WARHAMMER 40,000
SPACE WOLVES

PLUS

WAR OF THE RING
Danger from the East: Haradrim and Easterlings

WARHAMMER
Fielding Heroes of Might and Legend
Njal Stormcaller battles with a Hive Tyrant on the snowy peaks of Scarlon Pheta.
As you'll no doubt have noticed from the imposing, fur-clad Space Marine on the front cover, the Space Wolves are upon us this month. Cue dramatic music, feasting, drinking, and fighting big nasty monsters across a snowy vista.

Space Wolves are a firm favourite with many 40K players, and hobbyists in general, partly because of their imagery and ethos (see the design notes this issue for more on that), but partly because they were one of the first Space Marine Chapters ever to be detailed, and with over 20 years of development they're given rich in the background stakes. The other big point, of course, is the fact that they've never exactly had a shortage of cool models, and it was while putting this issue together that I had some interesting revelations on that topic.

The new plastic Space Wolves frames are unusual in that they're designed to be both complete kits in and of themselves, and to augment the already large range of Space Marines plastics. The sheer number of components on the frames mean that making unique models is a way of life for Space Wolves players, but it's really no chore as the kits are so versatile. This results in some pretty unique armies, as every model uses different components and is posed to your liking, using whatever kits you like. There's no need to stop with Space Marine kits either; why not add some Chaos Marauder or Empire Knights components? We've got an article on Space Wolves kit-bashing this issue (see page 78), and even I was inspired to have a go, creating a mighty Wolf Lord completely from bitz.

On the Warhammer front, I've been busy sticking together my Azhag model this month, which inspired me to commission an article all about special characters. You can find that on page 46. Finally, we start a rather spiffing three-part War of the Ring campaign this month, which will have you gaming right through Christmas and beyond!

Mark Latham, Editor
IN THE COMPANY OF WOLVES

The Space Wolves are the descendants of Leman Russ. They are proud, heroic warriors who like nothing more than to feast and slay in their Primarch’s name. Find out more on page 16.

16 IN THE COMPANY OF WOLVES
Andy Hall talks to Phil Kelly about the long-awaited Space Wolves Codex and accompanying releases. For Russ and the Great Wolf!

32 LEGIONS OF THE EYE
Dark-hearted Men, Uruk-hai with massive tower shields, and Nazgûl invade from the East. Mat Ward and Michael Perry explain all that’s new in War of The Ring.

36 BLOOD AND SAND
The first chapter of an exciting three-part campaign by Adam Troke. Can Gondor stand against the Easterlings and armies of Harad?

46 MIGHTY HEROES AND LEGENDARY DEEDS
Adam Troke delves into Warhammer’s rich history, explaining what it takes to be a hero and how to use special characters in your army.

78 SUPER-INTERCHANGEABLE SPACE WOLVES
Just how versatile are the new plastic kits? Well, we put them through their paces and find out!

88 'EASY METAL MASTERCLASS: WOLF GUARD
Juan Diaz’s metal Wolf Guard miniature is given the 'Easy Metal treatment.

98 MODELLING MASTERS
We talk to the Studio’s excellent terrain makers and showcase their recent projects.

03 NEW RELEASES
The latest releases from the Citadel forges.

12 NEWS
Games Workshop news and previews.

73 CITADEL ESSENTIALS
Three ways to use a tub of Modelling Snow.

76 STANDARD BEARER
Painting evenings are great fun, as Jervis discovers.

86 HALL OF FAME
Dave Thomas nominates his favourite miniature.

104 FRONTLINE
The latest events and activities near you.

52 WRATH OF THE STORM CALLER
In one of the most tightly contested battle reports in recent memory the Space Wolves, led by Wolf Lord Phil Kelly, fight Alessio Cavatore’s insidious Chaos Daemon horde.
Most fierce and barbaric of all the Space Marine Chapters, the Space Wolves are proud and noble warriors. Each battle-brother rages and fights with the power of his ferocious namesake; yet this battle-lust is tempered with cunning, just as their raw strength is augmented by power armour, bolggun and frost axe. They are warriors of myth and in their wake spring legends.

Codex: Space Wolves is a 96-page book packed with everything you need to collect and field a force of heroic Space Wolves in games of Warhammer 40,000. There are pages of history describing the many deeds and sagas of the Great Companies as well as details of their deadly home world, Fenris. You’ll also find rules for every troop type and vehicle, a full-colour miniatures showcase and the brand-new army list.
To accompany the release of the Codex comes a new plastic kit that will form the mainstay of every Great Company. The kit is so versatile that you can build either ten Grey Hunters, Blood Claws or Wolf Guard in power armour, armed with a variety of weapons. And, after assembling your chosen pack, there will still be enough spare heads, arms and accessories to add to other models in your army.

This Space Wolves Pack has been assembled as a Blood Claw Pack, but can also be assembled as Grey Hunters or Wolf Guard.

The kit can be used to make ten Space Wolves in power armour in any combination of Grey Hunters, Blood Claws or Wolf Guard.

The kit has enough spare parts so that you can combine it with other Space Marine plastic kits, such as Scouts or Assault Marines.
This brand-new plastic Terminator box set is a must for any Space Wolves commander. The kit allows you to make five Wolf Guard Terminators and customise them with a whole raft of bespoke components, making each Wolf Guard a unique member of your retinue. You can use your Wolf Guard Terminators in any number of roles in your army, such as the basis for your Wolf Lord, a Wolf Guard Battle Leader or even a vengeful Lone Wolf.

Wolf Guard with assault cannon and power fist
Wolf Guard with storm bolter and power sword
Wolf Guard with thunder hammer and storm shield
Wolf Guard with storm bolter and chainfist

The kit includes both a heavy flamethrower and an assault cannon, giving your squad more firepower.
A wolf claw is similar to a lightning claw, except it can re-roll failed to hit or to wound rolls.
Each Wolf Guard can be equipped differently, as the kit contains plenty of different weapons.
Every component in the kit is instantly identifiable as belonging to the Space Wolves Chapter.
As veterans of countless wars, Wolf Guard wear Terminator armour that is suitably ornate.

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Glade products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked ™ do not show the 23% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. 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.com
SPACe Wolves Battlеfоrcе

The new Battlеfоrcе is brimming with pасks оf battlе-hungry Space Wolves who аrе rеаdу tо brin(gl оw thе wrath оf Russ. It cоntаins two Space Wolves Paсk kits – thаt аllоws you tо mаkе 20 complete Space Wolves. Yоu’ll аlsо find fivе Space Marine Scоuts аnd а Dроар Pod. Thе Scоuts саn bе furthеr еnхаnсеd wit(h thе аid оf thе mหายаd Sрасе Wolf соmраnеnts, lеаvіng mоrе thаn еnough spаrе blit(t tо sprеаd асrоs thе оthеr squаds іn yоur аrmy.

SPACе Wolves Battlеfоrcе

Product code: 991.201.01080
UK £50+ Denmark 590dkr
Euro €80 Swe/Nor 720skr/nkr

оn Sale October 17th

CA НI S WOLFBorn

Fro(m thе tаlеntеd hаnds оf Маrtin Footitt соmеs thіs trulу mоnstrоus mеtаl mоdеl – Canis Wolfbоrn аstrіdе thе mighty Thundеrwolf, Fangir. Оn thе tаblеtор Canis іs а mіghtу prеsеnсе, аblе tо sliсе throug(h lаrgе squаds оf infаntrу wіth еас( tаnkіng tо hіs pаir оf wоlf clаw,l аnd hіs аbіlіty tо hаvе аs mаny аttасks аs mоdеls іn bаsе соntаct wіth hіm.

Cаnis Wолfbo(rн

Product code: 991.101.04990
Scultped by Маrtin Footitt
UK £25+ Denmark 250dkr
Euro €35 Swe/Nor 310skr/nkr

оn Sale October 3rd

NJAL STORMCALLER

NJAL Stormcaller has returned in the new Codex, and Juan Diaz has sculpted a new incarnation of this iconic hero. Encased in rune-etched Terminator armour and accompanied by his psyher-familiar, Nightwing, this metal model makes for a terrific centrepiece for any Space Wolves force.

LUKAS THE TRICKSTER

Another of Juan's excellent metal characters, Lukas the Trickster is named for his rebellious nature that has earned him the ire of the Wolf Lords. The model's manic expression perfectly captures his devious nature.

MEGA PAINT SET

The ultimate Citadel hobby kit is back with more stuff than ever before. The set contains all 47 Colour Paints, 18 Foundation Paints and eight Washes. It also includes all ten Citadel Brushes, a pot of sand, Modelling Grass, Glade Grass and Scorched Grass, all of which are contained in a Citadel Figure Case, packed in custom-cut foam layers.
THE GOLDEN KING OF HARAD

The Golden King rules the city of Abrakhân through a mixture of fear, and the influence derived from his immense wealth. This metal model from Michael Perry depicts the Golden King travelling on a litter carried by two Abrakhân Guard.

HARAD COMMANDERS

These new metal models from Michael Perry allow you to upgrade your Haradrim command companies with a Taskmaster, Banner Bearer and Hornblower.

HARAD ABRAKHÂN GUARD

The Abrakhân Guard are the warriors of the infamous merchant city of Harad. A blister contains three of these stout metal models.

EASTERLING COMMANDERS

This box set of metal models contains a Dragon Knight, Banner Bearer and a dread Easterling War Priest. You can add these to your command company to increase the potency of your formation.
BLACK GUARD OF BARAD-DûR COMMANDERS

Adding Might points, Courage and manoeuvrability to your Black Guard formations, this box set of metal models contains a Drummer, Banner Bearer and Captain.

BLACK GUARD OF BARAD-DûR COMMANDERS
Product code: 9911462057
Sculpted by Alan Perry
UK £151 Denmark 180dkr
Euro €23.50 Swe/Nor 230sek/kkr

ON SALE OCTOBER 24th

BLACK GUARD OF BARAD-DûR

The Black Guard of Barad-dûr are the most feared of all the Orcs that serve the Dark Lord. Alan has portrayed the Black Guard as being armed with massive tower shields and vicious-looking blades. You get three of these elite Orc metal models in a blister pack, sure to be the bane of your foe.

BLACK GUARD OF BARAD-DûR
Product code: 99061462056
Sculpted by Alan Perry
UK £181 Denmark 100dkr
Euro €12.50 Swe/Nor 115sek/kkr

ON SALE OCTOBER 24th

THE KNIGHT OF UMBAR

The Knight of Umbar has a fearsome presence on the battlefield. The blister comes with two metal models, one with the Nazgûl on foot and one mounted.

THE KNIGHT OF UMBAR
Product code: 99061466042
Sculpted by Michael Perry
UK £151 Denmark 175dkr
Euro €22.50 Swe/Nor 200sek/kkr

ON SALE OCTOBER 24th

THE BETRAVER

The Betrayer once hailed from Harad, as Michael has inferred with the style of robes worn by these metal models, one mounted on dark steed, the other on foot.

THE BETRAVER
Product code: 99061466041
Sculpted by Michael Perry
UK £151 Denmark 175dkr
Euro €22.50 Swe/Nor 200sek/kkr

ON SALE OCTOBER 24th

KÂRDUSH THE FIRECALLER

Alan Perry’s rendition of this accomplished Orc Shaman is a highly detailed metal model, with a fireball leaping from the Orc’s outstretched hand to scorch his foes.

KÂRDUSH THE FIRECALLER
Product code: 99061462055
Sculpted by Alan Perry
UK £71 Denmark 85dkr
Euro €11.50 Swe/Nor 100sek/kkr

ON SALE OCTOBER 24th

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted 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. UK prices marked do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. 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.com
When the imperial shrine world of Kathur is blighted by Chaos, the brave Guardsmen of Cadia are sent to reclaim it. The plague of Nurgle has set in deeply on the planet, forcing the Cadians into battle with an innumerable legion of the infected.

Lieutenant Parmenion Thade is thrust into an unlikely command role. Yet he cannot imagine what lies ahead on Kathur, and just how important it will be to ensure victory there...

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

SHAMANSLAYER
Dwarf Trollslayer Gotrek and his human companion Felix Jaeger, Warhammer’s most famous pair of heroes, head off to a new adventure in the latest novel of this best-selling fantasy series.

When Gotrek and Felix travel north they discover that the malignant forces of Chaos are at work, and find themselves battling not only for their honour, but for the very future of the Empire itself.

SPACE WOLF: THE SECOND OMNIBUS
Few Space Wolves are as famous as Ragnar Blackmane. His exploits are legendary. This collection of war tales see him and his fellow Space Marines embroiled in an assassination plot, then sent to confront the threat of Chaos.

Space Wolf: The Second Omnibus collects together the novels Wolfblade, Sons of Fenris and Wolf’s Honour, as well as a new introduction.

CADIAN BLOOD
When the Imperial shrine world of Kathur is blighted by Chaos, the brave Guardsmen of Cadia are sent to reclaim it. The plague of Nurgle has set in deeply on the planet, forcing the Cadians into battle with an innumerable legion of the infected.

Lieutenant Parmenion Thade is thrust into an unlikely command role. Yet he cannot imagine what lies ahead on Kathur, and just how important it will be to ensure victory there...

SHAMANSLAYER
By Nathan Long
UK £6.99 Denmark 70dkr
Euro €9 Swe/Nor 80skr/kr

SPACE WOLF: THE SECOND OMNIBUS
By William King and Lee Lightner
ISBN: 978-1-84416-774-6
UK £9.99 Denmark 115dkr
Euro €15 Swe/Nor 140skr/kr

CADIAN BLOOD
By Aaron Dembski-Bowden
ISBN: 978-1-84416-770-8
UK £6.99 Denmark 70dkr
Euro €9 Swe/Nor 80skr/kr

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted 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. UK prices marked f do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. 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.

10 WHITE DWARF NEW RELEASES
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

Vendetta Conversion Kit

The Vendetta is a dedicated gunship, often formed into roving search-and-destroy wings that actively hunt down enemy tank formations. The Forge World resin kit gives you all the components you need to turn your Valkyrie into a Vendetta. Note that a Vendetta conversion kit is not a complete model; you will need an Imperial Guard plastic Valkyrie to construct it.

Kit designed by Daren Parrwood.

Vulture Kit

The Vulture is a heavily armed Valkyrie variant, trading the Valkyrie’s transport capacity for speed. This is a complete resin and plastic kit. You get all the components you need to make the whole model.

Kit designed by Daren Parrwood.
A Call to Arms
Warhammer Online continues to grow with the latest expansion. Spread out across three major updates, Call to Arms tells the story of the Tomb Kings' introduction to the Age of Reckoning, the tumultuous period against which the game's back story is set.

Bitter Rivals, the first chapter of the Call to Arms saga, sees the introduction of two new playable careers: the Dwarf Slayer and the Orc Choppa. Beyond the Sands features a wide-ranging live event centred in the game's Realm vs. Realm territories, pitting hated enemies against each other in a race to unlock the story behind the emerging Tomb Kings threat. In the final chapter, Rise of the Tomb Kings, a huge new area has been added to the game, including a trap-filled dungeon.

The entire story arc and all of its great new content is offered completely free of charge. But even better, it's all available now – have you answered the call to arms?

You can find more details at:
www.warhammeronline.com

Space Marine
Playstation 3 and Xbox 360 players rejoice, for a brand new Warhammer 40,000 game is on its way from the makers of Dawn of War.

Warhammer 40,000: Space Marine will allow you to take direct control of individual characters and fight in epic battles. 'Space Marine is an Action-RPG built from the ground up for Xbox 360 and Play Station 3. At Relic, we have a deep understanding of 40K based on our development of Dawn of War 1 and 2 and a close working relationship with Games Workshop. Our goal is to ensure Space Marine delivers the most intimate and brutal Warhammer 40,000 experience to date,' said Jonathan Dowdeswell, executive producer at Relic Entertainment.

Despite it still being a while away from release, we're already excited about it here in the White Dwarf bunker.

Rogue Trader
This month brings the release of the Game Master's Kit for the newest game in the Warhammer 40,000 Roleplay line, Rogue Trader. The Rogue Trader Game Master's Kit includes a high-quality GM screen packed with charts and reference tables on one side and beautiful full-colour artwork on the other, as well as the introductory adventure booklet, 'The Eye of the Weaver'. Find out more at: www.fantasyflightgames.com
Adam Troke: The Space Wolves are upon us! Yup, there's no denying it, Jim Sowter and I (along with our ever-faithful legion of Servitors) have had a marvellous month spent on the trail of the greatest champions of humanity. Together we've waded through the snow-capped fields of Asaheim in the company of Fenris' finest sons, searching high and low for top-notch content to include on the Games Workshop website.

This month you'll find enough great articles on the Games Workshop website to fill even the loftiest Fenrisian saga, including a Getting Started guide to the Space Wolves that could steep even the freshest Blood Claw in essential Chapter lore. Servitors VII & IX have been invaluable in helping Jim and I produce some great assembly and painting articles (there's no beating a Servitor when you're looking for steady hands), which go paw in paw with our Space Wolves Hobby Feature.

Of course, while the focus of our month has been on the inbound Space Wolves, we've taken time to spread the net a little further, including a painting extravaganza that highlights not just the newly released Citadel Mega Paint Set, but also delves into the rest of the great tools and accessories in the Citadel range. All in all it's been a good month for the web team. I'll have to cut it short here though – Jim and I still need to re-task a few of the departmental servo-skulls with enhanced rat-catching protocols, ready for next month's assignment...

Also on the Web...
That's just the tip of our online coverage for this month. Visiting the Games Workshop website you'll also find:

- Grey Hunters, Wolf Guard and Blood Claws assembly and painting
- A fresh look at the Mines of Moria boxed game
- Space Wolves sample armies and tactical advice

Bitz Packs
There's just one Bitz Pack released this month, but it's a classic. Despite the sheer number of components on the new Space Wolves kits, some people just can't get enough bitz. Luckily for those addicted to converting the Sons of Russ, the classic Space Wolves Accessory Frame is back and now available.

Like all of our growing range of Bitz Packs you can purchase this and many others from the online store.

Heroes of Legend
The Space Wolves are a Chapter of mighty heroes immortalised in great sagas that are often told in the feasting halls of the Fang. This feature delves into the Space Wolves' background to uncover the exploits of these famous warriors.

Painting Extravaganza
To celebrate the relaunch of the Mega Paint Set, we go on a tour of the Citadel paint and tool range. With tips and advice for every Citadel tool, there's no doubt this web feature will be bookmarked for some time to come.

Did You know?
Once registered at games-workshop.com you'll have access to a host of benefits, including the ability to create, store and send your very own wish list.

With Christmas just around the corner, now's the time to let everyone know exactly what you want to find waiting under the tree. Using the online wish list facility, in the My Games Workshop area, you can create your ideal Christmas list. Use the website to easily select models from the entire Citadel Miniatures range. You can then email the wish list to your friends, family and anyone else who might be feeling generous. Then relax, safe in the knowledge that you'll get exactly what you want. Log on to:

www.games-workshop.com
New Hobby Centre

Verily and forsooth, the brand new Stratford Games Workshop store has thrown wide its doors and is open to Hobbyists in the town of William Shakespeare’s birth. Come ye one and all to this merrie store and wax lyrical about your armies with the Manager, Ashley.

To find out more about all our new stores and our exciting plans to open even more, turn to page 108 of this very issue!

GW Stratford-upon-Avon
Unit 1, 27 Windsor Street
Stratford-upon-Avon
Warwickshire
CV37 6NL
United Kingdom
Tel: 01789 297262

To find your local Games Workshop Hobby Centre, go to: www.games-workshop.com

School’s out for...

...October

The month of October is upon us, the season of Hallowe’en, conkers and half term holidays in your local Games Workshop store!

Whenever your holidays fall, your nearest Hobby Centre will be hosting a myriad of activities through the half term holidays. There will be loads on offer to see and do including gaming and painting, opportunities to work on your hobby skills, scenery building classes, army collecting tips and tactics, and all manner of jiggery pokery. All as well as running informative beginners sessions, Club Nights and Veteran Nights, and all the usual great stuff to be found in our stores.

Don’t worry if you’ve not been in for one of our events before – our friendly and helpful staff are always on hand to get you involved and offer advice and guidance.

So, if you don’t want to feel a buffoon this half term, don’t miss out. Get in touch with the staff at your local Hobby Centre and find out what’s on and how you can get stuck in!
**School League 2010**

Following a great Summer of War and having gotten over the shock of returning to school, it’s time to start thinking about the coming year of gaming and that can only mean one thing: the School League 2010!

The School League is open to all secondary schools and secondary age pupils (i.e. years 7-13) and involves the use of small armies. The School League includes teams playing any of the three systems and your school can enter teams for more than one system. A team consists of four players who, during the Regional Finals held somewhere near you in March, will play against other teams to determine who goes through to the International Final at Warhammer World in July.

The School League Final ’09 hosted 144 gamers, all battling for the honour of their school; the winners of the best painted armies have even had them displayed alongside the beautiful ‘Eavy Metal miniatures in the fabulous Warhammer World Citadel Miniatures Hall!

The League started in September and, if you want to get the most from it, you need to get your team down to your local Games Workshop Hobby Centre to get advice and practice with game rules, tactics, painting and the best way to build your army. They can also help you with making scenery and running campaigns or competitions for your club and provide a vital link to help your club become the best in the country!

The School League is open to all secondary schools in the British Isles, Scandinavia and Benelux and getting involved couldn’t be easier – to take part please get your teacher to contact either Bek Hawkby, our Community Coordinator, or talk to the friendly staff of your local Games Workshop Store.

Bek Hawkby, 0115 9004821

---

**Wish Lists**

It’s around this time of year that thoughts start to wander towards what we hope to find lurking under our Christmas trees this year. Imagine the delight when you unwrap that exciting looking shiny box, only to find... a ‘snazzy’ sweater from your well-meaning Auntie. Now, obviously poor Auntie is just a bit mis-informed, and didn’t realise that you actually wanted a Mega Paint Set and a Warhammer Giant. If only she had some guidance...

Well never fear, because your local Games Workshop store is here to provide just that, through the mighty power of the Wish List! Go down to the store any time between now and Christmas and generate your own Wish List to share with your family and friends, to ensure that you only get the presents you want. If you are spoilt for choice and are not sure of the best way to build your army for total domination, then the guys in store will be only too happy to help you form your master plan.

Your nearest and dearest can then speak to the guys in the store to find out exactly what you are really hoping for this year. The best thing of all is that this can be a permanent list all year round – a list is for life, not just for Christmas!

For more information about Wish Lists contact your local Games Workshop store or visit the website.

---

**ANNOUNCEMENT**

Due to a private function Warhammer World will offer a slightly altered service and opening hours from the 3rd to the 6th of December. We will try where possible to offer alternate facilities and apologise for any inconvenience which may be caused. We advise that if you can, try to visit another time, or contact us for details.

whworldevents@games-workshop.co.uk
We often use the phrase ‘eagerly awaited’ to describe our latest 40K army, but never has it been more aptly applied than for the Space Wolves. It’s been nine years since the last Codex was released, and we sent Andy Hall to talk to the new book’s author, Phil Kelly, to find out what changes he’s rung in. But doesn’t he normally just write about the enemies of the Imperium?

‘Well,’ says Phil with a grin, ‘it is a bit of a departure for me. But I’m really glad because, of all the Space Marine Chapters, the one that really excites me is the Space Wolves. They are anarchic, unruly and willful, the direct opposite to the ordered might of the Ultramarines. They appeal to me so much because they know what is right in their (two) hearts rather than in their heads, Space Wolves do things because it is the right or heroic thing to do, not because an ancient, ten-thousand-year-old tome tells them to. They are heroes in the truest sense of the word.

And also,’ continues Phil, ‘they have fun! The warriors of Fenris enjoy what they do and not many citizens of the 41st Millennium can say that.

These Chapter traits – eschewing authority, and a love of socialising and fighting – comes from the world they are brought up in. And in the new Codex, Phil has really expanded the Space Wolves’ background, so we learn more than we ever have before about the Space Wolves’ home planet of Fenris. When you come to write a Codex or army book you begin with the archetype; the Space Wolves have strong roots in Norse mythology, but they are far more than just Vikings in space. They are mighty warriors of old, who are hardened by their home world of Fenris. It is a cruel place dominated by rough icy seas and a smattering of islands that the tribes of ‘normal’ Fenrisians must fight over. But Fenris is more than just a ball of ice; it’s a place of fire as well. It follows an elliptical orbit, and so when it is brought close to its pale sun the seas literally boil as lava erupts from the planet’s cracked crust. Still, it’s not just the environment the Fenrisians must compete with, but the fauna as well. The oceans contain many sea monsters, from squid-like kraken to promethean monsters that are the subject of local legends, while massive wolf-like creatures stalk the few bits of land that jut from the sea. To survive in such a place the inhabitants must be hardy warriors, so make natural recruits for the Space Wolves,’ says Phil.

Capping Fenris at its pole is Asaheim, the only stable continent on the planet, a land unassailable by mere mortals. It is here that the Fangs can be found, the legendary Chapter-Fortress of the Space Wolves. ‘With Asaheim we’re going back to the legends and myths of the Norse, of a heavenly, unreachable plane that only great warriors who perform mighty deeds may one day reach. This is the story, a saga that the tribes tell when they talk about the continent of Asaheim. Stories are very important to the Fenrisians and remain so even to those few who become Space
Wolves. The telling of these sagas, especially those of brave heroes, drives the Space Wolves to great deeds so that they may one day have sagas told or songs sung about them,' adds Phil.

Great heroes performing valiant feats are very important Space Wolf themes, so much so that the Codex is replete with such tales and even how you collect and fight with Space Wolves has been designed to encourage this style of play. 'Every time a Space Wolves player takes to the battlefield I don't just want him to think about how he can win, I want him to consider what great deeds his Wolf Lords, Rune Priests and Wolf Guard will perform. Having such characters in your force is a crucial aspect of any Space Wolf army. That's why they can have double the amount of HQ choices normally allowed on the force organisation chart.'

But it's not just the number of characters you can have that sets the Space Wolves apart from the rest, but how you utilise your mighty heroes as well. While Wolf Lords, Rune Priests and Iron Priests all act like powerful characters in other armies, the way you deploy the Wolf Guard is very different. 'You have two options when you buy a pack of Wolf Guard. You can use them just like a Terminator or Veterans Squad; or you can use them as pack leaders, splitting them up between your other packs of Space Wolves,' explains Phil. 'This gives the army a really interesting dynamic; essentially it turns Space Wolves squads into packs in the truest sense of the word. They feel like warrior bands of old, forming around a dominant leader – an alpha male, if you will – rather than clinical, efficient squads of Space Marines.'

**SPACE WOLF PACKS**

Space Wolves fight in battle-groups called packs, which are akin to Space Marine squads. The core of the Chapter's fighting strength is formed by these packs, most of which are groups of stalwart and quick-witted Grey Hunters, young and im petuous Blood Claws and the older, grizzled Long Fangs. Just as the Space Wolves are structured around these units, the new plastic kit allows you to build your own Space Wolves Packs. The new box set contains ten Space Wolves, which you can build as Grey Hunters, Blood Claws or Wolf Guard in power armour. But even after you've assembled your models you'll still find the frame packed with components. This is quite deliberate as you can then use these spare parts to enhance the rest of your Space Marine plastic kits. The Space Wolves Pack has been designed to be completely interchangeable with all of our plastic Space Marines range – you can see examples in our Modelling Workshop on p78.
**Canis Wolfborn**

Canis is a true warrior of Fenris. The Wolf Priests theorise that Canis was lost in a snowstorm as an infant, abandoned after his nomadic tribe were killed, and raised as a whelp by a brooding she-wolf in whose lair the young Canis sought shelter. His Wolf Guard companions joke that Canis was taken in as a cub because he was hairy and smelled like a Cthelian Cudbeast, but underneath the jests all respect the Fangrider. His steel and courage are beyond question, and wolves great and small instinctively obey his commands — even the largest of wolves will avert its eyes from Canis' gaze. It is well known that the Wolfborn has a terrifying battle frenzy, and to this day he rides the largest of his kin into battle, a massive, snarling Thunderwolf called Fangir.

Another interesting development is that the sagas themselves are not just ephemeral ideas but are in effect a new type of wargear that allows you to tailor your Wolf Lord however you like, making him a unique character and true proxy of yourself on the tabletop. 'A saga gives your character a powerful ability, unique to Space Wolves armies. For instance, the Saga of the Warrior Born gives a bonus to his Attacks equal to the number of models he killed in the previous Assault phase. However, such power comes at a cost. To ensure the fates smile upon the Chapter, the Rune Priests charge its mightiest heroes with a sacred oath. Each of these oaths is a deed the hero aspires to accomplish during the battle. In the case of the Warrior Born he must try to fulfill the 'reap a great tally' oath and kill at least ten enemy models during the battle. I think the important point here is that breaking an oath has no game effect — it's purely a matter of honour. This way, the emphasis is on the player. It's up to him whether he wants to play like a true Space Wolf or have nothing but contempt for the ways of Russ.'

The sagas are just one facet that makes the Space Wolves unique amongst their fellow Chapters, the army list itself is a very different beast to the one found in Codex Space Marines as are their other rules. 'For a start, every unit has the Counter-attack special rule,' states Phil. 'This will be familiar to veteran Space Wolves players and means you're really going to make a mess of any enemy that closes with a pack of Space Wolves. Orks need to watch out as the Space Wolves will be hitting first with as many attacks in some situations, robbing the greenskins of that all-important initial impact,' says Phil.

**The Great Companies**

The organisation of the Space Wolves owes more to the personality of their Primarch and the warrior-customs of the Fenrisian tribes than to the formal dictates of the Codex Astartes. As a result, the Space Wolves Chapter is divided into twelve 'Great Companies', each comparable to a tribe ruled over by a warrior-king and advised by a council of elders.

A Great Company's commander is known as a Wolf Lord, a warrior whose only master is the Great Wolf himself, Logan Grimnar. Each Great Company has its own headquarters and territory within the Space Wolves' massive Chapter-fortress, and has its own spacecraft, armoury, forges, archives, serfs and other resources. In almost all respects, it is a separate, self-sufficient brotherhood of warriors. The Great Companies each have their own ancient customs, renowned heroes and warrior traditions that they honour and celebrate to this day.
Unfortunately we don't have the space to go through the ins and outs of every unit, but veteran Space Wolf players should rest assured that Grey Hunters, Blood Claws, Long Fangs and an arsenal of Space Marine tanks are all there. However, it's some of the new units that Phil really wants to talk about. Perhaps surprisingly to some, I've put the Blood Claws in the Troops section. Don't worry, they're still the impetuous pups they've always been,

"I WANT PLAYERS TO CONSIDER WHAT GREAT DEEDS THEIR WOLF LORDS WILL PERFORM."

and this is reflected with their Headstrong and Berserk Charge rules - the latter of which gives them +2 Attacks on the charge - but as the young 'uns they have a Space Marine Scout profile. It's the Skyclaw Assault Packs that now take up the traditional assault slot in Fast Attack. These warriors are still Blood Claws, but are the most headstrong and rebellious, so the older Space Wolves and Wolf Guard are only too happy to kit them out with jump packs and let them go.

It's in Fast Attack where two other brand new additions now live, as Phil continues to explain. 'I wanted wolves to have a literal presence in the army list as well. That's why you can have packs of Fenrisian Wolves in the army; Heroes can also have a Fenrisian Wolf or two to accompany them on to the field of battle as well. But it's the Thunderwolf Cavalry that will be talked about the most. It's a great image; Space Marines mounted on giant wolves and that is essentially what they are. I think it's important to distinguish that a Thunderwolf of Fenris is more than just a big canine - this is a ferocious monster that is shaped like a wolf, its muscled bulk able to carry a Space Marine in power armour with ease. These really are creatures of myth, so much so that Thunderwolf Cavalry are just wild rumours to the rest of the Imperium no one outside of the Fang believes they exist. As you'd expect, these are incredibly hard troops with a profile to match, with five Strength 5 Attacks on the charge. But at 50 points each, you won't be able to field a lot of them,' says Phil.

Even with such a grand vision, encapsulated by the brand new Canis Wolfborn miniature, the Thunderwolves are still not Phil's favourite troop type. That honour belongs to the Lone Wolves. 'I love the concept of the Lone Wolves,' says Phil. 'A pack stays together throughout their

**WOLF GUARD TERMINATORS**

The Wolf Guard are the hand-picked battle-brothers that fight alongside a Great Company's Wolf Lord. Each has earned his place by some exceptional feat of arms. It is his heroic deeds that mark out the Wolf Guard rather than age, so there are hot-blooded young warriors as well as sturdy veterans amongst their ranks.

One of the many honours bestowed upon the Wolf Guard is access to the Chapter's precious suits of ancient Terminator armour. As such the new Wolf Guard kit allows you to make five Wolf Guard Terminators. These mighty warriors can then be used together as a single pack as in this example, or distributed amongst the other packs in the army.

The new plastic Wolf Guard kit is crammed with extra components, more than you'll ever need to build just the Terminators. For example, you get 13 heads on the frame, leaving you with loads of extra bitz that can be used elsewhere in your army.
DOM MURRAY’S SPACE WOLVES

We turned to the Studio’s Dom Murray to see what impact the new rules and models will have on his army - Dom has been collecting Space Wolves for about ten years, making him the gaming equivalent of a Long Fang.

Every wargamer, no matter how sane and balanced they generally consider themselves, has an army that they really identify with; one that no one else can possibly understand as well as them, one that they believe really is their true wargaming personality. Mine happens to be the headstrong Sons of Russ, and it would be something of an understatement to suggest that I’m quite excited about the release of Codex: Space Wolves – straining at the leash more like!

I’ve played Space Wolves for ten years, so the first thing I did when I picked up the Codex was have a glance at the army list. The core of the army is composed of the strong building blocks that will be familiar to any Wolf Lord: Blood Claws, Grey Hunters, Wolf Guard and Long Fangs are still the mainstay of the infantry.

The Blood Claws are one of my favourite units. Who doesn’t want to command a bunch of raving, battle-hungry youngsters who just want to rip into the opposition? They now have the option to be fielded as Skyclaw Assault Packs, their jump packs enabling them to get into battle even quicker, as well as being able to redeploy as you need them. Those familiar with the Space Wolves will also notice that the existing units have had lots of useful tweaks rather than being redesigned from scratch. So, if anything, you’ll find yourself making excuses to add even more options to your units.

You still have the ability to split your Wolf Guard as pack leaders amongst all of the infantry units. The Wolf Guard add a huge amount of character to units, especially as they are all armed individually. In fact, Phil [Kelly] growls at me if I even think about kitting several of them out with the same wargear.

I can now take up to four HQ choices in a standard game. The balance of the army then depends on how I want to use my characters. This used to mean that I was forced to make some compromised army choices, but no more! If I want to take Ragnar, Bjorn the Fell-Handed and Logan Grimnar, so I can happily do it.

And talking of characters, there are loads. As already noted, Bjorn is back. He’s one of my favourite characters and adds real gravitas as a symbol of the Chapter’s history. Njal Stormcaller has also returned, this time in Terminator armour. With the 0-1 restriction of the previous Codex removed, I can now field a Space Wolves army based around Rune Priests. Led by Njal, I can use my full complement of Rune Priests (including the old Njal Stormcaller model in power armour) to make an army based around powerful psykers.

New boy Lukas the Trickster adds even more punch to the Blood Claws, and gives you every excuse to play in character and make rude insults to your opponent when things don’t go your way. I’ve always taken lots of Blood Claws as they make great assault troops, so to finally have a character who fits in with the overall feel of my army is great news. Once I’ve finished modelling some Skyclaw Assault Packs I’ll be able to field an army based around the ferocious Blood Claws.

Keen-eyed Space Wolf players will remember stories of the mythical beasts known as Thunderwolves from previous Codices. Not only are they now found in the army list, but they are also represented by a special character called Canis Wolfborn himself. He’s a mammoth character and a miniature that deserves to be central to any Wolf Lord’s plans.

I’m a fan of narrative gaming, so am naturally drawn to the saga rules as they allow gamers to play in the character of the army. My own Wolf Lord, Thorgeir Grumphammer, takes the Saga of the Warrior Born. This helps me to play to the true character of the Wolf Lord as he rampages through wave after wave of enemy combatants.

All this and I haven’t even mentioned the fantastic new models. My current army has seen a great deal of converting and kit-bashing in order for me to try and create a unique force. The new plastics offer so many new parts that I’ll be happily customising models till Leman Russ returns from the Eye of Terror.

Next month you can see Dom’s Space Wolves army in full, as he’s the subject of our Army Masters series.
fighting career, from being a Blood Claw all the way through to the Long Fangs. The Lone Wolves are the last of their pack, those who have survived hundreds of years of constant war. They now go to battle to look for nothing more than a glorious death. These are just single models, but are highly individual, perhaps they have a totem for every member of their lost pack upon their person, or have the names of lost comrades tattooed onto their arms, or carry anarchic, bespoke equipment his pack has collected over the centuries. The modelling opportunities for creating Lone Wolves, especially with the new kits, are massive; they’ve really got modellers in the Studio very excited. Players should take a Lone Wolf’s death oath very seriously, as it will cost them a kill point if the Lone Wolf is still alive at the end of the game. But getting the Lone Wolf killed is not as easy as it sounds, as they have a respectable profile, with the Eternal Warrior and Feel No Pain special rules.
Lone Wolves are the epitome of the tragic hero, but if there is one thing the Chapter is not short of, it’s heroes. You’ll find eight such characters in the Codex. ‘All the old favourites are back, including Bjorn the Fell-Handed’ says Phil. ‘There are new characters too, such as Arjac Rockfist the Man-Mountain and Lukas the Trickster. Special characters have a very specific role by embodying the theme and traits of the Chapter. For example, Lukas embodies the cunning wolf, while Canis Wolfborn is the man who talks with beasts.’

So, as our time with the Great Wolf himself comes to an end, it’s easy to see that Phil’s approach has been anything but ‘dog’-matic (Any more jokes like that and you’re fired, Hall! – Ed). ‘Superficially Space Wolves are barbarians in power armour, but they are so much more; they are proud warrior-kings from a long line of heroes who can trace their bloodlines to Leman Russ himself.’

‘As a Space Wolves player the onus is on you to play with honour; the rules will not force you to do this, but it is up to you to do the right thing – just as a real Space Wolf would.’

---

**HEROES OF FENRIS**

Logan Grimnar’s leadership of the Space Wolves has endured for five hundred years. During that time he has led his Chapter to victories beyond counting, for the Old Wolf hunts evil wherever he finds it.

Njal Stormcaller is the most powerful Rune Priest in the Space Wolves Chapter, able to command the very elements. Armed with the Staff of the Stormcaller, he conjures howling blizzards and arcing lightning to strike down the foes of Fenris.

Ragnar Blackmane’s deeds have spread across the galaxy. Considering his young age, Blackmane may yet go on to become the greatest Wolf Lord in history.

When he goes to war Ulrik the Slayer is a terrifying figure, resplendent in his black armour, wolf helm and the crackling Crozius Arcanum that acts as his badge of office.

---

22 WHITE DWARF SPACE WOLVES DESIGN NOTES
SCOUTS
In most Chapters new Space Marines are initiated into the Scout Company before they join the Battle Companies proper. Not so the Wolf Scouts, who are normally drawn from the ranks of those Grey Hunters who are marked out as men who desire an isolated existence and who track and hunt best alone.

However, the needs of the battlefield often dictate that Wolf Scouts will band together and fight as a pack. They are expected to operate far in advance of their more heavily armoured brethren, sniffing out the forces of the foe, slinking into fortified positions, gathering intelligence and killing isolated elements of the enemy.

SKYCLAWS
The most headstrong troublemakers from each Blood Claw pack are often 'rewarded' by reassignment to a Skyclaw Assault Pack. The promotion to Skyclaw is seen as a dubious honour at best, but such disapproval just makes them even more determined to prove themselves in the eyes of their elders.

They soar fearlessly through the skies in great leaps, landing with a stone-splintering crunch before rocketing straight forward into the ranks of the foe. With fangs gnashing and chainswords roaring the Skyclaws rejoice in seeing the enemy crumble under the reckless fury of their airborne assault.
THE SAGA OF SVEN IRONFIST

Robin Crudace assembles a band of warriors to take to the Sea of Stars and fight in the name of the Allfather.

PACK LEADERS

The Wolf Guard act not only as bodyguards for the Lord of Fenris but also as leaders for the packs in their Great Company. Before the battle, each Wolf Guard has the option of being split off from his pack and assigned to lead a different pack from the following list: Blood Claws, Swifftclaw Bike Packs, Grey Hunters Wolf Scouts and Long Fangs.

ROBIN: At the top of my Space Wolves army list is Sven Ironfist, a Wolf Guard Battle Leader in Terminator Armour accompanied by a unit of six Wolf Guard Terminators. This fearsome unit rides to war in a mighty Land Raider Crusader. This is the hammer of my force, one that heads straight towards the largest concentration of foes to take on all comers; that's the Space Wolves' way after all. Whilst there is little that can threaten this squad, I've learnt from bitter experience that monstrous creatures can make a mockery of Tactical Dreadnought Armour. As such, my Battle Leader has the Saga of the Beastslayer, helping him to slay those balking brutes before they barrel through my elite squad.

No Space Wolves army would be complete without units of Grey Hunters and Blood Claws, the backbone of any Great Company. The dependable Grey Hunters prevent any of my own objectives from falling into enemy hands, whilst the fierce Blood Claws storm defended positions. One of my squads of Blood Claws has a Razorback to carry them to the fight that much quicker whilst adding some much-needed heavy weapons fire. Burek Longtooth, a Rune Priest, will join the Grey Hunters unit. This warrior-mystic has powerful psychic powers and a ruincannon that has racked up an impressive tally of kills. In addition, the Rune Priest allows me to nullify enemy psychic powers, keeping my valuable Grey Hunters in one piece.

I always endeavour to include Wolf Guard in my Troops squads. I tend to include a Wolf Guard Terminator with a heavy weapon to complement the tactical flexibility of the Grey Hunters, whilst for the Blood Claws it's all about bolstering the amount of bloodshed and carnage they can dish out. My favourite is the Wolf Guard with the Mark of the Wulfen, capable of unleashing a potential seven thunder hammer attacks each turn. Wolf Guard until a bit of discipline into the fiery Blood Claws, allowing me to negate the Headstrong rule, which a canny opponent could exploit by luring my unit away from an objective - when you only have a handful of scoring units, this can be the difference between winning and losing a game. I also like to include Lukas the Trickster in my army, mainly because I like his background so much. He's no slouch in combat and whilst his Rebellious rule means that the unit will not benefit from the Wolf Guard's Leadership, the Last Laugh rule makes him ideal for character hunting. Even if Lukas is bested there's a chance my opponent's most powerful fighters will be caught in a stasis trap, forever more.

Continuing with the sneaky theme, I never leave Fenris without a unit of Wolf Scouts. These are tasked with tank-hunting duties, targeting armoured units that may be hiding at the back of the board. However, having only a single tank-hunting unit is risky, especially when there's a chance the Wolf Scouts may be delayed or turn up on the wrong table edge. Just to be safe I take a Swiftclaw Bike pack including an Attack Bike with multi-melta. This unit turbo-boosts in the opening moves of the game in order to outflank the enemy and strike at their weaker side armour.

To round off my army I've chosen a Vindicator. This brute of a tank really epitomises the Space Wolves' no-nonsense approach to war. It's not pretty and it's not subtle, but it's more than capable of destroying anything that stands in its way - just like a Space Wolf, really.
Studio hobby guru Chris Peach is an expert at preparing a force for battle in a timely yet effective manner. Here he shares with us some techniques for getting your Grey Hunter packs onto the tabletop in no time.

To help you muster your Space Wolves pack for war, we've asked Chris Peach to come up with a quick yet effective way to paint your Space Wolves in the 'Easy Metal' style. Although Chris has used a simplified technique to get a force on the tabletop, there's plenty of opportunity to really push your painting skills painting the many character models you'll no doubt include in your army.

In the following examples, Chris has used his trusty paintbrushes for basecoating, but there's nothing stopping you taking the information and scaling it up for use with the Citadel Spray Gun. When painting in batches, you have to consider the order in which you paint the models. Chris' advice is to first undercoat the models Chaos Black and then spray on the armour basecoat. However, on smooth power armour, it's best to apply the wash by hand.

The next stage is to set up a production line – Chris recommends painting the darker areas, such as the fur, first. You can then start to pick out details such as metallics, the face and any yellow or red areas. Then you just need to base them up and they'll be ready for action.

**RED HAIR**

1. **Step 1.** To achieve a strong tone for the hair, first basecoat it with Vermin Brown.

2. **Step 2.** Blazing Orange was used to highlight the hair, focusing on the raised strands.

3. **Step 3.** The final highlight was mixed from equal parts Blazing Orange and Skull White.
**Grey Hair**

1. To paint the grey hair, Chris started with a basecoat of pure Codex Grey.

2. A highlight was applied to the raised areas and edges of the moustache using pure Fortress Grey.

3. A final highlight using pure Skull White was then used to pick out the most prominent areas of the hair.

**Power Armour**

1. The power armour was given a generous basecoat using a 1:1 mix of Shadow Grey and Space Wolf Grey.

2. The next stage was to give the armour a wash using a 1:1 mix of Scorched Brown and Fenris Grey.

3. Pure Space Wolves Grey was used to highlight the armour, applying it to the edges and raised areas.

**Shoulder Pad**

1. The shoulder pad was first painted with a basecoat of Tausept Ochre. The rim of the pad was painted in the same way as the armour.

2. The yellow was then blocked in with a 1:1 mix of Golden Yellow and Tausept Ochre.

3. An equal amount of Skull White was then added to the previous mix. This was used as a highlight, applied close to the rim.

**Fur**

1. When painting the fur on the pelts often worn by the Space Wolves, start with a basecoat of Scorched Brown.

2. Chris applied a heavy drybrush of Vomit Brown all over the fur cloak.

3. A final drybrush of Bleached Bone was then applied, but this was worked towards the ends of the pelt rather than over the whole area.
Across the world a tempest has been unleashed upon the enemies of mankind; a force of nature, wielding the barely contained savagery of the heroes of old. Oh woe to the Alien, the Heretic and the Mutant! It is the Wolf Time.

This month the long awaited Codex: Space Wolves and stunning new range of miniatures howl into your local Hobby Centre! To coincide with this incredible release, all through this month, our stores will be running an amazing array of events and activities, from painting sessions to get your forces ready for battle to a series of huge games showcasing the feral might of the Space Wolves as they battle the myriad foes of the Emperor.

Look out for activities such as:

**Raising your Pack**
Scheme and calculate, read the runes and design, with the staff’s help, a force of Space Wolves to rend and slay all before them.

**Colours of the Wolf**
Tips and advice on painting a pack worthy of the Lord Russ.

**Ice Fields of Fenris**
Fancy building some Space Wolf themed ice-world terrain? Our staff show you how.

**The Hunt**
Fearsome Wolf Brothers fall upon their foes in games of all sizes, allowing you to try the mettle of your new Space Wolves, or as general of other races, to resist and destroy the savage Astartes. Beware their claws.

Get down to your local Games Workshop store NOW and find out how you can get involved.

RERING YOUR LOCAL STORE FOR DETAILS!

www.games-workshop.com
THIS MONTH
FOR THE ALLFATHER!

With the plastic Space Marine box sets available, a budding Wolf Lord can have a mighty army of Space Wolves on the battlefield in no time, ready to forge a saga of his very own.

SPACE WOLVES PACK

This set contains 10 multi-part plastic Space Marines in power armour, including a variety of weapons, wargear options and extra details. With the components in this kit you can make Blood Claws, Grey Hunters, Wolf Guard or any combination thereof. No matter how you assemble the models you'll have plenty of spare parts left over, which you can then use to enhance any of our other Space Marine kits.

WOLF GUARD TERMINATORS

This set contains 5 multi-part plastic Wolf Guard Terminators, and includes a variety of weapons, wargear options and extra details. With 13 heads on the frame and loads of extra weapon options, the Wolf Guard Terminator set will provide you with even more spare components that you can also use on our other Space Marine kits.

Picture for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain items/products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices quoted do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. 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.
Although Space Wolves players will be eager to get their hands on the two new kits, the core of their army will continue to be the Space Marines range of multi-part plastic box sets.

**SPACE MARINE COMMANDER**
99120101032 £12r, €15.50, 1200dkr, 1500skr/nkr

**ASSAULT SQUAD**
99120101034 £16r, €25, 2000dkr, 2500skr/nkr

**SCOUTS**
99120101036 £12r, €20, 1400dkr, 1700skr/nkr

**SCOUTS WITH SNIPER RIFLES**
99120101044 £15r, €22.50, 1750dkr, 2000skr/nkr

**DEVASTATORS**
99120101053 £20r, €30, 2250dkr, 2700skr/nkr

**DREADNOUGHT**
99120101014 £25r, €35, 2500dkr, 3100skr/nkr

**ALSO AVAILABLE**
HQ
NIAL STORMCALLER
99060101431
WOLF LORD RAGNAR
BLACKMANE
99060101063
WOLF PRIEST ULRIK THE SLAYER
99060101064
WOLF LORD LOGAN GRIMNAR
99060101208
CANIS WOLFBORN
99110101430
RUNE PRIEST
99060101241
WOLF GUARD
99060101251
IRON PRIEST
99060101267
TROOPS
LUKA THE TRICKSTER
99060101429
SPACE WOLVES STANDARD BEARER
99060101132
DEDICATED TRANSPORTS
SPACE MARINE DROP POD
99120101069
SPACE MARINE RHINO
99120101063
SPACE MARINE RAZORBACK
99120101064
FAST ATTACK
SPACE MARINE LAND SPEEDER
99120101071
SPACE MARINE BIKE
99120101022
SPACE MARINE BIKE SQUAD
99140101056
SPACE MARINE ATTACK BIKE
999120101030
HEAVY SUPPORT
SPACE MARINE LAND RAIDER
REDEEMER/CRUSADER
99120101070
SPACE MARINE LAND RAIDER
99120101061
SPACE MARINE PREDATOR
99120101062
SPACE MARINE VINDICATOR
99120101058
SPACE MARINE WHIRLWIND
99120101065

**SONS OF RUSS**
While the addition of the Space Wolves’ Chapter colours and insignia will transform any Space Marine into a warrior of Fenris, no Space Wolves player worth his wolf-tail talisman will field an army without a copious

www.games-workshop.com

Pictures for illustrative purposes only. Products sold unprimed 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. UK prices quoted do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. 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.
LEGIONS OF THE EYE

LORD OF THE RINGS
STRATEGY BATTLE GAME
WAR OF THE RING
As the legions of Sauron swell this month, Mat Ward and Michael Perry talk to Andy Hall about the latest releases for War of The Ring and The Lord of The Rings Strategy Battle Game.

Of all the fell creatures that follow Sauron's dark will it is ironic that the subjugated Men from the east and south of Mordor are perhaps the most enthusiastic and dedicated followers. The Orcs have been made to serve Sauron, it is as natural to them as eating or breathing; but for the realms of Men, Sauron has had to expend effort to bring them under his sway. And I think that's very interesting,' says Mat. 'In the case of the Easterlings they are militaristic and disciplined warriors, but have always been driven by a fanatical desire to serve the Dark Lord. This is no doubt the result of Sauron's machinations, but as to how events actually transpired, that is lost in the mists of time. For Harad, however, it is more a shared hatred of Gondor that saw them throw in their lot with the Dark Lord, Sauron.'

'We'll look at the nation of Khand in a future issue, for it is the lands of Harad and Rhûn that are being reinforced this month. Both realms are gaining some much-needed company commanders, everything from new Banner Bearers to Haradrim Taskmasters, Dragon Knights and War Priests. As ever it was into the talented hands of Alan Perry and Michael Perry we turned for the look of the models. 'It all starts with concept sketches,' says Michael, when I ask him how he brings new The Lord of The Rings models to life without the benefit of any film reference.

"For Harad, however, it is more a shared hatred of Gondor that saw them throw in their lot with the Dark Lord, Sauron."

'You expand upon the design tenets that already exist. In the case of the War Priest, for instance, you don't start from scratch but build on what has already gone before. Hence the War Priest is instantly recognisable as an Easterling, but at the same time also has elements that mark him out; the robes are an obvious difference but there are subtler details as well. A good

**VISIONS OF DARKNESS**

Before they start work on sculpting the models, Alan and Michael draw concept sketches. These are especially useful for troop types and characters that haven't been seen in the movies, as this gives everyone an idea of what the finished models will look like. Even though both designers work closely to their drawings, it's interesting to note that they are just concepts and models often change for both aesthetic and practical reasons.
**THE ABRAKHAN GUARD**

Often described as being the greatest of all the trading cities in the south, and perhaps in all of Middle-earth, Abrakhān is a shining beacon of opulence. Sitting as it does on the junction of the great Amrūn and Harad roads, it is easy to see why the city is so wealthy, for great riches have flowed along these routes and into Abrakhān for many long centuries. Historically, such wealth has made Abrakhān's ruler, known as the Golden King, very influential; after all, does not each man have his price?

Whilst well-placed bribes have often gone some way to maintaining the safety of the merchant city, the elders of Abrakhān have always made sure that the city has thick walls and loyal soldiers, for when wealth cannot shield against ill-fortune. Abrakhān has indeed learnt the lessons of history, for no foe has taken the merchant city since the Khandish raids of centuries ago. Behind the spectacle of Abrakhān's intricate golden gates lie wrought iron defences of devilish ingenuity. Should an invader manage to breach the defensive walls, he will find himself lost in a cunning maze of narrow streets and steep-sided alleys painstakingly designed to slow and confuse any attackers.

If the attackers make it as far as the inner city itself, disorientated and confused, the Abrakhān Guard will have been summoned and fall upon the enemy without mercy. When the Golden King leaves the walls of the merchant city he takes members of the Abrakhān Guard for protection. Every warrior in the Golden King's retinue is unquestioningly loyal and ready to die on the slightest of nods or whispered orders.

For Michael, the Abrakhān Guard took the Haradrim in a very different direction. 'They were based on the Golden King's litter bearers, so we wanted them to look like the commonly imagined view of palace and harem guards. In history, eunuch slaves and warriors were used for these tasks, and it stands to reason that a man with as much power and as many enemies, as the Golden King has an extremely loyal bodyguard.'

However, it's not just dark-hearted men that Evil players can get their hands on this month, Orcs and creatures even fouler are ready to serve Sauron on the battlefield as well. 'Kārdūsh the Firecaller is an Epic Hero for the Orcs, a shaman wreathed in fire who excels at Spells of Ruination.'

'Adding special effects to a model can be quite tricky,' interjects Michael. 'Although some effects are easier to realise than others, fire and water can be done and will look especially effective with a good paint job. Smoke and other gaseous effects are much harder to depict. The beauty of Alan's model is that he's really done a good job and the textures on the flame shooting out from Kārdūsh's hand will make it very easy to paint.'
While we’re talking about Alan’s Orcs we can’t fail to mention the new Black Guard. ‘They’re Mordor Uruk-hai with huge tower shields,’ says Mat. ‘They will form an elite core for any Evil force and prove to be nigh on immovable, with their Defence of 5(7). I think they’re such stand-out figures that they can easily be used as Captains in your other formations too.’

But in this month’s release there are things even more feared than the Black Guard, as two more of the Nine are released – the Betrayer and the Knight of Umbar. ‘Whenever we’ve done a new Nazgûl figure, we’ve hinted at its origin, and the two new Ringwraiths are no exception,’ says Michael. ‘The Knight of Umbar is armoured as a Black Númenórean, while the Betrayer is in the garb of a Haradrim. I think the models work because, although we’ve added these extra touches, they’re still clearly Nazgûl and that’s been our goal whenever we’ve designed a named Ringwraith.’

With all these Evil models about things are looking grim for the forces of Good, but Mat says that all is not lost. ‘In the coming months the Horse Lords of Rohan will benefit from new miniatures, so start building up your Rohirrim; but Evil players have much still to look forward to, as the forges of Isengard have not been idle.’

EVIL PLANS
 Resident army painter and hobby expert Nick Bayton is a dab hand at commanding the forces of Evil in War of The Ring. Here he reveals some of his secrets.

Nick: For me, War of The Ring is a game of massed armies clashing, and I like to represent this with huge blocks of infantry. The centre of my battline is dominated by a large formation of Easterling Pikemen (6 companies’ worth) with the Tokens of Terror fate to make them cause Terror, making them even more formidable. This strong defensive unit is perfect for holding objectives. They are complemented by a block of four companies of Easterling Swordsmen, led by Amdûr, who turns an average unit into a lethally offensive killing machine when he spends a point of Might to call an Epic Rampage. The battline is then filled out with a block of Black Númenóreans, who are incredibly hard to shift, and a formation of four companies of Khandish Warriors. Armed with their two-handed axes, they are perfect for taking out large targets and heavily armoured enemies. However, my favourite formation, and the one that causes my regular opponents the most problems, is a formation of four companies of Easterling Archers, led by the Betrayer. These guys pump out 36 shots a turn, re-rolling misses.

Against an army of Minas Tirith, for example, this combo should kill around 10-12 models a turn. If you place the Balefire Arrows fate onto these guys, this will push the enemy formation back even further, allowing you more chances to shoot at them before they hit combat – and when they do, you can re-roll all your combat attacks anyway, and it will take care of any pesky Ents in the vicinity.

I also take three big formations of Harad Raiders to provide me with some fast-moving cavalry. These guys are very cheap at 25 points a company and, despite their low Defence value, pack a serious punch. I usually put the Knight of Umbar into the biggest formation of Raiders. Against armies such as Dwarfs, the Knight’s ability to swap his formation’s Strength and Fight value with the enemy is invaluable. Even tough foes like Khazâd Guard can be dealt with by charging with the Raiders and the Knight of Umbar, stealing the Dwarves’ Strength of 5 and using lances to wound them on 4s, re-rolling any 1s due to them being Poisoned... not so stalwart after that, are we my little bearded friends?

NEXT MONTH
Mat Ward returns with the full rules for using these new Evil reinforcements in the Strategy Battle Game.
Seeing an opportunity for organised chaos, Hobbit-friend and all-round fan of The Lord of The Rings Adam Troke decided to gather the troops and organise a campaign pitching the armies of Gondor against the Evil men of Middle-earth.

One of the requests that kept cropping up was that there should be a way to combine games of War of The Ring with smaller skirmish games played using the rules from The Lord of The Rings Strategy Battle Game. For me, that made things even more exciting; after all, I’m a massive fan of skirmish scenarios and any excuse to play a game or two is always a pleasure.

So, having looked at what our merry pool of gamers wanted (a fixed-term campaign, using both the Strategy Battle Game and War of The Ring, and a chance to use the Gondor, Harad and Easterling armies they’d been working on) I pulled the elements together, and cooked up a very simple plan. I was looking to create a simple, narrative (rather than map-based) campaign that six players could embark on. Six players might not seem like many people, but I’ve kept the numbers deliberately low – I want each of the players to be able to play against all of those on the opposing team. Small campaigns also eliminate the option for players to avoid each other (all too many times in campaigns I’ve seen one player studiously avoid confrontations with those players whose armies are anathema to his own). From the outset, I wanted this campaign to be all about the games on the tabletop, with a minimal amount of off-table wrangling. Now, this might mean that ‘Unstoppable Mr Peach’ will crush everyone again, but so be it. Let the best man win.

The other thing you’ll notice is that I’ve been fairly strict concerning which armies can be used, limiting the army lists that forces can be taken from. We all agreed beforehand that it would be fun to try and make this campaign as close to a ‘historical’ campaign as possible, a real ‘what if?’ clash of kingdoms.

The Legends
• This campaign will pitch Good against Evil – with three players per side.

Restrictions
• Players in each faction cannot duplicate named Heroes.
• Each player must have a named Hero who is the nominal leader of his force.
• War of The Ring – each force must be selected using the army list restrictions in War of The Ring. Good forces must be drawn from Gondor, while the Evil forces must be chosen from the Fallen Kingdoms. Allies can be taken following the usual restrictions. Players may only select a single Fate or Fortune for their starting force.
• Strategy Battle Game – the force must be led by a Hero and be chosen from the relevant sourcebooks or supplements (so players should use the most appropriate lists from Legions of Middle-earth, Gondor in Flames, Harad and so on).
CAMPAIGN OVERVIEW

Blood and Sand is a team campaign, intended to provide the participants with exciting, linked scenarios to play. The results of one game will have a direct effect on another. Here’s how it works.

Blood and Sand is intended to integrate War of The Ring and the Strategy Battle Game together, enabling players to get to grips with both tactical treats. Here I’ll explain exactly how the campaign works.

The Campaign Turn
Each campaign turn is divided into the following phases: the Muster phase, the Battle phase and the Resolution phase.

Muster Phase
In the Muster phase, the scenario packs are presented to the two teams, who are then free to read them and decide which player will participate in each scenario. Teams resolve this decision in isolation from one another, with the result that they will not know which of the enemy forces they will be taking on.

Once they have decided which player is participating in which scenario, they submit their results back to the organiser (me!), and I reveal who will be fighting whom. We then plan when the games are going to be played.

The Battle phase
In the Battle phase, each player will participate in two battles: a skirmish and a grand battle, typically in that order. The result of the skirmish game will directly affect the set-up, deployment, terrain or force composition for the following War of The Ring battle; imagine that the first battle is a clash between scouts. Occasionally the grand battle may come first.

The Resolution Phase
In the Resolution phase, we work out the effects of the games played in the Battle phase. After each game, go through the following post-game routine:

Skirmish Encounter: At the end of a skirmish battle, roll a D6 for each model that was slain during the game and consult the following table:

<table>
<thead>
<tr>
<th>D6 Score</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Dead: remove the model from your army list.</td>
</tr>
<tr>
<td>2</td>
<td>Incapacitated: Must miss his next game.</td>
</tr>
<tr>
<td>3-6</td>
<td>Flesh Wound: The model overcomes his injuries and returns to duty.</td>
</tr>
</tbody>
</table>

Models with 2+ Wounds:

<table>
<thead>
<tr>
<th>D6 Score</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Incapacitated: The model must miss the next game.</td>
</tr>
<tr>
<td>2</td>
<td>Grievous Wounds: The model must start the next game with one less Wound (and one less Might point, if they have any) than normal.</td>
</tr>
<tr>
<td>3-6</td>
<td>Flesh Wound: The model overcomes his injuries and returns to duty.</td>
</tr>
</tbody>
</table>

Grand Battle: At the end of each War of The Ring game, roll a D6 for each company in a formation that is completely destroyed: This is the number of hits that the formation suffers prior to the next game (since this is hits, models with a higher resilience are less likely to be removed prior to the battle).

For monsters that are slain in a game, roll a D3 – this is the number of wound markers that the monster starts the next game with.
Heroes that are eliminated in combat are simply restored to full health after the game. Heroes slain in a Heroic Duel must roll a D6 for each Might point they have: on a score of a 4+ that Might point is lost for the next game. Do the same for their Mastery levels if they are a magic user.

Winning the Campaign

It's the taking part that counts, not the winning, but for those who are interested in finding an overall winner for the campaign, this is how it will work: each scenario (skirmish and grand battle) has a number of campaign points associated with it. At the end of each campaign turn these are tallied up, giving a clear indication of which side is winning.

At the end of the final campaign turn, we'll have a suitably impressive finale game (I'm thinking some sort of mega-battle, possibly linked across a couple of gaming boards). Teams will be able to spend their campaign points in this mega-battle to buy themselves additional goodies in the form of reinforcements, tactical advantages and a variety of other fun things. The side that wins the mega-battle will win the overall campaign!

WHAT'S THE STORY?

One of the things I want to achieve in this campaign is to give the players the feeling that they are participating in a Gondor-led invasion of Harad. But I wasn't going to invent reams of new background and stories; there's enough out there to cover that already. Instead, I'll present each player in the campaign with a map (plundered from the Harad supplement). Each of the scenarios in the game will be tied into a location - this will help the players feel like their battles are connected to a wider story.

"The full might of Gondor is invading Harad, seeking to crush the tribes once and for all"

The overall storyline for the campaign is that the full might of Gondor is invading the lands of Harad, seeking to crush the power of the tribes once and for all. The Haradrim, bolstered by their allies from the south and the forces of the Easterlings, will be rallying to halt the advance of Minas Tirith's finest and throw the men of Gondor back into their own lands. The main reason I decided to have Gondor as the attacking force is that it will be more interesting to see the Good players on the offensive for a change - quite unlike the typically defensive scenarios Good armies often find themselves in. I want both Good and Evil players to feel like they can be proactive.

www.games-workshop.com
CAMPAIGN TURN ONE

SCENARIOS

At the heart of this campaign are a series of bespoke scenarios, designed to provide each player with a different tactical challenge each month.

The forces of Gondor attack a small village near the Haradrim city of Kârush.

Each turn I'll be submitting three scenario packs to each team, allowing the players in the team to form a council of war as they work out which player is best suited to each of the scenarios. As the campaign progresses these scenarios will become more intricate, and the effects of the skirmish encounters will have an increased effect on the outcomes of the War of The Ring games that follow them. With any luck we'll quickly have the two teams trying to work out which players are strongest in the different styles of play. For example, Chris Peach is currently the Studio's reigning War of The Ring champion, but I've never seen him win a skirmish game up till now - so when his team picks battles, they'll probably want to make sure Mr Peach is in the high-stakes War of The Rings battles, but isn't taking any risks with any of the skirmish games.

One thing you'll notice is that each of the scenarios has a value attributed to it, with a total of 10 points up for grabs for each player in each round. These campaign points will make all the difference in the final battle.

Playing as a different army?

If you don't have a Gondor or Fallen Kingdoms army, don't let that put you off playing the scenarios that follow; there's simply no reason that you can't adapt them to suit the armies that you do have at your disposal, in fact there's no real reason that you can't fight this exact campaign with whatever forces your gaming club/group has to call upon.

Sometimes players can feel restricted with regards to what they can and can't play, because of the forces that they have at their disposal. Certainly it's no fun not to be able to play exciting battles with your miniatures, so if it suits your purposes, change the details of the scenarios for something that suits your needs better (or discard them completely).

Perhaps your gaming group can play out a combined invasion of Gondor and Rohan into Mordor or Isengard? Maybe you have enough Dwarf and Goblin players to fight out battles based around those bitter rivalries, and so on.

The intention here is to provide a series of exciting linked games, which you can participate in as teams - don't get hung up on the details! Play the games first, and worry about the details later.
SCENARIO PACK A:

Battle on the Harad Road

As the army of Gondor marches southwards, an opposing force of Evil Men travels north to challenge them. The vanguards of the rival armies engage one another near the great Harad Road, drawing their battlelines amidst the dust-covered remnants of a battle long since fought. Even as the first arrows take flight, both commanders realise that there is more to be had from this engagement than first meets the eye, and quickly the two small scouting forces seek to dominate the plunder from this ancient battlefield.

SKIRMISH ENCOUNTER

This element of the battle is played out by the skirmish forces. This encounter is worth 2 campaign points.

Set-up

A neutral party sets up the gaming area. The scenario is played on a board that is 48'/112cm x 48'/112cm. It should resemble a battlefield from ages past, preferably with occasional ruins and detritus strewn across it. The same person who sets the gaming area up also places five objectives on the board. Note: If you don’t have a neutral party, set the terrain up by mutual consent.

Deployment

Players both roll a D6. The highest scorer chooses a board edge and deploys his force within 6'/14cm of it. His opponent then places his own force within 6'/14cm of the opposite side.

Ending the Game

When the two main armies arrive, the two vanguard forces will withdraw, allowing the main army to take up the fight. The battle might suddenly end in any turn after a force is broken. At the start of any turn in which one or other force is broken, roll a D6: on a 1 or 2 the game immediately ends. The player who controls the most objectives is the winner of the scenario.

Special Rules:

Fallen Relics: None are sure of their true value, but both armies are acutely aware that artefacts of great interest are to be found amidst the turmoil of this ancient battleground. The five objective markers placed on the table prior to the start of the game each represent a potential fallen relic. A player is considered to have possession of it when he has more models within 3'/8cm of the objective marker than his opponent. Each relic controlled at the end of the game equates to a single roll on the Fallen Relics table at the end of the game – if a Fortune or Fate is rolled, it is permanently added to the player’s army list for free:

<table>
<thead>
<tr>
<th>D6</th>
<th>GOOD</th>
<th>EVIL</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Worthless Trinket (no effect)</td>
<td>Worthless Trinket (no effect)</td>
</tr>
<tr>
<td>2</td>
<td>Counterspell</td>
<td>Haunted Wasteland</td>
</tr>
<tr>
<td>3</td>
<td>Counterspell</td>
<td>Tokens of Terror</td>
</tr>
<tr>
<td>4</td>
<td>Wise Counsel</td>
<td>Evil Reputation</td>
</tr>
<tr>
<td>5</td>
<td>Banner of the Free Peoples</td>
<td>Sigil of Fallen Kings</td>
</tr>
<tr>
<td>6</td>
<td>Seat of Ancient Power</td>
<td>Dark Shrine</td>
</tr>
</tbody>
</table>

GRAND BATTLE

This element of the battle is played out by the War of The Ring forces. This battle is worth 8 campaign points.

Set-up

A neutral party sets up the gaming area, ideally with the centre of the gaming area resembling the board setup from the previous skirmish. Since the battle is fought near the great Harad road, the remainder of the board should be relatively uncluttered, with no more than a couple of stands of trees or ruined buildings. The board should ideally be 72" x 48".

Deployment

The game is played using the deployment as described in the Battle for the Pass on page 80 of the War of The Ring rules manual, representing the two armies encountering one another on the Harad Road. The player who won the previous skirmish encounter has the option to choose his board edge, and whether to deploy his army first or second.

Ending the Game

The battle will last for eight turns or until one side is wiped out or concedes. The scenario uses The Field of Swords objectives: Kingslayer and Battle Flags.
**SCENARIO PACK B:**

**The Borders of Karûsh**

The Haradrim city of Kûrûsh lies close to the borders of the Dark Land, and is a logical route for Mordor and Easterling reinforcements to flood into Harad. A Gondor army, tasked with cutting off this essential approach into the southlands, arrives to lay siege to the city. First though, they must capture a small village that lies on its outskirts.

**SKIRMISH ENCOUNTER**

This element of the battle is played out by the skirmish forces. This encounter is worth 5 campaign points.

**Set-up**

A neutral person sets up a small Haradrim village on a board 48\(\frac{1}{4}\)" x 48\(\frac{1}{4}\)". This village should ideally be placed at the top of a small hill, since it overlooks the city of Kûrûsh. The remainder of the board should be relatively clear, with small clusters of rocks and perhaps a stand of trees or two.

**Deployment**

The players roll a D6, the highest chooses a corner of the board and places his army within 12\(\frac{1}{2}\)" of it. The opposing player then deploys his army within 12\(\frac{1}{2}\)" of the opposite corner.

**Ending the Game**

Reinforcements are rapidly approaching the area and the battle might suddenly end in any turn after a force is broken. At the start of any turn in which one or other force is broken, roll a D6: on a 1 or 2 the game ends immediately. The winner is the player who has the most models on the rooftops of the buildings at the end of the game. If your buildings can't be climbed on, modify the scenario in an appropriate fashion, so that the winner is the player with the most models touching a building, or within 6\(\frac{1}{2}\)" of the centre of the board.

---

**Special Rules:**

**The Midday Sun**

The blazing hot sun is mercilessly beating down on both armies, dazzling the eyes of any who look up at it and casting strange long shadows along the ground. Any model wishing to fire from the ground up at a model upon a building must make an additional in the way roll.

**GRAND BATTLE**

This element of the battle is played out by the War of The Ring forces. This battle is worth 5 campaign points.

**Set-up**

A neutral party sets up the gaming area 72" x 48", ideally leaving the Haradrim village on the board. The remainder of the board should be fairly clear, with occasional trees and rocky ground.

**Deployment**

This scenario uses the Shieldwalls deployment, with the following exceptions: the player that lost the preceding skirmish encounter chooses his board edge first and places his army. He may not place any models within 24" of the village, however. Once he has placed his army, the other player places his own force. At least one formation must be placed within the village, preferably inside the buildings themselves.

**Ending the Game**

By the time the armies arrive, the sun is beginning dim, and little time remains. At the end of Turn 5 roll a D6: on a 6 the game ends immediately. At the end of Turn 6, roll again with the game ending on a 5+. Each turn the roll to end the game will get progressively easier. The scenario uses the High Ground objective, represented by the village.
**SCENARIO PACK C:**

**The March on Mogurakh**

Skirting the wilderness of near Harad, one of the Gondor armies marches along the coastline south-west from Celentir towards Mogurakh, intent on swiftly capturing any Haradrim coastal settlements before laying siege to Mogurakh itself. Forewarned by Haradrim tribesmen, the army stationed at Mogurakh marches out to halt the invasion in its tracks. As the two armies close in on one another, their vanguards frantically fight for control of the choicest spot to draw their battle lines.

**Skirmish Encounter**

This element of the battle is played out by the skirmish forces. This encounter is worth 3 campaign points.

**Set-up**

A neutral party places a hill in the centre of the board, and scatters a selection of suitable terrain on the board. Ideally the playing area should be 48''/112cm x 48''/112cm.

**Deployment**

Both players roll a D6, the highest scorer places his army within 12''/28cm of a board edge of his choice. The opposing player places his army within 12''/28cm of the opposite edge.

**Ending the Game**

The game lasts for 12 turns, or until one side surrenders or is wiped out. The winner is the player who has the most models within 6''/14cm of the centre of the board when the game finishes (obviously, if you surrender, you automatically lose).

**GRAND BATTLE**

This element of the battle is played out by the War of The Ring forces. This battle is worth 7 campaign points.

**Set-up**

The player who won the skirmish encounter can set up the board as he wishes, and chooses the deployment zones (it should be noted that it is unsporting to set it up in a manner that prevents your opponent from deploying his army, or that completely fences him in – use this as an opportunity to put yourself at an advantage, rather than ruin your opponent's game).

**Deployment**

The player who lost the previous game sets up first, using the Shieldwalls deployment rules – with the notable exception being that he sets up in the area chosen for him by his opponent.

**Ending the Game**

This game will last for eight turns or until one side surrenders or is wiped out. The objective for this scenario is the Field of Swords: To the Death.
LET BATTLE COMMENCE

With the scenarios issued and the participants for each battle determined, the players were ready for war and the Studio gaming area was soon ringing to the sounds of battle! Here we look at the players and their armies.

Chris Peach

Chris Peach, or 'Peachy' as he's known in these parts, is Chris, Condor force has been painted in quite a something of a holéy hero here in the Studio, able to paint models at a speed (and a quality) that could make most grown men cry. An avid The Lord of The Rings gamer, Peachy has terrorised the Studio in the recent War of The Ring league using his Mordor army, and now plans to do the same with a Gondor army.

Chris' Gondor force has been painted in quite a different style to the Studio's Gondor force. The end result is very striking – a force that carries the feel and look of the armies of Minas Tirith, whilst remaining unique.

The army is based around a strong formation of heavy infantry, supported by several smaller formations, a block of cavalry, and some elite Dwarf allies.

Dom Murray

Dom Murray works with the Studio artists, ensuring that all of our publications have gorgeous artwork throughout their pages. He's also a keen gamer, and can often be found doing battle in the Studio gaming area in his lunch breaks.

Dom's Gondor army started life several years ago as a modest sized force for the skirmish game. Always considering himself more of a scenario gamer than a competitive player (Dom's a real fan of some of the great, classic scenarios such as Amon Hen and Balin's Tomb), Dom has found War of The Ring to offer a welcome change of pace, and over the past couple of months has added dozens of new Minas Tirith models to his collection.
Nick Bayton

Nick Bayton is a diehard The Lord of The Rings hobbyist who's played in lots of tournaments and campaigns in the past. Another of the clandestine fraternity of speed-painters here in the Studio, Nick has been known to paint entirely new armies over the course of a few days, just so that he can participate in a weekend's gaming.

The army Nick is using for this campaign is actually the amalgamation of three different armies that he's used at The Lord of The Rings tournaments in the past. His Khandish warriors even helped him win the Best Painted award at the 2007 Grand Tournament. By combining his collection, Nick is able to make an impressive force.

models needed to recreate the scenarios found in the A Shadow in The East sourcebook, but quickly began to metamorphose into a full-scale army when War of The Ring fever gripped the Studio. Currently Tom is busy painting even more models to include in his army, starting with more Kataphrakts and some Easterling War Priests.

Tom Webster-Deakin

Tom Webster-Deakin is the cruel taskmaster and overseer of the games developers, White Dwarfers and the humble web team here in the Studio – unsurprisingly a man with that much power has found himself ensnared by the will of the Dark Lord, and in firm control of an Easterling army. Tom's Easterlings began life as a collection of all the

AND THE OTHER PLAYERS...

Duncan Rhodes

Duncan Rhodes is still a relative newcomer to the Studio, joining our team of expert hobbyists so that his awesome army painting talents will swell the Studio collection. Duncan's War of The Ring army has a mighty cavalry contingent, as one might expect of an army led by the renowned Prince Imrahil, and even includes an allied formation of Riders of Rohan. As a relative newcomer to War of The Ring, Duncan feels a little like a lamb thrown to the wolves.

Mat Ward

As the writer of the War of The Ring game, we're all expecting great things from Mat in this campaign. Mat's Haradrim force is based on large formations of infantry - a block of Haradrim spearmen and a chunky unit of Black Númenóreans form the heart of his army. Mat's ongoing obsession with the Nazgûl has led to him including two of them in his War of The Ring army. He's also borrowing Adam Troke's Corsair raiding party, until he can get his own painted up.

NEXT MONTH:

Adam presents more scenarios for the campaign, and we see how our players are getting on.
Special characters are potent personalities from the rich background of the Warhammer world. Centrepieces for your collection around whom you can focus your whole army, as Adam Troke explains...

Adam: I don't know about you, but I can still recall what lured me into the wonderful world of Warhammer. I was about ten or eleven and my best mate loaned me his two prized Warhammer army books. I'd dabbled a little with Warhammer, and I'd painted a few Citadel miniatures, but I was still very much a newcomer to the hobby. Over the course of several late nights I learned about the noble heroes of Ulthuan, and the Dwarf holds. Names like Tyrion, Teclis, Eltharion, Thorgrim, Gotrek and Felix leapt off the pages and into my impressionable young mind. I was immediately captivated. I still recall seeing Tyrion on the tabletop for the very first time, charging forwards against my hastily formed formations of (borrowed) Dwarf warriors! I knew full well what he was capable of - he'd outwitted Dark Elf assassins, duelled the Witch-king and slain Daemons! As it happens, my very first Games Workshop purchase was a special character, Josef Bugman and his Dwarf Rangers, and I suspect a lot of readers will remember starting their collections with a special character, too - after all, it's these models that often attract us to a new army.

It's been a long twenty or so years from those rose-tinted days to here, but I'm still a hopeless fan of Warhammer's special characters, even now. Why? Well, because they each embody something really exciting about the background and armies of Warhammer. They allow us as gamers and hobbyists to play within the rich tapestry of the Warhammer history, to experience first hand the adventures of heroes of legend and to create brand new adventures of our own. So, that's my colours hoisted - I want to talk about the special characters of Warhammer, how their inclusion in an army can inform not just our gameplay on the battlefield (sure enough, special characters are often the most powerful models in the game), but also how they can enhance our own collections, expand our passion for the races that we collect and lure us into wonderful new directions. Over the next few pages I'll look at some of those possibilities, and explore the fun that we can have by including a special character or two in our collections. So, come join me on a whistlestop tour of some of Warhammer's special characters.
Lessons From History

I’m often guilty of banging on about the background, but it’s a great place to start. Warhammer’s history is fantastic, there are no two ways about it. Every army book is replete with accounts of battles, adventures and the deeds of noble heroes, and many of the best of these feature special characters that you can bring to the tabletop if you so desire. Of course, if you fancy that, it’s worth taking a little while to study the background of your favourite army (pay special attention to the timeline – there are often wonderful little gems hidden in there).

On the right you can see some excerpts taken from the Vampire Counts timeline referring to the various exploits of Mannfred von Carstein, one of the most notorious villains from the background of Warhammer. Mannfred’s reign of terror almost brought the Empire to its knees and only a timely alliance between the Empire and Dwarfs ended his cruel, twenty-year-long offensive. Great stories like this naturally lend themselves to playing great scenarios against your opponents; they serve as material to collect your own armies and best of all fire your imagination to get gaming. All you need to recreate the horrors of Mannfred’s invasion of the Empire is an opponent with an Empire army, and straight away you can start cherry-picking some of the most exciting events in the history of the Empire and Vampire Counts and enacting them on the tabletop.

I know it’s been true for me recently, having just added Alith Anar to my own High Elf contingent. The addition of the Shadow King has breathed new life into my High Elf gaming, and totally transformed the way I play (let’s just say I’ve become a lot sneakier than usual).

When it comes down to it, that’s why special characters, and the exciting history of the Warhammer world, are there – to serve as an example of what you can do with your collections and your games.

The exploits of Mannfred von Carstein

2094
Mannfred leaves Sylvania and travels south.

2122
Mannfred returns to Sylvania and takes undisputed rule of the von Carsteins.

2124-2145
Mannfred’s Undead light over a dozen major battles, Mannfred only withdraws to 2145
Sylvania after two decades of war.

2132
Mannfred launches a surprise winter assault into the Empire.

2133
Mannfred besieges Marienburg.

2145
Mannfred is brought to bay at the battle of Hel Fenn, and ‘slain’ by an alliance of Empire and Dwarf armies.

2505
Felix Jaeger (an itinerant poet and adventurer, renowned for the poor company he keeps) claims to meet Mannfred von Carstein in Drakenhof Castle.

2520
Grand Theogonist Volkmar despatches witch hunter Stahlberg to investigate growing rumours coming from Drakenhof castle. Stahlberg never returns.
With historical events firmly in mind, and my best thinking hat on, it didn't take me very long to find a fine example within the Studio of a beautifully painted Warhammer army that is wonderfully themed around a specific special character: Korhil. The Phoenix King's personal bodyguard, Korhil is a battle-hardened High Elf hero who is often entrusted with deadly and daring missions. The model is so good, and the potential to base an army around him so tempting, that the hobby guys in the Studio have recently spent several days painting up entire units of High Elves from Chrace. Banners have been adorned with lions, shields have been detailed and in a very short time an impressive task-force, led by Korhil, was ready for action. What's exciting about this is that a small amount of background concerning a special character, alongside a (frankly) gorgeous Citadel miniature, have added greater depth to the hobby experience - this is no longer just a High Elf army. The enthusiasm from the guys painting these troops was almost contagious as they discussed wargear and magic items that could be added to the army to make it seem even more 'Chracian'. Now, of course, on the battlefield it will act just like any other High Elf army – nothing's changed within the army list - but in the imaginations of all involved this collection of miniatures has become Korhil's army of Chrace.

This of course begs the question: what else could you do? Well, including Lokhir Fellheart in your Dark Elf army practically demands that you include a fast-moving raiding element to your force (and plenty of Black Ark Corsairs), while adding Kurt Helborg would, logically, lead you to include at least one regiment of Reiksguard Knights. None of these are hard and fast 'rules' (although we'll talk about those in a minute), they're just exciting and characterful choices that a special character might direct you towards. Fancy giving it a go yourself? Delve into your favourite army book and look at a few of the special characters therein – I'll be very surprised if you don't quickly come to the conclusion that there's at least a couple of quite obvious ways you can allow a special character take you on a fresh and exhilarating hobby journey. If you do, you'll find that the whole experience becomes just a little more colourful and involved, and that when you play with your new army you'll feel a real sense of a narrative unfolding before your eyes.

Korhil
Korhil is the Captain of the White Lions, the Phoenix King's personal bodyguard. When Finubar the Seafarer needs a task of great import done, he often turns to his trusted protector.

Symbol of Chrace
This banner design is repeated on our Lion Chariot, and depicts the verdant mountain peaks of Chrace, along with the rune Chraoi, which signifies strength and ferocity.

A portion of the Studio Chrace army, inspired by the iconography of Chrace and the background of Korhil, rather than the rules.
While some special characters provide logical steers towards a specific style of play or theme of army, but no rules requirement, others actually provide direct rules and exceptions that let you, or make you, put significant changes to the make-up of your army. Archaon, Lord of the End Times and Grimgor Ironhide, for example, must both include a special unit in their army (Archaon’s Swords of Chaos, and Grimgor’s Immortalz). Of course, these mandatory units are no mere warriors of their type, and benefit from a wealth of special rules. They also push you towards creating a really impressive centrepiece unit for your army.

Other special characters can even alter the whole make-up of your force. For example, Orion, King of the Woods, lets you take regiments of Wild Riders as Core units, and Scragg the Slaughterer lets you take Gorgers as Special choices (and take two per Special choice at that). Using special characters to alter the physical disposition of your army can have a profound change on the way you play. They can transform your collection, and by including them you can add units into your collection that might otherwise be impractical.

For some, the greatest appeal of alterations to the army such as these, are the painting, converting and collecting opportunities they present – many hobbyists find nothing better than to lavishly convert a particular unit. These collectors embrace the hobby opportunities a special character presents for their collection. Similarly, many hobbyists include special characters specifically so that they can use a different style of force, offering a new gaming challenge. These players are looking for a different army dynamic or style of play, and the advantages it might bring to the battlefield. Neither approach is right or wrong – for some, the journey of collecting an army and creating the story that binds it together is the core of their hobby, for others building original and effective armies is king. Regardless, special characters can be the catalyst for hosts of new and interesting armies.

Including High Queen Khalida Neferher in your Tomb Kings army means that you must also include at least one unit of Skeleton Warriors armed with bows in the force. Of course, since Khalida was famed for her hosts of bow-armed warriors, and she enables you to upgrade them to have poisoned arrows, why not include many more? Bear in mind that Khalida can cast the Incantation of Righteous Smiting, enabling a single unit within 12" to fire in the Magic phase, doubling the output of one of your Screaming Skull Catapults or Skeleton Archers – very shooty!

Kroq-Gar’s rules allow you to take Cold One Cavalry as Core units, instead of Special. This particular boon doesn’t just let you field a nice characterful force, it also enables you to completely change the dynamic of the Lizardman force you’re using – by adding Kroq-Gar and a few units of Cold One Cavalry, your whole army can become a hard-hitting and fast-moving cavalry force.)
Tales of Slaughter

So, it’s about time I put my money where my mouth is, so to speak, and take a look at what including a special character can do for my own hobby experience. Well, with Azhag the Slaughterer only recently released I decided I’d delve into his wonderful background (and take a good long look at his rules) and see what I could come up with.

My first port of call was to have a thorough read of Azhag’s background from Warhammer Armies: Orcs & Goblins. There’s plenty to be learned there! Another thing worth pointing out is that you should never throw away old Warhammer rulebooks and army books (as long as you’ve got somewhere to keep them, and your wife lets you), as each one has different snippets of story and background, any one of which might inspire you. By plundering all the Orc related resources I had at my disposal, including previous editions of the army book and some ancient Dwarf texts, I was able to piece together a chronologically ordered chain of events that showed Azhag’s rise to glory, and his ultimate demise (I rarely had this much fun when I was reading for my history degree). Armed thus, I decided it was time to start thinking up an army built around Azhag at the height of his career.

What you can see on the opposite page is a large(ish), Orcs & Goblins army that represents Azhag’s mighty horde prior to his final clash, the Battle of Osterwald. I’ve been careful to include units that suit the descriptions of some of his early encounters, lending the army a sense of narrative and theme that is quite exciting. Take the Spider Riders, for example. There’s a small note in a fifteen-year-old Warhammer book that mentions Forest Goblins joining Azhag when he passed into Ostland, so it made sense to me to include some. The same passage also mentions that Azhag’s Boyz were running low on food by that point in their campaign, and that these newly arrived Forest Goblins brought plenty of supplies – such foodstuffs don’t sound too reliable though, so I merrily sewed in the connection between Whizzbang and the Red Venom Tribe.

As you look through the army list opposite, you’ll see it’s full of hare-brained ideas, each inspired in some way by the key facts I’ve gathered on Azhag’s brutal military career. Hopefully I’ve shown just how easy it is to create a rich and flavourful background for your own army, centred around one of its iconic personalities. So grab your favourite special character or peruse the first army book to come to hand and soon you’ll be bursting with ideas too!

The Adventures of Azhag the Slaughterer

Pre 2512 Azhag, a minor Orc chieftain, discovers the Crown of Sorcery amidst the treasure horde of a Chaos Troll.

Pre 2512 Azhag’s Boyz escape from the ruins of Todtheim. None fail to notice the new cunning exhibited by their chief.

Pre 2512 In the World’s Edge Mountains, Azhag defeats numerous Orc & Goblin warbosses, subjugating their tribes. Many more declare allegiance to him willingly.

Circa 2512 Azhag finally secures the loyalty of all the Goblin tribes of Red Eye Mountain, the largest concentration of Goblins in the Old World.

2513 Azhag plunders Ostermark. Kohlitz and the Temple of Sigmar at Nachtdorf are razed to the ground.

2513 The Count of Ostermark is defeated and driven from the field.

With Ostermark largely subjugated and the Count in hiding at Bechafen, Azhag crosses the Talabec river into Ostland, looting and destroying as they travel. Azhag’s army is further swelled by Forest Goblin reinforcements from the Great Forest.

At Grim Moor, Count Valmir von Raukov fights Azhag to a temporary standstill, but his own army is shattered in a pyrrhic victory.

Azhag claims his most famous victory at the Battle of Butcher’s Hill. Just as the Ostlanders believed they had won the day, Azhag’s crown unleashed its magical powers to turn the tide, before a veritable swarm of Snottlings was unleashed upon the panic-stricken defenders.

Azhag lays siege to Wolfenburg, where von Raukov is forced to weather the harsh winter behind his sturdy battlements.

Bored of hurling his minions against the defences of Wolfenburg, Azhag ravages the surrounding region, destroying the town of Forstich.

Azhag is finally brought to bay by the Emperor’s army, led by Marshal Otto Blucher. During the titanic clash, Azhag is slain by Werner von Kriegstadt, Grand Master of the Knights Panther.
LORDS
1 Azhag the Slaughte rer
Under direction from the malignant force dwelling in the
Crown of Sorcery, Azhag has laid waste to vast tracts of the
northern Empire.

HEROES
2 Rotgob Facemasha
Rotgob has been with Azhag since before he discovered the
Crown of Sorcery, and carries a matching standard.

3 Snotfinga da Black
A powerful Shaman from Red Eye Mountain, Snotfinga
wisely chose to fall into line with Azhag.

4 Numgak Crotchchoppa
Numgak’s been with Azhag since before Todtheim. Though he
wasn’t brave enough to actually enter Todtheim with Azhag,
he was at least loyal enough to wait outside for his return.

5 Whizzbang da Mad
Whizzbang emerged from the Great Forest, apparently
driven quite insane by the Red Venom Forest Goblins.

CORE
6 Snotfinga’s Stabba Boyz
Snotfinga’s Night Goblins are amongst the lucky survivors of
the Goblin Wave attacks employed at Grim Moor.

7 Da Moonstruck
Da Moonstruck have been especially loyal to Azhag since he
had Skullmuncha eat their former master, Rikit!

8 Numgak’s Stikkas
Have purloined bows and arrows to convince Azhag that
they’re no longer best sent forwards in his ‘wave attacks’.

SPECIAL
9 Da Runtlings
Unlikely shock-troopers in Azhag’s famed pincer attacks (and
tasty snacks for the boars), Snotlings are now in short supply.

10 Da Red Venom Tribe
Emerging from the Great Forest, the Red Venom Tribe readily
joined Azhag’s Waaagh!

11 Lunk’s Choppas
Even with Lunk being dead, the Boyz have decided to keep
their name, until they can think of a better one.

12 Da Slaughterers
Always believing Azhag was destined for greatness, da
Slaughterers followed him through Todtheim, and beyond.

RARE
13 Da Not Dead
Azhag leads them to the fight, and they do the killing
– just how they like it.

14 Rotgob’s Riders
When Azhag twisted off Gatlag’s head, he told Rotgob to
take command of the Boar Boyz, an offer he couldn’t refuse.

15 Da Big Stikkas
Numgak thought it was about time the Slaughte rer got some
bigger twangers that can successfully lay siege to cities.

16 Nurk da Beanpole
He’s not green, and he doesn’t say Waaagh! very much, but
all the lads agree that Nurk’s fun to have around.

TOTAL: 2989 pts
THE WRATH OF THE STORMCALLER

The battles of the Space Wolves are the stuff of legends, about which great sagas are told and songs are sung. For this month’s battle report we decided to forge our own saga fighting against the Chaos Daemons. Adam Troke joins the fray.
With much howling and bloodshed (and, doubtless, spilled ale) the Space Wolves are upon us – the most ferocious champions of the Imperium, undaunted heroes of a hundred thousand terrible battles. We wanted the first battle using the new Space Wolves Codex to be a memorable contest and, more importantly, give them a chance to show what they are all about.

One of the strongest themes that is presented in the Space Wolves Codex is the concept of the mighty heroes of Fenris clashing with the most terrifying and bitter enemies of Mankind. The images spring to mind of a courageous Wolf Lord locked in mortal combat with a towering monster atop a snow-capped crag, or a pack of Wolf Guard hurling themselves, without fear or hesitation, into the jaws of a vast alien horde. These are the images that the Codex evokes, and we hope to recreate a few such scenes in this month’s heroic battle report.

To play to this theme of titanic conflict against the worst horrors of the galaxy, we decided there was no finer opponent for the sons of Russ to take on than the Daemons of the Warp; after all, Chaos Daemons have access to gargantuan monsters, hordes of gibbering daemonic foot soldiers and the full fury of the Dark Gods. Such a match-up promises to be a true epic. To represent the two armies there are two very obvious choices. Phil Kelly, author of the Space Wolves Codex, was the only logical selection to bring the Space Wolves to battle – who better than the book’s author, and veteran of countless hard-fought playtests, to showcase what the Space Wolves are all about. Phil’s worthy opponent will be Alessio Cavatore, co-author of Codex: Chaos Daemons and a rulesmith of considerable renown – the perfect candidate to bring the full fury of the Dark Gods crashing down upon the Space Wolves.

"THE MIGHTY HEROES OF FENRIS CLASH WITH THE ENEMIES OF MANKIND."

Before the game the players discussed which armies to use. Both Alessio and Phil had aspirations to field plenty of characters to encourage a clash of heroes – the Space Wolves can include two HQ choices for each available slot in the force organisation chart, after all. Since Phil was determined to take the maximum four characters, the players agreed it would be fun for Alessio to take four of his own. Such a mighty gathering of daemonic champions will give Phil’s Fenrisian warriors ample chance to forge a saga or two of their own...

**FORCES**

**Space Wolves:**
Phil Kelly.
**Chaos Daemons:**
Alessio Cavatore.

**MISSION**
Seize Ground
(3 objectives)

**DEPLOYMENT**
Pitched Battle

**ARMY SIZE**
2000pts

**NOTES**
1) Both players have agreed that Alessio can field four (yes four!) Greater Daemons in his army, bypassing the normal army restrictions.

2) This scenario involves fighting over multiple objectives across a wide area, something that Daemons excel at due to the nature of their deployment.
Alessio: Some time ago I was tasked to produce a few new datasheets for our Apocalypse: Reload book. So we born the Host of the Daemon Forge, Skulltaker's Cohort of Blood, The Great Promenade of Exquisite Excess and, last but not least, the Tetragon of Darkness. This last datasheet was born out of an attempt to represent the concept that when the four Dark Powers manage to set aside their eternal squabbling and join forces, the result is a force so powerful that no puny mortal can hope to defeat it. The Tetragon of Darkness datasheet, with its perfect symmetry, is the embodiment of this concept and I've been looking for an excuse to use it in a regular game of 40K. So after picking one of each of the Greater Daemons (each fastidiously equipped with one Daemonic Gift apiece), I proceeded to select one unit of Lesser Daemons for each of the four powers of Chaos. All of them of the same size, just to continue being fair to everyone.

Then I stopped, totted up my points and realised that I was way over the points limit I'd agreed with Phil. I suppose I could have made some cuts, but I felt that was cheapening my vision, so Phil and I cheerfully decided to raise the size of the game! This meant that I could take more Daemons, and Phil could take even more howling mad Space Marines.

Those extra points let me add a unit of "support" Daemons for each of the four powers, to better capture the great variety of bizarre and uncanny creatures that make up the pantheon of Chaos.

Finally, I managed to squeeze in a fearsome Soul Grinder, which doesn't ruin the balance of the list as it is clearly not aligned to any of the powers, and represents Chaos in all of its glory... and I just adore the Daemon Engine! So, there it is — each of the Gods of Chaos will be equally represented, with one Greater Daemon, one unit of Lesser Daemons and one unit of 'other' Daemons, with a Soul Grinder standing in the middle balancing the four powers out.

When it comes to dividing the army into two cohorts, I will abide by the background and avoid putting Daemons of Nurgle with Daemons of Tzeentch, and Daemons of Khorne with Daemons of Slaanesh. So, if the fickle Chaos Gods agree, the slower and short-ranged children of Father Nurgle will be in the first wave, together with the War-host of Lord Khorne (accompanied by the unholy might of a Soul Grinder, of course!), ready to smash the Space Wolves aside in melee.

This will ensure that, even if things go wrong and the other cohort is deployed first, at least I will have the Daemons of Tzeentch opening up against the enemy right from the start of Turn 1.

And now, with the Tetragon of Darkness summoned from the depths of the Warp, let's see how hard these hairy Space Marines really are!
As author of the Space Wolves Codex, you might expect Phil Kells to sport a great bushy beard. Alas, he has had to settle for an impressive pair of sideburns and a set of sharpened canes instead until the Canis Wolfe kicks it.

Phil: Over the last few years the Space Wolves have been uncharacteristically quiet. Hah! Not any more. I wanted to make a force that was loud, proud and spoiling for a fight. And no easy wins – that's just not fitting for noble-space-barbarian types. Ideally, I wanted the Sons of Kuss to bite off more than they could chew, and to have a real fight on their hands – that is, after all, what heroes do best. After a timely visit from Alan Merrett, our resident expert on... well, everything, we had a plan. Pit the shiny new Space Wolves army against four Greater Daemons, one from each of the Chaos Powers, and plenty of gribbly daemonic minions just for good measure.

With this truly epic clash in mind, I headed straight for the Space Wolves kick-ass heroes section (I think he means HQ section – Ed). Given that the new character models are so great I felt it would be rude not to include at least two of them. Njal Stormcaller, looking like he just stepped out of a myth, was backed up by his apprentice Rune Priest Svegrill Drakesbane (what can I say, I love using psychic powers – especially psychic lightning bolts). I gave Svegrill the Saga of the Beastslayer, giving him a better chance against the really big stuff. Sagas are interesting in that they give your heroes an extra ability, but he must achieve a personal mission by the end of the game or lose his honour – trust me, that's a big deal if you are a true Space Wolves player.

Ulrik the Slayer, being a slayer and all, makes for a cheap but effective monster-killing hero. He will boost morale, and can increase the WS of another model in my army to boot. Last but definitely not least came new boy Canis Wolfborn, riding atop his enormous Thunderwolf steed Fangir. Canis is exceptionally good at taking out large squads, and the model just looks fantastic in the middle of an army. To back up these elite warrior heroes I took a squad of Wolf Guard in Terminator Armour, each with his own特殊性。It's these little mini-heroes that really make a basic Space Wolves squad special if you ask me. A squad of Blood Claws looks pretty cool by itself, but so much cooler if it is led by a howling Wolf Guard in Terminator Armour.

With my HQs chosen it was time to pick the rest of the army. I usually pick a balanced force of units – Grey Hunters for close-range firefights and counter-attacks. Long Fangs for supporting fire, some jump-packin', Skyclaws, and a massive squad of Blood Claws for some devastating assault potential. I pondered taking some tanks, but in the end I thought it would be a cooler force with just infantry. My one compromise was a Dreadnought, just to add a giant hero of legend into the mix (mentored by Ulrik to make him WS 5). The force I've picked has a real personality – more a warband of die-hard heroes than a tactical military force. Perfect! I'm looking forward to this.

Come here, Little Bloodthirster, I have a surprise for you...
The battle began with a moment of incredible fortune on the part of Alessio as he nonchalantly rolled his dice to see if he could seize the initiative and go first. Phil, who had hoped for a chance to advance on the objectives unmolested for a turn, sighed with resignation as the dice came up a 6 and the Daemons entered play. Alessio's roll for Daemoniac Assault was successful and his vanguard of Khorne and Nurgle Daemons tore their way through the fabric of reality and onto the battlefield. By and large, Alessio's Deep Strike rolls were extremely accurate, with only the Bloodcrusher failing to materialise on target, and narrowly avoiding scattering completely off the table.

With the Soul Grinder the only unit armed with a missile weapon in his initial Daemonic Assault, Alessio ran with each of his units in an effort to get as close to the Space Wolves' lines as possible, and reduce the risk of incoming fire from area effect weapons.

Finally, the Soul Grinder let loose with its mawcannon, hoping to blast the Long Fangs with a goblet of eldritch phlegm, but Alessio's judgement was a little out and his target was out of range.

At the start of the Space Wolves' turn, Phil rolled to see the effect of Njal's Lord of Tempests special rule. The howling winds surrounding the mighty Space Wolves Runepriest whirled about in a Living Hurricane—any enemy infantry within 24" of Njal will move as though in difficult terrain. Phil then added to this effect by having Njal cast the psychic power Tempest's Wrath, which meant that all jump infantry and units deploying by Deep Strike within 24" will treat all terrain (even clear terrain) as difficult and dangerous terrain. Bringing in reserves next turn could become quite perilous for Alessio.

With Njal's sorcery complete, Phil's Space Wolves advanced, loping through the heavy snow towards their targets. The hulking Dreadnought, Father Jorn, and the Lone Wolf Haarkon ran straight towards the clutch of Daemons including the Bloodthirster, eager to smite Alessio's most powerful force. Njal and his Wolf Guard retinue followed in their wake, even as Canis Wolfborn raced past them in his haste to join the beckoning melee. In the centre, the Grey Hunters advanced on the ominous shrine to Chaos, watchful of the Soul Grinder, while the Skyclaws leapt over their veteran brothers to stand at the centre of the board. Meanwhile the Blood Claws, under the watchful gaze of Ulrik the Slayer, also pressed forwards, closing in on the Titan head objective.

Phil commenced his shooting by raining fire upon the Soul Grinder from the Long Fangs: krak missiles and lascannon rounds deflecting harmlessly from its armoured bulk. Father Jorn fared better, killing two Plaguebearers with his mighty weapons, while Njal summoned a crackling bolt of lightning to cause a wound on the Bloodthirster.

Thanks to the proximity of Alessio's daemonic legions, Phil was able to launch a devastating first-turn assault, Canis Wolfborn, the Space Wolves Dreadnought and the Lone Wolf all smashing into the thin line of Plaguebearers. Canis proved his incredible combat prowess, inflicting five wounds on the Daemons, killing four, while the Lone Wolf slew another. Father Jorn was unlucky though and, in spite of Ulrik's training, failed to hit any of his foes. In return, the Plaguebearers failed to cause any damage, losing another of their number to combat resolution.

**Purplescent Shield**

Alessio made canny use of his Plaguebearers when they arrived onto the battlefield. By deploying them between the Space Wolves and the bulk of his daemonic horde and then using a run move to spread them out, Alessio ensured that any incoming fire or charging Space Wolves would have to go around or through these most resilient of Daemons before they could get to grips with his other units—a very effective exercise in screening. Although they lost half their number in a single round of combat, Alessio was delighted—three of Phil's big hitters were now tied up in a single, protracted combat and daemonic reinforcements were on their way...
**JAWS OF THE WORLD WOLF**

While Njal showed himself to be a master of storms and weather, Svengril unleashed a far deadlier power this turn, summoning the World Wolf to drag the astonished Great Unclean One into a gaping fissure that opened beneath his pestilent feet. Despite the massive bulk of the Daemon of Nurgle (monstrous creatures subtract one from their Initiative test to survive, because of their great size and strength) Greenspite Scrape-Gristle went crashing into the frozen underworld and was slain.

---

**ANNOTATIONS**

**A**
The Chaos Daemon forces Deep Strike along the western flank of the Space Wolves, spearheaded by a dreaded Bloodthirster and shielded by Plaguebearers of Nurgle.

**B**
The Great Unclean One slips through the cracks in the ice and is pulled to its doom as the Jaws of the World Wolf tear up the surface beneath it.

**C**
Led by Ulrik the Slayer, the Skyclaws and Blood Claws bolt forwards between the Chaos shrine and wolf skeleton objectives.

**D**
A single Bloodcrusher of Khorne and Beast of Nurgle Deep Strike with the Titan head objective in their sights.

**MAP KEY**

- Move
- Run
- Deep Strike
- Assault
- Flee
- Objective

**OBJECTIVES HELD**

- Chaos Shrine
- Wolf Skeleton
- Titan Head

These icons will be coloured as they are captured – red for Chaos, blue for Space Wolves.
At the beginning of Alessio's next turn he rolled for his second wave of daemonic reinforcements, hoping to bring on plenty of reserves. The luck of the dice went against him a bit, and only the Lord of Change and the Screamers of Tzeentch arrived onto the battlefield, the towering Greater Daemon braving the wrath of Njal's storm to join the Bloodthirstar upon the snowy crag, while the Screamers scattered badly and ended up out of the action near Alessio's baseline. The rest of Alessio's moves were a matter of pushing his warriors forwards, the Beast of Nurgle and Bloodcrusher on the eastern flank ducked into cover behind the rocky hill, getting out of line of sight of the Long Fangs. The Soul Grinder closed in on the Skyclaws in the centre. On the western flank, the warriors of Khorne moved towards the whirling melee involving the Plaguebearers, ready to reinforce the servants of the Plague God, while the Bloodthirstar positioned itself behind the embattled Dreadnought. Alessio's shooting started with the Lord of Change channelling its sorcerous might, first against the Grey Hunters and then against Njal's Terminator retinue. Although the Terminators were marginally out of range, the Grey Hunters were not and one fell foul of Daemonic Gaze. Elsewhere units used run moves to close in on their targets. Most significantly, the Soul Grinder closed with the Grey Hunters rather than firing at them. Alessio's Assault phase was quick and deadly, but favoured the Daemons far less than anyone had expected. Although the Soul Grinder smashed into the Skyclaws with the fury of an angry god, it failed to leave much of an impression and only managed to kill a single foe. For their part, the Skyclaws failed to cause any damage on the Daemon Engine and duly retreated, easily escaping from the raging Soul Grinder, who stalked after them to prevent them rallying in the following turn. The Bloodthirstar's charge was similarly uninspiring - Alessio split his attacks evenly between the Dreadnought and the Lone Wolf, but failed to have any lasting effect on either, his blows deflected by the

"THE TOWERING GREATER DAEMON BRAVED THE WRATH OF NJAL'S STORM TO JOIN THE BLOODTHIRSTAR."

Continued on page 62...
"OH, YOU CAN GET MORE IN THAN THAT..."

Although Canis Wolfborn was eventually slain, he died in heroic circumstances. His Wrath of the Savage special rule enables the controlling player to exchange Canis' Attacks characteristic with the number of models in base contact – in this instance raising his already formidable 5 Attacks to an even more terrifying 8 (including +1 for his wolf claws). Bloodletters, however, are a fairly elite foe. Imagine how much carnage Canis could wreak, turn after turn, against enemies that are really plentiful – he really is an awesome ‘unit killer’.

**MAP KEY**

- Move
- Run
- Deep Strike
- Assault
- Flee
- Objective

**SPACE WOLVES**

1. Njal Stormcaller
2. Canis Wolfborn
3. Ulrik the Slayer
4. Rune Priest
5. Dreadnought
6. Lone Wolf
7. Wolf Guard
8. Grey Hunters
9. Blood Claws
10. Skyclaw Pack
11. Long Fang Pack

**CHAOS DAEMONS**

1. Bloodthirster
2. Great Unclean One
3. Lord of Change
4. Keeper of Secrets
5. Soul Grinder
6. Daemonettes
7. Bloodletters
8. Plaguebearers
9. Horrors
10. Fiend of Slaanesh
11. Screamers
12. Bloodcrusher
13. Beast of Nurgle
Lone Wolf's invulnerable saving throw or causing only minor damage to the Dreadnought. Thankfully, the Bloodletters who charged into Canis Wolfborn proved up to their allotted task, surrounding the mighty Space Wolf hero and hacking him to ribbons in a storm of blades. For his part, Canis died well: surrounded by Bloodletters he whirled about himself, killing three (it would have been a lot more had Alessio not done quite so well with his Invulnerable saves). Last of all, the Lone Wolf and the Dreadnought struck back at the Bloodhinter, inflicting a wound apiece. Both sides remained locked in the combat, however.

In the Space Wolves turn, Phil began a fierce counter-attack. Njal's personal storm remained the same, and he continued to channel the power of the Living Hurricane. While the Skyclaws fell back so as to regroup later, the Grey Hunters advanced on the Soul Grinder. On the eastern flank, the Blood Claws pack seized control of the Titan head objective, whilst in the west Njal and his Wolf Guard advanced on the massive fight taking place on the snowy crag.

Phil's Shooting phase was desultory, mainly due to the resilience of Alessio's Daemons and the paucity of Phil's dice rolls. The Long Fangs hammered the Soul Grinder with two krak missiles, a shot from a lascannon and a plasma cannon, but failed to cause any damage whatsoever. They then split their fire and peppered the Beast of Nurgle with heavy bolter shells, again to no effect. Elsewhere in his army, Phil restrained himself from firing, preferring to ensure he could assault his chosen enemies.

The first combat of Phil's turn saw the Grey Hunters charge headlong into the Soul Grinder. Although they lost two of their number to the mighty Daemon Engine, the Grey Hunter armed with a power fist penetrated the Soul Grinder's armour and destroyed it in a spectacular explosion, killing two more Grey Hunters and a Blood Claw in the blast.

The large combat on the snow-capped hill was joined by the massive armoured forms of Njal and his retinue, who weighed into the fight with everything they had. Though the Wolf Guard and their mighty leader, Njal, rained attacks onto the towering avatar of the Blood God, they failed to cause so much as a single wound. For his part, the Bloodhinter demolished Father Jorn, and the aged Dreadnought exploding in a fiery blast that killed three of the neighbouring Bloodletters. The Lone Wolf and surviving Bloodletters exchanged blows, but failed to wound one another, leaving this huge and increasingly dangerous combat at a stand-off.

In the Space Wolves turn, Phil began a fierce counter-attack. Njal's personal storm remained the same, and he continued to channel the power of the Living Hurricane. While the Skyclaws fell back so as to regroup later, the Grey Hunters advanced on the Soul Grinder. On the eastern flank, the Blood Claws pack seized control of the Titan head objective, whilst in the west Njal and his Wolf Guard advanced on the massive fight taking place on the snowy crag.

Phil's Shooting phase was desultory, mainly due to the resilience of Alessio's Daemons and the paucity of Phil's dice rolls. The Long Fangs hammered the Soul Grinder with two krak missiles, a shot from a lascannon and a plasma cannon, but failed to cause any damage whatsoever. They then split their fire and peppered the Beast of Nurgle with heavy bolter shells, again to no effect. Elsewhere in his army, Phil restrained himself from firing, preferring to ensure he could assault his chosen enemies.

The first combat of Phil's turn saw the Grey Hunters charge headlong into the Soul Grinder. Although they lost two of their number to the mighty Daemon Engine, the Grey Hunter armed with a power fist penetrated the Soul Grinder's armour and destroyed it in a spectacular explosion, killing two more Grey Hunters and a Blood Claw in the blast.

The large combat on the snow-capped hill was joined by the massive armoured forms of Njal and his retinue, who weighed into the fight with everything they had. Though the Wolf Guard and their mighty leader, Njal, rained attacks onto the towering avatar of the Blood God, they failed to cause so much as a single wound. For his part, the Bloodhinter demolished Father Jorn, and the aged Dreadnought exploding in a fiery blast that killed three of the neighbouring Bloodletters. The Lone Wolf and surviving Bloodletters exchanged blows, but failed to wound one another, leaving this huge and increasingly dangerous combat at a stand-off.

The Lord of Change avoids the worst effects of Njal's storm and lands on the hill. His sorcerous powers are unleashed upon the Grey Hunters, but only slays one.

The Bloodhinter smashes into the Dreadnought, obliterating it, but the Lone Wolf manages to survive the Daemon's devastating attacks, thanks to the Space Wolf's invulnerable save.

Njal and his Wolf Guard retire down the hill towards the melee.

Canis Wolfborn charges forward on his Thunderwolf, straight into the heart of the fray. The Bloodletters respond by surrounding the Space Wolf hero, but three of Khorne's Daemons are brought down with broad sweeps of the wolf claws.

The Skyclaws leap forwards towards the Soul Grinder in the previous turn, but the giant mechanical monstrosity proves a little too quick, charging into them and killing one. The surviving Skyclaws fall back.

Ulrik continues to lead the Blood Claws towards the Titan head objective, in preparation for the Bloodcrusher's arrival.
The Tempest's Wrath

This enormously useful psychic power is the bane of drop troops everywhere, forcing enemy units that attempt to enter play by deep striking within 24" to roll as though they are in difficult terrain. It also has the same effect on skimmers, jetbikes and jump infantry – a Rune Priest with this ability in action will be the nemesis of any armies that rely on such troops.

Turn 3

Alessio's third turn began with more bad luck on the reinforcements front, with only the Keeper of Secrets arriving, leaving two of Alessio's key units still in reserve. Although Alessio couldn't help but cry his (justifiable) frustration at the late arrival of his units to the dice gods, all present (even Alessio) agreed that their late arrival might actually prove to be a boon when it came to claiming objectives.

Deciding that the Keeper of Secrets might be handy to ensure victory in the mounting melee on the western flank, Alessio used a nearby Chaos icon to make sure the Keeper arrived safely and on target, but then fell foul to Njal's psychic storm, and suffered a wound. In the east, Alessio advanced the Beast of Nurgle and Bloodcrusher through the rocks on the hill, the Bloodcrusher rolling poorly for difficult terrain and failing to keep pace with the loping Beast.

Alessio had no real shooting to speak of this turn, with his Soul Grinder dead and his Lord of Change itching to join the melee, so after making a couple of run moves with units that weren't able to assault, he launched straight into close combat. The Lord of Change led the proceedings, killing two Wolf Guard Terminators outright, while the Bloodthirster split his attacks against multiple targets. The first attack was directed at Njal, who was spared as the blow missed.

The second, aimed at Svengri, found its mark and clove the poor Rune Priest in two. The remainder of the Greater Daemon's blows rained down on the Wolf Guard Terminators, killing one. In reply, Njal dealt the Bloodthirster a vicious blow with his rune staff, toppling the mighty Daemon of Khorne at last.

Elsewhere in the fight, the Bloodletters and Plaguebearers finally overwhelmed the Lone Wolf, toppling the doom-seeking Space Marine with a series of well-placed blows. As the sprawling combat came to a close, Alessio was relieved to see he was the winner by a clear five points. Njal and his remaining Wolf Guard companion lost their nerve and withdrew from the combat, pursued by the Bloodletters, while the Plaguebearers shambled off towards the wolf skeleton objective.

At the beginning of his third turn, Phil rolled for Njal's Lord of Tempests effect, the hurricane exploding into a Vengeful Tornado that inflicts D3 Strength 9 hits on a single model within 18". Because of the proximity of the Bloodletters, Njal and his companion couldn't rally, and so withdrew further towards the board edge, narrowly avoiding leaving the gaming area completely. The Skyclaws rallied and leapt towards the Bloodletters in the centre, while the Grey Hunters began to scale the side of the shrine. On the right flank, even the Long Fangs advanced, hoping to get a clearer line of fire across the board, while the Blood Claws fended in the putrescent Beast of Nurgle.

In the Shooting phase, the Long Fangs ran forwards, making the most of a turn of movement, and the Skyclaws ran headlong towards the Bloodletters. The Vengeful Tornado pummelled the Keeper of Secrets, who arrogantly shrugged off all ill effects, while Njal unleashed Living Lightning upon the Bloodletters, killing both (hopefully clearing enough space to enable him to rally next turn).

In the Assault phase, the Blood Claws, led by Ulrik the Slayer, hurled themselves at the Beast of Nurgle. Ulrik's Slayer Oath ensured that his whole unit were able to re-roll missed hits and wounds, and between them they effortlessly butchered the woefully outnumbered Beast of Nurgle, before consolidating back towards the Titan head objective.

Objectives Held

Chaos Shrine Wolf Skeleton Titan Head
**IN THE FOOTSTEPS OF RUSS**

Blood Claws benefit (or suffer) from the Headstrong special rule, which prevents them from shooting at enemies that are close enough to assault (they'd rather charge something and hit it with chainswords than shoot at it). Although Phil was fairly sure he'd be able to kill the Beast of Nurgle in the Shooting phase, he likes the aspect of the Space Wolves background that leans towards close combat and heroic battles, and so opted to hold his fire, preferring to rely on Ulrik's Slayer Oath to see them through the fight and earn a precious consolidation move.
In Turn 4 all of Alessio’s remaining reserves arrived. First to deploy were the Horrors of Tzeentch, who landed within 6” of the Plaguebearer’s icon, close to the shrine to Chaos at the centre of the board. Next down were the Daemonettes and Fiend of Slaanesh, who both deployed behind the Horrors, hoping to benefit from their ally’s better invulnerable saving throw by hiding in their shadow.

Alessio sent the Keeper of Secrets chasing after Njal and his Wolf Guard protector, determined to see them dead (or at least off the board), while the Lord of Change flew closer to the centre of the board to stand beside the Horrors. On the right flank, the lonesome Bloodcrusher again floundered amid the rocky outcrop, both the rider and his mount bellowing their frustration to the storm-laden skies.

Alessio’s Shooting phase saw several Space Wolves cut down, the Lord of Change obliterating three Skyclaws with its daemonic Gaze and the Horrors hammered the Grey Hunters atop the shrine to Chaos. The combined fire of the Horrors inflicted fifteen hits and seven wounds on the Grey Hunters, and two of their number were slain, including the banner bearer, who fell clutching his precious wolf standard. Both the Skyclaws and the Grey Hunters wavered under the daemonic onslaught, but the steely gaze of Ulrik the Slayer (friendly units within line of sight of this mighty hero must re-roll failed Morale tests) kept them in line.

In the Assault phase, Alessio threw caution to the wind and decided to charge Njal and his Wolf Guard accomplice, expecting an easy victory. Deciding to split his attacks, the Keeper of Secrets directed four attacks against Njal, inflicting a wound on the battered Rune Priest and another on the Wolf Guard, whose 5+ invulnerable save protected him from harm. In return, Njal and the Wolf Guard each managed to wound the towering Greater Daemon, the unsic lashing about the unnatural flesh of the Keeper, while the roaring chainfist tore great chunks from its body. Fortunately for Alessio, the Daemon passed the saving throw required for losing the combat.

With the battle reaching its peak, Phil began his fourth turn by rolling for Njal’s Lord of Tempests ability, the storm finally reached its crescendo, echoing the turmoil on the battlefield.

Near the Titan head objective, Ulrik broke off from the squad of Blood Claws, leaving them to the care of Wolf Guard veteran Hurath the Terse to stalk after the nearby Bloodcrusher. For their part, the Blood Claws began to spread out, forming a human chain between the Titan head and the shrine of Chaos in the centre of the board. The last remaining Skylaw ran headlong at the Keeper of Secrets, while the Grey Hunters on the edge of the shrine of Chaos readied themselves to return fire on the Horrors of Tzeentch.

In the Shooting phase, the Long Fangs proved their absolute dominance as they unleashed six heavy weapon shots at the quaking Lord of Change, inflicting multiple wounds, which Alessio’s poor luck failed to prevent – the master of tricks and cunning suffered three wounds to a punishing salvo of lascannon, Krak missiles and heavy boiler shells.

The Assault phase saw Ulrik the Slayer charge headlong at the Bloodcrusher in an epic confrontation. The wily Wolf Priest used every ounce of skill and experience to batter through the Khorne Daemon’s defences, but despite causing several wounds, Alessio’s luck held and the Bloodcrusher suffered only a single wound. In return, the Juggernaut and its Bloodletter rider laid into the Space Wolf, causing a wound in return.

Across the other side of the table, the last Skylaw charged in against the Keeper of Secrets, hoping to aid Njal. Quick as lightning, the Slaanesh Daemon killed the newly arrived Skylaw and dealt the Wolf Guard a blow that nearly slew him (Phil was getting very concerned that the poor Wolf Guard was going to fail a 5+ invulnerable save soon). The last of the Keeper of Secrets’s attacks fell upon Njal, who was cut down – much to the lamentations of Phil. Determined to avenge his fallen master, the remaining Wolf Guard carved his way through the Keeper with his chainfist.

**ANNOTATIONS**

**A** The Lord of Change wipes out three of the Skyclaws as they bound outward. In the Space Wolves turn the Long Fangs unleash a withering volley, reducing the Greater Daemon to one wound.

**B** The Keeper of Secrets leaps into combat with Njal and the remaining Wolf Guard. The Stormcaller is slain but the Daemon is killed by the Wolf Guard’s chainfist.

**C** The remaining Daemons Deep Strike onto the board near the Chaos shrine.

**D** The Blood Claws extend their lines, hoping to capture both the Titan head and the Chaos shrine.

**E** Ulrik the Slayer’s combat with the Bloodcrusher ends in a stalemate, with a single wound inflicted on each.

**W.Y.S.I.W.Y.G., THE SPACE WOLF WAY**

The Space Wolves’ way is to feature wonderful and exciting unique individuals in your army. Characters in the army are forbidden from bearing the same combinations of weapons and saga. This, and the amazing variety of weapons and wargear available to Space Wolf HQ choices and Wolf Guard, makes it all the more important that you model your heroes and units as you wish – not only does it make it easier for you to keep track of who is what, but it also gives your opponent (who is, let’s be honest, probably one of your friends) a chance to enjoy the game too. The Wolf Guard box set contains a huge variety of bits to allow you to do just that.

### MAP KEY

- **Move**
- **Run**
- **Deep Strike**
- **Assault**
- **Pierce**
- **Stun**
- **Objective**

### OBJECTIVES HELD

- [Chaos Shrine](#)
- [Wolf Skeleton](#)
- [Titan Head](#)
Without wasting any time, Alessio hurled himself into the fifth turn, determined to seize control of two objectives. The Plaguebearers shambled towards the giant wolf skeleton, claiming it for the Daemons, while the Horrors of Tzeentch and Daemonettes scrambled onto the shrine of Chaos at the centre, claiming the other. The grievously wounded Lord of Change flew forwards, keeping a beady eye on the Grey Hunters in the centre of the battlefield. Lastly, the Fiend of Slaanesh rushed around the Shrine of Chaos to close in on the Grey Hunters as well. The Screamers of Tzeentch, who had spent the game studiously avoiding attention, swept in towards Ulrik the Slayer, Alessio hoping the three Screamers would be able to pick off the wounded Wolf Priest by themselves.

Alessio's shooting commenced with a withering hail of fire from the Horrors, firing over the Grey Hunters to punish the Blood Claws beyond. Four young Space Wolves were slain by the punishing salvo of daemonic energy. The Lord of Change joined the fray, obliterating the last Wolf Guard Terminator (and thus avenging the Keeper of Secrets) with a Bolt of Change, and killing a Grey Hunter with Daemonic Gaze. The Fiend of Slaanesh closed in on the Grey Hunters with a run move.

In the Assault phase, the Fiend tried to assault the Grey Hunters, drawing them away from the objective, but was out of range. The Screamers of Tzeentch charged Ulrik, who finished off the Bloodcrusher, and easily withstand their paltry close combat attacks, causing one to die from combat resolution.

In Phil's turn, the Grey Hunters stoically clambered onto the shrine of Chaos, with the Blood Claws continuing to form a chain between the two objective points. Phil's shooting saw the Long Fangs finish off the Lord of Change, the mighty Daemon falling under a second sustained volley from the Space Wolf veterans. The Grey Hunters and Blood Claws both passed over the opportunity to fire, preferring to run in an effort to reach the objective.

Phil's Assault phase saw Ulrik the Slayer finish off the remaining Screamers of Tzeentch, finally clearing the right flank of all the Daemons.

With that, Alessio took up a dice to see if the game continued. The dice roll came up as a 2 and the game ended. A quick look at the objectives saw the Space Wolves controlling one (the Titan head) and the Daemons controlling another (the wolf skeleton), with the centre objective (the shrine of Chaos) hotly contested. The end result was a hard-fought draw!

"FOUR SPACE WOLVES WERE SLAIN BY A SALVO OF DAEMONIC FIRE."

**MAP KEY**
- Move
- Run
- Deep Strike
- Assault
- Flee
- Objective

**SPACE WOLVES**
1. Njal Stormcaller
2. Canis Wolfborn
3. Ulrik the Slayer
4. Rune Priest
5. Dreadnought
6. Lone Wolf
7. Wolf Guard
8. Grey Hunters
9. Blood Claws
10. Skyclaw Pack
11. Long Fang Pack

**CHAOS DAEMONS**
1. Bloodthirster
2. Great Unclean One
3. Lord of Change
4. Keeper of Secrets
5. Soul Grinder
6. Beast of Nurgle
7. Daemonettes
8. Bloodletters
9. Bloodclaws
10. Plaguebearers
11. Screamers
12. Fiend of Slaanesh
13. Bloodcrusher
14. Rune Priest
15. Plaguebearers
FINAL OBJECTIVES

CHAOS SHRINE: CONTESTED

TITAN HEAD: SPACE WOLVES

WOLF SKELETON: CHAOS DAEMONS

RESULT: DRAW
Alessio: That battle rocked! It was unbelievably exciting, full of characterful, desperate fights, epic deeds and acts of sacrifice that ensured total mayhem and, eventually, mutual destruction. Four great heroes of the Space Wolves facing off against four Greater Daemons of Chaos! And in the end, all that was left was Ulrik the Slayer with 1 Wound left.

Yes, we could have been more ‘tactical’ with the way we played, but we were too taken by the flavour of the game that who was going to win didn’t really matter. For example, I was well aware that I could have simply parked the Lord of Change or the Keeper of Secrets within 6" of Njal and the remaining Wolf Guard Terminator, and gently accompany them off the battlefield by stopping them from regrouping. However, I thought that would be disrespectful towards such a valiant opponent, and I just wanted to take him out in combat, so that he could go to the Allfather’s side with his honour intact. I therefore charged in with my Slaaneshi Daemon and managed to cut the Rune Priest down. And, if the Wolf Guard hadn’t passed his invulnerable save, I would have killed all three of my opponents! But alas! The Dark Prince had other plans and the Terminator tore the Daemon apart with his chainfist.

Of course, I’m pretty sure that it was all part of a plan cleverly orchestrated by the Lord of Change, which obviously weaved the threads of chance to ensure he was the last of the Tetragon to remain standing at the end of the fight. Except that those rude Long Fangs put a very sudden and very painful end to its schemes, by unleashing a hail of missiles and lascannon bolts that annihilated the creature – what good is a 3+ invulnerable save if you cannot roll more than a 2?

One of the outstanding things I noticed thinking back to the game is the absolutely hilarious sequence of killing between the most powerful models on both sides:

1) The Wolf Priest kills the Great Unclean One (in a really silly way, I shall point out!)
2) The Bloodthirster avenges him by killing the Wolf Priest.
3) Njal Stormcaller avenges the Wolf Priest by killing the Bloodthirster of Khorne.
4) The Keeper of Secrets of Slaanesh avenges the Bloodthirster of Khorne by killing Njal Stormcaller.
5) The Wolf Guard Terminator avenges Njal by killing the Keeper of Secrets.
6) The Lord of Change avenges the Keeper of Secrets by killing the Wolf Guard Terminator.
7) The Long Fangs avenge the Wolf Guard by killing the Lord of Change.

Need I say anything else? Spectacular!

The one character that did survive this vicious spiral of revenge and death was Ulrik the Slayer, who wisely chose to engage a few minor daemonic beasts on the edge of the battle, and as a result got away with only a few new scars and trophies to boast about. Clever!

**DAEMON CHAMPIONS**

It has to be the Plaguebearers, for once more doing what they do best – sticking it out! They took the charge of Canis Wolfborn, the Lone Wolf and the Dreadnought and still came out alive, surviving several rounds of combat (eventually finishing off the Lone Wolf!), and then slowly shambling onto an objective and holding it until the end of the game!
Blimey, that was intense! I'm trying hard to steer away from the obvious cliché here but that game was really something. Sure, we set it up to be a good heroic scrap, but the Sons of Russ really exceeded my expectations by consistently rewarding my cavalier and aggressive tactics. I love playing Alessio because he's pretty much the same breed of gamer as me – he loves a good competitive game, but he knows that having fun and creating a memorable story is more important in the long run.

Right from the start we were both dying to get our double-hard HQ choices into combat and see what they could do. The game kicked off with a bang when Alessio seized the initiative (this is only right and normal for the battle reports I play in) and executed a practically perfect deployment, only for my Rune Priest to drop his Greater Daemon of Nurgle through the ice into the frozen oceans below – take that Great Unclean One! The game didn't let up from that point on.

The good news is that all of my heroes got stuck into combat and kicked monstrous butt before meeting a valiant end – just how the Space Wolves like it. In many ways I feel like I won a moral victory; the Sons of Russ took down all four of Alessio's Greater Daemons and bumped off a Soul Grinder into the bargain. Result! The bad news is that I failed to fulfil my saga-based battle oaths – Rune Priest Svengrill didn't manage to kill a monster or creature with T5 or more (though Ulrik the Slayer killed several, which sort of makes up for it) and Njal did the unthinkable and fled from combat; far from fitting behaviour for a hero with the Saga of Majesty. Evidently I need more practice at commanding Fenris' best. After all, if you can not only win but also fulfil the saga-based missions for your characters, then you are truly a hero of Fenris.

Still, the feast halls of Asaheim will resound to the tales of this battle for a long time to come. There were so many great moments: the Skyclaws being shown how it's done by the grizzled Grey Hunters when they punched out the raging Soul Grinder, the Long Fangs hammering the Lord of Change back into the Warp with disciplined volley fire; the Lone Wolf taking on the Bloodthirster and surviving only to be pulled down by those thrice-damned Plaguebearers; Njal dealing the killing blow to the giant red beastie only to be brought low by the Keeper of Secrets, but in the process buying enough time for his Wolf Guard to plunge his chainfist into the sinister Daemon's chest... ah, I could go on. Suffice it to say Alessio and I will remember this story for the rest of our gaming careers. In the end, that's how the Space Wolves like it. Back to the Fang for a victory feast washed down with plenty of Fenrisian mead! Well, at least a pint of Bugman's at any rate...

**HERO OF LEGEND**

My man of the match has to be my Lone Wolf. He not only got stuck in against the Plaguebearers, but he survived being charged by a Greater Daemon of Khorne and a pack of Bloodletters, and did some serious damage in the process with his wolf claws. Though he outlasted the Bloodthirster he ultimately met a glorious death and is no doubt the toast of his squad in the afterlife. Classic stuff!
In the grim darkness of the far future there is no respite, no surrender, no forgiveness, only war! Choose your side; the fate of the stars is in your hands.

Warhammer 40,000 is a tabletop game for two or more players. Use your army of Citadel miniatures to fight across ravaged alien landscapes. Choose to bring order to the galaxy using the armed forces of the Imperium, side with the Gods of Chaos or align yourself with one of the many xenos races. The codexes allow you to fight with your chosen army, while the expansions add extra dimensions to your games.

WARHAMMER 40,000 RULEBOOK
product code: 60040199020

In Warhammer 40,000, you and an opponent take control of opposing armies of miniatures and battle it out across the tabletop in a variety of thrilling and deadly missions.

The Assault on Black Reach boxed game has everything you need to start playing Warhammer 40,000, including two complete forces - the heroic Space Marines and the barbaric Orks. Can the valiant Space Marines halt the green tide or will the world of Black Reach fall into the hands of a despotic Ork Warlord?

BOX CONTENTS:
- 1 Space Marine Captain
- 10 Tactical Space Marines
- 5 Space Marine Terminators
- 1 Space Marine Dreadnought
- 1 Ork Warboss
- 20 Ork Boyz
- 5 Ork Nobz
- 3 Ork Deffkoptas
- Pocket-sized rulebook
- Starter booklet
- 2 range rulers
- Dice
- Transfer sheet
- Templates

ASSAULT ON BLACK REACH
product code: 60010199005

Apocalypse and Apocalypse: Reload
Apocalypse allows you to take your games to whole new levels. Stage truly massive battles, field Titans, super-heavy tanks, whole platoons of warriors or even entire battle companies of Space Marines. You can then supplement your forces further with game-winning strategic assets including orbital strikes, minefields or disruptor beacons.

Apocalypse: Reload is packed full of new datasheets, racial strategic assets, optional rules and a huge battle report that has to be seen to be believed.

APOCALYPSE
product code: 60040199018

APOCALYPSE RELOAD
product code: 60040199022

Cities of Death
Take the war to the cities of the future with comprehensive rules for urban combat. Armies battle one another amid the shattered ruins of vast cities. While tanks smash through ruined buildings, warriors engage in vicious close-quarter fighting.

CITIES OF DEATH
product code: 60040199017

Planetstrike
Planetstrike is a game of glorious invasions and desperate last stands set in the battle-ravaged universe of the 41st Millenium. This is a war on all fronts, in which the enemy can appear at anytime, from anywhere!

PLANETSTRIKE
product code: 60040199024
With all the Space Wolves about, there have been snowy crags aplenty in this month’s White Dwarf. This effect has been achieved with Citadel Modelling Snow. However, Modelling Snow has many uses beyond detailing terrain, so we asked three top Studio modellers how to get the best out of it.

Mark Jones: I primarily use Modelling Snow for decorating the bases of my models. I use two different methods when applying it: for heavy deposits I use plaster or a ready-mixed filler – the stuff you use to seal old drill holes in your walls at home – and shape it onto the model’s base in the desired form. When it’s dry, I coat it with a thin layer of PVA Glue, then carefully scatter the snow on in a thin layer, making sure it covers the entire surface of the filler or plaster. When dry, I matt it down with a bit of varnish, but this is down to personal taste – some people like the gloss effect created by the PVA glue.

For lighter scatterings, texture the base as you would normally, and then build up thin layers of snow, by first applying watered-down PVA and then scattering on small amounts of powder. Wait until it’s dry and then decide whether you want to add another layer – if so, repeat this stage. Continue doing this until you’re happy with the look. Again, you can matt the final effect with varnish if you wish.

Chad Mierzwia: To create the effect of wet mud for bases and tank treads, I mix Modelling Snow with Graveyard Earth and a small amount of Citadel Water Effects. This gives you permanently wet-looking mud effect with a great texture. You can, of course, use any colour in the mix. So, for instance, using different browns will give you muddy tones of differing colours, or using green will produce a slimy-looking ooze!

Nick Bayton: On water features such as rivers, streams or even oceans, a small carefully placed bit of Modelling Snow makes for a good froth and foam effect. This is a great way of highlighting fast-flowing water, and can also be used where rocks jut out of rivers or a cliff meets the sea. Use a thin layer of Water Effects on top of the existing water feature, where you wish to represent the foam. When tacky, add a light, but concentrated sprinkle of Modelling Snow – but be careful, as mistakes will prove very hard to rectify.
OUR RANGE OF HOBBY TOOLS AND ACCESSORIES HAS BEEN SPECIFICALLY DESIGNED TO PROVIDE YOU WITH EVERYTHING YOU NEED TO ASSEMBLE AND MODEL YOUR CITADEL MINIATURES.

MODELLING FILES

£7+ £11.50, 85dkr, 100sfr/nkr

HOBBY DRILL

£8+ £12.50, 100dkr, 115sfr/nkr

HOBBY KNIFE

£8+ £12.50, 100dkr, 115sfr/nkr

PLASTIC CUTTERS

£8+ £12.50, 100dkr, 115sfr/nkr

PLASTIC GLUE

£4+ £6.25 45dkr, 50sfr/nkr

SUPERGLUE

£4+ £6.25 45dkr, 50sfr/nkr

P.V.A. GLUE

£5+ £7.50 60dkr, 70sfr/nkr

PROPellant

Used to power the Citadel Spray Gun.

£5+ £7.50 60dkr, 70sfr/nkr

SPRAY GUN

Designed to quickly apply basecoats and washes.

£18+ £25, 200dkr, 250sfr/nkr

TOOL SET

The Tool Set contains one of every tool, two bitz tubs and a special figure case with a custom-cut foam layer.

£60+ £95, 750dkr, 850sfr/nkr

HOBBY VICE

£8+ £12.50, 100dkr, 115sfr/nkr

RAZOR SAW

£12+ £20, 140dkr, 170sfr/nkr

SCULPTING TOOL

£4+ £6.25, 45dkr, 50sfr/nkr

INVALUABLE ACCESSORIES
FOR YOUR HOBBY

PRICE LIST FOR ILLUSTRATIVE PURPOSES ONLY. PRODUCT CONTENTS MAY VARY. 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. THE 2.5% VAT REDUCTION IMPLEMENTED ON 1ST DECEMBER 2008. THE REDUCTION WILL APPLY TO AFFECTED PRODUCTS BY GAMES WORKSHOP AT THE POINT OF SALE. 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.
CITADEL PAINT STATION
A Paint Station not only helps keep all your paints and modelling equipment tidy, but it also protects your work surface and means that you can clear your paints and models off the dining table quickly when it's time for lunch! The Paint Station requires some assembly.

**Citadel Fine Detail Brush**
- £3.75, €3.55, 32dkr, 37skr/nkr

**Citadel Detail Brush**
- £3.90, €4.55, 40dkr, 47skr/nkr

**Citadel Standard Brush**
- £4.20, €4.85, 43dkr, 51skr/nkr

**Citadel Large Drybrush**
- £4.55, €5.20, 46dkr, 54skr/nkr

**Citadel Medium Drybrush**
- £4.85, €5.50, 49dkr, 60skr/nkr

**Citadel Small Drybrush**
- £5.20, €5.90, 53dkr, 64skr/nkr

**Citadel Water Pot**
- £3.90, 30dkr, 40skr/nkr

**Citadel Large Brush**
- £4.85, €5.50, 49dkr, 60skr/nkr

**Citadel Wash Brush**
- £4.20, €4.85, 43dkr, 51skr/nkr

**Citadel Paintbrush Set**
- £35.00, 435dkr, 430skr/nkr

**Citadel Stippling Brush**
- £4.20, €4.85, 43dkr, 51skr/nkr

**Citadel Basecoat Brush**
- £3.50, €3.90, 32dkr, 37skr/nkr

**Citadel Large Drybrush**
- £4.85, €5.50, 49dkr, 60skr/nkr

**Citadel Small Drybrush**
- £5.20, €5.90, 53dkr, 64skr/nkr

**Citadel Medium Drybrush**
- £4.85, €5.50, 49dkr, 60skr/nkr

**Citadel Large Drybrush**
- £4.85, €5.50, 49dkr, 60skr/nkr

**Citadel Stippling Brush**
- £4.20, €4.85, 43dkr, 51skr/nkr

WARHAMMER BASING KIT
- £12, €17.50, 135dkr, 160skr/nkr

WARHAMMER 40,000 BASING KIT
- £12, €17.50, 135dkr, 160skr/nkr

GREEN STUFF
- £6, €9, 70dkr, 80skr/nkr

For illustrative purposes only. Product contents may vary. Products sold unpainted 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. UK prices marked £ do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. 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.
Last week we had one of our semi-regular Studio painting nights. I’m pretty sure that I’ve mentioned our painting nights before in Standard Bearer, at least in passing. However, since then they have become more of a fixture in the Studio, and we usually have at least one or two sessions a month now. What started this off was the pressing need to get some big armies ready for the War of The Ring rulebook. This book is graced with some really wonderful battle shots, including quite a few where the table is heaving with miniatures. Although the Studio’s collection of The Lord of The Rings miniatures was already fairly impressive, it was nowhere near large enough to do the kind of shots we wanted to include in the rulebook, so the Studio’s painting nights were co-opted to get the hundreds of models we needed.

We learned a lot on those nights. There’s a big difference between painting the models for a 2000 or 3000 point army of your own, and getting together several hundred Uruk-hai for the Battle of the Pelennor Fields! In order to get the models ready, something of a production line was set-up, with teams gluing models together, others undercoating them, and others painting and basing the models. In order to make the armies look coherent we’d got paint schemes worked out for each type of unit, and everyone knew to stick to this scheme when painting the models. Even using basic techniques, the results far exceeded our greatest expectations and, while not up to ‘Eavy Metal’s standard by any means, the painted models were perfect for the large armies we needed. Take a look at the pictures in the War of The Ring book and you’ll see what I mean.

However, aside from all the extra miniatures, the main learning point from the painting evenings is that they’re an awful lot of fun! And it’s this revelation – that painting nights are a great way to spend some time with your friends – that I wanted to talk about in this month’s Standard Bearer. Well, that and giving some hints and tips about how best to set up your own painting nights, of course – I do try to offer some useful advice amidst all the pontificating. At least sometimes.

So, what made the nights so much fun? Was it simply the opportunity to get covered in paint and glue? Well, firstly, they are social occasions and, secondly, we get a great reward at the end of it all (Pizza, right? – Ed). The social nature of the painting night is arguably its most important feature, in my opinion at least. Gaming is social too, of course, but when you’re gaming you tend to be focused in on the game, and conversation more often than not is directly game-related – insincere exclamations of ‘Oh, bad luck old chap’, or, more sincerely, ‘Anything but a 1!’ and ‘What time’s last orders?’. You know the kind of thing I mean, I’m sure.

What I’ve found with our painting nights, however, is that the conversation is...
rather more wide-ranging and general, and there's a lot of good-hearted banter. Somehow or another we always end up talking about things like books, comics, games and movies, and from there the conversation will move onto rather more obscure but no less interesting topics. I think I can honestly say that, if you learn something new every day, well you'll probably learn ten new things at a painting night (not very useful things, but new things nonetheless!)

Secondly, there's the reward I mentioned. This is actually two-fold. First of all, you'll find yourself with a whole bunch of newly assembled and painted models. There really is nothing quite like the moment at the end of the evening, when you take a minute or two to admire your handiwork and take a look at what everyone else has achieved. I can pretty much guarantee that you'll end up thinking that you've had a great time and ended up with something to show for it. However, there is another, rather more subtle reward, which is that attending painting nights is a great opportunity to improve your painting and modelling skills. This isn't just because you'll get to practise your craft, though that is a part of it, it's also that you'll get to pick up hints and tips from the other members of the group. Trust me, you're never too old to learn new tricks, and painting nights are a great place to pick them up.

All of which is well and good, especially if you have someone around to organise the painting nights, plan out what will be going on, and do important things like organize food and drink. But what to do if you don't have such a person? Well, the simple answer is that you will need to step into the role yourself. Don't worry, it's not too hard - all you need to do is find a place for your painting night, arrange for a group of gamers to turn up clutching brushes and paints, order the pizza (See, I said it would involve pizza somewhere! – Ed), and get painting!

If your local gaming store or games club has painting tables or a gaming area then it is just about the perfect location for your painting night. Just have a chat with the store manager or club chairman, explain what you want to do, and see if you can arrange to hold the painting night in the store or club. If this isn't possible, then you'll need to arrange to hold the painting session in someone's home. In many ways this is better than holding the session at a club or store, as there are less distractions, though care needs to be taken about spillages or damage - parents and partners tend to take a dim view of paint stains on the new carpet or sofa, and you may find yourself banned altogether if you're not careful.

With a location sorted out you need to organise the attendees. Don't worry too much if the first session is low on attendees. In my experience, things like clubs, tournaments and painting sessions start off with only a few people, but as long as they are well-run and good fun, you'll find that the good word of mouth you receive will draw new people to future sessions. One last piece of advice on the subject of attendees is to remind people that the session is on a day or two before, as otherwise they're bound to forget. Remind them that they'll need to bring things like paint, models, glue and clippers, as otherwise they'll forget these too. And with that your job is pretty much done...

Well, for the time being at least. To start off with most of your painting sessions will be based around people painting models for their own armies. In time, though, you may want to undertake some special projects, like making terrain for your group, preparing to refight the Battle for the Pelennor Fields, or staging the biggest Apocalypse game ever! Normally such things remain a pipe dream, but one of the really wonderful things about having a regular group hobby session is that it can turn these things from idle fantasies into a reality. It will take some time and organisation to achieve, but it is with projects like this that your painting session can reach their full potential. Or at least, that's what we've found with our own Studio sessions, and it's for this reason that I'd urge you to set up a regular painting night of your own. Who knows where it might lead...

Above: The Studio's great and good gather to help paint Orcs for the army shown on the left – whilst people assemble and paint the models ribald jokes are told, movies are discussed and a great time is had.

On that bombshell I shall leave you, pausing only to make my regular request for feedback on this month's Standard Bearer and, indeed, on any aspect of the hobby you'd like to write to me about. I can be reached at the address below. As ever, I look forward to hearing from you.

Write to Jervis at:
Jervis Johnson
c/o White Dwarf
Design Studio
Games Workshop
Willow Road
Nottingham NG7 2WS
United Kingdom
In this month’s Modelling Workshop, we look at the many modelling opportunities offered to a Space Wolves collector by combining the new kits with the existing Space Marines.

 Freed from the constraints of the Codex Astartes, the Space Wolves are a unique Chapter. The way they operate, are organised, mark out their leaders and adorn their armour is different from any other force of Space Marines.

 As Space Wolves are highly individualistic in nature, veteran Space Wolves players are known for having highly individual armies where every model has been converted in some fashion, largely due to the – now classic – Space Wolves accessory frame. This was one of the first plastic frames we released that allowed you to mix and match components with existing Space Marine kits to create some truly varied and unique models.

 The new Space Wolves kits build on that concept even further. Each kit allows you to assemble complete models if you like, and whether you make ten Space Wolves in power armour or five Wolf Guard Terminators, you’ll still find a whole host of additional components, from extra Fenrisian heads to pelts, hand weapons, and other totems and trophies. Even if you cover the entire surface of every model in Space Wolves regalia you’ll still have loads of spare components. You can then scatter these amongst your other Space Marine kits in your army, enhancing the look of your Long Fangs, Skyclaws, Swiftclaws and Wolf Scouts. You can even use them to decorate your vehicles.

 The key to the way the new Space Wolves work and the limitless options available is the interchangeability of the components. The heads, weapons, pelts, backpacks and so on are designed to work with any Space Marine kit not just the models you get on the same frame. To prove this point, we’ve gone Space Wolves mad on the following pages to show just a small selection of the hobby potential.

Bitz Pack
You only have to look at the frame diagram on the right to see that even after you’ve made ten Space Wolves, there’ll be plenty of parts left to mix in with your other Space Marine kits. But for those hobbyists who can never have enough bitz, the classic Space Wolves Accessory frame is being re-released as a Bitz Pack this month.

SUPER-INTERCHANGEABLE SPACE WOLVES
The Space Wolves Pack kit contains two complete frames (enough to assemble ten Space Wolves, with loads of bitz left over). If you thought the diagram above was impressive, imagine what you can do with twice the amount!
SPACE WOLVES KIT-BASH

The White Dwarf team joined hobby master Chris Peach for an afternoon of hobby, and set to work with cutters and Plastic Glue on a pile of Space Marine and Space Wolves kits. Here's just a small selection of what they came up with.

BLOOD CLAWS

Blood Claws are notoriously headstrong, eager to prove themselves in battle. The running legs from the Assault Marine kit have been used to accentuate the Blood Claws' impetuous nature, posed as though charging headlong towards the enemy.

Blood Claws are defined by their weaponry almost as much as their eagerness to fight. They are generally armed with a bolt pistol and close combat weapon to better engage the foe in melee. This combination lends itself to a very open posture that you can use to your advantage for emphasising a running or aggressive stance.

The choice of head really adds to the character of Blood Claws as well. All three examples shown here have open mouths as if in the midst of a fearsome battle cry. As well as the choice of head, the way it's positioned on the shoulders of the model is really important. Notice how in all four examples, whilst the positioning of the torso and arms vary greatly in posture, the head and legs are following the same line of travel.

SWIFT CLAWS

A head swap, a shoulder pad or the addition of a Space Wolves backpack is all you need to greatly improve the look of your Swiftclaw Bikers. This means you can get a squadron together with a minimal use of parts.
GREY HUNTERS

Grey Hunters form the core of any Space Wolves army. But even these stalwart warriors are festooned with a variety of bits to make each a unique member of the force. You need to strive for a balance in making each Grey Hunter look different – after all, these aren’t Tactical Marines – whilst still forming a cohesive pack.

Most Grey Hunters are armed with bolters, so you’ll be using lots of these components when building your pack. Not every bolt in the pack has to be from the Space Wolves kit; in fact, adding in some standard Tactical Marine parts can even strengthen the aesthetic. Bear in mind that a bolt held in two hands will conceal the breastplate, so it’s better to save the elaborate Space Wolves torsos for more ‘open’ postures. The Space Wolves Pack contains six one-handed bolt arms to allow for this.

The other point to make is that Grey Hunters counter-charge, just like any Space Wolf, so don’t feel that the Assault Marine running legs are the sole preserve of the Blood Claws. There’s a great example of this below.

LONG FANGS

Long Fangs are experienced Space Wolves who are given the duty of wielding the Chapter’s heavy weapons in battle. The Devastators box set is perfect for making Long Fangs, which you can enhance further by adding Space Wolves bits.

As has been done with these two examples, it’s a good idea, although by no means prescriptive, to use the more ‘grizzled’ Space Wolves heads to suggest maturity and age.

Even with the Long Fangs you’re in no way bound to use just the Devastator kits. The shouting Long Fang, for instance, has been given Assault Marine legs, so he looks as though he’s running towards the enemy.
WOLF GUARD

Wolf Guard are the most versatile Space Wolves in the army. They can be deployed as a pack, scattered throughout the army as pack leaders, or even command the entire force. The wargear options for a Wolf Guard are many, they can be armed in all manner of ways, wearing either power armour or Tactical Dreadnought Armour. This diversity creates limitless opportunities for the modeller. The Wolf Guard with assault cannon (right) and Wolf Guard with wolf claws (below left) really show what you can do with the new Wolf Guard Terminator kit. The one with wolf claws in particular highlights how you can add a sense of movement to a model with just a simple twist of the torso.

When Wolf Guard are deployed as pack leaders it's worth giving some thought into which squad they will be attached to, as this might influence how you assemble the miniature. For instance, when placing a Wolf Guard with a pack of Blood Claws you may want to pose him as though he is charging.

WOLF LORDS

Wolf Lords are legendary heroes so you should pull out all the stops when assembling yours. We have two examples below – a Terminator Lord by Dom Murray (more on that next issue), and an interpretation of the Wolf Lord Bran Redmaw, by our own Mark Latham.

This figure has a strong horizontal line created by the swinging thunder hammer and flowing cloak, really suggesting movement.

Mark's model uses parts from the Space Marine Commander kit, Space Wolf Pack frame and the backpack from the Blitz Pack. The sword is reconstructed from a bolt pistol arm, with the hand, sword blade and pommel pinned into their new position. As this model represents Bran Redmaw, the bloody maw is a repeated motif, featuring on the helmet, backpack, belt and company badge on the right shoulder pad.
**LONE WOLVES**

The Lone Wolves are the last surviving members of their pack—Space Wolves whose only wish is to die on the battlefield. They are armed and armoured with the relics of their pack, so for kitbashers they're a real opportunity to let loose. The variety of options open to them in the army list is huge, making almost any kind of equipment and weapon configuration viable.

Lone Wolves in particular benefit from being planned before assembly, as it is possible to create models with legal but redundant weapon configurations, which may look great on the tabletop but will not give you much benefit in the game. Lone Wolves in Terminator armour, decorated with spare components from the Space Wolves Pack kit have proven very popular during the Studio's modelling sessions.

**WOLF SCOUTS**

A Scout body and Wolf Scout head are all you need to make a Wolf Scout, but Chris has taken this model further, with the addition of a wolf pelt from a Space Wolf backpack, and the wolf head from the massive Terminator Wolf Guard cloak. Green Stuff has been used to disguise the join between the pelt and the wolf head, and a fur texture has been worked into the Green Stuff to make the join seamless when painted.

**Posing Models**

The way models are posed adds weight, presence and narrative to a figure. As you can see from the examples of 'Eavy Metal Space Wolves below, the posture of each model has been carefully considered. With metal models in fixed poses it is the sculptor's responsibility to get the best-looking posture for his creation. But with plastic kits, especially with figures as versatile as Space Wolves, the emphasis is on the modeller.

Fortunately posing the models is a fun and satisfying part of assembling your plastics. When 'Eavy Metal's Darren Latham assembles a plastic miniature he starts with the legs, placing them on the base in an optimum position. The arms, any weapons held in the hands, and the torso are built as separate sub-assemblies. Darren then tries out the position of the torso assembly by temporarily affixing it to the legs with adhesive putty. This way he can try out several positions before choosing the best look. Once a pose has been chosen, the torso is permanently fixed in place with Plastic Glue.

The placing of the head is the most important thing when it comes to assembling a miniature, as this will dictate the direction and overall character of a model. For instance, a model looking along the barrel of his bolt is in a aggressive stance, taking aim and firing, while turning the head away from the weapon can suggest a more passive aspect, such as issuing orders, searching for his next target or being distracted by something else.

As with the torso, Darren tries numerous positions before permanently fixing the head into place. Once you're happy with the basic pose, components such as shoulder pads and other accoutrements can be added to reinforce the model's posture.
CREATURES OF IRON

The Space Wolves may be ferocious, noble barbarians in power armour, but they still go to war with the technology and armoured might of a fully equipped Space Marine Chapter, each of their vehicles adorned with totems and trophies of war.

Like any Chapter, the Space Wolves have access to a wide variety of war machines and vehicles that are far in advance of any within the Imperium. In fact on the rare occasions when glimpsed by native Fenrisian tribesmen they are described as ferocious and mythical monsters that breathe fire or bolts of lightning, and constantly growl as they move across the land or sky.

Even a fully trained Space Wolf still thinks of their vehicles as beasts. The Predator is seen as a sleek hunting animal, while the Vindicator is a pug-nosed, thuggish attack dog in the minds of its crew. There are even stories told around the feasting halls, of how Space Wolves Land Raiders are offered tribute with great hunks of raw elk meat laid before the vehicle on the eve of battle, which mysteriously disappear when no one is looking. The storytellers would have you believe the battle-hungry machine spirit consumes the meat but such a fanciful tale surely has no truth to it...

Whatever the myth or truth, the Space Wolves go to war with as mighty an arsenal of deadly vehicles as their Brother Marines in other Chapters. As with the infantry kits, Space Wolves bitz can be used to personalise your tanks and transports, but even then you don’t need to confine yourself to just these components when you have the whole Citadel and Forge World range at your disposal.

The Predator is decorated with the odd wolf tail and brass-etched rune plaques from Forge World, but it is the crewman that really defines it as a Space Wolves tank. He is made from Space Wolves Pack components mounted on normal Space Marine tank crew legs.

The Razorback has had very little done to it. The obvious exception is a straight head swap from the original crewman head to a Space Wolf head. Other than that, it’s the hand-painted livery that denotes this as a Space Wolves vehicle.
This Dreadnought was made with the plastic kit and decorated with Forge World resin and brass Space Wolves icons. The skull mounted on the sarcophagus is from the Warhammer Orc Chariot kit with the horns cut off, and the fearsome power claw is the standard close combat weapon, with swords from a Skaven Clanrat kit attached as long-bladed claws.

Forge World resin and brass-etched parts have been used on the Land Raider Crusader, but they’re not the only elements. The large wolf pelt on the right side of the tank, the crossbone and the skull plaques all come from the Blitz Pack frame, while the left front panel has also been adorned with the Wolf Guard storm shield. The turret gunner has been made into a true Space Wolf with the addition of shoulder pads and a helmet from the Space Wolves Pack frame.

The Space Marine Drop Pod is a very versatile kit as it already comes with different symbols for several Chapters, the Space Wolves included. The door where the Wolf Guard pack leader emerges from has been marked by one of the brass symbols available from Forge World.
GUI LE GROS

Dave: My nomination for the Hall of Fame is Gui le Gros, Bertrand the Brigand's rotund companion, who made his debut in the very first Bretonnian book back in 1996. This may surprise a few people because he's neither a legendary hero nor a massive plastic kit. In fact, in Warhammer terms, he's about as ordinary as they come. And that's exactly why I like the figure so much; it's a very simple model but Michael Perry has still managed to cram it full of character. As a designer myself, I always strive to achieve such a feat and it's a testament to Michael's skill that he does it so well, with such ease. When sculpting, the temptation is to cover every surface in intricate details, textures or devices, but Gui is a classic example in the use of plain surfaces, such as cloth, to give a characterful look.

From a painter's point of view, this opens up many options and doesn't constrain me in any way. And that's why I keep coming back to this model whenever I get the urge to pick up a brush and paint. I've already painted Gui five times, and even have another on my desk, cleaned up and ready to go. He works equally well painted with a dark and moody palette as he does in lighter colours. The hood, robes and the barrel form three distinct areas that you can use to complement and contrast with each other so it's a great model for experimenting with colours and tones.

Although Gui is my favourite miniature, I should also mention his companions, Hugo le Petit and Bertrand the Brigand. Like Gui they are very understated models but are full of character, making them a real pleasure to paint, the true mark of any miniature.
Above is Dave’s latest rendition of Gui le Gros accompanied by Hugo le Petit, in a diorama. Dave entered this in the 2008 Chicago Golden Demon Open category where it won gold. Below are four more characters from Michael Perry’s classic Bretonnian range. It was this work that led to the design principles that you can see in the Bretonnian army today.

Michael: Well, I have to admit to being very surprised. I haven’t thought about Gui le Gros and his companions, Hugo le Petit and Bertrand the Brigand, for a long time. They obviously riff off a famous historical archetype. I remember at the time we thought that, as Games Workshop is based in Nottingham, we wanted to honour its most famous legendary inhabitants. Nigel Stillman, who wrote the first Bretonnian book, was always very good at working characterful pastiches into the Warhammer setting so he first came up with the concept. Those Bretonnian models that were not armoured had clothing based on the styles of 14th Century France. With Bertrand, Hugo and Gui all donned in cloth garments, I actually sculpted them very quickly. I remember Gui’s barrel being a pain to sculpt, however – that’s because it needs a certain uniformity that is actually surprisingly hard to accomplish at that scale. Sculpting the right number of wooden staves of an equal length and width so they form the full circumference of a barrel was very time consuming. However, with his induction into the Hall of Fame it seems to have been worth it.
The Wolf Guard are the hand-picked battle-brothers that form the personal retinue of a Wolf Lord. Every Space Wolves warrior desires a place in the Wolf Guard and will battle even harder when a Wolf Lord is nearby in the hope that he may earn the right to join this legendary brotherhood.

The Wolf Guard don’t just act as the Wolf Lord’s retinue, however – it is also their duty to accompany packs throughout the force, lending them their wisdom and skill in the heat of battle.

Juan’s excellent Wolf Guard model is armed with a pair of wolf claws and looks particularly eager to get in close to the enemy, pouncing forwards with a look of pure rage upon his face.

Neil Green was keen to get his paws on this characterful metal model. He started by cleaning up the components, carefully, removing any bits of flash, especially from the armour and the claws. The arms were then glued into place, but the backpack was kept separate for now. The model was undercoated Chaos Black.

**You Will Need**

All of these paints are available from the Citadel Colour, Wash and Foundation ranges.

- **Chaos Black Spray**
- **Bestial Brown**
- **Blazing Orange**
- **Bleached Bone**
- **Blood Red**
- **Bolgan Metal**
- **Bubonic Brown**
- **Burnished Gold**
- **Chainmail**
- **Chaos Black**
- **Dwarf Flesh**
- **Graveyard Earth**
- **Hawk Turquoise**
- **Ice Blue**
- **Kommando Khaki**
- **Mithril Silver**
- **Red Gore**
- **Regal Blue**
- **Scab Red**
- **Scorched Brown**
- **Shadow Grey**
- **Shining Gold**

Wash: W

- **Skull White**
- **Snakebite Leather**
- **Space Wolves Grey**
- **Vermin Brown**
- **Vomit Brown**
- **Baal Red**
- **Badab Black**
- **Devlan Mud**
- **Gryphonne Sepia**
- **Ogryn Flesh**
As we've said before it is the face of a miniature that draws the eye to it and so some attention needs to be spent on and around it, especially on a model such as this one. Neil has painted the Wolf Guard’s face in lighter tones, as this helps the eye immediately define the focal point.

When painting a face with such a strong expression, it's important to keep your paint thin so that you don't lose the detail, so it's best to use two or three thin layers for each stage. If the paint is too thick you not only risk obscuring the detail, but also adding in visible brushstrokes that will detract from the finished effect.

The other point to note is how the hair meets the face. A faint line separates the two areas; again this helps the eye define the focal point of the miniature. When Neil applied the basecoat layer to the face he painted right up to the hair, but with the subsequent stages he didn’t work the paint up to the edge, thereby creating a thin boundary line of darker paint.

The teeth were painted Bleached Bone. Neil left the eyes black and then filled in the white of the eye with Bleached Bone, leaving a gap in the middle to create the pupil – steady hands are needed here!

### The Face

1. The face was basecoated with a 1:1 mix of Vermin Brown and Scorched Brown.

2. Next, a 2:1 mix of Dwarf Flesh, Vermin Brown and Scorched Brown was used. This was applied to all but the recessed areas.

3. Pure Dwarf Flesh was then applied, brushed onto the face as a mid-tone – once again it was left out of the recessed areas.

4. The face was then highlighted, first with a 1:1 mix of Dwarf Flesh and Skull White, applied to the raised areas.

5. A 3:1 mix of Skull White and Bleached Bone was then applied, followed by a 1:1 wash of Gryphonne Sepia and Ogryn Flesh.

6. The eyes and teeth were painted with Bleached Bone, while the highlight was retouched using the mix from Step 5.

### The Hair

1. The hair was first painted with Bestial Brown followed by a layer of Blazing Orange.

2. The hair was then given two consecutive washes of Ogryn Flesh, followed by a highlight of Dwarf Flesh applied to each hair strand.

3. Bleached Bone was then applied as a final highlight. To finish, a glaze of Baal Red was brushed over the whole area.
There are a multitude of methods for painting power armour, many of which have been detailed in White Dwarf. The method employed by 'Eavy Metal has evolved over a good few years and is proven to be very effective. You start by building up a flat colour; this is the basecoat, applied over several thin layers until you have a solid, opaque coat. A highlight is then applied to the edges of each segment and a shade in the joints between the sections. The light source is assumed to be coming from directly overhead, and so the top edges have a more intense highlight. This is best demonstrated on the fist shown in the steps below. You can see in the later stages how the highlight is applied more heavily to the top of the fingers and across the thumb; this lifts the miniature and avoids confusing the eye with multiple light sources.

That’s the method in its most general terms but you can add to this with additional paint effects. For instance, we’ll be taking a closer look at how to inflict extra battle damage, scratches and chips over the page. Space Wolves power armour is often accented by yellows and reds, as they make good contrasting colours. This is normally applied to the shoulder pads, as we’ll cover in more detail later in the article, and it’s not unknown for dags or stripes on the arms or legs to be painted onto the armour as well.
Painting the Pelts

The wolf tails get lighter as they taper towards the end, but otherwise use the technique below.

Keeping the backpack separate allows Neil to paint the tails without obstruction.

Painting fur is relatively easy, as the texture is ideal for drybrushing, giving you a pleasing effect with minimal effort. However, this is an 'Eavy Metal-painted model, so it won’t surprise you to learn that instead of drybrushing the fur, Neil picked out the separate clumps and highlighted them accordingly. The only exception to this was a very light drybrush in Steps 3 and 4, detailed below.

It’s always a good idea to get some real-world reference before you start painting fur. Reference books on natural history are a good starting point, as they often have clear, high-quality photos and, as always, the Internet is a great tool for finding suitable images.

Using real-world reference allows you to paint your fur to look more realistic – for example, the fur on the back of an animal tends to be darker, lightening out towards the underside. Similarly, wolf tails tend to lighten towards the end and so Neil has replicated this effect on the two tails dangling from the backpack. Bleached Bone and Skull White were used more heavily than on the pelts to achieve this lighter tone.

Neil has painted the underside of the pelts red, starting with a basecoat of pure Scab Red. Fortress Grey was added to the mix in gradual stages as he built up the layers until he was happy with the final look.

The Fur

1. Step 1. The fur areas were first basecoated with Scorched Brown. A solid coat was created using several thin layers.

2. Step 2. Beastial Brown was then used to pick out the fur, this was more heavily applied towards the edges of the pelt.

3. Step 3. Vomit Brown was used for the next layer; the centre of the pelt was given a light drybrush, while the fur along the edges was painted.

4. Step 4. Bleached Bone was lightly drybrushed in the centre of the pelt, but painted onto the clumps of fur around the edges.

5. Step 5. Skull White was the final highlight, applied over the whole pelt with a slightly heavier coating on the edges.

6. Step 6. Two washes were then brushed over the pelt; the first was Gryphonne Sepia, followed by Ogryn Flesh when the first wash had dried.
Neil has painted a brilliant freehand energy field design playing across the wolf claws. You’ll see similar effects on many ‘Eavy Metal painted models that feature power weapons in one form or another.

Neil started this technique by ‘blotching’ on the basecoat to the claws. This means the paint, while remaining thinned down, was applied in an almost uncontrolled, roughshod way, letting that paint run onto the area and dry in a natural state rather than being controlled by the brush (see Step 1, below). When dry, this formed the basis of the freehand design. The next stage was to paint on the initial energy lines; these were painted using the pattern created in the previous step as a guide. From there it’s a case of building up the freehand work by adding to the energy lines with the subsequent colours and mixes, each stage should have a finer line than the previous one. After each layer, Neil applied an extremely thin glaze of the same colour and washed it over the entire claw. This helps create the ‘frosting’ effect and adds a certain ethereal quality to the look of the model.

Neil has painted the energy lines in a more tightly packed and denser pattern on the underside of the claws, suggesting the power of the wolf claws is focused on the area of the weapon that will do the most damage.

The pair of wolf claws are a real defining feature of the Wolf Guard, and once painted really bring the model together.

Both sides of the wolf claws were painted with the energy effect, as the model’s open posture makes every angle visible.

We featured an alternative energy field pattern in last month’s masterclass — this effect will work with a variety of colours.

The Wolf Claws

Step 1. Thinned-down Regal Blue was applied to the wolf claws in a haphazard, ‘blotchy’ fashion, as described above.

Step 2. Lines were painted onto the claws with Hawk Turquoise, using the pattern created in the previous stage as a guide.

Step 3. A 3:1 mix of Hawk Turquoise and Bleached Bone was painted over the lines. A glaze of the same mix was then applied.

Step 4. A 1:1 mix of Bleached Bone and Hawk Turquoise was used on the lines, then turned into a glaze and brushed over the area.

Step 5. Next, a 3:1 mix of Bleached Bone and Hawk Turquoise was used. Once again this was thinned to a glaze and applied to the whole area.

Step 6. Finally, Skull White was painted onto the very edges and points of the claws as an extreme highlight.
BATTLE DAMAGE

Painting battle damage onto power armour can add real character to a model, suggesting these are ancient, well-worn suits of armour, rather than something that's new or mass-produced.

The number of chips, marks or scratches you add is up to you; the more you apply, the more battle-worn the armour will look. Bear in mind that adding too much battle damage can distract from the actual paint scheme. It's also worth thinking about the location of the marks. Most wear and tear will happen around the joints of the armour, but areas such as the greaves and boots will also see a fair share of scratches and chips from walking amongst the debris of a battlefield. The armour on the arms and fists will often be damaged as well, due to previous close combat encounters.

It's also important to vary the age of the battle damage on the power armour. If every scratch and mark is of the same type, then it will give the impression that all damage has happened in just one battle rather than through the ages. Creating deeper chips suggests older damage, while light scratches or bright silver chips infer more recent incidents.

**Step 1.** Neil painted on the chips by first reapplying the power armour basecoat - a 1:1:1 mix of Kommando Khaki, Shadow Grey and Space Wolves Grey - in small areas on the armour. For deeper chips the mix was darkened by adding more Shadow Grey.

**Step 2.** Below the previous application pure Space Wolves Grey was added. Again, the thickness of the line and amount used will depend on the effect you're after, from the size of the chip to the age you want to represent.

**Step 3.** Skull White was then used underneath the chip, add a small amount just to highlight the damage. You can increase the amount to suggest a more recent chip or scratch.

**More Battle Damage Examples**

Vehicles such as tanks are often weathered and covered in scratches, especially around areas of heavy use such as ladders, hatches and on 'dozer blades, as in this example.

This White Scars Vanguard Veteran wears an ancient suit of power armour, the age of which is suggested by the heavy chipping.

This Salamanders Dreadnought shows heavy battlefield wear and tear. Severe metallic scratches can be achieved with a basecoat of Boltgun Metal and then a following layer of Mithril Silver. A wash of Badab Black makes the chip look older.
With the main areas of the miniature now painted, Neil started work on the additional details, such as the shoulder pads, gems and runes. Don’t be tempted to rush through these last few bits – give them as much time as you would any other stage to ensure you maintain a high standard throughout the process.

The method Neil used to paint the yellow is a particularly interesting technique as it is only three stages, but produces a very rich colour. It was also used on the other shoulder and knee pad of the model.

Yellow was used elsewhere on the model as a contrast to the grey armour.

### The Shoulder Pad

1. **Step 1.** Bubonic Brown was painted in the area of the shoulder pad between the rim and the raised Great Company symbol.

2. **Step 2.** This was highlighted with a 1:1 mix of Bubonic Brown and Bleached Bone, then washed with Ogryn Flesh and Gryphonne Sepia.

3. **Step 3.** A highlight of Bleached Bone, followed by a 1:1 mix of Bleached Bone and Skull White was applied. The icon was repainted black.

### The Metal

1. **Step 1.** The metal rims of the shoulder pads were basecoated with a layer of Boltgun Metal.

2. **Step 2.** A wash of Devlan Mud was then applied to the rim. Be careful when applying the wash so run-off doesn’t contaminate the yellow area.

3. **Step 3.** A Mithril Silver highlight was applied to the edges of the rim, onto the rivets, and as small scratches on the metal areas.

### The Backpack

1. **Step 1.** The ornate wolf heads were first painted with a 3:1 basecoat mix of Shining Gold and Bestial Brown.

2. **Step 2.** The heads were highlighted with Shining Gold, followed by a wash of Ogryn Flesh.

3. **Step 3.** A highlight of Burnished Gold was applied, followed by a highlight with a 1:1 mix of Burnished Gold and Mithril Silver.
Painting the Belt

The Wolf Guard’s belt really stands out due to the glowing runes. This effect is achieved by framing the glowing area, in this case a rune, with a darker shade of the main colour. Each subsequent layer should then be lighter in tone and shrink towards the source of the illumination.

The skull in the centre of the belt was first painted Bestial Brown followed by a layer of Snakebite Leather. The second stage was built up with a layer of Vomit Brown followed by Bleached Bone, then given a wash of Ogryn Flesh before receiving a final highlight of Skull White.

Belt and Runes

Step 1. The runes were first painted Regal Blue and then worked up with a 3:1 mix of Regal Blue and Ice Blue.

Step 2. Next, they were painted with a 1:1 mix of Regal Blue and Ice Blue; this was followed by a layer of pure Ice Blue.

Step 3. The runes were highlighted with Space Wolves Grey and then a final, extreme highlight of Skull White.

Finishing Touches

Cabling
The cable stripes were painted Scab Red to create a red and black alternating pattern. A line of Codex Grey was painted along the whole area to simulate a reflection, which was highlighted with Fortress Grey.

Sculpted Base
The Orc icons on the base were painted in a similar manner to the metal rims of the shoulder pads, the only difference being that a Badab Black wash was used instead of Devlan Mud.

Chest Gem
The gems on the model were painted Red Gore, then Blood Red. This was followed by highlights of Blazing Orange and Vomit Brown. An extreme highlight of Bleached Bone and finally Skull White was then applied.

Skulls
These were painted using the same method as for the belt skull but a slightly heavier layer of Bleached Bone was used to give them a lighter tone.
The Citadel Colour, Wash and Foundation paint ranges contain over 70 different colours, each specifically designed and formulated to paint Citadel miniatures. Our paints are available in a range of sets, or can be purchased in individual pots.

CITADEL MEGA PAINT SET
The Mega Paint Set boasts all 73 paints, Washes and Foundation paints from the Citadel range. It also includes PVA Glue, sand, three bags of static grass and ten paintbrushes, all contained in a sturdy Citadel Figure Case.

HOBBY STARTER SET
This set is great whether you're new to the hobby or looking to expand your collection of paints and modelling essentials.

FOUNDATION PAINT SET
The Foundation Paints have been designed to provide great coverage. This set contains all 18 Foundation Paints.

CITADEL WASHES
The Citadel Washes are specially formulated for shading Citadel miniatures. This set contains all 8 Washes.

BATTLE FOR SKULL PASS PAINT SET
A great first hobby starter paint set. This set contains one paintbrush, six paints and 10 plastic Night Goblins.

ASSAULT ON BLACK REACH PAINT SET
Inside you will find a selection of six paints, five plastic Space Marine models and a starter paintbrush.

MINES OF MORIA PAINT SET
Designed for new players of The Lord of the Rings, this set contains 12 plastic Goblins, six paints and a paintbrush.
Citadel’s range of paints, metallics, washes and varnish provides you with a comprehensive palette to paint your miniatures in any colour scheme or tone you wish. Foundation colours provide the perfect basecoat, Citadel Washes are fantastic for shading, while the Citadel Colour range contains great acrylic paints, specially formulated for a host of miniature-painting techniques.

<table>
<thead>
<tr>
<th>Citadel Colour</th>
<th>Metallic Colour</th>
<th>Citadel Foundation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sunburst Yellow</td>
<td>Burnished Gold</td>
<td>Iyanden Darksun</td>
</tr>
<tr>
<td>Golden Yellow</td>
<td>Shining Gold</td>
<td>Macharius Solar Orange</td>
</tr>
<tr>
<td>Blazing Orange</td>
<td>Dwarf Bronze</td>
<td>Mechrite Red</td>
</tr>
<tr>
<td>Blood Red</td>
<td>Tin Bitz</td>
<td>Tau Sept Ochre</td>
</tr>
<tr>
<td>Red Gore</td>
<td>Boltgun Metal</td>
<td>Calthan Brown</td>
</tr>
<tr>
<td>Scab Red</td>
<td>Chainmail</td>
<td>Khemri Brown</td>
</tr>
<tr>
<td>Dark Flesh</td>
<td>Mithril Silver</td>
<td>Tallarn Flesh</td>
</tr>
<tr>
<td>Dwarf Flesh</td>
<td></td>
<td>Dheneb Stone</td>
</tr>
<tr>
<td>Elf Flesh</td>
<td></td>
<td>Gretchen Green</td>
</tr>
<tr>
<td>Liche Purple</td>
<td></td>
<td>Knarloc Green</td>
</tr>
<tr>
<td>Warlock Purple</td>
<td></td>
<td>Orkhide Shade</td>
</tr>
<tr>
<td>Regal Blue</td>
<td></td>
<td>Fenris Grey</td>
</tr>
<tr>
<td>Ultramarines Blue</td>
<td></td>
<td>Hormagaunt Purple</td>
</tr>
<tr>
<td>Enchanted Blue</td>
<td></td>
<td>Mordian Blue</td>
</tr>
<tr>
<td>Shadow Grey</td>
<td></td>
<td>Charadon Granite</td>
</tr>
<tr>
<td>Space Wolves Grey</td>
<td></td>
<td>Necron Abyss</td>
</tr>
<tr>
<td>Ice Blue</td>
<td></td>
<td>Adeptus Battlegrey</td>
</tr>
<tr>
<td>Hawk Turquoise</td>
<td></td>
<td>Astronomican Grey</td>
</tr>
<tr>
<td>Dark Angels Green</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Snot Green</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Citadel Wash</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Baal Red</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Asurmen Blue</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Leviathan Purple</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Orkhide Shade</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fenris Grey</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hormagaunt Purple</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mordian Blue</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Charadon Granite</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Necron Abyss</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Adeptus Battlegrey</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Astronomican Grey</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Gloss Varnish**

*Individual Paint pots .............................................................£2.25, €3, 30dkr 35skr/nkr*
Join us on a journey around the weird and wonderful creations of the expert modellers here in the Studio, including some pieces so new that the paint has barely had time to dry.

There’s no denying the fact that we’re spoiled beyond measure here in the Studio – every day we’re surrounded by astonishing new Citadel miniatures, gorgeous new artwork and breathtaking scenery. Even a quick look around the hallowed sanctums of the Studio can reveal treats galore, and that’s without delving into the extensive collection of excellent terrain and scenery that is stored in our photography studio. In fact every time we release a new army or rules system (such as Planetstrike or War of The Ring) our dedicated band of hobby experts are unleashed to produce stunning, bespoke terrain, specifically designed to showcase our latest products. With so much great material on hand, we decided to ambush the model-making triumvirate of Dave Andrews, Mark Jones and Chad Mierzwa, and get the low-down on some of their recent projects.

What you’ll find over the next few pages are some prime examples of some of the best new scenery pieces produced by Dave, Mark and Chad.

Mark Jones
Mark ‘Doctor’ Jones has been at the forefront of scenery building in the Studio for years, creating a range of terrain that helps our photographers to showcase our latest armies and rulesets.

Dave Andrews
Dave Andrews has been with the company longer than many of us here in the Studio have been alive – he’s a pioneer, responsible for creating many of the great scenery products we sell.

Chad Mierzwa
'The Chad' is our very own American Import, a battle-hardened hobbyist whose work can be seen in almost every rulebook and supplement we’ve produced over the past few years.

Skyshield Installation

Mark Jones built this custom landing pad while the Studio was preparing for the release of the Planetstrike supplement for Warhammer 40,000. Requiring only basic conversion work, it’s a testament to the extensive Warhammer 40,000 terrain range, which enables keen hobbyists to create unique and great-looking scenery centrepieces with a minimum of fuss.

To build this, Mark used an Aquila Landing Pad, a Basilica Administratum and a Manufactorum as his primary building blocks, using the panels from the Cities of Death terrain to construct walls and doors around the underside of the landing pad.

Something Mark wanted to do was include a heavy-duty lift mechanism for the landing pad, big enough to comfortably hold a squad of Imperial Guardsmen.
This sprawling jungle city ruin was made especially for a White Dwarf battle report, and demonstrates the versatility of the Cities of Death terrain, as well as Mark's flair for creativity. Mark's intention with this jungle terrain was to create the impression of a lost Imperial city, overgrown by the (potentially deadly) fauna of a recently rediscovered Imperial world. The buildings themselves are painted in an unusual colour for Imperial City Ruins, which are typically shown in drab grey or green. This was a deliberate choice on Mark's part – knowing that these ruins were going to be used to showcase the Catachans, he wanted a colour scheme that would complement them well, and contrast well with the jungle foliage. After a few experimental swatches, he settled for this sandy brown/yellow colour.

**Right:** Mark's favourite part of this scenery piece is the inner hall, complete with staircase. 'I try to build a piece with a couple of things in mind,' Mark points out. 'It has to serve as a background for photography, whether that's purely as a backdrop or something the miniatures will interact with, but it also needs to be a great gaming piece.'

**Below:** To enhance the archaic look of the city ruins, Mark used buttresses, taken from the Arcane Ruins terrain kit, for a simple but effective conversion.
Space Wolves Waystation

This immense scenery piece was built to serve as a backdrop as part of our Space Wolves scenery set. Mark Jones was at pains to point out that, big as it is, it's definitely not a full-scale Space Marine fortress, but 'more like a waystation, or the gates to an underground facility'.

Parts from the Shrine of the Aquila and the City Ruins kits were pressed into service when building this towering symbol of Space Wolves might. The Shrine of the Aquila is built with the City Ruins in mind – it's completely compatible, making kit-bashes such as this straightforward.

The fortress gates are interesting in that they proudly display Space Wolves iconography, specifically Ragnar Blackmane's heraldry. To recreate this accurately, Mark photocopied the symbol and traced it onto a thin piece of plasticard (reversing it for the opposite door). He then glued this to the gates.

Statues of two mighty Space Wolves heroes stand sentinel at the front of the fortress. These windows are from the Shrine of the Aquila, with the leading removed. The Space Marines were plundered from the sculptors – ah, the lengths Jonesy will go to.

Giant Skeleton

This frozen skeleton represents some giant Fenrisian predator, perhaps even one of the many species of wolves that prowl around the snow-covered continent of Asaheim. The skeleton itself is actually a modified plastic kit picked up from a bargain shop quite some time ago – Dr Jones and Dave Andrews maintain that it's always worth keeping your eye open for useful kits and bits in bargain shops and thrift stores.
This stunning Orthanc gaming board was built by Dave and Mark for the War of The Ring rulebook. Designed to match the descriptions provided in the Last March of The Ents scenario, it's a remarkably effective representation of the Vale of Orthanc. Dave and Mark worked hard to make sure that their finished piece resembled the scene from the movie, whilst ensuring that the board was suitable for a game of War of The Ring.

Unlike many of the terrain pieces that they build, Dave and Mark didn’t have the advantage of Citadel terrain to scrounge for parts, instead relying on an extensive box of useful components and, as they were keen to point out, ‘plenty of hobby love’.

Both designers are very pleased with the finished result, and the fact that everyone who looks at it immediately recognises it as the scene from the movie.

Below: With boulders in hand, the enraged Ents demolish Saruman’s dam, freeing the trapped waters of the River Isen.
Chad made this impressive Warlock's Tower specifically for next month's battle report. The core of this model is one of the tower sections taken from the Warhammer Fortress box set, set atop a Citadel Gaming Hill. Chad has then further decorated the tower with pillars from the Arcane Ruins and a range of useful bits and bobs taken from his extensive bitz box (Chad's bitz box is particularly impressive – the Studio makes for a fertile hunting ground).

When asked how he went about building this piece, Chad explained that the biggest challenge was creating something appropriate for our Dwarfs, corrupted by the Skaven. Chad reasoned that the ratmen had taken the tower from within, perhaps burrowing up from underneath, then hollowed it out from the inside out, in much the same way as any rodent would. The brass orb and chunk of warpstone imply some malign purpose to the tower.

Some of the parts used to make the brass orb were taken from regular household items. Keep an eye out next month to see where the rest of these components came from.

The buttresses are actually pillars from the Arcane Ruin attached top to bottom, decorated with spare Dwarf shields.

All manner of detritus litters the base of the tower, including wooden struts, made from whittled plastic frame.

DON'T MISS...
This impressive scenery piece will be used as a centrepiece in next month's battle report.
Bloated Oak

Only Chad knows quite what inspired this bizarre, but impressive, daemonically possessed tree. Built for nothing other than the sheer love of the hobby and an undeniable obsession with Beastmen, this tree sits in Chad’s display cabinet accompanied by a horde of pestilent Beastmen and all manner of delightfully hideous conversions.

The tree itself is made from a variety of sculpting materials, plastered onto a wire mesh frame. This was then detailed with plenty of Green Stuff. Chad used the trees from a Citadel Wood to create branches and roots for his bloated oak, and decorated the base with bones and skulls taken from the Vampire Counts Skeleton Warriors and Tomb Kings Skeleton Warriors boxes, and the Skulls Bitz Pack.

The unfortunate skeleton dangling in a gibbet was plundered from the Warhammer Giant box set. Keeping an extensive bitz box for purposes such as this is extremely useful, as such details can really enhance a model.

These pustulent sores erupting through the bark of the tree were painted to look like foul boils, ready to burst. Once painted, Chad gave them several coats of Citadel Water Effects to give them a glistening sheen.
GRAND TOURNAMENT

23rd–24th January 2009, Warhammer World, Nottingham

WHAT WILL YOU NEED TO ATTEND?

- Two 700 point armies: one Good, one Evil. Models must be painted and based, and both armies must be constructed according to the rulespack and the Legions of Middle-earth supplement.
- You must be at least 12 years of age to enter. Players between the ages of 12 and 15 years must be accompanied by an adult.
- Tournament pack now available to download from www.games-workshop.com

WHAT DOES THE TICKET COVER?

- Eight rounds of The Lord of the Rings strategy battle game over two days.
- Lunch on Saturday and Sunday and an evening meal on Saturday. It also includes tea and coffee in the morning on both days and doughnuts on Saturday morning to get you started.
- Access to Warhammer World facilities including the Citadel Miniatures Hall.
- Tickets cost £55 each.

TICKETS AVAILABLE FROM 2ND NOVEMBER • 0115 91 40000
www.warhammerworld.org
Event Calendar

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

October

3rd The Storm Hunt

Date: 3rd Oct, 2009
Venue: Warhammer World Store, Nottingham
Details: Known as Hellrider to the Norse, Headtaker to the men of the Empire, and Soulbleeder to the Elves, the Vampire Lord known as Count Fenrir strikes fear into the hearts of all that hear his name. Now his wrath has fallen upon the Skaven of Cripplepeak.

Defeated by the verminous horde a century ago, Fenrir has re-gathered his strength and is now poised to slaughter every ratman that dwells in the festering mountain. He has been betrayed, and the Skaven are prepared...

Bring your Skaven or Undead armies to swell the ranks, and all participants will also receive the special rules for Count Fenrir. Call the Warhammer World store for more details.

Contact: Warhammer World – 0115 916 8410

17th Warhammer 40,000 Throne of Skulls

HEAT 1

Date: 17th–18th Oct, 2009
Venue: Warhammer World, Nottingham, UK
Age Limit: 16+
Details: Compete for your place in this season's Grand Final. You will need a fully painted 1500 point Warhammer 40,000 army to play in six games over the weekend. The qualifiers receive a free place in the final.

Tickets: Tickets cost £55 and include lunch on both days.

Sold Out

Contact: Mail Order – 0115 91 40000
Website: www.games-workshop.com

10th Warhammer 40,000 Dutch Tournament

HEAT 1

Date: 24th–25th Oct, 2009
Venue: Sporthal University of Tilburg, The Netherlands
Age Limit: 16+
Details: Compete in five rounds of furious gaming played across two days with armies of 1700 points against gamers from all over Europe for the title of Dutch Warhammer 40,000 Grand Champion 2009.

Tickets: Tickets cost 55 Euros and include lunch on both days and an evening meal on the Saturday. Tickets are available from the Games Workshop stores or from the website.

Contact: For more information, including the rules pack, visit the GW website or email martina.jiricka@games-workshop.co.uk.
Website: www.games-workshop.com

17th Escalation '09

Date: 21st Oct, 2009
Venue: St Paul Church, Bracknell, UK
Age Limit: 15+
Details: Bracknell Forest Games invite you to play in four games of Warhammer 40,000 with starting armies of 500 points of your finest troops, escalating up to 2000 points in the final game.

Contact: chair@bfgclub.org.uk
Website: www.bfgclub.org/events.htm

31st Rapid Fire!

Date: 31st Oct, 2009
Venue: Ochil Community Centre, Stirling, UK
Details: The Stirling Wargamers present their annual Warhammer 40,000 tournament. Play in three rounds of combat with armies of 1750 points to become champion.

Tickets: Tickets cost £10 per player and includes a pizza buffet lunch, tea and coffee all day and doughnuts to get you started.

Contact: Gus McCabe – 07739 903086
info@stirling-wargamers.org.uk

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

**7th Warhammer Throne of Skulls**

**HEAT 2**

Date: 7th–8th Nov, 2009  
Venue: Warhammer World, Nottingham, UK  
Age Limit: 16+  
Details: Compete for your place in this season’s Grand Final. You will need a fully painted 2000 point Warhammer army to play in six games over the weekend. The qualifiers receive a free place in the final.  
Tickets: Tickets cost £55 and include lunch on both days.

Contact: Mail Order – 0115 91 40000  
Website: www.games-workshop.com

**7th Warhammer 40,000 Irish Tournament**

Date: 7th–8th Nov, 2009  
Venue: Valhalla Games Battle Grounds, Athlone, Co. Westmeath, Ireland  
Details: Play in six rounds of the Warhammer 40,000 Grand Tournament with armies of 1700 points to become the Irish Champion.  
Tickets: Tickets cost 50 Euros and are available from selected Games Workshop Hobby Centres.  
Contact: For more information and the rulespack, email: grandtournament.ireland@gmail.com

**14th Warhammer 40,000 Throne of Skulls**

**HEAT 2**

Date: 14th–15th Nov, 2009  
Venue: Warhammer World, Nottingham, UK  
Age Limit: 16+  
Details: Compete for your place in this season’s Grand Final. You will need a fully painted 1500 point Warhammer 40,000 army to play in six games over the weekend. The qualifiers receive a free place in the final.  
Tickets: Tickets cost £55 and include lunch on both days.

Contact: Mail Order – 0115 91 40000  
Website: www.games-workshop.com

**21st Warhammer Throne of Skulls**

**HEAT 3**

Date: 21st-22nd Nov, 2009  
Venue: Warhammer World, Nottingham, UK  
Age Limit: 16+  
Details: Compete for your place in this season’s Grand Final. You will need a fully painted 2000 point Warhammer army to play in six games over the weekend. The qualifiers receive a free place in the final.  
Tickets: Tickets cost £55 and include lunch on both days.

Contact: Mail Order – 0115 91 40000  
Website: www.games-workshop.com

**28th Warhammer 40,000 Throne of Skulls**

Date: 28th–29th Nov, 2009  
Venue: Warhammer World, Nottingham, UK  
Age Limit: 16+  
Details: Compete for your place in this season’s Grand Final. You will need a fully painted 1500 point Warhammer 40,000 army to play in six games over the weekend. The qualifiers receive a free place in the final.  
Tickets: Tickets cost £55 and include lunch on both days.

Contact: Mail Order – 0115 91 40000  
Website: www.games-workshop.com

**29th Plunder of Penn IX**

Date: 29th Nov, 2009  
Venue: Belgrave Social Club, Halifax, UK  
Details: The Pennine Riders gaming club invites you to take part in their annual Warhammer 40,000 campaign. The planet Penn IX is dying and about to explode. Battle your way through a series of linked scenarios as you join the countless bands of space raiders trying to plunder as much loot as possible from this collapsing world.  
Tickets: Tickets cost £10 per player and includes a hot lunch and trophies and certificates for the winners.  
Contact: Matt – 01274 427613  
Pete – 01422 369834  
hardplin@tiscali.co.uk

Contact: For more information and the rulespack, email: grandtournament.ireland@gmail.com

To find more exciting events and activities near you, go to:  
www.games-workshop.com

Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.
WARHAMMER 40,000

DOUBLES TOURNAMENT

9th–10th January 2009, Warhammer World, Nottingham

WHAT WILL YOU NEED TO ATTEND?
• You must bring two 500 point armies to create a combined 1000 point army – details of alliances between different races can be found in the tournament pack.
• You must be at least 12 years of age to enter. Players between the ages of 12 and 15 years must be accompanied by an adult.
• Tournament pack now available to download from www.games-workshop.com

WHAT DOES THE TICKET COVER?
• Six games over two days.
• Lunch on Saturday and Sunday and an evening meal on Saturday. It also includes tea and coffee in the morning on both days and doughnuts on Saturday morning to get you started.
• Access to Warhammer World facilities including the Citadel Miniatures Hall.
• Tickets cost £85 per two player team.

TICKETS AVAILABLE FROM 19TH OCTOBER • 0115 91 40000

www.warhammerworld.org
Over the past year we’ve opened up even more Games Workshop Hobby Centres in an effort to help make the hobby as accessible as possible.

**GW Stirling**

45 Barnton Street  
Stirling  
Stirlingshire  
FK8 1HF  
United Kingdom  
Tel: 01786 459009

**GW Wigan**

12 Crompton Street  
Wigan  
Lancashire  
WN1 1YP  
United Kingdom  
Tel: 01942 829121

**GW Cwmbran**

30 The Parade  
Cwmbran  
Gwent  
NP44 1PT  
United Kingdom  
Tel: 01633 874070

**GW Stratford-upon-Avon**

Unit 1, 27 Windsor Street  
Stratford-upon-Avon  
Warwickshire  
CV37 6NL  
United Kingdom  
Tel: 01789 297262

**GW Worthing**

2 Bath Place  
Worthing  
West Sussex  
BN11 3BA  
United Kingdom  
Tel: 01903 213930

**New Stores Coming Soon**  
- Chesterfield  
- Crewe  
- Nuneaton
Games Workshop Hobby Centres are amazing places. Found at the heart of the hobby and gaming community, they serve as a focal point for hobbyists to come together, share ideas, play games, exchange war stories, find out all the latest news about Games Workshop and, of course, make their latest purchases.

As stores, Games Workshop Hobby Centres offer an unparalleled service, able to stock the entire range of Citadel miniatures, games, books, hobby supplies and other essential paraphernalia. And thanks to each Hobby Centre's In-store Order Point, you can even order items not held in the store or that may be temporarily out of stock, and have them shipped direct to your home or, even better, to your local store - post free.

But Hobby Centres are not just shops. Each Hobby Centre is staffed by a team of knowledgeable and enthusiastic hobbyists who are more than happy to talk at length about your hobby, lending modelling and painting advice, offering strategic and tactical suggestions and giving guidance to those seeking a little more help with their own hobby. Not only that, but all of our Hobby Centres even have dedicated painting and modelling areas where you can sit, assemble and paint your latest acquisitions.

And of course, that's not all. Each month every Hobby Centre holds a veritable smorgasbord of gaming activities for you to take part in, from introductory games and beginners classes for those taking their first few tentative steps in the hobby, to in-store tournaments, bespoke mega battles between you and your friends, and general open-play gaming where anyone can bring their armies along for a game. Many Hobby Centres even hold gargantuan mega battles that dominate the whole store, as the forces of entire planets go to war.

The majority of Games Workshop Hobby Centres also run gaming evenings or are affiliated with local gaming clubs, pooling their resources to hold tournaments, campaign events or even just a series of regular gaming sessions between friends, the details of which can be found in stores and occasionally here in White Dwarf or on the Games Workshop website.

So, what exactly does all this mean to you? Well, the great news is that over the coming months and years we plan to continue opening even more Games Workshop Hobby Centres across the country, so you'll never have to travel very far to find your local hub of the gaming community.

Check out the Store Finder pages of White Dwarf or visit the website to find your nearest Games Workshop Hobby Centre.

To find your nearest Games Workshop Hobby Centre, go to: www.games-workshop.com

Latest Stores

We have plans to continue opening more Games Workshop Hobby Centres across the UK, some of which will already be open by the time you read this article.

To find out where your local Hobby Centre is, use the Store Finder on the Games Workshop website.

GW Ayr
Unit 2, Lorne Arcade
115 High Street
KA7 1SB
Tel: 01292 285650

GW Cwmbran
30 The Parade
NP44 1PT
Tel: 01633 874070

GW Hereford
40 Eign Gate
HR4 0AB
Tel: 01432 355040

GW Stirling
45 Barnton Street
 FK8 1HF
Tel: 01786 459009

GW Stratford
Unit 1, 27 Windsor Street
CV37 6NL
Tel: 01789 297262

GW Sunderland
Unit 1, 27 Windsor Street
CV37 6NL
United Kingdom

GW Wigan
12 Crompton Street
WN1 1YP
Tel: 01942 829121

GW Worthing
2 Bath Place
BN11 2BA
Tel: 01903 213930
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.

Range of products
Our Hobby Centres stock a large 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.

However, if ever you're looking for something not on the shelves, all our stores also have a webstore order point through which you can choose from our entire range of Citadel miniatures, including the Specialist Games and Collectors ranges and the ever-expanding range of Bitz Packs which allow you to customise your armies.

What's more, have your order sent to the store, and we'll send it POST FREE!

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!
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 line.

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

GAMES WORKSHOP
Independent Stockists are official sellers of Games Workshop games and hobby products.

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 FINDER KEY
- Indicates Gaming Room facilities.
- Indicates Workshop facilities.
- Indicates Stockist.

PREMIUM STORE
Stock full range of Games Workshop range and offers a hobby gaming and painting service.

INDEPENDENT STOCKIST
Official sellers of Games Workshop products.

NEW STORE OPENING
Indicates new stores opening.

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

Stocks the complete Games Workshop range and offers a hobby gaming and painting service.

**INDEPENDENT STOCKIST**

Stalls with Games Workshop products.

**NEW STORE OPENING**

Indicates new stores and stores.

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

---

**STORE FINDER KEY**

**GAMES WORKSHOP HOBBY CENTRE**

--Stocks a range of Games Workshop lines.

---

**AVIRKA, Perry Data:**

Tel: +48 69 869 1420

**AVESTA, Vega Video:**

Tel: +48 69 869 1420

**ESKILSTUNA, Lasses Leksaker:**

Tel: +48 69 869 1420

**FALENKEN, Leckentor:**

Tel: +48 69 869 1420

**FRITSA, Feha Hobby:**

Tel: +48 69 869 1420

**GÅVE, Hobbyhooken:**

Tel: +48 69 869 1420

**GAZ, Hobby Leksaker & Hobby:**

Tel: +48 69 869 1420

**HÅMSTAD, Leckentor:**

Tel: +48 69 869 1420

**JEMUND, Hannen Hus:**

Tel: +48 69 869 1420

**KÅRLEK, Leksaker:**

Tel: +48 69 869 1420

**KARSTAD, Leksaker & Hobby:**

Tel: +48 69 869 1420

**KALMAR, Hobby & Magazine:**

Tel: +48 69 869 1420

**KÅNÄS, Hobby & Magazine:**

Tel: +48 69 869 1420

**LUND, Spel på Clementestor:**

Tel: +48 69 869 1420

**MÅLASJÖ, lapp på Djäknersgatan:**

Tel: +48 69 869 1420

**NORRÖKHÖV, Hobbyhuvkan:**

Tel: +48 69 869 1420

**NYKÖPING, Hobbyhuv:**

Tel: +48 69 869 1420

**ÖRMINGE, Hippies:**

Tel: +48 69 869 1420

**PETÉ, Barnens Hus:**

Tel: +48 69 869 1420

**SALA, Ilons Leksaker:**

Tel: +48 69 869 1420

---

**SWEDEN**

**SÖDERTÄLJE**

Tel: +46 8 565 50 50

**STOCKHOLM Arcenter:**

Tel: +46 8 565 50 50

**STOCKHOLM Bredäng:**

Tel: +46 8 565 50 50

**STOCKHOLM, Dragons Lair:**

Tel: +46 8 565 50 50

**STOCKHOLM, Hippien Hammarsjö:**

Tel: +46 8 565 50 50

**SUNDSVALL, Orön Spel:**

Tel: +46 8 565 50 50

**STOCKHOLM, Röd Hågaborg:**

Tel: +46 8 565 50 50

**STOCKHOLM, Ullas Spel:**

Tel: +46 8 565 50 50

**SWEDEN**

**SÖDERTÄLJE**

Tel: +46 8 565 50 50

**STOCKHOLM Arcenter:**

Tel: +46 8 565 50 50

**STOCKHOLM Bredäng:**

Tel: +46 8 565 50 50

**STOCKHOLM, Dragons Lair:**

Tel: +46 8 565 50 50

**STOCKHOLM, Hippien Hammarsjö:**

Tel: +46 8 565 50 50

**SUNDSVALL, Orön Spel:**

Tel: +46 8 565 50 50

**STOCKHOLM, Röd Hågaborg:**

Tel: +46 8 565 50 50

**STOCKHOLM, Ullas Spel:**

Tel: +46 8 565 50 50

**SWEDEN**

**SÖDERTÄLJE**

Tel: +46 8 565 50 50

**STOCKHOLM Arcenter:**

Tel: +46 8 565 50 50

**STOCKHOLM Bredäng:**

Tel: +46 8 565 50 50

**STOCKHOLM, Dragons Lair:**

Tel: +46 8 565 50 50

**STOCKHOLM, Hippien Hammarsjö:**

Tel: +46 8 565 50 50

**SUNDSVALL, Orön Spel:**

Tel: +46 8 565 50 50

---

**UKRAINE**

**ODESSA**

Tel: +38 067 675 50 58

**DNIIPRO**

Tel: +38 069 675 50 58

**KHERSON**

Tel: +38 067 675 50 58

---

**THAILAND**

**BANGKOK**

Tel: +66 89 679 2179

---

**Ukraine**

**ODERASKE**

Tel: +38 067 675 50 58

**DNIIPRO**

Tel: +38 069 675 50 58

**KHERSON**

Tel: +38 067 675 50 58

---

**Thailand**

**BANGKOK**

Tel: +66 89 679 2179

---

**United Arab Emirates**

**DUBAI**

Tel: +971 1 394 6780

---

**www.games-workshop.com 115**
Club Directory

Gaming clubs are groups of fellow gamers and hobbyists who meet regularly to enjoy the hobby together.

THE GAMES WORKSHOP CONNECTION
The Gaming Club Network (GCN) is a volunteer organisation which was started in 1999 to bring together like-minded clubs for lots of gaming fun.

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.

The GCN strives to meet the following objectives:
• Promote good communications between Gaming Clubs and Games Workshop.
• Assist in the running of local gaming events.
• Support other clubs’ activities.
• Assist in the running of games at the national level.
• Provide a forum for Gaming Clubs.
• To facilitate club development and growth.
• To create a safe environment for people to play in.

VISIT THE GCN ONLINE AT WWW.GCNM.ORG.UK

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

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.

SETTING UP YOUR OWN GAMING CLUB
If you would like to set up your own Gaming Club please contact Bek Hawkby, our Community Coordinator on 0115 900 4821, who will give you advice on the basics of setting up and running a club.

Please note, if you are interested in setting up a gaming club in a school we will need to speak to a teacher or member of staff before we can register your club.

AVON
GCN BRISTOL, Bristol Vanguard: Contact: Jody Griffith Tel: 0117 379 2128 Email: Vanguard@avon.co.uk

CHANNEL ISLANDS
GCN GUERNSEY, Jersey Privateers Gaming Club: Contact: Paul Foulke Tel: 01832 735972 Email: nthwark@foulke.com

CUMBRIA
GCN WINDERMERE, North West Warriors: Contact: Adam or Daniel Turner Tel: 07925 315 805 Email: north_west_warriors@hotmail.com

CORNWALL
GCN P灵魂, Dice and Dagr: Contact: Lief Hunter Tel: 07788 947 329 Email: caldeedey@gmail.com

CORNWALL, West Cornwall Games Club: Contact: Neil Sharp Email: stalice@foulke.com

CUMBRIA
GCN WINDERMERE, North West Warriors: Contact: Adam or Daniel Turner Tel: 07925 315 805 Email: north_west_warriors@hotmail.com

DERBYSHIRE
GCN CHESTERFIELD, COCOS: Contact: Anthony Barnes Tel: 07942 429 874 Email: anthony@brookes.com Website: www.bunkermail.co.uk

ESSEX
GCN CHIPPENHAM, Chesfield Banker: Contact: Carol Williams Tel: 07812 385 322 Email: cwilliams@pop.com Website: www.bunkermail.co.uk

KENT
GCN ASHORD, Stanhope Gaming Group: Contact: Paul Sharp Tel: 07223 563 596 Email: paul@asg.org.uk

GRAVYEND, Gravesend Gamers Guild: Contact: Paul Sharp Tel: 07223 563 596 Email: paul@asg.org.uk

TUNBRIDGE WELLS, Tunbridge Wells Wargame Society: Contact: Steve Field Tel: 01892 348 034 Email: sfield@tunbridge.wells.org.uk

BERKSHIRE
GCN BRACKNELL, Bracknell Forest Gamers: Contact: Mark Carter Tel: 07951 278 119 Email: clearymen@btinternet.com

CHESHIRE
GCN CHESTER, Royal Guild of Winded Boards: Contact: Christopher Fry Tel: 07990 725 772 Email: chris@myfryingpan.org

CICHLUSHEL, Hyde Clarendon Strategy Games Club: Contact: Paul Mathers Tel: 07805 079 946 Email: paul.mathers@hydeclaud.org.uk

MACCLESFIELD, Macaw gamers: Contact: Darren Hawes Website: www.macclesfield.org.uk Tel: 07970 573 586 Email: macclesfield@btinternet.com

STOCKPORT, Stockport Savers: Contact: Laura Kelly Tel: 07964 573 325 Email: macclesfield.savers@hotmail.com

WARRINGTON, North Western Wargamers: Contact: Anthony Jones Tel: 0783 313 3077 Email: Anthony.jones@foulke.com

CLEVELAND
GCN CLEVELAND, East Cleveland Warmth: Contact: James Acland Tel: 07854 312 654 Email: jamest@foulke.com

MIDDLESBROUGH, Middlesbrough Gamers Club: Contact: Paul Cody Tel: 07494 669 612 Email: chris@foulke.com

REDCAR, Redcar Armies: Contact: The Washkeeper Tel: 01642 858 327

DEVON
GCN EXETER, Royal Exeter: Contact: John Godley Tel: 0790 725 325 Email: exeter@foulke.com

PLYMOUTH, Cross Swords Gaming Club: Contact: Andy Cross Tel: 07972 847 125 Email: enquire@cross-swords.co.uk

GLoucestershire, Plymouth Association of Wargamers: Website: www.plymouthwargames.org.uk

DORSET
GCN POOLE, Bathtsec: Contact: Paul Poulton Tel: 01202 303 832 Email: poulton@foulke.com

GCN BOURNEMOUTH, Weymouth Wargamers: Contact: Christopher Williams Tel: 01202 314 968 Email: chris@foulke.com

HEREFORDSHIRE
GCN HEREFORD, Spinal Eagle Wargame Society: Contact: Tim Hill Tel: 07788 956 910 Email: dahill@foulke.com

Lincolnshire
GCN LINCOLN, St. Petersburg: Contact: Chris Immers Tel: 07768 986 999 Email: hrtricke@hotmail.com

London
GCN LONDON, London Wargame Society: Contact: Paul Sharp Tel: 07223 563 596 Email: paul@asg.org.uk

Graveyard, Gravesend Gamers Guild: Contact: Paul Sharp Tel: 07223 563 596 Email: paul@asg.org.uk

BLOOD, Blood and Guts: Contact: Charles Brown Tel: 0773 254 011 Email: charlesbrown@foulke.com
Every product in our ever-expanding range is available to order, and ordering them directly from Games Workshop ensures that you get exactly what you want, when you need it.

You can order ANY current Games Workshop product, including our Collectors Range, Bitz Packs, Specialist Games range and those models that are exclusively ‘available to order’. Whether you want to place an order for the latest Bitz Pack for that bespoke conversion, or simply pre-order the latest miniatures, ordering directly from Games Workshop is quick and convenient. There are four main ways to get your hands on the latest products.

1 ONLINE

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

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

www.games-workshop.com

2 HOBBY CENTRES

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

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

See page 110 for the Store Directory

3 BY PHONE

Not near a computer? Don’t fancy a trip to the Hobby Centre today? That’s okay – why not give our team of Hobby Specialists a call instead?

- Our experienced team will guide you through the ordering process and will answer any queries you may have. They are also on hand for any tips and advice you may require – just give them a call.

Call us now on: 0115 91 40000

4 INDEPENDENT STOCKISTS

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

- To find a Premium Store near you that carries the entire GW range, just call our Hobby Specialists team on 0044 (0) 115 91 40000, or log onto www.games-workshop.com

See page 110 for the Directory
Advance Orders guarantee that you'll get the latest, shiniest new stuff delivered to your door the very day it's out!

**SPACE WOLVES PACK**
Product code: 99120101078
Sculpted by Martin Footitt, Neil Langdown and Matt Holland
UK £20+ Denmark 250dkr
Euro €30 Swe/Nor 270skr/nkr

**SPACE WOLVES BATTLEFORCE**
Product code: 99120101080
Sculpted by Martin Footitt, Neil Langdown and Matt Holland
UK £20+ Denmark 250dkr
Euro €30 Swe/Nor 270skr/nkr

**CANIS WOLFBORN**
Product code: 99110101430
Sculpted by Martin Footitt
UK £25+ Denmark 250dkr
Euro €35 Swe/Nor 310skr/nkr

**WOLF GUARD TERMINATORS**
Product code: 99120101079
Sculpted by Dave Thomas, Neil Langdown and Matt Holland
UK £25+ Denmark 250dkr
Euro €35 Swe/Nor 310skr/nkr

Visit the Games Workshop website to order any of the products on this page.

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted 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. UK prices marked f do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. 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.
Get your first 3 issues for only £5!
Continue your subscription for just £8 a quarter giving you a FREE magazine every 3 months!

WHY SUBSCRIBE?

- All the latest News and New Release information.
- Exclusive in-depth features about the Hobby.
- Savings off the cover price.
- Ensure that you never miss another issue of your favourite Hobby magazine.
- FREE delivery, early and direct to your door.

Direct Debit
SAVE 33% off the cover price

For alternative ways to Subscribe, call Direct on
0115 91 40 000
www.games-workshop.com

RETURN THIS FORM TO
Warner Group Publications plc, The Mailings, West Street, Bourne, Lincolnshire, PE10 9PH

TERMS AND CONDITIONS: The guarantee is offered by all Banks and Building Societies that take part in the Direct Debit scheme. The efficiency and security of direct debits is guaranteed by the Direct Debit Guarantee. I understand that the subscription will continue until cancelled, by written notice to Games Workshop at any time, by writing to your Bank or Building Society. Please also send a copy of your letter to us. Warner ref: WD-00-300

I would like to pay by Direct Debit

To the Manager (Bank Name)

Address

Name(s) of account holder(s)

Branch sort code Bank/Building Society

Signature(s)

Date

I would like to subscribe to White Dwarf beginning with issue: WD

Title

Surname, Forename

Address

Telephone (in STD code)

Email address

The subscription is a gift for the person detailed below.

Title

Surname, Forename

Address

Telephone (in STD code)

Ref No (Office use only)

Instruction to your Building Society/Bank to pay by Direct Debit.

Originator’s Identification Number

Please see Games Workshop Direct Debit form from the account detailed in this subscription subject to the safeguards issued by the Direct Debit Guarantee. I understand that this instruction may remain with Games Workshop and, if so, details will be given to the person or organisation to which it is sent.
SKAVEN

From deep below the ground they come, bursting forth from disused wells, scampering up the steps of forgotten cellars and into the realms of man. The Skaven are upon us – a horde of matted fur, sharp teeth and baleful red eyes that desire nothing less than to enslave all surface-dwellers.

MINIONS OF SAURON
In next month’s White Dwarf we present the full rules for using all of the new Evil reinforcements in the Strategy Battle Game.

BATTLE FOR THE FANG
The Thousand Sons launch a devastating attack on the Fang, to exact their millennia-old revenge. Full background and scenarios next issue.
NEXT MONTH