



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.

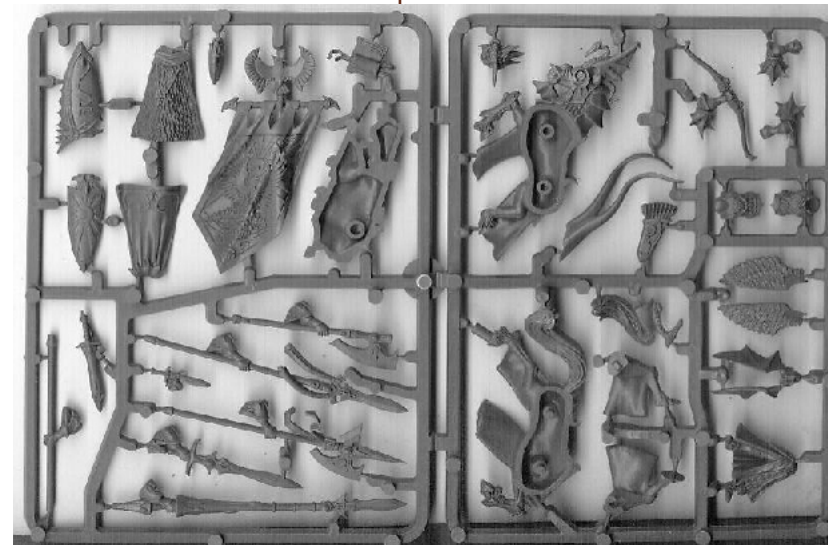
You have got to be happy with that!

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.

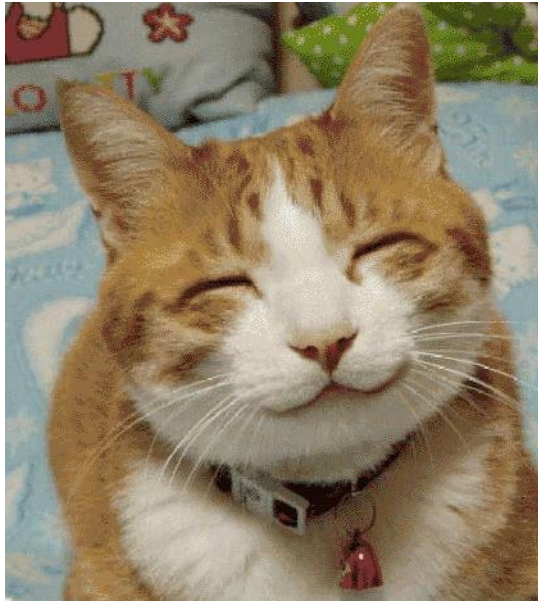
Well, when I say nothing....

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, Screamers 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 mek-shops. 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!

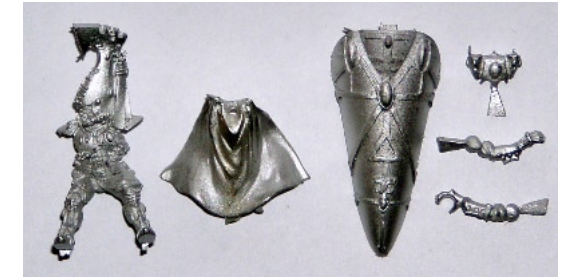
This ancient race may still have a bit of life left in them yet. For a start there's this (opposite)...

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 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...

