

# The Legionnaire

W W W . L E G I O N - W G C . C O . U K

**SPECIAL  
POINTS OF  
INTEREST :**

Legion War Games Club Launches it's 1st issue of the Legionnaire.

Andy Brendt celebrates his 38th Birthday, Legion extends it's congratulations!!

Full review of the aftermath tournament follows.

Warhammer Grand Tournament, Heat 2, let's see you there!

**INSIDE THIS  
ISSUE :**

Legion Goes to GOB's, National Painting Comp.

GT Heat 2, Birthday Bash and Black Library

League Tables

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Model of the Month

Legion is 2 years old!

**T H E L E G I O N N A I R E L A N D S ! !**

Dear Hobbyist

Welcome to the Legionnaire, a new "magazine" aimed at bringing all of the latest information to you. The Hobbygoers that collect and paint models to bring and battle at local gaming clubs throughout the area.

The Legionnaire will be packed with information on new releases, model reviews painting tips and hobby related articles to bring you an action packed issue of war stories, grudges, and hobby fun that will be available every 2 months from [www.legion-wgc.co.uk](http://www.legion-wgc.co.uk) and from your local and friendly Legion Gaming Club.

The magazine will be focused towards researching new

tactics and techniques as well as reporting on the latest goings on in your area.

This is our first venture into



***Design Team Mark tries to Wrestle the position of editor from Gary.***

what I would consider the unknown, I personally have never embarked on a project of this size and the only thing I can compare this forthcoming task to was the initially planning and design that

went into bringing you Ipswich's premier war gaming club. Hopefully this magazine will be as successful, but even with the greatest will in the world we will need help from you. So if you have a story, or wish to be a part of the Legionnaire team, please contact me on the below email address and let us know: [legionnaire-news@yahoo.co.uk](mailto:legionnaire-news@yahoo.co.uk)

We will be happy to print any of your battle reports, or answer any of your queries regarding anything hobby related.

So now that I have bored you enough, let me allow to enjoy what we have prepared this month.

Ed.

**L E G I O N 1 8 . 0 5 . 0 8**

A big thanks to all those that attended the last Legion War Games meet on the 18.05.08.

A good night was had by all! Giles has addressed the throng of people wishing to duke it out over that famous green mat. It was good to see

Kelvin and Tom at the club again, it's been far too long!! Shame those Wood Elves didn't put paid to those pesky Vampire Counts eh?

Some good games have been had and if you look at the league table you will see that Lurkio has extended his lead

at the top of the fantasy league and that Brokeback is fast catching Gary in the 40k stakes..

It will be nice at the end as we will have some nice prizes lined up for the winners and the also ran's.

## LEGION GOES TO G.O.B.'S

Well after the success of the visit from the Good Old Boy's from Yarmouth to Legion Games club earlier this year, we decided that a return visit was on the cards. After some heckling and some time a date was agreed. So Legion packed up the models, donned the finest armour that rubles could buy and mounted on the wonder steeds that are the green passat and the Vauxhall Corsa! After making

good time and dodging as many speed cameras as possible we arrived. We wandered through and set up ready to do battle once more. I think everyone had fun and discussed the games that were played this time and last time round. From what I can tell the Legion boys came out on top overall, but some victories on both sides, just ask Dom about his star dragon and I am pretty sure you will get a

positive response... ha ha.

However as a result of the success it has been suggested that we have a trophy of some form that we can duke it out over each time we meet with the victor being the one to hold the spoils.

Watch this space as discussions are on going regarding who is selected for cremation so that we can have some genuine Ashes...



The Ashes... Soon to be spoils of G.O.B's vs. Legion?

***“The competition has the following categories: Single Miniature, Monster/Vehicle, Regiment/Squad and Duel/Diorama.”***

## NATIONAL PAINTING COMPETITION...

Games Workshop are running a National Painting competition that will be running from May 24th to June 28th 2008.

This is something new from GW and is something people can enter at the local stores. All entries will be judged by the guys in store and it's a perfect way for you to practice your painting and hobby skills and will give you some-

thing to strive towards by constantly improving your technique so that you can churn out those fantastic models.

The competition has the following categories: Single Miniature, Monster/Vehicle, Regiment/Squad and Duel/Diorama. All entries will be judged by the staff members on the 28th June 2008 so it's well worth you getting

down there and entering something just to see how you get on, or even an early indication as to how you might do at Golden Demon!! There is a section for “Young Bloods”—14 years and under and the open cat is 15 years and over.

Why not check it out at: <http://uk.games-workshop.com/features/nationalpaintingcomp>

## GW RELEASE NEW WASHES

The brand new Citadel Washes have been developed specifically for use on Citadel miniatures. The unique flow properties of the new washes means they are easy to control and will naturally run into recesses, shading your models. This box set contains all 8 of the Citadel Washes in the cur-

rent range. Each pot contains 12ml of Citadel wash.

We will be testing these new washes when they come out and will let you know what we think when the new line comes out in our review section.

Washes are exceptionally useful in a number of cir-

cumstances and are released on the 07.06.08. The boxed set costs £12.00 from any local GW store or stockist.



The New Citadel Wash Line

# GRAND-TOURNAMENT WARHAMMER

Heat 2 – 1st and 2nd November 08



Will Thorek Reign Supreme and annoy us all? Again?

Well last year was a hoot if you ask me... there were quite a few of us that went and it was a good weekend out for all... this year Legion will be mobilizing as many people as possible again to go to the Grand Tournament—Heat 2 on the dates mentioned above. The tickets go on sale on the 18.07.08 for this event and it's better to get them as soon as possible to avoid disappointment. I think from what I recall last year there were a good 10–15 of us that went. This year we would like to do

the same. If you are interested in attending this event with us again please contact me on legionnaire-news@yahoo.co.uk and we will arrange rooming allocations and sort out what place we are staying at so that we can all hopefully be together for some pre game appetizers and some post match beers.

I anticipate that we will see a number of Demon and Vampire armies so get practicing as there will no quarter given or asked.

See you there!!!

## GT AND BURT'S BIRTHDAY BASH



Think you have what it takes to be a member of the clergy? Or to even be a Super Hero? Well let's see what you are made of....

In honour of GT (Andy Brendt) 61st Birthday we will be out dressed as the clergy on the 30th May 2008...see you there

In honour of Gary's Birthday we will be out in FORCE as super heroes, dust down your spandex people, July the 5th will see City of Heroes come to life.... See you there...



## BLACK LIBRARY RELEASES

Graham McNeil takes a break from the Horus Heresy Series and picks up where he left off with the latest installment of the Ultramarines saga in his latest book: "The Killing Ground". Having read the previous books in this tale, I have to say that these are some of the best books that I have read as part of the Black Library product range. I have

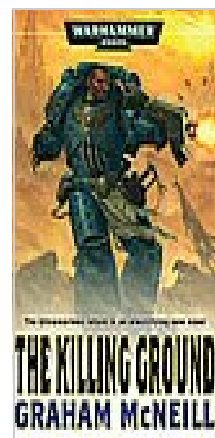
to say that I am deeply looking forwards to reading this new adventure and will let you know how good it really is.

Synopsis:

*In the nightmare universe of Warhammer 40,000, no servants of the Imperium are more dedicated than the Ultramarines, who follow the teachings of the legendary*

*Codex Astartes to the letter. Having escaped from the Eye of Terror, Uriel Ventris and Pasanus now face an epic journey through a hostile universe in their quest to get home to Ultramar to safety and redemption.*

**The Killing Ground is released in June 08 in the UK and July 08 for the Rest of the World.**



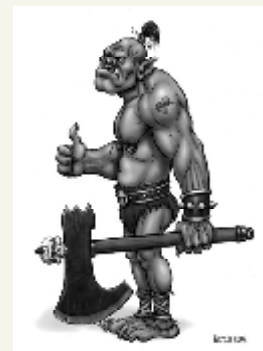
## LEGION WAR GAMES TABLES

Warhammer Fantasy							
Position:	Name:	Games Played:	Won:	Drawn:	Lost:	Total VP's:	Total Points:
1	Lurkio	8	7	1	0	12953	22
2	Giles Andrews	5	5	0	0	12946	15
3	Ian	4	4	0	0	5923	12
4	Jason Mitchell	4	3	0	1	6754	9
5	Paul Moore	2	2	0	0	4348	6
6	Geoff	2	2	0	0	959	6
7	Kelvin Last	3	1	1	0	3860	4
8	GT	8	1	0	7	6283	3
9	Tom McGovern	2	1	0	1	3984	3
10	Gary Devereaux	1	1	0	0	1350	3
11	Mike Norsey	1	1	0	0	0	3
12	William	1	0	1	0	1132	1
13	Andy Cole	5	0	0	5	2100	0
14	Alwyn Morse	1	0	0	1	1612	0
15	Mark Gobs	1	0	0	1	542	0
16	Rex	1	0	0	1	472	0
17	Dom Read	1	0	0	1	400	0
18	Ash	1	0	0	1	400	0
19	Mark Brown	1	0	0	1	400	0
20	Josh Arden	1	0	0	0	400	0
21	Chanon	3	0	0	3	168	0
22	Ms Palmer	1	0	0	0	133	0
23	Geoff Strike	0	0	0	0	0	0

So, the hotly contested Fantasy league is heating up quite nicely, although nobody seems to have knocked old lurkio off the top spot since the inception of the league at the start. Another win for Giles keeps him in it and Jason loses a few places. Ian is also in the mix.



Not the greatest picture I admit, but hey, gotta start somewhere. So a big "well done" to El Lurkio for topping the table. However I have a funny feeling the league could look different at the end of the year.



LEGION WAR GAMES TABLES

Legion War Games League Tables

Warhammer 40k

Position:	Name:	Games Played:	Won:	Drawn:	Lost:	Total VP's:	Total Points:
1	Gary Devereaux	6	6	0	0	9584	18
2	Mark Brown	9	4	3	2	11343	15
3	Chris Jarrett	2	1	0	1	3502	3
4	Tom McGovern	1	1	0	0	2210	3
5	Ryan Ling	1	1	0	0	0	3
6	Ash	2	0	1	1	245	1
7	Paul Moore	2	0	0	2	1969	0
8	Stephen Hart	2	0	0	2	1232	0
9	Allwyn Morse	1	0	0	1	677	0
10	Mark Palmer	1	0	0	1	338	0
11	Andy Bennett	1	0	0	1	0	0
12	Jason Mitchell	0	0	0	0	0	0
13	Shane	0	0	0	0	0	0
14	Geoff Davis	0	0	0	0	0	0
15							
16							
17							
18							
19							
20							

So another week passes and after copious amounts of moaning from Brokeback Mark Brown, it would appear that Mark has closed the gap on Gary at the top. From what I saw it was a very enjoyable game with MB coming out on top in a typical Ork on Ork slug fest. I think the moment of reckoning was the uber dice rolls by MB and his

loota's!! Who would have thought that it could have been possible... rolling to hit needing 5 & 6's cos Orks suck and what does he roll?

On 9 dice: 6 rolls of a 6, 2 rolls of a 5 and 1 roll of a 4.

I even took a picture of it that I will try and publish at some point simply as I have never in my many years of gaming

with MB seen such a good set of dice from the unluckiest man in the world when it comes to dice.

Leadership test for Gaz'Ghul, 10 or less to stay? Double 6. 3" to charge with his giant on sweeping advance. Double 1.

So big Gratz to Markey for grabbing some more points this past weekend!!



## HOBBY HIDEAWAY

As our first Hobby section we have chosen to explain how to achieve a really attractive snow finish on your models.

This kind of finish is ideal if you have dull models or in fact that you are a space wolf fan so that you can use it to create that perfect base.

I will hand over now to Mr. Tutorial himself.



Ingredients: PVA Glue, Water, Patching Plaster Filler, Baking Soda, Sparkle Glaze and a touch of light blue paint.

The Sparkle Glaze is not an essential item however does add a really nice end effect the base making it sparkle with light giving the snow effect. This can be purchased from most DIY merchants or at least an equivalent.

Add equal measures of pva glue and joint compound into a bowl. Add baking powder in addition to the mix. If you have Sparkle Glaze or equivalent, add this now to the mixture.

You should then have a mix of 25% percent for each item.



As per the picture to the left you should then get a mixed substance that is not too runny.

The mix should look like toothpaste by the time you have mixed it up. Be sure to use a spoon or spatula to create the "snow"

You will then need to add a small amount of blue paint as illustrated to the right. This will give the mix a slight off colour that makes it look a bit cold, thus giving it the correct feel.

I must stress that only a small amount of blue paint is necessary.



**H O B B Y H I D E A W A Y**



The next step is to take some of the finished mixture and using an old paintbrush apply the “snow” to the base that you intend to make rather wintery.

We suggest that you practise on some spare bases to begin with so that you can get the hang of what you are trying to achieve.

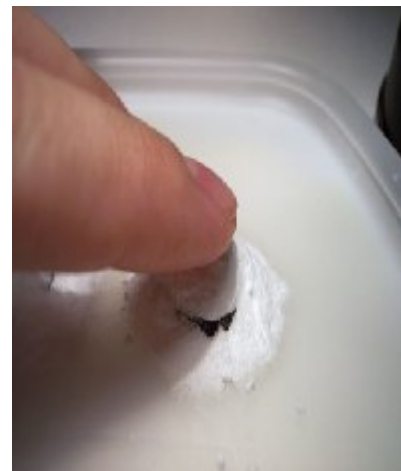
You can also try to make drifts in the snow which you can see we have done by pressing into the mixture which a tool or your thumb.



Next up you will need to sprinkle some of the baking soda on top of the mixture as shown here -->

Once you have added the baking soda leave the base to sit for 3–4 hours, although you can leave it for longer, it won't hurt.

Once you have done this, brush the excess baking soda away for the end effect. Don't be afraid to experiment, maybe add grass to the mix.



**E T V I O L A - E N D P R O D U C T**



As you can see we have give you a simple base for you to look at as an end product.

You add absolutely anything to a base, which is why they are right when they say “the base makes the model”. Give it a go and let's see the end product.

Next Issue we will demonstrate another hobby tip. If you have anything in particular that you need help with let us know at [legionnaire-news@yahoo.co.uk](mailto:legionnaire-news@yahoo.co.uk)

# May/June 08

Mon	Tue	Wed	Thu	Fri	Sat	Sun
30					31st May	1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29

## MAY / JUNE EVENTS

- 31 May 08—Clergy Night in Ipswich. Bring your Best prayer mat people.
- 14th June is Legion again guys. Be sure to have your army lists for those that are competing in the Fantasy Tournament.
- 28th June is Legion again guys.

## ADVERTISEMENTS

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## BATTLE REPORT

So it was a conundrum... I was playing demons... But there was only 1 demon on the table. And that was the biggest and meanest of the lot... a Bloodthirster!

It had been a while since Tom and I had last crossed swords on the fantasy table but as I needed practice for the up and coming aftermath tournament, and Tom wanted to practice with his new list, we thought it was an opportune time.

So with Tom fielding a Bloodthirster, 2 units of 3 Seekers of Slaanesh, 2 units of Plague Bearers and a unit of Bloodletters I faced a small and compact demon incursion the likes of which had never been seen before.

No really it's the first time I have seen the demon's played... ;)

So with a demon horde on the horizon, who better than to stand in their path and try to prevent the gribbly's running amock but the descendents of the old ones. The Lizard men. And for a task so serious the deployment of a second gen Slaan was considered appropriate.

After rolling for table quarters and selecting which magic would be blasting the beasties from the hill tops, the dice were rolled and the cold blooded heroes had the initiative and would go first.

**Turn 1:**

So my Terradon's were lurking behind some trees with a unit of skinks, the Slaan hugged the table edge, with some Kroxigor to the left of the unit he was in, the salamander pack and the Skink Priest wandered over to the right and the Chameleons lurked behind his lines.

As my army is very magic orientated I decided that the best thing to do was to sit back and launch the fireworks, this was not an army I was going to recklessly charge across the board against and I knew the Bloodthirster was going

to cause me some grief. Movement was pretty much a non event, I shuffled the Salamanders forwards to get some range and then moved the Kroxi behind the trees. The winds of magic flared and the Bloodthirster got a thunderbolt courtesy of Uranon in the head. That's one wound lost then. With no other magic in range, the Chameleons revealed themselves and blow piped the Seekers of Slaanesh on the right, nicking 2 wound off of one of them. A meagre start but Tom's 1<sup>st</sup> turn would set the tone.

Tom mulled over the battlefield and then planted the greater demon facing the Slaan's unit just by the woods. He brought the Seekers of Slaanesh on the left flank up to support the Greater Demon and then moved the rest of his forces up through the middle of the board. One unit of Plague Bearers were march blocked in addition to the Seekers on the right hand side. Magic was a dull affair and I saved the 2 power dice with a grateful stroke of the Diodem of power.

So no casualties inflicted and a Greater Demon in my ranks staring down at the Slaan. Not an ideal situation.

**Turn 2:**

My turn 2... I had to get rid of that thirster! But with what I swiftly realized that my Kroxigor needed to move and fast, so they moved forwards to the edge of the tree line. The Skinks stood before the behemoth with javelins ready to cast. The Terradons flew behind the thirster and march blocked the Plague Bearers. I urged the Salamander packs forwards again and chased after the Seekers with the Chameleons.

Magic here again was going to be important so I unleashed a torrent at the Bloodthirster who lost 2 more wounds, but Tom made a number of successful ward saves so he stood there snarling at me, getting ever angrier. I cast a few javelins but the beast still stood. Out of ammo on that side of the

board I turned my attentions. The Salamanders took a couple of blood letters down and the Chameleons took the last wound off of one of the seekers on the right. With no combat from my point of view I had to brace myself for penetration.

Tom turn 2 and he we go... after mulling again he charged the Bloodthirster into the Skinks, who pass their fear test. The Seekers on the left inched forwards and made their intention clear. The Seekers on the right moved forwards along with both units of Plague Bearers as well as the Bloodletters. I was going to get the charge but with how much. So after the petty magic was dispelled and the shooting face ignored the beast thundered in.

I had used transmutation of lead on the Greater Demon, so it was 4+ with re rolls to hit, 3+ to wound with re rolls. Which helped. 5 Skinks dead however and no attacks back, it looked grim, but they held firm on the Slaan's leadership and they were locked in combat... A minor miracle. I was chuffed but so was Tom... hmmm worrying.



## BATTLE REPORT

### Turn 3:

My turn 3... I had to go for it. The Kroxi charged the front of the Bloodletters, the Terradons in one flank and the Salamanders in the other. That should do it. I then backed the Slaan off a bit and waited for the inevitable. So a bit more magic. I tried to zap the Bloodthirster with some strength 6 goodness but to no avail. So the magic was ineffective and the shooting faired just as bad, only felling one disease ridden beastie. Combat.

The Kroxi charged in and done like 2 wounds... strength 7 huh? It was not looking good. The Salamanders done mildly better, 3 wounds from them saw the count rise... it was all down to the Terradons who done a whopping 8 wounds on the demons. Take that... outnumbered and out fought the demons disappeared back to the ether and Khor-nes rage was felt across the land. I decided that overrunning was the best option with 2 units of Plague Bearers able to kick my ass. My rolls were, what could only be called. Rubbish. The Terradons walked in front of the Seekers on the right. The Kroxi wandered in front of one unit of Plague Bearers and my Salamanders ambled in front of the others. This was not looking good. The Skinks could not emulate the 1<sup>st</sup> round and were duly cut down. Tom elected to hold and I knew exactly what was coming next. I picked up the pillow and clamped my jaws around it and assumed the position.

So it was easy for Tom, after looking so good, it was now looking quite bad for Gary. The Bloodthirster and the Seekers on the left charged the front of the Saurus with the Slaan inside (that's a lot of points to lose there) and the Plague Bearers on the left hand side charged the Salamanders, the Bearers on the right charged the Kroxi and the seekers charged the Terradons. I was in combat on my opponents terms. Shit.

So the Salamanders were wiped out... exceptionally poor dice on

my part... great. The Kroxi held, only just and were down to 2 blokes. The Terradons were ripped to pieces and the Seekers went into the flank of the remaining Kroxigor. That could have gone a bit better. All eyes then turned to the important combat with the 2 generals.

I declared a challenge with the Scar Vet, expecting to get smushed, I was not disappointed as the demon killed him out right and caused 1 overkill. The seekers managed a few wounds but the trusty armour and shield kept the losses minimal. A wound caused back helped and made the combat a draw. The war banner, battle standard, banner, ranks and numbers coming to my rescue. I won by 1 as a result of trust band geek. Both units passed their leadership and stood their ground. Damn.

### Turn 4:

My turn 4. Not much to do here, so I cast the uber spell of strength 6 goodness and Tom passed all but one of his ward saves. Down to one wound was the Greater Demon. Not good enough though, surely that was it... no other options were available as everything was dead bar the Chameleons. So back to combat it was.

After watching the Scar Vet get chopped down, the unit champion obviously thought he could do better and bellowed a challenge and stepped up to the plate. He was taught a lesson, with 3 over kill going on the board to boot. Hmmm... The Seekers then attacked and to both players disbelief done absolutely nothing as a result of poor dice and a couple of saves.

To add insult to injury, the Saurus caused 4 wounds on the Seekers of Slaanesh and I won the combat by 6!! What are the chances?!?!?! To Tom's dismay both units vanished to the warp licking their wounds and preparing their excuses ready for their dark masters.

That completely changed the game

back in my favour and I then proceeded to zap as many of the Plague Bearers left as I could. As a result of the fact that I was on the board edge I was out of their range and no combat ensued. It was going to be close but I thought I might have nicked it.

We totted up the points and by a difference of 376 or so, I stole a minor victory against the demons....



### Conclusions:

The demons look very powerful and to be honest, I got lucky at the right time. The game changed hands a few times and we both had our fair share of the dice. I will be taking the Lizards to the tournament, but I have to be honest, I don't really like playing them as much. This army relies too heavily on magic and if you don't get the right spells it's too random. The demons look very hard, and I think the units supported by fast and dangerous units can cause the best armies some headaches. The Greater Demon done his usual thing. He can be intimidating and can draw your attention away from the rest of their army if you are not careful. Not only that tough he can back it up with some nasty strength that will test the finest armour and ward saves in all the land.

THE RUMOUR MILL

So after the recent releases of Vampire Counts and now most recently Daemons of Chaos it would appear that GW have finally succumb to the dark denizens of the elf world with DARK ELVES being the next installment for our fantasy friends. If you are after more information keep your eyes peeled in the latest White Dwarf where you are treated a picture of the new Dread Lord and some new Corsair models.



I regularly scour the net in vain attempts to work out what will be next so that if something I like the sound of is coming, I can get all excited about it and start saving. Despite the fact that I am assured Space Wolves are out late 08, early 09 it would appear that the 1st blow has been struck in this months white dwarf with new Dark Eldar artwork appearing. So watch this space.....



New Dark Eldar artwork?

2008 GAMES DAY MINIFIGURE



To the left hand side you will see the 2008 games day model. It looks to be fitting in with the style of the chapter masters and the veterans box set. It looks like a really nice model and I fully expect it to be popular with a lot of people. The pose that it is striking has been one sought after by many marine players and I have seen many attempts to produce this pose!

NEW TOYS ? !



It would appear that there is going to be a second wave release of 40k Orks and possibly 40k Chaos. Rumours have been flying around on the net and judging by this picture it would appear that Zaggstrukk is about to land.

Keep your eyes peeled for more information.

DROP POD'S TO SPEARHEAD THE 40K RELEASE ?

So, 40K is being re released and a new version is on the way. The latest White Dwarf finally "officially" confirms as much but what will it bring us? It appears that Drop Pods will feature as option in the new game, this it would appear will be accompanied by a new plastic kit that will allow you to use

the model I game and save some pennies instead of forking out for a FW product. In addition to that rumours are about that GW are working on a plastic Thunderhawk Gunship. I heard that the hull is on 5 sprues alone!! Which if you ask me is BIG!!! I know a lot of marine players would like to get

there chubby digits on one of these and are usually (again) put off by the FW price tag of £400 odd. People are suggesting that the cost will be £100-£120 which by comparison is cheap and will put the "wow that War Mumak is nice but is it worth £50 in the shade" Apocalypse seems to have bought with it big things in the shape of big toys!!!



THE RUMOUR MILL



As you can see I have posted a few more pictures of Dark Eldar artwork that I am told features in the new 40 K codex that is released very soon.

I am informed that the pictures below are in fact Commoragh, however my source on this is a little "sketchy"...

Nonetheless it's safe to say that Dark Eldar are coming.



TID BITS

**Audio Books:**

It would appear as a result of the success of the Horus Heresy books that Black Library are considering the release of "Audio Books" for this series. A number of people sense the potential for such an item, doubters are maintaining that reading these books will always be best way to experience the saga.

**Space Marines Scouts....**

... are apparently getting an over hall in the new edition with a possible reduction in WS and BS with an ability to be able to flank march, in short, Scouts will be able to enter from a short board edge if the points are paid for. This is in addition to the Scout Speeder rules that are whetting many a mouth!!!

**They Came from the Jungle!**

Rumours have begun circling in regards to Lizard men making an appearance in 2009!! Whilst these are only at an early stage it would appear that rumours are building momentum with a number of people suggesting that testing is quite well under way!

**Dark Elves...**

More rumours flying around suggest that Executioners will have armour piercing and that Assassins will be a unit upgrades, not too different from O&G fanatics... o

**P A I N T I N G   C O R N E R**

I have been painting for some years now. I started off as a spotty kid after picking up my 1st Space Wolf Long Fang with a heavy bolter. I had a big gap in between when I first started and now and the difference between my painting technique from then and now could not be any more vast. I think as a painter you mature over the years. I still retain my love of painting Space Wolves and will do them when they re appear later this year -surely this should be in the rumour section? - ed. but now I have switched my attentions to chaos and

other bits. I like to look at other peoples techniques and see how they have applied paint and how they have gone about it. One of my current favourites is the Non Metallic Metal look.

Non Metallic Metals is an affect used without using metallic paint such as gold and silver, instead you use browns and yellows as well as grey's and white's. People think it's a new thing, but it's been something that painters have been using for years. So here's the secret....



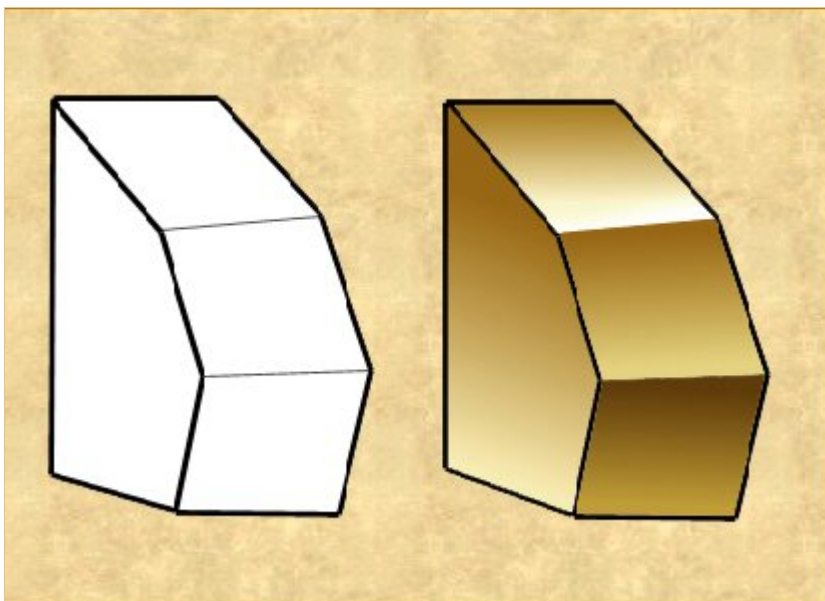
**P A I N T I N G   G O L D**



**P A I N T I N G   S I L V E R**



The colours above are not the only colours that I use. I mix the 4 colours whilst highlighting the model to achieve a smooth and natural look as you would expect from metal.



As you can see, painting NMM on this shape of object is very simple. Just divide it into sections and paint each one individually, so that the darkest colour is at the top of the section, and the lightest at the bottom. Sections facing up should be lighter and those facing down darker. Don't forget to highlight sharp edges facing up with a light colour (Bleached Bone or Skull White for gold and Skull White for silver/steel).

**P A I N T I N G   C O R N E R**

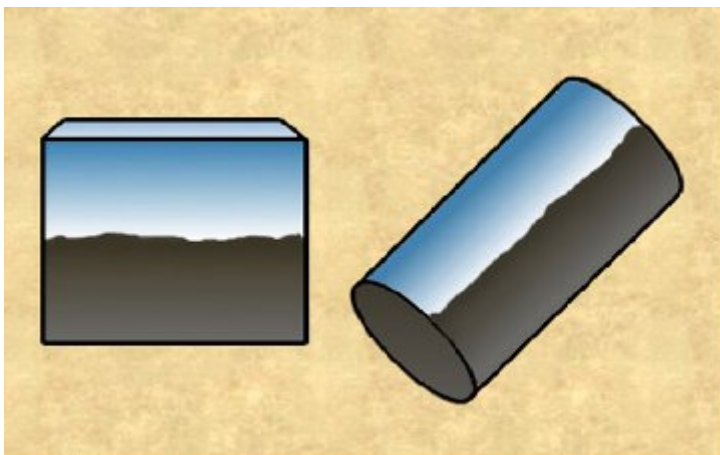
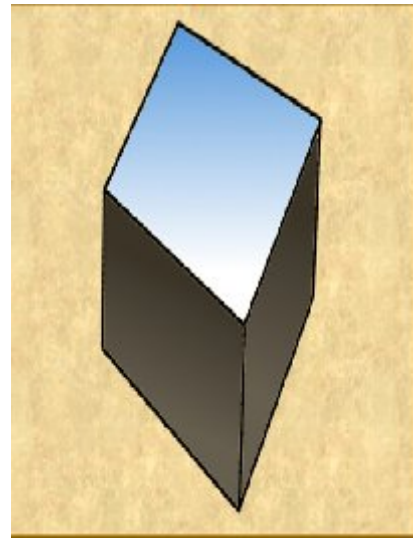


**An Example of NMM Gold and Silver on Flat Surfaces**

Sky-Earth NMM is used when you want to create a very reflective looking metal surface. This is done simply by painting the surface to reflect the sky and earth. This is basically just like 'normal' NMM, but sections facing down will reflect the colour of the earth and sections facing up will reflect the sky.

To the right hand side is an example of this so that you can see what we mean.

However with no horizon that points up or down you must do as below....



**Above is an example of a "reflective" shield that can be done using our technique.**

**Hopefully we have made our quick guide to Non Metallic Metals easy for you understand the basics so that you can go and practice the techniques yourselves. We hope to see these models on a tabletop near us!!!!**

**P A I N T E R ' S   P A I N T ' S**

I am stout GW fan. I always have been. But after many years of painting and always seeking to become better, I have taken on many pieces of advice from painters all over, including GW staff and Golden Demon winners. And a short while back the name Vallejo would crop up a little too often. So investigated and was lucky to have a whole range donated to my cause. At 1st I was skeptical, the paints seemed thinner and I had to get used to the drip feed. But as time wore on I realized that some have a better pigment and are in fact a completely different paint. I am not saying

they are better than GW paints but I can be sure that the 2 combined will allow you the scope to try new things. Another name that came up a lot was Windsor and Newton inks, however GW have just announced the release of their new ink range this may also be different. I would recommend to everyone to try these other brands if they are looking to better themselves.

Vallejo are available at any good ebay shop and Windsor and Newton are stocked at The Range.

GW Paints obviously from your local store.



## 2 YEARS OF LEGION!!

Some time ago.... Not quite in a galaxy far, far away. A star died, well in this case a games club. For fear of capital punishment being issued against me the name of said club will be not be uttered as a result. But it died and our local place to play was limited to Games Workshop, and private clubs that few knew about. It was a short time after this death, that I was approached by a number of people to see if a new Games Club could replace the old one. At first I have to admit I was a bit reluctant. But after speaking with that Sage like creature that is Brokeback we said that it was something we would be both be happy to explore. So we got the usual cronies on board. Tom McGovern, George Leech, Steve Nottley, Gary Devereaux, Mark Brown and Jason Mitchell attended a secret

meeting held in a location deep in Chantry. Much was discussed and we all went away. I have to say what impressed me the most was that we agreed on nearly every rule prior to committing them to stone. Every single person played their part in creating Legion. George came up trumps with materials, my uncle provided copious amounts of MDF to get us started for scenery and boards, Tom donated a city fight box set, Mark managed to source a hall at a very reasonable price and the rest of us went about creating scenery and making logo's, and paperwork to support the club.

After we had agreed on it all, we set about making the scenery for what would be Legion Games Club. Special thanks goes out to Paula, Broke-

back's better half for tolerating us on a nightly basis, and yes we are sorry about the blinds!!

Many people came by Mark's to help with the scenery, Dom, Martin and Tom Street, amongst a few. It was in the middle of all of this that we set upon a date to open the club. There was no going back now.

Amazingly we got done in time and we opened the club up to great numbers, I think in excess of 30 people turned up that night. And every one had a great time. I will never forget that night.

Prizes were won, games were played using all of the scenery and we rested after a busy day, absolutely exhausted. I'm still recovering, honest.



A FEW PICTURES FROM THE OPENING NIGHT

## SO 2 YEARS ON - GOING STRONG

So ... what has happened 2 years on? Well the club has grown. More scenery has been made. Members continue to come back meet after meet to play games with new and old armies. We now have 2 new people on the committee with George pursuing other avenues and Steve taking the Legion template to create Bury War Gamers!! The club has churned out some fantastic one off items, the coliseum created a buzz about the place and has featured at the local GW. Most recently we have added the trench board,

which is a purpose built 40k board with trenches, and gun turret, in and amongst the war torn winter ground.

Legion through the creation of the website and forum by both Mark and Jason have enabled us to communicate not only to existing members but to establish links to other gaming clubs in the are possible. Through links like these we have managed to create links with great guys like those from the GOB's and most recently with the guys from Aftermath in Norwich.

At the start of the year, Legion started recording results and now operates league tables for the 3 main GW gaming systems. In addition we are currently getting ready to start our very 1st Warhammer campaign that Giles has kindly created.

So what's next?

Maybe next year we will hold our own tournament but we will keep going and keep bringing you new and exciting ways for you to enjoy your hobby.

Happy Birthday Legion!!!!

## MODEL OF THE MONTH



I scour the interweb on a daily basis and stumbled across a great site called “cool mini or not” - it’s a great site to see what people are up to and by adjusting the search parameters you can find the best rated models.

I have picked this model out as our model of the month as it exudes an evil presence that captures your attention. With the recent release of Forge Worlds Death Guard upgrade kit you can see why these guys are so popular.

The filthy, putrid green that is painted illustrates the nature of the characters intent. He is a killing machine and that is all. Plain and simple. Cross his path at your peril.

What also strikes me is the level of detail in regards to the damage and rust that the painter has put into this model. All in all it strikes me as exactly what a Plague Marine should look like. It even has a gribbly at the front!!!!

This model is painted by “Todd” and found on Cool Mini or Not.com

Here are 2 other models that I found on the interweb. Being a massive fan of Space Wolves I chose the scratch built Ragnar and the Sigmar Warrior is just stunning and easily the best painted of the lot.

If you would like to submit a model of the month. Mail us at Legionnaire-news@yahoo.co.uk



## AFTERMATH REVIEW

Having entertained the GOB's in Ipswich and been to their Patch in Yarmouth, Legion's next mini adventure was destination Norwich, for the Aftermath 2008 Warhammer tournament!!

So Tom, GT and I woke up at the crack of dawn, in fact I even wok Giles up for good measure. It seemed only fair as I was painting his blood knights at 06:00 hours.

So after picking GT and Tom up, McDonalds provided all the fuel we needed to get there. After the exciting drive along the A140 and getting lost numerous times, we ended up at 291 Spowston Road. Or was that 219 Sprowston Road? Ask GT. Anyway. After we discovered that was actually the event organizers address we made our way (with more help) to Lazare house. And we arrived just in time.

Giles arrived later, even though he was closer..... Alongside his girlfriend, who I might add had some really nice shoes on...

We grabbed coffee and performed synchronized bowel content removal and made acquaintance with the guys from GOB's and Dan who got in contact initially to let us know about the event.

We also said "hi" to Carrow Road.



*"it's 291  
Spowston Road."*

*Look GT just  
check again.*

*"OK so I  
meant 219  
Sprowston  
Road" -  
Smooth!!*



**Lazare House—In all it's Glory, at least it wasn't St. Cuthberts!!**

Ok. So the Painting Competition wasn't on. Good job I spent no time whatsoever painting that rubbish old Librarian. Although Lee knows about, he heard enough times. Still, didn't stop, Giles, GT and Tom laughing at my expense.

3 games in one day, lunch after the 1st and judging done somewhere in between. The boards looked good, well set out, and the certificates were for all to see on display as we approached the legendary Table 1.

That was where we wanted to be. Could we get there?

We took our places and got our armies out ready for some bloodthirsty work that would see one general lauded as the cream of the crop. GT faced up to some Empire. Tom faced up against some Orcs, Giles went up against Wood Elves and I ended up against Wood Elves as well. Tom, Giles and I duly dispatched our foes, the Blood Knights tearing apart trees, the Slaan launching volleys of

magic and Tom unleashing the Wood Elf Fury on the Orkies!! Ouch. GT faired only slightly less fortunately, I think he still blames the cannon for taking all 6 wounds off his Giant in the 1st turn as the turning point. I might have to agree on that one... so with stomach's rumbling we wandered off to the chippy that was closed, we then descended onto a shop called "premier" however it was apparently more



**HERE BE CANNONS—  
BEWARE!!**



**It certainly helped our tum-  
mies!!**

Conference football there so we headed eventually to Tesco's. And my self service virginity was broken!!

So mid munch we traded stories and chatted amongst the guys. I learned that Uranon's thunderbolt could not be cast in combat and GT learned about the dangers that cannon's possess.

It was fast approaching time for round 2!!

## AFTERMATH REVIEW

So fully fuelled and ready to rocket, we learned our fates were not to be intertwined and we were facing fresh adversaries. Well maybe not in my case. Tom founds some Bretonian love. Giles some more Wood Elf love, I found some Wood Elf love too and GT found... some Dwarves... oh joy... lucky him. I think they had crossed Swords before though at Legion. So a second coming, some might say.

Giles was up against tree spirits galore but punched through them with some bearded old vampires, I think

the one unit army that are the blood knights done some damage again. Tom faired slightly less against the Brets, but I think it was a case that it came down to one dice roll, unfortunately to only way to settle abilities on magic items, but perhaps something that GW should consider, as it's a shame that some games are lost on a single dice roll. However I think Tom gathered his spirits and tried his damnest to get some semblance of a result, however it eluded his grasp. I faced up against a poorly being in a

hungover Will and well Magic against was the deciding factor, although my skink priest rather proudly took a noble in combat and actually scored a wound, and survived. GT learned that not all war machines hit as multiple bolt throwers failed to find their mark.

So at the end of game 2, Giles and Gary were the ones in the hot seat and hoping to not face each other. They didn't and round 3 ensued!



**Gary faces up against Dan's stunning High Elf army, looking a bit perplexed by the fat unit of Phoenix Guard and Giles faces the eventual winner!**

So in the deciding games, Giles lined up against Tom's conqueror in the Bret's, I lined up against a stunning High Elf army against Dan—he even made a sea horse for his cavalry, and there will be 6 of them!!!! Tom went up against some more Wood Elves and GT also faced..... Yup you guessed it, Wood Elves... 6 armies there I am told.

Not sure how Giles game actually went moment by moment but in his post match interview, Giles cited that he rushed it and made too many mistakes. Not out played then?

Dan and I had the worst dice in the world and I realized just how hard a unit of Phoenix

Guard were with 2 blokies in it. Must remember that High Elves always strike 1st. We both had some dire luck, Dan in particular who could have secured the important flank, but for some ineffectual rolling on his and some extreme luck on mine. I managed a solid victory and was happy that my luck rode on through, had those little units have held, it would have been all over very, very quickly. A great game, against a really nice opponent. I shall avoid High Elves where possible!! Tom Mc G had a great game from what I hear, and was victorious in the civil war between the Welfs! GT managed a draw against the pointed eared girls who lurk in the

trees and from what I understand, everybody, especially those from Legion had an absolutely great day.

I must extend a big thanks to Lee and Dan who organized the event and thanks to the Aftermath gaming club (even those pesky twins (joking)) for extending their hospitality as far as Ipswich.

Thanks to all the people we played, you are all great guys and we look forwards to playing against you and alongside you in the future.

We all agreed the tournament was very well run and the organizers should be proud of this achievement!

### Final Standings:

#### 1st Place:

Craig Harmen

#### 2nd Place:

Gary Devereaux

#### 3rd Place:

Dan Mashford

#### Best General:

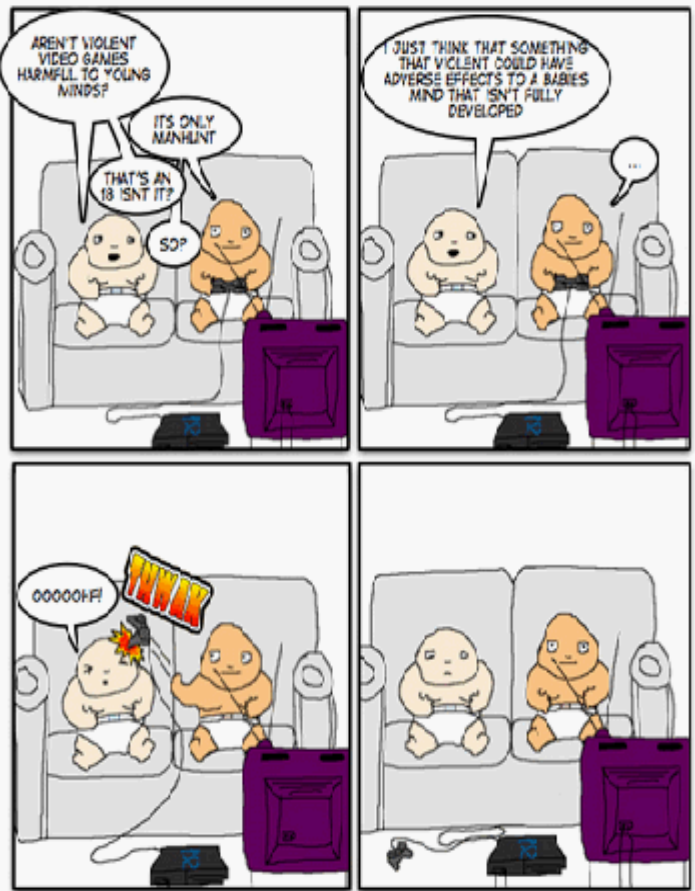
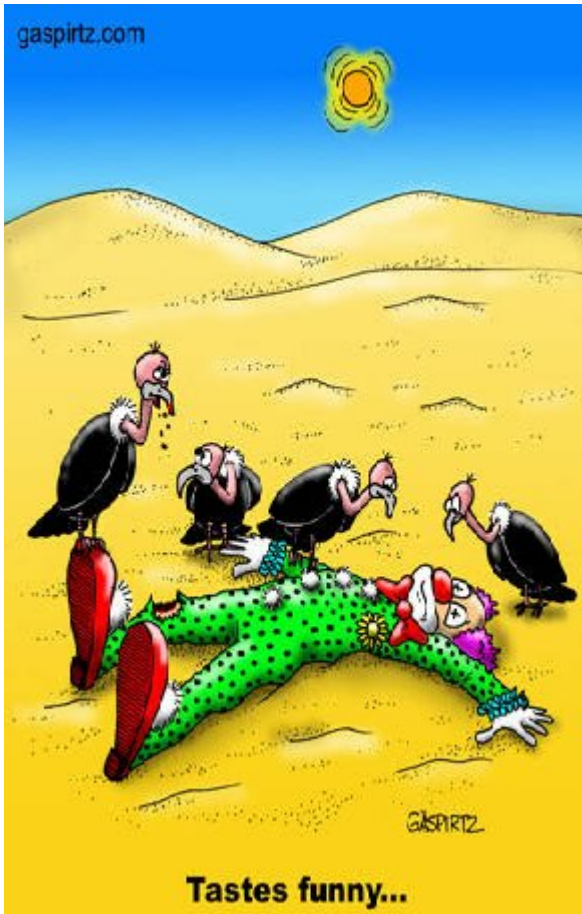
Craig Harmen

#### Best Painted:

Ian Chittenden

#### Best Sportsman:

Frank Coziers



**COMING NEXT ISSUE**

So, the 1st Legionnaire is done and dusted. 20 pages of information to numb your brain whilst you have nothing else to do.

What more could you want?!?!

So will this happen again. Most certainly "yes" - look for us in the next couple of months where we will be featuring more information for you to chew on.

Included will be:

- How to create destroyed city bases
- Painting Guide. ... Skin!
- Games Day 2008 preview!

- Photo's from Burt and GT's birthday bashes. Explicit content might ensue.
- More rumours for your loose tongues!!
- Model of the month
- Battle Reports and much, much more!!

us as this is your magazine for your club. Tell us what you are playing, making and painting so that we can share with the world!! Well at least a few other people anyway....

So with that I will sign off, thanks again and see you soon.

Gary—Editor

It's been fun putting this together and I hope that you will enjoy the read. If anyone fancies having a dabble in the media trade, feel free to email me and I will be happy to include anything that you have for

