to return to the series, seeing how it has evolved since *Horus Rising*?

**Dan:** It's great fun. HH books are very different to write from regular 40K. I've really enjoyed the way the series has grown, and how the authors involved have passed the torch along. Graham McNeill and I work particularly closely to develop the consistency of the series, as readers will have seen between *Horus Rising* and *False Gods*. It's a real collaborative effort. With *Legion*, I thought it was a chance to open a new doorway into the series: Legion actually takes place at the same time as *Horus Rising*, and shows the heresy kicking off from a different viewpoint. *Fulgrim* and *Descent of Angels* do the same sort of thing: they're all contrasting windows looking in on one great event.

**White Dwarf:** Does writing for the HH series present any special challenges?

**Dan:** That would be a "yes"! I've probably enjoyed writing *Legion* more than any book before, but it's also been the most demanding. There are so many details to keep straight, and so many details to create. In writing *Horus Heresy* books, we're fleshing out the 40K universe, inventing a galaxy that is very different from the 40K everyone is used to.

**White Dwarf:** When will we see the return of Loken?

**Dan:** Ahh! I couldn't possibly comment!

**White Dwarf:** In a nutshell, why should people read *Legion*?

**Dan:** Because they'll enjoy it. Because I've tried to craft something they'll really like. Because it'll shock the pants off you.

**White Dwarf:** What are your plans for the future?

**Dan:** A good lie down to get my breath back, then I'll be starting work on my next *Warhammer* 40,000 novel; an epic (in every sense of the word) book called *Titanicus*. Three guesses what that's about.

*Legion* is on sale in all Games Workshop stores in March (April in the USA), but if you can't wait until then, keep an eye on the Black Library website at **www.blacklibrary.com** where you can read a chapter of the book for free!
CONQUEST

When the Games Workshop Studio runs a campaign, it's guaranteed to be a big one. This article examines a massive, twelve-player Mighty Empires campaign, which used over 100 hex tiles!

Aurentia
Fabled Aurentia is constantly riven by war between the factions that have laid claim to its shores. The worst is yet to come, for the Ogres of the Godskull Mountains are descending from their volcanic realm and slaughtering and pillaging everything in their path, and a deadly plague is abroad. Our Mighty Empires players had to grab as much land as they could, thereby securing their borders before plague or monstrous foe reached their door...

Phil Kelly: Hello and welcome to the Studio Mighty Empires campaign. This is no normal campaign, though, for we put in a lot of preparation and built plenty of custom tiles, which you can see on the following pages, and the players involved each had their own strategy and their own take on how to best their rivals.

So, apart from the massive size of the map involved, here are the major differences between our campaign and a normal Mighty Empires game:
• There is a predetermined map for the players to conquer. This is a departure from the usual method used in a Mighty Empires campaign where the players take turns to lay down a tile and devise their own map. Predetermined maps are great for when the campaign organisers have devised a world for the players to fight over, or just if they happen to be control freaks!

• The map contained several special types of tile that came into effect as the campaign progressed.
• Players could "carry over" their games if they did not have time to play them, play two games in the next battle phase, and apply both results at once. This resulted in one player netting a massive twelve Empire Points in one campaign phase!

Preparing for war
To begin with, we kept things pretty simple. All the players needed was a painted Warhammer army of at least 1000 points: an army book and a campaign pack. Within the campaign pack, players found some free Mighty Empires counters (basically locations and flags for them to paint in their chosen colour). A lot of the players customised their counters to make them more representative of their army.

Empire-building
There were plenty of themed areas on the map for the characters to explore and invade. Players got to choose which location they started upon in an order decided by diceing off - this order also helped us decide who chose the first Campaign Events on the first round of play.
**1 Inland Sea**

Any player with a flag next to the Inland Sea is at risk of being attacked by the Big Wet Gribbly that lives in its inky depths. At the beginning of each campaign phase, the Big Wet Gribbly will attack a randomly determined tile adjacent to the Inland Sea. If that tile has a settlement upon it, that settlement is destroyed on the roll of a 4+.

**2 Volcanoes**

A player with a flag on a Volcano tile must roll a dice at the beginning of every new campaign phase. On the roll of a 1, they have angered the gods of the mountain and any settlement they have built is destroyed. If a 1 is rolled in this way, they may then choose an adjacent tile to the Volcano tile. The lava flows into that tile as a chain eruption is triggered; any settlement upon that tile is also destroyed. The owner of this next tile may then choose another adjacent one, and any settlement upon that tile is also destroyed.

**3 The Veldt**

A massive rolling country of green pasture that was the closest thing to safe ground in Fabled Aurentia. This area was first choice for players who wanted to quickly monopolise lots of basic land tiles.

**4 The Great Desert**

Though the desert at first looked like a fairly desolate starting location, it was well irrigated by the rivers that ran through it. River tiles are great in Mighty Empires, as they allow you to build a mine and silt the river for extra gold each turn.

**5 Fortress of Impenetrable Doom**

The fortress could only be claimed by winning a siege game (using the house rules presented way back in WD 324). Later in the campaign, the fortress mysteriously reappeared in a different location. The players were told that inside the fortress were two terrible and powerful monsters, and that they would have to beat these monsters to claim the Fortress.

**6 The Wizard’s Towers**

There were three Wizard’s Towers on our Mighty Empires board, and each contained a black flag, meaning that our players would have to play a special game to claim them. The game was a skirmish between two heroes of the invading player’s choice, and an enemy wizard. If they won the game, not only would they claim the hex but their army would be joined by a Battle Wizard free of charge.

**7 The Ice Wastes**

Essentially a cursed forest, the Ice Wastes were under the effects of a powerful spell that covered the land in frost. This did not stop the campaign’s Wood Elf player, Mat Ward, from taking these hexes and using a Kislev detachment to represent his alliance with the cold-hearted mercenaries of the Ice Wastes. Mat even remodelled his army to better represent his troops’ wintry home.

**8 The Barren Lands**

Covered in the black ash of Chaos Dwarf forges, the Barren Lands were home to the campaign’s Skaven and Chaos players. These territories were hotly contested, for the molten river tiles allowed players to forge magic items for a fraction of their normal price.
The Black Flags
When the campaign started, the map already had some flags placed, painted a forbidding black. These represented “special guest” locations, which were already occupied by an enemy race. If a player wished to conquer a territory with a black flag, they had to play a special, one-off game against a mystery opponent, nominated by the campaign organisers.

Howling Vortex
The howling vortex was made by sculpting a circle of Green Stuff onto a Mighty Empires plains tile and smoothing it down with a wet sculpting tool. Portions of the circle were then cut out to make swirls, and the edges were smoothed flat. The tile was painted to look like a black hole, complete with stars and glimmers of light to give the impression that the vortex could consume everything it touched.

The winter of discontent
The first winter phase of the campaign, after four campaign turns, saw some real upheavals. These were mainly used to cut the leading players down to size. First off Alessio Cavatore, who was taking a lead by capturing a lot of real estate in the Great Desert, saw his capital obliterated by a Howling Vortex of Chaos cast on him by rival player Matt Hutson. Ouch! Secondly, Mat Ward, poised to snatch victory in record time, had his string of castles and cities ravaged by a series of disasters, spells and earthquakes. Lastly, Phil Kelly’s Ogre stronghold was assaulted by a Rebellion event. This meant that his capital rebelled and deserted to the nearest rival empire; that of fellow mercenary and Ogre Tyrant, Graham Davey. This was all the more fitting, since Phil had just played a game against Graham the previous week.

Evidently Graham’s food stores were better stocked than Phil’s. Phil gave Graham one of his Ogre Butchers to represent the rebellion, which Graham used as a traitorous ally for the rest of the campaign. It’s little touches like this that will be remembered for a long time after the taste of victory or defeat eventually fades away.

More Mighty Empires Online!
This campaign uses rules for changing seasons, sea tiles, racial attributes and espionage – all these extra, house rules can be found online at:

www.games-workshop.co.uk/mightyempires

Note: Perhaps one of the most important finds of the campaign was that the more players you have in your Mighty Empires games, the fewer special rules you should use! Things get complex enough with so many players and the rivalries between them. We found that although the winter phase rules (see above) were great fun, it took a lot of time to work out the spells, revenue and taxes for each player in turn. Sometimes it’s best to keep it simple!
Shadow of the Horned Rat

Glenn More: After a few losses and several drawn games I’d managed to scrape together a rather rag-tag empire. But rather than continue on expanding from my corner of the map I thought I’d make use of the Skaven racial rules and claim a tile in the centre of the board and start attacking Mat Ward’s expanding Wood Elf realm. So I claimed my tile in the centre and in the following turn issued my challenge. All I had to do now was win the game and I could invade Mat’s empire and slow his rapid expansion through the wooded areas; so with that in mind I took a really filthy Skaven army, chock full of magic and shooty goodness. Then, just to make sure I could really lay it on thick, I gave my Warlock Engineer a Storm Daemon for extra warp lightning and my Grey Seer a Warpstorm Scroll and a Warp Scroll. D6 strength 6 hits against flyers and a strength 3 hit on every model in a unit is worth every point when playing against Wood Elves!

The game went my way to begin with, as my magic and shooting tore the squishy Elves apart. But Mat had taken a contingent of Kislevites and their cavalry charge, combined with a sneaky flank charge from his Tree-kin, saw off the core of my army. Mat won a convincing Massacre and now had enough empire points to invade my empire. Damn his eyes!

Empire of Evil

Matt Hudson: Events are one of the best parts of the Mighty Empires campaign. They can give your army much needed benefits but can also give your opponent a sneaky trick to throw your whole plan into disarray. The thing I tried to do when choosing my event was decide whether there was one event that would really help me to do what I wanted to do this turn. If I wanted to capture some tiles, I took Land Grab or All or Nothing. If I needed to ensure victory against a difficult opponent, I took Scouts or Assassins.

Gold also had a big effect on my games. My tactic was to save my gold for those games I really needed to win. The combination of a good event and an extra 250 points from gold is a huge advantage. An example of this was when I fought against the Ogres of Graham Davey. A big win meant I would be able to claim a tile from him. My event for the turn was Spies, meaning that he had to show me his army list before I chose mine. The game we had decided on was 1000 points, so the extra gold I had meant I had an extra 25% more points than my opponent, plus I could tailor my force. The result of the game was a Massacre for the Dark Elves, and a new territory for my empire of evil.
The Skull Plague
Bound Spell, Power Level X

The Skull Plague is a special spell available to all the wizards of a realm that has a flag in a Plague of Skulls tile. It is a magic missile with a range of 16" that inflicts D6 SX hits. X is equal to the number of phases that the controlling player has spent with a flag in a Plague of Skulls tile.

The Plague of Skulls
Plague of Skulls tiles cropped up with increasing frequency over the course of the campaign. A mysterious, magical plague capable of reducing its victims to dry white skeletons in a matter of weeks, the Plague of Skulls could infect a player’s armies and slowly bleed them dry over the course of the campaign. Players would come back to the board, only to find that a hex previously full of green and pleasant land had been mysteriously replaced by a vile, cartoony-intesed landscape of sun-bleached skeletons!

A mighty end
The campaign racked up well over fifty games of Warhammer in its five-month lifespan. A lot of fun was had as players engaged opponents they had never played before, devious schemes were dreamed up, and grudges were forged over the most castardly of plots. In the end, it was the Ogre Kingdom players who claimed the most tiles, proving that the defenders of Fabled Aurelia could not stand before the might of the Ogre migrations. Perhaps next time they should just throw their gold and food at the Ogres and run away whilst the big guys are distracted!

As with all campaigns, Conquest of Empires was a great incentive for the players to get new units painted and try out new tactics. If anything, we found that we had too much going on in the campaign, and that next time we would try and keep it simpler. That said, it is great fun to make up special tiles and locations to fight over – we think one special tile per ten normal tiles is about right for veteran gamers.

Mighty Empires is a great system because it practically runs itself, and the campaign organisers had to do little more than set aside an hour every week to keep it ticking along nicely. We really can’t recommend it enough to add that extra dimension to your weekly games, or as a framework for something a little more grandiose. One last bit of advice: don’t be afraid to throw in a curveball to spice up the campaign if it seems to be losing pace.

Since we’ve played our way through Conquest of Empires, there’s been a lot of talk about using the Mighty Empires ruleset to run a Warhammer 40,000 campaign. But that’s another story...
ORDER OUT OF CHAOS

Figure Painter extraordinaire and general Warhammer know-it-all, Pete Foley, tries to explain how he initially managed to do so poorly in the campaign despite being a regular at the top tables of many a tournament...

Pete Foley: Playing in tournaments on a regular basis leads to a very different style of gaming, and playing in the Conquest of Empires campaign was a real breath of fresh air. However, none of my strategies learned from years of playing on the circuit prepared me for the peculiar and varied tactics I would be faced with in the campaign. Here are a few pointers for any budding Mighty Empires generals, learned from my bitter mistakes.

Listing to one side
As a regular tournament player, I'm used to writing army lists to cater for any eventuality. However, when playing in a campaign you already know what army you are going to be playing against and this means you can really gear your army towards your opponent's. Of course, they will also be doing the same to you.

For example, your choice of magic will be greatly swayed when you know you are going to play against a specific force. It would be foolish to spend points on Dispel Scrolls when you are playing against a Dwarf army, and many of the race-specific magic items, such as the Helm of the Skavenslayer, become far more attractive propositions when you are playing against that particular race.

My favourite example of this was arming my Chaos Lord, Koblang...
The other day I was sitting down with Alan Merrett talking about the forthcoming Vampire Counts army. Alan is famously passionate about the background and imagery we've created for our games, and it's his job to make sure that it is faithfully captured in all of the things we make, whether these things are Citadel Miniatures, novels or computer games. Anyway, there we were, chit-chatting about this and that, and we got onto the subject of the archetypes and how important they are to the imagery that we create.

"You know Jervis," Alan said, "the way we use archetypes would make a great subject for a Standard Bearer column." When he put it so nicely, what else could I do but agree (and the fact that the last person not to agree with Alan is still in therapy has nothing to do with it). Seriously, though, the use of archetypal imagery is a vitally important part of the creative process at the Studio, and because of this I think it's well worth spending a bit of time explaining what exactly it is and how we use it. That means that this month's column focuses much more on the theory that underpins the way we make our miniatures and write our books than is usually the case.

So, what exactly is an archetype? Well, the word is derived from the Greek word archetypos, which means "first moulded", and it was used to mean the original on which other similar things were based. To use an example from recent history, the original Dreadnought was a British battleship of such revolutionary design that it became the archetype for all the battleships that followed. More recently, however, the famous psychologist Carl Jung used the word to describe things that have an important symbolic value or meaning. Returning to my previous example, the Dreadnought was the most heavily armed and armoured warship of its day, and as such it was a powerful symbol of the might of the British Empire in the days before the First World War. The ship also came to represent the importance of the Royal Navy as a protector and shield of the peoples of the Empire. Such was its fame that the word "dreadnought" became synonymous with all of these qualities, and remains so to this day.

It's for this reason that we used the word to describe the most powerfully armed and heavily protected form of Space Marine armour, worn only by the bravest and most respected (not to mention nearly deceased) members of the Chapter. To...
quote from Codex Dark Angels:
"Dreadnoughts tower above their battle-brothers, an adamantine-clad bulwark against the wiles of the enemy, a symbolic anchor that reminds the Space Marines of the glorious history of their Chapter."

As you can see, we took the archetypal qualities associated with the term Dreadnought, and used them as the basis for both the appearance and the qualities of the Space Marine Dreadnoughts that we created for Warhammer 40,000. All of which is a very long-winded way of saying that we tend to use archetypes in the symbolic, Jungian manner, rather than in their original "first moulded sense". (Gosh, Jungian psychology in White Dwarf magazine – that must be a first!)

Of course it's very easy for an archetype to turn into a cliché, and it's here where the background and imagery we've created for our games has a very important role to play. In a nutshell, the unique look and feel we've created for Warhammer and Warhammer 40,000 (and which Tolkien created for The Lord of the Rings) means we can explore archetypal imagery in fresh and imaginative ways, so they don't become clichéd. I'd be dreadfully remiss if I didn't mention the redoubtable John Blanche at this point, as he is the man who, more than anyone else, is responsible for creating the unique look and feel associated with Warhammer and Warhammer 40,000. John, like Alan, is passionate about the imagery we've created, and even though he's been illustrating our books for more than a quarter of a century now, he still finds new things to explore from the fusion between archetypal images and the Warhammer background. Considering his credentials, it will come as no surprise that John is involved right from the start of every new project we undertake at the Studio, and he invariably generates a host of concept sketches and illustrations, so many in fact that we rarely get to use all of them! Just as importantly, John's concepts always manage to capture a uniquely "Warhammer" feel for the army, while still incorporating powerful archetypes that give gravitas and depth.

All of which leads me back to the start of this column, and my discussion with

"John's concepts manage to capture a uniquely 'Warhammer' feel, while still incorporating powerful archetypes that give gravitas and depth."
Alan about the new Vampire Counts army. You see, the thing we were talking about was how each new iteration of the Vampire Counts army book allowed us to explore the imagery and associated archetypes in more depth. The Undead have been an important part of Warhammer right from the start, and this means we've been working on the army for quite a while now. They featured in some of the earliest scenarios written for the game, and Skeleton Warriors were amongst the first plastic Citadel Miniatures we ever made. The Undead were also amongst the first army books we ever wrote.

These very early versions of the army mixed together all of the classic Undead archetypes into a single force that included skeletons, zombies, mummies, Necromancers and Vampires. However, it eventually became clear that there was simply too much stuff here to do justice to in a single army, and so the momentous decision was taken to split our Undead army into two parts: the Tomb Kings and the Vampire Counts. Each of these armies draws on quite different archetypes. The Tomb Kings are horribly ancient, almost alien creatures from an impossibly distant past, that lie slumbering and which we awake at our peril. The Vampire Counts, on the other hand, draw on a rich seam of visceral, gothic horror, where the Undead lurk unseen and prey upon the living.

Splitting the armies up like this had an immediate impact, and really allowed us to start to turn the Undead into unique inhabitants of the Warhammer world. One of the easiest ways to see what a difference it has made is to compare the skeleton warriors from the two different armies; although both were once represented by the same miniatures in the Citadel range, now they are uniquely different, and each has its own distinctive style and character. The evolution of the Vampire Counts army also serves as a vivid illustration of how we take archetypal images and give them a uniquely Warhammer "feel". In each iteration of the army book we've tried to refine the image and make it more unique, while at the same time trying to stay true to what the archetype we're working with originally represents.

Speaking personally, this challenge is one of the great joys of working in the Studio. It's also something that never becomes stale - there's always something new and interesting to try out, or to refine.

"The Vampire Counts draw on a rich seam of terrifying, visceral, gothic horror."

That's why we'll never get bored working on an army; even when working on such powerful archetypes - or, more likely, because we're working with such powerful archetypes - there's always more to discover and work on.

And that brings me to the end of another Standard Bearer. As I said at the start of this article, I'm aware that this month's column focuses much more on the theory than is usually the case, and so I'd be very interested to hear if you liked the column. Just write to me at the usual address and let me know what you think.

I should point out that I'm aware that this column only brushes the surface of the meaning of psychological archetypes. As you would expect, there's plenty of information out there; people wanting to know more (go on, you know you do) are directed to the numerous excellent introductions to Jungian psychology that can be found on the internet and at your local library.
Using Purity Seal

For most models, Purity Seal is more than adequate for protection. Because it's a spray, you can varnish lots of miniatures at once. Whether you're spraying primer or varnish, keep in mind the following tips and you won't go far wrong.

Always spray in a well-ventilated area or outside.

A

Make sure that anything you don't want to paint or varnish is covered up, or moved out of the way of the spraying area.

B

Shake the can vigorously for two minutes before spraying, and occasionally when in use.

C

Hold the can 20-30cm from the models, spraying evenly across them in short bursts.

D

After use, turn the can upside down and spray until gas emerges. This prevents the contents from drying in the nozzle during storage.

Top Tip

For some models, such as your prize centrepiece and character models, you may wish to give your prized paint job a double-coat for maximum protection. First, coat the model with 'Ardcoat gloss varnish. When that is dry, spray the model with Purity Seal. This not only gives the model a second layer of protection, but also dulls the model back down again. If certain parts of the model need a gloss finish (such as the tongue of a monster), then reapply the 'Ardcoat to these areas.

The tongue and armour of this Bloodthirster have been coated with 'Ardcoat after a coat of Purity seal.

Top Tip

Consistent Results

Certain atmospheric conditions like heat or cold could affect the way your can of varnish performs. Extremes in temperature or long periods in storage could mean that the varnish begins to dry too early on the miniature, causing a bubbling effect as tiny bits of dry varnish carry across from the spray stream and adhere to the model. For this reason, you should always check your Purity Seal — especially after long periods of inactivity — by spraying an old model or bit of frame, etc. before you use it on your finely painted miniatures. In most cases, a few "practice bursts" should clear the problem.
Mekboyz are an essential part of every Ork warband. Without Meks to keep the vehicles and spacecraft running, the Orks would never be able to launch a proper Waaagh! Warbosses and wealthy Nobs who want new vehicles and weapons will go directly to a Mek and commission him to build it. The result is never exactly what the customer had in mind, but is usually dead good anyway.

All Meks take to the battlefield sporting their favourite invention – usually a heavy and improbably complicated gun that crackles with barely harnessed power. The most infamous of all Mekboy weapons is the Shokk Attack Gun, an incredibly bizarre device capable of opening holes in the very fabric of the universe!

The recent release of the Big Mek with Shokk Attack Gun has excited many veteran Ork players, who remember this potent weapon from its first incarnation many moons ago. We thought it was just the sort of impressive metal miniature that deserved the masterclass treatment. Step forward ‘Eavy Metal paintress, Kirsten Williams, to show us how it's done.

Preparing the model
Kirsten's first job was to clean up all the metal components with a hobby knife and files, ensuring that no flash or mould lines remained. Kirsten decided to assemble the model in stages, or sub-assemblies, and therefore painted the Mek, the Shokk Attack Gun, the Snotling and the ammo feed separately.

For this month's ‘Eavy Metal Masterclass, Kirsten Williams tackles the Ork Big Mek with Shokk Attack Gun. Set nostalgia sensors to maximum!
Painting Ork Flesh

When painting the distinctive green skin of Orks, Kirsten tends to begin with a very dark undercoat and work up to the top highlight in thinly applied stages. This careful layering creates the subtle, blended finish that is characteristic of 'Eavy Metal models. When trying this out, remember that if you go too far with the highlights, you can always use washes and glazes to tone down the finished effect a bit.

Painting the Skin

Step 1. A dark basecoat, applied smoothly and evenly, sets up a good basis for the finished effect. Kirsten used the foundation colour, Orkhide Shade, making it easier to get the required smoothness.

Step 2. The skin was given a flat, even coat of Kharloc Green, leaving the basecoat showing in the deepest recesses. Next, Kirsten basecoated the eyes and teeth. The Mek's fingernails were painted in the same way as the teeth.

Step 3. Kirsten applied several thin layers of Goblin Green to the more raised parts of the skin. Next the teeth were highlighted, and the lenses of the goggles were given a flat coat of Golden Yellow. Finally, the gums were painted turquoise to reflect the Ork's weird, alien nature.

Step 4. The skin received a highlight to the most extreme raised portions. The gorge lenses were given a fine, crescent highlight of pure white. Finally, the teeth, fingernails and gums received their highlights.
Painting Blacks and Greys

As a member of the Goff clan, large portions of this model are painted black or grey. This has the advantage of providing a dark background, which makes the bright green skin really stand out on the tabletop. Kirsten painted all these areas at the same time to speed up the process.

Step 1. Kirsten reset the black undercoat before applying the first highlights to the black areas as fine lines around the sharpest edges. The two tones of grey area received their basecoats.

Step 2. The grey areas were shaded with thinned-down ink washes. Once the ink was dry, Kirsten neatened up these areas by reapplying the basecoats. She then highlighted the Black parts again, using pure Codex Grey in an even smaller, finer line than the previous step.

Step 3. All of the black and grey areas received sharp edging highlights. In the case of the black parts, these were applied only to the very extremities, to ensure that the areas didn’t end up too greasy.

Step 4. With the black parts complete, Kirsten applied the finest, sharpest highlights to the two types of grey area.

Black Highlight 1
1:1 mix of
Chaos Black and Codex Grey.

Dark Grey Basecoat
1:1 mix of Chaos Black and Codex Grey.

Light Grey Basecoat
Codex Grey.

Black Highlight 2
Codex Grey.

Dark Grey Shade
Black Ink.

Light Grey Shade
1:1 mix of Black and Brown Inks.

Black Highlight 3
Fortress Grey.

Dark Grey Highlight 1
Codex Grey.

Light Grey Highlight 1
Fortress Grey.
Painting Metal

Orks – and especially Meks – love metal! Armour plates, steel-capped boots, adamantium skull implants, rusted Trukks – you name it. When Kirsten planned out this project, she decided to include four types of metallic areas: dark copper, bronze, shiny bitz, and tarnished steel.

**Tarnished Steel and Dark Copper**

1. **Steel Basecoat**
   - Boltgun Metal.
2. **Copper Basecoat**
   - Tin Bitz.
3. **Steel Shade 1**
   - Brown Ink.
4. **Copper Shade 1**
   - Black Ink.
5. **Steel 1:1 mix of Black and Dark Green Inks.**
6. **Copper Highlight 1**
   - Brazen Brass.

**Step 1.** Again, Kirsten took care to achieve an even finish for the basecoats.

**Step 2.** The metal areas were stained with thinned-down ink washes.

**Step 3.** The steel was shaded further with another ink wash.

**Step 4.** The final highlights were applied sparingly to maintain the aged look.

**Dz Shiny Bitz.** The bright silver areas were a bit more straightforward to paint. After a basecoat of Boltgun Metal, Kirsten shaded the areas with a thin wash of Black Ink. Over this, she simply layered Charnnail, followed by pure Mithril silver for a bright, shiny finish.

**Painting Bronze**

1. **Basecoat**
   - Brazen Brass.
2. **Shade 1**
   - Chestnut Ink.
3. **Shade 2**
   - Brown Ink.
4. **Highlight 1**
   - Dwarf Bronze.
5. **Highlight 2**
   - 1:1 mix of Dwarf Bronze and Mithril Silver.
6. **Detail**
   - Scaly Green.

**Step 1.** Brazen Brass provided the perfect base colour for the chunky decoration.

**Step 2.** A wash of Chestnut Ink enriched and reddened the bronze colour.

**Step 3.** The brown wash provides a more natural shade for the bronze areas.

**Step 4.** Kirsten applied pure Dwarf Bronze to the raised details.

**Step 5.** The highlights were applied in very fine, sharp lines to the edges.

**Step 6.** Thinned-down Scaly Green paint was applied in patches as verdigris.
**Painting Leather**

The Mek is covered in leather straps and pouches that secure all of his tools, gubbins and wotnots, as well as a patchwork of hides and cloths that make do as rudimentary ammo feeds and padded armour.

1. **Basecoat**
   - Scorched Brown.

2. **Highlight 1**
   - Dark Flesh.

**Step 1.** The leather straps were basecoated with pure Scorched Brown.

3. **Highlight 2**
   - 3:1 mix of Dark Flesh and Bleached Bone.

**Step 2.** Several thin layers of Dark Flesh were used to build up a reddish highlight.

4. **Highlight 3**
   - 1:1 mix of Dark Flesh and Bleached Bone.

**2nd Highlight.** The next highlight was applied prominently to the edges to provide contrast.

**Final Highlights.** The final edging highlight was applied very sparingly.

---

**Shokk Attack Gun Ammo Feed**

1. **Brown Cloth Basecoat**
   - Khereni Brown.

2. **Brown Cloth Shade**
   - Bestial Brown.

**Step 1.** As always, Kirsten began these stages with even, dark basecoats.

3. **Tan Cloth Basecoat**
   - Snakebite Leather.

4. **Tan Cloth Highlight 1**
   - Desert Yellow.

**2nd Basecoat.** The brown cloth was given a wash of thinned-down Bestial Brown paint.

**3rd highlight.** Highlight was applied over the brown cloth.

**Brown Cloth Highlight 2**
- Khadorn Brown and Kommando Khaki.

**2nd Shade.** The cloth was highlighted in thin layers, getting lighter towards the edges.

**Highlight.** The final highlights are applied to the most prominent creases and edges.

---

**Snotlings**

The Snotling ammunition (including the one being sucked up the ammo feed) were painted using the same techniques that Kirsten used on the Mekanik for the skin, tan cloth and fingernails. The eyes were the only exception – these were painted Blood Red, with a Glowing Orange highlight.
All that remained were the final details and the assembly. Kirsten went to town on the detail areas, such as the hazard warning stripes on the power cables, and the characteristic Goff check pattern. Once all that was done, Kirsten stuck the Big Mek together, gave it a coat of Purity Seal, and based it to match the Studio army.

**Vid-screens.** The target acquisition vid-screens were basecoated Orchid Flesh, and were then highlighted by mixing in Snot Green in increasing amounts. The detail was painted on with a mix of Goblin Green and Bleached Bone.

**Checks.** The checked pattern was painted over black as a grid of Space Wolves Grey; this was then carefully blocked in before going over the light squares with Skull White. Finally, splashes of mud were painted all over the model using Bestial Brown.

**Mek’s Tools.** The wooden mallet is used by the Mek for field repairs and “pacifying” Snotlings. Kirsten basecoated the mallet with Scorched Brown, then painted on the raised wood grain last with Bestial Brown, then Snakebite Leather, Bubonic Brown and Bleached Bone.

**Main Turbine.** The turbine housing was basecoated with Shadow Grey, before being layered with Space Wolves Grey. Finally, Kirsten built up the Skull White highlights using several thin coats, to ensure a smooth, even finish.

**Stitching.** The rough stitching around the Ork’s trousers and ammo feed were picked out in Codex Grey.

**Striped cables.** The cables were basecoated Snakebite Leather, then layered with Golden Yellow before the Chaos Black stripes were added.

**Red cables and Targeting Gem.** These areas were basecoated with a 1:1 mix of Blood Red and Chaos Black, then highlighted with Blood Red. The gem was highlighted further with Elf Flesh, before receiving a tiny dot of Skull White representing reflected light.
DESIGNING THE SHOKK ATTACK GUN

The Shokk Attack Gun is already gaining classic status, such is the splendour of the miniature. The task of sculpting this iconic piece fell to the capable hands of Seb Perbet.

"I'd just come off doing the Lootas and Burnas and immediately had the thought that the Shokk Attack Gun had to be bigger than them," says Seb.

The Shokk Attack Gun has not been about for a good few years; it was notoriously missing from the last version of the Codex. But at the same time, it still remained an iconic image, very much in the collective memory of older 40K gamers. "I had one of the older figures and my only real brief was to make sure the gun had the three-pronged nozzle, so that's what I started with. I then began to think about how the Shokk Attack Gun would work and started asking myself questions like: How did the Snotlings get inside the gun?" adds Seb. As you can see from the model, Seb's answer to his own question came in the form of a sinister-looking hose that would suck up the Snotlings. "I'm quite pleased with the end of the ammo feed, as I wanted it to look like a greedy, all-consuming mouth. As well as the hose I was keen to make it look like a viable piece of equipment, no matter how unlikely or fantastical it would actually be. For instance, the part of the model where the hose attaches to the main gun was actually based on the extractor fan from the spray booth, here in the Studio!"

Seb was given four weeks to complete the model, a long time for a single metal model, and he used every second. "I could have finished earlier but I wanted to spend as much time as possible on the figure. Some things were easier to create than I initially thought while other areas were more difficult. For example, the hose itself was actually made out of one long sausage of Green Stuff. I was expecting that'd I'd have to build it in segments, which would have taken quite a bit of time. Obviously I worked it up from the initial pipe and sculpted in the detail, so it looked like it was made out of Squig hide."

Seb actually found the most challenging part of the model to be the most well-known: the Attack Gun's Y-shaped nozzle. "I didn't want it to look like a fan. It needed to look quite dangerous and a bit 'scary-science', evoking the whole mad scientist theme, so I added the cables and connectors between the prongs to fill that space and make it less fan-like. I also shaped them to suggest that they actually do revolve when the gun is fired."

It's not all brand new, though, as Seb explains. "I wanted to pay my dues to the original model that obviously inspired this new version, so there's a couple of sly nods on there. Things like the mallet on the Big Mek's belt and the small turbine at the centre of the gun's nozzle are little homages to Kev Adam's famous 'Mek with Shokk Attack Gun' figure."

Of course, the challenge for Seb is to now better his model, but seeing as the Shokk Attack Gun is such a cool miniature, that will be no mean feat!
Big Mek Buzkut spat out a great goblet of black phlegm and hoisted the latest incarnation of his Shokk Attack Gun onto his broad shoulders. Around him raged the din of battle as the Blackeye Boyz charged uphill toward the ranks of the Space Marines on the crest. Yet more blossoms of black blood exploded across the Ork battle line, disciplined volleys of bolter fire driving the Orks back. "I'll show 'em what a proper gun can do," thought Buzkut, grimly tightening the vision-screw sticking out of the side of his head.

With a rising whine, the spinnin-bit at the front of the Shokk Attack Gun whirled faster and faster, and the brass orbs on the firing arms began to pulse with a dull green light. "That's them Weirdboy brains workin' then", thought Buzkut, "anna good lings too, they cost me an arm and a leg." He glanced down ruefully at the low-tech replacements for his missing limbs.

Buzkut gave the nod, and his old Runherd drinking buddy, Rotgrub, started booting Snotlings in his direction. A couple were sucked straight into the gun's feeder-tube, including the Mek's oiler-grot, Peabody, much to Rotgrub's delight. "Oh well," muttered Buzkut, feeling the feeder tube wriggle behind him as ever more runts were drawn into the Warp chamber. The gun's whine rose to a deafening screech, and Buzkut shouted in elation as the fabric of reality was wrenched and twisted into a spiralling, cracking beam.

On the hill, the disciplined ranks of the Space Marines began to fall apart. A squall of frenzied Snotlings was raining out of the sky, vomiting and defecating with fear all over the Space Marines' shiny armour. Buzkut stuck his tongue out of the corner of his mouth as he guided the beam downwards. Suddenly, Snotlings began to materialise inside the Space Marines themselves. Twisting green legs poked out of power-armoured helmets, screeching heads suddenly burst out from eagle-cloth breastplates, and tiny scrabbling claws thrust out of the mouths of those attempting to restore order. Buzkut clouted to himself and ramped up the power, pushing it way past the red line on the tiny dial.

With a loud crack and a stench of brimstone, something exploded violently in the front of the gun, landing Buzkut on his warty behind. On the crest of the hill, reality split apart. Something horrid ripped its way from the shattered Warp-tunnel into the material universe, a blasphemous monstrosity made from the twisted flesh of Snotling and Warp-creature alike. Countless needle-langed mouths screeched and screamed like tortured metal as the thing rose up to its full height, dwarfling the stunned Space Marines around it. Shrieking and flailing its limbs, it barreled over the crest, leaving total carnage in its wake.

"Er...night," said Buzkut, "I fink I might need to add a few more know-wotz..."
In the grim darkness of the far future there is no respite, no forgiveness, only war! Choose your side wisely because the fate of the stars is in your hands.

**Space Marines**
The Space Marines of the Adeptus Astartes are Humanity's ultimate warriors, dedicated to the defence of the Imperium of Man. They are genetically engineered super-soldiers; the greatest hope for the survival of Mankind and the bane of the Imperium's enemies.

**Imperial Guard**
The Imperium is beset by perilous traitors from within, savage aliens from without, and Warp-spawned fiends from beyond. The Imperial Guard form the staunch backbone of the war to hold back the relentless tides of enemies that encroach upon Mankind's realm.

**Necrons**
The skeletal, metal automatons of the Necron race have lain dormant in their stasis-tombs for millions of years. Now, ancient portents have been realised and a horror from the darkest depths of pre-history awakes.

**Orks**
The Orks are the most barbaric of alien races, their armies cover the battlefield in vast numbers. With the aid of their innate ability to create bizarre and often erratic technology the Orks travel the galaxy to wage war for the sheer exhilaration of pure violence!
**Tau Empire**
A young and ambitious race, the Tau seek to bring enlightenment and unity to those who would join them. While the other races of the galaxy tear one another apart, the dynamic advance of the Tau continues, in the name of the Greater Good!

Inside you will find:
- 1 Tau Crisis XV8 Battlesuit
- 1 Devilfish APC
- 3 Tau XV25 Stealth Suits
- 1 Markerlight Drone
- 6 Gun Drones
- 12 Tau Fire Warriors and
- 12 Kroot Carnivores

---

**Eldar**
The Eldar are the last survivors of a race that once ruled the galaxy, but are now scattered across the stars. Now the Eldar teeter upon the precipice of annihilation and must battle constantly in their fight to avoid extinction.

Inside you will find:
- 8 Eldar Guardians
- 5 Dire Avengers
- 1 Wave Serpent
- 1 War Walker
- 1 Guardian Heavy Weapons Platform

---

**Tyranids**
From the cold darkness of the void comes a race of ravenous aliens, a numberless horde governed only by the instincts to hunt, kill and feed. The Tyranids are the most rapidly evolving race in the galaxy, super-predators designed to hunt all other living things to extinction.

Inside you will find:
- 3 Tyranid Warriors
- 8 Genestealers
- 8 Hormagaunts
- 8 Gaunts
- 1 Carnifex

---

**Chaos Space Marines**
Traitors. Renegades. Heretics. The Chaos Space Marines stand in dark parody of the noble Adeptus Astartes. These powerful warriors worship the Ruinous Powers, and seek to usurp the authority of the Imperium at every turn. The forces of Chaos will not rest until they see the Imperium in flames!

Inside you will find:
- 8 Khorne Berserkers
- 15 Chaos Space Marines
- 5 Possessed Chaos Space Marines
- 1 Chaos Rhino

---

Also available: *Catachan Imperial Guard, Space Wolves, Dark Eldar, and Dark Angels Ravenwing.*

www.games-workshop.co.uk/store/warhammer40000
This month we bring you some battlefield tactics for the greatest realm of Men in the Old World: The Empire.

The Empire is one of the most flexible and diverse armies in Warhammer. Though it is reliant very much on the grim, common soldier, the sheer range of troop types and weaponry available to the Empire army makes it possible to tailor a force to pretty much any situation.

Whether you want a static, "gun-line" style army, a fast cavalry force, a knightly army, an infantry horde or a powerful, hero-heavy force, the Empire can fit the bill. Of course, the problem with such a flexible army is that you can tailor it to a particular task, but then get beaten by a well-prepared foe (almost a rock, paper, scissors situation), or you can take a balanced force that can perform a variety of roles but doesn't particularly excel in any one area.

This tactic is a bit different to previous ones. This month, we'll be asking three gamers, adept on the tournament circuit, to provide us with their "killer" Empire army lists and their key tactics. In addition, some of the Design Studio personnel provide us with a tried and tested "top tip" for winning with an Empire army. Armed with this knowledge, you should be equipped to overcome any obstacles in your path, and crush your foe in the name of the Emperor!

**Forces of the Empire**

**Lords and Heroes**
The Empire has a diverse range of characters to choose from, allowing you to field everything from an army of Sigmar led by a Warrior Priest, to one commanded entirely by Battle Wizards from the colleges of magic.

**State Troops**
Making up the bulk of the Empire’s armies, State Troops come in a variety of forms, encompassing the masses of armoured troops as well as Handiguns and Crossbowmen. The most elite unit, the proud Greatswordsmen, are made up of the Elector Count's personal bodyguard. The other advantage State Troops have is the Detachment special rule, which allows large groups of men to form the parent unit to smaller troop formations. This is advantageous in that these smaller units can protect the flanks of their parent unit, or counter-charge into the flanks of attacking troops.

**Militia**
These cheap levied units come in two varieties, Free Company warbands and Archers. Archers are the skirmishers of the Empire and can be upgraded to Huntsmen, which gives them the Scouts special rule, too. Free Companies can either be used as units in their own right or as detachments for State Troop units.

**Flagellants**
Fanatic followers of Sigmar, flagellant warbands are not skilled combatants, but are maddened with religious fervour, making them Unbreakable and Frenzied. This unique combination of abilities puts Flagellants in a category all their own!

**Cavalry**
The most heavily armoured units are the Knightly Orders, of which there are many. They are excellent at spearheading an assault and holding their ground in subsequent rounds. Pistoliners and Outriders excel at ranged attacks with either pistols or repeater handguns, and being fast cavalry they can manoeuvre away from the enemy if threatened.

**Artillery**
The Empire has the most diverse range of artillery in the Warhammer world, which can be selected to exploit the weaknesses of the enemy. In addition, there is the massive Steam Tank, armed with a cannon and capable of grinding enemy units to dust.
Solland Liberation Army

Marko Lukić puts his faith in the grit and determination of the dog-faced infantryman. And his hundred buddies...

Marko: When I think of an Empire army I imagine infantry – lots and lots of infantry! Though many will say that an army without a Steam Tank or at least three other war machines just can’t win, I beg to differ. A pure infantry Empire army is one of the most stunning sights on the field of battle; unit after unit of brightly coloured troops filling most, if not all of the deployment zone. Just as with other “horde” armies, this one requires finesse to use, and a complete disregard for the imaginary lives of your miniatures!

The backbone of the army is the blocks of Swordsmen that do the biggest part in the fighting department, but its lifeblood are the small detachments of Halberdiers that are here to be sacrificed for the benefit of the army as whole. Their mission is to march in front of the enemies that you will usually outnumber by 3:1 or more, and position themselves in awkward angles, blocking the enemy’s movement unless they charge – and that is exactly what you want. The plan is to draw enemy units out of position, to open their flanks to the Swordsmen so they may charge and defeat the foe thanks to their high combat resolution bonuses.

The characters in this army are here just to support it and tip the scales in my favour. Most of the time, the Battle Wizards will take the Lore of Metal because of the Rule of Burning Iron spell, so that they may snipe enemy fighting characters that pose a considerable threat to the army. The Wizard Lord, on the other hand, prefers to use the Lore of Death due to a good combination of damage and psychology support spells, another area where this army is slightly weaker than most others. Should I face the Undead, all the wizards will use Light magic for its destructive power and for enhancing the staying power of the fighting units. My characters usually join units of Handgunners, as it is unwise to have Heroes wandering about alone when they cost more than one third of the army in points!

The best thing about the army is that, no matter how many models die, there is always a feeling that there are plenty more to sacrifice on the altar of victory. In addition, horde armies provide the hobbyist with a new form of challenge that only a few manage to fulfil. Collecting a horde army is like a mental discipline. Patience and endurance of will make the difference between one’s pride and one of those projects that is begun but never finished. If you feel up to the challenge of commanding such a force, then prepare yourselves for long hours of gluing, converting and painting and, when you take to the battlefield, remember to put on your best Evil Genius face as you send your minions to their deaths so that you may win!

An infantry army is an impressive sight on the battlefield – this little force makes up less than half of Marko’s 2000-point army!

---

### Marko’s Army

#### LORDS AND HEROES
- **Wizard Lord**
  - Level 4: Grey Wand, Armour of Tarnus, Ring of Volans.
  - 305pts
- **Battle Wizard**
  - Level 2: The Orb of Thunder, Power Stone.
  - 150pts
- **Battle Wizard**
  - Level 2: Doomfire Ring, Wizard’s Staff.
  - 140pts
- **Level 2 Battle Wizard**
  - Dispel Scroll.
  - 125pts

#### CORE
- **20 Swordsmen**
  - 8 Halberdiers (detachment)
  - 6 Halberdiers (detachment)
  - 190pts
- **20 Swordsmen**
  - 8 Halberdiers (detachment)
  - 6 Halberdiers (detachment)
  - 190pts
- **20 Swordsmen**
  - 8 Halberdiers (detachment)
  - 6 Halberdiers (detachment)
  - 190pts
- **20 Swordsmen**
  - 8 Halberdiers (detachment)
  - 6 Halberdiers (detachment)
  - 190pts
- **10 Handgunners**
  - 80pts
- **10 Handgunners**
  - 80pts
- **10 Archers**
  - with Marksman.
  - 85pts
- **10 Archers**
  - with Marksman.
  - 85pts

**Total:** 2000pts
The Balanced Approach

Many Empire generals like to take a “bit of everything”. Göran Farm shows us how to bring balance to the field.

Göran: One of the Empire army’s greatest strengths is its versatility and I usually keep this in mind when I make my armies. I like to be able to do something in every phase of the game because this will give me an advantage over players that have concentrated on one or two phases. Sure, I might be weaker than him in the phase he has chosen, but if I can exploit his weaknesses, then I should have a good chance of coming out on top.

My army works best in defensive games – I let the opponent bring the fight to me, and shoot him to bits as he approaches! My wizards are also used very defensively. However, if the opposing force also has several defence-oriented Wizards, then I tend to use mine more aggressively in the later stages of the game when the enemy’s Dispel Scrolls have run out. My shooting and magic will be concentrated at supporting units first and later at the main blocks. Typical targets are lone characters, chariots, monsters, fast cavalry and war machines. This will make it more difficult for him to take out my detachments and supporting units, and if they are still there when his main blocks reach mine then I have a big advantage, and should be able to hold my own against most units. If my shooting has managed to take away some of his ranks by this point, then so much the better and easier for me later in the battle.

My normal tactics work against quite a few armies, but there are some situations where I have to alter my approach to stand a chance. One of those situations is if I meet an army that is even more defensive than mine. In this case, my shooting will target his missile troops and wizards first, and my knights and infantry blocks will try to engage as soon as possible. It might seem difficult to get the enemy wizards, but with cannons and longrifles it’s not impossible. The cannons will probably force my opponent to put his Wizards in units and this will make them vulnerable to marksmen and Empire Knights. If I am lucky enough to get a hill in my deployment zone, then the task of sniping his characters becomes that much easier, as my war machines will have a much-improved view of the battlefield.

Another type of army I have to adapt to is the very fast, combat-oriented army, for example a mounted Chaos army or a Bretonnian army. If I meet an army like this, I will rush forward with my knights and combat detachments and use these to create unfavourable situations for my opponent. I will try to place them in such a way that if the enemy charges, he will be in a bad position for my next turn. It may for example allow me to charge him in the flank, shoot his single-rank cavalry unit in the flank with cannons, lead him into terrain or limit his line of sight. The only thing I lose in the process is a few cheap, expendable units, and it buys me time to shoot at his units and hopefully reduce them enough to allow my infantry to finish them off.

One problem I have noticed when I play Empire is that the army often becomes very wide with all the units, detachments, war machines and so on. This makes it easier for my opponent to take on my army piece by piece, and it also means that fewer units will be within 12" of the general and Battle Standard Bearer. To get around this, I try to deploy my units overlapping a bit. I often deploy my knights in front of my Handgunners and Crossbowmen, since the knights are so mobile that they can get out of the way before I want to shoot. Some of my units are also in the army with this in mind. The Archers, for example, take up a lot less space than other missile troops since they are skirmishers, but I can also deploy them in front of the Swordsmen and shoot on the move while at the same time protecting the Swordsmen from missiles. Outriders are also very effective considering their small unit size, but they are a bit fragile, so they have to watch out for enemy shooters. Good luck!
Detachments are great at screening their parent unit. In this example, Archers are used because they can move and fire.

Here, the ranged units are hidden behind the heavily armoured knights. When needed, the cavalry have enough speed to move out of the way, exposing enemy units to withering handgun and crossbow fire.
The Knightly Order Army

Roy Eggesperger likes his army to hit hard and ask questions later. Luckily, the Empire army has just the troops for the job.

Roy: I'm a long time Empire player, and when I think Empire, I think of thick-necked men in plate armour, sporting outrageous moustaches and poofy sleeves. Out of all of these soldiers, my favourites have always been the Knights. This army is designed to showcase an entire order going to war – for Empire and Emperor!

For characters, the choices were self-explanatory: a Grand Master, a Battle Standard Bearer, and a couple of Priests to minister to the crusading knights.

I like my Grand Master to be a unit-breaking machine, capable of generating monstrous amounts of combat resolution. To that end, I give him the Laurels of Victory for high combat scores, and the Sword of Power to ensure he is always S6; this guy needs to be able to take on heavily armoured enemy Heroes.

The Battle Standard Bearer is another vital component of the army, dealing out moderate amounts of punishment; he is there to inspire the troops. He carries a Holy Relic to help protect those battle-standard re-rolls, and a very pretty – but non-magical – banner, sewn by the loveliest frauleins in the Empire.

The Warrior Priests escort the two primary characters to give them moral support, fuel Hatred and pray for the troops. One is armed with the Bronze Shield for pure survival, while the second is given the Icon of Magnus and Armour of Meteoric Iron to grant immunity to Fear to one of the units not in the company of my Grand Master.

Two units of 10 Inner Circle Knights form the primary hammers with which I bludgeon the Emperor's foes. Both units usually have two characters in them – a Priest and one of the combat characters. The Grand Master's unit usually contains the oft-used War Banner, and the defensive Priest. This gives the unit Hatred, a rank, a banner, bags of bonus combat resolution points, and a S5. Sometimes, the priest even gets a spell off! The other unit usually cars the Warrior Priest with the Icon for protection from Fear. The unit generally carries the Banner of the Daemonslayer, to ensure that they can charge when I desire and, more often than not, break their targets.

As you may expect, these two vicious units are often the primary targets of my enemies. That's why I bring a third large unit of knights to war; these, however, are standard Knights of the Order. Many opponents prioritise the other units, and this leaves me one viable hammer, which should still make it to the enemy lines intact. This also provides a fallback unit in the event of one or more of my characters needing to move to a more secure unit to avoid getting gunned down from afar.

The remaining units are really a vital key to the army – five-man Knightly units with musicians that I use in a similar manner to fast cavalry units. These units divert, bait, flee, and do many of the nasty things that fast cavalry do, with the benefit of being able to laugh off most missile fire and spells. Granted, they don't reform for free, but they can't have everything. Their secondary function is to force errors by the foe. With so much speed and armour bearing down on the foe, a decision must be made about what to defend; one mistake and a five-man unit of knights in the flank or rear can capitalize on that mistake for the back-breaking blow.

### Roy's Army

<table>
<thead>
<tr>
<th>CORE</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>10 Knights of the Empire</td>
<td>250pts</td>
</tr>
<tr>
<td>Preceptor</td>
<td></td>
</tr>
<tr>
<td>Standard Bearer</td>
<td></td>
</tr>
<tr>
<td>Musician, Steel Standard</td>
<td></td>
</tr>
<tr>
<td>5 Knights of the Empire</td>
<td>123pts</td>
</tr>
<tr>
<td>Musician</td>
<td></td>
</tr>
<tr>
<td>5 Knights of the Empire</td>
<td>123pts</td>
</tr>
<tr>
<td>Musician</td>
<td></td>
</tr>
<tr>
<td>5 Knights of the Empire</td>
<td>123pts</td>
</tr>
<tr>
<td>Musician</td>
<td></td>
</tr>
<tr>
<td>SPECIAL</td>
<td></td>
</tr>
<tr>
<td>10 Inner Circle Knights</td>
<td>350pts</td>
</tr>
<tr>
<td>Preceptor</td>
<td></td>
</tr>
<tr>
<td>Standard Bearer</td>
<td></td>
</tr>
<tr>
<td>Musician, Banner of the Daemonslayer</td>
<td></td>
</tr>
<tr>
<td>10 Inner Circle Knights</td>
<td>325pts</td>
</tr>
<tr>
<td>Preceptor</td>
<td></td>
</tr>
<tr>
<td>Standard Bearer</td>
<td></td>
</tr>
<tr>
<td>Musician, War Banner</td>
<td></td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>1998pts</strong></td>
</tr>
</tbody>
</table>

LORDS AND HEROES

| Templar Grand Master                      |     |
| Laurels of Victory, Sword of Power        |     |
| Battle Standard Bearer                    |     |
| Full plate armour, barded warhorse, Holy Relic |     |
| Warrior Priest                            |     |
| Barded warhorse, The Bronze Shield        |     |
| Warrior Priest                            |     |
| Barded warhorse, Icon of Magnus, Armor of Meteoric Iron, great weapon |     |
Here are a few more tips from Empire players around the Games Workshop Studio:

**The Expendable Five**

Alessio Cavatore: It is quite normal to have a line of, say, ten Handgunners or Crossbowmen in your army. Very often you don’t bother buying any detachments for a unit like that, as they are not supposed to do any fighting. Instead, I recommend giving them at least one detachment of five Free Company rogues. These 25-point units always prove invaluable during the game. Rush them as fast as possible towards the enemy from Turn 1, and they will invariably disrupt the enemy line, stopping them from marching, getting in their way, or luring them into useless charges. This will leave more time for your firepower to do its job and for your close combat units to get in the best position. And your ablative screen does not even cause Panic in friendly troops – perfect! Their life expectancy is very short, of course, but sometimes they will achieve an unexpected result (after all, they are not bad value with their two hand weapons), beating a unit of light cavalry, skirmishers or war machine crew in combat, or even killing an expensive wizard! Episodes like these are very amusing, generating endless jokes if some of the “expendable five” make it to the end of the game alive. "It’s a man’s life in the Emperor’s Free Companies…"

**David and Goliath**

Phil Kelly: I love using the Lore of Shadows. Try equipping your weediest wizard with Van Horstmann’s Speculum and casting Steed of Shadows on him (he can always choose this spell as it is the first in the list). Your enemy will probably let this innocuous-seeming spell through, allowing you to propel your wizard into combat with your opponent’s fightiest character. The Speculum allows you to swap your wizard’s paltry WS, S, T, I and A characteristics with the foe, turning his own strength against him! A Sword of Might or Striking can help make this even nastier.

**The Hammer of Sigmar**

Christian Byrne: One Warrior Priest can make all the difference. In my Altdorf army I use a Warrior Priest to lead a 19-strong unit of Greatswords. Equipped with a Great Weapon, the Icon of Magnus and the Armour of Meteoric Iron, he imbues the already Stubborn Greatswords with fearlessness and Hatred. Couple that with Prayers of Sigmar (potentially conferring the Unbreakable rule) and a Free Company detachment, and they can see off even the staunchest foe.
It is a dark age, a bloody age, an age of daemons and sorcery, of battle and death until the world’s ending. These are the End Times.

Bretonnians
The knights of Bretonnia are renowned for their skill at arms, bravery and chivalry, and for their unyielding faith in the Lady of the Lake. When it marches to war, the Bretonnian army is an impressive sight to behold, with the proud ranks of knights backed up with scores of low-born peasants.

Inside you will find:
- 20 Men-at-arms
- 16 Bowmen
- 8 Knights of the Realm
- 1 Pegasus Knight

High Elves
An ancient and proud race, the High Elves have refined their martial skills and magical prowess over the centuries. As the lesser races fought amongst themselves, the High Elves navigated the oceans and mapped the heavens. They ferociously repel all who seek to conquer their homeland.

Inside you will find:
- 16 High Elf Spearmen
- 16 High Elf Archers
- 8 High Elf Silver Helms
- 1 High Elf Repeater Bolt Thrower

Lizardmen
Long before the rise of the Elves, the Lizardmen existed in the oppressive depths of the steaming jungles. Coldly alien and enigmatic, their civilisation seeks to restore order to the world. Any who enter their jungles does so at their own peril.

Inside you will find:
- 24 Sauros Warriors
- 8 Cold One Cavalry
- 24 Skinks

Wood Elves
The Wood Elves of Athel Loren are mysterious and secretive beings, rarely seen beyond their forest borders. Those foolish enough to set foot within their woodland realm invite the fury of the Wood Elves and their Forest Spirit allies, through a sudden and deadly ambush.

Inside you will find:
- 24 Glade Guard (or Scouts)
- 8 Glade Riders
- 12 Dryads
Orcs & Goblins
Orcs & Goblins are the scourge of the Warhammer world, an unending tide of ferocious raiders. For every greenskin Waaagh! defeated on the field of battle, another arises to trample a swathe of destruction across the land. Orcs live to fight and love nothing more than waging war!

Inside you will find:
- 1 Orc Boar Chariot
- 20 Orcs
- 20 Night Goblins
- 10 Forest Goblin Spider Riders

Tomb Kings
For thousands of years they have lain within their tombs. Called from death, the ancient Kings of Nehekhara march from their tombs to have vengeance on those who would disturb their slumber. The armies of the Tomb Kings seek to reclaim the kingdoms that were once theirs.

Inside you will find:
- 3 Chariots
- 16 Skeleton Warriors
- 16 Skeleton Archers
- 8 Skeleton Horsemen

Empire
Since its founding by the warrior-god Sigmar, The Empire has endured surviving amidst bloodshed and turmoil thanks to the bravery and discipline of its armies. The forces of the Empire have many tools at their disposal, from great cannons and heavily armoured knights, to Battle Wizards and mighty monsters!

Inside you will find:
- 10 Empire Handgunners (or Crossbowmen)
- 10 Empire State Troops
- 5 Pistolières (or Outriders)
- 8 Knights
- 1 Great Cannon (or Mortar)

Dwarfs
The Dwarfs are the most tenacious and determined warriors of the Warhammer world. Their mountain holds are under constant threat from Orcs, Goblins and Skaven, so they must frequently march out to defend their homes and hoards. They record every afront, and settle their grudges with sharp axes!

Inside you will find:
- 24 Dwarf Warriors
- 16 Thunderers (can be Quarrellers)
- 1 Cannon
(The cannon can be built as either a Cannon or an Organ Gun)

Also available: Ogre Kingdoms and Skaven Battalions

www.games-workshop.co.uk/store/warhammer
The Design Studio has gone Baneblade crazy, with loads of the mammoth-sized tanks appearing on desks and shelves all over the place. Here’s a just a small selection on view.

The Baneblade has been available for a good few months now, but the presence of so many treadheads within the Studio means that Baneblades have continued to be assembled, converted and painted, as if the Studio was a fully functioning Forgeworld.

White Dwarf was unable to ignore this phenomenon; in fact, we were happy to encourage it, knowing that there’d be plenty of great-looking tanks to fill our pages for fellow treadheads to pore over and maybe even glean some tips. There were plenty of great Baneblades to choose from, but we had to narrow it down to the six models found on the following pages.

Each tank has been customised in some way; a few use simple, subtle conversions that most hobbyists can attempt with a bit of patience (and plasticard). Other Baneblades have had a more drastic makeover that, while more time-consuming and complicated, leaves you with a truly unique looking tank.
Tallarn Baneblade

Chad Mierzwa assembled this Baneblade as a long-range vehicle, designed for lengthy, isolated periods in harsh terrain, like the baking deserts of Tallarn.

The Tallarn crewman was taken from a metal Tallarn heavy weapons gunner – no conversion was necessary.

Extra storage from the Tank Accessory frame and the Battlefield Accessory frame was added, and even two extra fuel barrels to indicate long periods spent away from HQ. The sponsors have also been replaced with storage racks, all from the Battlefield Accessory frame.

Using plasticard, Chad added racks and shelving to increase storage space for all the extra baggage and supplies. These were given a deliberately tanshackle look, as if they had been quickly welded on by the crewmen ready for a hasty departure.

Chad has extended the primary cannon’s gun barrel by about an inch and, using plasticard, added a metal brace further down the gun barrel. Again this emphasises the tank’s long-range role. Bring shells from afar rather than engaging the enemy up-close.
Vostrovan Baneblade

'Eavy Metal's Keith Robertson painted his tank in Vostrovan colours, turning it into a Vostrovan Command HQ vehicle that has been involved in many theatres of war.

Keith assembled the Baneblade as normal, with a few clever, subtle conversions around the turret. The conus array is one, using the aerial mounts from the Apocalypse Command frame, and the looped aerial from the Tank Accessory frame. The other two aerials are made from wire.

The Vostrovan flag that marks the Baneblade as a command vehicle comes from the metal Standard Bearer. Keith clipped the miniature's body away, and then carefully sculpted on the detail that was previously hidden using Green Stuff and a Sculpting Tool.

The tank commander was made from a Vostrovan Officer, whose right hand was re-sculpted with Green Stuff. The Vostrovan gunner was originally the gunner from the Vostrovan lascannon team, with his legs cut off so that he could fit inside the turret.

*Ogre Flesh spray is no longer available from our stores. If you don't have any, just make your own basecoat with a 3:1 mix of Graveyard Earth and Shadow Grey.

Keith used the following colours on the Baneblade:

- Ogre Flesh Spray
- Desert Yellow
- Kommando Khaki
- Scorched Brown
- Skull White
- Mechrite Red
- Blood Red
- Blazing Orange
- Bleached Bone
- Brazen Brass
- Burnished Gold
- Bolgan Metal
- Chainmail
- Mithril Silver
Catachan Hellhammer

While most Hellhammers are intended for use in urban areas, Chad’s Catachan version has been designed to hunt down enemies within dense undergrowth.

Before Chad began painting he placed metal hoops on the sides and top plates of the Hellhammer. The hoops were made simply by cutting large jeweller’s chain links in half, and then sticking them to a small base of plasticard; these would anchor the camo rope.

When the tank had been painted in jungle greens, Chad used fronds from the jungle Plants set and fine wire to create the camouflage. Painted string can also be used to get the same effect – paint the string before you place it on the model.

After the camouflage was in place, Chad weathered the bottom half of the tank to achieve the effect of thick mud, as if the Hellhammer had been traversing dense undergrowth and damp earth. The camo rope and lower fronds were also splattered with muddy browns.
72nd Cadian Baneblade

Dom Murray's Cadian Baneblade is based on his urban-styled Imperial Guard army, which can be seen in the Cities of Death Expansion.

Colour Palette

Dom used the following colours on the Baneblade:
- Adeptus Battlegrey
- Codex Grey
- Fortress Grey
- Dark Flesh
- Rotting Flesh
- Chaos Black
- Boltgun Metal
- Chainmail
- Iyanden Darkson
- Mordian Blue
- Orkhide Shade
- Dheneb Stone

To effectively apply transfers, first use 'Ardcoat to varnish the area before applying the transfer - this ensures that it adheres well. Once dry, apply some more 'Ardcoat, and finally a layer of Matt Varnish. The final step is to weather the area, making the transfer look one with the tank.

Dom wanted to show the crew and infantry interacting, and thus modelled a Cadian in conversation with the tank gunner. The gunner has the benefit of an elevated position, and can warn the Guardsmen of threats not visible to his platoon from the ground.

Dom painted the Iyanden Darkson and Mordian Blue stripes on the front of the tank as well as on some of the turrets. Two coats of each were applied, before Dom used an old drybrush to stipple Codex Grey over the areas, making the paint look worn and faded.
22nd Mordant Heavy Planetary Assault Corp

Andy Hoare's Hellhammer has been assembled and painted to accompany his Imperial Guard city-fighting army. Andy has fitted his tank with lots of anti-infantry weaponry.

Andy has attached an extra autogun; not a legal upgrade cost, but he happily pays the 12-point upgrade cost - all's fair in war and Apocalypse! The crewmen are straight out of the box, with the exception of the officer who has a Cadian body and Catachan head.

Andy has added lots of little details to his Hellhammer such as baggage storage on the back. Various bits from other sprues were attached to the back of the turret, with two thin lengths of plasticard glued on to replicate straps holding it all down.

Because the tank is meant to work in urban environments, Andy wanted some rear facing sponsons to prevent infantry sneaking up behind the tank. Andy achieved this by using a right sponson on the left side, and vice versa, and shaving off the locator found under the top plate.
Commissar Yarrick's
Fortress of Arrogance

The Fortress of Arrogance is Commissar Yarrick's personal Baneblade. Neil Hodgson was tasked with creating a tank suitable for a hero of Yarrick's stature.

Neil added lots of extra ornate details to the tank to help denote the vehicle as both battle-tank and Yarrick's pulpit. The skull – with horns removed – is from the Arcane Ruins kit. The wings on the Boller sponson come from a Sisters of Battle Exorcist.

The hunter-killer missiles on the back of the Fortress of Arrogance were actually mounted onto the tank using wire brackets from the City Ruins frame. Neil found this frame extremely useful when making the model, and lots of components from it appear all over the tank.

The side panels were made from plasticard, which was measured and cut to fit snugly in the gap. Neil then carefully painted the two friezes before sticking them onto the model. Of course, it helps to be a talented professional illustrator like Neil to get such a polished effect!
Converting the Turret
The pulpit from which Yarrick could both inspire and terrify was made from plasticard and a few components from the City Ruins frame. The first thing Neil did was draw up a scale plan of the turret, which gave him a plan view and something to base all his measurements on. The sides of the pulpit are sloped to match the contours of the turret, which tapers at the business end. For the floor, Neil used a treadplate-textured plasticard, available from specialist hobby shops.

Painting the Turret
The turret was painted using exactly the same method as the hull. Once a Chaos Black undercoat had been applied, Neil used a light drybrush of a 1:1 Chaos Black and Shadow Grey mix. Neil built this up over several light coats to keep the overall effect dark and gothic. All the gold areas were first painted Tin Bitz and then Shining Gold to achieve a lustrous, gold-leaf effect. The floor of the parapet was first painted Boltgun metal, then drybrushed with Chainmail.
The Dwarfs are the most tenacious and determined warriors of the Warhammer world. Their mountain holds are under constant pressure from Orcs, Goblins and Skaven, so the Dwarfs must frequently go to war. They record every affront, and miss no opportunity to settle a grudge.

High King Thorgrim Grudgebearer

Thorgrim is the descendant of the most ancient and noble of all Dwarf Lords. The very blood of Grungi flows in his veins, and the wisdom of Valaya sits upon his beeting brow. Thorgrim dreams of striking out every last grudge from Dammaz Kron - the great Book of Grudges - and marches to war often in order to achieve this end.
The White Dwarf

Grombrindal, the White Dwarf, is a warrior-king the likes of which the Old World has rarely seen. Dwarf history tells of the legendary battle of Cragmere, where this godlike hero crossed paths with Josef Bugman and Gotrek Gurnisson, and the three of them slew thousands of Orcs to secure victory for the beleaguered Dwarfs that day.

Dwarf Lords & Thanes

Whether borne aloft by shieldbearers, stood upon an ancient oath stone, or entrusted with a sacred banner, Dwarf heroes are mighty, wise and ancient warriors, who engender loyalty and bravery in their kinfolk.

Dwarf Lord with Shield Bearers

Dwarf Lord on Oath Stone

Battle Standard Bearer
Dwarf Lords & Thanes

Dwarf Lords and Thanes are the most experienced and bravest warriors in a Dwarf army. They have access not only to the best weapons from the Engineers' Guild, but also to potent magical artefacts forged by the hold's Runesmiths.

Dwarf Runesmiths

The ancient Guild of Runesmiths is one of the oldest and most respected institutions in all the Dwarf realms. Runesmiths are powerful individuals, centuries old and skilled in the ways of war. It is these venerable Dwarfs who harness the winds of magic and bind magical energy into the artefacts, weapons and armour carried by Dwarf heroes.

Thorek Ironbrow and the Anvil of Doom

Runesmiths
Dwarf Master Engineers

Master Engineers are first and foremost doughty warriors, whose skill alone merits a place of honour in the Dwarf throng. In addition, they are consummate craftsmen who can perform any task relating to metal or stone, from forging cannons and designing steam engines to drafting the plans for fortifications and mines.

Dwarf Slayer Lords

Dwarfs are proud individuals, and do not cope easily with failure or personal loss. Dwarfs who suffer a serious loss of honour, such as a broken oath, will often forsake their kin and take the Slayer oath, seeking out the most ferocious beasts in the Warhammer World so they may redeem their honour by dying in glorious battle.

Ungrim Ironfist, the Slayer King
THE LORD OF THE RINGS
STRATEGY BATTLE GAME
DOUBLES TOURNAMENT

19TH-20TH APRIL 2008

The Lord of the Rings Doubles Tournament brings an exciting new challenge for all The Lord of the Rings strategy battle game players; a weekend that includes a variety of different scenarios designed to challenge players' abilities to work together to achieve their goals and determine which team is the best.

REQUIREMENTS
• Players will enter in teams of two.
• Each team will need a painted Good force and a painted Evil force, each of 700 points selected from the Legions of Middle-earth expansion.
• Each force will be made up of two 350 point contingents.
• 8 games will be played using 4 special doubles scenarios.
• Event includes vouchers towards lunch on both days, an evening meal on the Saturday and tea and coffee both mornings, with doughnuts on Saturday morning.
• Tickets are £70 per two-player alliance.

Download the Tournament Player's Pack from:

www.games-workshop.co.uk/events
The Events Diary

Campaign Weekends & Gaming Clubs
Last Month, Warhammer World's Andy Joyce hinted at some of the forthcoming changes to this year's Campaign Weekends. This month, Tempus Fugitives' Stuart Mackaness explains further, revealing some of the details from the first two events.

Events Calendar
Find out what's happening when and where in the Games Workshop hobby community with this comprehensive list of unmissable dates; tournaments, campaigns and more.

Store Information

Games Workshop Hobby Centres
Get everything you need to build your forces, and then take them into battle! GW Hobby Centres are the place to learn and practice the intricacies of the hobby.

Store Listings
All the Games Workshop stockists in your area listed, so wherever you are, you can always find a Games Workshop and Citadel Miniatures retailer.

Club Listings
The Games Workshop club community is a great forum to make new friends and play lots of games! Find out where your nearest organised gaming groups are.

Mail Order

Games Workshop Mail Order
The full range of Games Workshop products are available from GW Mail Order, our premier online and telephone ordering service.

Collectors Range
The new Citadel Collectors Range is a very exciting prospect for many hobbyists, offering exception and unusual models exclusively via Mail Order. The Collectors Range allows us to produce supplemental models, dioramas or vignettes, or re-release outstanding miniatures from our vast archives.

Advance Order – Vampire Counts
Order the newest miniatures now – so new they're not even out yet! Order next month's models today, and have them dispatched as soon as they are available.
THE EVENTS DIARY

Conquer the world at tournaments and learn new skills at hobby days! Events are your opportunity to immerse yourself fully in the hobby with, potentially, people from all over the world. Large or small, events are the places to spend your weekends.

Upcoming Events

Are you a Hobby Centre, Independent Stockist, or part of the GCN and running an event? If so, and you want to advertise it for free in this fine publication simply drop us an e-mail at: whitedwarf@games-workshop.co.uk

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

- 1st February  WD341 (May)
- 1st March  WD342 (June)
- 1st April  WD343 (July)

Please note all dates and details are correct at the time of going to print but are subject to change. Games Workshop is not responsible for the content, timing or price of events not organised by Games Workshop PLC.

EVENTS DIARY ABBREVIATION GUIDE

<table>
<thead>
<tr>
<th>Abbreviation</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WH</td>
<td>Warhammer</td>
</tr>
<tr>
<td>40K</td>
<td>Warhammer 40,000</td>
</tr>
<tr>
<td>BB</td>
<td>Blood Bowl</td>
</tr>
<tr>
<td>WAB</td>
<td>Warhammer Ancient Battles</td>
</tr>
<tr>
<td>WPS</td>
<td>Warhammer Players' Society</td>
</tr>
<tr>
<td>WECW</td>
<td>Warhammer English Civil War</td>
</tr>
<tr>
<td>Epic</td>
<td>Epic Armageddon</td>
</tr>
<tr>
<td>LOTR</td>
<td>The Lord of The Rings</td>
</tr>
<tr>
<td>GW</td>
<td>Games Workshop</td>
</tr>
<tr>
<td>GT</td>
<td>Grand Tournament</td>
</tr>
</tbody>
</table>

Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.
Event Profile: Tempus Fugitives & Campaign Weekends

Last month, Warhammer World’s Andy Joyce hinted at some of the exciting developments coming to campaign weekends in 2008. This month, Stuart Mackaness of the Tempus Fugitives gaming club explains a little more about what players of Warhammer and Warhammer 40,000 have to look forward to.

In 2006 the Tempus Fugitives ran The Age of Apostasy, a campaign weekend set in the 35th Millennium during the civil war that threatened to destroy the Imperium. Last September we followed it with the Second Tyrannic War which not only featured the Eldar Craftworld of Iyanden being assaulted by the foul Tyranids, but also saw the heroic forces of the Imperium battle massive Bio-Titans and dozens of new Tyranid nasties!

Following some really constructive fireside chats with Warhammer World’s Brian Aderson and Andy Joyce over a mug of warm Dwarf beer we agreed to drive forward a thrilling series of events in 2008 starting with these two:

The Damocles Gulf Crusade
The Damocles Gulf Crusade. Warhammer 40,000 history buffs will know this as the period in history when the Imperium made contact with the fledgling Tau Empire and, feeling threatened by this energetic young species, decided to go with the standard Imperial policy of exterminating them. To complicate matters, a massive Ork empire also occupies large parts of the Golf and the three races collide in a struggle for total domination over the others. With all the fantastic new Ork models out and the new units found in the campaign pack, there’s plenty for hobbyists to get stuck into.

The Art of Story-telling
In any war, commanders have to deal with unfair and unbalanced situations, using cunning and skill to prevail against overwhelming odds, and the same may be true for you. If that lot doesn’t get your hobby juices flowing, you can get more inspiration from our website.

It is our hope that we can repay some small part of the kindness that the gaming community has shown us over the years and organise a series of top notch events that everyone can enjoy.

For More Information
You can find more details about these campaign weekend events, together with their downloadable campaign rules packs on the club website: www.tempusfugitives.co.uk
Alternatively, you can contact Tempus Fugitives at tfevents@tempusfugitives.co.uk

www.games-workshop.co.uk/events
Event Calendar

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

February

2nd

PAW 2008 Wargames Convention

Date: Saturday 2nd February 2008
Venue: City College, King’s Road, Plymouth
Details: The Plymouth Association of Wargamers would like to invite you to their annual show – this year marks their 30th anniversary and will be bigger than ever!
Tickets: Tournament tickets cost £15
Entrance tickets cost £3
Contact: Clive Dudley on 07813 685 491 or eventsorganiser@plymouthwargamers.co.uk
Contact: www.plymouthwargamers.co.uk

10th

Yorkshire Open Tournament – Warhammer

Event Date: Sunday 24th February 2008
Venue: Games Workshop Wakefield
Event Details: The Yorkshire Open Tournaments are now in their eighth year. Competition is fierce but if you think you have what it takes to be the best contact us now. You will need a 2000 point Warhammer army to take part in this tournament.
Tickets: £10
Contact: GW Wakefield – 01924 369431

9th

Warmaster Winter Warmer 2

Date: 9th February 2008
Venue: Warhammer World, Nottingham
Age Limit: 16+
Details: Dig out your small soldiers and get to Warhammer World for a fun day playing Warmaster. You’ll need a fully painted 2,000 point Warmaster army to take part. Play three games over the course of the day and compete for the Winter Warmer White Elephant!
Entry is free but places are limited (and you’ll need to provide your own lunch!
Contact: warmasterwinterwarmer@yahoo.co.uk
Website: http://gamesgroups.yahoo.com/group/gw-warmaster/

10th

Full Tilt VI

Date: 10th February 2008
Venue: Leopoldsburg, Belgium
Details: Full Tilt is an annual tournament organised by the White Knights gaming club from Leopoldsburg in Belgium. There will be tournaments for The Lord of the Rings, Warhammer, and Warhammer 40,000.
Website: http://www.de-witte-riddor.be

24th

Cavalier 2008

Date: 24th-25th February 2008
Venue: The Angel Centre, Tonbridge
Details: The Tonbridge Wells Wargames Society invite you to their annual Cavalier event. Enter the painting competition, play tabletop wargames and perhaps even pick up a bargain or two at the Bring and Buy stand.
Tickets: £3 for adults.
£1 for children (under 16).
Contact: Alan Butler
Cavalier@twxs.org.uk
Website: www.twxs.org.uk/cavalier.htm

9th

Winds of War 2008

Date: 9th February 2008
Venue: Harman’s Water Community Centre, Bracknell Forest, Bracknell
Details: The Bracknell Forest Gamers would like to invite you to play in a fun tournament with a friend as an ally. You will each need a 500 point Warhammer 40,000 Combat Patrol.
Tickets: £18 per two player team
Contact: 07951 936955
eventmaster@bgcl.com
Website: www.bgcl.com

23rd

Bloodbowl: The Chaos Cup

Date: Saturday 23rd February 2008
Venue: Games Workshop, Bromley
Details: The London Bloodbowl Tournament season kicks off with The Chaos Cup. You will need your team, templates and dice. Only 24 tickets available. Look out for the Spiky Cup, Summerbowl and Bloodbowl completing the season.
Tickets: £15 – on sale now!
Contact: GW Bromley on 0208 466 0678

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

EVENT SPOTLIGHT

1st The Battle for Albion Campaign Weekend

Date: 1st–2nd March, 2008
Venue: Warhammer World, Lenton, Nottingham, England
Age Limits: 16+
Details: The Isle of Albion has been forgotten in the mists of time and all across the Old World it is nothing more than legend.

Until now...

Inhabited by primitive humans the island is also home to powerful druids who call themselves the “Truthsayers”. Together with the Giants, they guard the Ogham circles – great stone circles – which are said to be the key to incredible power.

Now, the recent appearance of a mysterious figure known only as “the Dark Master” has rekindled the legends of Albion, and even now he makes for the isle.

In a bid to capture the stone circles of power, claim the island’s treasure for their own, and prevent the dark shadow of Chaos spreading further, the races of the Warhammer World prepare their fleets for conquest!

You will need a 2000 point army chosen from the Warhammer Armies series of books. Full details can be found in the campaign pack for details, available to download from the Tempus Fugitives website.

Tickets: £45 and include six games over the weekend as well as lunch on both days, and an evening meal on the Saturday.

Contact: tievant@tempusfugitives.co.uk
Website: www.tempusfugitives.co.uk

8th Vampire Counts Halloween Party...

Date: Saturday 8th March, 2008, 6.30pm
Venue: Games Workshop Bromley
Details: Halloween comes early in 2008 as the Vampire Counts are unleashed across the Old World. Take part in lots of activities including a mega graveyard battle (20ft long board) join the Witch Hunt to root out the vampires from the Empire. Powers-up your vampire by drinking “blood” from the vile chalice! Battle commences in the eerie dark gothic atmosphere lit by “candle light”.

Contact: Games Workshop Bromley
Tel: 0208 466 0678

8th Winds of War 2008

Date: 8th March, 2008
Venue: Harman’s Water Community Centre, Bracknell Forest, Bracknell
Details: The Bracknell Forest Gamers would like to invite you to play in a fun tournament with a friend as an ally. You will each need a 500 point Warhammer Border Patrol force.

Tickets: £18 per two player team
Contact: 07951 936955
Website: www.bgclub.org.uk

15th Euro Get Together

Date: 15th–16th March, 2008
Venue: Warhammer World, Nottingham
Age Limits: 16+
Details: A truly international, annual community event, players can take part commanding Warhammer, Warmaster and Warmaster Ancients armies, lead Mordheim warbands or even taking to the high seas with Man O’War fleets!

Website: http://eurogt.org/

Over the months of February and March our stores will be running a selection of hobby sessions aimed at improving your hobby skills no matter what your level of expertise!

From outright beginner to those of you with literally years of experience, there will be something for you.

All you need to do is sign up and attend these sessions and you could be welcomed into the ranks of those who have been rewarded with an ‘Iron Halo’ badge to display their hobby prowess!

Ask store staff for details.

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

www.games-workshop.co.uk/events
STORE FINDER
All the Games Workshop stores, stockists and clubs at your fingertips

Hobby Centres are Games Workshop's own retail outlets. Each store provides gaming and painting facilities and is staffed by expert hobbyists! Hobby Centres are marked in red in the store listings.

**Full range of products**
All our centres stock a full range of Warhammer 40,000, Warhammer and The Lord of The Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.

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

**Gaming Rooms**
Gaming Rooms are exactly the same as our other Hobby Centres. However, as well as stocking our complete range of products, they also offer additional gaming tables and space making them the perfect place to play your games.

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

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

**Free beginners programme**
Our special beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs on Sundays, but there is also one night during the week when you can indulge in more gaming too. All you need to do is come along!
Games Workshop Independent Stockists are official sellers of Games Workshop games and hobby products.

IN YOUR LOCAL AREA
With over 500 locations across Europe there is never a stockist far away, making them perfect for that quick resupply or hobby need.

MOST POPULAR STOCK LINES
Independent Stockists stock our most popular products, so you're more likely to find exactly what you're looking for!

IN THIS DIRECTORY
Full listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the Middle East.

AROUND THE WORLD
If you're unsure where your nearest stockist is located, anywhere in the world, call Mail Order on: +44 (0) 115 91 40000

---

**Store Directory**

**AVON**
GAMES WORKSHOP
80 The Broadway, Basingstoke, Hants, RG21 4JE
Tel: 01256 450666

---

**Berkshire**

**Berkshire Head Office**
Unit 2, 67 Market Street, Tilehurst, Reading, Berks, RG31 6AQ
Tel: 0118 930 8888

---

**BIRMINGHAM**

**BIRMINGHAM**
Reading: No Daniels
0121 392 8696

---

**Basingstoke**
GAMES WORKSHOP
80 The Broadway, Basingstoke, Hants, RG21 4JE
Tel: 01256 450666

---

**Cheshire**

GAMES WORKSHOP
49 Manchester Road, Macclesfield, Cheshire, SK11 6RE
Tel: 01625 644210

---

**Essex**

GAMES WORKSHOP
235 Levington Road, Levington, Colchester, Essex, CO7 7LU
Tel: 01206 397420

---

**Gloucestershire**

GAMES WORKSHOP
9-11 Cheltenham Road, Cheltenham, Gloucestershire, GL50 1DD
Tel: 01242 269100

---

**Hampshire**

GAMES WORKSHOP
2 Park Road, Basingstoke, Hants, RG21 4JE
Tel: 01256 450666

---

**Hertfordshire**

GAMES WORKSHOP
151-157 The Broadway, Borehamwood, WD6 2RF
Tel: 0208 950 1141

---

**Lancashire**

GAMES WORKSHOP
204-205 Station Road, Chorley, Lancashire, PR7 2QJ
Tel: 01772 824238

---

**Leicestershire**

GAMES WORKSHOP
224-230 The Broadway, Borehamwood, WD6 2RF
Tel: 0208 950 1141

---

**Lincolnshire**

GAMES WORKSHOP
151-157 The Broadway, Borehamwood, WD6 2RF
Tel: 0208 950 1141

---

**Middlesex**

GAMES WORKSHOP
224-230 The Broadway, Borehamwood, WD6 2RF
Tel: 0208 950 1141

---

**Northamptonshire**

GAMES WORKSHOP
151-157 The Broadway, Borehamwood, WD6 2RF
Tel: 0208 950 1141

---

**Norfolk**

GAMES WORKSHOP
151-157 The Broadway, Borehamwood, WD6 2RF
Tel: 0208 950 1141

---

**Nottinghamshire**

GAMES WORKSHOP
151-157 The Broadway, Borehamwood, WD6 2RF
Tel: 0208 950 1141

---

**Shropshire**

GAMES WORKSHOP
224-230 The Broadway, Borehamwood, WD6 2RF
Tel: 0208 950 1141

---

**Somerset**

GAMES WORKSHOP
151-157 The Broadway, Borehamwood, WD6 2RF
Tel: 0208 950 1141

---

**Surrey**

GAMES WORKSHOP
224-230 The Broadway, Borehamwood, WD6 2RF
Tel: 0208 950 1141

---

**West Midlands**

GAMES WORKSHOP
151-157 The Broadway, Borehamwood, WD6 2RF
Tel: 0208 950 1141

---

**Wiltshire**

GAMES WORKSHOP
151-157 The Broadway, Borehamwood, WD6 2RF
Tel: 0208 950 1141

---

**Yorkshire**

GAMES WORKSHOP
151-157 The Broadway, Borehamwood, WD6 2RF
Tel: 0208 950 1141

---

**Yorkshire and Humberside**

GAMES WORKSHOP
151-157 The Broadway, Borehamwood, WD6 2RF
Tel: 0208 950 1141

---

**Store Finder Key**

**GAMES WORKSHOP HOBBS CENTRE**

(Additional location details in notes.)

**Hobby Stockist**

Sells a hobby gaming and painting ranges.

**NE Elite Store**

Sells a complete range of Games Workshop products.

**NF Partner Store**

Sells a full range of Games Workshop products.

**NEW STORE OPENING**

Opens new stores and locations.

---

*For more details on what you can buy in stock, we recommend visiting the product page.*
Gaming clubs are groups of fellow gamers and hobbyists who meet regularly to enjoy the hobby together.

**THROW DOWN THE GAUNTLET!**

Whether you are new to the hobby or a veteran gamer, GCN clubs are an ideal place to find and challenge new opponents. Play in campaigns, leagues and tournaments in a friendly environment with fantastic scenery, all created by dedicated hobbyists like you!

**THE GAMES WORKSHOP CONNECTION**

GCN registered clubs work closely with Games Workshop on events like Games Day, Conflict events and Campaign Weekends, making them an integral part of the Games Workshop hobby! Use the club listing to find a GCN gaming club near you and get involved!

**VISIT THE GCN ONLINE AT WWW.GCNM.ORG.UK**
"I WANT A STORE!"

JOIN THE DOZENS OF OTHERS WHO HAVE EARNED THEMSELVES A FREE BATTALION OR BATTLEFORCE!

Over the last few months we have asked you, our brave pathfinders, to seek out and find potential suppliers of our amazing products. Several cities and towns now boast brand new stockists selling all the vital hobby essentials.

You can join in this success AND win a free Battalion or Battleforce of your choice!

If you know of a store in your local area that you would like to carry our products, why don’t you let us know about it?

Send us an e-mail or write to the address below with up to five suggested stores. If one of your suggested stores starts carrying our products, and you’re the first person to suggest that store, we will reward you with a free Battalion or Battleforce of your choice.

E-mail us at:
iwantastore@games-workshop.co.uk

Or write to us at:
I want a Store!
Games Workshop
Willow Road
Lenton
Nottingham
NG7 2WS

For more information please go to the website below
www.games-workshop.co.uk/iwantastore

Terms and Conditions
1. The 'I want a Store' promotion is a limited offer provided by Games Workshop Limited generously and on such terms as it deems appropriate. Games Workshop Limited reserves the right to amend the terms of this promotion at any time and in its absolute discretion, and no part of this promotion by itself shall form any binding contract in relationship between Games Workshop Limited and the participant.
2. Only one entry per store per month per store will be accepted.
3. Games Workshop staff may give away products to persons it deems to have appropriately satisfied the requirements of this promotion in its absolute discretion.
4. An individual may only take advantage of this promotion once. Therefore, any individual may only receive one product in connection with this promotion.
5. This promotion will commence on 1st June 2007 and will terminate on 31st May 2008.
6. No employees of the Games Workshop group of companies or members of their family may also take advantage of this promotion.
Games Workshop Mail Order is a fast, accurate and convenient service that lets you order your miniatures and other hobby products from the comfort of your home.

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

**On the Internet**
Visit our secure Online Store at: www.games-workshop.co.uk/store

**In-store**
Order from any Games Workshop Hobby Centre at the in-store order point.

**By phone**
Call the Hobby Specialists on +44 (0) 115 914 0000.
Opening hours: Monday-Saturday: 10am-6pm (Tuesday 11am-6pm), Sunday: 11am-5pm GMT.

**By FAX**
Fax your order on +44 (0) 115 916 8002

**By Post**
Or send your order the traditional way to Games Workshop Mail Order, Willow Road, Lenton, Nottingham, England, NG7 2WS.

**SHOPPING Online**

**FREEPOST**

**MAIL ORDER FREEPOST**
All orders of £50 or more that are placed through the Online Store or Mail Order will be sent to you postage free.

**IN-STORE FREEPOST**
This offer gets even better when you place your order from your local Hobby Centre, using their in-store order point. When you place an order for ANYTHING, it will be despatched to the store for you to collect, post free.

**WARHAMMER WORLD**
If you're in the area, why not call into Warhammer World where you can place your order with the guys in the store, and have it picked and handed to you while you wait!

"UK addresses only.

The Games Workshop Online Store is open 24 hours a day, seven days a week. Get exactly what you want, when you want it.

- Huge range
- Secure
- Easy to use
- Open 24 hours

Once you have placed your order check the number of items to make sure all is correct and then click proceed. Enter all information requested and you will receive your order number at the end.

**Methods of payment**
You can only pay for orders through the Online Store by credit and debit card. We accept the following cards: Visa, MasterCard, Maestro (formerly Switch).

We only accept the following cards in Northern Europe: Visa and Mastercard. We do not accept the following cards: American Express.
COLLECTORS RANGE

The new Citadel Collectors Range is a very exciting prospect for many hobbyists, offering some exceptional and unusual models exclusively via Mail Order. The Collectors Range allows us produce supplemental models, dioramas or vignettes, or re-release outstanding miniatures from our vast archives.

WARHAMMER

Empire Heroes

Goblin Warboss on Gigantic Spider

*Empire Griffon Standard Bearer*
9906020223
£7, €11.50, 85dkr, 100dkr, 100nkr

*Goblin Warboss on Gigantic Spider*
99110200167
£18, €23.50, 200dkr, 250dkr, 250nkr

Empire Captain with Gory Blade
9906020222
£7, €11.50, 85dkr, 100dkr, 100nkr

Empire Hero
9906030220
£6, €9, 70dkr, 80dkr, 85nkr

The Blessing of Sigmar
9900720222
£8, €12.50, 100dkr, 115dkr, 125nkr

The Final Fate of the Witch-king
99111499972
£12, €20, 140dkr, 170dkr, 200nkr

*The Lord of the Rings Strategy Battle Game*

“No Man Can Kill Me”:
The Final Fate of the Witch-king

www.games-workshop.co.uk/store 115
If you want a Harad force, why not give GW Mail Order a call? As well as the latest releases, they have the entire back catalogue of Harad models ready to be delivered to you. Whether it's Suladân the Serpent Lord you're after, his loyal Serpent Riders, or a Haradrîm Chieftain, then just give GW Mail Order a call!

**Hâshârn**
- 99061464105
- £5, €7.50, 60dkk, 70dkk, 75nlkr

**Mahûd Chieftain**
- 99061464075
- £6, €8, 85dkk, 100dkk, 100nlkr

**Suladân, the Serpent Lord (Foot & Mounted)**
- 99061464119
- £12, €20, 140dkk, 170dkk, 200nlkr

**Haradrîm Chieftain, Foot and Mounted**
- 99061464070
- £10, €12, 135dkk, 160dkk, 175nlkr

**Serpent Rider**
- 99061464118
- £6, €9, 70dkk, 80dkk, 85nlkr

**Serpent Guard (3 Metal Models)**
- 99061464120
- £7.00, €11.50, 85dkk, 100dkk, 100nlkr

**Haradrîm Command (2 Metal Models)**
- 99061464066
- £7.00, €11.50, 85dkk, 100dkk, 100nlkr

*Prices for Illustrative purposes only. Product contents may vary. Products sold separately and unassembled. Stirrin' Stuff products may be damaged or used unwisely. Prices correct at time of going to press, please contact us for current availability and Games Workshop prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogues or websites. Independent retailers are responsible for determining their own prices.*
WAR MUMAK OF HARAD
99121499810
£50, €80, 650dkr, 750dkr, 730sek

WARRIORS OF HARAD (24 PLASTIC MODELS)
99121499901
£15, €22.50, 175dkr, 200dkr, 225sek
Advance Orders

Get hold of forthcoming Citadel miniatures, hobby materials and rules supplements on the day of release with our advance order service!

Warhammer Armies Vampire Counts
RELEASED 8/3/08
£12, €22.50, 175dkr, 200sek, 225nkr

Vampire Counts Battalion
RELEASED 22/3/08
£50, €80, 650dkr, 750sek, 750nkr

Crypt Ghouls
RELEASED 8/3/08
£12, €20, 140dkr, 170sek, 200nkr

Corpse Cart
RELEASED 8/3/08
£15, €22.50, 175dkr, 200sek, 225nkr

Pictures for illustrative purposes only. Product contents may vary. Products sold unlicensed and unauthorised. Certain Citadel products may be despatched if and when available. Prices correct at time of going to press, please contact us for current availability and Games Workshop prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.
UPCOMING RELEASES

Can’t wait to get the latest releases?

- Get the latest products delivered to your door on the day of release!
- Postage for Advance Orders is only £2*

**Warhammer**
12th January (released 23rd February)
- Vampire Counts Spearhead ........................................ 23/2/08

26th January (released 8th March)
- Warhammer Armies Vampire Counts ......................... 8/3/08
- Skeletons .......................................................... 8/3/08
- Grave Guard ..................................................... 8/3/08
- Crypt Ghouls ................................................... 8/3/08
- Corpse Cart ...................................................... 8/3/08
- Dire Wolves ...................................................... 8/3/08
- Mannfred Von Carstein ........................................... 8/3/08
- Mannfred, Count of Sylvania ................................ 8/3/08
- Konrad Von Carstein ............................................. 8/3/08
- Vlad Von Carstein ................................................ 8/3/08
- Winged Vampire Lord ........................................... 8/3/08
- Vampire Lord .................................................... 8/3/08
- Necromancer ..................................................... 8/3/08
- Blood Knights boxed set ....................................... 8/3/08

9th February (released 22nd March)
- Vampire Counts Battalion ....................................... 22/3/08
- Varghulf .......................................................... 22/3/08
- Blood Knight ..................................................... 22/3/08
- Blood Knight Musician ........................................ 22/3/08
- Blood Knight Standard Bearer ............................... 22/3/08
- Blood Knight Castellan ......................................... 22/3/08

*£2 postage only applies to Advance Order products being delivered to addresses in the UK or Ireland. Orders including Advance Order products will be held until the last available product is released.

---

- **Skeletons**
  RELEASED 8/3/08
  £12, €20, 140dkr, 170sek, 200nkr

- **Grave Guard**
  RELEASED 8/3/08
  £15, €22.50, 175dkr, 200sek, 225nkr

- **Dire Wolves**
  RELEASED 8/3/08
  £12, €20, 140dkr, 170sek, 200nkr

- **Blood Knights**
  RELEASED 8/3/08
  £40, €70, 500dkr, 600sek, 600nkr

---

*Pictures for illustrative purposes only. Product contents may vary. Products sold on a pre-purchased and pre-released basis. Certain Games Workshop products may be dangerous if used incorrectly. Please ensure at time of going to press, prices reflect on line and Games Workshop prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.*

www.games-workshop.co.uk/store 119
Subscriptions guarantee you will not miss an issue, and offer savings over buying individual copies. There are a number of ways to subscribe.

- Call Games Workshop Mail Order on
  Tel: +44 (0) 115 914 40000
  Fax: +44 (0) 115 916 8002
- Log on to
  www.games-workshop.co.uk/store/whitedwarf
- Visit your nearest Games Workshop store
- Complete the form below and return to:
  GW MAIL ORDER, WILLOW ROAD,
  LENTON, NOTTINGHAM, ENGLAND,
  NG7 2WS

I would like to subscribe to White Dwarf starting with issue number: WD

I would like to subscribe for:

1 YEAR 12 issues worldwide
2 YEARS 24 issues worldwide

£36, €70, 540dkr, 625sek, 750nkr
£60, €110, 1000dkr, 1200sek, 1300nkr

I am an existing subscriber ☐
I am a new subscriber ☐ (please tick a box)

MY DETAILS

Mr/Mrs/Ms/other...........................................Forename:...........................................
Address:..............................................................................................................
Tel (inc STD code):..............................................................................................

The subscription is a gift for the person detailed below ☐ Please tick if appropriate
Mr/Mrs/Ms/other...........................................Forename:...........................................
Address:..............................................................................................................
Tel (inc STD code):..............................................................................................

METHOD OF PAYMENT

Postal Order (UK only)/Cheque ☐ (made payable to Games Workshop Ltd)

Valid from: ........................................................... Expiry date: ...........................................................

Cardholder's Name: ...........................................................................................

Signature: ........................................................................................................ Date: ............................................................
(signature of parent or guardian required if recipient is under 16 years of age)

Reply by the 29/02/2008 to take advantage of this offer.

GET WHITE DWARF FROM YOUR NEWSAGENT

Did you know that newsagents can hold, order and, in some cases, even deliver your favourite magazines for you? Just Ask! allows you to take advantage of these services. Where you see the Just Ask! logo you'll be able to hand in the form below to make sure you get your beloved White Dwarf magazine.

So next time you visit your newsagent Just Ask! about obtaining copies of your favourite magazines.

The best way to ensure you receive every issue of White Dwarf is to place an order with your local newsagent. Once set up, your copy of White Dwarf will be held for you to collect, saving you the time and the frustration of having to search the newsstand. Some newsagents offer a home delivery service, making it even easier to obtain your copy.

So don't miss an issue, complete the form below and take to your local newsagent today!

NEWSAGENT ORDER FORM

☐ Please reserve/deliver* (delete as appropriate) a copy of ..................................................... on a regular basis, commencing with issue ................................ for:

Title/Mr/Mrs/Ms...........................................First name:...........................................Surname:...........................................
Address........................................................................................................................................
Postcode...............................................................Daytime Telephone No..................

* For home delivery service, please fill in the box above and take to your local newsagent today!
Vampire Counts

Modelling Workshop
We show you how to model the new upgrades onto your Mûmak.

Tactica: Fast Vehicles
Learn how to get the most out of your army’s speedsters!
Out Next Month

VAMPIRE COUNTS

WARHAMMER