



The Watchman

keeping a close eye on the Warhammer world.





The Watchman - Volume 1
April 2007

Credits:

Editor: Voltaire
Page Layouts: Wonderdog
Cover Art: HMV

Article Credits:-
Ashc, Harry, Proximity, Alberto Moreto, EvC, Bas,
Jedi152, Albert

Please send all submissions & correspondence to:-
watchman.magazine@gmail.com

All articles, photographs, and designs contained in this document remain the property and responsibility of their creators. The Overwatch Team takes no responsibility for misuse or illegal reproduction of materials, and will cooperate fully to resolve any issues. This fanzine is not for resale.

This fanzine is completely unofficial and in no way endorsed by Games Workshop Limited.

40k, Adeptus Astartes, Battlefleet Gothic, Black Flame, Black Library, the Black Library logo, BL Publishing, Blood Angels, Bloodquest, Blood Bowl, the Blood Bowl logo, The Blood Bowl Spike Device, Cadian, Catachan, Chaos, the Chaos device, the Chaos logo, Citadel, Citadel Device, Cityfight, City of the Damned, Codex, Daemonhunters, Dark Angels, Darkblade, Dark Eldar, Dark Future, Dawn of War, the Double-Headed/Imperial Eagle device, 'Eavy Metal, Eldar, Eldar symbol devices, Epic, Eye of Terror, Fanatic, the Fanatic logo, the Fanatic II logo, Fire Warrior, the Fire Warrior logo, Forge World, Games Workshop, Games Workshop logo, Genestealer, Golden Demon, Gorkamorka, Great Unclean One, GW, GWI, the GWI logo, the Hammer of Sigmar logo, Horned Rat logo, Inferno, Inquisitor, the Inquisitor logo, the Inquisitor device, Inquisitor:Conspiracies, Keeper of Secrets, Khemri, Khorne, the Khorne logo, Kroot, Lord of Change, Marauder, Mordheim, the Mordheim logo, Necromunda, Necromunda stencil logo, Necromunda Plate logo, Necron, Nurgle, the Nurgle logo, Ork, Ork skull devices, Sisters of Battle, Skaven, the Skaven symbol devices, Slaanesh, the Slaanesh logo, Space Hulk, Space Marine, Space Marine chapters, Space Marine chapter logos, Talisman, Tau, the Tau caste designations, Tomb Kings, Trio of Warriors, Twin Tailed Comet Logo, Tyrannid, Tyrannid, Tzeentch, the Tzeentch logo, Ultramarines, Warhammer, Warhammer Historical, Warhammer Online, Warhammer 40k Device, Warhammer World logo, Warmaster, White Dwarf, the White Dwarf logo, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, illustrations and images from the Blood Bowl game, the Warhammer world, the Talisman world, and the Warhammer 40,000 universe are either ©, TM and/or © Copyright Games Workshop Ltd 2000-2007, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.

Editorial

So, three months on and we have not retired and called it a day on the Watchman. Issue 2 has been a lot easier than issue 1 in many ways. The foremost among these has been the outstanding contributions from yourselves - the community - as we hurtle on and on towards better things.

If you did not get to read issue one because of the technical issues, salvation is at hand as progress is being made to switch the original Watchman over to our new format so you can read it without killing your computer!

Moving on into the summer months in the United Kingdom, I have found myself wondering whether or not the summer holds much Warhammer. Really though, when the Sun is blazing and the tarpaulin comes off the car, do you really want to be stuck inside playing with the miniatures?

Well, if you just answered yes to that question then, draw the curtains, don the crimson cape and hope to whichever hellish demon you worship that whatever just knocked on your door isn't holding a stake and a vial of holy water.

You'd think moving into those summer months that things had slowed down a bit here at the Watchman headquarters, but no, nothing could be further from the truth. This issue still holds up to the standards we set out in Issue 1 while learning from our mistakes and while I contemplate what to do for issue 3 in the (probably brief) sunshine, I implore you to spare a thought to Warhammer in the summer months. How do you get your dose of Warhammer? I'll see how I get on and report back to you next month.

Returning to the issue at hand (pun intended), we have a lot to offer. We have the regulars in here; An army for all phases focusing on Beastmen, Chaos Dwarf Ogre attack in the Necrachs Lair and Whispers from the Tavern. As well as these we introduce a new series focussing on historic battles. Firstly we turn our gaze to Hel Fenn and the fall of Mannfred Von Carstein. Based partially around the 'Retribution' book by Steven Saville, the author (EvC) utilises great levels of detail in making this scenario accurate and memorable. As well as that we turn our gaze towards bringing you some experimental rules for a bit of fun. The first one on this slab is the Palanquin of Nurgle, an old favourite but something that's not been translated into the new rules yet.

As well as all of this we have an exclusive that is beyond anything previously seen in Warhammer webzines. This month Harry has spoken to Albert Moreto Font. For those of you who do not recognise the name, Albert won the Slayer Sword this year in UK Golden Demon. This article features some of the most beautifully painted miniatures I have ever seen and I'm sure you'll agree that they are nothing short of spectacular.

On and on, Here I am telling you what is in the issue when you could be reading it. Go forth, read and enjoy.

Happy Gaming!

Voltaire



Contents

Pages 4 - 6: **An Army For All Phases**

Ashc takes an indepth look at making a Beastman army for all phases.

Pages 7 - 12: **Dead Thrifty**

Harry collects a Tomb Kings army on a budget through eBay

Pages 13 - 16: **Battle at Hel Fenn**

EvC takes us back to the climatic battle of the Vampire Wars in a new scenario.

Pages 17 - 19: **Wood Elf Showcase**

Proximity shows off his wonderful Wood Elf army in this showcase

Pages: 20 - 22: **Total Carnage**

Voltaire loses his tournament virginitiy in spectacular fashion.

Pages 23 - 24: **Artists Attack**

The Watchman gets some words from its artists and showcases some of their work

Pages 25 - 27: **Big Hat Attack**

Bas from the Ogre stronghold is interviewed about his awesome Chaos Dwarf Ogre army

Pages 28 - 29: **The Monsters Ball**

Voltaire discusses the ways in which you can use monsters in your games of Warhammer.

Pages 30 - 34: **An interview with Albert**

Harry interviews the Slayer Sword winner in great detail.

Pages 35 - 38: **Warhammer for Dummies**

Jedi152 looks into Warhammer for how people can get into Warhammer and discusses the bits and bobs of finding Warhammer source books

Pages 39 - 40: **An Artists Dilemma**

Bubble Ghost presents a small but brilliantly written bit of fiction to make you smile.

Page 40: **Priests of Myrmidia**

We finally give you the rules for these priests.

Pages 41 - 56: **Word on the Street**

Harry presents what he has heard from the rumour mill of the Warhammer World and the 40k multiverse.

Pages 57 - 59: **The Final Word**

Voltaire gives some insight into the Watchman, future plans and a possible combining with the Overwatch.

Page 60: **Next Issue Preview**

A short preview of things to come next issue!



An Army for all Phases - Beastmen

Ashc

In the second part of our Army for All Phases series, we turn our beady eye to the Beastmen in all their festering glory. To assess the Beasts of Chaos and their potential for participating in every phase, we are proud to hand you over Ashc.

Ashc was once the editor of the Watchman but realised that the position of Editor is one which is inherently cursed. To make up for this, he secretly controls the magazine from his underground lair.

So our gaze turns to an army where 'All Phases' seems a bit of a stretch; that of the case of the Beasts of Chaos. Whilst it is true that the main power of Chaos lies within its brutal combat ability, there are more subtle things can be used to draw big wins for them; I decided to concentrate on building a list purely from the Beasts of Chaos book to show it can be done, although I did allow myself to reap the goodness of the combined Chaos magic items list!

The Beasts' strength does not rely on resilient powerful warriors like the Mortals or Daemons, or powerful units of Cavalry Knights to break the enemy; the Beasts' strength lies in their numbers and the rules those numbers have. I opted to build a list around the force of a Beastlord

and his warband blessed purely with the Mark of Chaos Undivided; Re-rollable psychology tests is invaluable for the Beast units that can take it, and although under the current rules characters cannot allow a unit to benefit from their own psychology effects, as the Mark of Chaos Undivided is free, I see no problem with this. Buying expensive Marks equals fewer models, which isn't good for the Beasts.

I always begin building an army from the top of the list downwards, and so I start with my Character slots. As the Beasts are considered a fairly Horde-like force with low leadership I felt that taking the maximum 4 characters was a must.

My first stop on the list was a Lord choice, and for me it had to be a Beastlord; this guy has amazing stats for his respectable cost of 95pts, and has the Mark of Chaos Undivided automatically. Not only does he come with this but he allows the army to use the Ambush rules, which I planned to use with the force. I always try to buy my characters an Armour and Ward save, so my first stops were the Crown of Thorns for a respectable 5+ Ward save and an important +1 to rally attempts if worst comes to worst. The Armour of Damnation from the Hordes of Chaos magic item list gives the Lord a 4+ save, and also forces the opponent to re-roll successful to-hit rolls- an excellent item for its points cost. With 40 points left I scooted over to the magic weapons section and settled on the

Slaughterer's Blade; a magical great weapon means the Beastlord is strength 7 in combat, which is excellent for destroying annoyances like Black Coaches and Chariots, Increases the Lord's chance to wound, and reduces armour saves. What's more, the Blade allows the Lord to regenerate wounds! With these decisions made, I moved on to my other Heroes.

My next stop was an all-important Wargor Battle Standard Bearer. For a low leadership army like the Beasts re-rolling break tests is an awesome ability, and with the new rules for the Battle Standard Bearer in 7th Edition he is now even more potent. I equipped him with Heavy Armour and the Pelt of the Dark Young to give him a 4+ armour save and magic resistance (1) which is also beneficial for the unit the Wargor accompanies. Finally I chose one of my favourite utility Battle Standard items, the Sword of Might. The Standard is to accompany the Lord in battle to generate a re-rollable Ld 8 'bubble' and so I would hope that this guy will not be facing many big gribblies; leave that to the Lord!

Finally in the Heroes section I have opted for 2 Bray-Shamans. These guys provide both magical support and amusingly some combat ability (well, for mages at least!) Both are upgraded to Level 2 mages and each carry a Dispel Scroll; One Shaman takes the Staff of Darkoth to battle whilst the other carries two hand weapons and has a diminutive Spell Familiar accompany him



to battle. With 2 Level 2 mages with 3 spells each magical power should be enough to tip the balance against most non-magic heavy forces, whilst also guaranteeing rolling up useful spells. I would suggest the Shamans take the Lores of Beasts and Shadows respectively for their mixtures of unit boosting, movement, and direct damage spells.

So now I shift my focus to Core; the place where it is at for the Beasts. I am a firm believer in using clone units in pairs to get the job done, or having an 'equivalent' unit in the army to mirror the effects of the other, and this is how I have built this force up. I began looking for a retinue for the Lord and his loyal Standard Bearer to join, and found that unit in Bestigor; with their high stats, good equipment and respectable points cost, I took 23 with full command and the War Banner. Combining this with the characters makes for a real Anvil unit; and considering the points costs of other things within the list you can feel confident that this isn't too much of an 'all eggs in one basket' unit. What I have decided to use to mirror this unit is later revealed in the Special section.

The other Core choices are testament to my clone force, and make full use of the Ambush rules. 2 Units of 6 Warhounds can be used as missile screens for the faster flanking units and if they survive can even be used to charge enemy units in the flanks or hunt utility solos. If the enemy is fielding little shooting power then you could even Ambush with them, but remember that they are likely to fail the ambush test at the rather paltry leadership of 5 (what do you expect for 6 point dogs!). 2 Beast Herds are next on my list, built from 2 basic Beast Herd boxed sets and coming to 151 points each. Much has been discussed in the past of optimum Herd sizes (consensus often seems to be 8 Gor and

12 Ungor) but I decided to build this using the contents of the basic boxed sets. Next up are two units that are present in the list purely for Ambushing; 5 Gor and 5 Ungor with a Musician can Ambush and take on small units of skirmishers or artillery, and the presence of a Foe-Render in each unit increases their chances of arriving on to the board in the position you actually want them to! Finally in the Core section I feel 2 Tuskgor Chariots give mobility and hitting power to Beast Herds, and are always excellent all-round choices.

For Special choices my decisions were already made; I was looking for a unit to mirror my Anvil of Bestigor, and I could see that in the Minotaur. 4 equipped with Great Weapons look like they could really hold in place with the influence of the Lord and the Battle Standard, and can really dish out the damage once in combat. The first of my flanking units is also bought from the Special choices; 6 fully equipped Centigor ride into the fray on the flanks of the army screened by a unit of Warhounds. These chaps can really cause some problems once they hit, and whilst some would argue at their usefulness due to the possibilities of their Drunken rule,

They should be able to handle anything they come across. Besides, they also provide this list with its only source of non-magical shooting; the ubiquitous throwing axes! These weapons can prove to be a nasty surprise for unsuspecting opponents, sniping at artillery crew, or enemy characters who will soon learn to hide in their units!

My final choice comes from the Rare section, and consists of 3 Dragon Ogres in light armour equipped with Great Weapons, who once again are screened by a unit of Warhounds. I have always found the Dragon Ogres to be one of the most powerful units in the Chaos list; Movement 7, Strength 7 with Great Weapons, 3 Attacks each and 4 Wounds all lead to giving the enemy a serious headache when these bad boys hit them in the flanks and the Bestigor move in for the kill!

If you look over at the next page you will be able to see my list in



all its glory



Beastlord
MOCU, Armour of Damnation, Crown of Thorns,
Slaughterer's Blade
195pts.

Wargor Battle Standard Bearer
MOCU, Heavy Armour, Pelt of the Dark Young,
Sword of Might
134pts.

Bray-Shaman (Level 2)
MOCU, Staff of Darkoth, Dispel Scroll, Lore of
Beasts
160pts.

Bray-Shaman (Level 2)
MOCU, Spell Familiar, Dispel Scroll, Lore of
Shadows
154pts.

23 Bestigor
MOCU, Full Command, War Banner
331pts.

6 Warhounds
36pts.

6 Warhounds
36pts.

Tuskgor Chariot
MOCU
85pts.

Tuskgor Chariot
MOCU
85pts.

Beast Herd
12 Gor with two hand weapons, 8 Ungor with
spears, Full Command
151pts.

Beast Herd
12 Gor with two hand weapons, 8 Ungor with
spears, Full Command
151pts.

Beast Herd
5 Gor with two hand weapons, 5 Ungor with
spears, Musician, Foe-Render
80pts.

Beast Herd
5 Gor with two hand weapons, 5 Ungor with
spears, Musician, Foe-Render
80pts.

6 Centigor
Throwing Axes, Shields, Full Command
150pts.

4 Minotaur
MOCU, Great Weapons
184pts.

3 Dragon Ogres
Light Armour, Great Weapons
237pts.

Total: 2250 Points

I would consider this a well-rounded force and it comes with a strong battle plan. Although the army has 10 units with the Ambush rule and so could potentially Ambush with 5, I would only consider using the 2 the small Beast Herd units to ambush regularly, and only use the Warhounds to Ambush if the enemy has little to no shooting ability. None of the characters should ambush, as they are all far too important to leave off the battlefield for half the game; the Shaman do not provide power or dispel dice if waiting to Ambush and the Battle Standard

A4AP- Beastmen - Ashc

would give no benefits. The large Beast herds run in front of the Bestigor and Minotaur or to their sides, absorbing firepower or spells so that the power units may hit the enemy en-force, the Beast Herds supported by Tuskgor chariots to hit flanks (or if still in-tact, could take an enemy head-on). The flanking forces of Centigor, Dragon Ogres, and accompanying Warhounds both guard your own flanks and harass your enemies; which the Ambushing units, once they arrive, can also perform admirably whilst also targeting annoying Artillery units.

If you wanted a Marked force and are not keen on the Ambush rules you could drop the 2 smaller ambushing beast herds and give all units and characters that can take it the Mark of Slaanesh. Making your low leadership Beast forces Immune to Psychology gives you the certainty that the Mark of Chaos Undivided cannot give, and allows you to use the Lore of Slaanesh with your Shaman, which in my opinion is one of the most powerful Lores in the game. Finally, with the spare points left from dropping the Ambushing Beast Herds you can upgrade the Bestigor's War Banner to the Rapturous Standard; practically a must-take for most Slaaneshi forces, making the Lord and his retinue deadly to practically anything that could be thrown at them in combat presently in the entire game. Not only does this force give you powerful and more reliable units, you need less models to play it and it would be wonderfully themed!

I hope this has given some of you some food for thought when it comes to the Beasts of Chaos, and all that I have left to say is good luck, and go unleash Hell on your foes!

Ash



Dead Thrifty

Collecting vintage Tomb Kings

Dead Thrifty is going to show you the journey of one gamer who wanted Tomb Kings, and wanted them fast. That gamer happens to be the resident rumour ruser Harry.

When not being harassed to do his articles for the Watchman, Harry is a real person. This may come as a surprise to some of you, though we are assured this is something that is being rectified.

This is the tale of a Tomb Kings project that I had started a long time ago but recently felt inspired to finally pull together.

I collected over 3000 points of Tomb Kings (from which to pick an army) for under £100. (And that's without a load of empty bases counting as Tomb Swarms and Tomb Scorpions with the "It Came From Below" rule. Don't laugh I've seen it done!)

Here's how I did it.

I had an old Skeleton army box set that I had bought about 15 years ago. This is one of the sets that came with 30 Skeletons, 8 Skeleton Horsemen and a skeletal chariot with crew. (You can find it in the red catalogue or on Solegends if you have no idea what I am talking about!)

At £10 this was a great buy even back in the 80's but you can still pick this box set up on eBay for around the same £10. The problem with it is the Skeletons were true 25mm and do not sit well with the current 'heroic' scale 28mm minis generally and especially alongside the current 'giant' Skeletons, which are actually bigger than the humans they were supposedly previously part of (My theory is that the people of the Old World are shrinking slightly with each generation and their ancestors, represented by these Skeletons, were bigger rather than there is something in the soil of the Old World that makes bones grow as some scholars have suggested).

Anyway I could not see me being able to use them alongside either my current Tomb Kings or Vampire counts so I decided to collect 'vintage' Tomb Kings.

The next thing I did was pick up a second army box on e-bay. I got this for £8 plus some postage. You can typically pick this up for around about £10.

So for around £20 I had 60 infantry, 16 Horsemen and 2 chariots.

I was looking for a third set to get enough chariots to make the minimum unit requirement and I had a real 'pick off'. I came across someone selling two boxes of Skeleton horsemen and

three boxes of chariots! (The same plastics had been repackaged in the 90's into boxes with three Skeleton Horsemen and single chariots.) I got these for £12.50 for the lot, so £2.50 a box, half the original £5 a box when they were available in the Games Workshop stores. I was happy enough with the price but even happier because it now gave me 25 horsemen and 5 chariots! I was just trying to get the minimum unit requirement but now I could have a bigger unit or a unit of three chariots and a couple of characters in chariots. This purchase also gave me enough horsemen to have a full unit of heavy horse and a smaller unit of light cavalry.





So far I have spent £35 and have nearly all the Core units covered. The best thing about these old Skeletons not really fitting for scale with the current minis means they are not that sought after. This is a stack of Skeletons for the money. This same £35 would only buy me two regiment boxes. I would need to buy 6 or 7 regiment boxes at £18, well over £100 in total to field this many current Skeletons.



The remaining Core unit is the Swarms. I had decided the only way to do this with 'vintage/classic' minis would be to do a snake Swarm (which Games workshop produced a few years back when they first made Lizard Swarms as an alternative 'Jungle Swarm'. However I had another great find. I came across a lot of metal scorpions for Swarms. Now, I didn't even know these existed and I have no idea when or why these were produced but it was great lot of 35 of these little beauties. I didn't think this would be something that I would see very often on eBay so put in a high bid to make sure I didn't miss out on them. In the end I still got these for under £10 for enough for 5 bases and some left over for scenic basing. Compared to the current price for Tomb Swarms this is a great buy.

Now the Special and Rare choices were not going to be so straightforward as most of the options didn't exist before the current book and

minis were released so they just don't exist as vintage or classic minis. Having said this I did already have one or two other models that I could use.

For Special choices I had some of the old Ma-rauder Carrion that I had never used. I had bought these when they were part of the generic Undead list but had never done anything with them. Whilst you don't see these come up very often on eBay they typically only go for just a couple of pounds because they are not very sought after anymore. So I picked up a few more to give me some flexibility to have two small units or one really big one. (It also gave me a handful of miniature Wraith riders which will either become decoration on some sort of gothic building for my Vampire Counts or will go back on eBay. (unless anyone reading this wants to make me an offer!))

I had also got a Giant Scorpion sculpted by Trish Morrison. This is a beautiful mini and whilst it does not fit the army book description of a Tomb Scorpion I actually use these in preference to the current models in my other (current) Tomb Kings army. I managed to pick up two more on eBay for £4 each.



Dead Thrifty - TK - Harry

The next thing I got was an original Skull Chucker. I was looking to get another when I came across a box set of 'Skeleton war machines' This is a wonderfully characterful old set designed by Aly Morrison (amongst others). I picked this up for around £10 in a mixed lot of old Undead (although I have seen a nice boxed set go for nearly twice this much) I not only got a second Skull Chucker to fill up my Rare slots but a really nice Skeleton chariot model to be my Tomb King's Chariot.



For the Tomb King himself I had decided to use one of the old Mummies designed by Gary Morely. Since these were not included in the Tomb Kings book the bottom has dropped out of the 'second hand Mummy market' and I have picked up lots of these always paying less than £1. I now have enough to make not only a Tomb king, a Tomb Prince and an Icon Bearer but also a unit of Tomb Guard. However, as I was trying to bring this army in under £100 for this article I have chosen instead to use the Mummies from the Heroquest Undead sprue to represent my Tomb Guard.

Some of you will have no idea what I am talking about but many others will remember Heroquest as the game that brought them into this hobby.



It was a 'dungeon bash' board game made by MB that came with a large selection of citadel minis. Over the years every time I have seen a set going cheap in a car boot sale or on e-bay I have bought it. Once paying as little as £2 I have, as a result, got enough plastic Mummies to make a unit of 24 Tomb Guard.

(So for those of you who know this set you can imagine I have some fairly big units of Skeletons with scythes, Zombies with two handed weapons for my Vampire counts, not to mention Orcs and Goblins and many more!)

However the point is that a unit of 24 of the current, metal Tomb Guard (Magnificent though they are) will cost you over £40. My unit of Tomb Guard has probably cost me less than 10% of this, about £4 when the costs are shared over other armies I also got minis for.



However, these were not my best buy! That has to be my Ushabti. I managed to find some plastic skeleton dinosaurs. Now, I grant you, they are not quite as nice as the current metal Ushabti, however, they do have an Undead



constructs look about them and they do stand three times the height of a man and they do look like they might be more resilient than the rest of the Undead army. So when a unit of four of these costs £2 rather than the £36 for the metal ones, they will do very nicely. The downside is they do offer a slightly bigger flank than the official models but I am hoping to argue with my opponents that as they can only attack the legs of my Ushabti that only the same number of attacks can be directed at the flank as a unit ranked up against the normal base size could inflict. Most opponents tend to go along with the 'spirit' in which these things are done. However, I don't think I will be fielding them in a Games Workshop Tournament anytime soon!

My final great find is a big skeletal dinosaur who fits in great with the overall look of the army. This is going to be my Bone Giant- the only remaining unit I do not have as an option for my 'alternative' Tomb Kings. He was a free gift with children's meal from a well known burger chain so cost me just £1.99 (I forced down the burger and fries but only to get my skeletal dinosaur. Honest)!

Dead Thrifty - TK - Harry

The only thing left in the list not already mentioned are the Liche Priests. There is only one choice for these and that is the original Battle Wizards of the college of light with the very Egyptian look that were part of the early Empire range. You don't see them that often on eBay but you can usually pick them up when you do for about £2 plus postage.

I also found a rubber snake for a few pence that I just could not resist as a mount for my mounted Liche Priest. Just to complete the whole 'B-movie monsters' look my army has adopted.



I have no idea how much time it has taken to actually collect this army. It is impossible for me to work out how much time was spent on eBay finding these bits or how much time I spent building them, doing the odd little conversion, basing them, sorting them into units and just looking at them, planning armies. Countless hours. But I don't count those hours. That is the part of the hobby that I enjoy the most. That is what I do for fun and relaxation



The bit I find it harder to do is commit to painting something. With this in mind and to set myself a challenge I decided to see how fast I could paint this army.

I thought it would make an interesting comparison and show a very different approach to painting to my last painting article (The Orc Boar boyz I did for Golden Demon in the last Watchman) where I took every bit of painting time I could find in a month and put it into one unit.

In contrast I aimed to paint this entire army in two days!!!! Here's how I did it.

Let me start by saying the entire army was already built, based and spray undercoated. And I also spent half a day to make the movement trays.

I started by painting every bit of bone in the army. Everything, every Skeleton, every horse, every chariot, all my Ushabti, the Skull Chukkas. All of it. I started from a white undercoat and painted everything in an ink wash of dark brown ink. I could have saved myself an hour right there by spraying black undercoat but I find the result is too harsh. The dark brown base gives a softer more natural feel to the bone than a black base. Then I dry brushed all the bone with Snakebite Leather then with a mix of Snakebite Leather and Bleached Bone then with just Bleached Bone then finally with Bleached Bone mixed with a little Skull White for a final highlight. I can not stress enough just how carelessly I did this dry brushing.

Dead Thrifty - TK - Harry



This army does not bear close inspection but some how with Undead it does not seem to matter if it's a little 'shabby' and I like the way different colours show through where bits have been missed so I am happy with the overall effect. Having said that as anyone who has done dry brushing knows that the knack is in getting the paint the right consistency (wetter than you would think for 'dry' brushing!) and getting the right amount on the brush (less than you would think you could paint with!) If you can get these right you would be surprised how fast you can slap it on and not get a very different result than if you had done it very carefully.

This is surprisingly satisfying because even though it sounds a bit boring only dry brushing nothing but bone the speed and the visible progress makes up for it a spurs you on. In the space of a morning the army seems half painted. And, in all honesty, it is!





I also treated the Mummies exactly the same way just varying slightly by not applying the Snakebite Leather stage of dry brushing and by being more patchy with the rest of it to get more colour variation in the bandages.

The next thing I did was paint everything that was not bone with Chaos Black. For the things I had not painted yet the Giant Scorpions, the Tomb Swarm, the Carrion this was a spray paint with black undercoat. For everything else it was the weapons, the spears, the bows and helmets, etc. So now the whole army is bone or black. To be quite honest it looks so cool with just these two finishes you could do the bases now and call this army finished. So that's what I did just in case I ran out of steam. I painted all the bases in PVA and dipped them in my gritty sand mix and left it to dry over night. And that was the end of first day.

I painted all the sand with a watery mix of a colour called Yellow Ochre (The closest thing to this in the citadel range is Bubonic Brown). I

just needed a large quantity because I did some desert game boards so I had already bought a big pot and used the same method as my board to ensure the bases and movement trays matched nicely.

The sand just soaks up this watery mix and it spreads nicely up to the minis without risking getting too close so this isn't too slow. Next dry brushing again. Three stages of a mix of Yellow Ochre/Bubonic Brown and increasing amounts of white. Job done.

Sunday lunch. With the family slow roast Gloucestershire Beef, Yorkshire pudding, the best roast Potatoes in all England. If life got any better I couldn't live with myself. A short snooze then back to work.

Half a day left. Where to concentrate my efforts. If I was actually limited to just two days I would undoubtedly have given the rest of the time to the characters However, as I can actually take more time to finish these to a higher standard I decided to leave these and to return to my Skeleton rank and file and give a little more attention to them.

Faces are such focal points of the model that an extra bit of effort here can make a big impact on the overall impression the model gives. So I have returned to each Skeleton and ensured that each eye socket was dark (neither missed by the first coat of ink or subsequently filled with a dry brushed colour). Secondly I have painted out the mouths again with the ink and then returned to these and picked out the teeth with an off white colour.

Dead Thrifty - TK - Harry

So this is where I am at the time of writing. Over 3,000 points, collected for under £100 and mostly painted in two days.

It may not be the best painted army ever but I have got to be happy with that for one week-end's painting. If there is a quicker army to paint than this I can't imagine what it is.



Finishing Them Off:

There is still a fair bit to do to finish this army.

I will be lavishing lots of attention on my characters to make them stand out and I need to build a casket of souls for the Liche priest on the Palanquin.

I will probably return to the bone areas again and wash in some dark ink to any detail which has been obscured. May even catch some final highlights with a bleached bone skull white mix.

Finally to add some lustre to my army I will dry



brush Tin Bitz, Burnished Gold then Shining Gold to the weapons and helmets.

Obviously the Carrion need a proper paint job but aside from this I am fairly happy with the rest of the army as they are.

I also need to give my heavy horsemen shields. Fortunately I have enough left over from my current Tomb Kings army to do this without further expense. Although I am tempted to have a hunt through my shields to see if I have enough of the vintage round ones to match the chariot spearmen.

I will however use one of the left over standard tops/icons to finish off my Icon Bearer.

Future projects;

- Basing and painting my Bone Giant Dinosaur is my next job.
- I have got a unit of light horsemen to finish to complete all the available options.
- I have got a Liche Priest riding a skeletal steed/Undead construct.

Just in case you were wondering what I was planning to do with the other forty or so Skel-etons I have scratch built a Nile barge which I intend to have them carrying on their shoulders like some sort of giant coffin for my Tomb King. I have no idea yet what rules I will come up with for this centrepiece for my army but it will be along the lines of the Dwarf Throne of Power and very nasty!!!

And just to round things off I will, of course, be adding a Sphinx!





Battle at Hel Fenn

Re-enacting the final battle of the Vampire Wars

EvC is the closest thing the Watchman has to a proof reader. When not doing this for the Watchman, he can be found dancing in graveyards and giving salsa lessons to Zombies, or to use their day-time name - old people.

In this article he details one of the most famous of the battles of the Vampire Wars - Hel Fenn - the battle where Manfred Von Carstein met his end.

Overview:

The Battle of Hel Fenn took place in 2145, signalling the end of the Wars of the Vampire Counts. After countless battles including those at Altdorf and Marienburg, Manfred and his forces were driven back into the forests of Sylvania. However by this time the Count had managed to replenish his entire army and had mustered one of the greatest forces ever seen in the Old World. Manfred even made an unholy pact with the Lahmian vampire cult of Nuln before invading the lands of the living and had their favour too. Martin von Kristallbach, the Elector Count of Stirland, readied his forces to stem the tide of undead, as both a force of Dwarfs and the Knights of the Divine Sword marched to battle, both ready to avenge ancient grudges. Manfred

had the utmost confidence in his own victory at this point, but other forces were at play that night, with many egos on the battlefield and enmities to be resolved. Although records greatly exaggerate the aid given by the Elves, in fact their help was more spiritual rather than physical, the Mage Finreir trying to halt Manfred's evil magic. Manfred was supposedly killed when the battle took place, but who will triumph when you re-enact this battle?

Armies:

The army of the Vampire Counts is lead by Manfred von Carstein, with his two most trusted lieutenants (Or rather, two that have survived until this point) Adolphus Krieger and Gothard, both fierce fighters. His army consists of countless numbers of the walking dead plus a large proportion of Black Knights, including the Black Hand lead by Krieger himself.

Manfred von Carstein leads 4000 points of von Carstein bloodline Vampire Counts, the troops selected from the *Warhammer Armies: Vampire Counts* book as usual. The army contains the following characters, whose rules can be found from pages 62-70 of the army book:

Manfred von Carstein. The General of the Vampire Counts Army, costing 690 points. He may NEVER lose his last Wound from crumbling as a result of losing combat- he will fight on until finally being put to the sword.

Adolphus Krieger. Krieger is a Vampire Count and carries a Lance, rides a Barded Nightmare and has the von Carstein Bloodline Power *Walking Death*. A Level 1 Wizard, he costs 264 points.

Gothard, the Undying. He is a Wight Lord and wears Heavy Armour, rides a Barded Nightmare, wields a Lance and carries *The Cursed Shield*, which has the same effect as *The Cursed Shield of Mousillon* (See page 50), except that it causes Knights of the Divine Sword to hate Gothard rather than Bretonnians. He costs 105 points.

This leaves 2941 points for the rest of the army. The army may include no more than two more characters, who must be Heroes. If taken, each may only spend up to 25 points on magic items. The Vampire Counts army must include at least two separate units of Black Knights, one of which must be lead by Gothard, within which he must stay as long as they survive. This unit carries the *Hell Banner* for free. Krieger must start the game within another unit of Black Knights, who carry the *Banner of Doom* for free, though he is free to leave as usual.

In addition to the units in the main troop selection section of the army book, Sylvanian Levy units from the "Legions of the Dead" von Carstein army list at the back of the Vampire Counts Army Book (Page 78) may be taken. Although these *Alive!* units are Core, they will not



count as Core units for the purposes of the five core units required in a 4000 point army. Undead characters may not join these units.

Skeletal Chariots may also be taken in the army as a Special Choice (Two Chariots may be taken acting as a single Special choice), which use the following rules:

Skeletal Chariot Points/ Model: 80

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	4	4	-	-	-
Crew	-	2	2	3	-	-	2	1	3
Skeletal Horse	8	2	-	3	-	-	2	1	-

Unit size: Each Skeletal Chariot is a separate unit, with two crew pulled by two Skeletal Horses.

Weapons: The crew carry hand weapons, spears and bows. The chariot has scythed wheels.

Armour save: 4+

Special Rules:

Undead: These chariots follow the usual rules for undead units (See page 25) of the Vampire Counts Army Book.

Chariots: All rules governing chariots apply to Skeletal Chariots (See pages 62-64 of the Warhammer Rulebook).

Dark Blessing: The arrows of the crew are cursed by the Lahmian Vampire known as "The Eternal", and will always hit their targets on a roll of 4+, regardless of other modifiers negative or positive. The chariots have 360 degree Line of Sight for the purposes of shooting.

Opposing the Vampire Counts are 3000 points of Empire and 1000 points of Dwarfs, to be selected from their respective Warhammer Armies books. Although on the same side, these are separate armies for the purposes of Army Composition (So they must both have the usual number of Core Choices, for example) and the effects of individual Characters, who may not join or affect others armies' units.

The Empire army contains elements from many different provinces including Ostland and Tala-becland though the bulk of the forces hail from Stirland, with the Count Martin von Kristallbach leading his troops. Included in the army are the dreaded Ostland Black Guard, armed with wicked two-handed swords, and cavalry lead by the disgraced Dietrich Jaeger, who seeks to regain his status in battle after numerous follies in war. The infantry is lead by Ackim Brant and Vorster Schlagener, while Priests of Taal try to protect the troops from the spiritual evils of the battlefield.

Martin von Kristallbach leads 3000 points of Empire, including the following characters:

Martin is an Elector Count (Empire General), and is armed with a Runefang. He wears Full Plate Armour and carries a Shield. He has the blessing of the Arch Theogonist of Sigmar, giving him a Ward Save of 4+. He costs 250 points. He may ride a Barded Warhorse for an additional 20 points.

Ackim Brant is a Captain, wearing Full Plate Armour and carrying a Great Weapon. He wields the Rod of Command, and costs 112 points.

Two Warrior Priests of Taal follow the army; they use the rules from *The Watchman Issue 1*, pages 80-81. Each costs 99 points and is armed

with a Hand Weapon, Longbow, Light Armour and a Shield. Remember that the presence of the Warrior Priest means that a unit of Flagellants may be taken as a Core choice.

Up to 750 points of Empire forces must be set aside as the Knights of the Divine Sword, lead by their Templar Grand Master. He rides a Barded Warhorse, wears Full Plate Armour and carries an Enchanted Shield. He wields the Sword of Fate, which must be targeted at Gothard. He costs 220 points.

The Knights of the Divine Sword contingent must include at least one unit of Knights of any kind, and may only include other units of Knights. None of the units count towards the number of Core or Special choices in the army composition.

All units in the Empire army that are lead by a character may re-roll failed Psychology tests.

The army must also include at least one unit of Greatswords, representing the Ostland Black Guard.

With the remaining 2200 points (Other than those spent on the Knights of the Divine Sword), the main army must include one unit of regular Empire Knights with Full Command, armed with Great Weapons. However, this unit does not have the "always strike last" rule for using the Great Weapons, and fight according to initiative/ charge order as usual. This unit of Cavalry is lead by Dietrich Jaeger, who replaces the unit Champion; he also carries a Pistol at no extra cost. However, once Jaeger has caused at least one unsaved wound to an enemy in close combat, from the next phase he and his Knights will be subject to Frenzy (Remember that this means the Warhorses will also increase the number of



of their attacks by one!). No other character may join this unit of Cavalry while Jaeger is alive, but if he is killed and another character manages to join the unit, then the unit will lose its Frenzied status as it comes under the character's leadership. Other units of Empire Knights follow the usual rules.

One unit of infantry must purchase a unit Champion to represent Vorster Schlagener. He is armed with a Great Sword and wears Full Plate Armour. He has an additional Wound on his profile, and adds +1 to his side's Combat Resolution when fighting. The unit he is with may re-roll failed Psychology tests.

Because the battle takes place in 2145, the Empire Army may not include Helblaster Volley Gun, Helstorms or Steam Tanks. Great Cannons and Mortars may be included in the army as either Special or Rare choices. The army may include one additional Hero-level Character, but it may not be a Battle Wizard or Engineer.

The Empire is aided by the Elven Mage Finreir. Although he has no physical presence on the battlefield, the Empire player may add one to each dispel dice he rolls; a double one is still a failure, of course. For example, rolling a 3 and a 5 to Dispel will give a combined score of 10 (3 + 1 + 5 + 1). In addition, when the Priests attempt to utter their Prayers, the Prayers are cast automatically at a power level of 2D6. If any double is rolled (Even a double one!) then the Prayer is cast with Irresistible Force and so cannot be dispelled that turn. However if two or more Prayers are cast with Irresistible Force in one turn, then Finreir's power is burnt out, and he no longer aids the Priests, who utter their Prayers at the usual power level. Dwarfs from a number of holds march to aid the Empire and finally put paid to the menace of the

Vampires, lead by Kallad Stormwarden, the last survivor of Karak Sadra. His runic axe Ruinthorn has already dispatched several Vampires, and he and his kinsmen have many grudges to avenge. His comrades include Mologon Durmirasonm, Othtin Othdilason, Belamir Kadminasson and Cahgur Ullagundinasson.

Kallad Stormwarden is a Thane. He wears Gromril Armour, carries a Shield and a Great Weapon inscribed with the Rune of Fury and the Rune of Cleaving. He also has a Talisman with the Rune of Fate engraved upon it. In addition he hates all units with the Undead rule, as will any unit he is with. He costs 170 points.

The remaining 830 points of Dwarf troops must be selected from the Dwarf Army Book, but may only include Infantry choices- no War Machines or Gyrocoptors! Nor may the army include any Miners or additional characters.

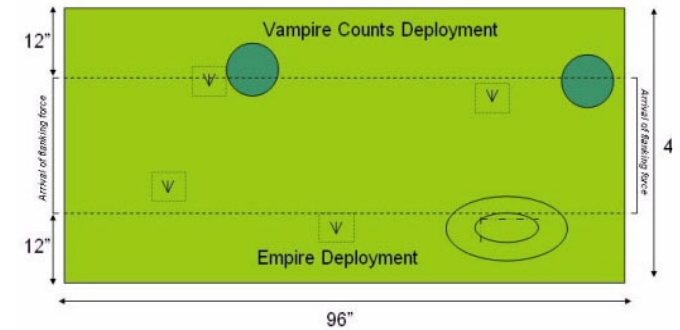
Four units of infantry must be taken, and must have unit Champions purchased to represent the four comrades of Stormwarden described above. They have the usual stats for the unit Champions, but one additional wound on their profiles, and these Champions and their units hate all undead in the same manner as Stormwarden.

When the Dwarf contingent arrives, their Dispel dice will also gain Finreir's magical dispel bonus and may be combined with Empire Dispel dice.

The Battlefield

The game should be played on an 8 x 4 table. If a smaller table is used then the flanking forces should roll to arrive one turn later (See later). Hel Fenn is a desolate area, but the terrain should include one hill with ruins on it partially

Battle at Hel Fenn - EvC



in the Empire's deployment zone, plus scattered areas of marshland (Difficult terrain) and a couple of forest areas partially in the Vampire Counts deployment zone. Remember to keep all areas within 12" of the centre of the table free from terrain.

Deployment:

The Vampire Counts and main Empire armies deploy as usual at least 24" from each other. Gothard and Krieger should be deployed with their separate Black Knight units when they are set up, as should Jaeger and Schlagener. The Knights of the Divine Sun are held back, as are the Dwarfs.

Who goes first:

The Vampire Counts take their turn first. The game last 8 turns in total.

Victory Conditions:

Add up victory points as usual; despite the victory points, the Empire and Dwarfs can only win if they have killed Manfred von Carstein,



otherwise the best result they can achieve is a draw. The Vampire Counts can still win if Manfred is dead, however (It's just very unlikely!).

Scenario special rules:

Reinforcements!

The Knights of the Divine Sword and Dwarfs both enter from turn 3 or later. The Empire player should secretly decide and write down which flank each force will arrive on before the battle. Roll a dice for both contingents on the Empire player's turn 3, on a 4+ they turn up that turn, arriving between the two armies' deployment zones; add one to the Knights' roll if Gothard has killed anything so far. If either contingent fails to arrive, roll again in each subsequent Empire turn, adding one to the roll for each turn that passes. When they arrive the Knights may not March or Charge that turn, but the Dwarfs can March. If both contingents arrive on the same turn and have selected the same flank, then the Dwarfs will move on from their chosen side, but the Knights will have gone round the other side and enter from the opposite flank.

Attack from the shadows!

Not only are powerful forces watching the battle from afar, but other more shadowy characters lurk around the battlefield and have their own agendas. At the end of each player's movement phase from the turn after the Dwarfs have arrived, roll a D6, and on a 1 Manfred von Carstein is attacked by a ferocious enemy! If he is in contact with any other models, immediately move him to the closest spot that he can be 1" away from any other models. He remains there

fighting a duel against a mysterious enemy until the Empire and Dwarfs' turn is over, and will not be affected by anything in the game until then; he may not be charged, shot, etc. and will ignore anything, even a rogue cannonball!

The attack on Manfred results in the loss of his hand- Manfred permanently loses a Wound (If he is already down to one Wound it will not reduce it further. Either way Manfred may only be healed back to a maximum of three Wounds) and loses his Ward Save. The attack also dismounts Manfred- he counts as being on foot and is on a 20mm base from the start of his next turn. His attacker retreats and Manfred is free to move once again.

EvC

This scenario was only intended as a guideline of how to re-enact the battle at Hel Fenn. If you wish to alter it then do so accordingly with your own miniature collection. This scenario was created to be fun.

If you want to do further reading on Hel Fenn or generally about the Vampire Count wars then the best thing to do would be to look up the Von Carstein trilogy of novels written by Steven Saville. This scenario bases a lot of its detail off the book, it also reveals who the being attacking Manfred Von Carstein in this scenario is.



The Trees Have Eyes

Proximity's Wood Elf Showcase

Proximity is an elusive character. This could be due to his liking of all things Wood Elf, or it could just be that he's elusive.

Having teased you last month, we can now present a full showcase of his work for you here. So rather than talk, we'll let the pictures do the talking...



(Bottom-Left) - A lovely Branchwraith

(Top) - A regiment of Dryads

(Bottom-Right) - Some frightening Treekin





(Top Left) - An imposing Dragon

(Middle Top) - The dragons wings

(Bottom Left) - The Dragons head

(Bottom Middle) - Battle Standard Bearer

(Bottom Right) - Detail of the Banner





(Top Left)-
Glade Guard

(Top right)
- More Glade
Guard

(Bottom Left)
- Charging
Wardancers

(Bottom Mid-
dle) - A mage
ready to inflict
magical doom

(Bottom Right)
- Tumbling
Wardancers





Total Carnage

Voltaire's Tournament Experience

Voltaire is the Watchman editor. Thankfully nobody has told him yet.

In this article, Voltaire loses his tournament virginity in rough fashion and we got the distinct pleasure of being able to see it.

Something that most people aspire to when playing Warhammer is to play in some sort of tournament. Admittedly, I was in this majority and the opportunity to play in a tournament was one that I savoured. Carnage North 2007 was the perfect opportunity to fulfil this and meet some of the people from Warseer. With these thoughts in mind, I headed to Nottingham, with my Chaos army in tow (see list opposite).

Following a brief exchange of hello's and pleasantries with people on the Friday and a practice game with Andy Maddison (Jedi152) where I massacred his Vampire Counts, I arrived on the Saturday morning with butterflies in my stomach and a slightly light head. Following registration and a look at the boards to see who I was

matched up against for Game 1, I found myself facing a gentleman by the name of Andrew Hughes (the eventual tournament winner).

Game 1: Andrew Hughes' Vampire Counts

Looking over the battlefield, I noticed a lot of Dire Wolves coming out of a carry case. When he deployed them, I was promptly informed that he had over eighty Dire Wolves and was using the Slyvania Storm of Chaos list. This was going to be an uphill fight as I did not have anything that could really match that manoeuvrability. The only thing I had going in my favour was that I could outfight the Wolves.

Oh how I was wrong!

By the end of the game, most of my units had run off, been charged in the flanks and rear more times than was comfortable to mention. My Chosen Knights were the last to fall following a precarious stand off with Black Knights and a huge unit of Dire Wolves. The end result was a massacre to Andy. The biggest learning point of the battle was that I really need more units than can move in the list. Manoeuvrability was the deciding factor in that game, pure and simple.

Result: Massacre – 20 points to Andy, 0 to me

Game 2: Martin Smith's Night Goblins

Looking at Martin's army, he had a lot of blocks of infantry. Despite these being blocks of Goblins, I was a bit worried that my army did not have enough whack in it to break them.

My deployment for this battle was simple. I knew I would not be able to engulf and outmanoeuvre these gobbos, especially when six units of Spider Riders appeared opposite me. I would need to aim for the jugular and go for the big blocks of infantry, break through and try and stay out of the way of the pesky Spider Riders.

The game went pretty much according to plan apart from Squig Hoppers and Spider Riders mangling a Chariot and an unfortunate move where my non chosen knights simply could not catch a unit of Goblins archers. Incidentally, the Spider Riders were pretty much intact by the end of the game, except for a single unit who fell prey to my Screamer's.

Totting up the Victory Points, I was pleasantly surprised to get 13 points. My learning point from game 1 paid off and I was not engulfed by Goblin magic. All in all, it could have gone a lot worse.

Result: Victory – 13 points to me, 7 to Martin



Game 3: Koen Smeele's Skaven

Skaven...GAH! I had never really faced Skaven before but having used them myself (I was originally going to take some to Carnage but could not get them painted in time) I had a little bit of an idea of how they worked. Once again though, I was proved wrong.

Koens army had several big units of rats (Stormvermin, Clanrats and Slaves) supported by Ratling Guns, a Warfire Thrower and a Warp Lightning Cannon as well as a pair of Warplock Engineers. Deploying for this battle gave me the inevitable feeling that this was going to hurt.

I was right too - Ratling Guns and Jezzails hurt a lot. I lost more units to these two than anything else and a big unit of fear causing Clanrats meant I was wiping my men off the round from Koen's first turn. It was brief but brutal and I now have a new found respect for the little rats with the big guns. Suffice to say, I got massacred. My highlights of this game were ripping apart a unit of Rat Ogres with my Exalted Champion in Chariot and the Warp Lightning Cannon fleeing from a single screamer right off the table.

The learning points of this game were very simple. Shooting hurts and it's not a luxury I have. Maybe in the future some experimentation with a Hellcannon would not go amiss, but in the meantime I need to learn how best to use my own units and strengths to minimise the potential of shooting. I also need more magic defence in future.

Result: Another massacre – 20 points to Koen, 0 to me

So, that was day one. Milling over a set of results with Jedi152 revealed we had similar days where we had suffered tremendous losses. I did not indulge in the Carnage drinking, mainly because I was nearly skint, instead I purchased a copy of Dominion (book two of the Von Carstein trilogy) and went back to my hotel to brood over the day's events.

Day two arrived and Bugmans looked more like the barge of the dead than anything else. Daylight saving times meant some confusion in Warhammer World though the games all got kicked off on time. Looking at the draws for Game 4, a grin appeared on my face as I saw my name next to Andrew Maddison – the rematch from Friday night was going to occur!

Game 4 – Andrew Maddison's Vampire Counts

My game plan from our Friday encounter was simple enough to repeat here. My army had to run as fast as it could at the undead and needed to begin hacking everything to pieces. Thankfully, my army did just that. Seeing as how this game was my favourite of the weekend, I remember a lot more of it than I did the others.

Andy's army consisted of several blocks of Zombies, a block of well equipped Skeletons, Fell Bats, Ghouls and Black Knights. The obligatory Vampire Count and Necromancers were also present, as was the Vampire's Thrall. Our practice game on Friday had taught me that the undead were not going to back down from a good fight. This was certainly the case in this game.

The deployment was pretty straightforward with me presenting a hard heavy right hand flank as a hammer to the anvil of my Marauders and Chaos Warriors in the centre of the board. The

Total Carnage - Voltaire

battle that followed was brutal and a lot closer than the final result implied. My right armoured hook of Chosen Knights and my pair of Chariots did well initially until one of the Chariots (the one without the Exalted champion) fled into impassable terrain and was destroyed. I also lost my Marauder Horsemen to the same trick after they were charged by a unit of Fell Bats. My star unit was my Chosen Knights who chomped their way through two units of Zombies and a unit of Skeletons- they easily won me the game. My only regret from the game is that I did not manage to kill the Count.

The close game ended up being a solid victory to me. This was easily the most enjoyable game of the weekend.

Result: Victory 15 points to me, 5 to Andy

Game 5: Mark Hawkesworth's Empire

Game 5 and I had 28 points. I knew at this point that the wooden spoon was not going to be mine, so with that in mind, I went onto my last game of the tournament against an Empire army. The terrain and layout generally favoured my opponent tremendously with my avenues of attack inhibited a lot.

Mark's army consisted of several units of Handgunners, a pair of Cannons, a Mortar, a Helblaster Volley Gun, Knights and several blocks of infantry. There was a thought in my mind that this was going to be brutal.

The game was not brutal, it was an absolute massacre. My units died to magic, shooting and a botched refused flank manoeuvre. The only unit that I made a significant hit on was complete annihilation of his Knights with my Chariots. We did have a funny moment involving a



Comet of Cassandra that simply would not arrive. I was very glad that it was dispelled though.

The learning points of this match were simple. Deployment can affect a game before it's even begun and that battle plans rarely survive contact with the enemy. Thinking more about a simple plan would have gone a longer way in this battle.

Result: Massacre – 20 points to Mark, 0 to me

The 'Best army' and Sportsmanship awards part of the proceedings was next and the winners of these were very deserving. When the awards came out, it turned out I had been massacred by the first and second placed people (Andrew Hughes and Koen Smeele).

So there it was, five games, three losses and two wins. Not bad considering this was my first tournament. I took away some good learning points from this tournament meaning that by this time next year, my army will evolve to play more like I want it to. For next time though, I will have a new army and a much better sense of how to play with it (though which army that will be is yet to be decided).

Kudos to Simon and the others for making the tournament enjoyable and to everyone I met for making my first visit to Warhammer World a memorable one. Following on from the tournament, we got in contact with Simon, to get some comments about the Warhammer Fantasy side of Carnage.

Hello,

I better introduce myself. My name is Simon Tull and I have been running Games Workshop events for four years now. I originally started by organising the Portent Tournaments up until Portent's closure. Since then, I have organised my own events under the moniker of Carnage Events to increasing degrees of success.

Presently, Carnage Events runs a series of Carnage Tournaments, such as Carnage Poole and the aforementioned Carnage North. As Lee and others have no doubt mentioned on WarSeer, the Carnage Tournaments allow entrants to compete with each other in a genuinely friendly environment, which I believe should be the sole purpose of a wargaming tournament.



On the left is the best Fantasy army of the tournament as voted for by the people in the tournament - Michael Beanlands Taoist Dogs of War. Expect to see these guys next issue...

The next Carnage Tournament is Carnage Poole 04, which takes place on June 23rd and 24th in Games Workshop, Poole. The event itself will be a 2000pt Warhammer Fantasy tournament that comprises of five rounds. Tickets for this event will go on sale on March 7th and will be limited to twenty places. In the mean time, the Information Pack can already be downloaded from http://www.carnage-events.com/files/Carnage_Tournament.pdf.

Hopefully I may be greeting you at a future Carnage Tournament.

Many thanks,

***Simon Tull.
Carnage Events Organiser.***



The Artists Attack

A brief chat with each of the artists of the Watchman

Art is something which many appreciate and it is sometimes easy to forget the people behind the pictures. Here we have a brief chat to some of our own artists about their own work and inspirations.

The artists we spoke to were Gorenut and Sherman0815. Others were unavailable for comment.

Sherman: So, where do i find inspiration for doing art, be it for warhammer or other things? First answer that comes into my mind is "very-where. I see something and think that it could work as a sample (better master or submittal? not sure about the right word here) for something I intend to do. This could be a miniature, a comic character or a photo e. g.. Nowadays it's quite easy to find something that fits in the vast expanses of the World Wide Web. You just have to keep your eyes open. While this might sound simple, it's like that.

When i finally got my character pose or whatever I was looking for i use it as a base for my illustration. Although most of the different races in Warhammer refer to real races in the past (egyptians, aztecs,...) they still have their very

own style. When i've done the basic drawing i add or change things to give it the right "Warhammer" Look.



(Above): Sherman's Settra
(Above Left) A peasant archer
(Left) A cannon firing





Gorenut: To be honest.. there isn't anything deep with what inspires me. I, for the most part, just do whatever I feel at the moment I pick up my stylus. A lot of that could be influenced by music, movies, games, history, and literature I've recently read. My only regret is that I never have enough time to put my millions of ideas floating through my head on an actual medium.



*(Left): Warrior Priest
(Middle): Skaven Attack
(Right): Bretonnian Man at Arms*



These are just a few of Gorenuts pictures. The Skaven above may be familiar to some of you. We used it as the cover for our premier issue, meaning the picture will now be nothing short of immortalised in the Watchmans eyes.





The Big Hat Attack

Chaos Dwarf Ogre army showcase

We can across Bas while looking through the Ogre Stronghold once again proving that there is life beyond Warseer. What this life is, has yet to be discovered as nobody at the Watchman is brave enough to find out.

Bas was kind enough to talk to us about his magnificent army of Chaos Dwarf Ogres. Here be the results...



(Bottom Left) - Bulls
(Top Centre) - Leadbelchers
(Bottom Right) - A Giant

Watchman: Could you tell us a little bit about yourself?

Bas: My name is Bas, I'm 21 and I live in Holland. I've been playing WHFB since 6th edition came out. I bought the starter set with a friend and chose to play Greenskins. When I got the starter set the guys at the shop also gave me the Ravening Hordes booklet, and there was this armylist included that didn't seem to have a miniature range, the Chaos Dwarfs. I started to look for pics on the internet and found some pics of the Lammasu that just cracked me up. When I noticed a Great Taurus on sale I bought it and that was the start of my Chaos Dwarf army. I just love the hats, their silly fangs and weird beards!





WM: Why and How did you decide to make the Big Hats?

Bas: I just sold my first Ogre Kingdoms army when I started to draw up some ideas for possible new armies. At that moment I drew an ogre, wearing a robot suit like Astragoth, the Chaos Dwarf special character. I thought it would be cool if I made an ogre army that stole equipment of Dwarfs and Chaos Dwarfs. Then I looked at my Great Taurus and I got the idea of an Ogre Bull Centaur. This really got my brain to work and I got the idea to just make Ogre mercenaries in service of the Chaos Dwarfs, so they could get the best equipment possible. When I also got some Milliput the work really started, and I started to scratchbuild entire mini's, like the Tyrant.



WM: What's your favourite miniature in the army, and why?

Bas: My favourite miniature just has to be the Tyrant. It is based on a Chaos Dwarf hero, and just has the same arrogant expression as his small cousin. Also, he's just enormous, and he just looks really powerful.



Big Hat Attack! - OK - Bas



(Top Middle) - Leadbelchers
 (Top Right) - Butcher
 (Bottom Middle) - More Bulls
 (Bottom Left & Right) - The Tyrant





WM: What are your plans for army expansion?

Bas: I want to make a 2000 pts army, maybe more. To get this I want to make a few more Bulls, another Ironguts unit and some more Leadbelchers. These will be like the ones I have finished. I'm also working on the Gnoblar, using Night Goblin bodies with Gnoblar arms and heads, and a Hobgoblin-esque hat. After that, I will add a Scraplauncher, maybe using a Juggernaut as Rhinox. Then I still need to finish my Chaos Ogre Bull Centaur, and maybe some giant Juggernauts as Rhinox Riders? I still have a lot of work to do on this army, but I like the modelling!

WM: Thanks BAs, we look forward to seeing more of your work in the near future...



Around this page are some of Bas WIP shots.
 (Top Middle) - WIP Ironguts
 (Top Right) - WIP Butcher
 (Bottom Centre) - Hobgoblin tester
 (Bottom Right) - WIP Bulls





The Monsters Ball

Using big monsters in Warhammer

Voltaire returns once again to give more tactical advice. This time its about all things Monster related. Voltaire was once a monster, though he is now getting better.

This article tries to bring a bit of light to the sometimes neglected area of Monsters in Warhammer. It could be because people who use Monsters get deemed Monsters...

When one considers any sort of Fantasy setting one of the things that usually crops up is the old 'Dungeons and Dragons' - The dark gothic dungeons always being offset by the inclusion of some great wyrm that could easily gobble you up at the soonest point. Now, Warhammer is no different in this respect as it has its fair share of 'dragons' and other fantasy creatures. Using these creatures is not as easy as simply gobbling up your victim. Use of a Dragon or any other big monster requires a lot of skill to be done well.

Big monsters will never win battles on their own, this is a certainty for wherever you use the monsters as their role does not comprise of winning a game single handed for you. Even the mighty Lord of Tzeentch on a two headed Dragon with his ludicrous amount of re-rolls could still be nothing more than a filling for your carry case without the support of an army. This is never going to change and while you can base an entire battle plan around a monster, you cannot and will

not win an entire battle with only a monster. The ways in which a monster can be used fall into two distinct categories; Line Breaker and Character Mount.

Line Breaker

The Line Breaker is a strategy often employed when one has a monster led by handlers. The prime examples of a Line Breaker are the War Hydra of the Dark Elves and the Stegadon of Lizardmen fame. Both of these monsters are large and both look terribly imposing on the enemy.

The proper use of a Line Breaker lies primarily in the deployment of the beast and being able to use it where you know its going to be able to cause the maximum damage while sustaining minimal damage to its own frame. This might seem like very basic strategy, but in heat of the moment, it is very easy to deploy a Line Breaker and suddenly wish it was somewhere else as the beast is staring down the line of a pair of Cannons or worse...

The best place for the Line Breaker seems to be on ones flanks. It is here that they are going to be able to utilise two of the greatest strengths of the monsters - Fear and multiple wounds. People tend to deploy fast cavalry and flyers on their flanks in the hope of ensnaring their enemies in a vice that will hopefully hand them the win. The monster stops this dead. Most units of flyers and fast cavalry (with the exception of Undead & Daemons) have the problem of not being immune to psychology and the tendency to run at the first sign of trouble. Fortunately, a monster equates to trouble of the largest possible degree, thankfully for the monster's owner. This means that the monster can quite easily tie up the flank without much trouble. As most monsters tend to cause Fear,

this also means that your enemy had better have a good trick up their sleeves otherwise they'll soon find a large monster roaming round the rear of their army. This is precisely what one wants when using a Line Breaker though.

While quite difficult to kill, a Line Breaker is by no means invincible. If, for example, the Line Breaker found itself against a pair of Bolt Throwers while facing a High Elf player, it would probably become nothing more than a skewered monster. You need to be able to support your monster in some way on the flank to be able to deal with these threats. Fortunately, monsters tend to balance out well with scouts or flyers - ideal for the earlier examples of Lizardmen and Dark Elves.

When and if you do break through the enemy and their initial line of defence, you will find yourself with a lot of options on where to go next, and a large gap in the enemy's lines. This opens up opportunities for other units such as infantry blocks and fast cavalry to come flying through into the back of enemy units. The Line Breaker can normally be employed in a similar manner to these units in that it can become a unit breaker as well as being a Line Breaker. These units hit hard and normally this means that a unit of Knights is going to be a nice squelch on the base of the monster. This is all dependent on the monster getting the charge of course. While a monster can take a charge well, it should always try and get the jump on the enemy and use their full initiative and attacks to the max. When picking target after the initial line break, the obvious ones should be those that will make the Line Breaker's points back in as short a time as possible. While it may seem obvious, it is very easy to forget one's objectives in the heat of battle.



Character Mount

The Character Mount side of monsters is excellent in the simple fact it gives you access to the full range of bigger monsters. When one reads through a unit entry and the options of a Manticore, a Black Dragon and a Dark Pegasus all become available, it can leave a desire for the monster inside to be let out. Monstrous mounts tend to come in three sizes and this can really determine the best course of action to take with your monster.

Dragon sized mounts tend to have the ability to form the backbone of an army. The Dragons and Wyverns of the bestiary come in the same sort of flavours as line breakers – high strength, multiple wound, Terror-causing nastiness. When this is coupled with the ability to fight and a Lord level character riding round on his back means that you tend to have the ability to cripple almost everything that comes in the way. Breath weapons, psychology and whatever your Lord happens to be equipped with make these beasts a most destructive centrepiece.

The biggest exception to the usual rules about 'Dragon' sized monsters is the Carnosaur and its primary function is simply to rip everything apart, especially large targets. Nothing scares big monsters more than the Ultimate Predator.

The ability to fly is a common theme amongst Character Mounts. This provides an excellent ability in that hitting a single point at a precise time while still leaving everything open and your opponent guessing. This is best employed in areas where your opponent appears to be lacking leadership such as a unit on a whim away from the general. Panic and Fear are the best tools of the flying monstrosity and should be employed as such. This leaves your opponent in a very tricky position as it tends to be like putting him in 'Check Mate' as to not react to a Dragon behind your lines is simply disastrous. A good monster is a monster that causes the enemy to react.

The medium sized ranges of mounted monsters (Manticores, Winged Nightmares etc) tend to have much less of an effect on the enemy than Dragons do psychologically. This does not make them any less frightening, on the contrary, a lot of the time the abilities you pay for with a Dragon can be acquired in a cheaper fashion most of the time. This lacking psychological effect is made up by the fact that a lot of people do not tend to pay attention as much to the medium range of monsters. The recommended way of using these monsters is again as a positioning tool. Your enemy is still going to be reactive to the monster no matter what happens. The plus side of medium monsters over dragons is that they are not large targets though this balances by the fact they tend to not have a breath weapon at the same time NOT TRUE, they are nearly always large targets!!!. A medium monster is better for the economical player who does not want to use up extra hero choices to pay for the 'Dragon' scale of monster.

The second great plus of medium monster mounts is that hero level characters stand a good chance of being able to take them, such as the Daemonic mounts and Manticores. This adds an extra depth to the monster as your opponent tries to take out the monster while missing out on the fact that the monstrous mount is missing the real fighting character of the army. It is nice to use these monsters but will always be far harder to form an entire battle plan around it.

The final size of mount is the 'Horse-sized' mount – a Unicorn or Giant Cave Squig, for example. It does what it says on the tin most of the time. Better movement and some added punch await those who use the Horse sized mount. The plus side of these smaller monsters over larger creatures is that they are not large targets though this is balanced by the fact they tend to not have a breath weapon or cause Terror or even Fear. In these cases, the often flying mount mostly will serve as a rapid delivery device to move a character with a nifty weapon or ability close to an area they can cause massive damage without the risks of close combat; a High Elf Commander with the Bow of the Seafarer mounted on a Great Eagle may swoop down the flanks of a highly-armoured unit of

Monsters Ball - Voltaire

Knights and skewer them all using the Eagle's manoeuvrability combined with the magic bow. Unfortunately these mounts tend to be very lightly armoured (If at all), and while they may not be able to hide in the relative safety of a unit in many cases, they can still remain screened behind other units unlike larger targets, and remember that flyers can always travel over any other models to get where they need to be.

The Monster is always going to play a part in Warhammer, and as such should be - and is - quite rightly feared by most generals. Mounts and monsters become almost as infamous as the people riding them and it not without a light sigh that people remember the exploits of monsters such as Galrauch. There will always be a place for monsters in Warhammer armies and if you find yourself wanting to do something different, you should not pass over the Dragon or the Manticore waiting in your collection that's never been used because its not competitive enough for you... most of all, make sure you have a ball!

- Voltaire



Proximity's Dragon, a prime example of a Monster for all to see...



An interview with Albert

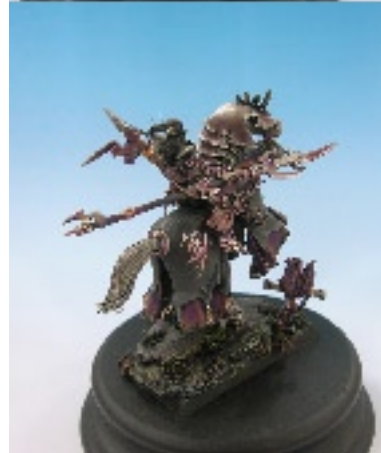
An exclusive interview with the UK Slayer Sword Winner

Harry was dispatched to interview Albert. This was done because Harry knows everyone, that's how he gets his rumours.

This interview is a Watchman exclusive and will hopefully be the second part of a long list of exclusive interviews with personalities within the community.

WM: Firstly, could you tell us a little bit about yourself?

Albert: Okay, my name is Albert Moretó Font and I'm from Barcelona. I was born the 7th December 1987 and I study International Trade. I study German and Japanese too. I started painting when I was 9 years old and have never stopped since then. I listen to Power Metal mostly as well as Japanese Pop (I'm very much into all the Japanese thing). I used to play the electric guitars too, but too many hobbies these are already!



WM: Congratulations for your success winning the slayer sword. Is this just the beginning?

Albert: Thanks very much. I'm obviously very happy with the sword, it's a dream come true I must say. But also, it has helped me realise how much is left to learn and improve yet. There's dozens of painters I admire from who I can learn new tips, techniques, concepts etc.

WM: I was there when you won the sword and back stage as you returned triumphant into the arms of the rest of the Spanish team. It must have been a great moment. How did it feel when your name was announced as the winner of the Slayer Sword?

Albert: I just couldn't believe. It has been a lot of years in the hobby now and since I was a kid I did imagine the dream of holding that sword someday. Honestly, I never thought it was really possible.

WM: Your mini is almost 100% scratch-built. Do you think a figure like this has more chance of winning? Shouldn't the Golden Demon remain a painting competition?

Yeah there seems to be some people angry with the fact that lots of sculpted minis win. Once



again I must say, contrary to what some others may think, that I don't sculpt the minis myself to have more chances of winning. I'm into this hobby because I enjoy doing what I do, and I enjoy sculpting and I can let my imagination run free and creating unique pieces, so why should I (and all the others) be restricted? Before leaving the sculpting I would leave entering the Demons, which is actually a plus. But if the rules allow scratches, as they do, I don't see the problem. If the rules change, then I'll reconsider entering, but as long as they aren't people shouldn't complain as we are not breaking any or cheating. I make minis for myself before anything. GW is who has to choose how do they want to focus the essence of the competition. But in my opinion it would be an error to restrict creativity and artistic capabilities and skills of all artists.

WM: Who have been your biggest influences?

Albert: At first, the GW school, I was a kid and knew nothing else than GW at all. Later on, I got very captivated from the French painters, and nowadays pretty much from anyone good featuring in a magazine or posting in the internet. As for particular names, I might get stuck with Seb Perbet, Poupee Canope, and the classic french guys, Thomas Barse, JAG, Cyril Abati, Allan C... although I have gone for my own style very much which differs from that of these mentioned. I think a personal style is very important

WM: How did you start in the hobby? Was there anyone who taught you in the early days?

Hum, it was actually my eldest brother and a



Slayer Sword interview

friend of his who got me into it. At first I wasn't too much interested about it all to be honest, but when my bro left the hobby it was me who started in it. Thanks god I didn't leave either! At first I learned with WD articles, but later on with the discovering of the CMON site and the creation of the Spanish Team I have learned from everyone.

WM: Do you wargame?

Albert: I used to with my small brother and some school friends, we built a board at our basement at home with all the scenery and so on, so every single guy in the school wanted to come our house, but I was much more interested in the artistic side and I just left gaming with time. I have lots of armies and hundreds of minis though, my main army was Dwarfs.

WM: Have you ever thought of making a living of it all? Will your professional future be related with minis?

Albert: I can't tell by now. Of course I've thought about it but I will first finish my studies at uni and we'll see what happens next. My only true experience (apart from a few commissions) was staying in 'Eavy Metal at Nottingham last summer. It was much fun.

WM: How many hours do you paint a day?

Albert: Sadly, I don't have much time to paint during the course with exams and projects to do. However, during holidays I use to do marathonian painting-days to finish my minis on time for the comps or whatever.



WM: Do you enjoy sculpting or painting the most?

Albert: I can't choose just one. For me both things go together, it's just one single hobby: the miniaturism, rather than the mini painting or the mini sculpting separately. I cannot imagine just sculpting a mini without thinking on how I will paint it, and although I of course paint commercial minis I prefer to sculpt them myself, the freedom is so much wider because you can just do whatever you want.

WM: How important is the hobby in your life?

Albert: It's been of course a very deep impact in my life, I did start painting at 9 years old and won the sword at 18, so literally half my life of effort did have its reward.

WM: What has your hobby given back to you?

Albert: Some of my best friends now, lots of hours of fun, lots of trips and dozens of experiences to explain! Also rewards at competitions which always fulfil oneself, and the Spanish Team with who I have lived some of the best moments in my life.

WM: What is the best and the worst aspect of being a 'famous' figure painter?

Albert: The best, what I have told already, all the experiences I have lived and personal & team success. Also, the fact that I have met a lot of people of all over the world in competitions and other events. Now I can pretty much go anywhere and sleep for free haha. We are like a huge family! Now I can make miniature



Slayer Sword Interview

exchanges too (I'm making one with Seb Archer form OZ for instance) and this is just very cool.

The worst...maybe when you try to paint or sculpt something and it's not turning out well... it's very frustrating, but at the same time it pushes me to keep trying until I make it look how I want (and I actually don't stop until I achieve it) and this perseverance makes me improve too.

WM: Away from minis for a moment. What about your favourite artists? And who do you think the best painting school is?

Albert: I like very much Poupee Canope for his flawless technique and Seb Perbet for the Mood he achieves with his miniatures. Also a lot of my Spanish Team mates who I think are at the very top (see Banshee, 2 swords in a year, Iago Pineda, sword at 15 years old, Nano, etc.). Then some other amazing artists from the historical like Raúl García Latorre, Marjin Van Gils, etc. Nonetheless, personally I think in the fantasy miniature world it's still the French the pioneers and who keep in the leading.

WM: Lately we can see historical painting styles used much more on fantasy minis. Why do you think this is? Is it just today's fashion?

Albert: I don't think it's a fashion. It's just basic art concepts, such as zenithal lighting or theory of colour. These techniques have been used for hundreds of years and now they are being applied on 3D models, there's just nothing wrong with it. Also the realistical look typical from historical figures help the fantasy models adopt a mood and an atmosphere that help the viewer understand better the placement of the figure, what it represents or the feeling it wants to



demonstrate.

WM: So we're always looking for rumours. What are you working on right now? What future projects do you have?

Albert: I have a couple of minis in mind right now... a 54mm, a fantasy single and a futuristic monster...lots of ideas and not much time!

WM: Will you be back to defend your title this year?

Albert: I was planning to do so, but in the end I won't be able to, because by the time UK GD is held I will be in Asia studying and I won't be able to make it this year. I might come back to Spanish GD though, I will be back by then, and I haven't entered it for 2 years now, and it's my home-competition afterall!

WM: Do you think there are other top level competitions apart from Golden Demon around the world?

Albert: Of course they are! There's León Ram-pante, Aosta, Euromilitaire, and many many other high level comps all over. Actually the World Expo 2008 will be held in Catalonia, in Girona, and it looks like its going to be one of the very biggest gigs in the mini history.

WM: Finally, do you have any tips for painters?

Albert: Just paint what you like. Don't do things thinking about what other will think of it, just do what you want to do and enjoy doing it. Don't hesitate to ask the other painters better than you for some tips and try to reproduce everything learned. And above all, never give up!



WM: As Albert has stated already, he is one of the members of the, increasingly, well-known Spanish Team. I wanted to discover a little bit more about this team.

What is the 'Spanish Team' When did it all start?

Albert: The Spanish Team is just a bunch of friends and internet known that gathered after the 2003 Spanish Golden Demon and decided to create a painting group originally to learn among each others and go together to foreign competitions to participate, know people and above all, learn.

WM: Who of you are the founders? And the newcomers? How do you accept new members?

The original members were Fernando Prieto

(nano), Aleix Giol (exterminator), Jose Manuel Palomares (JMPN), Rubén Pérez Alonso (Mercenary Ogryn), Albert Moretó Font, Luis Gómez Pradal, Alfonso Giraldes (Banshee) & Iago Pineda (Kaleth). With time, we have increased from 8 to 14, incorporating David Rodríguez (Karaikal), Simon & Saul Remis twins (Deucalion & Evil Twin), Alexandre Roi (Elroi), Christian Sánchez (kai) and last year Toni Nieto. New members have to be just good friends of us all and of course have a good level of painting and sculpting. And they have to be prepared to travel defending our country hehe. We are by no means an elitist group.

WM: What aims and objectives does the Team have?

Albert: The main aim of the team is promoting the painting side of the hobby in Spain and other countries and creating and developing our country's school as much as possible. And of course enjoying of the painting and meeting people with the same hobby.

With that purpose, and after having visited about four French and UK demons, where we did learn a lot, we decided to share our knowledge with anyone interested and we created the Spanish Team forum (www.spanish-team.com). There, we have created an exclusively miniature-art forum (the proper site is yet in process) where everyone shares techniques and tips, and where you can post your figures and everyone comments (quite harshly actually, but the only way to truly improve). Many of the people in the forum ended up winning a demon at the last Spanish edition which was quite tough. We have created a very big but familiar community and right now people from each city even meet regularly to paint or go for a drink. There's a section in English as well. In conclusion, the Spanish Team is nothing about "going to steal the de-



demons everywhere” as we have read in some places.

WM: The Spanish Team is becoming a reference inside the painting scene. How do you think you have achieved this?

Albert: Once again, with the perseverance to improve and some very big disappointments at our first attempts to compete against the very best into the scene at the time. With our open way of teaching what we have learned as we learned from others and basically because of our love to minis!

WM: How do you get on with the other painting communities?

Albert: There's healthy rivalry among all the painting communities (understood as countries), but we get on well with everyone, the French, the English, etc. Before every GD there is always a community dinner organised and most of the times a tour in the city where the GD is held. That implies lots of organization effort but it is much fun and definitely worth, as it doesn't feel that you have travelled abroad just for the competition, but also to meet our friends in there.

WM: Do you think you will create a painting school, just like the French have?

Albert: The painting styles inside the team differ very much, so we cannot synthesise into just one who we can call "the Spanish style". But school in the sense of creating a high level painters community in our country definitely yes, the results are starting to show actually.



WM: What benefits are there from being part of the team?

Albert: Firstly, the same ones that you can have in any kind of organization, having fun! Then, learning from each others and sharing our very best techniques, advice, colour schemes etc.

WM: Do you meet for painting?

Albert: We hardly do because we are from different cities of Spain. However those of us in one same city sometimes do, although we usually meet for having something to drink or go out or whatever.

WM: How do you communicate each other and show your current projects?

Albert: Just trough the internet or live if we can. Sometimes though we see the minis of our fellows once in the competition for the first time.

WM: What about your t-shirt?

Albert: It was a simple way to show were did we come from and have a distinctive uniting piece. The picture on it is a golden demon holding a paintbrush riding a Spanish bull.

WM: Albert, we can't thank you enough for answering all our questions and sharing both you thoughts and your photographs of with us.

Albert: You're welcome, it's been a pleasure!



Warhammer for Dummies

Getting started in the Warhammer World

Once upon a time, we suggested Jedi152 should do work on the Watchman. This was met by fierce resistance.

This article is the culmination of us asking him to do that work. The 'Warhammer for Dummies' will be looking at helping those people who think Space Marines ARE Warhammer.

So, youngling, you'd like me to pass on the wisdom of the ancients? Well pull a stool up to the fire, light up your pipe, and pour yourself a Bugmans. And pour me one too lad. What? You don't expect a longbeard like me to hand out advice with a dry throat, do you?

So, you've decided to give Warhammer a try? Good decision! Some of you may be familiar with GW's other games systems, and some of you may be new to the hobby altogether. In all cases, welcome! If this is your first issue of The Watchman, then doubly so! You've just stepped into a world of excitement, adventure, ***, impending doom, and well written articles about them all!

Let's start with the basics. Warhammer is very different to its futuristic cousin, Warhammer 40,000 – it tends to portray larger battles and is generally considered to be more tactical.

Where to Start?

Well, let's start with the absolute basics: The most obvious port of call if you want to learn to play Warhammer is your local Games Workshop store. They should be able to help you play an introduction game at no cost, save a little sales talk – they'll probably suggest you buy the starter game, the Battle for Skull Pass. Not too bad a plan; it comes with the rules, two decent sized plastic armies – dwarfs and goblins – and enough dice and gubbins to play the game. As it takes quite a while to fully collect an army, it makes sense to use this. If you can get some of your friends to put a bit of cash in, you've got yourselves even more of a bargain.

The other option is simply to buy a rulebook. It is exactly what it says on the tin, a book of rules. No miniatures, dice, anything like that. What it does have is a wealth of hobby and background material that the rulebook in the Battle for Skull Pass lacks.

But what if you don't fancy forking out for the starter box or the rulebook without trying it first – or you don't live near a GW store? Well you still have a few avenues. Look out for a local gaming club, or talk to local people on a forum

(as expected, I fully suggest Warseer forums - www.warseer.com) – you might be able to find details of players, or a club near you on the net – go along to watch or maybe participate in a few games. Some good sports might even let you borrow their army for an evening, and take you through the basic rules.

Decisions, Decisions...

After you've had a game or three and got used to the rules, it's time to decide what army you think you'd like to collect. They all have very different playing and background styles, all have their own strengths and weaknesses, and all look very different visually. Your best bet is to look on Games Workshop's own website (www.games-workshop.com) – under the 'Warhammer' heading you can select from a list of the armies and see the major differences in playing styles and looks – this are also covered in the main hardback rulebook.

Don't worry if you can't decide which one to buy right now, most people have trouble deciding! You can search for inspiration from any source – some armies might just 'feel' right, or a particular fantasy film or book you like that inspires you, and happens to fit an army. Anything like that.



Army Selection and Collecting

At first, collecting an army can seem a daunting experience, but if you break it down into small goals, it is easier, and very satisfying. Your first purchase should ideally be the Army Book – although some people prefer to buy some plastic figures first to see if they enjoy painting and modelling them. It sounds a bit maddening, having to purchase a book for each army on top of the rulebook, but it does allow for some very good hobby material, and reading on your army of choice.

A 'standard' sized Warhammer army is 2000 points. This tends to be the tournament standard (more on this later) and allows for a game to be finished in a few hours. A good goal however is to split this into 4 blocks of 500 or so points. By buying and painting these one at a time it allows you to play the game as you build up your army, (using first 500, then 1000 and 1500 point games) which can counter the frustrating problem of having to collect a full 2000 points before you can play. Again this is doubly fulfilling if a friend is collecting an army at the same pace.

Painting

Painting can seem to be very daunting at first. The large units of Warhammer can seem like an uphill struggle even to a player of 40k, units with over 20 or 30 individuals are common. This is both a blessing and a curse – the large numbers mean plenty of painting, but the dense ranks can obscure detail, and mean that it doesn't have to be spot on – who can tell if the second or third ranks don't have eyes or perfectly rendered detailing on their uniforms?

One trick is to split the painting up into ranks

– concentrate on finishing the next 5 individuals, and the unit is painted before you know it. Another good tip is to buy, say, a regiment box a month and aim to get it painted and ready to play by the next month – this way you don't get bogged down with piles of unpainted plastic miniatures – if you have the willpower that is! The problem is that it's very easy to sit here and write about painting everything you own, and not buying anything new until you've painted the old, but it's not so easy to do! Many a veteran has piles of unpainted plastic lying around, myself included. Luckily my girlfriend has managed not to kill me so far, and is very understanding about it all, even if it has all been consigned to the back room...

Playing

Army specific tactics have been covered in early issues of The Watchman, or may be covered in later ones, so I won't delve into those here – I'll just offer up a few basic tips that can be of help to the new player.

Deployment is key: Don't just slap units down on the table in a nice big line. Try to decide a role for them and place them accordingly. Have a fast cavalry unit or a flyer that would be perfect for outflanking the enemy? Then it makes sense not to drop it in the middle of the table. That nice heavy infantry unit is far less effective if it's placed out on a limb where it can be easily avoided by the enemy.

Be mindful of terrain: You should decide with your opponent which terrain counts as difficult or even impassable terrain – and suit your deployment to this. I recall a game in 6th edition (before the current terrain placing rules) where I spend ages choosing where to place my key

units (blocks of zombies buoyed up by tough characters). I was finally happy until I looked at the whole board – I had them all facing a direct bottleneck of difficult terrain which led to some very difficult manoeuvres. Needless to say I lost that particular battle!

Think Magic! Never underestimate magic – especially magic defence. Try to include some in every lists – even if it's just a dispel magic scroll or two. You never know when you are going to have to stop that one spell that will muck up your whole plan.

Well, that's about it – you should be pretty sufficient in the game to go out and play to your hearts content.

Oh, and remember me when you win your first tournament!

Now, lets move onto the background aspect of things in a bit more detail...

So, you want to be a Background Buff?

Knowing more about your army, and the background of the Warhammer world is integral to the game for many. For some, in fact, it takes precedent over the game. To these people (myself included), the game is only a small part of a large universe, full of diversity and things just waiting to be discovered.

So how do you go about learning more? Well the obvious places are the Rulebook and Army books. The hardback rulebook has a surprising amount of info about the Warhammer world and its inhabitants – but more so from a warfare



point of view. More specialised information can easily be found in the army books. These offer a wealth of information specific to the army in question, including, but not limited to, maps and timelines etc.

Another good source is the Black Library. For those who don't know, BL is a part of Games Workshops publishing house, concerned with releasing novels, graphic novels and background books. They have a large catalogue of Warhammer novels concerning most armies and as standard novels are very reasonable priced when compared to Army books etc. A full list of these can be found at www.black-library.com.

Another, often overlooked, source of information is the old army books (circa '93 - '99) from the 4th and 5th edition of the game. These were set out differently to the manner that army books are today, and were larger with lots of background. Be warned though, some of this background is obsolete and has now been superseded by the current info – most noticeable in the Bretonnian and Wood Elf books – in both of which the army background has changed drastically. The other problem is that these are long out of production, but they were very popular back in the day – meaning that they are readily available on internet trading sites such as Bartertown and eBay – see below for info on getting hold of them.

A good source for all sorts of non-warfare information is Warhammer Fantasy Roleplay (WFRP). This was released in 19** and although it was removed from sale in the mid 90's it can still be quite easy to find on trading websites. Now another subsidiary of Games Workshop, Black Industries, has reproduced Warhammer Roleplay with new rules and new sourcebooks and adven-

ture books, and these can be a great source of information even if you only play the tabletop game. Unfortunately, I can only comment on the books and supplements that I own, but an extensive list of all can be found at www.blackindustries.com. The original '80's WFRP core book (sadly I have been unable to procure a copy of the new core book) has a world guide which has brief descriptions of all of the nations around the world, and also has a large bestiary of creatures (some which only the old-timers will remember – not that I'm showing my age – Fimir, anyone?) that have been long since removed from the tabletop game.

A large campaign was also produced for the original WFRP – the Enemy Within campaign. This was a large winding campaign which involves chaos cultists, and leads all around the Empire and north into Kislev. It began with the book *Shadows over Bogenhafen* – half the campaign and half about role playing in the Empire. The second part was *Death on the Reik*, again with a large section devoted to rules for life on the rivers of the Empire. The third part, *Power Behind the Throne*, is a little more confusing – It takes place in Middenheim, and so was released at the same time as an excellent Middenheim sourcebook, *Warhammer City*. These will be available separately on trading sites, but more commonly appear as a combined volume, *Warhammer City of Chaos* (a large red book). From Middenheim the campaign travels north to Kislev for *Something Rotten in Kislev*, and that's pretty much the end*. Incidentally, any players of the new WFRP might want to take a look too – I've heard this campaign translates very well to the new rules system.

* Alright. I said it was pretty much the end, but there's more. A trio of rare WFRP books some-

times bless the trading sites and are priced accordingly – see below. A final part of the adventure, *Empire in Flames*, was released, but it was very rare at the time. As such, it's extremely rare now, and its price reflects this. Second, a Marienburg sourcebook, *Marienburg: Sold Down the River*, considered by many to be the best of the original WFRP books, and third: A rare Dwarf Sourcebook called *Dwarfs: Stone and Steel*.

I personally own two new WFRP sourcebooks – *Sigmar's Heirs* and *Knights of the Grail* – books for the Empire and Bretonnia respectively, and these are a great source of information about the countries non-war aspects. They also contain information about the different states and dukedoms, which is invaluable for those of you that love to make a deep and intricate background for you armies – or if you want to make that campaign a little bit more special.

Getting Hold of OOP Books

I could write a whole article on how to obtain out of production (OOP) books and products, but I'll just write a few notes here on how to find some of the products mentioned.

Old Army Books: Fairly easy really – as they were sold in such high quantities originally, they make fairly regular appearances on trading websites like eBay. They don't tend to go for a lot of money, but you should still keep an eye out. You don't really want to pay more than about £5-7 for an old army book, with many instances of books going lower. I recall I found a seller with a few on for £2.50 each delivered! You could get lucky – as the books are OOP, there are worthless to anyone who doesn't wish to use them for background purposes. Use this to your advantage.



The only possible exception is the Chaos Dwarf book (technically it was never an army book, but that's by the by). Because it has never been re-issued it has become something of a cult book among collectors, but you should still be able to get a copy for £10-odd if you're desperate.

Old OOP WFRP Books: A bit harder, but not impossible to find. They were never as popular as the mainstream Warhammer game even in their day, so there tend to be fewer copies around on the market. The core book can be found quite cheaply – maybe about £5 or so, but it's the supplements that can get pricey. Early parts of the Enemy Within campaign (Shadows over Bogenhafen, Death on the Reik, Warhammer City of Chaos) can be got for about £10-15 each, and are worth a buy for a read – they can be a bit light on background though, apart from the Mid-denheim sourcebook, which is particularly good. It's just the 'holy trinity' of rare books mentioned earlier that are the ones that break the bank – you could be looking at up to £50 each for copies of Empire in Flames, Marienburg: Sold Down the River and Dwarfs: Stone and Steel.

So that's about it really. Background is all a matter of choice, but I think it gives the game a whole new level of excitement. Next time you play, grab your army book and think of a reason your army is going to war. Give your characters names and stories, and before you know it. The rest will all fall into place!

- Jedi152



The beastmen advance



An Artists Dilemma

Bubble Ghost was one of the 5 original members of the editing council of the Watchman. He returns this issue with a little bit of fiction for us.

Clashes of steel, cries of battle and the screams of the dying rang through the streets of Kleindorf, bathed in the blood red evening glow of flaming rooftops.

The mayhem was reaching fever pitch as the town's garrison, packing solid Empire steel, battled desperately against the invading Norscans, all fur and axes and biceps. The defences had been breached and the marauders were running amok, dragging away valuables, food and women. Confusion reigned as warriors of both sides dashed through the streets, and the cries of fear and pain mingled with the crackling roar of burning thatch.

Two silhouettes peered out of the flickering shadows of an alehouse, unnoticed by the plundering barbarians. They had been observing for some while, and in a strangely collected manner which, amidst such chaos, suggested not so much hid-

ing as lurking.

"I don't like this at all, Mr. Langer." The voice's owner was precisely the size and shape that his gravely rumble would lead one to expect, although he enunciated his words with surprising care.

The other silhouette was narrow and lithe, and implied speed even as it stood motionless. "Neither do I, Mr. Heldenreich," replied the second man, in softer, staccato speech. "All this pitched combat. Quite outside the parameters of the contract." Langer and Heldenreich had been hired by a Kleindorf trade guild to discourage an impending move by a rival, but had been caught up in this inconveniently timed invasion - they had been on their way to renegotiate when the defences had been breached, and they now faced the prospect of unprofitable bloodshed. It rankled both men's professional pride.

Suddenly Langer's hand flashed towards the hindmost of a group of raiders as they ran past on the other side of the street. The man's comrades charged obliviously onwards as he fell lifelessly to the cobbles, a knife skewering his neck.

"Still, our contract of protection remains, even if the conditions have changed," Langer decided, agreeing with his knife. "Needs must, and if we must, then we must. I believe we should endeavour to assist the militia." He drew two long, thin daggers from his belt, leapt theatrically out of the shadows, and in a whipping of black locks he flitted away around the corner.

The two so closely knew each other's minds that they could work apart from each other like a pair of hands. But this

time Heldenreich was unconvinced.

"Perhaps, Mr. Langer, perhaps," he mused to himself.

More Norse hurtled into view, five of them, chasing a group of terrified commoners. Heldenreich considered for a moment longer. Then he shrugged.

Like a sunrise, his great fists emerged from the shadows in front of the foremost marauder and gave a flourish. The tattooed, musclebound Norscan made a desperate gagging noise, dropped his wicked axe, and flipped up into the air. He was doomed before he hit the ground, blood gushing from the crimson trench bisecting his throat.

Letting go of his garrotte Heldenreich lunged for the next pair. Taking advantage of their fractional hesitation on seeing their leader ambushed, he seized a plaited beard in each hand and crashed their skulls together like cymbals. They slumped dopily to the cobbles.

The remaining two Norscans in the group bellowed blood-curdling battle cries and leapt at Heldenreich, weapons raised. Heldenreich grabbed an axe and hurled it underarm at the nearest barbarian. The man's fearsome war cry became a helpless gurgle as the blade embedded itself in his gut, and he crumpled and skidded his last breaths away.

Heldenreich in action was a sight to behold. The huge man's quickness was notable enough in itself, but the truly remarkable thing was that he never appeared less than comfortable, almost lounging, as he dispatched his foes. It failed to do justice to the breadth and application of his work to call him a thug or a warrior; Heldenreich was an event. He didn't fight,



he happened. The distinction was fine, particularly for those Heldenreich happened to, but just as connoisseurs knew that one did not use an antique dagger to carve pork, so Langer and Heldenreich's brand of social reorganization for hire was not a tool to be squandered on everyday roughhousing. They had lightness of touch and appreciation for detail. They were artists.

And therein, it suddenly occurred to Heldenreich as the final marauder roared in anger and slashed at him, therein might lie means of approaching this change of circumstance. With a subtle twist of his body the mercenary misdirected the savage swing, and as he did so he decided that this unfamiliar field of work, this spontaneous combat for a cause, could prove an invigorating challenge – a new medium. His foe's blade cleaved thin air. A newly chipper Heldenreich slammed his brass-knuckled ham joint of a fist into the man's face with a sound like an anvil squashing a pumpkin. The barbarian collapsed in an eruption of blood and teeth.

Heldenreich cracked his knuckles and harrumphed in a satisfied fashion as he surveyed the carnage.

“On the other hand,” he considered, wiping the claret from his brass knuckle with a delicate kerchief, “variety being the spice of life, as they say, I may enjoy this change.”

As Heldenreich retrieved his garrotte and set off with deceptively lumbering pace towards the densest sounds of combat, there was something of a bounce in his stride.

Because we missed it last months, here's the priests of Myrmidia that Bubble Ghost made for us too...

Warrior Priests of Myrmidia - 95 points per model

Myrmidia is the goddess of war. Her worship began in the south of the Old World, with both Tilea and Estalia claiming to be their beloved goddess and saviour's homeland. But whatever her origins, worship of Myrmidia has spread north throughout much of the Old World, thanks in no small part to the heroics of the renowned Knights of the Blazing Sun. Myrmidia is a more stoic deity than the savage northern god of battle, Ulric; she is scrupulous and unyielding, and where Ulric loves battle for its own sake, Myrmidia's resolve is born of duty and compassion. Her followers venerate spiritual purity, skill at arms, and the intricate arts of strategy. In times of war, Priests and Priestesses of Myrmidia are a great boon, advising generals, bolstering the morale of troops, and leading from the front, exemplary in their skill and immovable in their courage.

Empire and Dogs of War armies may choose Priests of Myrmidia as Hero choices.

	M	WS	BS	S	T	W	I	A	Ld
Warrior Priest	4	4	3	4	4	2	4	2	8

Equipped with hand weapon and shield. May carry a great weapon (+4 points) or an additional hand weapon (+4 points). May be equipped with light armour (+2 points) or heavy armour (+4 points). May ride a warhorse (+10 points), which may have barding (+4 points). May carry magic items with a maximum value of 50 points.

Blessing of Myrmidia

The presence of the Priest on the battlefield adds one die to the army's Dispel pool.

Strength of the Maiden

Enemy units fighting the Priest or unit he is with cannot gain the +1 combat resolution for outnumbering.

Prayers

Cast as Bound spells with a Power level of 3.

Gift of Arms. The Priest and the unit he is with may re-roll any 1s scored on to hit rolls in the next Close Combat phase.

Gift of Strategy. Remains in play until the Priest is slain or attempts to use another Prayer. Enemy units charged by the Priest cannot choose to voluntarily flee as a charge reaction.

Iron Resolve. Remains in play until the Priest is slain or attempts to use another prayer. Unit with Priest may re-roll failed Break tests.

Radiant Glory. Remains in play until the Priest is slain or attempts to use another prayer. Use on the Priest himself or a friendly model within 12". All successful hand to hand attacks made against the affected model must be re-rolled.



Word on the Street

Rumours of the Warhammer World

You've finally found the page you were looking for Arhalien. The rumours pages of the Watchman are nothing if not controversial. Its what makes them interesting don't you know!

Without further ado, we'll hand you over to the very capable source of all things rumour based - Harry

Whats coming out before the next Watchman?

April

We get the new, all plastic, army boxes for both Orcs and Goblins and the Dwarf Army this month. An absolute stack of plastic for your money, but I don't expect to see the Empire box until June.

May

We get the magnificent Black Orc plastics, Black Orc Big Boss, Gorbard, the Trolls and the Giant cave squig.

June

- Empire Army Box and a Battalion Box
- New metal Dwarf Lords and the plastic Miners.
- All the terrain including Hills, Trees, walls/fences and the Buildings (including the big 'Village' and the 'Fortified manor' sets).

July

- The Mighty Empires Box set. (available to pre-order from 9th June.)
- Various Empire releases (Flagellants/Wizards/Helblaster).

There will also be a reinforcement Battalion splash release consisting of several of the new plastic kits.

Whats next for Warhammer Fantasy Battles?

I still don't have a date for you but I am confident we will see the High Elves this side of Christmas. If I had to bet pie on it I would say we will see the first releases in November with the main release in December (just in time for Christmas shopping). Elves and Christmas just seem to go hand in hand, don't they?.

I still think that the Undead will be next after the High Elves but this will clearly be next year. I am thinking 6 months after the High Elves. I

am also still confident that Dark Elves will be after that (they are approximately 12 months away).

Whats Set in stone for the Dwarfs?

For anyone who has not followed the sad saga of the plastic dwarf Lord kit I promised you last time, here is the deal. The short version of events is that the mould was dropped and broken. So, as an alternative, those kind fellows at Games Workshop made us some beautiful new metal dwarf Lords instead. These will appear very soon.

There will be a Lord (with 2 handed axe), A lord on an oath stone, (leaning on Hammer and shield) and a Battle Standard Bearer. Without trying to describe each in detail, they are sculpted to 'match' the new Dwarf plastics. And they really are very nice.

Waaaghts still to come for the Orcs?

For those of you who have an unnatural fear of giant spiders, the Forest Goblin Chief on a gigantic spider is on its way. It is done so I am not entirely sure why it has not been seen along with the Giant Cave Squig.

I have heard nothing more of Boar Boyz so I suspect I got dodgy info on this one. Sorry. (Having said that I could be wrong now, they could still be on the way. That's rumours for



you!).

However, there is still Azhag and the most incredible Wyvern. They are both sculpted by Alex Hedstrom. Hats off. This must be the most realistic, (believable), 'fantasy monster' mini I have ever seen. I love it. I can't wait to get one!

I am sure it will be released at some point. I think they are just trying to find a good slot for it but also they are trying to work out how to promote it, as the whole thing is so huge that it couldn't be cast in metal (because it would weigh too much). Either they wouldn't be able to make profit on it or we would have to pay a fortune for it, so the Wyvern will probably have to be cast in resin, although not necessarily made by ForgeWorld. Instead it will be made by a Games Workshop in-house resin manufacturing team, "GW Resins", who from what I can gather happen to be the same team that casts FW products! Don't ask me! I just write what I hear!

On a side note, I have heard that GW is considering producing more resin miniatures in the future. This would apparently only be used for character models and rare units - essentially those models you're only likely to buy one of. The decision to produce resin models apparently stems from the recognition that plastic cannot capture the same level of detail as metal or resin, and the price of metal is rising all the time. I don't know how much truth there is in this but when you see the stuff Forge World produces, why wouldn't they consider it?

For Sigmar!

Most of the minis mentioned the last time have made an appearance on the net.

The Flagellants, Battle Wizards and Hellblaster/

Helstorm rocket kit have all been seen and will all be available this side of the summer campaign in the July releases. Having seen some of this stuff put together I have to say these kits are very impressive. You are not going to believe how good these wizards look put together or the variety you can achieve off the sprues.

There will also be a splash release of Empire 'reinforcements' which will have all of the above included with more state troops which looks like a great way to buy all of the new stuff at a bargain price. It looks like a saving of over £30 on stuff I would be buying anyway. I will certainly be investing in one of these.

I have still been unable to get confirmation of new Empire Knights so I suspect they may not be happening. I think the reason they weren't done is probably that there wasn't enough resources to do them, either in designer time or tooling time. Just too many other things happening at the same time and as a result the knights were prioritised out. Maybe sometime in the future but don't hold your breath. Sorry I don't have better news on this.

(I was hoping for something reminiscent of David Gallagher's concept work).

Having said this I don't doubt Hastings original rumour of a new knights sprue. So there may still be something we haven't seen yet for the knights.

One thing I have heard about knights is a rumour that at the 30th birthday bash there will be an Empire Knight, along similar lines to the rumoured Necron but in Gold (plated?) plastic. I don't know! It's just what I heard.

Something I can confirm is that there will be three or four new Empire characters on foot. I don't have a lot of details but I have heard about two 'direct order only' Heroes one with a sword over his shoulder and one with a two handed mace. The mace is just huge. It is dwarfed only by the size of the moustache! There is also a Battle Standard Bearer with the Griffon Standard.

However the best Empire news of all is that the warrior priest blessing the handgun will be released as a direct only model at some point in the not so distant future.

Hi Elves

I have heard that Martin Footit has done 'most' of the High Elf minis. (He was the guy who did those fantastic High Elf heroes a while back) so I am pretty excited to see what's coming.

Obviously there will have been contributions from other sculptors like a couple of characters from Steve Saleh and the chariot from Dave Thomas I mentioned last time.

One rumor that has surfaced recently on War-seer is that Alith Anar, the Shadow King will be in the book I will also tell you that I have heard that Gary Morley has done a rather nice sculpt for Alith Anar (didn't want to say last time as it gave away his inclusion in the book, but as that is out there now...)

Drakes have also been rumoured. I have heard that these were sculpted by Alex Hedstrom. Having seen Azhag's new Wyvern which I also believe to have been sculpted by him, I don't mind telling you that I am looking forward to seeing more dragon type things from him. I think these will appear as a mount for a hero.



rather than as a unit.

Here is one description I have had of the new High Elf minis:

"The spear elves have basically the same style armour as the lion hero released last year, and compared to the current ones are just more 'elfy'. The spears themselves are thinner, and everything else seems more delicate and intricate than before. Compare the old Empire minis to the new ones. That is kind of detail increase we'll see with the new plastics."

They say a picture is worth a thousand words, however, so here you go.

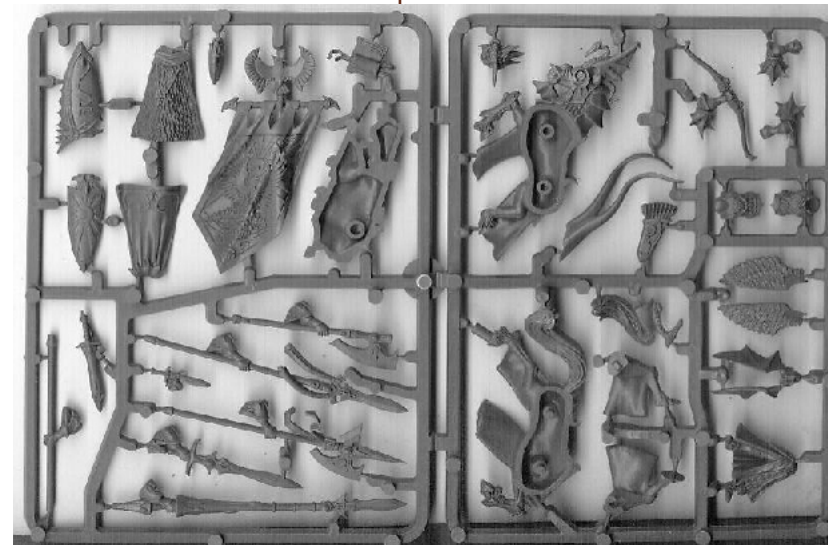
You have got to be happy with that!

That has got to be the best command sprue so far.

The book is still not finalised and if my November date is correct this is still outside of a six month window so I will say nothing more.

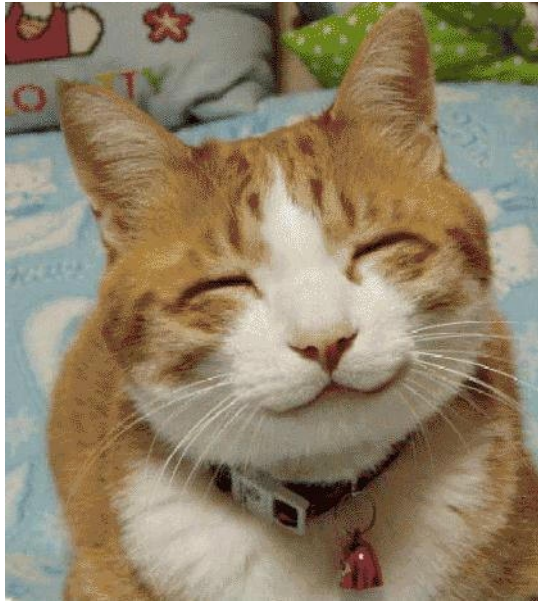
Well, when I say nothing....

The odd snippet never did any harm!





If what I am hearing is correct, I will be as happy as this cat.



In fact I am so happy I wrote a little song. (In the hope we actually get the new book this side of Christmas!)

On the first day of Christmas Adam Troke gave to me, An Elf Prince, intrigue free!

On the second day of Christmas Adam Troke gave to me, two ranks of archers and an Elf Prince, intrigue free!

On the third day of Christmas Adam Troke gave to me three dangerous Dragons, Two Ranks of archers and an Elf Prince, intrigue free!

On the forth day of Christmas Adam Troke gave

to me four Lords of legend,
Three dangerous Dragons, two ranks of archers
and an Elf Prince, intrigue free!

On the fifth day of Christmas Adam Troke gave
to me five Gold Heroes,

Four lords of legend, three dangerous Dragons,
two ranks of archers and an Elf Prince, intrigue
free!

I might write a few more verses next time. (12
verses was just toooo many snippets).

I feel like Death...

mentioned last time that John Blanche was doing the concept art for the new Undead. I think Games Workshop is keen to produce its own vision of the Undead rather than something more generic so that Games Workshop's Undead are unlike anyone else's Undead. I think this is something they will look to achieve increasingly in the future with other armies, which may also explain some of the change in 'flavour' in the recent Empire releases.

As a result we can expect a more "constructed" look, artificial beings more than the typical zombies' held together with bits of wood, metal and bone.

On this theme the whole "Golem" (Ogre sized, Undead constructs) rumour just refuses to die (that's Undead for you!). I still keep hearing about this unit even though I asked Gav about it myself and he told me it was not happening. I think what may be happening is rumours from Warseer are just being repeated. Having said that, Golems did make it into the Liber Necris, which is the Undead's answer to the Liber Chotica by The Black Library. So make of that what

you will. Honestly I have no idea!

Some people on the forums seem to be under the impression that bloodlines are going to be scrapped in the new book. I am not sure this is correct. Last time I said:

"Gav Thorpe has been quoted as saying that he thinks the bloodlines are too restrictive and that players should be able to have more individual vampires, not limited by the bloodlines."

I get the impression bloodlines will still be there and have an effect on your list but their importance will be toned down a little. I have heard that vampires will be able to pick from a selection of vampire abilities but will not be restricted by their bloodline.

Most of the mini's; I told you about last time (the zombies, the Ghouls and Skeleton Variants (including plastic Grave Guard), are now finished.

I suggested we would be getting a number of new vampires. So far I have heard about a couple of Necrachs and a mounted Lahmian but the two most interesting Vampire minis I have heard about so far are a female Blood Dragon (Ohhh. Kate Beckinsale sir? Suits you sir. Will sir be wanting a mini to go with that? Your damn tooting sir will) and a really impressive vampire Lord transforming into a bat that sounds cool.

I have heard about both plastic and metal Necromancers. I have said before that I do not anticipate a plastic Vampire kit but a selection of metal vampires however I think we will be getting a Plastic kit for Foot & Mounted Necromancers. (with multiple heads arms much like the Empire mage sprue). But I also think we will get some Metal Necromancers just as we have for



the Empire in addition to the plastic kit.

And that's it for minis *cough* plague *cough* cart *cough*. Excuse me. Until next time.

Dark Elves

It is my understanding that miniatures are now being sculpted for the Dark Elves so that puts them around twelve months away (or slightly less), so soon after Christmas next year unless there are any hiccups.

Something for the Rat fans!

I promised a little something for Skaven fans last time so here is a scrap. Both plastic clan rats and I think also Stormvermin are done.

They are smaller and without the BIG hands.

The miniature department has a set of 'scale masters' (an unseen line of miniatures) which must be adhered to by the sculptors (Too big or too small and they won't get done). These were reworked at the time the Wood Elves were done because of the variation in scale (even within some armies) and because of 'scale creep' in the minis generally. So just like the new Night Goblins are considerably smaller than the old ones but now in scale with the rest of the Warhammer world so are the new Skaven.

I like my big, old, cartoony ones with massive hands but I am ready to be blown away by the new ones.

For the Glory of the Gods!

I have heard about new Plastic for Chaos. I have heard things like new Chaos Marauders, new Chaos Warriors, new Chaos Knights, and new

Chaos Chariots.

I have heard the new warriors will be more dynamic and pose-able and with more varied weapon options but nothing about the rumored God specific sprues mentioned when the current warriors came out.

I have heard 'sooner rather than later'.

I have been thinking Chaos might be going to get the Battalion box.

I am thinking within the next twelve months.

However, there have been a number of rumours about Chaos Knights on Warseer and whilst they are coming they are not coming as soon as some people imagine. Whilst resins are completed I don't think they have been made into plastics yet and they are definitely not going to appear this side of Games Day for the summer campaign as has been suggested.

However I have heard a rumour about a Chaos Character or two that might. If I remember right...one is mounted on a Barded chaos steed, the other on foot...so it sounds like the plastic character set for chaos to me so maybe it has nothing to do the Nemesis Campaign and is just one more element getting done to make the army box for Chaos.

I have also heard about Chaos Daemons being redone. I think Bloodletters and Daemonettes are already done. All four main types will be done and I cant believe they wont fit nurglings on the sprue with the plague bearers. I also think Gary Morley may have done all the Tzeentch types. (Horrors, Screammers and Flamers)

They wanted to do the daemons in plastic last time around but either time or technology did not allow. There is even talk of a demon Prince and a chaos spawn in plastic. I anticipate the first plastic daemons to be ready this side of Christmas as well. (Maybe some will even appear with the 40K Chaos release).

Whilst I mention 40K I have been told that the demon prince will be both a fantasy and a 40K release and that in addition to having all the extra bits to '40K up' your Demon Prince he will have a round base which conveniently slots into the appropriate size base for Fantasy. Thus allowing your demon prince to be used in both systems. The spawn should also come with this base. This is a nice touch for Chaos players who enjoy both systems. It is not a new idea, however, I have some of these from when they tried it along time ago except mine are 20mm bases so potentially this could be the plan for all the demons making the entire demon force transferable. How cool would that be?

Here be Dragons

I have heard from a number of sources that Trish Morrison has sculpted the most amazing Dragon. However, so far there is only one made in resin. I have been unable to find out about its release. This is the best, most encouraging, answer I have heard so far :

"It's just such a beautiful and complex sculpt it would be very difficult if not impossible to cast it in plastic at the moment without losing a lot of the detail that makes it so good. So they are waiting for the technology to catch up "

However, as the technology is already there, it might be more accurate to say waiting for them to catch up with the technology.



Other Dragon news:

Azhag has now made an appearance.

(It should be noted that Harry and myself have both sought legal advice about whether or not we could publish a picture of Azhag for those of you who haven't seen him and on both parts it was advised that we do not publish the picture. We don't want to be sued! - Ed)

The one wrapped around the rock which was too big and has supposedly been passed to Forge World has disappeared off the radar.

I expect to see some serious Dragon action released with the High Elves.

The Nemesis Crown

This continues to be something of a blind spot for me with information very hard to come by. However, it's only just around the corner now so not long to wait, which is good as I may actually just expire with anticipation!

The Nemesis Crown book(let) is just 30-ish pages and will come free on the front of the next White Dwarf. It contains no new army lists just some background for each race explaining their involvement in the conflict. There is a map showing the different territories and lots of Gaming and hobby advice.

The only characters included in this booklet are Karl Franz, Thorgrim and GRIMGOR! However there will be more introduced as the campaign unfolds. So far I have only heard about 4 Character models would be made specifically for the campaign, (one Orc, one Empire, and two Dwarfs and I am not even sure that these are not the ones already seen and discussed

above!). However this does not mean that there will not be other releases this summer. I just have not heard about them!

The story line is mostly based around the Empire, Dwarfs and Orcs and Goblins. (Although it seems the world and his wife have a perfectly reasonable excuse for descending on the Empire this summer). However, one really interesting sub-plot revolving around the Undead. Here is what I have heard about this :

An ancient Vampire (ancient even for a Vampire) is the main protagonist. He has a lair under the Howling Hills in the great forest. He has been there for many years, undiscovered, plotting and experimenting. (I heard something about him experimenting on Beastmen trying to create a new race of Beastmen to be his minions!?) However, recently he has been disturbed by all the commotion being caused by the search for the Nemesis crown.

This has led him to believe (incorrectly) that he may have been discovered by the men of the Empire and the armies they are raising are intended to kill him. So, in an attempt to divert their attention away from his lair and defend himself, he went to Sylvania and convinced the local vampires to fight with him. To this end the Sylvanian vampires raised an army and have begun to march. He is hoping that the Empire armies will decide that the Undead army is more important threat and leave him alone. He has gone back to his experiments in the Great Forest.

I am not sure how this will be developed but it seems to be setting things up nicely (as has been suggested) for the return of the Undead as the next army after the High Elves.

Mighty Empires

The box will include a rulebook and 48 'hex' sprues. (Made by Mark Jones)

It seems the rulebook that comes with the hexes is just a simple campaign system.

However, all my hopes and dreams for something akin to the Generals compendium have not been dashed completely as rumours still persist of something bigger and better. I am thinking maybe they have written rules for them to work as both a stand alone game (like the original), a campaign supplement for Warhammer Fantasy Battle and something more along the lines of The Generals Compendium as I described last time which makes use of the same tiles. I can't quite make sense of the different rumours I have heard but I am more excited about the possibilities of this development than almost anything.

These hexes are bigger than you might be expecting (if you know the original game). The original tiles were only about 4-5cm across. I am informed that these are bigger, about the "size of a titan base".

There are generic accessory sprues that come in the box with the tiles (cities, villages, etc). However, in addition to these each army will be getting a specific sprue with "race specific" features released separately.

There will be a "sample sprue" with two hexes, a tower, and an Orc totem given away free on the front of a White Dwarf issue.



Siege

As I said last time it was my understanding that siege would be the first expansion for Warhammer Fantasy Battle. Apparently it was originally intended to release it along side the plastic buildings. Apparently, both Siege rules and Skirmish rules were to be written to fully utilize the plastic buildings but when the buildings were finished it was decided to release them without delay.

However, I still think Siege will be the next big thing for fantasy (after Mighty Empires!) and it will appear next year at the latest.

Mordheim

In case my rumours in the last 'Watchman' caused any concern over the future of Mordheim amongst the many fans of this great game. I would like to say, in an effort to reassure Mordheim fans, that whatever the future plans for Warhammer skirmish Mordheim's current status is that it remains part of the Specialist Games range, as it has done for the past six years. Any rules updates to the Skirmish system in Warhammer won't have any effect on Mordheim - it is it's own beast.

Whilst we await developments for 'Skirmish' gamers that want to take skirmish gaming outside Mordheim and into the wider Warhammer world should check out the wonderful "Empire in Flames" written by Steve Hambrook, Nick Kyne, Mark Havener and Anthony Reynolds. It really is a treat.

Warmaster

As they take the plastics technology 'out for a ride' to see what really big stuff they can make I

have also heard about the possibility of them re-doing the little stuff. Re-producing the Warmaster armies in plastic seems an obvious move. The Battle of Five Armies illustrates the potential and if it is possible to simply scan all the existing minis into the computer...why wouldn't they? I guess it would be down to the cost of the mould (not a small factor at around £100,000 a time!) set against projected sales figures, but presumably they could fit quite a lot on one triple sprue so who knows?

Man-O-War

I think we can also expect a future re-release of Man-O-War (one of the best games ever produced by Games Workshop!). However, they would surely not miss the opportunity to make it fully integrated with Warmaster and the new Mighty Empires (although I would not be surprised if we see it first for Warmaster Ancients if Rick Priestly has anything to do with it).

Warhammer Fantasy Roleplay

In line with The Watchman's intention to cover "all things Fantasy" I have decided to take a look at upcoming supplements for WFRP.

Available now is "Nights Dark Masters", a sourcebook concerning the Vampires of the Old World and their Undead servants, including a detailed look at the accursed land of Sylvania.

At the end of June is the next big hardback supplement - "Tome of Salvation", which deals with religion and the assorted priesthoods of the Old World.

After that, I have no specific dates, but a few bits of info do exist...

"Realm of the Ice Queen" later this year, details the frozen land of Kislev, in a similar manner to "Sigmar's Heirs" and "Knights of the Grail" already have for the Empire and Bretonnia, respectively. Expect magic, politics, geography, history and a proper look at the people and culture of Kislev.

There'll also be a large campaign book released, the same size and format as the rulebook (hardback, 256-pages, full colour), using information drawn from the year's other releases (already detailed), and apparently based loosely on the notion of "The Children's Crusade", and will contain information about the City of Marienburg, richest city-port in the Old World, and Praag, a city tainted by Chaos.

Beyond that... vague plans have been admitted concerning sourcebooks for the Elves and Dwarfs, a proper look at the Warhammer World's Halflings, another look at the Empire, and more...

If anyone has not given these books a look yet you are seriously missing out.

They are beautifully illustrated, well written and very nicely presented- so much so that even if you never play a game of WFRP they are still worth investing in. They provide huge amounts of background information and colour about the Warhammer world to give inspiration for your Warhammer Fantasy Battle armies and are a damn good read.

Moving on, we have something to entice the 40k players to read the Watchman. Harry was sent into the future and came back with more rumours...



What is next for WARHAMMER 40K? Our agents have been hard at work finding out all that they can while braving the most hazardous regions throughout to universe. Their tales vary from the somewhat mundane to the insanely outrageous. Read on, if you dare!

Release Schedule

- Chaos Space Marines. (September/October)
- Apocalypse (October)
- Orks. (Christmas 2007/January or possibly February/March)

We have heard so many conflicting rumours regarding the Chaos and Ork release dates that we cannot even say for sure if we have the order correct, never mind the actual release dates. To be quite honest I don't even think the release dates are set in stone for Orks!

The one date we are confident of is October for Apocalypse. This will be released soon after Games Day UK 2007. It was never delayed as has been rumoured- it was, has always been, and still will be coming out in October.

After this everything is so likely to change it's not even worth talking about, but for what it's worth, a few mewling slaves we have acquired say that they suspect the dread masters of the Commoragh could very well be planning something decadently vile... Therefore, we think the next Codex release after Chaos and Orks will be Dark Eldar.

In the Grim Darkness of the future there is only Apocalypse...

Most people must have heard by now about

something BIG being released for WARHAMMER 40K this year. That something is Apocalypse. The name kind of says it all, don't you think? No? Well, let's elaborate then.

The Apocalypse supplement is due for release this October and will contain rules for large battles. By large battles we mean 3,000 points and over (way over for you real nutters!). The book is HUGE, and there will be more than one edition (the player's edition will come in an Imperial Guard rucksack!).

The Apocalypse book will contain guidelines for larger battles. It will have rules for some super heavy vehicles and will either contain or have released alongside it in a "companion" volume of rules to incorporate the sort of stuff which is currently only produced by Forge World. It will include scenarios for larger games not covered by the normal rules. The book will also contain a large hobby section with quite a lot on how to create big battlefields.

The book contains no Force Organization charts or points limits. Game balance is implemented through the use of "Stratagems" of which there are many. For example, one of the new stratagems mentioned was the "Orbital Bombardment" that uses 6 linked ordinance templates to which hits are randomly assigned. Also, any weapon of strength 7 or higher allows NO armor save whatsoever! Hello autocannon! As you can imagine, things die rather quickly in an Apocalypse game, though this is probably so that you can play a game with a massive amount of models in a less than a massive amount of time. Expect to be blowing stuff up in spectacular ways!

The idea is to introduce rules that allow people to be able to field their entire model collection.

It is about what you can bring to the table, not how many points you have got. Games Workshop wants this expansion to appeal to the long time serious gamers as well.

New Mini's but they're not so Mini

Coinciding with the release of the Apocalypse supplement, there will be unleashed some of the largest models produced by GW to date. This is a big deal for GW as they have invested a lot of resources into this project, hoping to take miniature war gaming to a level not seen before. One of the driving forces behind this must be to take the hobby in a direction that only Games Workshop can go.

Apocalypse has as many as fifteen models planned for it but it's not certain they'll all be released. If the sales of the models included in the initial release are good then more of these large models are likely to be made. Apparently the idea is they can release a couple of new models each year as long if they continue to sell well.

The plastic Baneblade, Drop pod, Tyranid Trygon, and Ork Stompa were all definites when they started work on them in the miniatures department in October 2006. I have heard conflicting rumours about what will make the initial release but we think all of these are done. In fact, some of our agents claimed to have actually seen the new Baneblade, completed months ago, with loads now already painted. They even claim they were playing games with them in the studio, something about a 20ft square table, though we will have to take this as hearsay, as these poor hapless fools have all suffered from retinal burn. One can only gaze for so long upon the Light of the Emperor after all... However, we are confident that that the Baneblade, an Ork Stompa Gargant, and A Tyranid Trygon



will all be seen fairly soon however we are now not sure that the drop pod will be released with the first wave of releases for this expansion.

Baneblade

Rumbling forth from the forge worlds of the Imperium comes the new plastic Baneblade with which to smite the foes of the Emperor. There have been some hurdles to overcome during the production of the plastic Baneblade. As you can imagine, kits of this size are testing what all the new technology is capable of. Things are now progressing well, and the Baneblade is set for release alongside the Apocalypse supplement.

Contrary to previous intelligence, the Baneblade may very well be 1 inch LARGER all around than the version currently available! The ground will surely tremble at its passing

There will be three different kits in addition to the standard Baneblade- one with a different turret option, and the others with sprues to convert the Baneblade into a Chaos Baneblade (because Chaos will put spikes on *anything!*) and an Orky Baneblade (because Orks will loot *anything!*).

The hull was designed with empty sections in it so that it can be easily converted into other types. The standard Baneblade will have a detail sprue with the bits that make it a Baneblade. It is not known if the kit will include other detail sprues or main weapon options to make a Stormblade, Shadowsword or others, but we think it is a possibility.

Additional detail sprues certainly remain a possibility for the future.

Orc Stompa

The huge footprints that have been found following in the wake of some of the more recent Ork WAAAGGHS!!! in and around the Segmentum Solar have been traced back to hidden Ork mekshops. Rare footage has revealed that plastic Ork Stompa Gargants made in the likeness of Gork or Mork (can anyone but an Ork really tell the difference between the two?) are being built to fill the hulks of Ork warlords throughout the galaxy. We think the plastic Ork Stompa Gargant is the work of the 'evergreen' Aly "Morkison" (or "Aly Morrison" in Terran), and it is said to be HUGE! Descriptions vary from 'half' to 'nearly' as big as Forge World's Warhound Titan. Even allowing for some exaggeration, it sounds like these kits will make quite an impact on the gaming table. Start prepping your telyportas ladz! WAAAGGH!!!

Drop Pods

Regarding the plastic Space Marine Drop Pod, the techmarines have informed us that there have been problems acquiring flux capacitors and/or problems with annoying wee xenos beasties nibbling on power cables or something, so we are now not sure if it they will be released with the first wave of models for the Apocalypse expansion. The model is said to be slightly larger than the Forge World version, and can be configured as a gun pod or to hold Space Marines or a Dreadnought. The drop pod may end up being released alongside an official Blood Angels codex (due out sometime next year) or even later alongside a Space Wolves codex, as the Sons of Fenris have a superstitious dread of teleporting.

Trygon

And just when you thought things couldn't get any worse, burping forth from giant slimy ori-

fices aboard bio-ships across the universe comes the plastic Tyranid Trygon. Don't be too surprised when you see your enemy's troops run screaming in terror from this galactic horror- it just makes things more fun when you finally run them down! As to the size of this bio-hulk, it may best be represented by saying "A Tyranid Warrior is to a Carnifex, as a Carnifex is to a Trygon." I can almost hear the excited chittering from here on Terra. Call the exterminator NOW!!!

Valkyrie

Many rumours have been floating around regarding a plastic Valkyrie. Apparently this model was NEVER intended to be a mass release, and was just a test subject for producing large models. A few copies were moulded, and these have ended up in the lucky hands of a few Imperial officials (and maybe some Xenos or Chaos scum) but that is the extent of it. Successful sales of the first wave of large models, and an interest in the Valkyrie could possibly result in a version of this flier being released at a later date, but only if everything properly falls into place. Tithe to the Emperor and thou shall be rewarded!

Other Apocalypse Releases

One of our agents on board an Astartes class light cruiser was recently able to jettison a small life pod filled with reliquaries. Upon further examination it was found that inside the pod was an actual wooden crate filled with a full Battle Company of miniature Space Marines. This special edition release will contain enough models for 6 Tactical Squads, 2 Assault Squads, 2 Devastator Squads, a Command Squad, Dreadnought, Land Raider, Predator, and "extra stuff" like decals and what not. Having not seen this



in person, I would expect the wooden crate to be similar to an ammo crate, perhaps with some Imperial markings. How can you say no that? Looks like I'm going to be living on pasta for the next couple of years.

And if you like that you will love this:

Another one of our agents says he heard a Hrud squabbling with a rogue trader over the validity that there will be an even bigger boxed set of Space Marines available for purchase. It was also reported on as "A large direct-order only box of 400+ plastic marines; think of a big white box filled to the brim with sprues. Apparently the box will contain the sprues and nothing else, so no transfers, no books, etc" Not that that is anything to go by but we have heard the same thing. We are also hearing the same things about models, for example Basilisks and Necron Pylons, being re packaged and sold in sets of three.

Cypher

Last but not least, Cypher the Fallen has been spotted in miniature form and was thought to be due for release alongside Apocalypse, but he may once again have escaped the clutches of our Imperial agents. This would be a shame, as our agents said that this Cypher the Fallen was "an awesome model" just before they were summarily executed for saying that a heretic was "awesome". There yet remains the distinct possibility that Cypher the Fallen will be released as a promotional miniature as there is a rumour of a, as yet unidentified, Space Marine released as a promotional miniature.

They came from the Warp!

The Kroot warleader we recruited to investigate rumblings within the Eye of Terror has returned. While still coherent, it has developed a nervous tick which makes one think of a schizophrenic Terran chicken. This is of little concern to us though as the extermination of said xenos was part of our plans all along. Before being executed by immersion in a fine lemon-pepper sauce, the avian creature passed on some interesting information.

Other than a plastic Chaos Baneblade (an expansion kit to be released for the plastic Baneblade kit already mentioned), leading the Hordes of Chaos Undivided will be a plastic Chaos Space Marine Commander that is set up similar to the plastic Loyalist Marine Commander. The set will contain all of the Chaos Undivided weapon options along with the standard wargear and other spiky bits. Chaos Power specific Commanders may be released as well, and while it is likely these will be metal there is still the possibility that they will be plastic.. So far we have heard about three of these but no more details for now as we think they will be released later

Though the basic design of these have existed for what seems like 10,000 years, corrupt artificers in the employ of the fell powers have been tricked into confirming that Chaos Terminators will also be modernized in plastic and based on the style of the Loyalist Marine Terminators. The set will contain everything to make 5 plastic Chaos Terminators and the model parts will also be "cut" onto the sprue in the same way as the Loyalist versions. The set will NOT contain Chaos Power/Legion specific parts, which will be included on the Chaos Power specific sprues in the same way that Deathwing Terminator parts were included on the Dark Angels Veterans sprues.

Oh! Perhaps that mention of Chaos Power specific sprues got your attention? Yes, you would be correct in guessing that I am currently grinning evilly at your exquisite pain! But let me enjoy it for just a little bit longer..

Through the forced viewing of countless hours of political speeches we have finally broken the will of many evil cultists who have ended up being more than happy to tell us anything and everything they know about the four Chaos Powers in return for being put out of their misery (I can't say as I blame them all that much really). As was hinted at before, there may be separate Codex releases for each of the four Chaos Powers, each of which would be accompanied by plastic sets released in support of them (For example Nurgle- Death Guard, Khorne- World Eaters, and so on). Each of these plastic Cult-Specific Chaos Space Marine sets will be done in a similar style to the Dark Angels Veterans set (which is all inclusive and does not require a basic Space Marine sprue set to complete the models). The Chaos Powers/Legions will also each get a plastic vehicle upgrade sprue with their own icons and what not. You can never have enough spikes and skulls for your vehicles! Blood for the Blood God!!! (Please feel free to insert another saying more appropriate to your heretical affiliation here, if applicable).

A trail of befouled windshields led us to the location of a Raptor Cult minion who was eventually convinced to admit that plastic Chaos Raptors may be in the works. "As plastic is much lighter than metal, we will be able to fly around that much better!" says the heretic. Beware the williness of Chaos good citizens! The plastic Chaos Raptors will likely be done in a manner similar to the Loyalist Assault Marines set.



One of our intrepid technicians accidentally tapped into a data bank controlled by a Chaos machine cult. This has revealed that this corrupted tech cult may be considering employing a new improved polymer in the fabrication of plastic Obliterators, though the veracity of this information is still considered uncertain. Of the two, plastic Chaos Raptors seem to be much more likely though (due to the enhanced flight benefit).

Finally, our agents were able to acquire a heretical tome covered in human skin filled with text scribed in blood. It looked suitably evil, so we read it. Out loud. Through the pronunciation of the phrase "Klaatu Verata Ni***CENSORED BY ORDER OF THE INQUISITION***" we were able to summon forth a variety of lesser candarian plastic Daemons. These are indeed just waiting in the Warp for some hapless fool to draw them forth into physical existence, and in fact the "virtual sculpts" are completely finished. There will be a set of plastic Daemon types for each of the chaos powers. The bloodletters and the daemones are already done. Also, in the pipeline is a Plastic Daemon Prince (with loads of optional bits to customise him).

And if that lot was not enough apparently there is a re-sculpt of Horus almost finished.

Dark Lore

The scribes of Chaos have been working busily on codifying a new Chaos Codex. It was originally thought that there might be at least five codices for Chaos (at least five?!)- The first for chaos undivided and then four power specific codices. However, one of our agents thought lost to the Warp has recently returned with a conflicting report of "only" three new Chaos Codexes, these being Codex: Chaos Space Marines,

Codex: Chaos Daemons, and Codex: Chaos Hordes. We will just have to wait a little while longer to find out which will be the case.

We now think that Codex: Chaos Space Marines is a codex for Chaos Undivided. (meaning that it will not include all of the Power specific wargear and other options). Considering how varied the forces of Chaos are it is not surprising that it poses problems to try and include all the possible options in one book. We think the goal is to provide Chaos players with a versatile list to allow gamers to use the forces they have yet it will allow the heretic scribes to use the new codex layout to write individual Codices for Chaos Chapters in the future. These could be done in a similar vein to the loyal Space Marine ones, i.e. Black Templars, Dark Angels. These would contain stand alone army lists with all the wargear, upgrades, powers, and abilities for that particular power, along with Special Character rules. Trying to cram all of the available wargear into each entry could have posed problems for units like Chaos Lords, so Power specific options in separate codices should make things more manageable in regard to the initial Chaos Undivided themed codex.

The Green Tide is coming...

At first we thought we had hit the jackpot when we captured a whole flock of Gretchin. It took little coercion to get these diminutive greenskins to begin blabbering about anything and everything. It soon became apparent however that they were willing to tell us anything and everything we wanted to hear, whether it was true or not. Fortunately we were also able to capture a lesser Ork leader called a Nob, who was more than happy to boast of the greatness of the Orks and their "mekanikul contrapshuns". By carefully picking through the mess of information gleaned

from the two sources, we present the following to you.

Nearly the entirety of the Ork model range is being redesigned. We have come to the conclusion that much of this work has been done by the insidiously talented Seb Perbet who last year won the Golden Demon open category, not for the first time, with the grotesquely magnificent Nurgle Daemon Prince! Is he perhaps a Chaos-tainted Ork? This bears looking into surely... At any rate, do not be alarmed as there is no Chaos connection to the new Orks, and the similar shades of green are merely coincidental (or so they tell us).

Some people have already seen the wonderful concept artwork for this stuff. They have tried to retain some of the "cartoony" aspects of the Orks, but still make them look realistic. The concept work we have seen combined with Mr. Perbet's sculpting talents leave me pretty excited to see this stuff produced as mini's. We are confident that they will be well worth the long wait.

First off, there will be a new plastic Warboss set that includes EVERY weapon option listed under the Warboss entry in the new codex. Knowing the Ork predilection for weapons, this could very well be mostly a box of weapons with a big Ork thrown in (because they had to!).

Our captured Ork Nob was quite happy to ruminate on what he and his lot were getting too. Apparently there will be new Mega-Armoured Nobz, but he wasn't sure if they would be metal or plastic. Regardless of what they are made of, there will certainly be a boxed set for them (probably 3 models).



The Nob was also happy to confirm that when he escapes (I didn't want to crush his hopes and dreams by telling him he's only a head in a jar now) he will go back to leading mobs of brand new plastic Ork Boyz. The meks will be redefining all of the muscles and detail on the boyz, adding more weapon options and gubbinz, and generally making the set much better. All unit options under the new Ork codex will likely be covered on the sprues, so maybe there will even be a Nob. The Orks were pretty well ripped before, so perhaps even their muscles will have muscles now. It's surely a frightening thought.

There will also be a new plastic Stormboyz set. The set-up will be similar to the Space Marine Assault Squad, but will include 10 boyz instead of 5 (as the boyz don't fly too straight and hit lots of things, so they need more of them of course!). All of the parts will be plastic, which means no annoyingly top-heavy metal add-on parts! If your new plastic Stormboyz take a dive for real, they probably won't get the paint scratched off of them or break too badly, which is always a bonus.

The one thing that both the Gretchin flock and the Ork Nob were equally excited about was news that there will also be plastic Grots! The Gretchin say they are finally getting some real respect, while the Nob says that he and the boyz are really excited about having the chance to kick around a whole bunch of new runty things. In fact, one of our agents from the Callidus Temple has actually seen some of the early plastic Grot prototypes, and it is said that the sprue format is similar to the new plastic Night Goblin set in terms of how they go together. I wonder just how long it would take a grot to explode in a plasma core microwave. Not too long as it turns out. Nice!

The meks in the mekshops are always working on building vehicles from whatever they have on hand. Sometimes they build them sectionally and just weld the sections together until they sort of work...somehow. The new Ork vehicle sets will be modular to an extent but not quite as perfect as the Big Meks had wanted, so they really will be rather Orky as they won't work as expected! These sets will likely cover Wartrakks/buggies and trukks, and maybe even some completely new types of vehicles. The rumoured problems with these sets are sorted out now though, which leads us quite literally to the flagship model set of the series, the plastic Battlewagon. This model set could very well be released along with the Apocalypse supplement, but if it isn't it will likely accompany the Ork Codex. We are still not sure of the rumours that the mould for this model was damaged or not, but it's best to be prepared for a delay, just in case.

Apparently the Ork Dreadnought is not a very popular choice among Ork players. At this time the Big Meks could either not justify a plastic redesign, or maybe it could be that it is just being saved for a later release. All we know is that there was something around the size of a plastic Dreadnought covered up by a tarp in the back of the mekshop. Our Callidus agent did sight some scrap heaps that very much looked like they could have something to do with constructing plastic Ork Killa Kans though!

We are sure there are many more (we just haven't heard about them!) as it has been stressed that the entire Ork range will be redesigned with the exception of the Ork Kommandos and the Ork Big Mek (as both have recently been redesigned) and the Dreadnought (for the reasons already mentioned above). What this means is that the new Ork models may turn out

looking quite a bit different from how the current ones look, but it has been said that the new Orks will be quite nice, and well worth the very, very, very, very, very, very, very, very long wait (yeah, that's one "very" for each year of waiting). It's a good thing that Orks are so patient, or rather, content to smash whatever comes along in the meantime.

Ork Glyphs

After the careful translation of Ork glyphs covering the entirety of a space hulk, it has been found that the Ork Codex will follow the same style as the latest codices, meaning that all the wargear options will appear within the unit entries instead of in a separate Wargear section. Orks will be much more competitive in the new codex. However, while they will be improved, Ork Mobs will be very reliant on numbers and characters, and will run away very easily if on their own and in small numbers. Also, all Ork Vehicles will get quite a nudge up to make them a bit more popular.

We also think Alessio would like to throw a bit of 2nd edition Orkyness back in to the mix, including Shokk attack guns, Mad-boyz and freebooters as flavourful and sorely missed elements of Ork Kultur. We will, however, have to wait and see. We have just finished training a genetically engineered, 2-foot tall human that looks oddly enough like a grot, and the green paint we applied to him is now dry. We will insert this covert agent into the midst of the nearest WAAAGGH!!! and see what further info he can glean before likely being brutally smushed by something bigger than himself. More to come... hopefully.



Dark Eldar - Godwyn to whip them into shape!

The Lord Godwyn, once again, has also expressed an interest in adding Dark Eldar to his line of xenos replicas. Apparently the Lord Godwyn has decided to take a personal role in the crafting of these vile little creatures. Agents will therefore surely have to pay regular visits to him, ostensibly to check on his progress, though in fact to observe whether he is succumbing to the insidious evil of his corrupt subject matter. It is said that new warriors are already completed as are plastic Dark Eldar Jetbikes, (based on the Eldar ones) Apparently the warriors bear a striking resemblance to the newest artistic renditions of this vile race which have been featured in our universal book of xenos lore (codename: Warhammer 40K Rulebook).

Eldar - We're not quite dead yet!

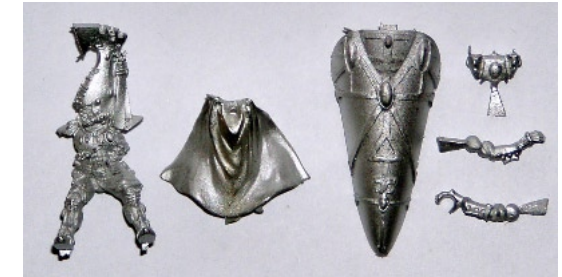
This ancient race may still have a bit of life left in them yet. For a start there's this (opposite)...

The topic of wraithbone...er...plastic Wraithguard seems to be popping up more and more recently. We have no confirmation of anything yet, but it is probable that these will be released before the next Eldar redux is released. It seems an eventual thing.

Similarly there has been talk of plastic Warlocks, but there is absolutely zero confirmation on this. One thing that seems certain is that sometime, probably before the next Eldar redux, there will be a plastic Autarch kit.

We have heard of other things beyond this, but as they are such a long way off and are very likely to change, there is no point in going into such uncertain details as of yet. Perhaps we will

learn more from the Eldar Ambassador the next time it visits, which will be at some undisclosed location in the near future... These guys may still have a bit more life in them yet.





Astartes Ascendant

As far as we know we have seen everything for the Dark Angels apart from some of support from Forge World.

You could be forgiven for thinking that the Baneblade was the only big tank on the horizon however whilst the list of generic Space marine models yet to be transferred to plastic is growing smaller and smaller every day, and it will get that much smaller with release of a plastic Vindicator kit. The kit will consist of the standard Rhino sprues plus a Vindicator parts sprue. (a whopping huge gun and some other stuff).

The Space Marine is the archetypal image of Warhammer 40K, and as Space Marines are very likely one of the first armies that beginning players are introduced to and many veteran players have Space Marine armies as well, Codex: Space Marines Redux is on its way. Jervis has been heard to say on more than one occasion that since his son has begun playing Warhammer 40K he is more aware of how much is taken for granted by veteran players who have grown up with the core games. This is one of the reasons for the new look of Codex: Dark Angels. As Codex: Space Marines is the "first point of entry" for the majority of both new players of Space Marines and of Warhammer 40K in general they want this particular codex to be as "user friendly" and informative as possible. The revamped codex is likely to include an expanded hobby guide section as well. However, due to other priorities this codex will not likely appear in the next twelve months, so don't hold your breath.

And finally, during a routine gene seed analysis by our Inquisitorial staff at the Space Wolves' chapter fortress on Fenris, a few brethren of the

6th legion were spotted wearing their normal armor, yet it was of an odd shade of grey. It almost looked exactly like the same shade of grey that plastic Space Wolves would be made of! It was thought that the Space Wolves were to be released some time in 2009, but taking the above into consideration they could very well be taken off the leash sooner than expected. Don't expect them to rob the Sons of Sanguinius of their imminent glory however.

The Hivemind Approaches!

Acquaintances of mine among the Ordo Xenos have informed me that the teeming hordes of the Tyranids are likely to be receiving reinforcements in the form of new plastic Tyranids. However these may be related to the release of SPACEHULK (see below) However, in the future they will eventually get plastic Gargoyles, Ravens, and even a Hive Tyrant!!!

Forge World

The manufactories of Mars are unleashed!

As those techpriests are always kitted out with robes and all sorts of gubbinz, it was easy to disguise an agent and slip them into one of the more out of the way forges. Through tapping into multiple design cogitators, we have found that much is under way in the manufactories of the techno-magi that should be released in the near future.

Sons of the Lion

Many aspects of these secretive Angels of Death have recently been revealed, but not all. In the near future, the line of Dark Angels accessory sets will be greatly enhanced. This may include

Word on the Street - Harry

extra Deathwing Terminator parts, which would compliment the basic plastic Terminators and the additional bitz on the Dark Angels Veterans sprues, but this has yet to be confirmed. Perhaps having one of those creepy little Watchers in the Dark pay the techpriests a visit will help them make up their minds! There will also be a Dark Angels Brass etch, which will be especially nice for those folks who like that low key, ultra clean look to their armored vehicles. Do you think Master Belial would like a full blown Deathwing Land Raider Conversion Kit for his personal ride? Are you having a seizure, or just shaking with excitement? Whichever the case, hopefully this will become a reality. All glory to the First Legion!

As to the other Space Marine chapters, it is likely there will be a couple of generic Marine releases including Drop Pod Icon sets and possibly some Land Speeder upgrade kits as well. It's nice to see that even the non-tank vehicles may soon be getting some special attention.

A darkness gathers...

When the first Chaos Codex and miniature releases finally come out, you can bet your soul that the Forge World masters within the Eye of Terror will be grabbing at the purse strings of every Chaos Lord worthy of the name. Our hapless Kroot scout was able to inform us that the Warp Forges of the Dark Powers are working on even more diabolical Daemon Engines to accompany the forces of Chaos into battle. Concepts of these were actually seen at a certain event last year (codename: GD UK). It is also rumoured that, based on diagrams and structures seen in the Warp Forges, the traitorous scum might even be working on a Chaos Reaver Titan! Emperor help us! They will also be producing Alpha Legion and World Eaters as well as all sorts



of other Chaos goodies including Brass Etches of various Chaos icons.

The Cogheads are on the march!

Sources within the Adeptus Mechanicus inform us that the Techpriests of Mars are preparing to take to the fields of battle in a much more direct way, but don't hold your breath for their release just yet. Things are still a long way off, but a mention of what is in the works ought to whet your appetite for a while. The releases are likely to include Adeptus Mechanicus troops, Skitarii, Command/Special weapon squads like the Death Korps have, and (best of all perhaps) a brand new vehicle chassis with lots of tank variations! Can you ever have too many tanks? The troops are likely to be single piece bodies to allow for the robes and will be similar to the Death Korps of Krieg most likely. This release may be accompanied by a host of new servitor models meant to be fielded as units/retinues for Adeptus Mechanicus HQ's, but they will likely be found accompanying some folk's Space Marine and Imperial Guard forces too! The Mechanicus will supposedly have a much darker look than before, but hopefully the "skull factor" will not go to 11! If these turn out anywhere like what we have been seeing from other Forge World armies (and we have no reason to think that they won't), then it looks like many people will be indenturing themselves to various financiers when they are finally released. 011101111000001111011110001111000101011110000101011010 [binary translation: "I'm gonna be sooo broke!"] Forge World will really start pumping stuff out now.

They have a line of Dark Angels sets up for release soon. There may be extra Deathwing parts, which will be awesome. However, I can't get any confirmation on these. There will also be a Dark Angel Brass etch. Also, there will be

a Dark Angel Dreadnought, which will probably have hit Warseer by the time you read this, and possibly a Deathwing Land Raider Conversion kit, that I really look forward to.

There will also be a couple of generic Marine releases, including Drop Pod Icon sets and possible Land Speeder upgrade kits.

Spacehulk

The tactical game board that the Astartes chapters fondly refer to as SPACEHULK is due for a re-release. Work has been underway for some time by Jervis Johnson, thought by some to be distantly related to the primarch of the 1st Astartes Legion, the Dark Angels. Certainly he has a penchant for secrecy. Perhaps this bears looking into. It has been said that the new version of SPACEHULK will come complete with plastic board tiles which will also be sold separately. It is also said that a WARHAMMER 40K expansion similar to "Cities of Death", but called "Boarding Actions" will be released and the rules therein will make use of these plastic board tiles. Some new Tyranid models have also been sighted, though these may just be for SPACEHULK, and not made as a general release, similar to the Tyranids contained in "The Battle for Macragge" starter box.

Dark Heresy

And finally, rumour has it that various Imperial citizens are currently play-testing Dark Heresy (Warhammer 40K Roleplay). Surely this will be a great devotional tool for hardening the minds of our youngsters against the evil influence of heretics and xenos alike. "Dark Heresy", the Core rules of this game, is likely to become available in February of the coming year.

Word on the Street - Harry

The character advancement will be slightly different to WFRP. There will be a selection of core archetypes (Guardsmen, Psyker, Tech priest, etc) within these you will have flexibility to select skills and develop and customise your character in all kinds of ways.

The action will take place in a sector developed for the Dark Heresy Game. However this will also stand as an example for players to create their own sectors anywhere in the Imperium in which to play'. The whole thing is set against the back drop of "the dark, gothic, brooding medievalism of 40K, along with superstition, mistrust and war". So we should all feel right at home there!

If this new departure is as well supported with future releases and has the same depth of background and atmosphere as the wonderful books they have produced for WFRP this should be a winner.

All That Glitters is not Gold

Whilst the ancient monolithic ruins of the Necrontyr will not likely be further investigated in the near future, we have heard that a "silver Necron" will be produced for the 30th Birthday Bash. The model will NOT be a "chrome-plated Necron" as previously rumoured, but will be moulded in high gloss silver plastic. More importantly, it will be a Necron Destroyer rather than a Necron Warrior.

And so that brings us to the close of this Inquisitorial conference.

May your faith in the Emperor be your shield, and may all of you vile heretics and filthy xenos succumb to a nasty, icky death (as I just know you are listening...somehow)!!!



Inquisitorial Scribes: "Shabbadoo", "Destris"
& Harry (My real name)

Inquisitorial Spymasters: "Destris" & Harry
(My real name)

Inquisitorial Agents: Various loyal Imperial citizens, vile heretics, and wily alien scum whose contributions are all very much appreciated!

I would also like to add my personal thanks to Shabbadoo for his patience and hard work in turning my misspelt, ungrammatical, notes into the fun read this has become. H.

Disclaimer: Please remember that these are all just "rumours". Even if what has been suggested actually turns out to be correct things can (and often do) change. Please don't start buying or selling your figures based on anything you read here. Some of this information has appeared on sites like Warseer, sometimes posted by us, and sometimes by others. We make no apology for any repetition of information which has appeared elsewhere. The rumour mill is very active, so repetition is likely to happen as rumours appear after this article is written. The information appears here for anyone who reads The Watchman in isolation and has not the time or inclination to trawl the forums looking for it. For those who do seek rumours elsewhere, we hope that you have found a few rumours of interest or you could just see the whole thing as our rumour round up.

(Editorial Note: Choosing to add this rumours section into the magazine was not one of the easier ones I have had to make recently. Wonderdog (the Overwatch Editor) is still working hard I'm sure but it was Harry's wish that this be printed here for you all to see so the hard work of his sources wasn't for nothing. - Voltaire)



The Final Word



The Ever Menacing Editor of the Watchman in all his glory

With another issue of the Watchman coming to a close, Voltaire takes a few moments to lead us to the finish while commenting on how issue one evolved into issue two.

Another Issue released and another long set of amusing pages for you all to mill over for three months has been released. Those pages will probably provide as many hours of amusement as they provided me with hours of work. I, however, felt the need to do a bit of commentary on some things in this magazine which I didn't have space to say in my Editorial which opened this e-zine.

Layout

Making the issue two felt much more like a labour of love than issue one. The first issue left a deep wound in many peoples conscience that the Watchman was a sub-par publication when compared to the other e-zine known as Firebase in terms of layout and how it had been formatted. This was the thing in the fore of our minds

when issue two came around and I hunted high and low for ways in which I would be able to make a magazine which was much more readable. This turned out to be a much harder task than even I had initially thought as people with the expertise to use the required tools were few and far between. The only person I know who has any decent skill with the Adobe suite does not have the foggiest bit of interest in Warhammer – on the contrary he often laughs at my 'Gold plated ogre heads'.

It was around this time that Firebase actually decided to hang up its pen and depart at its zenith and I can sympathise with Adam Smith, the editor of Firebase, because making these magazines is a lot of hard work. A lot of which can seem like its for naught when somebody based magazine is. Anyway, I digress. Firebase left a hole in the community which needed to be filled and several people appeared to be taking up the mantle, particularly a lovely chap called Wonderdog.

Wonderdog offered unto us, his plethora of experience in the use of the adobe suite and managed to create the templates which would become the entire basis of the new format. It was not without a light sigh of relief that I managed to get this magazine formatted in less than half the time the first one took. Whether that was due to the easier templates or us having more experience is not in any doubt.

In return for these lovely bits and bobs, I offered Wonderdog the editorial position of the Overwatch which I was going to take over anyway. It seemed very logical for the Watchman to be making its own 40k centric e-zine and sure enough, it looks like success is just over the horizon. Keep watching this space for more news about the Overwatch sometime soon.

Where's the Battle Report?

This issue does not have a battle report. If you got to here and did not notice that I thoroughly suggest you go back and read the magazine properly. This oversight on our part was not as much an oversight as it was a creative decision. The lovely folks at Warseer have forums for posting Battle Reports in and having them here in the Watchman is something which we will be asking the public directly about. Personally I only enjoy reading battle reports to see the armies used in them, though I prefer it even more when these armies are showcased with nice close up shots in army showcases. That's just me though.

The actual time and effort that goes into a Battle Report is immense. I calculated how much time and how many pages it would take to include in issue two, and the counting for it led me to believe it would take up a sound fifteen pages if done properly, but would mean more than a week of planning and deliberating as well as a tremendous amount of effort to actually record



a battle (as Jedi and I tried to do the day before Carnage began). This was time that I could ill afford, especially following on from my bout of appendicitis which pushed back the release of this fine publication.

The same could be said for me personally writing a painting guide. I do not consider myself too good at painting and certainly not worth of trying to dictate to others how they should be painting their miniatures and what style to use. On the contrary, that train of thought led me to writing the 'Gaming Standard' article last issue.

Upwards and onwards

This issue has held for me, many surprises. I would be a terrible liar if I stated that I had actually planned to be able to get an interview with the winner of the Slayer Sword in this issue, for example. We have had some things left out which I believe should have been in the magazine and some things we wanted to include that will have to make an appearance at a later date (A Tomb Kings campaign and some fiction, for example). The disappearance of the 'one for every army' format we had, for example, is a sign of our growing as we aim to try and get a mention of something for each race in the game currently

The biggest learning point that was made from issue one was quite simple in retrospect and I have realised it more here with issue two. Time is not a commodity when you're working to a schedule. We have tried to be stringent with our deadlines to get the magazine out to you on time, but it has failed (again) and as such, there will not be an announced release date for the next issue. It will simply appear. This is not to spite those people who have pestered me about when this issue will be released or anything

similar, this will be done so the quality of the magazine overall matches up to what I want it to be and not what it is at the scheduled time of release. I'll stop as it is beginning to sound like a get out clause for doing any hard work.

Where will we be going with Issue three then? Well, issue three looks to be bigger, bolder and generally better than this issue simply because we will once again have more experience in making magazines and in how to do the necessary work.

One of the other things that has been done since last issue was the creation of a Paypal account for people to donate to the Watchman. While this is not something we had in the original, seeing that people may want to contribute something financial for all of our efforts prompted me to provide them with that facility. That being said, we do not want to get pushy with people demanding money to view the Watchman as it would make us no better than 'The other magazine'.

Contributions aplenty

The second time around everything went a lot smoother than the first run. This means that we are getting better at what we do or the programs are getting easier to use. Whatever the excuse you wish to use, we have had more fun making this issue.

Part of that fun was actually being able to work with people and their contributions to the magazine. While there is still too much work in there by me, it is not without a smile and a drive to succeed that I go forth and write more stuff for the magazine. If people want to write it for me then that's spiffing.

The Final Word - Voltaire

Something else which was done differently was that instead of asking people to come to us to do articles, we went to them and asked people directly. For some reason this seems to work a lot better than waiting for people to get a good idea in their mind and put it down on paper. While it is not the way that we wanted to have to do things, people seem to react a lot better when approached with a small idea which they can build on.

Doing this means people will be working to your ideas but putting their own slant on them. This seems to be the way with a lot of things as the articles that are inevitably produced are a lot deeper than anything I could write and the people draw a lot more on their own experience than I am capable of doing with my simple theory work on a lot of the subjects. That's the way it should be as those articles will enrich the gaming experience more than some random guy rambling on.



The people who couldn't read the first issue of the Watchman



I suppose in reality that was something else we all learned from the first Watchman. The Watchmans purpose is to enrich the gaming experience rather than to direct you towards doing something you do not want to do - that is definitely what I believe sets us apart from any other magazine that may direct you to buying something or blatant power gaming. Hmm, perhaps I'm being self righteous.

A combined experience

A large arguing point at the moment is whether or not Overwatch and the Watchman should merge to form some sort of all encompassing magazine capable of knocking the socks off anything that gets in its way. This presents some unique questions.

Do people really have such a wish for diversity that the Watchman and the Overwatch should be separate entities or should they come together to form a true fans Warhammer magazine? You tell me, you'll be the one reading it!

Regardless of whether or not it works, the Watchman and the Overwatch will function as separate entities in magazine format for the foreseeable future though a referendum may be set up on Warseer to try and ascertain what the community wants as a whole. Do they want to continue as we have or do they want to turn into something which they really can compare to 'the other magazine'.

Ultimately, we're here to please the community and if a single magazine does that then maybe a single magazine would be the way to go - who knows?



My reaction to the latest White Dwarf

A Greater Community

One of the great surprises of this issue was us extending our arm out to someone not on Warseer to get an article done. We searched through several other websites (The Ogre Stonghold, Druchii.net and Asur.org among others) to try and find more diverse articles from people who know what they are talking about as opposed to listening to me rant on about things which can sometimes seem patronising and downgrading for more experienced gamers. We do not want to be preachy in the Watchman yet we want to be able to help newer gamers. You can see the fine line we tread each time we assess an article and whether it should make it into the final publication or not.

The links being forged through the magazine currently are astronomic as we spread our scope wider and wider in the quest to become the online publication that will some day become everything that 'the other magazine' currently is not. The only way I see that being the case is if we can forge a greater community spirit in the magazine than is currently being shown in White

Dwarf. This might sound very obvious but doing so is not an easy task at all. It is, however, a task we endeavour to succeed with. Relationships between the Watchman and sites like Warseer are integral to the success of the magazine as a whole. The Watchman would not be a raving success if Warseer didn't have an equally pronounced success, and the only reason Warseer is so successful is because of the strong foundations of the community. Nowhere else in the Internet can you find a set of people more diverse and more generally welcoming than the Warhammer community. That is why it has been a pleasure to make the Watchman last for a second issue and that is why I am determined that our zenith will not be our third issue, or fourth, it will be our *next* issue.

So there you have it, a good old waste of three pages so we could round the page count up to sixty. Was it as good for you as it was for me?

Until next month!

Voltaire



Coming out -
Summer 2007!

“The Shifting Sands”:

The Tomb Kings realm is invaded in this new campaign

The Nemesis Crown:

We get opinions and recall experiences of the campaign with some gamers.

“Waagh! Grotswag”:

Voltaire charts his course along the bumpy green road as he gets his hands around a new army of Orcs and Gobbos!

Coming next issue...

